

w r i t t e n b y G l i g a r o n F e b 0 2 , 2 0 1 0 2 3 : 1 1

Okay guys, let's try again. If *this* dies, we might as well bury the entire Forum Games forum.

Rules, such as they are

- You are *all* playing this game. Yes, even you.
- Stats will be rolled up as and when they are needed. For the start, there will be no character sheets since nothing's been defined.
- There's no time limits involved. I will post updates when I consider there to be enough material.
- Perversity points will work as before. Players start with 10 and can win them for interesting posts.
- Trolls, munchkins, minmaxers, etc. etc. are classed as Commie Mutant Traitors and will be erased.

You are awakened by the harsh light of...

...where exactly are you? It seems to be some sort of RED-clearance meeting hall. A large Computer vidscreen is at one end. It's currently blank.

You're wearing a RED jumpsuit, so, presumably, you're cleared to be here. But you don't remember anything, other than your name. Even your service group escapes you.

In the pockets of your jumpsuit you find a Series 1300 PDC and an ME Card. And that's it. The ME card has your name on it, and confirms that you're RED Clearance.

The Computer Monitor comes on, and displays the text, "Now loading..."

written by Selbio on Feb 02, 2010 23:16

Feeling a bit hungry, I gnaw on my ME card.

written by Gligar on Feb 02, 2010 23:38

ME Cards, it seems, don't taste too appetising. Fortunately, though, gnawing on one doesn't seem to have any negative effects.

Selbio-R's ME Card is now a little chewed up on one end. The sector code is now harder to read, and I can't make it out from my cameras.

Looking around the room some more, he sees that the place is pretty bare, apart from the bewildered clones, and a stack of plastilyke folding chairs. There's also the grey synthcrete walls, and the clearance stripe denoting the room as RED Clearance. There might be doors, but if there are, you can't see them.

The Computer Monitor still displays it's loading message.

written by E_net4 on Feb 03, 2010 00:38

Check the PDC.

written by Gligar on Feb 03, 2010 01:51

E_net-R's PDC seems to be having a problem getting a signal. How strange.¹

written by Selbio on Feb 03, 2010 02:08

I ask around to see if anyone else has anything to eat.

¹ GLIGAR: And why is there an underscore in the name? Perhaps E_net-R's ME card is in a different name?

written by Albeyamakiir on Feb 03, 2010 03:12

"It's too bad that eating clones is a traitorous thing to do, because I don't think there is any food here at all. Luckily, I'm not even hungry!"

written by Selbio on Feb 03, 2010 03:19

"Well then I guess I'll just have to find a commie mutie traitor to eat, huh? Anybody here a commie mutie traitor? Because I'm starving."

written by E_net4 on Feb 03, 2010 11:30

Perform an interesting dance.²

written by 4616599 on Feb 03, 2010 12:47

I lean back, with a slight smile. Sipping some B3*, I wait for Friend Computer's instructions to come out.

"Hmm....," I mumble to no one in particular, "Somehow I have the strange feeling I was higher ranked before the last brainscrub. What was my clearance? Doris-Y or something?"

written by Starchaser on Feb 03, 2010 13:04³

I view my ME Card and then place it in the jumpsuits left breast pocket for safe keeping.

written by Gligar on Feb 03, 2010 13:18

It seems that Doris-R (formerly Y?) got hold of some B3. While you were talking, a panel opened in the wall, revealing a couple of vendobots. Presumably, one of them carries B3.

Star-R-CSR's ME card tells him just that: his name 😊

The mystery of the underscore remains unanswered.

* well, there must certainly be some of the complex's most famous beverage lying around somewhere...

² E_NET4:

Gligar said:

And why is there an underscore in the name? Perhaps E_net-R's ME card is in a different name?

Where the heck did you get that modified name...

³ STARCHASER: OOC: Maybe it is friend computers way of coping with ASCII/Unicode characters? Depending on what character encoding he uses. 😊

Finally, a silhouette of a... something replaces the "Now Loading" text on the Computer monitor. It seems to be some sort of head, or perhaps a helmet of some kind?

Whatever it is, it has a voice: *"Is anyone awake down there yet?"*

written by Gligar on Feb 04, 2010 00:27

Hearing no reply, the voice continues, *"Can anyone even hear me? Reply, or do something noticeable if you can."*

written by Starchaser on Feb 04, 2010 00:38

Unsure of what is going on Star-R waves at the screen and says in a nervous voice "I am here"

written by Albeyamakiir on Feb 04, 2010 01:06

"Hello!" I wave enthusiastically.

written by 4616599 on Feb 04, 2010 11:58⁴

Anyway, I look at the screen and reply, trying to appear confident ,

"Yes, we're all awake, ready to receive Friend Computer's instructions."

written by Gligar on Feb 04, 2010 12:56⁵

The figure responds. *"Ah, excellent! By now, you'll have realised that your memory is gone. This is due to a Communist attack on this sector's compnode, causing a massive loss of data and of the compnode itself. Among the lost data are the MemoMax records of this sector's residents. Therefore, Emergency Protocol 214/57/[DFSR] was initiated, and here you are.*

"Your mission will be to find a way to terminate the Communists and power up the backup compnode.

Any questions?"

written by Megagun on Feb 04, 2010 12:58

"Uuh, how do we identify Commies? Are they wearing red clothes or something!?"

written by Gligar on Feb 04, 2010 13:04

"That is correct. They wear red jumpsuits without insignia."

written by 4616599 on Feb 04, 2010 13:08⁶

"Well," I reply "that explains why I seem to have gone through a brainscrub that seems to fall under the Friend Computer's usual high standards." and add, more quietly, "Makes me wonder about how it happened...I seem to have the strange desire to laser a scrubot..."

"I don't have too many questions presently, but where's our equipment, what's known about that Communist group

⁴ 4616599: (OOO: err...Gligar, I actually meant Joris-O there as a reference to the previous game, but he(or is it now a she?)'s obviously gone through a thorough brainscrub, so still has a pretty muddled memory.)

⁵ GLIGAR: (OOO: Well, I haven't seen your ME card, and those jumpsuits don't give any sort of indication of gender, so... 😊)

⁶ 4616599: (OOO: Don't mind too much Gligar, anything goes)

and will we be assisted by any higher ranked troubleshooters or Intsec?"

written by Gligar on Feb 04, 2010 14:03

"Unfortunately, little information relating to the Communist group is available at this time. They are known to be heavily armed, and have occupied the sector's main PLC warehouse, along with other installations. You will have to obtain equipment yourself. All other personnel have been either evacuated or terminated, You must rely on your own resources, plus whatever you can procure.

"I suggest making your way to Troubleshooter Headquarters, which isn't too far from where you are now.

Now... time for one more question, I think."

You hear clicking, as of doors unlocking.

written by Speeder on Feb 04, 2010 23:43

I (Stu-O? or Speeder-UV? 😊) enters the room, in a noisy manner, that is, making the doors that just unlocked open violently.

"HELLO THERE!!! NOONE IS FORGETTING ME, ARE YOU?"

written by Gligar on Feb 05, 2010 00:06⁷

When Speed-R has finished playing with the doors, the figure says, *"No further questions? Right then, get to it! If you need to contact me, my PDC number is 49302."*

The silhouette disappears from the screen.

written by Speeder on Feb 05, 2010 00:18

I want a PDC too! Give me one!

Oh... I have one, nevermind...

Hum... those brainscrubs should be less scrubbing, they make us not remember stuff... I don't remember from what sector I am...

* peer at the ME card *

Crap, something damaged the place where my sector was written... So... I am just Speed-R now, officially nomad. In fact, since that information was erased from me and from the card, I suppose that my sector of origin is a important matter that the friend computer choose to not disclose.

written by Selbio on Feb 05, 2010 00:21

"All right then, guys. Let's go find something to eat."

I walk out and look for a map to the nearest place to get some food, or a food dispenser, or wherever we eat. I mean, it's not like I'd remember anyway. I just want food.

written by 4616599 on Feb 05, 2010 10:10

I watch as the clones walk out . "Go on," I call "I don't mind not taking the lead in a sector infested with CMTs, or whatever threat that's out there."

⁷ GLIGAR: (OOO: you were already in the room 😊 Everyone starts there.

Let's assume that you decided to test the doors, then. Of course, they're unlocked, so they opened rather loudly 😊)

I then follow them cautiously. Surely there should be a utility center nearby?

written by Albeyamakiir on Feb 05, 2010 10:28

"Ok, you follow. I'll go in the middle... or, unless... no, I think it's safer if I'm last. Or, wait! I'll stand in the middle and walk sideways! Yes. Just in case..."

written by Gligar on Feb 05, 2010 11:34

The six of you enter what seems to be a small RED concourse, with a few vendobots. There are three other doors leading off.

Strangely, there are no chairs or anything here.⁸

written by 4616599 on Feb 05, 2010 12:17

I approach a vendobot, motioning for some others to follow. "Hey, vendobot, we're just passing through after hearing the evacuation call. What's new?"

written by Gligar on Feb 05, 2010 14:22

"You probably know more than I do. Nobody tells me anything," the vendobot replies. "All I know is, there was a general alarm, then my Computer link was disconnected. Then, there was a bunch of noise, then you arrived a bit later."

written by Speeder on Feb 05, 2010 16:14

I know what happened!

* Makes a techi engineer face, thinks a lot pulls the inexistant beard in a wisdom demonstration and finishes the phrase *

The Computer...

SNEEZED!

written by Selbio on Feb 05, 2010 17:13

I get some food from the vendobot, or at least try.⁹

written by Starchaser on Feb 05, 2010 18:05

Star-R scurries after the others in fear of being abandoned.

He (she?) attempts to get a bag of Algae Chips and if successful they place them in one of their jumpsuits pockets.

written by Gligar on Feb 05, 2010 18:34

Selbio-R and Star-R both get a bag of algae chips each.¹⁰

⁸ GLIGAR: (OOC: Please note that any new players will still start in the meeting hall.)

⁹ SPEEDER: (OOC: I bet that Selbio is doing that to use the fact that it has no network to avoid paying)

¹⁰ GLIGAR: (OOC edit: Also:

Speed-R-??? said:

The Computer...

SNEEZED!

I like this.)

written by Selbio on Feb 05, 2010 20:13

I eat a few of the chips, then somehow manage to stow away the rest of the open bag on my jumpsuit-clad person without crushing the chips.

"All right, I guess we'd better go find some weapons, huh? Hey vendobot, do you dispense weaponry?"

written by Speeder on Feb 05, 2010 21:26

"One rocket launcher please. With rockets of course."

I peer at the machine and then say.

"And computer anti-flu stuff..."

Then I smile happily and says.

"Oh, I want the rockets with marshmellow!"

written by Gligar on Feb 05, 2010 23:22

"Sorry, citizens, I don't have any weapons."

written by Speeder on Feb 05, 2010 23:37

"So, can I still have the marshmallows?"

written by Gligar on Feb 05, 2010 23:39

"Sorry, they're beyond your clearance."

written by Albeyamakiir on Feb 05, 2010 23:45

"Hunger is a weakness. I refuse to eat in such a bad situation!"

written by Speeder on Feb 05, 2010 23:53

"Aaah crap... I am not hungry, the marshmallows are a great glue, but I think that they are beyond our clearance specially because of that..."

Then I look at the vendobot

"But computer anti-flu is not a weapon, can I have some?"

written by Gligar on Feb 05, 2010 23:57

"I'm sorry, but due to Emergency Protocol 214/57/[DFSR], that item is not available."

written by Speeder on Feb 06, 2010 00:11

"I see... So I give up, just give me some bag of ships like everyone else..."

Can vendobots detect letter differences? Having a ship would be uber cool...

written by Albeyamakiir on Feb 06, 2010 00:13

"You're all going to be killed by Commies with poison food! Do you realise nothing!?"

written by Gligar on Feb 06, 2010 00:19

The vendobot dispenses a bag of algae chips. I guess it didn't catch the difference.

written by Selbio on Feb 06, 2010 02:15

Unfortunately, I don't catch the difference either, and holster the bag of chips.

written by Speeder on Feb 06, 2010 05:39

I stuff my bag of chips on my bag.

I have a bag right? Or a backpack, or whatever?

Humm...

Or I have some cool pockets?

Because if not, I wonder where my PDV and ME card are stored...

written by 4616599 on Feb 06, 2010 10:44

I'm not hungry, so I just stand beside an exit and wait.

written by Gligar on Feb 06, 2010 12:24¹¹

From somewhere beyond the exit opposite the meeting hall, you can hear the sound of patrolling jackboots.

written by Speeder on Feb 06, 2010 17:33

"So I have no weapon, and no bag..."

I wield the bag of chips. Who know, maybe they are a good weapon.

Then I await for whatever is coming (what is... jackboot?)

written by Albeyamakiir on Feb 07, 2010 00:18

I dart behind a vendobot. Or try to. I want to be out of sight of the jackboots.

written by Gligar on Feb 07, 2010 00:32

After a few minutes... nothing happens.

Maybe they're not interested in coming in here, and are just... patrolling out there?

written by Cryoburner on Feb 07, 2010 06:35

I note that several others have exited into the concourse, and stroll out there as well. Upon entering the concourse, I carefully examine the ceiling.

written by Gligar on Feb 07, 2010 13:37

The ceiling holds the usual light fixtures and cameras.

The sound of jackboots fades.

written by Speeder on Feb 08, 2010 02:12

"Behold! Follow your leader!"

Then I still wielding the bag of chips, open the door that is in front of the door of the hall.

written by Albeyamakiir on Feb 08, 2010 06:32

"I don't believe in leaders, unless they're higher clearance. Unless they're traitors. Unless they're only pretending..."

After a moment, I creep up to follow Speeder-R anyway.

written by Cryoburner on Feb 08, 2010 09:14

Not entirely certain of Speed-R's trustworthiness or potential for ineptitude, I don't immediately follow, and instead put

my ear to the door on the (presumable) west end of the room, to listen to what might be on the other side.

written by 4616599 on Feb 08, 2010 13:49

Hugely uncertain of the rest, I huddle near a vendobot and wait.

written by Gligar on Feb 08, 2010 14:02

Speed-R and Albey-R find a flight of stairs on the other side of the door leading up, and ending at a horizontal blast door, which is partly open. From what they can see, it looks like a damaged PLC warehouse.

Cryo-R hears a faint humming noise on the other side of his door.

written by Selbio on Feb 08, 2010 23:53

I wait around with Cryo, occasionally pulling a chip from my pocket and munching on it.

written by Gligar on Feb 09, 2010 16:50

Cryo's door suddenly opens partway, revealing a darkened room beyond. A scrubot leaves the room and starts cleaning. The door closes.

written by Speeder on Feb 09, 2010 16:55

"See! A warehouse! It must have weapons here, so we can defend ourselves with something better than... Algae chips."

Anyway, I approach cautiously the blast door, and peer inside, trying to not be seen by whatever is inside, staying in the shadows of the staircase. And I continue wielding the mighty bag of +0 hunger mitigation algae chips.

written by Gligar on Feb 09, 2010 19:51

On further inspection, there doesn't seem to be anyone in the warehouse (except for Speed-R 😊)

The warehouse itself seems to be multi-clearance, with areas designated RED through GREEN. Some of the shelving has been overturned, seemingly during the fighting, but equipment still remains.

In the distance, Speed-R can hear someone wearing jackboots - what should be Internal Security, but with the Communist attack, is probably the People's Revolutionary Enforcers or something - marching from somewhere to somewhere else.

written by Lightning4 on Feb 09, 2010 20:30

L4-R stands around drooling in the meeting hall, completely oblivious. It looks like he may have been brainscrubbed a little TOO thoroughly.

I finally take notice of the open doors south and bumble my way to the main concourse.

Unfortunately, I seem to have forgotten how to stop. I stumble in a southward direction upon reaching the concourse.

¹¹ GLIGAR: (OOC: I did mention: your jumpsuits have pockets 😊)

written by Speeder on Feb 09, 2010 21:37

I just allow L4 continue forward and inside the warehouse in case he keeps walking...

And I keep observing, and also awaiting the other guy that was following me.

written by Gligar on Feb 09, 2010 21:58

L4-R (what is it with names these days? Do I have to assign a Troubleshooter team to it?) crashes into some shelves full of light bulbs. Tinkle tinkle smash.

written by Lightning4 on Feb 09, 2010 23:33

The impact seems to have knocked a little sense into me.

I brush off the bits of glass and look at my surroundings.

Seeing people crowding to the west and south, I decided to be the trendbreaker and attempt to learn how to open doors again with the east door.

written by Gligar on Feb 09, 2010 23:38

Apparently deciding to backtrack (since the stairs are south of the concourse), L4-R finds the east door of the concourse to be locked.

written by Albeyamakiir on Feb 10, 2010 00:42

I sneak carefully up the stairs, into the warehouse and over to a RED equipment area to look for weapons.

written by Speeder on Feb 10, 2010 04:49

I cringe so much at all the crashing that I end smashing some chips inside my bag.

Anyway I follow Al after L4 leaves, while looking around for other entrances on the warehouse, specially checking to see if noone is going to check the warehouse after all L4 ruckus.

written by Cryoburner on Feb 10, 2010 07:43

I note that the humming room may be a little too dark to safely enter, and head into the warehouse instead.

"Perhaps there might be something to connect these light bulbs with to let us see inside that room- Oh look! Shelves!"

Finding a collapsed shelving unit in the red clearance area, I slide a shelf out of its frame and examine it carefully.

written by Gligar on Feb 10, 2010 14:20

Albey-R finds some knives. Well, it's a start, I guess.

Cryo-R detaches and inspects one of the shelves. It's your typical metal shelf common to just about every warehouse in the Complex. It measures 75 x 30 x 0.3cm, with clips to let it connect to the shelving unit. It's also quite heavy.

written by 4616599 on Feb 10, 2010 14:32

I walk into the warehouse. Knives against a horde of CMTs? Far from adequate. I head for the higher clearance stores. Normally I would consider this treasonous, but desperate times do call for desperate measures.

written by Starchaser on Feb 10, 2010 15:59

I suddenly snap out of my temporary daze, broken by the crashing sound coming from the room the others had just entered. I quickly attempt to get a B3 from the machine, stuff it one of my other pockets and run to see if the others are okay.

written by Gligar on Feb 10, 2010 16:02

It turns out that Joris-R doesn't need to go to the high-clearance areas, as he finds some RED grenades, and takes six of them.

Star-R enters the warehouse at a run and notes the broken light bulbs.

written by Speeder on Feb 10, 2010 17:10

I search for a rocket launcher, and whatever else cool weapon that don't cause explosions (like shotguns, rifles, machineguns... that sort of thing...).

Also I grab 2 grenades from where Joris go his 6.¹²

written by Gligar on Feb 10, 2010 17:31

Unfortunately, it looks like this warehouse has already been picked over for weapons. All that can be found are the knives and grenades,

Plus the B3 and whatever else can be improvised...

written by Lightning4 on Feb 10, 2010 19:40

My attention focuses on a shiny knife. I snatch it quickly and pet it while saying "Shiiiiiiiiiiiiiiiiiny"

After a while I get bored and start looking around the warehouse for any other shinies.

written by Selbio on Feb 10, 2010 21:55

I grab a few grenades and begin using them against Foursixonesixfiveninenine-R while shouting "TRAITOR! KILL THE TRAITOR!" I also grab a knife just in case he's still alive by the time I'm done with the grenades.

written by Gligar on Feb 10, 2010 22:29

There's nobody called Foursixonesixfiveninenine-R here, but it's worth taking some grenades for if you run into him - he might be a Communist after all 😊¹³

written by Speeder on Feb 11, 2010 00:11

So, I grab two grenades anyway...

Then I proceed to grab two knives too.

Then I get a spare maintenance cooper tube, and some silvertape, insert the knife handle inside the tube, and use the silvertape there, thus making a cool totally awesome "Speeder's Spear™" or called SS.

Then I go searching for whatever expands and contracts (like elastics, balloons, rubber... whatever like that...)

¹² SPEEDER: (ooc: although we are finding grenades, I still think that maybe B3 are a more powerfull weapon... I wonder what they are made off...)

¹³ GLIGAR: also known as "sure, why not..." 😊

written by Gligar on Feb 11, 2010 00:32

See? Improvisation! 😊

Anyway, there's half a box of those Party Pop-R balloons that young Junior Citizens are sometimes given – you know the ones, with the loyalty slogans on them. These ones say “I [heart] IntSec”.

written by Lightning4 on Feb 11, 2010 00:36

I grab a couple, being utterly fascinated with them.

I accidentally pop one with Fred the knife.

DON'T JUDGE ME. HE'S MY SHINY!

written by Gligar on Feb 11, 2010 00:51

Hmmm... naming one's weapons... that's done by Armed Forces personnel, right?

Jackboots are marching this way again.

written by Speeder on Feb 11, 2010 02:10

I thought that the balloons were not inflated...

Anyway, I grab two shorter copper tubes, fit the stretched balloons in one end, and look around for small objects that fit inside the other end, even better if I find a plastic bag with metal spheres, like those used in bearings and other equipment. But beans, nuts or bolts can work too.

As I hear the Jackboots, I shove the bag of chips in a pocket, in other pocket I shove the grenades, and finally I tuck the knife carefully in my boots, in a way to not cut anything, and proceed to do whatever I was doing, but still holding the SS.

written by Albeyamakiir on Feb 11, 2010 02:46

I grab two knives and put them in my inventory. I was about to grab more stuff, but upon hearing the Jackboots, I dart back to the vending-machine room, grab 4 B3 cans and put them in my inventory too.¹⁴

I head back to the stairs to listen for the boots while staying out of sight.

written by Cryoburner on Feb 11, 2010 03:55

Deciding that the sound of jackboots is a sound I might not like hearing up close, I decide to head back into the concourse, grabbing a couple unbroken light bulbs off the shelf as I leave.

“I'm going to check if E_Net-R is alright. We can't afford to leave anyone alone for too long when Communists are all over the place.”¹⁵ ¹⁶

¹⁴ ALBEYAMAKIIR: (By the way, are our inventories like those of adventure game characters? ie. infinite within semi-reason?)

¹⁵ CRYOBURNER: (I suspect you can only comfortably carry as much as can fit in your hands or pockets. Otherwise, you might drop items or have difficult accomplishing things.)

¹⁶ SPEEDER: (OOC: I wonder if in paranoia world there are a machine that has access to hammerspace... maybe experimental... 😊)

written by 4616599 on Feb 11, 2010 09:26

Jackboots again? Perhaps it could be that traitorous Foursixonesixfiveninenine-R that Selbio-R mentioned earlier. And CMTs sure have poor choices of clone names...

I go to a corner of the warehouse, slightly nervous, and then look at some of the maintenance tubes, wondering whether any were blastproof, or sturdy enough to hold a can of exploding B3.

written by Gligar on Feb 11, 2010 13:17

It's amazing how many small items you can cram into the pockets of a jumpsuit (well, I guess it helps that there are plenty of pockets)...

Though I'm not sure Speed-R could carry anything else now.

By the way, none of those metal spheres, but there is a box of nuts.¹⁷

Those tubes actually don't look like they could hold an explosion.

Those jackboots are getting closer. You can now hear voices speaking quietly.

written by 4616599 on Feb 11, 2010 13:52

I retreat back into the concourse, B3 ready, attempting to use the scrubot for cover.

“Do you mind participating in an IntSec live firing test?”, I uneasily blurt out to the scrubot.

written by Lightning4 on Feb 11, 2010 18:52

I mutter to myself about traitorous manually-inflating balloons.

My instincts take over as the jackboots approach. I holster my knife for now and grab some grenades.

I covertly crouch behind an overturned shelf.

Unfortunately, despite my clever hiding spot, I fail to notice my lovely RED balloon clearly floating above my position.

written by Gligar on Feb 11, 2010 21:49

Damaged Warehouse

The wearers of the jackboots make themselves known: two... well, I hesitate to call them “Internal Security”, even though they're wearing the requisite armour and weapons. See, the armour doesn't fit, and they're wearing RED jumpsuits with no IntSec patch. I guess they're the People's Revolutionary Police Force.

One of them notices those of you who aren't hidden. “What are you doing here? You should be attending the People's Glorious Victory Parade! Attendance is mandatory!”

Well, that answers that question.

¹⁷ GLIGAR: (OOC: *goes off to update stuff*)

Concourse C1

The scrubot responds, "I regret that I cannot be of assistance, citizen."

written by Speeder on Feb 11, 2010 22:38

I mutter to whatever person is near me, trying to not allow them to hear.

"People's Glorious Victory Parade? That sound commie... It is not the commies that say that all that people do is good? That cannot be good, Friend Computer exists to protect us from people stupidity!"

Then I look around for a safe route back to the stairs. I carefully put my spear hidden in a standing position in a shelf, and carefully hidden I get one of my tubes with balloon in one side, I put a nut inside it, then I pull the nut while holding the balloon in place, and shoot the nut at a box near other door. Then I quickly put it back in place, and hold the spear again, hoping that I drew their attention away from me and other friendly troubleshooters.

written by 4616599 on Feb 12, 2010 05:33¹⁸

While still cowering near the scrubot, I inexplicably whisper, "Mary Lou-UV is corrupt and leads them!"

I raise my voice a little, "The vendobots, and this scrubot, are broken! I'm doing a service for the people and repairing them."

written by Gligar on Feb 12, 2010 11:09¹⁹

Speed-R thinks that trying to head for the stairs would be risky, though with him behind a shelf already, it's not too bad. But he'd need a distraction before he could begin. Like, maybe, a nut hitting a box...²⁰

But he doesn't pull it off right, and gets spotted when he launches the nut. This is too much for the PRPF members, who ready automatic slugthrowers and fire them in Speed-R's direction.

It's a good thing they didn't hit Speed-R with them. I guess they went to the People's Glorious Marksmanship Training Seminar, which was of course mandatory.

As such, they didn't pay attention to Joris-R.

written by Speeder on Feb 12, 2010 16:35

Yay! Mess!

Anyway, slugthrowers are known to be slow, and are known to do a quite mess... So I run to the blast doors (holding my SS again, of course, and taking care to it not stuck in anything) aiming to return to the concourse. All that while the dust and debris of the slugthrowers are still flying.

¹⁸ 4616599: (OOC: hmmm...according to the 'who is online' bar, apparently Mary Lou is pomelising Friend Computer.)

¹⁹ GLIGAR: Hey, the first die rolls of the game!

²⁰ GLIGAR: (OOC: !)

[7]

For some reason, in my mind some strange ancient music from humanity come to my mind, maybe it was a imprint from friend computer, or a joke of a scientist...

"RUN TOoooo THE HIIIIIIIISSSS!!!"²¹

written by Gligar on Feb 12, 2010 22:38

As previously established, the PRPF members' aim isn't up to much, which they proceed to demonstrate further, as Speed-R manages to use the cover of the shelves to get to the blast door, down the stairs, and into the concourse.

However, one stray slug hits L4-R's balloon, popping it.

written by Lightning4 on Feb 13, 2010 00:38

I yelp as soon as my balloon pops.

I pull the pin on a grenade and toss it in the direction of the PRPF members, before ducking for cover again.

written by Gligar on Feb 13, 2010 00:58

"Pull pin and throw", that's what the instructions say...

And of course, L4-R throws the *pin*...

Which promptly explodes.

BOOM

The PRPF members fall to the ground. Maybe dead.

There's another problem... that of shrapnel.

All four of you in the warehouse get hit by stuff flying around, and sustain a wound.²²

written by Speeder on Feb 13, 2010 01:09²³

I hear a explosion as I am reaching the concourse.

"Vatcrap! I hope that all the grenades there don't have the habit to chain explode..."

I look at a vendbot.

"And I hope that there are no B3 stored there too."

written by Gligar on Feb 13, 2010 01:23²⁴

And for what it's worth, grenades almost never chain-detonate. To suggest otherwise is a sign of unhappiness. Are you unhappy, citizen?

written by Lightning4 on Feb 13, 2010 01:27²⁵

I check myself over for any damage.

I ready Fred and come out from my cover, and cautiously approach the PRPF members.

²¹ SPEEDER: (OOC: for some reason that Iron Maiden music came to my mind... and I am not even a Iron Maiden fan, the last time I heard it was 3 years ago)

²² GLIGAR: (OOC: Grenades + die rolls = Fun™ 😊)

²³ SPEEDER: (OOC: the PIN explodes? Or... L4 explodes?)

²⁴ GLIGAR: (OOC: The pin, yes. 😊)

²⁵ LIGHTNING4: (OOC: Yeah, I should certainly hope not me. 😊)

written by Gligar on Feb 13, 2010 01:30

After he checks himself over (cuts and bruises, and pain, and bleeding) L4-R finds that the PRPF members do not react when he gets close.

written by Lightning4 on Feb 13, 2010 01:41

Fred still at the ready, I kneel down next to each of them and start checking them for signs of life.

written by Speeder on Feb 13, 2010 02:10

Not hearing any other explosion, I say.

"Well... One side was wiped out... Or both."

Then I look around for people in my room.

"Let's go check the people upstairs! There are commies there... If they are dead or alive now is a good question."

written by Selbio on Feb 13, 2010 05:27

I push L4 aside and, instead of being a commie about it, proceed to stab them until we can be good and sure they're dead. I then check to see if they have any weapons we could take.

written by Lightning4 on Feb 13, 2010 10:43

"I.. um, I was gonna do that!"

I join Selbio in rooting through the now fully deceased PRPF members.

written by Gligar on Feb 13, 2010 13:47

The PRPF members don't react as L4-R checks them out. If they're still alive after the explosion, they certainly aren't after Selbio-R is done with them.

Searching the bodies reveals: two automatic slugthrowers (BLUE clearance), six ammunition cartridges (AP rounds - GREEN clearance), two neurowhips (also GREEN), and two truncheons (RED, for a change).

written by Selbio on Feb 13, 2010 17:58

I grab a truncheon, and guard the higher-clearance items from anyone in the team who would dare be a traitor and try to take them.

written by Speeder on Feb 13, 2010 19:43

I climb upstairs, slowly, when I see that they are looting the two bodies I smile.

"So, you managed to kill them! Good work! Now let's see the clearance of the slugthrowers!"

As I approach and see that the slugthrowers are blue, I take the other truncheon.

"Humm... That is bad..."

I look to the others.

"So, the computer don't sneezed, he was shut down, our mission is then find the server room, and clear it of commies, and reboot our friend computer... The problem is that the server room is UV, and I have no idea on how to get there."

written by Gligar on Feb 13, 2010 23:21

Don't you think you're already carrying enough? 😊

written by Speeder on Feb 13, 2010 23:25

In fact, I had no idea of what is a truncheon, I confused it with trenchcoat...

So, indeed, I don't want a truncheon, I leave it there.

Also I go searching in the warehouse for something that I can use as armor...

written by Lightning4 on Feb 13, 2010 23:56

"Well, we'll just have to kill those filthy commies one by one until we DO find Friend Computer... now won't we?"

I give the high clearance items a second look, but shake my head as I go to investigate the direction the commies came from.

written by Gligar on Feb 14, 2010 12:40

Speed-R isn't successful in his search.

L4-R opens the door the PRPF used, and finds an INFRARED corridor beyond.

written by Speeder on Feb 14, 2010 16:52

Oh yeahs, I tweak my nut launchers...

I put more rubber (coming from the balloons) in them, and test to see if I can still pull it, then after it is strong enough, I instead of holding it with two hands when firing like I did, I just fit it properly using my silvertape.

Shiny!

Then I fit the two side by side.

Now I have a two barreled object launcher!

"What you did found there?"

written by 4616599 on Feb 14, 2010 17:38

I walk back into the warehouse, and half-facepalm at the scene on the floor.

After a while, I ask "Are we just going to leave them lying in the middle of the warehouse?". I advance further, looking at their equipment, "Well, it would be treasonous to take higher clearance stuff, but I'm sure Friend Computer would pardon us in a situation like this. Anyone agrees?"

written by Selbio on Feb 14, 2010 19:04

"No. We're not traitors."

written by Gligar on Feb 14, 2010 20:37

Joris-R, as he looks at the equipments, spots something else: a Com 1 unit mounted inside the armour of one of the PRPF members. You could probably detach it.

Of course, it helps that the Com 1 suddenly crackles to life with "*Comrades Aleksandr and Pitr, report!*"

written by 4616599 on Feb 15, 2010 06:53

I quickly respond, somehow putting on a stereotypical accent "Err...oh, yesh Comrade, cannot dizcolse full deetails in the open, but our local bot agent haz rezported anz attempt by Intssek to reegainn control of SUX sector, with thze incusion occurring about seven sectors east of here. We zont have any forces there, so I recommend we mobilize all available uneetz in thiz area tzo move there. I wudd ask the bot to give you more details, but he'z just crashed. Might bze another Intssec attempt. Over."

written by Gligar on Feb 15, 2010 14:13

"Ah, Aleksandr! I was not aware that you had a bot... Did Pitr free one from its Capitalist pig-dog programming? Over."

written by Speeder on Feb 15, 2010 17:44

I nod with the head, several times to 4k.

Then I smile and give a thumbs up.

written by Cryoburner on Feb 15, 2010 20:08

Noting that others have returned to the warehouse following the explosion, I approach the stairs, but stop short upon hearing communist voices... Might the warehouse be full of communists!?

Looking about the concourse, I see the scrubot going about cleaning an already clean floor, and get an idea...

"Scrubot, how would you like an upgrade?"

Finding a random hole on the scrubot, I insert one of the light bulbs I'm carrying, and screw it firmly into place.

written by 4616599 on Feb 16, 2010 03:24

I return the thumbs-up gesture to Speed-R, and watch quizzically as he nods at a box marked '4000'. =P

I then reply, "I wudd suppose he did...must have been pretty tuff for him, given Fool Computer's greedy capitalist programming methods. All I know is that he did something to a scrubot. He's searching a warehouse at the moment, kan't really make out what he's found. What is the status of our other local patrols?"

written by Gligar on Feb 16, 2010 13:26

Concourse C1

The light bulb is a pretty good fit.

As soon as Cryo-R is done, the lightbulb lights up... a bit too brightly. And promptly breaks. Oh well.

Damaged warehouse

"Comrade, I can't give you that information over the com. The capitalist enemy could be listening in.

"However, I am pleased at Pitr's success in liberating a scrubot. Tell him -"

There is silence on the other tend for a moment.

"- I must cur this short. The base is under attack. Follow your glorious orders. Out."

written by Speeder on Feb 16, 2010 16:53

"Huh... They believed us, should we keep the communicator?"

written by Lightning4 on Feb 16, 2010 18:54

I've already disappeared into the corridor. I cautiously look around for dangers and/or exits.

Or things of use.

written by Gligar on Feb 16, 2010 20:37

The corridor sports four other doors and is empty of clones... well, living ones. There's a dead INFRARED not far away. You can tell she's dead because of the gaping hole in her chest. Looks like the Communists have lasers.

The corridor seems to exist to connect another corridor - a RED one, with one door that you can see - with what appears to be an INFRARED concourse, where there are a lot of clones. Presumably, they're there for the parade.²⁶
²⁷

written by Gligar on Feb 17, 2010 19:55

Loud pompous music starts blaring from the concourse. It's the sort of thing you only hear when the Communists break into a vidshow feed, and even then only for a few seconds. Only now they're in control, so you now hear the whole thing.

But relax! Communist music has been found to be completely ineffective in imparting Communist propoganda on the citizens of Alpha Complex in 99.5% of recorded cases! You have nothing to worry about!

written by Speeder on Feb 17, 2010 20:54

"Hey, what happen if we dump all our explosives and B3 in the middle of their parade? We would wipe a wide amount of commies! Maybe friend computer would even promote us!"

written by Gligar on Feb 18, 2010 00:03

Damaged Warehouse

A security camera swivels round and focuses on Speed-R.

A speaker activates and a voice says, "Ah! Have you made any progress?"

It sounds like the clone seen on the Computer monitor in the meeting hall.

written by Lightning4 on Feb 18, 2010 00:37

Nonetheless, I cover my ears and stumble back into the warehouse saying "LA LA LA LA LA LA LA" to block out the sound.

²⁶ SPEEDER: (OOC: it is two map releases already that I am in the wrong place... Gligar?)

²⁷ GLIGAR: (OOC, sort of: You are in error, the information is 100% accurate. All evidence to the contrary is due to Communist interference 😊)

After I notice the music has stopped and everyone is looking at me like I'm a commie, I blurt out "Commies... many commies!"

written by Speeder on Feb 18, 2010 02:01

I look at the camera.

"Oh yes!"

I point to the two dead commies.

"Also I've got some improvised equipment, and the warehouse had grenades... A parade is happening down in the corridor, I was thinking in tossing a couple of explosives there, but maybe it is bad idea... It would just anger them and put the mission in jeopardy..."

Wow, why I know all these difficult words?

Anyway! We have no idea where is the HQ that you mentioned previously, care to tell me? Also, just to report, some people are scouting the corridor from where these two commies entered the warehouse, and some are in the lower level, and the communists believe that these two guys are still alive and well, thus we still have the surprise element."

written by Gligar on Feb 18, 2010 15:14

"This sector's Troubleshooter Headquarters is accessible from Corridor D2. Like I said, it's not far.

"As for the terminated Communists: I was monitoring transmissions just now. Apparently, one Communist, designated 'Pitr' has reprogrammed a scrubot. Have you heard anything about this?"

written by Speeder on Feb 18, 2010 15:42

"Huh... My partner by some stupidity said that the bot was helping these two dead commies, the person on the other side asked if Pitr reprogrammed a bot, and so we said that yes... But he is here dead..."

I point to Pitr.

"No need to worry, at least that we know, no bot was reprogrammed."

written by 4616599 on Feb 18, 2010 16:28

I walk down to Speed-R. Hearing his comments, I whisper "Stupidity? I was checking if the scrubot had been modified by them... also, there's no need to be too concise and specific on that thing. He may be an agent, or CMTs may be monitoring."

"By the way, is anyone going to do anything about Alexandr and Pitr?"

written by Gligar on Feb 18, 2010 19:16

"Very good. Keep up the ruse as long as you can. And try to get to Troubleshooter Headquarters quickly - I can only use each channel for a limited amount of time before my signal is intercepted and traced. I have to keep moving as well. Now, get going."

The speaker falls silent.

written by Speeder on Feb 18, 2010 20:39

I stare at 4kk.

"Are you nuts? Are you a commie traitor believing that our superior that gave the mission is a traitor?"

Then I look around and say. "First, we have to get rid of the bodies, so commies don't discover that we killed them, also you should keep the communicator, and continue posing as Alexandr, and then we search for the headquarters, it is in the D2 corridor."

I look around. "Where is everyone else?"

written by Gligar on Feb 19, 2010 15:56

Over in Concourse D1, people seem to be cheering. It's rather quiet, though, like only a small fraction of people are actually taking part.

Then there's the sound of slugfire. Someone speaks, but you can't hear what they're saying.

The cheering starts again, louder this time.

written by Gligar on Feb 20, 2010 00:48

The Com 1 comes to life again. *"Pitr, Aleksandr, you are not at the parade! Why is this? Do you not know it is mandatory?"*^{28 29}

written by 4616599 on Feb 20, 2010 17:09

"Well, I'm stating the obvious here, but that obviously means they have surveillance cameras, or have tracking equipment. We'll have to think of something."

I then pull up the Com 1 and reply, still with the stereotypical accent, *"Ah yes komrade! Of course we know tze glorious pawade is mandatory! All the people knowit! We are scouring the area for any more trases of Capitalist/Computer interfewence! We tze united komrades cannot affod any of their further meddling. The Glorious peeples parade cannot be interrupted, we understand!"*

written by Speeder on Feb 20, 2010 17:16

I scratch my beard while waiting for the response from the other side.

Well, I don't have a beard, but I scratch my chin as if I had a beard.

²⁸ GLIGAR: OOCish: Clearly, someone has altered my stats files to remove all mention of one entire player. This gross example of treason has been fixed.

²⁹ SPEEDER: OOC: I wonder who did it...

Also I wonder where are everyone, playing me and gligar is not much fun... or gligar playing with himself..

Please, other people, show up again! I know my love for paranoia (I have one of the books even, I bought it immediately when I stopped in a store... here in Brazil paranoia is not popular, so it does not exist in stores, that one for some reason had a english copy on the shelf, a really old copy, its pages were already yellow-ish)

Also I know Gligar love for paranoia... But only me and Gligar player is no fun..

Maybe Gligar should ressurect Xeno, at least it would make us 3 😊

written by Gligar on Feb 20, 2010 18:06

Ah, I see that yet another clone has fallen victim to the dreaded Hair Growth (Facial) Approval Form... did you know that they only have a 0.0001% approval rate?

But anyway.

The voice on the other side of the com says, *"Very well. Finish your sweep and return to the parade. We will send a replacement team within five minutecycles. Do not take longer than that time. People's Control out."*

Yes, you'll have company in five minutecycles. You'll probably want to move out before then.

written by Speeder on Feb 20, 2010 18:34

"So, let's stick with the plan, we get rid of them, you keep the communicator, and continue the ruse, and we search for the headquarters in the D2 corridor."

I look around for some place that I can get rid of them... We have dump slots on the warehouse? Or... vents that go down?

written by Gligar on Feb 20, 2010 19:57

Unfortunately, the only thing that goes down is the stairway to C level.

But there's the dark room, and the locked room... maybe there's something there?

written by Speeder on Feb 20, 2010 20:48

I scratch my head, then I just grab the two by their legs, see if they will not splatter blood everywhere as I pull them, and then I run toward the concourse while pulling them along.

written by Lightning4 on Feb 21, 2010 00:35

Seeing as how dragging one corpse is tough enough, I decide to aid Speed by grabbing the legs of the other corpse and follow his lead.

written by Gligar on Feb 21, 2010 00:42

You have to squeeze past Albey-R as you go, but you get them to C-level.³⁰

So... which is it going to be? The dark room, or are you going to try the locked door again?

written by Speeder on Feb 21, 2010 01:59³¹

I look around, then I see what there are a exploded lightbulb in the vendbot. "Hey vendbot, do you have a socked that is compatible with the lightbulb so it does not explode?"

Then after some time, I say. "Doh, why noone thought of that before... Vendbot, do you have a map, or can you inform what exists behind these two doors?" I point to the dark room and the locked door.

³⁰ GLIGAR: (OOC: I could have had you take them to the IR concourse instead, since you didn't specify, you know 😊)

³¹ SPEEDER: (ooc: gligar ooc comment made me shiver... good that he is not a sadistic gm...)

written by Gligar on Feb 21, 2010 13:54

The vendobot replies, "Sorry, no, to both questions."

The scrubot doesn't answer.

written by Gligar on Feb 22, 2010 19:27³²

It seems that, in your indecision, you have wasted your five minutes.

A squad of six members of the PRPF, presumably arrived to relieve Aleksandr and Pitr, bursts in through the warehouse door. They notice the GREEN and BLUE items on the floor from their fallen comrades, and the bloodstains, and put two and two together. They take the safetys off their weapons. **"You are all under arrest in the name of the People's Glorious Revolution!"**

written by Speeder on Feb 22, 2010 19:56

I close quietly the door to the stairs, then I put both commies near Cryo, walk toward the dark room, and hide there.

written by Gligar on Feb 22, 2010 19:58

On the wall in the dark room, Speed-R can feel something that feels suspiciously like a switch.

written by Speeder on Feb 22, 2010 20:02

I... press the switch!

written by Gligar on Feb 22, 2010 20:07

Who wouldn't? 😊

Even though crecheclones are told repeatedly to not press random switches, since you don't know what they could do. And they might be beyond your clearance.

Luckily, this isn't one of those switches. It's just a light switch.

It reveals that the room is a sort of control room, maybe a security station. There are a couple of deactivated monitors, a Computer terminal (also deactivated), and a control panel.

written by Speeder on Feb 22, 2010 20:14

Oooh I found the node that I am supposed to fix?

I just check around what stuff is only one way communication to inside the room, and activate them.

written by Gligar on Feb 22, 2010 20:18

Sadly, it doesn't seem to be the comnode. If it were, it'd be high clearance, right? 😊

This control room (or security station) is a mix of RED and ORANGE clearance. The Computer terminal and control panel are in the ORANGE section (though the panel has RED buttons, and is close to the RED section of the room).

written by Speeder on Feb 22, 2010 20:43

So, like those shiny RED buttons usually written "don't press" that noone resist the urge to press, I press them 😊

³² GLIGAR: (OOC: Apparently, I'm playing by myself now.)

written by Gligar on Feb 22, 2010 20:50

A few things happen.

First, those monitors activate. They appear to be showing camera feeds from the stairs (pointing at the blast doors) and the warehouse (a wide view, again favouring the blast doors).

Second, some motors whir. One the monitors, you can see the blast doors closing. Albey-R steps back to avoid being crushed by them.

Third, the Computer terminal activates. Apparently, this is Emergency Bunker C-3.

And fourth... remember that locked door? That's now open.

written by Speeder on Feb 22, 2010 21:08

I look at the terminal, and press the button of the locked door again in hope to relock it.

Then I look at the monitors to see what is happening in the warehouse.

written by Gligar on Feb 22, 2010 21:41

That seems to have worked.

Damaged Warehouse

The PRPF squad opens fire!

Four of them miss their marks, and end up trashing up some of the supplies in the warehouse. Notably, some stray bullets hit the grenades.

Joris-R manages to find some cover and avoid the remaining two's fire.

Selbio-R isn't so lucky, taking a shot in his right leg.

Star-R doesn't manage to get out of the way, but still avoids being shot.

written by Selbio on Feb 22, 2010 21:51

I bleed.

written by Cryoburner on Feb 22, 2010 21:52

The Scrubot modification didn't quite work as desired, so I decided to stand guard with my shelf in case any communists happened to enter. It wasn't long before they did, dragged behind Speed-R and L4-R, who proceeded to drop them off in front of me. I hear communist voices again, this time apparently arresting the other team members, as Speed-R recklessly runs off into to the dark room, flips on a light switch, and begins randomly pressing buttons.

"Perhaps you should be a little more careful about what you do in there."

As the locked door opens, I look inside, without actually entering the doorway.

written by Gligar on Feb 22, 2010 22:00

In the time the door was open, a RED corridor was visible. There are at least two exits.

The clearance stripe has peeling paint, though. I guess this area hasn't been used in a while. Where the RED paint has peeded, BLUE paint is visible underneath, indicating that the area has dropped in clearance.

written by Speeder on Feb 22, 2010 23:21

I turn to Cryo and say. "Oh, good, you woke up! So, let's say what happened, we killed two Commies, they thought that they were not dead, as we faked that they were alive, until they asked the two to come to the parade, that mean that we had five minutes to hide the bodies, but for some reason noone did anything but me that dragged them down here, so I left them near you so you can get rid of them, while I went figure see what this console do... I know that it is dangerous, but is better than getting shot..."

I peer at the cameras.

"Crap, I locked three people inside the warehouse, they are being shot at..."

I think for a while and say.

"I think that I will leave them there until they finish off the commies... While that we get rid of the bodies."

I open the concourse locked door again.

"Let's drag them there! And stuff somewhere..."

I leave the room, and promptly get one of them.

"You two" I point to L4 and E_Net. "Stay guarding the room, better if someone get over there" I point the room that I just left "And watch the monitors and help the people upstairs, you can unlock the blast doors if you want" I point the blast doors button "But only do so if you are sure that no commie will come downstairs until I and him" I point to Cryo "Get rid of the bodies."

I proceed toward the ex-BLUE now RED corridor.

written by Lightning4 on Feb 22, 2010 23:37

I nod to Speed and drop my corpse.

I enter the control room and watch the monitors, hoping the people in the warehouse fight back.

written by Cryoburner on Feb 23, 2010 00:18

"Hmm... Those sounded like gunshots... I wonder if the others will be alright on their own."

I prop one of the bodies up on top of the scrubot.

"Look in there, Scrubot! Red paint has 'peeded' all over the floor. What a mess! If only someone were able to clean it up..."

written by Gligar on Feb 23, 2010 00:50**Corridor C1**

Speed-R inspects the two doors and finds that they're labelled "Dormitory" and "Maintenance".

The corridor makes a left turn past the room.

The corridor is covered in a layer of dust, though it's clear that scrubots come through here occasionally.

Control Room*

The Computer Terminal beeps and displays an error... something about not being able to connect to the Computer network. That's understandable, what with the comnode being down and all.

Concourse C1

The scrubot moves its dome, causing the corpse to fall off and land in a comical position. "Yes, this won't do... it won't do at all..."

It starts spraying cleaning fluid on the bloodstains and the corpse. From the bubbling and the dissolving and such, that stuff's acidic. It would be a good idea to not be near it.

Damaged Warehouse

Selbio-R hasn't moved after collapsing. This makes a nice target for the PRPF, who... well, that's interesting... one of them seems to have shot herself in the foot...

Two of them succeed in hitting Selbio-R, one on the other leg, one in the chest. If he doesn't get medical attention soon...

The other two miss their mark again. Despite him being right there... A stray bullet makes its way towards Star-R, but ends up whizzing past and embedding itself into the blast doors. You know, I don't even think they know about the bunker...

written by Speeder on Feb 23, 2010 00:57

I smile as I see the bot dissolving the body, and drop the other one in the red corridor, right in the middle of the dust. Then I observe the bot as it melt away corpses. Then I open one of the dormitory doors.

"Maybe there are still decent weapons or even armor stashed here. And hey! You got a great idea, I loved it... Let's make the bot dissolve all the corpses."

written by Lightning4 on Feb 23, 2010 01:00

I look over the console for any other buttons that might be of use... and are of my clearance.

written by Gligar on Feb 23, 2010 01:32³³

Dormitory

The dormitory looks like it could hold twenty-four RED clones. (At some point, it probably held one BLUE clone. It must be great to have a room to yourself.) There are those lockers you find in all RED dormitories. The whole room is basically four normal RED dorm rooms in one. I suppose you check through all the lockers if you really wanted.

* (let's just skip the "or Security Station" bit)

³³ GLIGAR: (OOO: there's only one dormitory and one maintenance room, at least as far as you can see 😊)

Control room

The panel is split into several sections: DOOR CTL, MONIT CTL, SERV CTL, and DEFN CTL. The former two are largely RED clearance, the latter two are mostly ORANGE with a smattering of higher-clearance buttons.

Some of the buttons are depressed, presumably meaning that they're activated.

But other than that, the panel is unlabelled.

Damaged warehouse

The wounded PRPF member yells and drops her slugthrower before falling backwards.

The other five... hmmm, they seem to be ignoring Selbio-R. Instead, they're concentrating on Star-R...

...wait a minute... they seem to be out of ammunition! There's the ammo on the floor, but it'd take them a minute to reload...

One of them has another idea, and pulls what looks like a stun grenade off his belt, pulls the pin, and throws.

written by Lightning4 on Feb 23, 2010 01:52

I shrug and press a few of the non-activated RED buttons, SERV and DEFN CTL if there any available.

written by Cryoburner on Feb 23, 2010 02:10

I keep my distance, making my way around the pool of bubbling cleaning fluid and into the newly opened corridor. Finding the other body lying there, I slide it back into the concourse, and kick it into the edge of the pool of cleaning solution before heading back to the dormitory.

written by Speeder on Feb 23, 2010 03:24

I hear the kicking and look to Cryo.

"No damnit! We are not supposed to leave molten commies in a visibly public area where they may visit... But I am not going to recover it..."

I just start to check all the lockers searching for a RED reflex armor or any other usefull equipment.

written by Cryoburner on Feb 23, 2010 06:05

"I believe you sealed the blast doors, and this seems to be an emergency bunker, so unless there are communists already in here, or someone lets them in, I don't think anyone should really care. Besides, the scrubot should have them fully de-communized soon enough!"

written by 4616599 on Feb 23, 2010 06:17

"Wait, comrades! Hold your fire! I'm Scru-R, a bot engineer and servicer . Most of your fellow comrades you see here are from my team. I had helped comrade Pitr in his glorious cause of removing the Capatalist components from the scrubot. However, we had no idea that Intsec had rigged the scrubot with alarms and an emergency static programming system. So they were discovered by Intsec and fought gloriously for the people, but unfortunately went out as

heroic martyrs of the People's complex. Then you showed up."

written by Speeder on Feb 23, 2010 12:26

I awnser from inside the room that I am messing with lockers.

"Huh... Indeed, you have a point, or two... hail the glorious de-comunizing bot... We should take it with us and tell him to clean any communist that it sees..."

written by Gligar on Feb 23, 2010 15:36

Control Room

There don't seem to be any RED SERV CTL or DEFN CTL buttons. Pressing the other RED buttons results in some clicking elsewhere in the bunker.

The Computer terminal beeps.

You can't help but wonder about the high-clearance buttons.

Concourse C1

That partly-dissolved corpse looks pretty disgusting now. The scrubot sees what you're doing, and mutters something that my camera can't pick up. It sprays more of the acidic cleaning fluid.

Dormitory

One of the buttons on the control panel must have unlocked the door on the far wall, since it just clicked.

A search of a few of the lockers reveals some RED jumpsuits - it seems like they all have a jumpsuit - and, so far, four sets of reflec. Not that they're any good against bullets.

There's still plenty of lockers to check, though.

Damaged Warehouse

The PRPF had just picked up their ammunition when Joris-R interrupts. They hold their fire, but are still suspicious. One of them asks, "If you are part of the Glorious Revolution, what is the Revolutionary Recognition Sign?"

Sadly, this seems to be a little too late for Selbio-R...

It seems that they're too far away to hear Speed-R.

written by Speeder on Feb 23, 2010 15:47³⁴

As the door clicks, I rush there and open it, just to make sure that it will not get locked again, then I peer inside to see if it is safe to leave the door open.

written by 4616599 on Feb 23, 2010 16:48

Hoping Star-R or those in the bunker would do something, I respond, "Well, it's a long story. I always did like the Commies at heart, but never got to experience or come into contact with life with my other glorious equal comrades. Every day I was forced to toil for the so-called Friend Computer. Then I met comrades Alesandr and Pitr on a transbot just before the revolution began. Needless to say

I found that they shared the same good ideals for the people and was quickly inducted into their squad. Unfortunately due to urgent circumstances I was not offered the badge...and just when I was about to put in on the revolution started and there were people shooting everywhere. I subsequently helped them in their glorious servitude. Then this happened."

I feign a depressed expression, but suddenly declare," But fear not, comrades! We shall do our glorious duties!" I then break into an impromptu song and dance.

"Commies, oh the glorious revolution!

I love those comrades, and shall together do what the people require!

Oh honourable comrades, I am..."

written by Gligar on Feb 23, 2010 18:08

Dormitory

Through the door is what appears to be a medical bay. There's just one problem... it's YELLOW clearance.

There is, however, a marked RED path from this door to another door, presumably one that leads back to the corridor. Predictably, it takes the long way round, and goes nowhere near the medical supplies the bay undoubtedly has.

There is also an old model docbot, sitting deactivated on a counter.

Damaged warehouse

There is silence for a moment. The PRPF squad's impromptu spokesclone seems to be thinking about this. "Comrades Pitr and Aleksandr didn't report anything about starting a cell, but then again, we have been proceeding rapidly. And besides, perhaps they thought you needed to be tested further. Please, follow us to the parade. There, you can be tested."

The spokesclone waits for you to step forward.

written by Lightning4 on Feb 23, 2010 18:51

I silently look around. Not seeing anyone currently in the control room, I quickly reach over and start pressing the higher clearance buttons while muttering "Friend computer forgive me, friend computer forgive me, for the glory of friend computer..."

written by Speeder on Feb 23, 2010 20:18

I don't wake up the docbot (just in case it want to re-communify the de-communified commies...)

And then I return to the dormitory, and proceed again to open each locker to find usefull equipment. (or any assorted cool item...)

written by 4616599 on Feb 23, 2010 21:45

I nervously continue with my poorly-done dance moves. Somehow I don't feel quite myself.

³⁴ SPEEDER: (OOC: I was talking with Cryo... Oo)

I attempt to get them to come forward and dance, too. *Medical bay*
 "Come on, dance with me! Do the people's dance!"

written by Gligar on Feb 23, 2010 22:47

Somewhere in the bunker, generators can be heard powering up, followed by the thrum of equipment.

Control room

The Computer Terminal acknowledges the button presses with

```
MAIN GENERATORS      [ONLINE]
LOCAL SERVICES       [ONLINE]
DEFENSIVE SYSTEMS    [ONLINE]
```

```
ESTIMATED FUEL REMAINING: [==-----]
TIME TO FUEL EXHAUSTION:  [22:25]
```

Damaged warehouse

The PRPF notice the noises. "What is this?" muses the spokesclone, presumably the leader. "No matter."

He gestures, and his squadmates move to surround Joris-R and Star-R. "To the parade!"

Dormitory

A further search of the lockers reveals three RED laser pistol bodies (but no barrels) and a Multicorder 1, seemingly set up for audiovisual recording.

written by Lightning4 on Feb 23, 2010 23:07

Figuring I've probably done enough treason, I vacate the control room.

I reach Corridor C1 and see if the Maintenance door is unlocked.

written by 4616599 on Feb 24, 2010 00:14

"Aye, glorious comrades!" I say, attempting to sound confident. Won't those other clones in the bunker do something?

written by Speeder on Feb 24, 2010 00:24

I get startled at the noises. Then I look around, and seeing nothing I just take one of the reflacs and wear it, then I set the multicorder to play the last recording.

As it records, I walk using the red lines on the medical room to the door on the other side.

written by Gligar on Feb 24, 2010 01:10

Maintenance is indeed unlocked.

Maintenance

The room is filled with equipment, mostly air filtration. There is a ladder heading down to what is presumably B-level, possibly for access to more equipment.

The room is split between RED, ORANGE, and GREEN clearances. The ladder is accessible from the ORANGE zone, and there is a desk, on which is a Computer terminal, in the GREEN zone. The terminal is on.

As mentioned, the RED path takes the long way round, but eventually, it reaches the other door...

Corridor C1

...which leads back to the corridor. You can now see that it turns again past the medical bay. There are two more exits to worry about that can be seen.

Damaged Warehouse

Star-R and Joris-R are escorted from the warehouse into the corridor.

Corridor D1

They continue into the concourse. As they get there, they note that the door to the concourse has been destroyed.

Concourse D1

The concourse is simply a big space where, in usual times, INFRAREDs could congregate and watch the huge Computer Monitors which are against the far wall. Now, however, the monitors are showing some clone who is presumably an officer of the Communists.

There are three (intact) doors leading off elsewhere. There is a distinct lack of chairs.

On noticing your PRPF escorts arriving, citizens (or rather, comrades, I guess) begin to shear, though it sounds a little forced.

The spokesclone announces, "Comrades! Here we have found two more who are loyal to our cause! They will be joining us for the Pledge of Communism!"

The clone on the monitors answers, "Excellent! The Pledge will take place momentarily. Any news of our Glorious Comrades Pitr and Aleksandr?"³⁵

written by Speeder on Feb 24, 2010 03:09

I peer at the corridor, like disappointed. Then I attempt to open another door.

written by 4616599 on Feb 24, 2010 04:44

"Ugh! Commie vatslim- err...I mean, Computer vatslime!" I mumble under my breath.

"Good comrade, I'm afraid the capitalist computer enemy got them. They fought for our cause heroically." I respond to the person on the monitor, though I suppose that wasn't really needed. I add, "How's the status of this sector? Any more enemy forces incoming? I'd be willing to take them on to avenge my glorious comrades!"

written by Lightning4 on Feb 24, 2010 07:07

I exit the maintenance room, and upon seeing Speed-R, choose the door he doesn't.

³⁵ GLIGAR: (OOO edit: Is the map getting too wide for people? If so, I'll change the format. Also, if people want mutations and secret societies, PM me. Reading tiny text is treason.)

written by Gligar on Feb 24, 2010 15:42³⁶ Cloning station

Corridor C1

Speed-R's door proves to lead to a cloning station. One of L4-R's button presses most likely activated it.

L4-R's door leads onto another dormitory, this one ORANGE. It's possible that higher-clearance clones used it as well.

Concourse D1

The figure responds, "As was stated earlier during the parade, this sector is now free of Capitalist control! However, there are still Capitalist elements remaining in the sector who will attempt to undermine the Glorious Revolution and the path of Communism through the Complex. Indeed, I have received word that a High Programmer may still be operating here!"

Some of the comrades gasp.

"But he can be dealt with later. For now, let us recite the Oath."

written by Selbio on Feb 24, 2010 17:30

The stomach of my otherwise inert body growls.^{37 38}

written by Lightning4 on Feb 24, 2010 20:17

Naturally, I continue down corridor C1. Looks like there's more to explore!

written by Cryoburner on Feb 25, 2010 02:32

I inspect the dormitory beds, and take a look underneath them as well.

written by Speeder on Feb 25, 2010 11:14

I try to figure if I can make the cloning station room smooth, and maybe even re-activate, even if using some emergy protocols, its mind downloader, so come people can revive without any problems³⁹

If it is all fine, I examine to see if I find interesting stuff there.

written by Gligar on Feb 25, 2010 14:23

Corridor C1

Carrying on down the corridor, L4-R finds one door, before the corridor ends in another door.

Dormitory 1

An inspection of the beds reveals the usual mattresses (made of recycled packing material), pillows (same), and a metallic frame. There doesn't seem to be anything of note under the beds.

³⁶ GLIGAR: (OOC: What with the map continuing to increase in size, I've taken the liberty of rearranging it.)

³⁷ SELBIO: (OOC: It's what you get for that confusing list of stats 😊)

³⁸ GLIGAR: (OOC: You know, you could reclone if you wanted 😊)

³⁹ SPEEDER: (OOC: Bensel 😊)

Speed-R enters the cloning station. As he does, he suddenly remember that he actually works in a cloning station anyway, and, as such, knows the restart sequence. After all, cloning stations need restarting periodically in order to keep them running at peak efficiency.

Finding a Computer terminal, he inputs the code to initiate the restart, then, after a minute, goes to the tanks and flips a few switches. There! All done. Hopefully, nothing should go wrong...

Concourse D1

The officer on the Computer monitors continues. "Repeat after me: I, state your Party name, do hereby declare undying loyalty to the Communist Party..."

written by 4616599 on Feb 25, 2010 15:48

I discretely cross my fingers and mumble quietly, "Friend Computer will not be pleased. But I'm doing this for its sake..."

"I, Scru-R of Secondary Sector Logistics, declare undying loyalty to the Communist Party..."

"...subject to any terms and conditions I may come up with...". I whisper, only loud enough to be heard by Star-R.

written by Gligar on Feb 25, 2010 20:53

"...and further declare my undying hatred for The Computer and its capitalist pig-dog lackeys. I will do my best to terminate any high-clearance lackeys I encounter, in order to liberate the INFRARED masses..."

written by Gligar on Feb 26, 2010 15:05

Alarms sound in the bunker. Computer Terminals and monitors show

--- WARNING ---

REVISED TIME TO FUEL EXHAUSTION DUE TO INCREASED POWER LOAD

TIME TO FUEL EXHAUSTION [03:59]

SUGGESTED COURSE OF ACTION:

- * REFUEL GENERATORS
- * REDUCE POWER LOAD

written by Speeder on Feb 26, 2010 15:52

I leave the cloning station running. Then I grab stuff from the lockers in the dorm, and leave them at the cloning station (in case someone resurrect... they would need it, right?)

Then I open the northmost door of the C1 corridor.

written by Cryoburner on Feb 26, 2010 20:02

Hearing the alarm, I grab a pillow off one of the beds, and head back out into the corridor. I wander down the hall past a cloning station and medical bay, and notice Speed-R opening another door as I round the corner.

written by Gligar on Feb 26, 2010 20:37

Speed-R can't carry all 24 jumpsuits, so he only takes a few.

Corridor C1, far end

The door opens, revealing a stairwell, leading down, presumably to B level.

The alarms continue blaring.

written by Speeder on Feb 26, 2010 23:56

I open even other door.. If there are more doors (I want to explore the entire level before heading down).

In case we checked all doors already, I climb down the stairs.

written by Lightning4 on Feb 27, 2010 00:46

Alerted by the alarms, I hasten my pace. I try the final remaining door in hopes of finding something we can either turn off or the generators themselves.

written by Gligar on Feb 27, 2010 14:48*Corridor C1, far end*

There's only one more door on this level, so Speed-R opens it, revealing a storage room - oddly, there's no clearance stripe visible. There's mostly food in there, with a microwave to heat things if needed.

L4-R seems a little disappointed when he finds no more doors to open.

The alarm continues to blare.

Concourse D1

The Oath continues. Wow, that thing's long.

written by Speeder on Feb 27, 2010 17:00

I carefully walk downstairs.

written by Gligar on Feb 27, 2010 22:42

The stairs haven't been used in some time. It seems that the scrubots' War on Dust has been lost here.

It turns out that the stairwell goes down past B level, down to what you can only assume to be A level. At each level, there's a door, leading to the level proper.

The stairwell's RED, but, like Corridor C1, was once a higher clearance, and it shows through the peeling paint on the clearance stripe.

written by Speeder on Feb 27, 2010 22:57

I open the door to the B level and wander inside.

written by Gligar on Feb 27, 2010 23:10

The door leads into another concourse. Let's call this one Concourse B1.

There are three doors... all ORANGE, or so it seems.

If anything, the alarm seems louder down here.

written by Speeder on Feb 28, 2010 06:38

I return to the stairs, go to the medical lab, and climb down the staircase there.

written by Cryoburner on Feb 28, 2010 09:17

I quizzically glance at what Speed-R is attempting to do in the medical bay, and wonder if he's been keeping track of the floor's layout. 😊

I head down the two flights of stairs and try the door at level A.

written by Gligar on Feb 28, 2010 11:47*Medical bay*

There are no stairs in the medical bay. Speed-R may need medication, though 😊

Corridor A1

Cryo-R finds yet another corridor, bisected by still another. Both corridors are INFRARED and have four doors each. And dust. And that infernal alarm.

written by 4616599 on Feb 28, 2010 14:27

I continue taking the oath quietly(; deliberately mispronouncing and substituting several words).

written by Speeder on Feb 28, 2010 21:14

I facepalm, and run to the maintenance, and climb the downstairs THERE.

written by Gligar on Mar 01, 2010 00:02*Generator room*

Huzzah! It's the generator room! It's mixed RED/ORANGE clearance.

There are three large diesel generators bolted to the floor, connected to a central fuel tank. All three of them are on, making an awful racket. But that's not as bad as the *alarm*...

The generators are connected, via some heavy duty cabling, to a power distribution unit which takes up a large portion of one wall, next to which is a Computer terminal.

You've probably guessed that there's no extra fuel in the room.

There's also a door.

written by Speeder on Mar 01, 2010 01:35

I open the door, and peek outside, then I read the monitor.

written by Lightning4 on Mar 01, 2010 07:09

I go down the stairs to A level and start exploring the INFRARED corridors and the first doors.

written by Gligar on Mar 01, 2010 13:55 Generator room

Generator room

Surprisingly, there isn't a corridor beyond the door. The room beyond looks to be a store room for spare parts. There are three doors.

The Computer monitor reads

TIME TO FUEL EXHAUSTION [03:22]

The figure changes to 03:21 as Speed-R watches... exactly in cadence with the *alarm*.

Corridor A1

The first door L4-R opens leads to a hygiene station. So that's where it was hiding.

Concourse D1

Looks like the Oath is about ready to wrap up...

written by Selbio on Mar 01, 2010 18:05

I start to smell.

written by Gligar on Mar 01, 2010 19:42

Computer terminals and monitors within the bunker now display another message...

--- WARNING ---

INCREASED POWER LOAD TO CLONING STATION

REASON: CLONING SEQUENCE UNDERWAY

NEW TIME TO FUEL EXHAUSTION [02:10]

written by Lightning4 on Mar 01, 2010 22:56

I obsessively clean myself a little, also cleaning my wounds out a little if that helps.

I then return to the corridor and try the opposite door, while cursing these damned alarms.

written by Cryoburner on Mar 02, 2010 00:54⁴⁰

I wrap my pillow over my ears to muffle the alarms, and take a peek in the doorway to the room L4-R just opened.

written by Speeder on Mar 02, 2010 01:01

I just go to the generator room and shout "Damnit! Stupid machine, stop that noise." And then I start to kick it, until I find cables that I can pull and turn it off.

written by Gligar on Mar 02, 2010 01:21

Corridor A1

L4-R and Cry-R find a storage room. And look, fuel barrels! Some of them look to be unopened.

⁴⁰ CRYOBURNER: Does anyone else think we should just turn on all devices we find and repeatedly open and close the bunker door so that we run out of power with Selbio in a half-cloned state? 😊

Generator room

Unfortunately, Speed-R is clueless when it comes to electrical generation - he's Tech Services, after all, not Power Services. Well, apparently.

In his attempt to shut off the alarms, Speed-R ends up yanking out one of the power transfer cables from one of the generators. This causes yet another alarm, and a note on the monitors and terminals:

-- ALERT -- ALERT -- ALERT --

POWER TRANSFER FAILURE

INSUFFICIENT POWER AVAILABLE TO RUN ALL SERVICES

DEFENCE SYSTEMS NOW OFFLINE
LIGHTING REDUCED TO MINIMUM
VENDOBOTS NOW OFFLINE

And indeed, the lights dim throughout the bunker.

written by Cryoburner on Mar 02, 2010 03:01⁴¹

I examine the fuel drums more closely to determine their approximate size and weight, and check whether any of them might be partially full, yet sealed, and therefore easier to transport.

written by Speeder on Mar 02, 2010 04:27

I facepalm. "Crap... I tought that turning off the damn generator would turn of the damn alarm too..."

Then I switch it back on.

"Hum... Better reserve fuel for when we need it."

I switch it back off again.

written by Gligar on Mar 02, 2010 10:57⁴²

Fuel storage

Cry-R takes a closer look at the fuel drums. They look to be the 55-gallon ones you see in vidshows.

There are three empty drums, the rest are full and sealed.

Generator room

The lights return to normal for a moment, then dim again, as Speed-R fiddles with the wiring.

written by Speeder on Mar 02, 2010 16:18

I enter the store room, and check what is inside, also I check all exits, to see where they lead.

written by Cryoburner on Mar 02, 2010 21:45

"Well, I guess we'd better get some fuel upstairs. It's probably too much to ask for more portable fuel cans though, and I'm not sure we have the time to look through all the remaining rooms on this floor, anyway."

⁴¹ CRYOBURNER: Are we talking 55 gallon drums here, or something a little smaller? 😊

⁴² GLIGAR: Cryo: yes 😊

I set my pillow, shelf, and light bulb against a wall in the fuel storage room. I then tilt a full drum on edge, and roll it to the base of the stairwell, leaning it against the bottom stairs.

"I'm thinking I might need some assistance with this."

written by Lightning4 on Mar 02, 2010 21:57

I assist Cryo with the fuel drum.

written by Gligar on Mar 03, 2010 00:55

Now that's a surprise... two clones working together...

Spare Parts Storage

Hmmm, let's see... light fixtures, assorted cables, lengths of pipe, a couple of spare Computer Terminals and monitors, rubberlyke tubing, some tools, some other things I can't make out in this light... all of it pretty old... maybe 25 or so yearcycles. But maybe you already noticed, what with the text terminals and all. Kind of a contrast to the vendobots on C level, but I guess the concourse and meeting hall were probably in use by the PLC service firm that manages the warehouse.

The north* door leads to Concourse B1. Interestingly, it's RED on this side.

To the west, it turns out, is a short corri - no wait, it's just an open-plan office. Those partitions threw me for a moment. I can't really make anything else out there.

To the east... ah, that's a corridor.

Fuel Storage

It looks like Cryo-R's stuff won't be touched down here.

Cryo-R and L4-R manage to clonehandle a fuel drum up one flight of stairs to B level.

Those alarms don't go away.

Cloning station

If anyone were to look in, they'd see that a clone is most definitely forming in one of the clone tanks. It probably won't be too long now.

Concourse D1

And the Oath is finally done.

The officer on the monitors continues. "Very good, comrades! Now we must turn to job assignments.

"Your pig-dog service groups and service firms are a thing of the past! You will be assigned to a new job according to the needs of the People's Glorious Revolutionary Employment Bureau. May I have volunteers to be the first to be assigned?"

written by Cryoburner on Mar 03, 2010 07:30

As we reach B level, I notice a door in Concourse B1 open, and see Speed-R on the other side.

* A standard term, which of course means "towards the top of the standard Alpha Complex map".

"I'm assuming you found the generators, seeing as the lights seem to be having problems now."

I once again tilt the fuel drum on its edge and begin rolling it toward the generator room.

written by 4616599 on Mar 03, 2010 13:04

I nudge Star-R.

I suddenly remember something Selbio-R-1 had said earlier, and ask a nearby PRPF member, "Psst, comrade! What's new with comrade Foursixonesixfiveninenine-R?"⁴³

written by Lightning4 on Mar 03, 2010 15:44

Having not known where the generators were, I just continue to assist Cryo-R in a rare act of clones working together...

"For the good of friend computer!"

written by Gligar on Mar 03, 2010 16:03

Concourse B1

Cryo-R and L4-R manage to get through the door to Spare Parts Storage before it closes again.

The alarms only seem to get louder as they approach the generator room.

Concourse D1

"Ah yes! That comrade is in the middle of a very special mission, which will be revealed later!"

The officer on the monitors asks again. "Any volunteers at all?"

The PRPF members ready their weapons.

written by Speeder on Mar 04, 2010 03:08

"Well, I shut it down, just in case noone found fuel... Quick, let's refuel it, while it is off already, before we can turn it back on."

written by 4616599 on Mar 04, 2010 04:39

I mull over the areas where I could carry out sabotage or rejoin the team.

"Given my previous experience, perhaps low-level technical logistics, or provision management, or a reconnaissance scout. I look forward to helping in the liberation of the complex!"

written by Cryoburner on Mar 04, 2010 05:32

I think you only disconnected one of three generators, hence the lights dimming, as opposed to shutting off entirely. 😊

While rolling the drum through the storage room, I notice some rubberlyke tubing, and grab a length of it.

"I'm not sure how we're intended to get the fuel into the generators, but perhaps this will be of use."

⁴³ GLIGAR: (OOC: I really need L4's input here.)

I also take a closer look at what tools are available, in case any may be helpful for unsealing the drum, and more closely examine how the drum is sealed, as well.

written by Lightning4 on Mar 04, 2010 06:47

I finish helping with the drum. I look at Fred and the fuel drum and ponder for a moment...

written by Speeder on Mar 04, 2010 11:20

I look for the place to stuff the fuel, and for proper instructions, just in case...

written by Gligar on Mar 04, 2010 12:44

Generator room

Speed-R enters ahead of Cryo-R and L4-R, as they roll the drum into the room. The drum, by the way, has a fitting for a pipe or hose, covered by some sort of cap. It looks to be on pretty tightly.

The fuel tank seems to have a similar fitting.

I seem to recall seeing a toolkit in amongst the miscellaneous stuff in the store room.

Concourse D1

"Ah, good! In which case, I see no reason why you cannot return to the warehouse where you were found. Unless you'd like to assist with liberating what used to be the capitalist Troubleshooter Headquarters?"

"Yes, that's excellent! How about you do both?"

written by Lightning4 on Mar 04, 2010 20:29

I jam Fred against the cap and start trying to work it off.

written by Cryoburner on Mar 05, 2010 09:43

Someone said:

I seem to recall seeing a toolkit in amongst the miscellaneous stuff in the store room.

I seem to recall examining said toolkit while passing through the store room. In any case, I leave the fuel drum and return to the store room, grab the tool kit, bring it back to the generator room, and spread its contents out on the floor. Then, I take an apparently closer look at said tools.

"Perhaps we should all carefully examine this collection of fine tools in great detail."



written by 4616599 on Mar 05, 2010 12:04

I give a small salute and respond, "I will comply with your glorious orders, comrade."

written by Gligar on Mar 05, 2010 13:08

Generator room

Fred actually seems to be having some effect, as the cap loosens slightly.

Cryo-R empties the toolkit onto the floor. There's a rather impressive collection of screwdrivers, spanners and sockets. Also screws, pliers, and wire cutters.

A hidden place in the sector

Someone facepalms as he looks at a video feed on a portable terminal.



Concourse D1

"Excellent! Once everyone else has been assigned, we can begin our glorious work!"

written by Speeder on Mar 05, 2010 18:48

I smile, then I go near Cryo. "Ok, get there the tools needed to attach the fuel tank hose to the fuel drum...."

I walk near the fuel tank, and see if nothing is drawing fuel from it, just in case I need to find something else to shut down before refueling.

written by Gligar on Mar 05, 2010 21:34

It looks like nothing is being drawn from the fuel tank right now.

The alarms seem to get a little quieter, and the terminal displays a message:

POWER LOAD FROM CLONING STATION REDUCED

REASON: CLONING SEQUENCE COMPLETE

REVISED TIME TO FUEL EXHAUSTION
[02:59]

Cloning station

And indeed, one of the cloning tanks has opened, depositing Selbio-R-???-2, naked and slimy, onto the synthcrete floor.

Concourse D1 (in fact, let's call it Revolutionary Square)

"Let's get those assignments made. For the People!" The Computer Monitors dissolve into static.

The Communists get down to business with making the new assignments. As they do, the PRPF seems to pay less attention.

written by Lightning4 on Mar 05, 2010 23:42

I continue my attempts to get the cap off completely, oblivious to the fact there may be a better tool available for this.

"Don't fail me, Fred!"

written by Cryoburner on Mar 06, 2010 02:58

"Hmm... I wonder if all those brownouts will give that clone a mental disability or something." 😊

I pull out a pair of pliers, but maintain my distance from the fuel drum, as I prefer my fingers attached.

"Maybe these would work better. You wouldn't want to injure Fred, after all, would you?"

written by Lightning4 on Mar 06, 2010 05:41

"I... um, I guess you're right."

I put Fred away and take the pliers, using them to remove the lid instead.

written by 4616599 on Mar 06, 2010 09:07

"Say," I approach a nearby PRPF member, "shouldn't we be at least issued with some decent weapons, like a laser projectile launcher or something? We might encounter some...err... forces which would seek to ruin the complex and its people."

written by Gligar on Mar 06, 2010 13:32

Generator room

L4-R is about ready to pry the cap off the drum before his attention is drawn to the pliers. Using them, he is able to complete the job much easier.

Revolutionary Square

"You will be able to requisition such things from the People's Commissary once everyone gets back to work."

written by Starchaser on Mar 06, 2010 15:32

Star-R snaps out of her zombified state, looks around and then begins to writhe around on the floor screaming.

A bubbly liquid begins to seep out from her jumpsuit.

After frightening nearby infrareds she suddenly stops, looks at the puddle of liquid and then to the nearest clone and whimpers "I crushed my B3" .dawn poor lass

Something tells me that something went wrong during Star-R's last brainscrub

written by Speeder on Mar 06, 2010 19:42

I smile and say. "Oh... The tank is ready to get fuel..." I quickly put the hose on the just opened cap of the drum.

"Now, let's CAREFULLY tilt the drum..."

written by Selbio on Mar 06, 2010 20:44

I writhe around on the floor, then finally remember how to stand. I look for the appropriate forms.

written by Cryoburner on Mar 06, 2010 21:20

"Wait, isn't that my tubing? Maybe we should attach the other end to something first."

I go about connecting the other end of the hose to the fitting on the fuel tank.

written by Gligar on Mar 06, 2010 22:41

Revolutionary Square

Looks like the new assignments are just about done. Star-R may need a hygiene station, though.

Cloning station

Selbio-R doesn't notice any paper forms around. Maybe they're on the terminal?

Generator room

It doesn't take long to connect the fuel tank to the drum via the length of hose.

Speed-R tries to tilt the drum, but it's too heavy.

written by Speeder on Mar 07, 2010 00:11

"Help tilting the drum! And someone pay attention to make sure the hose will not escape."

written by Cryoburner on Mar 07, 2010 01:13

"I can do that!"

I begin watching the hose intently.

written by Lightning4 on Mar 07, 2010 03:58

I assist in tilting the drum over.

written by Gligar on Mar 07, 2010 16:22⁴⁴

Generator room

Well, at first, things seems to go well.

Then, the hose slips.

End result, fuel spills over things.

written by Speeder on Mar 07, 2010 18:11

I peer at Cryo then I say. "Oh, you choose to take care of it, now you clean."

I untilt the drum.

written by Cryoburner on Mar 07, 2010 20:51

"It might evaporate... Think of it as self-cleaning!"

Being careful not to walk through any spilled fuel, I head back to the store room and return with some assorted cables. I reattach the tubing, and tightly tie the wires around the fittings to hold it in place, using the wire cutters to remove any excess cable.

"There, that might hold!"

I return to watching the hose, this time from a slightly greater distance.

written by Selbio on Mar 07, 2010 23:32

Out of nowhere, I suddenly get the idea to check the terminal. I do so.

written by Speeder on Mar 08, 2010 01:46

I peer at Cryo. "What, you want explode us?"

I walk to the store room to grab cleaning materials, like, mop, water, etc...

⁴⁴ GLIGAR: Don't you dare run off again, d20. Don't you know what happens to bad dice?!

Also, no HTML entities... in which case, this post will be delayed for a moment. There is a 0% chance of Alex reading this, so I will withhold my suggestion for a new forum tag here. I trust, however, that the staff will be able to figure out my suggestion. But then again, they'll just forget.

Reading tiny text is treason. Report for termination immediately.

written by Cryoburner on Mar 08, 2010 06:07 Generator room

"I just don't want my favorite jumpsuit to get stained." 😊

written by Gligar on Mar 08, 2010 13:04

Generator room

Cryo-R finds some wire for his fastenings.

Speed-R, however, has no luck in finding cleaning materials.

Cloning station

Yes, there are electronic versions of the forms on the terminal. Selbio-R takes the time to fill them out.

Revolutionary Square

And the job assignments are done.

It looks like the parade is over. Clones begin to head to work.

written by 4616599 on Mar 08, 2010 13:15

Unsure of what to do, I stumble in the vague direction of an exit*, mumbling loud enough for the PRPF to hear; "Well, for the people and our very glorious comrades!"

written by Speeder on Mar 08, 2010 15:33

After some moment looking to Cryo I say. "Ok, the drum is lighter now, you tilt it and turn on the generator, if it explodes it is your fault anyway."

I wait on the red/orange door. Just in case the corridor or the upper floor is safer...^{45 46}

written by Cryoburner on Mar 09, 2010 01:17

"I must continue with the important duty of hose-watching. If the hose were to slip again, and no one were watching it, who would be there to watch it slip?"

I return to intently watching the hose.⁴⁷

written by Starchaser on Mar 09, 2010 05:14

I get up off the floor and request to know what my new assignment is... A little too eagerly maybe? Who knows.

written by Selbio on Mar 09, 2010 06:09

I search the walls intently for a doorway.

written by Lightning4 on Mar 09, 2010 07:28

I... tilt the drum again.

written by Gligar on Mar 09, 2010 13:50

Revolutionary Square / Lift Hall

Heading vaguely through the south exit, Joris-R finds some lifts. There had to be some somewhere.

* probably the south

⁴⁵ GLIGAR: (OOC: *pokes Cryo*)

⁴⁶ SPEEDER: (OOC: Cryo explodes? He was not a sphere? Oh... that will freeze everyone...)

⁴⁷ CRYOBURNER: What about L4? 😊

This time, the fuel transfer goes without incident, and surprisingly quickly. Quite soon, the drum is empty.

Revolutionary Square

"Ah, another comrade! You're assigned to go and assist Comrade Scru-R!"

Cloning station

Selbio-R does indeed find a door (other than the one back to the corridor). It's marked "Chemical Showers".

written by Speeder on Mar 09, 2010 16:06

I keep looking at it, then I say to Cryo. "Ok, the thing is refueled, you there, you won't stain yourself, and there are nothing to watch, go there and turn the thing on..."

Then I look to L4

"You did a good job, you should get promoted or something... Now get out from near that thing... Just in case..."

written by Lightning4 on Mar 09, 2010 16:44

I nod to Speed and step away.

I stay in the room though, intent to see the generator refueled. Those blasted alarms need to stop altogether.

If they're still going...

written by Gligar on Mar 09, 2010 20:34

Generator room

I guess Cryo-R is ignoring Speed-R and staring intently at the tube.

By the way, one of the alarms has ceased, presumably due to the extra fuel in the tank.

written by Speeder on Mar 09, 2010 23:06

After some time peering at Cryo, I close the door of the generator room leaving him inside and L4 outside (on the storage room).

Then I go explore the corridor (not concourse) B1.

written by Selbio on Mar 09, 2010 23:45

I open the door to the chemical showers and peer in.

written by Cryoburner on Mar 10, 2010 05:21

I casually plug the disconnected power transfer cable back in, and wonder what the big deal was.

I then go back to watching the hose.

written by Gligar on Mar 10, 2010 14:34

Generator room

When the transfer cable is reconnected, the lights return to normal, and the other alarm ceases. Finally.

A message appears on the terminal

REFUELLING DETECTED

[23]

FULL GENERATION CAPACITY RESTORED

FULL FUNCTIONALITY RESTORED

ESTIMATED FUEL REMAINING: [=====]

TIME TO FUEL EXHAUSTION: [12:45]

Under Cryo-R's diligent eye, the hose doesn't move.

Cloning station

Unlike most installation, the chemical showers here in the bunker do not have separate booths for individual clones. Instead, it's a communal shower system intended for processing batches of freshly-decanted clones at once. There are the usual oxygen masks, and a large RED button marked "START".

It looks like it's been in use as recently as a couple of hourcycles ago.

Corridor B1 (not the concourse)

The corridor is rather short, with one door at the end, and one either side. The end of the corridor, and the door there, are ORANGE, the rest is RED.

written by Selbio on Mar 10, 2010 16:02

I enter the showers, grab an oxygen mask, put it on, and press the button.

written by Lightning4 on Mar 10, 2010 18:20

I finally decide to wander out of the generator room.

I try the office door.

Rather, I decide to peek. (Since I think it's orange clearance?)

written by Speeder on Mar 10, 2010 19:39

I open all non-ORANGE doors and peer inside.

written by Gligar on Mar 10, 2010 21:29

Chemical showers

When Selbio-R presses the button, several pad on the floor light up, indicating where he should stand. He stands on one.

A few seconds later, the shower itself switches on, from all sides at once.

The room begins to fill with the chemical solution that breaks down the tank goo, among other things.

Spare Parts Storage

The office turns out to be a large open-plan affair, with partitions. Yes, it's ORANGE, what L4-R can see of it, with a narrow RED line in the floor. Further details are beyond your security clearance.

Corridor B1

As mentioned, there are two RED doors.

To the north is... an armoury!

There's just one problem.: it's empty. Well, except for the weapons racks (RED up to BLUE).

To the south is the observation platform for a two-level room, apparently a loading dock. It seems to be RED.

written by Speeder on Mar 10, 2010 22:18

After peering at the empty armory with a frustrated expressions, I go to explore the two-level room, and look below to see what it is there.

written by Gligar on Mar 11, 2010 16:16

Loading dock

The observation platform looks to be empty, apart from a discarded Cold Fun wrapper. There doesn't seem to be a way down from here.

The dock itself has a large door, presumably leading to the rest of the sector. There's a button near it. There's also a visible door leading to the rest of the bunker. There's probably also one below the platform.

As for what's in the dock... well, there's a forkbot and a couple of empty pallets, but nothing else.

written by Lightning4 on Mar 11, 2010 16:55

I decide to head to level A again. I go down the "west" corridor and try the north door.

written by Gligar on Mar 11, 2010 21:35

Corridor A2

L4-R opens the door to find...

...that the lights in the room have apparently failed. From the light that's filtering in from the corridor, shelving, or maybe racking, can be made out. Something in the room is making a faint whirr.

written by Speeder on Mar 11, 2010 22:52

I ask the forkbot to lift a pallet to make a elevator for me.

written by Lightning4 on Mar 12, 2010 00:46

Lacking any kind of light source, I decide to instead go to the south door.

written by Gligar on Mar 12, 2010 12:40

Loading dock

The forkbot doesn't respond. On further inspection, it appears that the probable cause of this problem is a lack of power pack.

Incinerator room

L4-R opens the door, and finds this room. The incinerators seem to be online.

written by 4616599 on Mar 12, 2010 13:58

Back at the concourse, I wait for the liftbot. Strangly it still isn't here, even after several turncycles...

written by Gligar on Mar 12, 2010 16:08 Loading dock

Lift hall

You mean someone actually called a lift? 😊

No matter, one arrives.

Chemical Showers

By now, the showers are filled with the chemical solution. As such, the shower heads turn off and the solution drains away... to be replaced by water when the heads turn on again.

written by Lightning4 on Mar 13, 2010 02:14

I leave and head back down Corridor A2.

I try the door opposite the Loading Dock on the south corridor.

written by Speeder on Mar 13, 2010 03:54

I look if there are a nearby shelf that I can jump into without cracking my bones.

written by Gligar on Mar 13, 2010 16:31

Corridor A1 South

Opening the door opposite the loading dock reveals what looks to be a security station, with monitors showing camera feeds from throughout the bunker. The problem it, it's BLUE clearance. So I guess the door on the other side is inaccessible without committing treason to get to it.

Loading dock

Well, there is what appears to be a charging station for the forkbot. (Of course, without the forkbot's power pack, it's of little use as is.) It has a solid backing plate that's at least big enough to stand on.

Chemical showers

The shower heads shut off again. The water begins to drain out.

written by 4616599 on Mar 13, 2010 17:20

I enter the lift, close the door, and look at the button panel.

written by Speeder on Mar 13, 2010 20:14

I jump on the plate, and seek for the next place to land.

written by Lightning4 on Mar 14, 2010 05:28

Again still unwilling to commit any further treason, I decide to try the remaining north door in A2 west.

written by Gligar on Mar 14, 2010 13:48

Lift

The panel is covered in buttons. What did you expect? It's a lift. 😊

There seems to be at least thirty levels in the sector.

Landing hard on the charging station (though with no apparent damage), Speed-R notes that the pallets are next to him.

Corridor A2

And the remaining door leads to another dormitory, this one for INFRAREDS. It looks like this one could house maybe 40, going off the small lockers in the room. And true to form, the air vents don't seem to be working properly.

There's another door, presumably leading to the IR hygiene station.

written by 4616599 on Mar 14, 2010 15:41

I...press a button, taking the lift to level F.

written by Speeder on Mar 14, 2010 17:39

I jump on the pallet! JERONIMOOOO!

written by Cryoburner on Mar 14, 2010 19:57

I begin to tire of watching the hose, and decide to get something to eat. I head out through the spare parts storage, and up the stairwell to the food storage room on level C. Once there, I take a look at what kind of food is available.

written by Gligar on Mar 14, 2010 20:35

Lift (F level)

After a moment, the lift ascends.

The doors open onto another lift hall, this one GREEN Clearance. Though the Communists obviously don't care about capitalist security clearances.

Loading dock

Another heavy landing for Speed-R. It might not be a good idea to do that again. But at least he's in the loading dock proper.

Food storage

Cryo-R recognises several of the foods available: Insta-Hot Fun, regular Hot Fun, Cold Fun, and Soylent RED through YELLOW.

Chemical showers

The place has fully drained by now. In comparison, the drying cycles (consisting of several fans from all angles) seems to last only an instant.

The shower pads stop glowing, and the door unlocks.

written by Megagun on Mar 14, 2010 20:42

I walk over to the b3 vendobot

"Please, kind sir, spare a poor clone one can of b3, pretty please?"

written by Selbio on Mar 14, 2010 22:50

I take off the oxygen mask, leave the showers, and start looking for a towel.

written by Speeder on Mar 14, 2010 23:45

"I wonder why I decided to jump down here, instead of taking the stairs and opening the door..."

I climb (not jump) down the pallet, until I reach the ground, then I walk around and see if I find something else than the unpowered bot.

written by 4616599 on Mar 15, 2010 04:02

I ponder about for a moment. Should I commit treason and step in? But I'm masquerading as a commie, so perhaps I could ignore it? I squint my eyes, attempting to see the clearance of the door leading out of the hall.

written by Gligar on Mar 15, 2010 14:35

Meeting hall

"Sure, I'll charge it to your card."

The vendobot dispenses a can of B3 Plain.

Cloning station

Even though the showers have a drying cycle, there are still some towels around. Possibly the Romantics or the Humanists or someone were involved. They aren't very big, but they're INFRARED, after all.

Loading dock

There's a button near the loading dock's outer door.

In addition, there is some sort of machinery over by the far wall. On closer inspection, it looks like a portable cloning tank. Now why would that be here...?

A lift, F Level

The door leading out of the hall also seems to be GREEN clearance.

written by Megagun on Mar 15, 2010 16:08

I take the can of B3

"Wait a second, I never inserted my card! Then how did you charge it off of it!?"

written by 4616599 on Mar 15, 2010 16:56

"Agh!", I mumble, taking the lift to E level.

written by Speeder on Mar 15, 2010 21:40

I press the button, run toward a shelf and hide behind, while looking to the outer door.

written by Lightning4 on Mar 15, 2010 22:38

I decide to make my way back to the control room on C level.

written by Gligar on Mar 15, 2010 22:50

Meeting hall

"Through AlphaNet, of course," the vendobot replies. "Your ME card comes equipped with contactless technology. Isn't that convenient?"

A lift, E level

The lift goes down a level, and the door opens, revealing another lift hall, RED this time.

But before Joris-R can do anything, he's interrupted by a voice from above him.

"Don't turn around, or look up. This is a very dangerous line you're walking here, clone."

Loading dock

A RED light above the door begins to strobe, and the bog door rumbles open, revealing a roadway heading away from the bunker. It's a good thing there's no traffic.

L4-R returns to the control room.

written by Lightning4 on Mar 15, 2010 23:04

I begin checking some of the monitors again.

"Hm, been a while since we've checked up on the people in the warehouse" I say to myself.

written by Megagun on Mar 15, 2010 23:14

"No, that's not convenient; it's something easily tampered with. Say, do you happen to carry a formal complaint regarding AlphaNet ME Card transactions form request form - happy clone edition form?"

written by Gligar on Mar 15, 2010 23:45

Control room

Well, Albey-R is still at the stairs leading to the warehouse. The blast door is still closed.

The warehouse camera shows nobody up there, though there seems to be clones moving about outside the warehouse. The corpse of Selbio-R's previous clone is even still there.

Meeting hall

"Your complaint is a sign of unhappiness, citizen. The contactless technology has been deemed perfect by PLC, CPU, and HPD&MC, and of course Internal Security. I'm afraid I cannot help with forms, but your complaint will be forwarded. Please wait... error. Unable to contact local compnode. Please inform Technical Services."

written by Cryoburner on Mar 15, 2010 23:46

I open the door to the microwave and pack in as much Insta-Hot Fun, regular Hot Fun and Cold Fun as can possibly fit inside. After forcing the microwave door closed, I set the timer to 10 minutecycles and hit the start button.

"Mmm... Insta-Regular-Hot-Cold Fun..."

Rather than just waiting around, I immediately leave the food storage room and return downstairs to recover my pillow, shelf and light bulb from the fuel storage room.

written by Speeder on Mar 16, 2010 02:14

After gazing some time at the road, I decide that... I need to return doing the mission that I was requested to do, so I go to the exit, attempt to open the door, and return to the bunker security station that controls the warehouse door.

written by 4616599 on Mar 16, 2010 02:20

I respond calmly (albeit with a hand closing in on a grenade in a pocket), "Well, is that so? Elaborate."

written by Lightning4 on Mar 16, 2010 04:21

Not knowing which one actually opens the warehouse doors, and being somewhat wary of the figures just outside of view, I just continue to watch the monitors.

I look around for anything else of note. Doubtful there's anything but worth a look, eh?

written by Gligar on Mar 16, 2010 16:07

Food storage

The microwave refuses to function. "Load error The current load would violate licence agreements. Please try again."

Of course, Cryo-R doesn't hear this.

Loading dock

Leaving the roadway door open, and thus compromising the security of the bunker, Speed-R heads up to the control room.

A lift, E Level

"First," says the voice, which sounds remarkably like the one from the Computer Monitor in the bunker, "I don't like your tone of voice. Second, the whole Communist thing. Third - and this is the most important - you're failing to obey orders. You might want to do something about that."

Control room

As L4-R watches, and Speed-R arrives, two clones enter the warehouse, take note of Selbio-R's corpse, and start cleaning up the debris. One of them pauses to speak into a com unit, though nothing can be heard.

There doesn't appear to be anything else of note in the control room.

The terminal displays a message:

CAUTION: LOADING DOCK DOOR OPEN AND UNATTENDED

written by Speeder on Mar 16, 2010 17:43

As I arrive and see the message, I just say...

"Crap... Shit... My fault..."

I look at L4 and explains the buttons that I pressed (including what one open and close the warehouse door).

"We need to cross the level with the warehouse and reach the HQ. But I have to return to a loading dock and close a door that I forgot open..."

And then, I again run back to the loading dock, but with my double-barreled and loaded nut launcher in hands.

written by 4616599 on Mar 16, 2010 17:53

"Aye," I respond quietly, "I'm attempting to do a quick survey of the sector. Apologies, always happy to serve, but you don't expect me to take on all those commies with the meagre supply of stuff in that warehouse, do you?"

written by Gligar on Mar 16, 2010 22:09

A lift, F level

"You may not have time to cover the whole sector before the Communists notice that you failed to show up for work. As for equipment, there is a reason why I told you to go to Troubleshooter Headquarters."

Loading dock

As Speed-R arrives at a dead run, he can see a vehicle approaching on the roadway. It seems to be moving fast.

written by Lightning4 on Mar 16, 2010 23:29

I continue watching the monitor, waiting for the possible commies to leave.

Can't risk letting them into the bunker now, can we?

written by 4616599 on Mar 17, 2010 04:28

"I understand. Troubleshooter HQ is at...Corridor D2, is it not? Your recommendations? Go back down to the square?"

written by Speeder on Mar 17, 2010 05:11

I shoot one tube at the close button, if I miss I shoot the other too.

If I still fail to make the door close, I run to the button, pulling the spear from my back.

written by Gligar on Mar 17, 2010 16:01

Control room

On the monitor, the clone with the com unit finishes speaking. The two clones then pick up the corpse of Selbio-R and leave.

A lift, E level

"Yes, that will do for now. But make sure your friends in the bunker also get to the HQ."

Loading dock

Speed-R's first shot misses by about 1.5m. The vehicle continues to approach.

The second shot, however, hits the button with enough force to press it. The door begins to close.

The vehicle accelerates as it approaches, trying to make the door before it closes fully. However, it fails, and brakes hard, apparently coming to a stop before hitting the door.

written by 4616599 on Mar 17, 2010 17:40

"Oh, so that was a bunker! Hmm. Could explain why I got locked out."

"By the way, you may have to contact them to advise them to find...creative means to get out undetected. I suppose I could use my Scru-R guise to somehow allow them out, but I'd doubt that'll work."

"With your permission sir, I'll start the descent back to the square. Once again, always happy to serve. For the good of that Computer!

written by Selbio on Mar 17, 2010 17:46

I dry off my [DFSR] and [redacted] and get dressed.

written by Lightning4 on Mar 17, 2010 18:39

I wait a few more moments, then seeing they're going, I follow Speed-R's instructions and press the buttons to open the warehouse doors.

Hoping they're correct, at least.

written by Gligar on Mar 17, 2010 23:38

A lift, E level

"Yes, please do. As for your friends... well, it shouldn't be too hard for them to sneak, as long as they... use their heads. I will leave you now."

There is a noise.

Cloning station

Well, Selbio-R's equipment never made it here, but there is at least a jumpsuit or two available. He dons one, then considers the other things that were dropped off here.

Control room

Well actually, only one button is needed to open the blast doors. But maybe Speed-R's explanation was a little confusing, as L4-R presses more than just one button.

The blast doors do, in fact, open. But some other doors in the bunker lock themselves.

written by Lightning4 on Mar 17, 2010 23:44

Seeing that the blast doors are now open, I make my way to the warehouse to assess the situation from there.

written by Speeder on Mar 18, 2010 00:12

I now strolls, calmly, back toward the warehouse stairs, if for some reason I find a locked door, I try a alternate route (in case I cannot exit the dock, I climb to the other level, and in case the door to the staircase is locked, I use the maintenance staircase... and so on...)

written by Cryoburner on Mar 18, 2010 01:40

Having reacquired my various materials, I head back up to Food Storage to check on the progress of my delicious meal.

written by Gligar on Mar 18, 2010 14:34⁴⁸

Damaged warehouse

L4-R ascends into the warehouse, finding that the two doors en-route are still unlocked.

Looks like the Commies have cleaned the place up a bit. There's now no debris on the floor, and everything has been placed on shelves. But there's no order to it... I guess they were called away to dispose of Selbio-R's corpse. They took his equipment as well.

Loading dock

Speed-R sets off towards the warehouse stairs, to find that the A-level doors are locked. However, he's able to climb up to the observation platform, the door to which is open.

B Level

He exits, and heads towards the stairwell. He's able to get there without encountering a locked door.

Fuel storage

Cryo-R finds that the door is unlocked, and heads towards the stairwell. The door there is unlocked, too, so he ascends,. Meeting up with Speed-R. Both are able to exit onto C Level, where they part ways.

But it was too good to last, at least for Cryo-R... the door to the food storage is locked.

Speed-R, however, has more success with the doors.

written by Speeder on Mar 18, 2010 15:26

I join L4.

"Hello... Someone tried to invade the bunker with a vehicle, but I don't know who... So, we need to get to this corridor and reach the HQ, but probably there are lots of infreared commies in the way... Idea?"

written by Selbio on Mar 18, 2010 16:08

Feeling adequately prepared for anything carrying just a towel, I stroll out into the corridor and look for anything interesting to do.^{49 50}

written by 4616599 on Mar 18, 2010 19:00

I return to the main concourse, half-saluting any passing PRPF members. I then head for the main warehouse entrance, observing the passers-by in Corridor D1.

⁴⁸ GLIGAR: (OOC: I've taken the liberty of replacing the ??? with actual sector codes.)

⁴⁹ SPEEDER: (OOC: I left gear on the room... you don't have to scare us to death showing up around with a towel In fact, I left gear there specially to avoid this...)

⁵⁰ GLIGAR: (OOC: He is wearing a jumpsuit. 😊)

written by Gligar on Mar 18, 2010 23:01

Damaged warehouse

Communists come and go outside, seemingly ignoring the warehouse...

Corridor C1

Selbio-R finds Cryo-R looking at the locked door to the food storage.

Revolutionary Square

There are almost no clones here now. Everyone seems to be heading to or from somewhere else. Many of them are going down D1, and this continues for a few minutecycles, then the corridor becomes clear. Seeing his chance, Joris-R heads to the warehouse, where he sees L4-R and Speed-R.

written by Speeder on Mar 18, 2010 23:32

As I see the corridor clearing, I reload my tubes, and as soon it is clear I say.

"Ok, let's go.."

I walk to the corridor D2, happily (because other moods are treason), but yet still careful.

written by Cryoburner on Mar 19, 2010 00:00

"Noooooooooooo!"

I begin carefully examining the door to food storage, particularly looking for any way to bypass the locks.

written by Lightning4 on Mar 19, 2010 01:43

I cautiously follow Speed-R down D1.

written by 4616599 on Mar 19, 2010 05:54

Making some attempt to drag Star-R along, (I leave her at the square or at the warehouse entrance if she's too stiff or unwilling to move. I motion for Albey-R and E_net-R to follow too.) I head for corridor D2, behind Speed-R.

written by Gligar on Mar 19, 2010 17:14⁵¹

So, we have Speed-R, L4-R, and Joris-R, as well as some who apparently suffer from My Brain Isn't Here Syndrome, and some that suffer from I'd Rather Disobey Orders Syndrome. (Remind me to have them twiddled.) Let's continue.

Corridor D1

The aforementioned three cautiously exit the warehouse. It looks clear. Unfortunately, Star-R, Albey-R and E_net-R aren't with them, since they apparently suffer from My Brain Isn't Here Syndrome, which, by the way, is ultimately fatal.

Speed-R is the first to move. He heads for D2, but apparently trip up over his own feet, and executes a perfect faceplant into the synthcrete floor.

⁵¹ GLIGAR: (OOO: are we missing half the roster? I've never seen that before at all, no, definitely not...)

Then it's Joris-R's turn. He's more successful and actually makes it.

Then, L4-R. He also makes it.

Not long after, a PRPF patrol exits from a room in D1. They're not looking in the direction of D2 yet.

Corridor C1

Apparently, Cryo-R is ignoring orders, and wants to wreal havoc in the food storage. It's a good thing that the door's locked. The lock could be bypassed, maybe, with the right tools...

written by 4616599 on Mar 19, 2010 17:36

I open the first door a crack and peer in.

written by Speeder on Mar 19, 2010 19:24

If the PRPF noticed me⁵², I just act like dead. If the PRPF is to the other side and don't saw me, I carefully crawl toward D2 and hide behind a corner, also pulling with my anyone that may be visible to them.

written by Lightning4 on Mar 19, 2010 22:38

I keep walking in the direction we need to go... in a commie-like manner, if that's even possible.

written by Gligar on Mar 20, 2010 15:57

Corridors D1 and D2

Speed-R notices the PRPF members. Fortunately, they don't see him, since they're looking the other way.

Carefully, he makes his way to D2 and ducks round the corner.

At the same time, one of the PRPF members turns round. Out of the corner of her eye, she sees movement at the end of the corridor. "What was that?"

Apparently hearing this, Joris-R opens a door, to find a hygiene station.

L4-R keeps walking.

written by Speeder on Mar 20, 2010 16:58

I stop, and do my best do not move, but if I hear PRPF walking this way, I quietly walk toward the next door, crack open and enter if nothing dangerous is inside.

If there are dangerous stuff or I fail to open the door, I just wait in the corner with the spear.

written by 4616599 on Mar 20, 2010 17:26

"I don't know, comrade. Nothing but a hygiene station in here. Could be a scrubot. Some poorly programmed ones still roam these parts. Well, 'tis off to work I go. For the people!"

written by Selbio on Mar 20, 2010 18:15

I try to use my towel to unlock the door for Cryo.

⁵² SPEEDER: (OOO: I dunno if the door is between me and D2, or between me and concourse...)

written by Cryoburner on Mar 20, 2010 21:00

I try to use my shelf to unlock the door for Cryo.

written by Gligar on Mar 20, 2010 23:19

Corridor D1

“Rogue bots? We must investigate this.”

Two of the PRPF start walking down the corridor.

Corridor D2

Hearing this, Speed-R risks moving to another door, just past and opposite to the hygiene station (and the last before the corridor makes a left turn). It’s a double door and looks important.

Opening the doors a little and slipping through, Speed-R finds out why: it’s the lounge of the sector’s Troubleshooter Headquarters! There are two doors in the far wall, presumably leading further into the HQ.

Corridor C1

Selbio-R bats at the door with his towel, to no effect.

Cryo-R bashes at the door with his shelf. The door rattles but remains locked.

Are they that hungry? Did they forget that the locks are controlled from the control room?

written by Speeder on Mar 20, 2010 23:51

First I think about going back to help, but... Damn...

So I just proceed further inward the HQ...

“Where is the monitor guy?”

written by Cryoburner on Mar 21, 2010 01:15

“I am that hungry.”

I try using various tools from my toolkit on the door’s locking mechanism.

written by Lightning4 on Mar 21, 2010 03:00

I quickly glance over my shoulder. Seeing the PRPF members coming, I keep walking, looking important.

I pick a door and enter it and hope they don’t follow me in.

written by Selbio on Mar 21, 2010 07:11

I keep trying the towel method.

written by 4616599 on Mar 21, 2010 14:24

“Well, you can have a look at the hygiene station.” I fling the door to the station nearly fully open, gesturing inside. “I doubt it was anything though. If it was anything those filthy capitalists were good at, it was efficient tracking down of rogue bots.”

(I have my fingers crossed behind me, of course)

written by Gligar on Mar 22, 2010 15:19⁵³

THQ

Speed-R notices that the door (the one on the left. I mentioned it in the missing post.) is ajar, so he takes it. It leads to what appears to be a briefing room.

Corridor D2

Seeing the PRPF approaching, L4-R ducks into the THQ door. He notices Speed-R disappearing through the left-hand door.

The PRPF, apparently ignoring everything else, arrives at the hygiene station. “Very well! Wait here.”

They enter, closing the door behind them. There is the quietest of clicks from the door.

Corridor C1

Meanwhile, back in the bunker, Cryo-R is apparently more interested in food that, you know, not committing treason. He pulls out his toolkit and works on bypassing the lock. And he would have completed the work if it weren’t for Selbio-R insisting in batting the thing with his towel. Cryo-R slips and inadvertently stabs Selbio-R in the hand.

written by 4616599 on Mar 22, 2010 16:37

“Aye comrades. If you see any bots, just let me know.”⁵⁴
55

written by Selbio on Mar 22, 2010 18:05

I wrap the towel around my hand to stop the bleeding and smile in an annoyed manner at Cryo.

written by Lightning4 on Mar 22, 2010 19:49

Since it looks as though Speed-R is going somewhere important, I follow him.

written by Gligar on Mar 23, 2010 01:30

Corridor D2

Joris-R quietly checks the door to find that it is locked.

Corridor C1

Cryo-R doesn’t seem to notice Selbio-R’s expression as he tries once again to bypass the lock. Aha! Success!

THQ Briefing Room

L4-R joins Speed-R in what is now clearly a briefing room. There are ten chairs of differing clearances - RED to GREEN

⁵³ GLIGAR: Wait a minute. I KNOW I posted a turn here. And don’t claim that Mary Lou ate it, mods, because I know that’s a lie.

⁵⁴ 4616599: (by the way, is the door locked, or just closed?)

Are you sure Mary Lou didn’t delete it? For all you know, a Mary Lou-GAMMA-ABB may outrank you in clearance...

⁵⁵ GLIGAR:

4616599 said:

Are you sure Mary Lou didn’t delete it? For all you know, a Mary Lou-GAMMA-ABB may outrank you in clearance...

How can she be GAMMA if she isn’t a Famous Game Designer? 🙄

IC: Knowledge of [DFSR] Clearance is beyond your security clearance, citizen. Please report for brainscrub immediately.

Reading tiny text is treason below [DFSR] Clearance.

- around a semicircular table, arranged near an opaque panel like the ones you see at Internal Security checkpoints.

written by Lightning4 on Mar 23, 2010 02:22

I clear my throat and say:

"Uh... hello? Anyone there? We're here..."

written by Cryoburner on Mar 23, 2010 03:04

I open the door and enter food storage, leaning my shelf in the doorway to prevent the door from closing and potentially locking me in. I also notice Selbio wrapping his hand in a towel.

"Oh! Did you happen to get impaled there? Do not fret, for we have saved the occupants of this bunker from starvation at the hands of the communist influence! The followers of friend computer will get the nourishment they need to fight against the ravages of communism!"

With that, I open the microwave door, allowing the unmicrowaved packages of insta-regular-hot-cold fun to fall out on the floor.

written by 4616599 on Mar 23, 2010 12:06

"So, I trust there're no rogue scrubots in there, comrade? I've got to work for the Complex, you know?"

written by Speeder on Mar 23, 2010 15:03

"Monitor guy, are you there? We did it... Sort of..."

I turn to L4.

"Where is the other guy that was following us?"

written by Gligar on Mar 23, 2010 18:49

THQ Briefing Room

There doesn't seem to be any response. Maybe "Monitor Guy" isn't here yet.

Food storage

Cryo-R opens the microwave, causing its error light to go out, and the packages of Hot/Cold/Insta-Hot/maybe other kinds of Fun to fall out. Interestingly, nothing has burst.

Corridor D2

There are noises from inside the hygiene station, as if someone is trying to make it sound as if extensive searching is happening. The PRPF seems to have not noticed Joris-R speaking. Or the door, for that matter.

written by Lightning4 on Mar 23, 2010 22:22

"I dunno."

I start looking around the room. I peek out of the south door in the process, to see what's in there.

written by Speeder on Mar 24, 2010 00:05

I walk toward the door to the corridor, and hear the door, after hearing only one person, I peek, and upon seeing Joris I signal for him to come over.

I speak in a low voice:

"You, here! The place is here!"

I walk inside again, and leave the door half-open, but I watch the door, in a really watchfull manner, like learned from the hose watcher guy...

written by Gligar on Mar 24, 2010 00:19

THQ Briefing Room

Did you know that THQ has a corridor? Well, it does, right behind the south door.

Speed-R, on the other hand, heads back towards D2.

written by Lightning4 on Mar 24, 2010 00:30

Seeing Speed-R leave, I decide to check out the rest of the corridor.

written by Cryoburner on Mar 24, 2010 03:26

I rip open a package of cold fun, and begin consuming it.

"Om Nom Nom... Nom Nom Nom Nom..."

While nomming, I examine the wrappers and preparation instructions for each of the available foods.

written by 4616599 on Mar 24, 2010 14:37

If the PRPF can hear me, I raise my voice and declare, "Well comrades, the people of the complex need me. I'll have to leave you at the moment.". I subsequently stride very quickly in the direction of the THQ.

written by Gligar on Mar 24, 2010 15:14

THQ Corridor

There are three other doors: two past the briefing room, and one at the end, most likely leading back to the lounge. The corridor is RED Clearance.

At the other end of the corridor is a flight of stairs.

Food Storage

The Insta-Hot Fun wrapper says that the package heats up almost instantly when opened, so there's no need to use the microwave.

The Hot Fun wrapper says to set your microwave to its Hot Fun setting.

Corridor D2

Sounds can be heard from the hygiene station. Sounds like they're still busy in there.

THQ Lounge

Joris-R enters, and notices Speed-R eyeing the entrance.

written by 4616599 on Mar 24, 2010 15:31

I quickly infer from Speed-R's expression that the place seems deserted. Seeing L4-R at the corridor, I follow him in.

Approaching L4-R, I whisper, "A flight of stairs up? I'd note that that Computer Monitor officer apparently somehow popped in on me in an E Level lift entrance. I'd reckon there's more equipment up there."

(I then go upstairs, of course.)

written by Lightning4 on Mar 24, 2010 21:03

I follow to the stairs, but peek in each door along the way to see what else is on this level.

written by Speeder on Mar 24, 2010 21:53

I close the door that Joris left open... (heh, you have to learn after the dock incident, huh?)

Then I follow L4.

"Maybe... The briefing room is deserted, let's see the other rooms on this floor first..."

written by Gligar on Mar 24, 2010 23:34

THQ Lounge

It seems that Joris-R is somehow able to see through the door the the THQ corridor, since he notices L4-R through the closed door, opens it, and enters the corridor himself.

THQ Corridor

Looking through the other doors, a shooting range and what seems to be a training room can be seen. Interestingly, the range has an INFRARED door at its far end.

THQ Concourse, E Level

Joris-R arrives from D Level. The stairs continue up a couple more levels.

The concourse sports several doors, some of which are marked as briefing and debriefing rooms, a couple more are marked as confession booths. If "Monitor Guy" is here, he'll be around here somewhere.

written by Lightning4 on Mar 25, 2010 01:36

I climb the stairs and look around.

"Hello?"

written by Speeder on Mar 25, 2010 01:45

I follow the group.

"Hey, you noticed the infrared door in the shooting rane? Strange huh?"

written by Selbio on Mar 25, 2010 05:44

I look up from my hand and, noticing that the door is open, walk in and eat up.

written by Gligar on Mar 25, 2010 14:59

THQ concourse

Apart from the aforementioned doors, and the stairs, the concourse is adorned only with a table and some chairs. Not even a vendobot in sight.

Each of the doors is fitted with several lights, denoting whether rooms are ready for use, occupied, or whatever. One of them has a READY light lit.

Food storage

Selbio grabs a Cold Fun package, opens it, and begins eating. It doesn't seem to do much for his hunger. Maybe it's a mutation?

Something can be heard moving around in the air ducts.

written by 4616599 on Mar 25, 2010 15:08

I grab a RED-clearance comfy chair, pull it along the wall to a spot near one of the occupied rooms and wait. "Pardon us?", I call.

If there're no occupied rooms, I go to a room that seems to be occupied or carrying out a function, or the room with the Ready light.

written by Lightning4 on Mar 25, 2010 16:42

I go right into the READY room.

written by Speeder on Mar 26, 2010 02:37

I go into the Ready room too.

written by Gligar on Mar 26, 2010 02:50

"Ready" room

As the three of you enter, the READY light goes out, to be replaced by an OCCUPIED light.

The room is similar to the one on C level, except that the lights are out.

There seems to be something else in the room with you.

A voice from the table says, "Well, I see that at least some of you follow orders."

written by Speeder on Mar 26, 2010 02:58

I smile. HAPPILY.

"Greetings, for some reason the other guy got stuck watching a hose, or something like that... And I think that there are other people walking around..."

But I am here, oh, and we refueled the power generator, and I fixed the cloning station and left some equipment there, seemly someone died and already got recloned, since the generator monitors reported that, but I have no idea of where he went after getting decanted."

written by Cryoburner on Mar 26, 2010 03:11

"Hear that? Sounds like there might be something in the ventilation ducts. Communist squirrels, perhaps! In any case, we should probably go find the others."

I grab two packages of insta-hot fun and step out of the room. While leaving the room, I look around for where the sound in the ducts is coming from.⁵⁶

⁵⁶ GLIGAR: (OOC: *poke*)

written by 4616599 on Mar 26, 2010 16:38

I notice Speed-R doing the mandatory smile and follow.

Suddenly noticing 'Monitor guy' opening comms with us, I begin blabbering. "Ah, sir, we're here, though some of the rest seem to have decided not to move or are still stuck in the bunker doing...things? On a random note, I've noticed that we seem to be located near the lift hall I was at earlier. Could I have accessed it straight from the lift hall? I had to go through my Scru-R assumed role again using the D level. Putting that aside, I at least seem to have led a few commies on a vatslime-herring chase after some assumed rogue scrubots... so, anything you need to know?"

written by Gligar on Mar 26, 2010 19:40

THQ "Ready" room

The voice answers Speed-R. "Ah... I see... we have some marginal clones there, do we? It's a wonder they ever get promoted to RED Clearance. But regardless."

The door opens again, and a bot enters. "The reason I brought you here is because of the headquarters' weapons cache. With luck, there should be something there for you to use... laser pistols, or something. The bot will show you the way."

To Joris-R, it adds, "For security reasons, the headquarters is only accessible from D Level. The lift hall on this level is inaccessible from here. And speaking of D Level, good job there."

Corridor C1

The sounds seem to be coming from the ceiling.

written by Lightning4 on Mar 26, 2010 23:35

"Thank you... for friend computer!"

I assume position to follow the bot.

written by Speeder on Mar 27, 2010 00:28

"Thank you... whatever who you are!"

I turn to Joris. "Come, let's grab some decent equipment..."

Although I will remain with my Speeder's Spear™⁵⁷

written by 4616599 on Mar 27, 2010 12:26

"Thank you. For the good of our friend computer!"

I follow the bot, keeping a close eye on it.

written by Gligar on Mar 27, 2010 15:41

THQ

The bot leads you out of the room, across the concourse, through another room, and into what seems to be an armoury. Many of the cabinets here are closed, and probably locked, but a couple of them are open, revealing several

laser pistols and laser rifles, with barrels for each. Another cabinet contains reflex.

written by 4616599 on Mar 27, 2010 17:05

"Ah." I mumble as I enter the armoury. I subsequently glance at the biggest gun available.

written by Speeder on Mar 27, 2010 17:27

I look for the... Most efficient weapon (the biggest may be just cumbersome...).

Or anything that explodes violently (ok, this IS cumbersome.. But it is so fun to kill stuff this way!).

Or a weapon that I can silvertape to my double barrel nut launcher, making a triple barrel weapon... (or wait! I can tape TWO weapons, and make a four barrel double weapon! Got it? Even better, because now instead of holding the tube in a strange way, I can use the weapon grip to aim my nut launcher)

written by Lightning4 on Mar 27, 2010 21:35

I am instantly drawn to the biggest guns available, without care to efficiency. Bigger = better, right?

I also get whatever armor is available.

written by Gligar on Mar 28, 2010 14:02

THQ Armoury

It turns out that the biggest weapon available is a cone rifle, but it's BLUE Clearance. There's ammunition and triggers for the same available.

I should point out that brevets are not unknown in this sector.

Apart from that, there are the aforementioned laser pistols and rifles. There are plenty of barrels left of varying clearances.

Also present are more grenades, and some ORANGE blasters.

As for armour, the choice is a little less broad. Both kevlar and reflex are available. (And yes, you can wear both at the same time.)

written by Speeder on Mar 28, 2010 14:30

I remove my reflex, wear the kevlar, then wear the reflect again.

"Good... Just hope that reflex shrapnel don't damage the kevlar..."

I take one rifle, and some RED barrels for it, and I also mount as mentioned my double barrel nut launcher on the rifle, so now I can hold the nut launcher using the rifle grip.

I put the rifle back on where the double barreled nut launcher was.

I look at the grenades... Naaah, I already have some...

"Someone here want to be our explosivist and carry a large amount of grenades around?"

⁵⁷ SPEEDER: (OOC: stats, map? No, I am not unhappy, it is that this would make our lives easier, oh mighty high programmer of the great UV clearance, also known as game master).

written by Gligar on Mar 28, 2010 21:26

How handy. It's a pity that the rifle's barrel is now rather difficult to change.

The whole contraption seems a little incomplete without some sort of... fire... thing, if you know what I mean? 😊

written by Speeder on Mar 28, 2010 21:52

After some time, looking at the stupid design that I made, I make something else.

I remove the rifle from the doublebarrel weapon, and holster it on my back, alongside the spear, and then I use a pistol grip on the double barrel weapon, of course this mean that the pistol will never be used to fire laser, but that is not the point anyway...

"So, I have a really good energy weapon, and a really crappy slugthrower, just in case someone is wearing only reflec, and my spear... Noone want the grenades, really?"

written by Lightning4 on Mar 28, 2010 23:37

My expression drops once I see the blue clearance. I turn around and return to the dark ready room.

I nervously clear my throat.

"Uhm... would it be possible for a promotion? Maybe temporary? I would certainly like to hold one of those neat cone rifles. I even have a name picked out for him." ...

Not knowing if anyone is still there, of course.

written by 4616599 on Mar 29, 2010 13:47

Taking a laser pistol and 25 barrels, I wait for 'monitor guy''s response to L4-R. I'd want some of those blasters too.

written by Gligar on Mar 29, 2010 15:06THQ "Ready" Room

"Promoting a RED citizen all the way up to BLUE Clearance might be a little... excessive, don't you think? However, I can still issue brevets. Proper promotions are not exactly possible with the local compnode offline. By the way, you'll need to get to V Level to access it."

L4-R feels some paper being pressed into his hand. *"These should suffice for now. There are three ORANGE brevets, plus one for the cone rifle. We'll talk about... payment later."*

THQ Armoury

Unfortunately, there aren't 25 RED laser barrels...

written by Lightning4 on Mar 29, 2010 21:27

Excited, I scamper back down to the armoury after thanking him.

"Hey, we got some ORANGE brevets!"

I pass them out.

I also take and arm a cone rifle.

I point it around a little before holding it in an idle position, ready for combat.

written by Lightning4 on Mar 29, 2010 21:29

"Oh, by the way, he mentioned something about a compnode and V Level... that would make proper promotions possible for us."

written by Speeder on Mar 29, 2010 22:57

I peer at L4.

"Your cloning vat must be broken... You are worried about promotion? ARE YOU A TRAITOR? OUR MISSION IS TO BRING THAT COMPNODE BACK ONLINE, YOUR FORGOT? WE ARE NOT TO GET THERE TO BE PROMOTED, WE ARE TO GET THERE TO FIX IT!"

Then I take the brevet and smile. "But that would be useful, now we can use some stuff that we saw along the way..."

After some time I say. "Ok, we have what we need now..."

I take some rifle barrels too, oh, orange... Also I change the armours for a orange ones.

Then I think a bit and say. "In the B level, there was lots of Orange places, we may find more information or useful equipment there... Anyone coming with me? Also, someone should go to that security station, and unlock the doors for us, and etc... If you get what I mean, I wonder who messed with the station, since noone was ORANGE before..."

written by 4616599 on Mar 30, 2010 12:40

I take the orange brevet, smiling at the walls and ceilings. Well, the person on the screen must be watching from somewhere, right?

After discovering the lack of 25 barrels, I cram 10 into a pocket, along with the RED laser pistol. I grab an ORANGE blaster and some reflec plates too.

written by Speeder on Mar 30, 2010 12:59⁵⁸

I look at Joris.

"If you want to be a walking armoury, can you please take the grenades too?"

written by 4616599 on Mar 30, 2010 13:13

"Nope. Not at the moment. A truck-sized pocket is enough."

written by Gligar on Mar 30, 2010 15:35THQ Armoury

L4-O (for the sake of simplicity, breveted clearances will be used where appropriate) picks up the cone rifle and some assorted ammunition, remembering to take enough triggers with him (each shell needs its own trigger). It's a comforting feeling, having a cone rifle.

Taking his brevet, Speed-O proceeds to get clone tanks and food vats mixed up. A common mistake, but Tech Services would prefer that you got it right.

⁵⁸ SPEEDER: (OOC: I had to do this comment 😊)

But regardless, he exchanges his armour and barrels for their ORANGE equivalents. There, much better.

Joris-O tries to pick up ten RED pistol barrels, an actual pistol, and a blaster. But he can't carry that much. Perhaps he'd like to find a backpack? There's one over there...

He does wear some ORANGE reflec, though, and put the blaster in a pocket.

written by 4616599 on Mar 30, 2010 16:38

Joris-O-MKR? Somehow there's a slight sense of deja vu there??

"No matter," I attempt to put away the RED pistol and the ten barrels,"this will do." I then take an ORANGE pistol and three barrels, as well as fifty tightening elastic barrel straps, which I shove into a nearby backpack.

"Anyone interested in taking supplies and such back to the rest in the bunker?"

written by Lightning4 on Mar 30, 2010 16:47

I finally put on both kinds of ORANGE armor, making sure the reflec is on the outside.

"Ready to go... erm... did he say where we were going?"

written by Speeder on Mar 30, 2010 19:06

I peer at L4 for a moment.

"You must be ungodly stupid... Or a really intelligent traitor..."

Then I look annoyed, but only for a while, suddenly I look happy again.

"Yes! Our great friend, told us that we are to fix the node, that is located on floor V, but it is dangerous to go there without planning, information and equipment, also, we are in danger of being shot as traitors wearing ORANGE armor and RED jumpsuit, so I suggest we go first fetch ORANGE jumpsuits in some of the ORANGE dormitories that we saw, and then we should explore the B level for more information and equipment."

I start to walk toward the exit, but I stop near the THQ exit, and try to hear if there are commies outside.

written by Lightning4 on Mar 30, 2010 19:42

I look like a sad puppy for a moment after being insulted.

It passes. I decide to explore the rest of THQ HQ first. I peek out of a couple of the east exits.

written by Gligar on Mar 31, 2010 15:51

THQ armoury

Joris-O runs into yet more problems, as there don't seem to be any tightening elastic barrel straps... oh well. There are three ORANGE laser barrels and a laser pistol. That, and the backpack, will have to do.

L4-O dons some armour. That's better.

Speed-O goes to leave.

THQ Lounge

It seems that there are some irate Communists in the corridor outside, working on a door that seems to be stuck in 'locked' mode.

THQ Concourse

Exploring a little, L4-O finds two confession booths, both with Computer Monitors, displaying static.

written by Speeder on Apr 01, 2010 00:45

I go check if the guy in the Ready room is there... Because, or either he is stuck inside with us, or he knows another exit, or he used another exit...

If I find him, I ask him for other exit.

If not, I try to find other exit myself...

written by Gligar on Apr 01, 2010 14:51

THQ 'Ready' Room

The room is still dark. As Speed-O enters, he feels a breeze. Perhaps the ventilation systems are faulty?

The room seems emptier now. It seems that "Monitor Guy" is gone.

And there doesn't seem to be another exit on this level.

written by 4616599 on Apr 01, 2010 18:15

Noticing the backpack, I decide to bring some supplies for those in the bunker, so I cram in 12 RED barrels, 10 RED pistols, 15 grenades, 3 RED rifles, and 3 RED slugthrowers, and a two spare ORANGE pistols(including a barrel for each), another ORANGE barrel plus an ORANGE slugthrower. I throw in an ORANGE rifle for good measure. There, enough to fill the bag, I'd think.

"Okay Speed-R, I think you have your portable armoury now."

written by Gligar on Apr 02, 2010 01:29⁵⁹

THQ Armoury

There, that's better. See how much easier it is to carry things when you have a backpack?

The only problem? The slugthrowers are the semi-automatic GREEN variety.

written by Speeder on Apr 02, 2010 04:08

Hearing my name, I return to the supply room. "Oh... Good... We have a problem, commies are all over the corridor outside, my suggestion is, or we figure if we can use the ventilation⁶⁰, or we just can... kill everyone on the corridor."

⁵⁹ GLIGAR: (OOC: just so it's clear, the laser pistol body and the laser rifle body (without the barrels) are both RED Clearance. It's the barrels that have the higher clearances. It's no problem to make sure they're loaded with the correct barrels, though.)

⁶⁰ SPEEDER: (OOC: blue combat deja-vu now...)

written by Gligar on Apr 02, 2010 15:06

THQ Lounge

Having managed to bypass the lock on the hygiene station's door and free their comrades, the communists have moved on, and discovered THQ.

The door to which was still unlocked.

The communists now split up into two groups, with one group investigating each door.

written by Cryoburner on Apr 02, 2010 21:19

"Selbio, perhaps we should let the others in the bunker know of our success in re-securing the food supply."

I wander back down the corridor toward concourse C1, carefully examining my pillow as I go.

written by Speeder on Apr 02, 2010 22:08

"Ok... Noone awnsers... I will go blast commies..."

I arm the rifle with ORANGE barrel, load my double barrel weapon, but the weapon on my waist, and hold the rifle in combat position, and exit the room carefully.

written by 4616599 on Apr 03, 2010 06:57

"Commie vatslime!" Can't get us outta this one."

Standing at the armoury entrance, I get my orange blaster in place, also handing a grenade to Speed-R as he passes. I try to strain my ears to pick out what the commies appear to be saying.

written by Gligar on Apr 03, 2010 15:38

Corridor C1

Cryo-R examines the pillow in detail. It is, essentially, a RED plastilyke bag full of used packaging. At some point in its life, this pillow has had a slit cut into it, which has been repaired.

THQ Concourse

Looks like the Commies haven't got here yet. But the place feels a little too quiet.

As he passes, Joris-O offers Speed-O a grenade.

Voices can be heard from downstairs, but nothing can be understood, as if the language isn't Alpha Complex Standard.

written by Speeder on Apr 03, 2010 17:39

I look to Joris and quietly say. "Ok, hide, we don't to blow your cover..."

Then I pull the pin, and throw BOTH downstairs (dunno what will explode...)

written by Lightning4 on Apr 04, 2010 01:35

I pull the pin on one of my grenades and toss both downstairs as well.

I ready my cone rifle just in case.

written by 4616599 on Apr 04, 2010 11:22

"Ugh." I mumble "There goes our cover." Well, might as well. Now what's sometimes more potent than those grenades? Crouching and running to the stairs, I shake a can of B3 and toss it down. As it impacts the base of the stairs, I fire at it with my blaster. I then hastily retreat to the armoury.

written by Gligar on Apr 04, 2010 14:18

THQ Corridor

The Communists continue to investigate THQ.

However, their search is interrupted when they encounter some grenades, thrown from above. And a can of B3, which gets blasted from above.

There is an explosion. Well, three, all in the same place.

Some of the Communists are caught in the blast, and are killed. One is slightly luckier, and only sustains injuries. But he might not survive long.

But that was only the group exploring the corridor. The other group, who entered the briefing room, are shaken but unharmed. They enter the corridor and pick up their fallen comrades' weapons. There is conversation.

written by Speeder on Apr 04, 2010 20:02

I pick one of my own grenades, remove the pin and throw them both downstairs again.

"You two that still have cover, be quiet, so they don't know that you are here fighting them..."

I yell:

"DIE COMMIE SCUM! I KILLED PIETR, NOW I KILL YOU! BECAUSE I AM THE MIGHTY HOLY KNIGHT OF BLESSED COMPUTER TECHNOLOGY! DIE ALL YOU ATHEIST COMMIES!"

written by Gligar on Apr 05, 2010 15:41

THQ Concourse

A VIOLET laser is fired up the stairs, missing Speed-O by a wide margin.

A voice is heard below: "You are a traitor to the-"

Then the grenade explodes.

There is the sound of broken synthcrete falling... and then part of the floor caves in near the stairs.

written by Speeder on Apr 05, 2010 16:15

I jump to the ground, and start to fire randomly my ORANGE laser rifle inside the new hole and the stairs.

written by 4616599 on Apr 05, 2010 16:28

VIOLET? Whoa, some of those commies sure have high clearance stuff. I take a square piece of kevlar, and crouch down using it to shield my face, with a blaster sticking out of one end. I then inch slightly out into the concourse. Providing some supporting fire, I fire a blaster round just clear of the hole into somewhere down the stairs.

written by Lightning4 on Apr 06, 2010 00:38

I ready my cone rifle, then let loose a blast into the hole.

written by Gligar on Apr 06, 2010 16:11

THQ Concourse

There is the sound of someone falling over below. Then, some groaning.

Then, beeping.

written by Speeder on Apr 07, 2010 01:34

As I hear the beep, I only can say, "Oh... this is not good... Tell me, that the cone rifle, is not a explosive launcher..."

I run the farthest I can from the stairs, and crawl there, pointing with the rifle to the staircase.

written by Lightning4 on Apr 07, 2010 04:24

"Um... I'm not sure. I just know it's a really big gun."

In a moment of better judgment, I too back far enough away from the hole, my cone rifle trained on the hole.

written by Gligar on Apr 07, 2010 13:54

THQ Concourse

The only sound from below is the beeping.

Then, silence.

written by Gligar on Apr 08, 2010 11:29

THQ Concourse

A noxious smell drifts up from below.

written by Speeder on Apr 08, 2010 15:50

"Oooh, nice... Gas bomb?"

I hold my breath, and go check the hole. Rifle in hand.

written by 4616599 on Apr 08, 2010 17:41

Still covering much of my face with the kevlar plate, I keep my blaster in my pocket, then take an improvised gas mask(I place the tip of an unloaded ORANGE rifle to my nostrils ,breathing the air inside) and creep cautiously towards the stairs.

written by Gligar on Apr 09, 2010 12:25

THQ Concourse

Down the hole, there is very little activity. There are a number of Communist corpses, one of which has turned an interesting mix of BLUE, GREEN, and INFRARED. The whole thing is bathed in a thick soup of VIOLET gas which clings to the floor. The smell is enough to nauseate those with a weak stomach, and that's just from the fumes that made their way up. I would imagine that the gas itself is a lot more, shall we say, Fun, to experience.

Unfortunately, as it turns out, laser barrels don't really make a good gas mask.

written by Speeder on Apr 09, 2010 18:14

I run toward the corridor end, take another breath, then I run the fast that I can until the hole edge, and jump, with intention to skip all the... strange stuff, and land the nearest the door I can, and leave the THQ.

Oh, before doing that I fasten my stuff around me, to make sure that nothing will fall while I move around like that.

written by Gligar on Apr 10, 2010 00:51⁶¹

THQ Corridor

After getting as much of a run-up as he can, Speed-O jumps through the hole.

Hey, that's actually quite a nice jump!

I'm not sure Speed-O wanted to land *right in the gas*, though...

Speed-O loses all sensation in his body, and breathing becomes difficult...

written by Speeder on Apr 10, 2010 01:12

I do my best to... Still move toward the exit...

written by Lightning4 on Apr 10, 2010 02:37

I stay upstairs and look for a room to hide in for the gas to dissipate.

written by 4616599 on Apr 10, 2010 08:11

I thoughtlessly back away from the stairwell, load the laser rifle, and shoot at the stairwell base. I also check the west concourse doors.

written by Cryoburner on Apr 10, 2010 09:38

"Wow... that was a rather long corridor."

I swiftly arrive at concourse C1 and greet the scrubot, seeing as E_net-R seems to have entered a trance-like state, and the PRPF members seem to have been dissolved, making them all rather difficult to talk to.

"Some of the rooms back there are fairly dusty, just in case you were curious. 😊"

I take a look around, then head into the meeting hall.

written by Gligar on Apr 10, 2010 14:05

THQ Corridor

The numbness briefly gives way to a wave of pain, catching Speed-O off guard. He manages, even through the lack of sensation in his skin, to pull himself away from the cloud of gas and into the briefing room before another wave of pain overtakes him. Grimly, he concentrates on not passing out from the pain.

THQ Concourse

L4-O returns to the armoury and closes the door. That, he reasons, should keep him away from the gas.

⁶¹ GLIGAR: (OOC: I can't resist rolling for this now...)

Joris-O thoughtlessly shoots his rifle down the stairs at the gas. Some of the gas briefly catches fire before extinguishing itself.

Out of the two western doors, one is locked, and the other turns out to lead to a hygiene station.

Concourse C1

"Ah, good. They were locked when I last went through."

The scrubot trundles down the corridor.

Meeting hall

There are still a number of clones here milling about, including Mega-R.

written by 4616599 on Apr 10, 2010 17:07

I enter the hygiene station, leaving the door completely ajar. I then fling open all the doors inside.

I then address the place, "Ahem..Is there a computer in here? We're having a serious, treasonous problem outside. Please start up all cubicle showerheads. Full blast." Activating the showers, I grab an oxygen mask, kneel outside a cubicle still covering my head with the kevlar shield, and wait.

written by Speeder on Apr 10, 2010 20:18

I... walk... try to run... whatever...

I need to open the exit door, breath good air... Outside...

Yet I still scream.

"YOU SHOOT ME AGAIN, I IMPALE YOU ON MY SPEAR!"

Of course, that sounds more like a pain scream than a anger scream... But... whatever.

written by Gligar on Apr 11, 2010 14:26

THQ Hygiene Station

For a moment, nothing happens.

Then a bot's voice answers, "What's your authorisation code? That function is limited to [DFSR] and [DFSR] personnel only."

THQ Briefing Room/Lounge

Speed-O is still going... though he passes out after he crawls to the briefing room's other door (still open)... ⁶²

He comes to again, only to pass out again in the lounge...

written by 4616599 on Apr 11, 2010 15:40

"Erm...we're the only one of Friend Computer's troubleshooter teams in the sector. The only team, so we're of high importance to all high clearance citizens in the sector, as well as the security of the sector itself." I ponder for a moment, and then suddenly recall 'Monitor guy's' PDC number. "If you need authorisation, I believe 49302 will do."

⁶² GLIGAR: (ooc: and where's my d20 trundled off to? Oh there it is.)

I continue maintaining my position, hoping to hear the deep rumble of liquid about to blast through the station.

written by Speeder on Apr 11, 2010 18:01

As I go, or... not go, toward the door, I start to make agonizing sounds... More like theatrical, so someone come save me... But I continue my quest toward the door...

written by Gligar on Apr 12, 2010 15:25

THQ Hygiene Station

"Well, the usual maintenance team hasn't arrived, not that that's anything out of the ordinary, and the station hasn't been used for at least two Mandatory Toilet Break Periods, and I can't contact The Computer for instructions on any network. And that looks like a high-clearance PDC number. Hold on."

THQ Lounge

Speed-O regains consciousness, and tries once more to reach the door out of THQ. But another wave of pain immobilises him.

THQ Hygiene Station

"Hmmm, the PDC network is having problems, too. Therefore I must assume that the sector has been overrun by Commies and... wait a minute, I'm getting a PDC signal. Let me try and call that number."

As the station tries the call, the PDCs of all those who have a PDC beep.

written by 4616599 on Apr 12, 2010 16:19

"Yes, major treasonous events are happening in the sector, a threat to someone of any Computer organisation or rank."

"Perhaps bots too." I whisper in a lower tone.

I then note the beeping of the PDC, and hold it up to have a glance, mildly surprised.

written by Speeder on Apr 12, 2010 17:39

Huh... I... painfully retrieve the PDC, and pick it up.

"Hello? Anyone there? Help me please! I fell in the middle of commie toxic gas! I am dieing! Heeeeeeeelppp!"

written by Cryoburner on Apr 13, 2010 01:48

"Ah!"

Surprised, I throw my PDC at the wall, then stomp on it.

"Good news, everyone!"

"I have just returned from an important mission of securing food for this bunker, after supplies were cut off by the communist influence!"

I notice Mega-R standing off to the side, and decide to put him in charge of distributing the food.

"Here you go! Now share this with everyone!"

I tear open a packet of Insta-Hot fun and hand it to Mega-R. He seems to be pre-occupied with a vendbot or something though, so I just slide it into his hip pocket and give it a tap to let him know it's there.

written by Gligar on Apr 13, 2010 13:53

Those who check their PDC are surprised to note that the things actually have a one-bar signal now. There's even a message waiting.

Of course, Cryo-R just destroyed his. Or tried to. All that actually happened was that the casing came away, and the insides dropped to the floor in a lump, the screen of which displays a SYSTEM ERROR message... and something about self-destruct... but it could be nothing.

THQ Lounge

Speed-O's cry for help goes unheeded... or does it?

THQ Hygiene station

"Okay, citizen, it looks like I've got the go-ahead. Here goes!"

There is the rumbling of water from somewhere.

A moment later it reaches the showerheads and, in a torrents, is jetted out into the hygiene station, and from there, down the stairs.

THQ Corridor

The gas seems to collect on the surface of the water, and is pulled along with it, towards the door.

THQ Lounge

Right past Speed-O.

He's got his head down, right?

written by Speeder on Apr 14, 2010 02:48

After I notice that noone talked to me on the phone, I try to get up and walk, as water come, I stop and stare at it.

"What the?"

Suddenly I realized that I don't turned off the PDC, I look at the screen and see the message thing... I try to read it without dropping on the water after all the pain...

written by Gligar on Apr 14, 2010 11:48*THQ Lounge*

Getting up is difficult with no feeling in your body... so it takes a little while. But Speed-O manages it.

This puts his head above the water, and the VIOLET gas is it rushes past, forcing the door open as it does. The water doesn't do much for the smell, though.

Speed-O reads the message:

COMPLETE YOUR MISSION, CITIZEN, OR BE TERMINATED
...before falling to the floor again.

written by Cryoburner on Apr 14, 2010 12:29

Having completed my ever-important mission, my attention now turns to what's next, and I note the crumpled PDC on the meeting room floor.

"Hmm... I wonder if I'll be needing that..."

I examine the message on the screen a bit closer, while maintaining my distance from it, and with my shelf held in front of me. I also look a bit closer at whether the PDC might be fixable.

written by 4616599 on Apr 14, 2010 16:46

"Thank you, bot." I thank the bot.

After thanking the bot, and mumbling something about thanking bots being unusual, I wade out into the concourse, reading the PDC message. Well, at least he was watching.

I put the kevlar shield and PDC back inside my pocket, getting the blaster out again.

"L4-O(or B?)? I believe things have cleared up now, though the places seems a good but wetter. You can come out. Monitor person was kind enough to give us this quick respite before reminding us of our mission."

written by Lightning4 on Apr 14, 2010 21:21

"Oh. Thanks."

I look at my cone rifle, and after seeing its effects I decide to strap it to my back. Before leaving the armory, I grab whatever ORANGE clearance small-arms I can find and grab the appropriate equipment for them.

written by Speeder on Apr 14, 2010 22:53

I rest a bit. Although with my face outside the water, until someone come downstairs.

written by Gligar on Apr 15, 2010 14:36*Meeting hall*

The message reads

COMPLETE YOUR MISSION, CITIZEN, OR BE TERMINATED
The PDC starts emitting smoke. The surrounding clones back away.

THQ Concourse

The showerheads in the hygiene station can be heard switching off. I guess it'll be a while before the station can be used again.

THQ Armoury

L4-O notices that the cone rifle shells have what seems to be a colour code on them. The gas shell's code matches the codes of two of his other shells.

Putting the cone rifle away for now, L4-O finds another laser pistol body, and two ORANGE barrels - seemingly the last in the armoury - as well as a blaster.

written by Speeder on Apr 15, 2010 15:42

Since noone came up... I stand, ready my rifle, and maybe magically better, I stroll to the exit.

written by Lightning4 on Apr 15, 2010 22:37

I look at my PDC sort of puzzled, "How exactly would termination happ-" I quickly catch myself from such

treasonous thoughts and look around to check that nobody heard me.

I finally decide to leave the armory. I go down the stairs to survey the damage to the room.

written by Cryoburner on Apr 16, 2010 12:34

"Hmm... I guess they want me to get more food, or something..."

I also back away, leaving the PDC's smoking remnants on the floor of the meeting hall. Inhaling PDC fumes probably isn't healthy, after all. I file in behind the other clones who are backing away, and while they're distracted by the smoking device, I feel around for any stray PDC that might have been carelessly abandoned in one of their pockets.

written by Gligar on Apr 16, 2010 14:52

THQ Lounge

With the gas out of the way, Speed-O feels well enough to stand and leave THQ.

Corridor D2

He makes it to the corridor, before doubling over in another wave of pain. He seems to be getting used to the no-sensation thing.

THQ Corridor

L4-O finds that the corridor near the stairs is full of damp shrapnel - mostly synthcrete fallen from the ceiling and walls - and soggy dead Communists. The VIOLET gas has been moved elsewhere.

Meeting hall

Cryo-R casually moves to leave, and attempts to, er, obtain another PDC. There's another clone right there... surely he won't notice if Cryo-R just... opens a pocket...

"Hey! What do you think you're doing?!"

I guess he would.

This distracts everyone from the smouldering PDC, whereupon it explodes.

BANG

Nearby clones - which is to say, everyone - are thrown back by the explosion.

Mega-R sustains a few bruises and has a clone fall on top of him. That clone was less fortunate.

Cryo-R ends up beneath the attempted theft victim, and sustains a broken leg.

Crack

And a broken rib.

written by Cryoburner on Apr 16, 2010 16:33

"Wow... that doesn't feel particularly pleasant. Perhaps I should have just left the room. At least my light bulb didn't break." 😊

I drag myself over to the fallen clones and continue rummaging for a spare PDC.⁶³

written by Speeder on Apr 17, 2010 01:57

Well, still... pained, I just start my painful walk toward the orange dormitory on the C level, where I can grab some orange clothes and not get confused as a red guy using treasonous orange gear.

written by Lightning4 on Apr 17, 2010 02:45

I search the soggy dead Communists for anything of value... or at least anything shiny.

written by Gligar on Apr 17, 2010 15:50⁶⁴

Meeting hall

Cryo-R doesn't get a chance to move. Why? Simple. The attempted theft victim isn't moving.

Why isn't he moving? Because something seems to be on fire.

What's on fire? That packet of Insta-Hot Fun that Cryo-R stuffed into Mega-R's pocket a while back. In fact, the fire has already spread to his jumpsuit.

See, this is what you get when you completely ignore that fact that you have an opened packet of Insta-Hot Fun in your pocket.

Corridor D2

The pain disappears again, giving way to no-sensation. Urgh.

Speed-O reaches the intersection and notices that the door to the hygiene station is no longer there, having been removed.

Peering down Corridor D1, he sees a couple of Communists coming out of the warehouse, heading for Revolutionary Square.

THQ Corridor

L4-O searches the Communists and finds some cone rifle shells with triggers, three VIOLET laser pistol barrels, and a Com 1 unit. The latter doesn't seem to be working, probably due to the water.

written by Speeder on Apr 18, 2010 04:06

I sit on a near fetal position on a corner, waiting for them to move out....

I do that, just in case a shooting pain happen, I don't fall and scream like nuts...

⁶³ CRYOBURNER: Wait... Do I still have two packets of Insta-Hot Fun? I seem to recall opening one and stuffing it in Mega-R's pocket. 😊

⁶⁴ GLIGAR: OOC: Maybe, but since Mega has basically abandoned us...

written by Gligar on Apr 18, 2010 15:24 *Meeting hall*

Corridor D2 intersection

Speed-O tries to remain quiet as the Communists head towards the square.

As he does, he moans a little as another wave of pain arrives.

One of the Communists apparently hears it and stops, as if wondering where the noise came from. "I thought I heard something."

His companion replies, "I didn't hear anything."

"Probably the air vents."

And with that, they continue walking.

Meeting hall

Mega-R's jumpsuit is still on fire. That must be painful. And the B3 that someone's about to pour over it... might help, I guess...

written by 4616599 on Apr 18, 2010 15:54

Keeping my blaster in my pocket, and my kevlar shield tucked under an arm across my chest, I wade to the exit. "This place probably will need the attention of a scrubot cleaning group.", I note.

As I reach the door, I gesture at L4-R to remember to close it.

written by Speeder on Apr 18, 2010 19:58

I look at Joris at the door, and signal to him see the commies.

Them I cramp myself again waiting for the commies go sufficiently away so we can move to the warehouse.

written by Cryoburner on Apr 18, 2010 22:04⁶⁵

"Err... Drop and roll! Drop and roll!"

I drag myself toward the vendbot, keeping a safe distance from the fiery Mega-R.

"Hey, my friend Mega-R over there would like to purchase a can of B-3. Could you put that on his tab? I'll take it over to him. Actually, you'd better make that four cans. He looks rather thirsty."

written by Lightning4 on Apr 19, 2010 01:28

I follow, making sure the door to THQ is closed as I leave.

written by Gligar on Apr 19, 2010 16:21

Corridor D2

As L4-O closes the THQ door behind him (with a little difficulty due to the water) the Communists reach the Square, and finally react to the water. "Where did that come from?" The gas is nowhere to be found, though.

⁶⁵ CRYOBURNER: Hey, I was going to do that.. 😊

The citizen with the B3 manages to pour it... in exactly the wrong place. Mega-R still doesn't react.

The vendobot, on the other hand, replies, "Sure thing," and dispenses four cans of B3.

written by Speeder on Apr 19, 2010 18:19

I signal to the others to move fast as possible to inside the warehouse.

Then I do it!

written by Cryoburner on Apr 20, 2010 00:08

"I think he might be in shock... or possibly sleeping upright."

I grab the four cans of B3 from the vendbot, crack one open and splash its contents onto Mega-R's burning jumpsuit.⁶⁶

written by Lightning4 on Apr 20, 2010 02:39

I make my move on Speed-O's command.⁶⁷

written by Cryoburner on Apr 20, 2010 03:11

For clarification, I 'crack' the can open by pulling the tab on top, in a normal opening fashion.

written by Gligar on Apr 20, 2010 15:53

Corridor C1

There doesn't seem to be anyone watching* so Speed-R makes a run for it.

He almost makes it to the warehouse doors before another wave of pain knocks him to the floor. But hid forward momentum turns that into a forward roll instead, and he ends up rolling into the warehouse. It... kind of looks deliberate.

L4-O follows, only without the forward roll.

Warehouse (let's dispense with the 'damaged' qualifier)

The place is almost as it was before. A few things have been placed on shelves (including the possessions of the deceased PRPF members from earlier, Pitr and Aleksandr) and some of the toppled shelves have been set up properly.

It seems that none of the Communists even noticed the open blast door, or Albey-R, still standing on the stairs.

Meeting hall

As it turns out, pouring a can of B3 onto a fire does help put it out... but when that fire is so close to a living clone, there are... complications. For example, if the fire were to spread to the clone, and the B3 poured on it, the burning sensation experienced by the clone intensifies greatly. Indeed, a clone who was previously unaware that they were on fire might be floored by the intense pain that they now feel when the B3 and the fire interact. The precise

* [DATA MISSING]

⁶⁶ SPEEDER: (ooc: What happen when you CRACK a can of B3 open?)

⁶⁷ LIGHTNING4: Nice letter placement there, Speeder. 😊

chemical interactions going on here are fascinating to chemical engineers, but are unfortunately of too high a clearance for me to go into here.

Another complication is that... well, even though the B3 does reduce the fire, it doesn't do so for long when Insta-Hot Fun is involved...

written by Speeder on Apr 20, 2010 16:00

I try to get up from the roll and say. "Whoa, I am awesome!"

Then I proceed quickly to the stairs, this time taking caution to not fall down in pain in the middle of the steps...

Oh, and I avoid Albey, while saying "Hi!" and waving to him, HAPPILY (did I say happily? No... I said HAPPILY, REALLY HAPPY, CONTAGIOUSLY HAPPY, so even a grumpy computer get HAPPY seeing my HAPPYness)

written by 4616599 on Apr 20, 2010 16:25

I head for the warehouse too. "Ah well, hopefully the place is still clean and neat and well organised. What's the worst that could happen?"

written by Lightning4 on Apr 20, 2010 21:13

I walk up to Albey and wave my hand in front of him. I then prod him to see if he tips over like a statue or something.

Now in safety, I split away and descend into the bunker. I make my way to the ORANGE dormitories on C-level.

written by Cryoburner on Apr 21, 2010 04:29

I open a second can of B3, and once again splash it on Mega-R's jumpsuit, this time directing it toward the pocket containing Insta-Hot Fun. I then grab a pair of wire cutters out of my toolkit, and cut a hole in the bottom of that pocket, being careful to keep my hands away from any fire, and maintaining enough distance to avoid anything that may fall out.

written by Gligar on Apr 21, 2010 15:53

Warehouse

Joris-O enters the warehouse just as Speed-O descends.

Warehouse Stairs

Albey-R doesn't respond to Speed-O, regardless of how cheerful he is.

L4-O descends after Speed-O. He tries to get some response out of Albey-R, to no avail. Trying to push him over results in him falling over in a comical fashion.

Satisfied, L4-O heads into the bunker proper.

Concourse C1

The concourse is unchanged. There seems to be some sort of commotion coming from the meeting hall. Apparently, there's some sort of fire.

Meeting hall

With the first can doing little to help Mega-R, Cryo-R tries again, this time closer to the course of the fire. As before, the fire dies down a little.

Enough for Cryo-R to get in with the wire cutters and cut open Mega-R's pocket. This spills molten Insta-Hot Fun over more of Mega-R's jumpsuit.

Where it catches fire again.

Mega-R passes out from the pain.

The spreading fire causes his ME card to catch on fire, and his can of B3 Plain to begin to bulge under pressure. It might even be rumbling.

Dormitory 2

Ah, that's better. There's a lot more open space here than the RED dormitory.

Also, you have to share it with less people.

As mentioned previously, there are 12 beds and lockers to match.

written by 4616599 on Apr 21, 2010 16:42

I see the smoke and hear the rumble coming from the bunker's concourse. Could there be CMTs in our team? Drawing my kevlar shield and my blaster again, I begin going down the warehouse stairs.

written by Speeder on Apr 21, 2010 22:06

"Oooh, holy shit... What is going on there?"

I walk to the security console, press the button (that I know from before) to close the bunker door after Joris arrives on the stairs.

Then I try to figure if there are a button on the console to activate sprinklers or other anti-fire measures.

written by Lightning4 on Apr 22, 2010 00:13

I swap out my RED jumpsuit for an ORANGE one, as well as look for anything else I could use here now that I have the proper clearance to be doing so.

written by Cryoburner on Apr 22, 2010 00:24

"Oh, wow... I guess that... did something."

"I'll go see if I can find anyone who might be able to lend us some further assistance."

I crawl out of the room and into Concourse C1, carrying my pillow behind me, and shelf behind that, to act as some rudimentary armor, just in case. 😊

I wonder if the B3 will extinguish the fire. That would be convenient. 😊

written by Gligar on Apr 22, 2010 16:20

Control room

Once he arrives, Speed-O glances at one of the camera feeds and notices Joris-O descending into the bunker. Once he's in, Speed-O presses the button to close the blast doors.

Another look at the control panel doesn't show a sprinkler control anywhere. But over there in the ORANGE section is the terminal, currently displaying a Computer icon bouncing around the screen.

Dormitory 2

Opening a locker, L4-O finds an ORANGE jumpsuit and matching boots. He takes the opportunity to change attire. Also in the locker is a large towel.

Meeting hall

As Cryo-R leaves, Mega-R's can of B3 explodes, sending shrapnel into Mega-R... and actually, no-one else. Again, the fire dies down somewhat. But perhaps Mega-R doesn't care any more.

written by 4616599 on Apr 22, 2010 16:50

Still nervously peeking from behind my kevlar shield, I notice the smoking Mega-R and attempt to formulate a response.

"Oh? Oh. Oh! *Ohhh!* Well, I probably really shouldn't interfere."

Just in case it helps, I push a chair toward Mega-R. "Err...there you go!" I then flee back to the control room entrance. "You don't happen to have a fire extinguisher, do you?" I ask a nearby vendbot, "or at least a Friend Computer Extra Happy Classic Carbon Algae Drink, perhaps?"

written by Speeder on Apr 22, 2010 21:19

After peering at the computer icon button thing, I press it. Of course, getting jumpy as I hear Mega exploding.

written by Lightning4 on Apr 22, 2010 22:10

I swipe the towel, suddenly remembering an old adage about never going anywhere without one.

I then also remember that there was an unexplored ORANGE office down on B level. I get distracted by the smoke drifting down the hall, and go to find the source.

I find Mega's burning body and attempt to smother it with my towel.

written by Megagun on Apr 22, 2010 22:25

"OH GOD WHAT IS THIS AAAAAAARGH"

written by Cryoburner on Apr 23, 2010 07:09

Hearing the blast, followed by Mega-R's horrible screams, I crawl back into the meeting room to find him on the floor, apparently getting smothered by L4-O.

Or maybe he's just trying to put the fire out. It's difficult to tell from this vantage point.

In any case, I decide that the situation may be taking care of itself, and proceed to crawl underneath the plastilyke chairs, and closely examine their undersides.

written by Gligar on Apr 23, 2010 16:53

Meeting hall

Apparently, Mega-R isn't dead yet. He comes round long enough to yell how much it hurts.

The vendobot replies, "Sorry, I can't help you with that."

L4-O arrives with a large towel. Seeing Mega-R on fire, he attempts to put out the flames with the towel.

Cryo-R decides to take the time to examine the plastilyke chairs. As it turns out, there are two types of chairs: ones that are all one piece, and ones that can fold flat.

Control room

Touching the icon brings up the command prompt again. It seems that there's a fault with a filter somewhere.

written by Speeder on Apr 23, 2010 17:03

I see if I can request it to take automatically the recommended action. (I know that this is not an anti-virus.. But... I always wanted to request that!)

Then I also request the computer to take whatever action possible to put out the fire on Megagun. (if that results in loss of oxygen on Megagun room... sorry!)

written by Megagun on Apr 23, 2010 17:13

I roll around, notice Cryo-R, and run towards him, trying to hug him whilst whispering "You have no idea how much this hurts".

written by Cryoburner on Apr 24, 2010 03:51

I notice Mega-R's questionable advances, and decide it might be best to maintain a safe distance. He seems to be in something of a 'touchy feely' mood following L4-O's thorough pat down. Also, he may still be on fire.

"Oh, I'm happy to see you up and about. You seem to be doing well. I hope you had a pleasant meal, at least prior to it catching fire."

"I really should be going though, what with having broken bones and all."

I crawl out from under the plastilyke chairs, and in the process, happen to knock a stack of them over in the direction of Mega-R. I continue crawling out of the room and into Concourse C1.

written by Gligar on Apr 24, 2010 16:58

Control room

It seems that the recommended action is to contact Technical Services and have them deal with it. Of course, that's not exactly possible right now.

Unfortunately, the faulty filter lies within the water pipes. The terminal refuses to activate the sprinklers, citing the faulty filter, and asks for ORANGE Clearance authorisation to override the filter.

[43]

Meeting hall

Somehow, Mega-R regains consciousness, and is able to roll around, which puts out most of the fire. That Insta-Hot Fun just refuses to go out, though. And, comically, Mega-R's hair remains on fire. Strangely, he doesn't seem to be in any sort of distress from the fire.

Cryo-R, quite reasonably, decides to stay clear, accidentally knocking over a stack of chairs towards Mega-R. They land in front of him, giving Cryo-R a chance to get to the concourse.

written by 4616599 on Apr 24, 2010 17:07

I frown at the vendbot. "No algae drinks? Fine, a can of B3 then."

Moving to a nearby console, I type into the prompt:

```
/run help emergency
```

written by Lightning4 on Apr 25, 2010 03:53

I charge after Mega, continuing my attempts to beat out the rest of the fire with my towel.

written by Gligar on Apr 25, 2010 13:51

Concourse C1

"Okay, here you go." The vendobot dispenses a can of B3.

As it happens, the nearest terminal is in the control room. Grabbing his B3, Joris-O heads into there.

Control room

Entering, Joris-O pushes Speed-O aside, and types into the terminal. It responds with

```
WHAT IS THE EMERGENCY?
```

```
>
```

Meeting Hall

L4-O continues in his attempts to extinguish Mega-R with his towel. He attempts to wrestle Mega-R to the ground, but he remains stubbornly upright. On the plus side, the Insta-Hot Fun fire went out.... briefly.

written by 4616599 on Apr 25, 2010 16:51

I type;

```
> COMPNODE DOWN
> INSTA-HOT FUN FIRE
```

written by Speeder on Apr 25, 2010 21:47

I peer at Joris, and then I plainly do a frontal kick at him, to push him outside.

"Hey, I am working here, don't crap my work."

I do a CLS on the terminal, and write myself:

```
REQUESTING FILTER OVERRIDE AND SPRINKLER ACTIVA-
TION, AUTORIZATION BY SPEED-R TEMPORARY BREVETED
TO SPEED-O.
```

I connect my PDC to the machine, so it can read it and verify my identity... And I hope that the messages from the shady guy get their presence known at least, thus giving his number to the computer...

written by Gligar on Apr 26, 2010 15:03

Control room

The terminal pauses for a moment.

Then it displays

```
SYNTAX ERROR
```

```
PLEASE CORRECT COMMAND AND TRY AGAIN
```

Seems that Speed-O fat-fingered the command.

written by 4616599 on Apr 26, 2010 16:00

"Ow!" I yelp as Stu-O kicks me. I then run back to the table, pushing his hand away and forcing myself in between the screen and Stu-O.

I then retype;

```
>local compnode down
>fire in bunker meeting hall cause: insta-hot fun
>/show options
```

written by Gligar on Apr 26, 2010 16:37

Control room

```
HEY, WILL YOU TWO STOP ARGUING? ONE AT A TIME,
PLEASE.
```

```
RECOMMENDED COURSE OF ACTION: ACTIVATE SPRINKLERS
IN MEETING HALL.
```

```
ALERT: SPRINKLERS UNAVAILABLE DUE TO FILTER
FAILURE
```

```
OVERRIDE REQUIRES ORANGE CLEARANCE AUTHORISATION
```

Hint hint 😊

written by 4616599 on Apr 26, 2010 17:34

"How could it tell?" I mumble in surprise for a moment.

Suspiciously, I type;

```
>Stu-0/Breveted/PDC Authorisation 49302
```

written by Speeder on Apr 26, 2010 18:25

I peer at the console...

"So, your name is Stu..."

Then I look at Stu (erm, Joris... but we never presented ourselves to each other, so to me he is Stu now...).

"Strange... This was not supposed to happen, specially with the compnode down..."

I look around for active Friend Computer cameras in the room, that someone may be using to watch us...

written by 4616599 on Apr 27, 2010 06:40

“Err...what? No, it’s *Scru!*”, I mumble.⁶⁸

Quickly I replace the ‘Stu’ with a ‘Speed’.

written by Speeder on Apr 27, 2010 06:57

I peer at the console, and then I press enter.

written by Gligar on Apr 27, 2010 17:28

Control room

The terminal pauses again as it parses the new input.

Then it displays

OKAY, ON YOUR CLONE FAMILY BE IT

PRE-CHARGING SPRINKLER SYSTEM-- CHARGED

SPRINKLERS ACTIVE

Meeting hall

As you might have guessed, sprinklers have started up in the ceiling. The faulty filter is clearly affecting the water, as it appears slightly brown in colour.

However, it does seem to have the intended effect: Mega-R’s burning hair, and the Fun, sizzle briefly before petering out.

written by Lightning4 on Apr 27, 2010 19:45

I become most displeased with my sudden dampness.

I leave the meeting hall and towel myself off out in the concourse.

written by Speeder on Apr 27, 2010 22:57

“Right, it worked... Now I will change my clothes.”

I walk to the Orange dorm to change my jumpsuit...

written by 4616599 on Apr 28, 2010 05:45

I walk back to corridor C1.

“Now, where were we before that Insta-Hot-Fun so traitorously interrupted us? Oh yes, supplies. You might find this a tad more useful than Insta-Hot Fun and that shelf.” I hand a RED laser pistol to Cryo-R. “I wouldn’t recommend it as a tool for manipulating PDCs or food though.”

“Errr...and I also recall we had another problem with the terminal and the bouncing computer icon...someone...anyone from ComServices here? Should really go have a look at it.”

written by Cryoburner on Apr 28, 2010 10:00

“Thank you for the super-shiny laser pointer! I’ll be sure to use it whenever there’s something worth pointing out!”

“By the way, I think some random clone managed to break my leg when they carelessly fell on me a short while back. Perhaps it might be a good idea to get that taken care of.

⁶⁸ 4616599: (OOC: That’s what happens if you have the Stu-O-SUX-3 title still there 😊)

I believe I saw a docbot in the medical bay, but he wasn’t activated, and might have been out of reach in a higher clearance zone. Perhaps we should take a look at that. Unless someone wants to carry me around everywhere. Crawling might be a little slow, and probably not entirely safe with communists about. As an alternative, maybe we could make a splint, or find me wheels or something.”

“Oh, and in return for your troubles, would you like some Insta-Hot Fun? I could just drop it in your backpack, and you could get to it whenever you’re hungry. 😊”

written by Gligar on Apr 28, 2010 13:53

Meeting hall

L4-O walks out into the concourse, towelling himself off when he gets there. That towel didn’t get too wet, it seems.

The sprinklers keep emitting their slightly-brown water.

Control room

Speed-O heads out to the ORANGE dormitory.

Behind him, the monitor displays

SPRINKLER DEACTIVATION DELAYED

Dormitory 2

Speed-O opens a locker and gets changed. Ahh, that’s better.

He drops his old RED jumpsuit and boots on top of the set that’s already in the middle of the floor.

Corridor C1

Joris-O hands a laser pistol - loaded with a RED barrel - to Cryo-R as he arrives.

written by Speeder on Apr 28, 2010 15:54

I return to the group, ready to plan our next action...

Then I see the message.

>REASON?

Ok... then I look to the others.

“So, let’s explore the floor below for supplies? Now that we can go to orange areas?”

I look at Cryo.

“Hey, your leg is broken.”

written by Lightning4 on Apr 28, 2010 16:57

“Right... there was an office on B level that’s strictly orange clearance.”

After stating that, I make my way there, wrapping my towel around my neck and fashioning it into an awesome, albeit slightly stained, charred, and damp, cape.

written by Gligar on Apr 29, 2010 15:36

Control room

Unfortunately, since it's not visible from the corridor, the terminal goes unanswered.

Corridor C1

L4-O heads down to the office.

Office

The door to the office is still unlocked.

The place is gloomy, but now that L4-O can enter, he can make out two rows of four cubicles, each of which contains a Computer terminal. They all seem to be displaying the bouncing Computer icon.

Between the two rows, at the end of the office, is a vendobot.

To the south of the cubicles is a row of filing cabinets. The labels aren't legible in this light.

And finally, to the north, between two cubicles, is another door.

written by 4616599 on Apr 29, 2010 16:02

"Err...no thanks!" I respond to Cryo-R. "There probably might be some hungry commies out there though."

I then set about offloading the other supplies. I put 10 RED laser pistols and the barrels in the locker nearest the South door in the RED dormitory, before heading for the ORANGE dormitory. Once there, I once again open the locker nearest the door and deposit the RED laser rifles and barrels, and the ORANGE laser pistols and barrels, as well as 4 grenades. I subsequently put the locker's ORANGE towel and jumpsuit in the backpack.

With most of the supplies taken care of (though the backpack always seemed so strangely light), I head back across the corridor to the Medical Bay, looking for the docbot.

written by Speeder on Apr 29, 2010 16:12

Ok... I move to the terminal, getting inside the security station room first, and then I read the message, and ask the REASON.

THE REASON!!!

AAAAAH!!!

written by Lightning4 on Apr 29, 2010 16:44

I investigate one of the computer terminals, attempting to access it and such.

written by Cryoburner on Apr 30, 2010 09:16

Seeing as Joris-O left, I decide to see about that docbot. I drag myself to the medical bay, closely examining the floor along the way. I also look around for the scrubot.

"What happened to him, anyway? I'm rather sure he's not in the concourse anymore, as I watched him head this way..."

I also make a point of recounting my cans of B-3, as I was rather sure I went through two of the four while valiantly rescuing Mega-R from his unfortunate eating mishap.

For that matter, where did those empty cans go? I don't recall ever getting rid of them. 😊

written by Gligar on Apr 30, 2010 17:51⁶⁹

Dormitory 1

As it happens, the south door is locked. But that doesn't stop Joris-O, who just uses the other one. Leaving the nine RED laser pistols and spare barrels in the locker, he moves on.

Control room

The terminal responds

DELAY IS DUE TO CPU MANDATE 214/7563047490

Office

L4-O is able to access one of the Computer terminals, which seems to be logged on to a personnel database. The listed names look kind of familiar. That's because they're your names.

Dormitory 2

Joris-O enters and once again unloads equipment. He notes the RED jumpsuits in the middle of the floor.

Corridor C1

As it happens, the door from here to the medical bay is locked. But isn't there another door somewhere?

Cryo-R notes that he has two unopened cans of B3 left, and two empty cans.

written by Speeder on Apr 30, 2010 19:13

Hum... Ok...

> CAT FILE CPU MANDATE 214/7563047490

I peer at the terminal... Strange...

written by Lightning4 on Apr 30, 2010 20:04

"Huh. Interesting," I remark to myself.

I attempt to access files on myself and the others. Or access anything that could give some interesting information.

Or anything shiny looking.

written by Gligar on May 01, 2010 01:33⁷⁰

Control room

On one of the camera monitors, some Communists can be seen in the warehouse. One of them seems to be interested in the camera.

⁶⁹ GLIGAR: (OOC: See, this is the problem with keeping RED data distinct from UV data... I have to update two different documents. And of course, they never get out of step ever. Nope, that certainly doesn't happen at all.)

⁷⁰ GLIGAR: (OOC: Not exactly an update 😊 This takes place at the same time as the previous two posts.)

He looks at the camera for a moment, and then looks at the ground where it's pointing.

Right at the closed blast door.

He shouts for his comrades.

written by Cryoburner on May 01, 2010 06:41

I check the other medical bay door, apparently the one in the red dormitory. While crawling my way there, I once again closely examine the floor, this time even closer. I also look around again to see if the scrubot is anywhere within sight, as I recall him recently trundling down this corridor.

written by 4616599 on May 01, 2010 07:45

I trundle back to the medical bay. "Wow, this sure is a cosy, hidden place. I doubt any commies would ever notice this place."

Going into the medical bay, I look for the docbot. "Hello? We have some medical issues out there."⁷¹

written by Gligar on May 02, 2010 00:02

Control room

SEARCHING

NOT FOUND: LOCATION UNAVAILABLE

Movement on one of the camera monitors attracts Speed-O's attention.

Office

L4-O tries to access everyone's personnel files but hasn't quite got his head round the antiquated syntax that this system uses.

He is, however, able to discover that the bunker is situated in JHT Sector, subsector Epsilon. It was constructed in Yearcycle 171 of the Computer as part of Operation [code-word removed by order of High Programmer [REDACTED]].

Medical Bay

The floor is the same sort of synthcrete you find in medical bays across the Complex. Though, come to think of it, the newer ones have switched it up a bit with their NearlySoft™ polymer floors.

And what turns out to be in the medical bay but the scrubot? It seems to be cleaning the docbot.

The docbot, however, doesn't seem to want to be cleaned, as it is now active and trying to push the scrubot away.

Hearing Joris-O, the docbot swivels its dome to look at the newcomers while still fending off the scrubot. "Yes, yes, can I help you?"

⁷¹ 4616599: you..err... I mean your traitorous cameras, seem to have forgotten my kevlar shield and my B3 in the stats

written by Lightning4 on May 02, 2010 01:02

I wander away from the computer and decide to rifle through the cabinets for anything of note.

written by Speeder on May 02, 2010 01:09

I peer at the camera, then I type a impromptu code... Well, the computers use interpreters right? Like all 2000 ones?

```
> IF Blast_Door_C/D is touched THEN
Warehouse_D.sound( "friend computer hazmat mate-
rial friendly warning alarm that protects clones
from killing themselves.ogg",
CONSTANT_VOLUME_MAX)
```

"Wow, why I remember the name of that file?"

I then keep watching the camera.

While I do that, I do another request for a list of networked computers and terminals.

```
> NET VIEW
```

written by Cryoburner on May 02, 2010 04:29⁷²

"Oh, hey Mr. Scrubot! I see you found the Docbot and all, but I don't think he's really that dirty. You wouldn't believe the mess someone made back in the meeting hall though! Burn marks, PDC fragments, B3 splashed everywhere. I think there might even be murky water staining everything now too. Someone had really better get to work on that soon, and I don't recall seeing any other scrubots around. You wouldn't want some clone to see that, and become unhappy, would you?"

written by Gligar on May 02, 2010 18:57

Control room

Feeling slightly guilty at what he's about to try, Speed-O types something on the terminal, but it just comes up with an error:

```
UNDEFINED CONDITION
UNDEFINED FUNCTION
FILE NOT FOUND: LOCATION UNAVAILABLE
```

Undeterred, he types in something else. This time, he's more successful. The terminal spits out a list:

```
JHT-E-C-3-A1
JHT-E-C-3-[DFSR]
JHT-E-C-3-A3
JHT-E-C-3-B1
JHT-E-C-3-B2
JHT-E-C-3-B3
JHT-E-C-3-B4
JHT-E-C-3-B5
JHT-E-C-3-B6
JHT-E-C-3-B7
JHT-E-C-3-B8
JHT-E-C-3-[DFSR]
JHT-E-C-3-[DFSR]
JHT-E-C-3-C1
JHT-E-C-3-C2
JHT-E-C-3-C3
```

⁷² CRYOBURNER: Is 'rifle' the word you really want to use when carrying a cone rifle? 😊

JHT-E-C-3-C4
JHT-E-C-3-SN[DFSR]

FURTHER INFORMATION IS RESTRICTED

Medical Bay

The scrubot ignores Cryo-R.

written by 4616599 on May 02, 2010 19:06

I back away to the door, but continue watching, mildly amused.

written by Speeder on May 02, 2010 21:35

Hum... Lots of stuff!

> NET CONNECT JHT-E-C-3-SN[DFSR]

Let's see what this machine do...

written by Gligar on May 03, 2010 18:55

Medical Bay

The docbot turns back to the scrubot and directs its full attention - and its chainsaw - to it.. Something seems to pass between them. Yes, it might be covered in a film of dust. Yes, it might have lain dormant for 25 yearcycles or however long this place has remained unused. But right now, this docbot intends to carry out its program.

But the scrubot keeps trying to clean the docbot.

So the docbot ups the ante a little. The chainsaw whirs to life, and is aimed right at the scrubot's dome.⁷³

Control room

ALREADY CONNECTED

HOW ELSE WOULD YOU BE ABLE TO DO ANYTHING AROUND HERE?

written by Lightning4 on May 03, 2010 19:29

I wander off through the north door.

written by Speeder on May 04, 2010 02:11

I peer at the console.

"Stupid me."

> NET NAME LOCALHOST

written by 4616599 on May 04, 2010 09:14

"Uh. This could get...err...Computer-Grade Fun..."

I watch when interest, but cover myself with the kevlar shield and ready my ORANGE pistol just in case.

written by Cryoburner on May 04, 2010 09:33

"Oh, hey... Mr. Scrubot... You might want to leave the room right now. Otherwise... we might end up with scrubot debris all over the place, and no one to clean it up."

⁷³ GLIGAR: (OOC: Does it hit? Perversity point bids are welcome 😊)

I back through the doorway a little into the red dormitory, and crouch behind my shelf, just in case scrubot debris starts to fly. 😊

written by Gligar on May 04, 2010 18:07

Office

L4-O heads north. The door is unlocked, and opens into what appears to be...

Workshop

... a workshop, stocked with tools and equipment to help maintain and repair the bunker. It's separated into ORANGE, YELLOW, and GREEN areas. Everything is covered in dust.

Control room

This doesn't go over so well:

OKAY, THAT'S ENOUGH. YOU'RE ATTEMPTING TO ACCESS THINGS WELL BEYOND YOUR SECURITY CLEARANCE HERE.

REPORT TO THE NEAREST CONFESSION BOOTH IMMEDIATELY.

On the camera feed from the warehouse, the Communist who noticed the blast door has brought some of his comrades. They're armed with crowbars to try to open the blast door.

Medical bay⁷⁴

Joris-O and Cryo-R step back and take cover as the docbot readies its chainsaw.

And it lunges... missing the scrubot by a narrow margin as the latter dodges. The chainsaw hits one of those glass-fronted cabinets, shattering the glass and sending it everywhere!

That gets the scrubot's attention. Now distracted from the dust on the docbot, it extends a pair of manipulators and attempts to pick up the shards of glass.

"Well, that works, it would seem," the docbot muses.

Turning back to the citizens, it continues, "Now, what were you saying?"

written by Speeder on May 04, 2010 21:24

I peer at the console.

> CONFESSION BOOTHS ARE NOT AVAILABLE, YOU SHOULD KNOW THAT, WHO ARE YOU TRAITOR HIDING ON THE OTHER SIDE OF THE NETWORK???

Then I look, for some non-infected way to startle the commies in the warehouse...

written by Lightning4 on May 05, 2010 00:32

I go through the east door, and keep heading east to the next unexplored exit.

written by Gligar on May 05, 2010 18:58

Control room

The terminal doesn't answer, and instead goes to the bouncing Computer icon.

⁷⁴ GLIGAR: OOC: 4.6M spends a perversity point.

On closer inspection of the control panel, some of the DEFN CTL buttons have little lights on them. Most of them are off. A couple are blinking.

Subnode and Turret Control

The other unexplored room contains an entire wall of old server equipment. That must be the bunker's subnode. Of course, having a partially-obscured label like SN4****3 helps. The subnode is against the far wall, which is BLUE Clearance.

In front of it, in a GREEN section, is a control panel. One of its buttons is flashing RED.

In front of that are what look to be Armed Forces standard turret control stations. These are mixed ORANGE and YELLOW clearance. Each one has a monitor linked to a camera feed.

Warehouse

The Communists are still trying to pry the blast door open, with little success.

written by Lightning4 on May 05, 2010 19:24

Drawn by the irresistible, candy-like red button, I press it. Or I attempt to do so without crossing into GREEN space. Seeing as how nobody is around (so I think) it doesn't matter anyway.

written by Speeder on May 06, 2010 00:21

I press ONE blinking button, to figure what blinking means.

Also I keep peering at the console.

"Strange... Why it knew about me...? And the fight? How it knows my clearance, if I don't actually logged on the system?"

Oh, of course, I look at all things that I can, to see what changes when I press the blinking button that I pressed.

written by Cryoburner on May 06, 2010 10:17

"Hey, that's a nice saw you have there. I suppose that could be useful for... hmm... many kinds of things."

"Probably not for treating fractured bones though, right? How would you typically go about treating a broken limb, anyway? I'm just curious. That's all."

I examine the Docbot, and also take a better look at the room's various medical supplies.

written by Gligar on May 06, 2010 17:00

Subnode and Turret Control

Pressing the button causes lights on the turret consoles to light up, and targeting reticules to appear on the monitors.

Another light on the main console illuminates, next to the label AWAITING CLEARANCE.

Throughout the bunker and warehouse

Laser turrets pop out of the ceiling and start beeping.

Warehouse

Of course, the Communists notice this. Some pull out sidearms and shoot at the warehouse turrets.

Control room

Pressing the button causes the blinky to go out.

The terminal clears its screen and displays

```
IFF TARGETING ENABLED
```

Subnode and turret control

The AWAITING CLEARANCE light goes out. Lights on each of the turret controls now blink RED.

Medical bay

Cryo-R seems to ignore the turrets popping down. Instead, he starts examining the vials of medicines, and the surgical tools (more saws, scissors, bandages, scalpels, [insert long list here]...)

The docbot is saying, "I would administer the appropriate treatment for the wound based on security clearance, credit rating, and importance, as well as [DFSR]. But I can only do that if I have the appropriate materials."

written by Lightning4 on May 06, 2010 17:10

"Well, only one thing to do"

I press the appropriate button(s) for the warehouse.

written by 4616599 on May 07, 2010 07:58

Noting turrets coming down, I respond rather quickly.

"Aaaaaaaaaaaaaaaaaaugh!"

written by Cryoburner on May 07, 2010 09:57

Noting Joris's horrible vociferation, I now also take note of the beeping turrets.

"Those almost look like turrets, don't they? Maybe you should examine them a little more closely, just to make sure. In the mean time, I'll be... looking for supplies in the other room."

I crawl back into the red dormitory, and slide under the nearest bed. I examine the underside of the bed carefully, searching for any supplies that might be there.

written by Gligar on May 07, 2010 14:47

Subnode and Turret Control

Pressing buttons on one of the turret consoles causes it to begin tracking one of the Communists.

This doesn't go unnoticed. The targeted Communist leaps behind some boxes just before the turret fires (a full five seconds after it started tracking, mind you).

Unfortunately, it seems that the contents of the boxes are not effective shielding against the lasers used in the turrets. The blast hits the commie in the shoulder.

Medical bay

The docbot also notices the turrets. "Dear me," it comments, "it seems that my services will be needed soon." It doesn't notice Cryo-R (who is in clear need of treatment) leave.

Dormitory 1

Cryo-R, as he mentions above, goes and... closely inspects the underside of a bed. The metallic frame seems to be built to Alpha Complex standards of excellence. It's unpainted.

Hey look, there's a pen under here, right against the wall.

written by Speeder on May 08, 2010 03:59

"Wow. Whoever is on the controls of the turret that I just allowed targetting, is doing a awesome job.."

I peer around. "I wish I had a way to communicate... Maybe..."

```
> NET SEND "turret control display terminal"
"Whoever you are manning the turrets after I
allowed targetting, is doing a great job-- Quick,
shoot the guy with the crowbar, and then shoot
the next one to get the crowbar, and so on, that
way, they will fear opening the warehouse blast-
door"
```

"I hope this work..."

I then keep observing what is going on.

written by Cryoburner on May 08, 2010 10:36

"Wow! A pen!"

I carefully examine the pen, taking care to examine it carefully.

written by Gligar on May 08, 2010 14:53

Control room

The terminal seems to have recovered from it's little tantrum and sends the message without comment.

On the camera feed, the shot Communist is attempting to return fire with his other hand, but the laser cuts him off by getting a shot to his chest. He goes down.

The turret seems to switch between several targets before settling on another Communist.

Subnode and Turret control

On the warehouse turret's display, a message appears:

```
JHT-E-C-3-C1> Whoever you are manning the turrets
after I allowed targetting, is doing a great
job-- Quick, shoot the guy with the crowbar, and
then shoot the next one to get the crowbar, and
so on, that way, they will fear opening the
warehouse blastdoor
```

Dormitory 1

Cryo-R examines the pen. There's not enough light under the bed to see too much detail, but it's possible to make out that it's black, with the text SECONDARY SECTOR

LOGISTICS on the side in silver, along with a logo consisting of two arrows and a box. The cap's still on.

Food storage

The turret that popped up here starts rotating from left to right. As it does, it causes some packets to fall to the floor.

written by 4616599 on May 08, 2010 19:03

I stumble back to the meeting hall, and into the control room, looking for anything that could explain the turrets.

written by Lightning4 on May 08, 2010 21:57

I read the message and attempt to figure out how to make the turret attack the commie with the crowbar.

written by Speeder on May 08, 2010 22:48

As Joris stumble in, I look at him.

"Hello! Commies are trying to invade the bunker, I turned on the turrets, and someone is on the turret control node manning them. Spread the word, please? Also spread, that if there are friendly fire, it is not my fault, I am not manning the turrets."

written by Cryoburner on May 09, 2010 11:06

"Wow!"

I take the pen.

I also see if the bed can slide, while still crawling underneath.

written by 4616599 on May 09, 2010 16:32

"Okay. Now why didn't 'Monitor guy' tell us about these? Say, there seem to be some other blinky DEFN CTRL buttons there. How about you try investigating another?"

Figuring out L4-O on B level may have had something to do with this, I head for the stairs. As I pass the RED dormitory, I see Cryo-R under a bed yelping to himself, and vaguely mumble, "Errr...someone's turned on the turrets...you probably won't have to hide there unless we're dealing with a CMT...errr...uh...yep" I also examine one of the turrets.

written by Gligar on May 09, 2010 17:23

Subnode and Turret Control

L4-O steps to the turret controls and tries to take control. However, he can't quite figure out how to get manual control. All these... buttons...

But that's okay, since, as it turns out, it's quite easy to get it to switch targets in auto mode. Selecting the one with the crowbar, L4-O lets the turret do the rest.

Warehouse

The one with the crowbar is barely paying attention to the turret, and doesn't notice it lock on until it's too late. The VIOLET beam hits him in the chest, and he falls to the floor.

Dormitory 1

Cryo-R seems impressed by the pen, and takes it.

He attempts to make the bed slide, but, since it's bolted to the floor, it doesn't move.

Corridor C1

As Cryo-R is doing that, Joris-O passes outside, and notes in passing what Cryo-R is doing. He takes the time to inspect the closest turret, and discovers that it mounts what looks like a modified laser rifle with a barrel changer loaded with multiple barrels, all VIOLET. There doesn't seem to be a way of replacing spent barrels without removing the entire changer.

He continues on to the stairs. As he reaches Food Storage, he notices Selbio-R still there, eyeing the rest of the food hungrily.

A turret seems to lock on to Selbio-R.

written by Cryoburner on May 10, 2010 10:18

"Hmm... It seems to be bolted in place. How do they rearrange the furniture around here? I suppose I could take the time to upgrade the bed to a mobile model, for benefit of the complex, and all."

I pull a wrench out of my toolkit (a ratchet with appropriate socket, if there is one), and set to work on unbolting the bed's legs from the floor.

written by 4616599 on May 10, 2010 14:56

"Hmm. What's here?" I take some Hot Fun, Cold Fun and 2 packets each of Soylent RED and ORANGE, stuffing them in my backpack. Noticing Selbio-R (and a turret apparently pointing at him), I wave a towel(in between him and the turret).

written by Gligar on May 10, 2010 16:12

Dormitory 1

Disappointed at the bed being bolted to the floor, Cryo-R decides to "rectify" the situation by removing the bolts.

Of course, the RED Clearance toolkit he found doesn't include such things as ratchet spanners with sockets, so he has to make to make do with the calliper spanners he finds there. He finds one to fit the bolts and gets to work. These pesky bolts are stubborn, having been in the floor for 25 or more yearcycles, but Cryo-R presses on. Putting all his weight behind the spammer, he's able to loosen one of the bolts, before his wounds protest sharply.

Food Storage

Joris-O takes the opportunity, while he's here, to stock up on some food. He decides to skip on the Insta-Hot Fun and get the regular variety instead.

Waving a towel between Selbio-R and the turret seems to have little effect, on either the turret or Selbio-R. Maybe the turret's aim wavers a little, but it's hard to say.

Warehouse

Another Communist tries to head for the crowbar, but, with the turret still pointed in that direction, it picks up easily

on the new target and fires. This Communist, however, is able to roll out of the way of the beam.

written by Speeder on May 10, 2010 18:35

After some time watching it, I smile.

"Awesome... I bet these evil commies will stop trying to get there!"

I look for a chair, so I can sit and watch.

written by Lightning4 on May 11, 2010 07:58

Satisfied from watching the turrets do all the work for me, I decide to get up and check out the other turret monitors.

written by Cryoburner on May 11, 2010 09:25

"What a stubborn bed!"

I decide to take a quick nap under the bed, fluff my pillow, and place it behind my head.

"Ah... much better."

written by Gligar on May 11, 2010 16:01

Control room

Speed-O goes and grabs a chair from the meeting hall and returns to watch the camera feed.

Warehouse

Still another Communist picks up the crowbar and tries again to enter, while the turret is distracted by the rolling Communist. Who stubbornly refuses to stay still and get shot.

Another enters the warehouse carrying a pneumatic drill.

Subnode and Turret Control

While the warehouse turret is busy doing its thing, L4-O checks out the other turret monitors. There seem to be turrets all around the bunker, in the meeting hall, in the corridors, in Food Storage, in the loading dock, and more places.

Dormitory 1

The turret camera can't see anything except a pair of boots sticking out, but Cryo-R is taking a nap under a bed.

Food Storage

Joris-O is flapping a towel around comically in order to try and break the turret's lock on Selbio-R. And, as the turret monitor confirms, it's a positive lock due to lack of ID. The turret should have fired by now...

eeeeeeEEEEEEEEEEEEEEEEEEEE

...oh. It seems that the Food Storage turret has a malfunctioning barrel.

Medical bay

The scrubot seems to be hard at work, diligently dusting down things such as beds, tools, the floor, and most

emphatically not the docbot, who is preparing said tools for use.

A Level Roadway

There's a turret out here, too. The camera can make out an approaching vehiclebot.

written by 4616599 on May 11, 2010 17:01

Noticing the malfunctioned turret, I remove the cartridge holder from the barrel(still with the VIOLET barrels loaded -but hey, the holder itself doesn't seem to have a clearance stripe!), putting it in my backpack. I then attempt to elicit a response from Selbio-R by flapping the towel in his face.

After that, I head down the stairs to join L4-R in the subnode.

written by Speeder on May 11, 2010 17:53

As I see the pneumatic drill coming...

"Oh no... vatcrap, vatcrap, vatcrap, vatcrap..."

I press another blinking button.

"Please, be helpful... please, be helpful..."

Wait, I am an idiot... everything in alpha complex has a manual, sometimes of a strange clearance, making it useless, but there are ALWAYS a manual..."

I search around for a manual, if I don't find one, I request one in the terminal.

written by Lightning4 on May 11, 2010 19:13

"Poor Selbio"

I return to the Warehouse turret. Seeing the commie carrying the pneumatic drill, I tell the turret to change targets to him. Or his drill.

written by Gligar on May 11, 2010 21:36

Food Storage

The barrel changer is connected pretty firmly to the turret, but it comes loose with enough force. With the squealing thing in his backpack, Joris-O heads off.

Control room

As soon as Speed-O presses the other button, an alarm sounds throughout the bunker, the lighting turns an angry red, and terminals show

ALERT - LOCKDOWN ENABLED

In addition, emergency bulkheads drop into place at the bunker stairs and the loading dock's exterior door.

Apparently shocked at this, Speed-O searches for a manual for the control panel. There doesn't seem to be one on paper. He asks the terminal, but it just replies

LOCKDOWN ENABLED - ACCESS NOT PERMITTED BELOW
CLEARANCE BLUE

Warehouse

The Communist with the pneumatic drill goes to set it up at the blast door, to be greeted with a shot from the turret.

However, the shot hit the drill, cracking the casing open and fusing half the innards.

Enraged, the communist primes a grenade and drops it on the blast door. The commies try to take cover.

Subnode and Turret Control

By now, the food storage turret has noticed that it has no ammunition and has lit a bunch of error lights on its console.

Its ammunition arrives in the room, as Joris-O enters.

The warehouse turret has noticed the grenade and flagged it for operator attention.

The roadway turret has noticed the approaching vehiclebot, now identified as an autocar, and seems to have a positive target on its occupants. A good thing, really, since they start shooting cone rifle rounds at the loading dock door.

Revolutionary Square

Remember this place? There are still clones here, including Star-R.

A PRPF member approaches Star-R, who hasn't moved since she lost her can of B3. He says, "Comrade! Now is your chance to serve the people! A bunker belonging to our enemy, The Computer and its capitalist 'High' Programmer lackeys! We must penetrate it and liberate it For The People! Come!"

written by Lightning4 on May 12, 2010 00:25

Alerted by the warehouse turret control, I look for any way of disposing of the grenade, whether that be shooting it away (somehow) or some other means.

I then notice the status of the roadway turret, and turn on IFF firing mode for it as well.

written by Speeder on May 12, 2010 01:06

I rush to the staircase, and close the door (sorry Albey!)

Then I rush back to my comfy chair.

I look at the console... Ok, so, no manual.

I press another blinking button... (there are more buttons left, btw?)

written by Gligar on May 12, 2010 15:20

Subnode and Turret Control

That VIOLET barrel is still squealing like mad.

L4-O tries to ignore it and deal with the grenade, but the squealing is just too loud, causing him to instead set the turret to a longer 10-second delay.

Frustrated, he tries to tame the roadway turret instead. He has more luck with this one, if just barely. He's able to enable auto-fire, but in doing so, he inadvertently disables the turret's IFF protocols.

Warehouse

The grenade explodes.

BOOM

The sound of the blast reaches as far as the meeting hall.

However, that's all that the grenade is able to do the the bunker, except create a big divot in the blast door. It's almost as if someone had thought about grenades when they were building the place.

Control room

Shocked by the sound of the blast, Speed-O looks for another blinky. Unfortunately, the panel seems to be fresh out.

Revolutionary Square

"Comrade? Can you hear me?" The PRPF member takes the safety off his weapon. "Come serve the people!"

written by 4616599 on May 12, 2010 17:12

"Augh! Commie frelling clone vat traitor scrubot rogue computer mutant laser slime that thing!" I put the barrel in the armoury and attempt to muffle it with my towel.

I then shut the door and head for the workshop, looking for any useful electronic equipment.

written by Gligar on May 12, 2010 21:50

Armoury

Working quickly, Joris-O runs in, puts the barrel changer on the ground, extracts the malfunctioning VIOLET barrel from the changer without disturbing the other VIOLET barrels, and wraps the malfunctioning VIOLET barrel in his towel and stashes the wrapped VIOLET barrel on a shelf before picking up he changer and leaving.

This doesn't go unnoticed, as there's an active turret in the room.

Joris-O scarcely has time to get out of the door before the malfunctioning VIOLET barrel explodes.

BOOM

The shelves and racking are rendered into debris by the explosion. The turret's camera is knocked out of commission, rendering the turret inoperable.

Workshop

Heedless of this, Joris-O calls in the workshop, and looks at the testing equipment, and the tools.

Hmmm, looks like there's some sort of power meter hooked up to a power pack near the turret. The meter reads empty.

written by Lightning4 on May 13, 2010 01:46

Seeing that the turrets seem to be okay for now (so I think), I get up and see if I can inspect the subnode, perhaps even activate it or something.

not that higher clearances have stopped me before.

written by Speeder on May 13, 2010 13:46

I keep looking at the cameras.

"Holy shit... What is happening with those explosions?"

I ask on the console for a damage report for the last 5 minutes on the entire bunker.

written by 4616599 on May 13, 2010 13:56

I examine the power pack closely.

"Oh, and it seems like a traitorous malfunctioning barrel just destroyed the armoury," I call out to L4-R, assuming he didn't notice the explosion. "Well, it least we've noticed that laser barrels make decent substitute grenades."

written by Gligar on May 13, 2010 18:54

Subnode and Turret Control

The subnode seems to be already online, judging by all the blinking lights. That would make sense, considering that the bunker's Computer Terminals are working.

Control room

The terminal is is still adamant about the lockdown and refuses to give any details.

Workshop

The powerpack looks to be of the sort you'd find powering a vehiclebot. It's large and looks heavy.

Revolutionary Square

Star-R is still motionless.

The PRPF member seems to be getting agitated. He levels his slugthrower at her. "Comrade, you are ordered to accompany me!"

Warehouse

The Communists seem to have decided that another approach is needed. Doing their best to avoid the turret, (and, in two cases, failing) they gather up grenades.

Well, by "they" I mean the two remaining in this group.

A Level Roadway

The autocar approaches. It's taking damage from the turret, but the communists inside are ignoring that. They're focussed on gaining entry to the door that one of them saw earlier. Two are already dead but that doesn't stop them.

written by Lightning4 on May 13, 2010 21:42

I return to the warehouse turret control. Seeing them attempting to gather grenades, I hit upon an idea.

I attempt to tell the turret to attack the grenades they are attempting to collect.

written by 4616599 on May 14, 2010 10:18

Hearing all the banging coming from the loading dock, I run to the observation platform and check for any controls. Round buttons for instance. Also, I check if the forkbot's charging system could also power the powerpack.

written by Gligar on May 14, 2010 15:22

Subnode and Turret Control

Hmmm... looks like the targeting routines won't target grenades, It's almost like it can't even see them.

Warehouse

The communists continue their work. With the turret not doing anything right now, one of them takes the grenades and heads towards the blast door.

Observation platform

There doesn't appear to be any controls on the platform.

Looking at the charging station, it seems as if the power pack currently in the workshop could be connected up.

Outside, the noises continue. There's a distinct *zap* as the turret fires, followed by a *kachunka* sound.

written by Lightning4 on May 14, 2010 22:47

I give up and target that communist instead.

written by Speeder on May 15, 2010 05:00

I notice the turret fighting the car, and I run, really fast, the best I can, to the warehouse, rifle nearly ready to shoot, in a easy to access place, and nut launcher in hand.

If I get to it in time, I try to open the doors shooting the button with the nut launcher, to prevent the commies from making this door permanently open...

written by 4616599 on May 15, 2010 06:23

Hearing Speed-O blundering in this direction, I duck back into Corridor B1. Blaster out. I subsequently notice an unopened door and open it.

written by Gligar on May 15, 2010 15:46

Subnode and Turret Control

L4-O is able to tell the turret to fire on the communist.

However, instead of firing, a "MALFUNCTION" light flashes on the console, which also sounds an alarm. It seems that the Communists caused some damage to the turret.

On the monitor the Communists continue their work.

Behind them, reinforcements arrive.

Control room⁷⁵

Even though none of the monitors in here are showing a turret attacking an autocar, Speed-O feels the need to run to the loading dock, though for some reason, he thinks it's

⁷⁵ GLIGAR: (OOC: You mean the loading dock? Be careful what you say next time 😊)

a warehouse. I... guess it is... but stuff doesn't stay there for long...

Warehouse

The communists finish planting their grenades.

The turret is squealing.

Stairwell

Speed-O carries on running, and, this time, isn't even stopped when the next wave of pain hits. It's been a while since he had one. Perhaps he should go and see the docbot?

Anyway, he turns his collapse into another forward roll, recovers, and heads through the door to A Level.

Observation deck

Hearing Speed-O running-and-rolling down the stairs, Joris-O exits. He notices the other door, and ducks in.

Storage

The room is another store room, this time with a Computer Terminal.

There are the usual shelves, and what appear to be some emergency power packs.

One power pack is currently connected to a very old looking tape recorder. There are a few spools of tape, one of which is mounted on the recorder.

Loading dock

Speed-O arrives, out of breath. He tries to fire off a nut at the door control but misses.

As he catches his breath, he sees that it probably doesn't matter. The door is covered by a bulkhead.

As he listens, the noises outside die down.

Revolutionary Square

The PRPF member has lost his patience with the catatonic Star-R. He fires off three rounds, killing her. Then he heads off to the warehouse.

written by Cryoburner on May 15, 2010 17:11

"Yaaaaaawn..."

I awake from my underbed nap, feeling refreshed and rejuvenated.

"Hmm... now what was I doing? Ah yes! Breakfast!"

I drag myself down to food storage, where I find Selbio-R staring at packets of food, now with a unique turret-shaped table nearby. I grab five more packets of Insta-Hot Fun, and another three of Cold Fun, just in case I happen to get hungry later.

I rip open one pack of Insta-Hot Fun and take a few bites out of it before noting how Selbio-R is so longingly eying the food, seemingly locked in a state of perpetual hunger.

"You can eat them, you know. Here, have the rest of mine..."

I set the opened packet of Insta-Hot Fun atop the turret-shaped table, and head out the door, dragging myself back toward the medical bay.

written by Speeder on May 15, 2010 17:39

“Oh... Usefull lockdown!”

I calm down, and now walk, tiredly, toward the turret control node (just to see what exists there... since it was orange area...)

written by Gligar on May 15, 2010 20:15

Subnode and Turret Control

Speed-O enters the room and looks at the subnode, with its lights blinking away merrily, and the turret controls, the turret master panel near the subnode, and the turret controls. L4-O is working the latter.

On one of the turret monitors, something that looks suspiciously like Cryo-R is holding something that looks suspiciously like an open packet of Insta-Hot Fun. As Speed-O watches, he says something to Selbio-R, approaches the turret and seems to put the packet somewhere above the camera.

Medical bay

The docbot notices Cryo-R's arrival. “Ah! I see you've returned. Have you come for treatment?” It brandishes a manipulator.

Warehouse

With the reinforcements at hand, the communists retreat out of the warehouse,

A laser is fired at the grenades.

Which promptly explode.

BOOM

This, combined with the damage done to the blast door already, blows the door apart.

The commies approach, and look down the hole... at the emergency bulkhead.

written by Lightning4 on May 15, 2010 21:21

I frantically being pressing buttons in an attempt to get the turret to work again.

written by Speeder on May 16, 2010 00:16

I peer at L4.

“Oh, it is you that is aiming the turrets... I see that actually you have no idea of what you are doing...”

I look for a console with a keyboard.

written by 4616599 on May 16, 2010 08:39

“Mmm. Fascinating.” I pick up a power pack, inspect it closely, then put it in a backpack.

I next head for the tape recorder. Seeing a tape there, I rewind it to the start and attempt to play it.

written by Gligar on May 16, 2010 15:34

Subnode and Turret Control

Button mashing... the last resort of those in desperation. Sometimes, it pays off. Like now.

L4-O manages to get the turret firing again, even though there's a malfunction (and annoyingly, the console doesn't tell him where the malfunction is). It shoots one communist, who falls into another.

To Speed-O's annoyance, none of the consoles have keyboards, just loads of buttons and a joystick.

Storage

The emergency power pack is smaller than the one in the workshop, and most likely doesn't provide as much power. It looks to be the sort used to power clone-portable devices such as... well, such as that tape recorder there. Or a bot, or something.

Speaking of the tape recorder, the tape is already positioned in the leader, just before the start of the tape proper. Playing the tape reveals a voice, one that should be familiar by now:

“If you are hearing this, you must have found the tape recorder. By this point, we've probably been in contact already, but if not, I will summarise the situation:

“A few hourcycles ago, Communist forces launched an all-out assault on this sector using stolen Armed Forces assets. At the same time, they planted a virus in the compnode, crashing it. Said compnode was isolated almost immediately but the damage was done. The MemoMax data for this sector was too badly damaged. Other sectors have had their compnodes rebooted, but this has had a knock-on effect throughout AlphaNet, causing complications with our counter-attack efforts. One of these complications was the loss of several sectors, JHT included, to the Communists.

“You are one of the few for which we were able to recover any sort of data at all. As such, the decision was made to enact Emergency Protocol 214/57/[DFSR], and bring your current clone to the bunker in which you now reside. For security reasons you were brainscrubbed before being awakened.

“You should find additional spools of tape with this recorder. Your mission is to head for the compnode in Central Subsector, accessible from V Level. Once there, connect this recorder to the compnode, turn the compnode's Restart key, and play the other tapes, in the correct order, when prompted. This will reinitialise the compnode.

“Unfortunately, it is not possible at this time to supply you with equipment, so you will have to find your own in the sector. The bunker has ample supplies of food and fuel for its generators, should the need arise. But you are not, I

repeat, **not**, to simply close the blast doors and sit tight. That is not why you were brought here.

"I believe that is everything I need to cover. Good luck, citizen."

With that, the supply reel runs out of tape. The take-up reel keeps spinning, with the free end of the tape making swishing noises.

written by Speeder on May 16, 2010 18:21

I search for spare keyboards that I can connect to the consoles... In case I don't find any, I get to one of the consoles and try to figure what buttons would allow me to communicate with the console.

written by Lightning4 on May 16, 2010 23:44

Seeing that the turret is functional (for now), I think back to any unexplored rooms remaining...

After a moment in thought, I head to the infrared dorms on A-Level, to check the door there.

written by Gligar on May 17, 2010 01:41⁷⁶

Meeting hall

If you'll remember, the sprinklers in here are still running. I didn't remind you since the drainage systems were working properly. Well, now they're backing up. As such, the slightly-brown water starts flooding into Concourse C1.

Subnode and Turret Control

Speed-O looks around for a keyboard he can plug in, but doesn't find one. Regardless, he attempts to access the turrets without one.

He soon comes to the decision that lots of buttons = keyboard, and attempts to type on them.

And it works.

I guess he's just *that* good.

Or... maybe it's something... else? Like... a certain... super-treasonous mutation...?

But I digress. The point is, Speed-O manages to make a temporary fix to the turret, causing the MALFUNCTION light to extinguish.

Satisfied that things are working, L4-O heads off down to A Level.

Warehouse

The turret continues its job of shooting Communists.

The Communists continue *their* job of trying to get into the bunker. So far, the turret's winning. But that might not last.

Dormitory 3

Navigating through the cramped dormitory (aren't you glad you're not INFRARED? Imagine 40 clones in here...) L4-O manages to get to the door, to find...

Confession Booth Corridor

... eight confession booths arranged four either side of a short corridor. They may or may not be online, what with the whole Communist thing.

Food storage

It seems that Cryo-R's Insta-Hot Fun has caught fire. The fire has not yet spread to the "turret-shaped table", but it's looking like it wants to.

written by Speeder on May 17, 2010 04:23

I try to shutdown and close the food storage turret to prevent it from catching fire...

Then, happier that turrets are not working properly and shooting stuff properly, I move (in the best form that the pain waves allow) to the docbot...

written by Lightning4 on May 17, 2010 06:00

"Hm."

I recall there being a dark room nearby.

I head to the spare parts storage room and search for a flashlight, or some kind of portable light source.

written by 4616599 on May 17, 2010 09:39

"These things could be useful later. And since my backpack oddly enough still doesn't seem to bulky or heavy, might as well take another." I grab another power pack. I then stop the tape and exit the storeroom, heading down to level A.

Once there, I check the contents of a locker in the INFRARED dormitory. I also examine the forkbot, in particular wondering if the powerpack could fit it.

written by Gligar on May 17, 2010 14:15

Food storage

The turret retracts, knocking the burning Insta-Hot Fun to the floor, where the molten Fun begins to spread.

Spare Parts Storage

L4-O arrives, looking for a light source. Hidden amongst some other stuff is a RED torch. And hey, the batteries still work. Though they are rather weak.

Storage

Joris-O takes a total of two emergency power packs. Thanks to the wonders of the standard Troubleshooter backpack, he's able to carry them without problems. He leaves the tape recorder and tapes for now. Maybe he can pick them up later.

⁷⁶ GLIGAR: (OOC: Speeder spends 1pp.)

Warehouse

Another Communist falls to the turret. Still another throws what looks like some high explosive down the hole.

Dormitory 1

Joris-O inspects a locker. Inside is an INFRARED jumpsuit and boots.

Concourse C1

The water spreads into the control room and Corridor C1.

Medical bay

After another wave of pain, Speed-O arrives. Cryo-R is also here, but seems to have gone catatonic.

The docbot is making a cursory examination of Cryo-R. "Hmmm. It looks like you have two broken bones. At your clearance and credit rating, I can immobilise the affected limbs. Do you want me to do this?"

While waiting for an answer, the docbot turns to Speed-O. "How can I help you, citizen?"

Loading dock

Lastly, Joris-O has another look at the forkbot. Hmmm, it looks like the power pack might fit. But whether it could provide enough power to run a forkbot is another matter. Perhaps wiring two together would be better?

written by 4616599 on May 17, 2010 15:04

"Commie vatslime! I'm no mechanic! Where do I get the wiring from anyway?" I mumble.

I carefully examine the forkbot, then go back upwards to the workshop at B level to search for wires.

written by Cryoburner on May 17, 2010 19:30

Doctor... It seems as though I may have...

AMNESIA.

Also, yeah, I may have a fractured leg. So long as immobilizing it doesn't involve sawing or any other invasive surgery, you may feel free to do so.

written by Speeder on May 17, 2010 20:06

I look at the DocBot.

"Hello... I inhaled a strange violet gas, that probably came from a weapon, and now I am having recurring pain waves in the whole body, and numbness waves too... Can you fix that? I need to fix the Compnode..."

written by Lightning4 on May 17, 2010 22:26

Nifty light source in hand, I go down to the dark room and illuminate it as best as I can with my rather weak torch.

written by Gligar on May 18, 2010 00:06

Workshop

A quick search turns up some suitable cables, about a metre long.

Medical bay

"Hmmm... amnesia. It sounds like you've been brainscrubbed. There is little I can do about that. However, I can immobilise your broken bones without invasive surgery."

The docbot motions to one of the beds, before turning to Speed-O. "A VIOLET gas? That sounds like some sort of toxin. How exactly did you come to be near it?"

Dark room

Armed with a light source, it becomes clear that the room is a cafeteria. Some shelving against the far wall holds food trays, plastilyke sporks, and cups. Tables and chairs, now covered in dust, are set up. And next to another door is a serving hatch, which is closed.

Everything in the room is INFRARED Clearance.

Warehouse

The Communists again retreat.

written by Speeder on May 18, 2010 00:33

I look at the docbot for a while, then I say.

"We were fighting commies, after all commies died, this gas started to get in our room, from a hole in the floor below, I tried to jump over it, and exit the building, but I landed inside the hole, right in the middle of the gas, and the bodies of the dead commies, and the rubble of the explosives and all other ammo that we threw there... Actually, I realize how lucky I am to not have broken my leg while in the middle of the gas..."

written by Lightning4 on May 18, 2010 01:33

I extinguish my light source and find somewhere to put it on my person. Lacking a suitable spot, I decide to hunt down a backpack to make things simpler for me.

written by 4616599 on May 18, 2010 14:20

I...well, link up the batteries and head back to the forkbot. While there, I examine the bot even more closely, and sniff it.

written by Cryoburner on May 18, 2010 14:22

I make certain the bed in question is accessible without crossing into any higher clearance section of the medical bay, and if so, lie down on it, awaiting treatment.

I also examine the room's lights.

written by Gligar on May 18, 2010 16:02

Medical bay

"Hmmm... I see. It sounds as though cone rifle ammunition may have been involved... very well..."

The docbot trundles over to a cabinet and opens it. As it's doing that, Cryo-R is climbing on to the bed the docbot pointed to. Fortunately, it's reachable from the RED section. As he waits for the docbot, Cryo-R passes the time by

looking at the lighting strips. To tell the truth, they should probably have been replaced yearcycles ago. They probably would have been if it weren't for the fact that the bunker hasn't been used in so long. But at least they still work, unlike some sectors, where, do to no fault of Technical Services whatsoever, and clearly the fault of their rival, Power Services, some light fixtures go unchanged for monthcycles.

By this time, the docbot is finished in the cabinet, and trundles back to Speed-O with a syringe. "This should help remove the symptoms of the gas, citizen." It injects Speed-O with the contents of the syringe, a swirly-looking ORANGE-and-RED liquid. Almost at once, Speed-O feels rather hot, and starts sweating. On the plus side, though, he feels sensation returning to his skin.

That done, the docbot returns to Cryo-R, picking up some things along the way. When it arrives, it cuts open Cryo-R's jumpsuit, exposing the broken leg and chest. Then, it starts wrapping the affected areas in bandages, which harden as they touch the skin.

Storage

L4-O briefly enters, looking for a backpack. He eventually finds one in the corner, hidden amongst some cans of oil. It smells of oil a little, but it should be usable.

Workshop

With a little difficulty due to the side of the power packs' terminals, Joris-O is able to link up the power packs with the cables, and returns to the forkbot.

Loading dock

On closer inspection, the forkbot seems to have seen a recent service, in contrast with the rest of the bunker. In particular, its bearings and so on have been oiled recently.

written by Speeder on May 18, 2010 18:37

I look at the Docbot.

"Thank you. Huh... Any side effects to expect, or anything that would make my work of fixing the compnode and troubleshooting commies harder?"

written by Lightning4 on May 18, 2010 22:50

I place the torch, my spare barrels and shells, the brevets... and my two popped intsec balloons inside my backpack, then wear the backpack.

Much less encumbered, I make my way back to the Turret and Subnode room to check our status.

written by Gligar on May 19, 2010 00:09

Medical bay

The docbot continues working on Cryo-R as it speaks. "Well, you may feel the need to consume more fluids, but beyond that, you should return to normal working parameters in no time, citi - oops."

It seems that the docbot became distracted, causing its surgical scissors to dig into Cryo-R's leg.

Storage

L4-O adjusts his equipment. That's better.

Subnode and Turret Control

Now back in here, L4-O checks the status of the turrets.

He finds that the warehouse turret is starting to run low on ammunition. The communists themselves are not in range of the turret camera. That's probably because of the high explosive they set up.

...speaking of that, shouldn't it have gone off by now?

Food storage

The fire is spreading. It's almost reached the nearest stack of food... and Selbio-R.

written by Speeder on May 19, 2010 01:09

I nod.

"Thank you, mr. Docbot, And please, don't hurt too much my fellow troubleshooter..."

I wander then to the subnode room...

I peer at the subnode...

written by Cryoburner on May 19, 2010 07:06

"Ow!"

"Let's try to keep this from turning into invasive surgery now." 😞

written by 4616599 on May 19, 2010 14:25

I plug the ends of the cables into the forkbot.⁷⁷

written by Gligar on May 19, 2010 15:48⁷⁸

Subnode and turret control

Feeling a bit less toxin-y and a bit more like the complex is suddenly rather warm, Speed-O arrives, and wanders over, as far as clearance will allow, to look at the subnode. The blinking lights are really hypnotic when you stop to look at them.

Medical bay

After that little mishap, the docbot finishes up. "There you are, citizen." Cryo-R's broken leg is now immobilised in a cast, as is a portion of his ribcage.

Loading dock

As Joris-O finishes the connections, the forkbot beeps a couple of times. Some lights on the operator's console

⁷⁷ 4616599: ooc: this may be a strange question, but is the forkbot a forklift truck? I'd suppose it probably is, but 'fork' can be interpreted in many ways...

⁷⁸ GLIGAR: OOC: yes, the forkbot is a forklift truck.

flicker and come on. Glancing at them, Joris-O sees that the bot's running its self tests.

The bot decides that the power input is a little low, but finishes up with the tests regardless.

Food storage

The fire reaches Selbio-R's foot.

written by 4616599 on May 19, 2010 16:06

"Ah, bot, you're online. I know you aren't at full power...apparently there's a regular powerpack nearby but it's empty. So, anything you think you can do to fend off attacking CMTs?"

Climbing on the bot, I study its controls for anything unusual. Also, I carefully observe the door oof the loading dock.

written by Lightning4 on May 20, 2010 04:52

Noticing Speed-O in here with me, I remark, "Hm... not good. I guess they're trying to blow their way in, we better be ready for them."

I make my way back to C level and wade through the water. Realizing nobody stopped the sprinklers, I go to the control room and attempt to turn them off.

written by Speeder on May 20, 2010 05:17

Before L4 leaves, I replies.

"Sure, I will just finish something here, then I will follow, please, if you find people along the way, ask them to group in the meeting hall and prepare for battle in the concourse, if nothing happens, I plan to talk to everyone about our next step..."

I return staring at the blinking lights like a zombie.

"SHINNNYYYY"

written by Gligar on May 20, 2010 15:50

Loading dock

"Well, I'm not built for combat, you know. But I guess these forks could be rather deadly. If I was at full power. As it is, I'd be rather sluggish."

Climbing into the operator's seat, Joris-O looks at the controls. Some of the controls are unfamiliar to him. But then again, he hasn't used a forkbot before.

The loading dock has two regular doors leading back into the bunker, and one larger loading door. The latter is currently covered by an emergency bulkhead.

Control room

Having apparently not heard Speed-O call after him, L4-O arrives, and inspects the terminal. He reads the "delay" message, and tries to override it. But he can't seem to get the terminal to respond - it's still sulking about the lockdown.

Subnode and Turret Control

Speed-O continues being enthralled by the blinking lights.

written by Lightning4 on May 20, 2010 23:56

I grumble and go look for reinforcements, surely that bomb is going off any time now.

written by Cryoburner on May 21, 2010 07:02

"Ah! Thank you, doctor!"

I check to see how capable I am of walking and otherwise moving around.

"Say, do you happen to have any idea how long these might take to heal? Any suggestions on how to expedite recovery would also be welcomed."

written by 4616599 on May 21, 2010 10:17

"Well, since the commies haven't got in yet, I might try to charge up the main powerpack."

I head back to the workshop and grab the powerpack I saw earlier. Finding it a tad heavy, I decide to put it in the amazing Troubleshooter backpack instead. With it safely in, I start to feel thirsty from all the climbing around, so I head for the nearest vendobot, and finding one in the office, order some B3 and an algae drink, emphasizing to the vendobot "ORANGE-standard, Extra Classic please."

written by Gligar on May 21, 2010 17:29

Around the bunker

L4-O looks for reinforcements...

Well, there's Albey-R at the stairs, Mega-R in the meeting hall with the other as-yet-nameless clones, Selbio-R doing nothing about a fire in Food Storage (and, by the way, his jumpsuit is now on fire), Speed-O he knows about, Cryo-R is still in the medical bay, and Joris-O is exiting the loading dock.

Medical Bay

Speaking of Cryo-R...

He tries to stand on his legs, and finds that the broken one won't hold any weight. Getting around will be awkward unless he can find a crutch or something.

"Hmmm... should be a few weekcycles," replies the bot.

Workshop

The power pack is a bit bulky, but it fits in the backpack. It's amazing what you can fit in those.

Office

The vendobot welcomes Joris-O's order. It apparently hasn't received one in some time.

"You're in luck, citizen, for, unlike most other vendobots in this bunker, I have algae drinks!" it says, dispensing a can of B3 and a can of AlgaePLUS.

Warehouse

Some of the Communists have gathered round the explosive, wondering why it hasn't gone off.

So naturally, adhering to that law about explosives or other dangerous things, it chooses this exact time to explode.

BOOM

The ensuing explosion is felt throughout the bunker, and outside, knocking clones to the floor as far away as G Level, and even below the bunker, in Deep Subsector, down to about D Sublevel.

It also kills the exposed Communists, pretty much destroys everything in the warehouse, and punches a small hole through the bulkhead. It's not enough to get through... yet.

written by Speeder on May 21, 2010 19:28

The HOLY SHIT explosion wake me up from my... blinking light staring...

I run toward Cryo, and then I say. "I need you, NOW... Use your shelf as crutch... You still have it no? Come to the meeting hall."

I don't even wait for a awnser, I get to the concourse, rifle in hand. I notice that the door to the staircase is... intact... So I open it and check inside, seeing that although there are a hole in the bulkhead, but Albey is there alive, I try to move him out of the staircase, and then close the door again. Oh, and leave his face, facing upward, so he don't drown on brown water.

written by Lightning4 on May 21, 2010 23:52

I go down to the loading dock.

"The communists are starting to break through, we're going to need everyone available to defend the bunker," I say to Joris-O.

written by Gligar on May 22, 2010 14:20

Warehouse Stairs

Speed-O enters, and gets a look at the hole. It's large enough to aim a weapon through. Through it, clones can be seen running around in the remains of the warehouse.

He takes the time to drag Albey-R to a marginally safer spot in the concourse.

Loading Dock

As it happens, Joris-O isn't here.

It looks like he's been busy, though, as the forkbot seems be be at least partly operational.

Ruins of the Warehouse

Various Communists have entered the rubble, trying to set things up outside - perhaps more explosives...

One of them spots something through the hole in the bukhead. She aims her slugthrower and shoots, but isn't quick enough.

Food storage

More of the food packets are now on fire. Selbio-R doesn't seem to notice, nor does he notice the fire climbing up his jumpsuit.

written by Speeder on May 22, 2010 14:33

As I hear the gunshot, I clean the sweat of my hands, open the door, and attempt to throw a grenade (with the pin removed, although I throw the pin too...) inside the warehouse, using the hole. I don't wait to see the result, I close the door again, and take cover.

written by 4616599 on May 22, 2010 17:00

"Commie coldfun! What's all the vatfrelling banging about?!"

I then ask the vendobot. "Saw anything suspicious or traitorous round here lately? Also, when was this office used and for what purpose? We're investigating a major security threat now, so we do need some info."

written by Selbio on May 22, 2010 18:59

I beat at the flames with my towel.

written by Gligar on May 22, 2010 19:56

Warehouse stairs

Speed-O tries to throw a grenade up into the ruins.

But he fumbles and drops the grenade...

Office

"Hmmm. I appear to have been deactivated for a long while - perhaps several yearcycles. But my previous records are of this office being used to handle the day-to-day operations associated with the bunker. Further details are restricted, I'm afraid."

Food storage

With his towel, Selbio-R is able to extinguish the flames on his jumpsuit.

The food fire just gets worse, though.

written by Cryoburner on May 22, 2010 20:13

After an explosion of some unknown origin rattles the room, Speed-O barges in, saying something about needing me in the meeting hall, and suggesting that I could use my shelf as a crutch. I'm about to explain that the shelf is a little too short to make for an effective crutch, and that the meeting hall might be a bit damp and not the best place to hold a meeting, but he's gone before I get a chance to point those things out.

"Anyway, doctor, would you happen to have a proper set of crutches I could use? Pills might be nice too. It doesn't really matter what kind. You can just give me a variety pack, if that's alright. I have some injured friends that could use them."

written by Jam on May 22, 2010 20:19

The loud explosions seem to have waken me up.

"Ugh... What was that?"

I look around the room I'm in.

written by Gligar on May 22, 2010 20:40

Medical bay

"Ah yes! Let me have a look for you."

The docbot starts rummaging through cupboards and lockers.

After a moment, it returns. "It seems that I only have one remaining," it says, proffering it.

Meeting hall

A clone seems to snap out of catatonia.

The name of the clone is Jam-R-JYR. Looking around, Jam-R sees the now-deactivated Computer monitor on the north wall, which breaks up the room's clearance stripe, which designates the meeting hall as RED Clearance. Going round the room, some vendobots can be seen on another wall. An open door is to the south, as are several stacks of chairs against the wall. Finally, there are other clones here, Mega-R included.

Through the south door, more clones can be seen. One, in ORANGE, seems to have fumbled with a grenade, and has dropped it.

written by Jam on May 23, 2010 01:01

I start to walk toward the south door, but stop when I see the grenade.

"Ah! Ugh... uh. Gug. Uh guh. Gha!" In my surprise, I can't seem to remember how to talk right.

I slowly creep toward the door, being very careful to stay out of the range of the grenade, and wait for the ORANGE clone.

written by 4616599 on May 23, 2010 05:10

I return to the loading dock and plug in the powerpack. I then look at the doorway and wonder if I could drive the forkbot all the way to C level.

written by Lightning4 on May 23, 2010 08:02

I see Joris enter.

"The commies are trying to break through on C-level, we may need your help up there. They may break through at any minute."

I leave and make my way back to C-level.

written by Gligar on May 23, 2010 14:21

Meeting hall

Jam-R hesitantly moves towards the door, expecting the grenade to go off any time now.

In his surprise at hearing a new voice, Speed-O drops the grenade's pin.

Stairwell

The water from the sprinklers (did I mention that they're still running?) has reached here. It starts flowing downstairs.

Loading dock

A light illuminates on the charging station when the power pack is plugged in. "Ah, good. That shouldn't take long," the forkbot comments.

A quick look at the inner doors shows that they are too narrow to accommodate the forkbot.

Concourse C1

L4-O enters, but stops short when he sees the dropped grenade.

Which, of course, promptly explodes.

BANG

Luckily, with all the water around, it's not too bad - it simply pushes those in the room to the ground.

The pin doesn't do anything.

written by 4616599 on May 23, 2010 15:41

"Aye. I'll be there. Preferably with a bot."

I hold up my ME card so the loading dock turret recognizes me as a Troubleshooter, then level my blaster at the section of wall to the left of the door leading to A2 corridor. "Sorry, Bunker Maintenance." I intone and pull the trigger, multiple times.

written by Speeder on May 23, 2010 15:55

I wake up, after fumbling made me... what happened?

Anyway, I stand.

"Techno vatcrap..."

I look at the other clones on the ground. "Sorry, little mishap... anyway, where are everyone? We need everyone!!!"

I walk into the meeting room, and awaits there for other people to arrive... After closing the staircase door (if it is still open...)

written by Jam on May 23, 2010 18:59

"I'm here."

I slowly walk toward Speed-O.

"I don't have any weapons though. Do you know where I could find one?"

written by Gligar on May 23, 2010 19:44

Loading dock

The turret seems to take note of the ME Card.

Joris-O fires at the wall eight times, and hits with six of them. This causes the synthcrete wall to begin to crumble and fall away.

As an added benefit, the door comes off its hinges and falls into the corridor beyond. It pulls some more of the wall away with it.

“Well, that’s one way to do it,” the forkbot chimes in.

Concourse C1

The stairs door might be closed but that doesn’t deter the Communists. Four slugshots can be heard hitting the door, causing it to rattle alarmingly.

Loading dock

Another light appears on the charging station. The power pack is now 20% charged.

written by Speeder on May 23, 2010 20:34

I look at Jam for a time.

“Yes, weapons are available on the D level, unfortunately, there are a legion of commies between us and the equipment...”

I hand him my double-barrel nut launcher and the metal nuts.

“Use that for now. DON’T LOSE IT. After we manage to get safely outside the bunker, we can grab red barrels for that pistol that currently is working as handle...”

I kneel in a corner of the concourse, and point my rifle at the door.

written by Lightning4 on May 24, 2010 00:22

I get out of the water and take off my cone rifle, loading it with an untried type of shell and trigger. I kneel down and take aim at the door.

written by Jam on May 24, 2010 00:59

I take the nut launcher and metal nuts.

“Thank you, I’ll guard it with my life.”

I load a nut into the launcher and, while aiming at the door, start walking toward a vendobot.

written by Gligar on May 24, 2010 17:57

Concourse C1

Jan-R goes to load the nut launcher – which is made of two lengths of metal tubing, the aforementioned laser pistol body, and two balloons, all bound together with duct tape – and finds that there’s already something in the balloons. Figuring that it can’t hurt, he loads another nut into one of them.

L4-O loads his cone rifle.

The sound of something tinkling down the stairs can be heard on the other side of the door.

BOOM

But the door doesn’t budge.

Surely the communists couldn’t have...

Something else falls down the stairs, into the door, causing it to fall open.

It seems that the last explosion was a grenade. A communist, standing in the blast door, seems to have taken “Pull pin and throw” to heart, throwing the pin down the stairs. When, clearly, the grenade was the explosive part. Scratch one communist.

But there are more where he came from. At least four more.

Loading dock

Another light comes on. The power pack’s now at 40%.

written by Speeder on May 24, 2010 18:34

I do in movie style:

I roll, crossing the door line of sight, and then I shoot toward them, if my aim somehow miraculously go perfect, in the one with the most menacing weapon.

I finish my roll, at the other side of the room, I kneel and point the rifle again at the door.

“FIRE AT WILL!!!”

“SOMEONE THROW A B3 THERE!”

written by 4616599 on May 24, 2010 18:41

“Okay, the banging’s started. I wish it’d hurry up. The charging, I mean. By the way forkbot, can you absorb slugthrower shots?”

written by Jam on May 25, 2010 00:00⁷⁹

“Quickly, vendobot, give me six B3’s!” I say to the closest vendobot.

I crouch down and fire the contents of the nut launcher at the nearest communist, aiming for the head. Then, if the B3’s are dispensed, I start throwing them at the communists.

written by Lightning4 on May 25, 2010 01:15

I fire my cone rifle at the communists, and simultaneously reload it and get ready to back off just in case it does something... not nice like last time.

written by Gligar on May 25, 2010 01:42⁸⁰

Corridor C1

Almost as if he’s practised, Speed-O executes an excellent forward roll across the communists’ line of fire. The water from the sprinklers is nice and cool, helping to counteract the unnatural hot spells he’s going through.

As he does so, he aims his laser rifle. Unfortunately, he is distracted by one of the communists shooting at him (and

⁷⁹ JAM: (OOC: how much money/credits do we have?)

⁸⁰ GLIGAR: (OOC: Enough 😊)

missing), and his laser blast goes wide, narrowly missing his target.

He finishes his roll on the other side of the concourse. Nicely done.

Loading dock

"I was fitted with kevlar armour when I was assigned to the bunker," the bot responds. "It does slow me down a bit, but I'm used to it by now."

Still another light comes on. 60%.

Concourse C1

A second communist takes aim at Speed-O with a cone rifle. Just as he's about to fire, Jam-R launches three nuts at the communist's head.

One hits him square in the forehead. He recoils in shock and loses his aim.

The second hits square in the left eye! *wince* The eye collapses, causing the communist to collapse to the floor in pain.

But this causes the third to miss its target completely. Ah well.

After he's finished with that, he checks the vendobot. It has indeed dispensed six cans of B3. But rather than drink, he proceeds to throw them. Unfortunately, his aim isn't as good this time. He only manages to get two in the midst of the communists, where they start rumbling. Two more go wide and hit the walls. The other two... well, the cans burst, spraying B3 everywhere.

written by Speeder on May 25, 2010 02:24

I move to peer at the commies, and shoot the rumbling cans, then I move back to safety, inside the nice water.

written by Jam on May 25, 2010 03:29

I also run into the water, and try to conceal myself underneath it, while loading two more nuts into the nut launcher.

written by 4616599 on May 25, 2010 04:01

"Okay. That's good." I climb in, and have another look at the control panel. More specifically, the panel for the lift. If I see anything that looks vaguely like a lever, I push it up a bit. I also check for any location I can conveniently mount the blaster onto.

written by Cryoburner on May 25, 2010 06:53

"Thank you, Doctor."

I examine my crutch, and try walking around with it.

"I take it you don't have any pills or vitamins, or even candy then? I'd be pleased to take any off your hands, even if it's expired, or on fire."

I hear more noises coming from the direction of the concourse.

"Hmm... there seems to be quite the commotion out there. I hope I'm not missing a party."

written by Lightning4 on May 25, 2010 15:12

I decide that perhaps the cone rifle is overkill for now. Leaving it loaded, I put it away and take out my blaster instead.

I aim at the closest commie and start firing.

written by Gligar on May 25, 2010 17:03

Concourse C1

Speed-O's first shot misses the cans and hits one of the communists, who falls face-first into the water.

The second hits one of the cans, causing it to explode.

BANG

The can is torn into shrapnel, which hits the communists, sending them flying into the stairs.

E_net-R, was standing a little too close to the exploding can, and suffers a hit to the leg. He falls over backwards.

Though Albey-R was relatively close, he remained unscathed.

Speed-O and Jam-R are partially shielded by water and also don't suffer any injuries. It might not be a good idea to stay underwater for long, though.

L4-O loses his footing and falls into the water.

Loading dock

Joris-O sits in the operator's chair and inspects the controls again. Spotting a likely lever, he gives it a push. This causes the forks to raise a little. But the motors sound like they're not getting enough power from the emergency power packs. The lights on the console also flicker.

Now with a good view of them from the seat, it looks like he could attach some weapons to the forks. I don't know about firing them, though.

Yet another light on the charging station comes on. 80%.

Medical bay

"Well, if you insist, I can give you some pep pills... I don't know how long they've been here, though."

As it happens, Cryo-R can move about just fine, if a little slow, with the crutch.

Concourse C1

One of the communists recovers from the blast, aims his slugthrower, and fires.

Click. Click. Click.

Oops.

An excellent opportunity for someone, let's say L4-O, who is just about to fire.

Opting for the blaster, he fires off several shots.

It turns out that he's not too good with the blaster. Out of eight attempted shots, he fails to fire three times, misses four times, and only hits a communist once. That communist has just enough time to look at the wound in her chest in a comical fashion before falling over backwards.

written by 4616599 on May 25, 2010 17:24

"Ah. Finally."

I wait till the main powerpack is full, then insert it into the forkbots, putting the emergency packs into my backpack.

I then adjust the fork to 'ramming position', just below center, and start driving to the exit, and down corridor A2. I decide to reinforce the bot further, and partially obscure myself, putting my own kevlar shield on the windscreen.

written by Speeder on May 25, 2010 18:00

I fire randomly, although trying to hit the second can.

While I do that, I use my full attention to get L4 head out of the water.

"Sorry! But can you please not drown?"

written by Lightning4 on May 25, 2010 22:21

Getting out of the water all of the way, I spit out a mouthful of dirty brown water. I manage to work a reply, "I'll do my best *cough* not to"

I retrain my blaster towards the communists and fire, hoping my luck with it is just as good.

written by Cryoburner on May 25, 2010 22:58

"Yay! Candy!"

I count the candies, and examine them, along with their container.

"Thank you Doctor, for all you've done. I should be going now though. I think they're holding a party in the concourse, and I wouldn't want to disappoint them by not showing up after being invited."

I step out of the medical bay, and into the red dormitory.

written by Gligar on May 26, 2010 00:00

Food storage

At this point, the water flowing from the sprinklers has reached a sufficient depth to start putting out the food fires. The ex-Insta-Hot Fun is next.

Selbio-R probably isn't in any danger of drowning any time soon.

Corridor A1

The water from above has reached A Level. It starts to spread out.

Concourse C1

You know, with the water thing, it'd probably help if more doors were propped open...

But anyway. Speed-O shoots again, aiming for the second can. He misses, and hits the water. He seems more interested in making sure L4-O doesn't drown.

L4-O tries to fire again. Again, he misses, almost hitting Jam-R instead.

Loading dock

Another light appears on the charging station. The power pack is finally at 100%.

Joris-O swaps the emergency packs out for the proper power pack, and waits for the bot to complete its self-tests again. There, that's better. No low-power light.

That done, he sets the forks and, inspecting the controls again, attempts to make the bot move towards the exit. It works, and he manages to get into Corridor A2. It's a bit tight, but the forkbots should be able to move down here.

Turning is problematic, though. Joris-O fouls it up the first time, and ends up running into the wall opposite the loading dock.

As he assesses the situation, he decides to beef up the forward protection with his own kevlar shield. Visibility will be a bit of a problem with it in place, but hey, what could go wrong?

Medical bay

The "candies" (pep pills) are RED, and there are 24 of them in a clear bottle. There is a label that reads "PEP PILLS. Take one when feeling tired." There's also a bunch of tiny text that I can't make out on my cameras.

Dormitory 1

Water is pouring in from the open door.

written by Speeder on May 26, 2010 00:07

"Hum... I should turn off the water soon..."

I continue fighting, this time trying to cross back to the side of the control room.

written by Jam on May 26, 2010 02:02

(It seems that I had lost my focus for a few seconds. No matter, L4-O's near miss has brought me back to my senses.)

I run and hide behind a vendobot, then focus on finding a way to distract the communists.⁸¹

I smile as I realize the answer is right in front of me.

"Hey vendobot, those people over there told me they are really thirsty. Why don't you go over there and offer them some drinks. They might become unhappy if you don't. And you wouldn't want that, would you?"

written by 4616599 on May 26, 2010 08:37

I note the water coming down the stairs. "Oh, citizens! Haven't we flooded enough places already?"

⁸¹ JAM: (ooc: If vendobots can't move, forget about this next part)

Mildy annoyed, I get the forkbot in position, then quickly head it up the stairs.

written by Lightning4 on May 26, 2010 11:32

I slip and fall in the water while attempting to shoot at the commies some more.

written by Gligar on May 26, 2010 17:10

Concourse C1

Speed-O tries his roll-and-shoot trick again. It doesn't work as well as he'd hoped this time either, as his shot misses.

But speaking of shots, it seems that someone fired off a cone rifle shot a while back. I didn't really notice earlier, but the shell seems to be glowing. It's rapidly being extinguished, though.⁸²

Jam-R scurries behind a vendobot. A flash of inspiration crosses his face for a moment before he realises that the vendobots are bolted to the floor. A pity, as there's barely enough room behind one of those things for a clone to fit behind one.

L4-O tries to shoot his one rifle again but slips and falls into the water.

Corridor A2

Joris-O tries the turn again and gets it right this time. He heads down the corridor to the intersection, and pulls off another turn. He reaches the stairs before the bot comes up with an observation. "Er... I see water. I'm not shielded against water."

But Joris-O presses on, to be caught up with another obstacle.

Stairs.

Not to worry, he just backs it up and charges at full tilt towards the stairs, causing the wheels to find purchase even through the water! Only to run into another wall when the stairs turn at B Level.

written by Speeder on May 26, 2010 20:34

I get into the control room, and turn off the lockdown (But not the turrets)

written by Jam on May 26, 2010 22:48

Deciding that I wouldn't want to get trapped behind a vendobot, I crawl out. Peering around the edge, I see L4-O trip and fall into the water.

"No! L4-O!"

I fire the metal nuts at the communists, then rush toward L4-O. I do my best to lift him out of the water.

"Don't drown! You're the only one here with a blaster."

I glance nervously at the communists, trying to judge how many there are.

"Do you think you're okay now?" I ask L4-O.⁸³

⁸² GLIGAR: (OOC: L4 must have posted as I was preparing a turn.)

written by Lightning4 on May 27, 2010 00:13⁸⁴

Around the water, I gurgle "Yeah, I'm fine"

I survey what the cone rifle shot did, disappointed that that type of shell is useless in a water environment (so I think, anyway).

I regain my footing and start shooting with my blaster again.

written by Gligar on May 27, 2010 00:42

Control room

Speed-O finds the switch to deactivate lockdown and presses it.

Meeting hall

As he does, the sprinklers deactivate.

Loading dock

The emergency blast door raises, revealing the door again.

Concourse C1

The Communists, and their reinforcements (who have been arriving this whole time) notice Speed-O leave. Some of them try to get in to the control room.

Jam-R crawls out from behind the vendobot and shoots, successfully distracting the communists. One aims in his direction and fires! A slug whizzes over his head by the smallest of fractions, causing him to duck reflexively. He gets L4-O's head out of the water.

A nervous glance commieward shows that there are three active communists in the concourse, and probably more in the ruined warehouse.

L4-O gets to his feet and continues firing.

He misses three times.

Frustrated, he keeps pulling the trigger but nothing happens. It seems that his blaster's power pack is depleted.

written by Speeder on May 27, 2010 01:16

Since commies turned their back on me to shoot on Jam on the opposite side, I aim carefully, and try to plug a hit on the back of the neck of each commie that I can shoot from inside the control room.

written by Jam on May 27, 2010 01:48⁸⁵

I scan my eyes over L4-O, trying to assess the extent of his injuries. I also look for the (phantom?) name tag I thought I saw earlier.

⁸³ SPEEDER: (OOC: Is Jam clarivoyant? I mean, noone ever told the others our names 😊 There is a reason why we call each other "You")

⁸⁴ LIGHTNING4: (OOC: I assumed we just had the generic nametags attached to our suits saying "HELLO, my name is: SPEED-O", scrawled in a marker color appropriate for our rank 😊)

⁸⁵ JAM: (ooc: Sorry about that, I forgot we didn't know each other's names)

I noticing the empty power pack I quietly say to L4-O, "Do you have another power pack, or a different weapon to use?"

written by Lightning4 on May 27, 2010 02:44

Frustrated, I switch to my cone rifle again and reload it with some other kind of shell.

I pull the trigger and hope for the best.

written by 4616599 on May 27, 2010 04:08

"Sorry, but this is for the people...vat those commies; I mean, for our Friend Computer!" I tell the forkbot. "On another note, I didn't know my driving skills were that good..."

I back the forkbot towards concourse B1, then decide to get off and check Turret Control. In particular, the concourse and corridor C1 turrets.

written by Cryoburner on May 27, 2010 07:09

"Hmm... it's getting wet in here. I wonder if they're having a pool party. I didn't even know we had a pool."

I make sure the door to the medical bay is closed to prevent much water from getting inside. I then peek out the southern door to the corridor to see what what might be going on out there.

I also check to make sure the dust is still there. [👁](#)

written by Gligar on May 27, 2010 16:50

Control room

Speedo-O starts firing into the concourse. He hits a communist in the head and fires again. The second shot also hits its mark. Two for two. There are more, but he can't hit them from the control room.

Speed-O notices that his rifle's barrel has started squealing.

Concourse C1

Jan-R looks over L4-O, assessing his injuries and wondering just how he knew L4-O's name... after all, there's no name tag. There may be one on his old RED jumpsuit, but he's not wearing that. He appears to be unharmed despite having been submerged a couple of times.

L4-O switches weapons. Loading another shell and trigger into his cone rifle, he shoots... and predictably, he misses, passing between two communists.

The shell explodes violently when it hits the stairs behind them, throwing them forward. The stairs now have a large hole in them, and are almost unusable.

Subnode and Turret Control

Having clambered off the forkbot after stopping it in the concourse, Joris-O enters. He takes in the subnode while trying not to be entranced by the blinking lights, before directing his attention to the turret controls. Right away, he notices that one of them is blinking a bunch of error lights, its monitor displaying nothing but static.

He then identifies the controls for the Concourse- and Corridor C1 turrets. Both seem to be operable but appear to have been locked in a test cycle.

Examining the concourse monitor, it seems that a cone rifle shell has exploded, rendering the warehouse stairs almost useless, like the warehouse itself.

Dormitory 1

Cryo-R tries to open the south door, but finds that it's locked.

As for the dust, it's being dislodged by the water seeping in from the corridor.

written by Speeder on May 27, 2010 18:15

"VATCRAP! CAN YOU PLEASE DON'T USE THAT THING ALL THE TIME?"

I detach the squealing barrel from the rifle. I move nearer the door, throw it inside the hole that L4 just made on the stairs, and then I take cover inside the control room again.

written by Speeder on May 27, 2010 21:55⁸⁶

Also I load another barrel on the rifle.

written by Jam on May 27, 2010 22:05⁸⁷

I concentrate on holding L4-O up.

"Do you have a knife I could borrow?" I ask L4-O.

Surprised at being able to know L4-O's name, I concentrate on the communists, seeing if I can divine their names too.

written by Gligar on May 28, 2010 01:18

Concourse C1

Speed-O throws the squealing barrel. It lands in the hole and continues squealing.

Another communist fires his slugthrower. Albey-R is hit in the hand!

At this point, the turret finally decides to do something useful, and fires off a shot. The VIOLET laser hits the communist in the hand (how appropriate) causing him to drop his slugthrower, It's a nice shade of green, by the way.

Subnode and turret control

It looks like the turrets have come out of their test cycles.

written by Lightning4 on May 28, 2010 01:26

I look at my cone rifle and the damage, and giggle in glee.

I then realize that the stairs were one of our only ways out. "VATCRAP!"

I reply to Jam's question

⁸⁶ SPEEDER: (ooc: forgot one detail...)

⁸⁷ JAM: (ooc:Um, my name's Jam-R, not Jan-R)

"Oh um, yes. I do have a knife... but he's my precious Fred... I don't know if I could part with him... but if it's for the good of the bunker..."

I decide to hand over Fred for now.

"Please take care of him, and bring him back to me when you're done."

I switch back to my blaster and attempt to reload it... assuming I remembered the appropriate equipment to do so.

written by 4616599 on May 28, 2010 16:50

Satisfied with the turret controls, and noting all the shooting and squealing barrels, I head back to the forkbot, heading for C level.

written by Gligar on May 28, 2010 17:16

Concourse C1

The squealing barrel explodes!

BANG

Loyal clones in the concourse are thrown to the ground by the blast. L4-O gets another mouthful of water.

The communists, however, are too close to the blast, and are ripped apart before being buried in falling rubble, which fills in part of the concourse and the former location of the warehouse stairs. There's no getting out that way now. Though, there's now a hole in the concourse roof.

Concourse B1

Joris-O climbs back onto the forkbot and tries to move off, but somehow manages to stall it.

written by Speeder on May 28, 2010 19:30

I peer at all the mess.

"Good, there will be no communists invading from that staircase now... But how we get to the D level?"

I look in the camera feeds, to see if there are any more incoming danger.

written by Jam on May 29, 2010 00:44

I look at the remains of the stairs.

"Hmm... I hope there's another set of stairs. I still need to get a blaster."

I walk around, and look at the hole in the ceiling.

"I hope there's no communists up there."

"We should throw a grenade up there, just in case. Do you, or that other guy, have any?" I say to L4-O.

written by Gligar on May 29, 2010 01:18

Control room

Speed-O checks the monitors, attempting to see if there's anyone in what was the warehouse. Unfortunately, the appropriate monitor is only showing static.⁸⁸

written by Jam on May 29, 2010 01:46

While I wait for L4-O, I search around the room for the cans of B3 that I had thrown on the floor earlier. I also search the communists, seeing if I can find any useable weapons that are RED clearance.

written by Lightning4 on May 29, 2010 02:08

"I do."

I decide this is a good idea. I grab a grenade from my pack, approach the hole in the ceiling, and pull the pin on my grenade.

I throw both pin and grenade, not taking any chances.

written by Cryoburner on May 29, 2010 04:26

I hear a loud bang coming from the concourse, followed by a rumbling noise.

"They must have started the party without me! I really should get over there."

Using the other dormitory exit, I venture out into corridor C1, closing the door behind me. Using my crutch, I wander to the southern end of the hall and look out the doorway into concourse C1.

"What did you do?! This place is a mess! Do you know how long this will take that poor scrubot to clean up? He just got done scrubbing the floor here too."

From the corridor, I inspect the concourse, noting the extent of damage to the light fixtures, cameras and turrets, as well as the size of the hole in the ceiling, and what can be seen outside.

written by Speeder on May 29, 2010 07:11

I peer at the monitors for a little more time.

"Oh... That is not good..."

Still armed with the rifle, I wander into the concourse.

"Welcome again all of you, I need to speak with you. Wait, someone is missing..."

I look around for Joris.

"Where is the other guy with Orange brevet?"

I notice then that Selbio is also missing.

"And the hungry guy that ate his ME card?"

written by 4616599 on May 29, 2010 08:39

"Well, it appears that the shooting has stopped, so I'll be heading upstairs. I'll be back."

⁸⁸ GLIGAR: (OOC: short turn...)

I get off the forkbot, remove my kevlar shield, and head upstairs.

written by Gligar on May 29, 2010 16:40

Concourse C1

Jam-R finds two of the cans of B3 he'd thrown. Searching the communists, he also finds another knife, and a laser pistol with a RED barrel.

As he's doing that, L4-O readies a grenade, presenting it to the communists up above.

It goes through the hole... just barely, before landing on the floor above,

At this point, Cryo-R enters. He looks distraught at all the property damage. I guess he works for a CPU service firm? He's probably upset at all the paperwork this is going to generate. Especially since there's now no staircase up to D Level here. And the big hole where the light fittings used to be. And the destroyed warehouse above that. And by the way, there's a face looking down it. Might want to do something about that.

BOOM

Oh. The grenade. Well, that's that dealt with.

Even after all these explosions, though, there are still functioning cameras in the concourse. And the turret has fared well.

Speed-O enters, and begins speaking. He wants to know the locations of certain clones, such as Joris-O, who has just entered.

The water is draining downstairs nicely, by the way.

written by 4616599 on May 29, 2010 18:54

I survey the rather messy scene, focusing on just how badly damaged the warehouse got.

"Augh...well folks, I'm glad I missed that...errr.... I mean, I'm glad you finished off the commies so I could get things like the forkbot powered up."

I note Jam-R, and his launcher. "You know, while I'm not going to doubt that that is an interesting contraption, if you wanted something more, er, conventional, you could have gone to the RED dormitory, just a door down. First locker nearest the door has more RED laser pistols and barrels."

"Anyway, I have a vehicle powered up, a forkbot. For a bot, it's quite efficient."

Getting thirsty, I pull out my can of AlgaePLUS and drink, carefully tasting the quality of the algae.

written by Speeder on May 29, 2010 18:55⁸⁹

"VATCRAP!"

⁸⁹ SPEEDER: (OOC: I edited a little bit, because 4k posted while I was writing my post, and made a question from me to him look utter stupid and redundant 😊)

I peer at L4.

"You are from the repurposing services, aren't you?"

I look at Joris.

"Oooh, great! Now can you after my future speech, bring the forkbot here, so we can use it as lift, after someone repurposed the stairs to become commie killer trap?"

I look around for a while.

"The towel guy is still missing... Ok, let's start."

I walk to the top of the rubble. Then suddenly I comment. "You, return Fred and my weapon, and take those that you just found."

Then I speak like a politician and all! Who knows... Wait, politician? No no no... politicians does not exist here, there are no elections... So I speak like... a friend computer speaker on his mightyness behalf!

"Loyal troubleshooters, we are in DIRE times! Communists managed to shut-down the compnode of this sector and conquer the sector. The bunker is the last safe place, or was... Anyway, we are not supposed to stay inside the bunker, the communists already conquered the rest of the sector, and we don't have power to reconquer. Or mission is simple, even if absurdly dangerous and suicidal, although you all know, that friend computer cares for us and never give suicidal missions, we are to cross the communist conquered territory, until we find a way to reach the Compnode on the V level, and fix it. Before proceeding, we need to know each other names, figure if we can find communication devices, and make a plan. I am Speed-O, nice to meet you all. I am the tech guy. Teams are usually formed upon specialities, I need to know who is the marksmen, who is the scout, and obviously, you are the demolitions guy."

As I say you are the demolitions guy, I point at L4.

I clean the sweat of my face, and smile happily and proudly. More happy than proud.

written by Gligar on May 29, 2010 19:19

Concourse C1

Speed-O gives a little speech. As he's doing so, Joris-O pulls out that can of AlgaePLUS and drinks it. It's quite tasty. Did you know that the algae in AlgaePLUS is guaranteed to remain fresh for over 20 yearcycles? Any rumours to the contrary, that is, that the algae is composed of the sludge recovered form old decommissioned food vats is 100% false.

written by 4616599 on May 29, 2010 19:30

I respond to Speed-O's question. "I'll try, either that or the the A Level roadway. I'm already having trouble moving it up the stairs."

"Also, thanks for reminding us of our mission. With my Scru-R cover I suppose I could double as a scout. On a different note...does this AlgaePLUS seem recycl- efficiently used to you?"

written by Speeder on May 29, 2010 19:38

I peer at the AlgaePLUS can.

“Sure, seems fine... I mean, I never drink AlgaePLUS, but I never saw bad stuff, even on abandoned locations... The maintenance people really work hard, even without going there.”

After a while thinking, I say. “I don’t think that using the roadway is good idea, it is too open, we might get the entire team shot, or exploded, or trampled, or sniped, or burned, or melted, or poisoned, or gassed, or all the other terrible stuff that commies do. Oh, yes, the Scru cover I don’t think was blown yet...”

written by Jam on May 29, 2010 23:27

I return Fred and the nut launcher and nuts to their owners.

“Thank you for lending me the nut launcher. I’m Jam-R. I don’t know what I could help with, I can’t remember anything but my name. I seem to have had luck with the nut launcher, maybe I could be a marksman?”

I look around for something to shoot to demonstrate my marksmanship skills.

written by Lightning4 on May 30, 2010 00:25

“Demolition? Sounds fun to me!”

I glance at the hole in the ceiling.

“Perhaps we could find a ladder or rope we could use. We also should get back to get THQ armory and get our newer recruits some gear.”

written by Gligar on May 30, 2010 01:32

Concourse C1

The briefing, conversation, or whatever you want to call it, continues.

For once, there doesn’t seem to be anyone in the ruins of the warehouse. Or at least, none can be heard.

Jam-R seems to want more things to shoot. Finding none, he goes quiet.

written by Jam on May 30, 2010 02:27

I pause, lost in thought. Then I suddenly fire a laser shot at the farthest wall I can see that doesn’t have people nearby.

“Look!”

I then take out my knife and throw it at the mark made from the laser shot, aiming for the center.

written by Lightning4 on May 30, 2010 02:34

I ready my cone rifle and prepare to shoot at the spot, then I realize there’s nothing there.

“Sorry, but... I don’t think that wall is a communist.”

“I’m going to look for a ladder or something.”

I put my cone rifle away again and make my way to the spare parts storage room first, to search for a ladder.⁹⁰

written by 4616599 on May 30, 2010 04:53

“Hmm... I wonder if by ‘marksmen’ he means ‘expendable gunmen’ or ‘snipers’?”, I mumble.

I then assess Jam-R’s shot.

“And while you’re at it, L4-O(now how did I know his name? He must have a ClearType Enlarged Font ME Card or something...), could you have a look at the forkbot? It’s parked at the stairwell. See if you can move it too. I’ll probably be there shortly.

For weapons there are more laser pistols in the RED dormitory and some other stuff in the ORANGE one. Don’t know if the rest of the REDs want big stuff though. Besides, isn’t THQ still flooded and commie laden?”

Speaking of the other REDs, I wave a packet of Cold Fun around Albey-R’s nose, trying to induce some reaction from him.

written by Cryoburner on May 30, 2010 05:55

As Speed-O was starting what appeared to be some kind of boring (possibly communist?) speech about something, I decided to go check on Selbio-R, since he never made it to the party, which appears to have already ended.

I head back down Corridor C1, and arrive at Food Storage to find Selbio-R still standing there, with some quantity of burned and wet food on the floor.

“What did you do?! You really need to be more careful. I left you with that food assuming you could take proper care of it. Why haven’t you even tried to pick up any of this food on the floor? It’s going to be soggy, and possibly less Fun than it would have otherwise been. You don’t want the clones of this bunker to be deprived of Fun, do you?”

I examine the aftermath of the apparent cooking fire and flood, and check how much of the food has been damaged.

written by Speeder on May 30, 2010 06:31

I peer at the wandering away Cryo.

Then I look to Jam. “Oh... let’s see...”

I look to the others. “Good idea!”

I climb down from the rubble.

“I will try to find a proper map... or anything that helps us reach our objective...”

I wander into the control room and start typing, attempting to find the mentioned data.

written by Gligar on May 30, 2010 17:49

Concourse C1

Treasonously unsatisfied with having a proper target, Jam-R fires at a wall, surprising a few clones. He then throws his knife at the burn mark. However, as is the norm when

⁹⁰ LIGHTNING4: (edit: loltypo)

you're showing off, the knife misses and somehow hits a completely different wall. It's almost as if he was preoccupied.

L4-O was ready to shoot, but, seeing that there's nothing there, he decides to head down to look for a ladder.

Joris-O calls after him to look at the forkbot before trying to elicit a response from Albey-R. However, the Cold Fun doesn't seem to do anything.

Cryo-O seems to have wandered off. It seems that he's unhappy. And, as you all know, happiness is mandatory. Therefore, being unhappy is treason...

Speed-O finishes up and wanders into the control room again.

Spare Parts Storage

Squeezing past a forkbot - presumably the one Joris-O was talking about - L4-O searches for a ladder. Hmm... there doesn't seem to be one.

Food Storage

There are still a couple of small fires, but nothing threatening. Regrettably, all the Cold Fun has melted. Most of the Insta-Hot Fun is burnt. Luckily, there is still the Soylent RED/ORANGE and the regular Hot Fun.

Control room

Speed-O moves to the terminal and tries to bring up some maps.

The subnode responds with an overview of the sector.⁹¹

written by Jam on May 30, 2010 18:10

"Ok. I guess I'm not very good at knife throwing..."

I walk across the room and retrieve my knife.

"I'm going to go to the RED dormitory to get another laser pistol, and some more knives if I can find them."

I go there and begin to search all lockers for any weapons I can find. I also look for a rope.

written by Speeder on May 30, 2010 18:19

I start coping (or taking photos, if that feature is available on my red PDC...) the map to my PDC.

"I wonder why this time it actually worked..."

I try to not close the map down, while trying to get all details I can on my PDC.⁹²

written by Lightning4 on May 30, 2010 23:38

I recall Joris mentioning something about a forkbot, but didn't catch too much on it. I inspect it.

Once assessing it is in working order, I attempt to pilot it around.

⁹¹ GLIGAR: (OOC: I'm not going to make you wait around, so I'll post the map when I'm done.)

⁹² GLIGAR: (OOC: [Here's what it spits out.](#) Sorry it took so long.)

I ponder what Joris said, he mentioned something about stairs. There are some nearby.

written by 4616599 on May 31, 2010 02:08

I have a glance at the map, mumbling, "Sounds like Computer-grade Fun, assuming we can even leave this subsector unscathed... we're Troubleshooters, not full Armed Forces!"

I then note that I'm falling below mandatory happiness levels, and force a smile. "Then again, many of us should be competent enough!"

Subsequently I head to the stairwell to check on L4-O's progress with the forkbot.

written by Gligar on May 31, 2010 02:34

Dormitory 1

Jam-R finds the RED pistols (9), and the spare barrels (12). In addition, he finds a whole load of RED jumpsuits and boots, and a few small towels. (Although towels have a plethora of uses, unlocking things isn't one of them 😊)

Notably absent from the dormitory is any sort of rope or cord.

Control room

While Speed-O works at copying the map, Joris-O looks in and takes a peek.

Concourse B1

The forkbot. Joris-O was talking about that...

L4-O checks it out. It looks to be in working order. Satisfied at this, L4-O climbs into the operator's chair and attempts to drive it and is quite successful. He seems to be quite a competent driver.

Now... the stairs.

It seems that he's more than just competent, as not only does he clear the stairs, bringing the forkbot to C Level, but he manages to avoid crashing into corners in the narrow corridor (narrowly missing Joris-O in the process, who was just heading down the corridor himself), and brings the forkbot to a halt right in Concourse C1! Nice.

written by Speeder on May 31, 2010 02:46

I finish the map copy, and close the map on the console and clear the screen. Then for security I log-off. So only troubleshooters can log-in again.

After a forkbot arrives, I look at it.

"Hey, the forkbot from the A level... you drove UPSTAIRS with it! Impressive, really, REALLY!"

I then look at the ceiling, and at the forkbot.

"Hey mr. Bot, I know that this is not safe, and that forklifts are not for transportation, but it is our best bet, do you think you can lift us to the hole in the ceiling? We need to get to the D level, but the staircase is now just a bunch of debris."

written by Jam on May 31, 2010 03:04

I take two RED pistols, four spare barrels, a towel, and as many jumpsuits as I can carry. Then I had back to the Concourse C1. Immediately, I begin to tie the jumpsuits together, tying the arms of one to the legs of another and knotting them several times, eventually making a ropelike chain. As I'm working I notice the forkbot.

"Whoa! How did that get there?"

I look down at my jumpsuit chain, slightly disappointed that it is now not needed. I decide to continue tying them together anyways, just in case.

written by Gligar on May 31, 2010 16:05

Concourse C1

"Hmmm," the bot answers. "It's risky, but I probably could. But you do know that there's a lift hall not too far from the loading dock exit, right?"

At this point, Jam-R arrives, carrying what looks to be five RED jumpsuits knotted together.

written by Jam on May 31, 2010 19:41

"THERE'S A LIFT HALL! WHY DIDN'T ANYONE SEE THAT BEFORE!"

I regain my composure, and calmly ask Speed-O if there are any maps of the sector that I could see, or at least have described to me (so that I wouldn't commit treason by looking at ORANGE clearance maps).

Feeling thirsty, I start to drink one of my B3's.

written by Speeder on May 31, 2010 21:46

I peer at the forkbot.

"Lift hall? Not far from the loading dock? Not inside the bunker, we explored it entirely, with exception of a blue room and beyond."

Then I look at Jam, and tilt my head. I look at the Forkbot again while Jam is busy drinking.

"So, how we get there?"

written by Gligar on Jun 01, 2010 01:26

Concourse C1

"It's easy. There's a corridor outside the loading dock. You can't miss it."⁹³

written by Jam on Jun 01, 2010 02:12

"And where's the loading dock?" I say to the forkbot.

I then look around at the other people. Why are they so quiet?

"Does anyone have a use for this jumpsuit chain I made? I don't really want to carry it around with me..."

I continue drinking my B3. Suddenly, I hear a loud rumbling noise. I panic and wave my laser pistol around wildly. Then

⁹³ GLIGAR: (OOC: another short turn...)

I realize the rumbling is coming from me, specifically my stomach.

"Ohhhh... I'm hungry too..." I mumble to myself.

"Does anyone know where I can find some food?" I say.

written by Lightning4 on Jun 01, 2010 02:53

"Hm. Well, we do know there's commies down there too. I haven't looked at the roadway turret recently, so I don't know how many there are down there. I guess it doesn't matter which route we take, although I'd prefer going through the warehouse since we actually have some information on rooms out there."

I turn to Jam-R

"Food storage is on this level... I think the meeting hall has vending machines too."

written by Speeder on Jun 01, 2010 03:25

I nod.

"Ok, outside the loading dock there are some commies inside a vehicle, it is BAD idea go there, specially since our cameras actually don't show there."

I look to the ceiling.

"Yes, we will have to use this hole... The plan is simple, the strongest of us will use the forkbot as lift, and get on the upper side. He will hold the jumpsuit rope, so others can climb without risking an accident with the forkbot."

I look at the forkbot.

"Unless, you fit inside the elevators, then it would be good to take you with us... So, do you fit inside the elevators?"

written by 4616599 on Jun 01, 2010 04:31

Still startled by L4-O's sudden appearance, I stumble back into the concourse not really paying too much attention to the other clones' discussions.

"Say, has anyone seen that scrubot anywhere? Oh, and I wouldn't mind leaving the bunker."

written by Cryoburner on Jun 01, 2010 05:25

After a forkbot unexpectedly emerges from the nearby stairwell, I follow it down the corridor to concourse C1, where I overhear a discussion on how to get out of the bunker and go... somewhere.

"A field trip! That sounds like fun!"

"You know, another option might be to try working our way through the ventilation system. I know there's an air duct near food storage, though I'm not entirely sure how well we would fit through it, or where it might lead. I hear the ventilation system is beautiful this time of year though."

Jam-R begins randomly waving a laser pointer around and looking as though he might be growing unhappy about something. He mumbles something and mentions looking for food. Not wanting anyone to become unhappy, I offer some assistance.

"Here you go! Will some candies suffice?"

I pull out my bottle of red candies, and sprinkle three of them into Jam-R's hand.

"Oh, last I saw the scrubot, he was in the medical bay, cleaning up some glass. Someone might want to let him know that this room could use a little refresh though."

written by Gligar on Jun 01, 2010 17:15

Concourse C1

The forkbot speaks. "It's been a while since I was last online, but the last I remember, one of the lifts down on A Level could take a forkbot."

Cryo-R offers Jam-R some "candies" that look an awful lot like pep pills. No telling how old they are, though.

written by Speeder on Jun 01, 2010 18:11

After a while, I say.

"Just a thing. We are supposed to reboot the compnode, but noone here is a high-programmer, or even a non-high-programmer, and only them know how to do it on the fly, this mean that we need some pre-programmed tapes to complete our mission, and knowing that noone would give us a impossible mission, those tapes exist somewhere."

I look at everyone and ask.

"So, I know we scouted the entire bunker, where are the tapes? Who saw them?"

Then I turn to the forkbot and smile.

"Good! Then we will drive you to that lift, and take the lift."

written by Jam on Jun 01, 2010 23:55

I look at the "candies".

"Thank you, but I'm not much in the mood for candy. But maybe I'll keep one for later, just in case I need it."

I take one pill and give the rest back to Cryo-R.

"I need food, not candy. I'll quick go to the food storage and get some food."

I set the jumpsuit chain on the floor.

"Don't leave without me!"

I then start walking down Corridor C1, checking the doors until I find the food storage room.

written by Gligar on Jun 02, 2010 00:56

Concourse C1

The forkbot replies, "Good. Good luck with the stairs!" You kind of get the feeling that if the bot had a face, it'd be giving you one of those really annoying grins.

Jam-R takes a "candy" and drops his jumpsuit chain. Still hungry, he wanders off in search of the food storage.

Food storage

As it happens, food storage is right at the far end of the corridor next to a stairwell.

There looks to have been a fire here recently. It's mostly gone out now, but some packets of what was once Cold Fun are still alight. A clone is here, batting vacantly at the fires with an INFRARED towel.

Fortunately, the fire didn't spread as far as the Soylent RED and ORANGE packets, and the Hot Fun is still mostly okay.

Finally, the room contains a microwave oven.

written by Jam on Jun 02, 2010 01:24⁹⁴

I put a packet of Hot Fun into the microwave, set it to the "Hot Fun" setting, and start it. I wait for the microwave to finish, then start eating the Hot Fun. Yum yum, Hot Fun!

I also take a few packets of Cold Fun, in case I get hungry later.

written by Speeder on Jun 02, 2010 02:09

I look at the bot.

"I see... Whoever drove you here, will be our driver now."

Then I look at the others.

"Common, NOONE found those tapes? How are we supposed to reboot the computer without a BLUE, or maybe INDIGO programmer in the team, and without the tapes?"

written by Cryoburner on Jun 02, 2010 03:58

"Perhaps we could try pressing the ctrl, alt, and [DFSR] buttons all at once." 😊

"Hmm... You seem to be growing increasingly less happy, Speed-O. You're not becoming unhappy, are you? You know, candy has been shown to improve one's level of happiness, and only unhappy people don't like candy.

"So, would anyone else like some candies?" 😊

written by Lightning4 on Jun 02, 2010 04:39

Hearing Speed-O's request, I hop on the forkbot controls and attempt to navigate it back down the stairs towards A-level... hopefully executing it as successfully as getting it up here.

written by 4616599 on Jun 02, 2010 14:50

"Well, there are some audio tapes, in a room on B level, near the observation deck." I tell Speed-O.

"By the way, given my role of scout and the Scru-R cover still there, I'd really wish to go up this way, with Jam-R's rope. Scout the area, maybe even carry out some sabotage. I'll meet you at maybe the E level, at the lift hall or something."

⁹⁴ JAM: (ooc: When I said "take" the pill, I meant "keep", not "eat". But it's okay if I ate it, just so long as my head doesn't explode or something.)

written by Gligar on Jun 02, 2010 16:57 Observation deck

Food storage

While he's waiting for his Hot Fun to finish, Jam-R looks for any packets of Cold Fun that might have survived being burnt. He finds one solitary packet mixed in with the Hot Fun and puts it in his pocket with the pep pill.

Selbio-R bats him with his towel for some reason.

The microwave beeps at him. The Hot Fun's ready. So he retrieves the packet and eats the Hot Fun. Delicious.

Concourse C1

While Cryo-R continues to offer his "candies", L4-O climbs on board the forkbot again, and, after a moment where he almost forgets the correct sequence, begins driving the bot back to the loading dock.

Joris-O suggests that he split off and use his Scru-R ruse again.

Corridor C1, outside Food Storage

L4-O passes in the forkbot. Looks like Jam-R found Food Storage, and is tucking into some Hot Fun. Good for him.

Now to tackle the stairs...

written by Speeder on Jun 02, 2010 19:16

I look at Joris.

"Ok, go ahead... I will fetch those tapes..."

I smile, so happy, that it even CONTAGIOUS LIKE A FLU VIRUS at Cryo.

"Now, show me that you are happy with my happiness, and take your candies with you"

I then walk to the previously visited observation deck, and search for the tapes.

written by Jam on Jun 03, 2010 00:04

I finish my hot fun, then wander out to the corridor...

I look after L4-O and the forkbot. Thinking that it looks like he's having fun riding the forkbot, and that having fun makes you happy, and that happiness is mandatory, I conclude it must be mandatory for me to ride the forkbot. I follow the forkbot.

written by Gligar on Jun 03, 2010 01:22

Concourse C1

Speed-O heads out, looking for the tapes, smiling HAPPILY as he does.

Corridor C1, near Food Storage

L4-O continues driving... right down the stairs. It doesn't go as smoothly as going up, but he gets down to A Level without too much drama.

Jam-R follows him.

Speed-O enters behind them, heading for B Level.

Just before arriving here, Speed-O noticed that the door at the end of the corridor is now open. It seems to be a store room containing something that looks like one of those old tape recorders.

written by Lightning4 on Jun 03, 2010 01:30

I drive back into the loading dock, carefully looking around to make sure that no filthy commies have sneaked in when the lockdown was disabled.

written by Speeder on Jun 03, 2010 01:39

I rewind the tape on the recorder, and play it.

written by 4616599 on Jun 03, 2010 01:45

I whistle around and try to lasso something in the warehouse with the jumpsuit 'rope'.

written by Jam on Jun 03, 2010 01:53

I look back at Speed-O. Why is he going that way, the forkbot ride is THIS way. I become distressed at the thought of Speed-O being unhappy, and run back to him, yelling:

"YOUR MISSING THE FORKLIFT RIDE! IT'S MANDATORY THAT YOU HAVE FUN! YOU MUST RIDE THE FORKLIFT! YOU MUST BE HAPPY!"

written by Gligar on Jun 03, 2010 18:30

Loading dock

L4-O once again demonstrates excellent driving skills getting back to the loading dock. He looks around to find that there's no-one here. In fact, the outer door is still closed and doesn't seem to have been breached.

Stairwell

Jam-R shouts after Speed-O,... something about riding on the forkbot.

But while he's doing that, the forkbot carries on down the stairs, and exits onto A Level.

Storage

Speed-O enters. It is indeed one of those old tape recorders, with the separate reels, which has been connected to an emergency power pack. There's a tape still on the takeup reel, as if it's been played.

He scratches his head for a moment before figuring out that the tape goes through *there* and onto the reel, *there*. Then, it's a case of setting the tape to "rewind" until the leader shows, then switching it over to "play".

A familiar voice is heard from the recorder:

"If you are hearing this, you must have found the tape recorder. By this point, we've probably been in contact already, but if not, I will summarise the situation:

"A few hourcycles ago, Communist forces launched an all-out assault on this sector using stolen Armed Forces assets. At the same time, they planted a virus in the

compnode, crashing it. Said compnode was isolated almost immediately but the damage was done. The MemoMax data for this sector was too badly damaged. Other sectors have had their compnodes rebooted, but this has had a knock-on effect throughout AlphaNet, causing complications with our counter-attack efforts. One of these complications was the loss of several sectors, JHT included, to the Communists.

"You are one of the few for which we were able to recover any sort of data at all. As such, the decision was made to enact Emergency Protocol 214/57/[DFSR], and bring your current clone to the bunker in which you now reside. For security reasons you were brainscrubbed before being awakened.

"You should find additional spools of tape with this recorder. Your mission is to head for the compnode in Central Subsector, accessible from V Level. Once there, connect this recorder to the compnode, turn the compnode's Restart key, and play the other tapes, in the correct order, when prompted. This will reinitialise the compnode.

*"Unfortunately, it is not possible at this time to supply you with equipment, so you will have to find your own in the sector. The bunker has ample supplies of food and fuel for its generators, should the need arise. But you are not, I repeat, **not**, to simply close the blast doors and sit tight. That is not why you were brought here.*

"I believe that is everything I need to cover. Good luck, citizen."

The tape ends, and comes off the supply reel again. The loose end flaps about as the takeup reel continues to turn.

Looking around further, Speed-O sees several more spools of tape.

Concourse C1

Joris-O, or maybe Scru-R, is having problems with getting the jumpsuit chain to latch on to anything above, probably because there isn't really anything up there to latch on to.

Finally, he gets it to catch on to a broken synthcrete pillar.

written by 4616599 on Jun 03, 2010 18:43

I prepare to attempt to clamber up. Just before I leave, I check for any nearby comm units on the communists' jumpsuits.

I then hoist myself up, and ask Cryo-R if he'd want to follow.

written by Speeder on Jun 03, 2010 19:50

I turn off the tape recorder.

Then I turn to Jam.

"YOU are making me unhappy, by preventing me from completing my mission, that is what makes me happy, because it makes friend computer happy, and when friend computer is happy it makes us happy, since happiness is mandatory, we are to make friend computer happy. Friend computer is not happy, because commies are bothering him, we are to help him get rid of commies, so they don't

bother him, ultimately making him happy, and thus, me happy."

After a while staring at Jam I say.

"Go, go, go! You have weapons now, but we still need to get to other level. The person in the forkbot is driving and cannot shoot, go there and scort him."

Then I look around for any object that would allow me to store the tapes safely.

written by Jam on Jun 03, 2010 21:47

"Ok. I'll go and protect the forkbot and it's driver."

I start to walk out of the room, but pause at the door.

"I heard the recording. I need to protect the tapes too. That is the most important thing. Unless you have any better ideas, once I'm done protecting the forkbot I'm going right back to protecting the tapes. "

I then walk to the forkbot and begin to protect it.

written by Lightning4 on Jun 03, 2010 23:03

I position the forkbot in front of the door and ponder for a moment. I decide to wait around for everyone else.

written by Gligar on Jun 04, 2010 01:39

Concourse C1

Searching the dead Communists, Joris-O, or maybe Scru-R, finds a Com 1 unit. It's switched off, but he takes it before climbing the jumpsuit chain to D Level. He makes it look easy.

Cryo-R doesn't seem to answer.

Storage

It seems that Jam-R followed Speed-O... into an ORANGE area. Speed-O sends him away, but not before he takes a peek at the store room.

But back to Speed-O. He looks around for a method of storing the tapes, but doesn't find anything immediately. However, after a second look, he finds what is probably a carry case for the recorder. There just might be enough space for the recorder, the restart tapes, and the recorder's power pack. Though it would be rather a tight fit.

Corridor B1

Jam-R goes looking for the forkbot. Peeking into the observation deck, he sees something forkbot-shaped moving around down in the dock. He decides to head down there and investigate.

Loading dock

As it happens, the forkbot-shaped thing was L4-O moving the forkbot closer to the outer door. He stops and ponders for a moment.

As he's doing that, Jam-R shows up.

written by Speeder on Jun 04, 2010 02:47⁹⁵

I CAREFULLY try to pack everything in a way that I can even shake the case without damaging the contents.

Then I lift the case, and place in the most secure place I can on my body.

After I finish that, I move over to the observation deck and stops there.

“Good that you waited! Let’s wait for the others but the scout to show up before we open that door. By the way, I already told you people that I am Speed-O, what is your names?”

Then I look at Jam.

“Also, I will consider not treason to RED wander in ORANGE area, because you was with me. But pay more attention.”

written by Cryoburner on Jun 04, 2010 03:24

I call up to Joris-O as he ascends the rope.

“I’m not entirely sure how well I could climb that wearing this cast and all. Maybe you could pull me up!”

Once Joris reaches the top, I proceed to remove my jumpsuit, and tie its arms and legs together to form a super-special jumpsuit backpack. I then place my larger supplies like the shelf and pillow inside, along with everything that was already in the pockets, making sure it’s all secure.

After putting my new backpack on, I climb into the jumpsuit attached to the bottom of the jumpsuit chain, and secure myself in.

written by Jam on Jun 04, 2010 03:37

“Sorry. I’ll pay closer attention next time...” I say to Speed-O.

“I’m Jam-R, by the way.” I announce.

“Do you want me to go and get the others? Or should I continue protecting the forklift?”

written by Lightning4 on Jun 04, 2010 13:21

I look up at Speed-O.

“I’m L4-O”

I turn to Jam-R and think for a moment, looking towards the loading dock door. I look back at him.

“I suppose the forkbot is safe right now. I don’t hear anything outside.... the turret probably took care of everyone outside.

Still wouldn’t hurt to have everyone with us, and maybe find out for sure if it’s safe out there.”

written by 4616599 on Jun 04, 2010 14:25

“Come to think about it, I’m not sure if you should be snooping around with casts and a laser pointer. The casts aren’t even shiny! But anyway, as you wish, since expanded reconnaissance activity should be good. By the way, if anyone asks, you’re, hmm... Megacryoburnergun-R, my

personal assistant and a co-ordinator for bunker maintainance. Unless you can come up with a better ruse, which I’m sure you can for some reason.”

I then attempt to pull him up.

written by Gligar on Jun 04, 2010 17:14

Storage

It takes Speed-O a minute, but he manages to cram the recorder, the power pack, and the tapes into the carry case. He gives it an experimental shake. Good. Nothing’s rattling.

Using the case’s carry straps, he is able to strap the recorder onto his back. Should be safe there.

Now done, he moves out.

Concourse C1

Meanwhile, Cryo-R decides he wants to go and help “Scru-R” instead of follow everyone else. Of course, he’s going to have a problem with his casts... so he takes off the remains of his jumpsuit and ties it into some sort of backpack. He then uses it as such, to carry his bulky items, before climbing in to the lowest jumpsuit in the chain. It’s a bit difficult, especially when you’re wearing a “backpack” already and are injured.

Nonetheless, he finishes up in the time it takes for Speed-O to reach the loading dock.

Ruins of the Warehouse

“Scru-R” notes that Cryo-R, or whatever he’ll be calling himself, is secured, and begins pulling him up. It’s... kind of slow going, but he does move. He has to stop for a breather after a while, though, leaving Cryo-R suspended just below the hole.

written by 4616599 on Jun 04, 2010 17:29

“Phew! What are those casts made of anyway?”

I resume tugging him up, and also check the warehouse and the turret-fried commies for any salvageable equipment.

written by Speeder on Jun 04, 2010 18:23

I nod and say.

“Yes please, go fetch the broken leg guy. I asked him to follow when he was in the medbay... He does not seem to be deaf, but he is definitively not much obedient. After the mission I will ask to not give him any sort of bonus.”

I arm my rifle and point at the big door to the roadway.

“I will watch for the forkbot.”

written by Jam on Jun 04, 2010 21:39

I go back to C Level and search for Cryo-R.

“Hey broken leg guy! Where are you?”

⁹⁵ SPEEDER: (ooc: edit reason: I forgot to write that I also take the case... and knowing Gligar...)

written by Gligar on Jun 05, 2010 01:22

Ruins of the Warehouse

“Scru-R” continues pulling.

Again, it’s slow work, but this time, Cryo-R emerges from the hole.

Concourse C1

Jam-R arrives, just in time to see Cryo-R disappear up the hole.

written by Jam on Jun 05, 2010 01:27

“I guess your not coming with us...” I say to Cryo-R.

“By the way, Speed-O wants to know both your names. What are they?”

I wait for them to answer.

written by Cryoburner on Jun 05, 2010 15:11

I take a look around, particularly at the warehouse, which appears to have undergone some extensive remodeling since my last visit.

I also take note of which end of my currently worn jumpsuit is attached to the jumpsuit chain, the arms or the legs, as that may potentially be useful knowledge.

written by Gligar on Jun 05, 2010 17:03

Ruins of the Warehouse

As Cryo-R looks around at the destroyed warehouse, Jam-R can be heard calling up to them.

As previously mentioned, there’s not much left up here, apart from rubble. It looks as though little can be salvaged. Even some of the walls have caved in, giving access to rooms beyond.

The jumpsuit chain is caught on the remains of a synthcrete pillar, which is surrounded by a jumble of ruined shelving. The chain, of course, ends at Cryo-R, whose jumpsuit’s arms are tied in to it.

The turret is heavily damaged from all the explosions, and is inoperable.

The bodies of dead Communists are in evidence. They seem to have been packing slugthrowers and grenades. One of the corpses is holding a cone rifle, now dented.

written by Speeder on Jun 05, 2010 21:49

I keep waiting for the return of Jam... And maybe selbio, mega, star...

While I wait, I check all my equipment, to ensure no surprises will happen later.

written by Jam on Jun 06, 2010 01:05

I wait a few seconds in case Cryo-R or Joris-O answers.

Then I start to head back to A level.

As I’m passing the food storage, I look inside and see Selbio-R standing there, batting at the air with his towel.

“Well, I need to bring someone. Might as well be you... You even have a weapon.”

I attempt to carry Selbio with me to A level.

written by Gligar on Jun 06, 2010 01:57

Loading dock

Speed-R checks his equipment while he waits. Everything seems okay.

Food Storage

On his way back to the loading dock, Jam-R spots Selbio-R and tries to get him to follow.

But Selbio-R is still mindlessly batting at things with his towel.

So Jam-R takes matters into his own hands and tries to carry Selbio-R. And gets batted at with the towel in response.

Jam-R shrugs and just drags him instead, all the way down to the loading dock.

written by Speeder on Jun 06, 2010 07:34

As I see Jam coming in with Selbio, but no Cryo, I ask.

“Huh... Where is the broken leg guy? And where you found the towel guy? I was looking for him for ages, he never showed-up after commies shot him, even with me turning on the cloning station.”⁹⁶

written by Lightning4 on Jun 06, 2010 08:04⁹⁷

“Well, if you can’t find anyone else, I guess us three could go instead. Plus that creepy towel guy. Maybe strap him to the front of the forkbot or something.”

written by 4616599 on Jun 06, 2010 08:46

I suddenly note Jam-R below, but he quickly disappears.

I then have a close look at the ex-commies, searching for any RED, ORANGE or INFRARED equipment.

written by Cryoburner on Jun 06, 2010 13:05

“Well, that’s no good. One can’t exactly enjoy a field trip while tied to a pillar.”

I climb out of the jumpsuit and pull out my pillow. Using wire cutters, I cut a large hole in the one end of the pillow, and two more in the other end, then climb into my new outfit.

I then see if I can shake the jumpsuit chain loose to dislodge it from the pillar.⁹⁸

⁹⁶ SPEEDER: (ooc question: albey was on the ground near the staircase... that location did not got crushed with debris? What happened to him?)

⁹⁷ LIGHTNING4: (ooc: One of us ended up dragging him out, I believe. He’s probably floating around in the water.)

⁹⁸ CRYOBURNER: (Shouldn’t my crutch appear in my inventory?) : 3

written by Jam on Jun 06, 2010 16:06

"Broken leg guy is going spying with that other guy. Towel guy was standing in a pile of burning Insta-Hot Fun. The fire seems to have affected his brain a bit... Hopefully he'll recover soon."

I turn to L4-O.

"There were a couple more, but they were both motionless. Do you want me to go and get them in case they wake up later?"

written by Gligar on Jun 06, 2010 16:55

Ruins of the Warehouse

Not exactly content to just take high-clearance equipment, "Scru-R" searches the bodies for anything else. He doesn't find much, what with the communists not caring about clearance, but he does find two stunners and a blaster.

Meanwhile, Cryo-R decides to do something about his wardrobe... specifically, he removes himself from the jumpsuit chain and attempts to cut his pillow into a makeshift garment.

The problem is, he ends up cutting the thing to shreds, right down to somewhere around the second knuckle. The shock of this would cause him to double over in pain if he weren't already in casts.

Did I mention that he's now out of uniform?

written by Speeder on Jun 06, 2010 17:57

I nod.

"Oh, that explains it... For some reason he is always hungry, during the briefing he ate his ME card. I don't think that it taste good... But who knows."

I finish checking my stuff, and put it all back on me in the right places.

"I think that I will go down to your level, because if the commies are sniping, there is no point in me sniping them from here, the most intelligent thing would be use the forkbot as shield."

I start walking in the catwalk, toward the corridor.

"Sorry for that forkbot! But you are a bit more resilient!"

I walk downstairs, until I reach the group around the forkbot.

written by Cryoburner on Jun 06, 2010 20:58

What? I'm wearing a uniform! It just happens to be in backpack form! Lame. ☹️

I wrap some shredded pillow remnants around my injured finger, and tie them in place, being careful not to tie them too tight. After that, I examine the pillow stuffings.

I also continue attempting to shake the jumpsuit chain free of the pillar, since I apparently wasn't shaking it hard enough before. 😊

written by Lightning4 on Jun 06, 2010 21:35

I turn to look at both Jam-R and Speed-O.

"So, shall we go? Or should we attempt to find anyone else to help on our mission?"

written by Jam on Jun 06, 2010 23:50

"I just asked you that!" I tell L4-O.

I turn to Speed-O.

"What do you think? They can't protect themselves. They might be safer where they are. But they could help us if they wake up. We might need that help."

written by Gligar on Jun 07, 2010 01:43

Loading Dock

Now content that his equipment is in order, Speed-O joins L4-O and the others at the forkbot. Which, by the way, doesn't answer.

Ruins of the Warehouse

Persisting in not following CPU Mandates pertaining to uniform*, Cryo-R tends to his finger and looks at the innards of the ruined pillow. It's full of used bubble wrap. ("Guaranteed to be unpopable!")

He also attempts to shake the chain loose again. This time, he's able to do so.

written by Speeder on Jun 07, 2010 02:13

I look at the two.

"Indeed... Ok, let's proceed, you... what is your name again? Drive."

I turn to Jam.

"You will be the shooter. Shoot all commies that are dangerous to us. After there are no danger, shoot more commies anyway."

Then I say.

"I will run to the lift when it is safe to do so, and prepare it, the idea is stay the least time possible in the open."

Then I look at the forkbot. "When we get to the corridor, the lift is on the left, or right side of it?"

written by Lightning4 on Jun 07, 2010 09:25

"L4-O. Let's do this."

I hop off and press the button to open the door, then dash back to the forkbot.

I wait until both of them are back on, then I put it in gear in an actiony kind of way and put the pedal to the medal... even if the forkbot lacks such things.

written by Cryoburner on Jun 07, 2010 10:44

Having shaken the jumpsuits free, I proceed to untie one from the end and climb into it, removing my backpack in

* Specifically, they detail the correct way to wear a jumpsuit. Using one as a back pack while not wearing one properly is explicitly mentioned as Scenario 17, and is further classified as "[REDACTED] proof that [DFSR]".

the process. I then place my backpack back on, and stuff some of the bubble wrap inside.

Once that's set, I look out the gaping doorways recently added to the eastern side of the warehouse and into the room beyond, which is apparently accessible from here now.

written by 4616599 on Jun 07, 2010 10:47

Putting the stunners and extra blaster into my backpack, I investigate the western room.

written by Jam on Jun 07, 2010 14:13

I glance over at Selbio-R.

"What about towel guy, we still need to tie him to the forkbot!"

I take out another laser pistol, so I have one in each hand.

"I don't even have any armor! If I get shot... Oh well, too late anyway.

I follow the forkbot through the door and start firing at any commies I see.

written by Gligar on Jun 07, 2010 17:36

Loading dock

L4-O presses the door's button. Slowly, the door opens.

It seems that the commies near here are already dead. Their autocar sits abandoned a short distance away.

The forkbot is saying, "The corridor should be near here. The lift hall is at the end."

Now technically, there's only space for one clone in a forkbot. But that doesn't stop Jam-R and Speed-O... no, they just climb on anywhere they can. Jam-R ends up on the top of the operator's cab, with Speed-O somewhere at the back.

There's no room for Selbio-R, so he gets left behind. His mind isn't here anyway.

L4-O guns the throttle.

A Level Roadway

Hurling off at something like 20 kph, the forkbot leaves the bunker.

Looking back at it, the loading dock can be seen, with Selbio-R ineffectually batting at things with his towel.

On the outer wall, to the left of the entrance, the sign C-3 can be seen, in large letters.

To the left of the sign is a short corridor. There's a door at the end.

The forkbot could theoretically travel down the corridor.

Ruins of the Warehouse

Oblivious to what's happening three levels below, Cryo-R finally does something about the not-in-uniform thing. He

chooses to wear one of the jumpsuits from the chain, untying it first.

That's better.

After that, he turns his attention to the room beyond, to the east.

Now finished with securing his extra equipment, "Scru-R" checks out the western room.

Secondary Sector Logistics - Office

The room to the east has a wall emblazoned with the logo of Secondary Sector Logistics. Well, it had to be somewhere.

There's only one desk in the office. It's hard to tell whether there's a Computer terminal buried underneath the mammoth pile of forms there.

The reason there's only one desk? Well, the mass of filing cabinets might have something to do with it. Some of them were destroyed by the explosions.

Wait a minute... are those filing cabinets on the *ceiling*? And why is the desk stuck to the *wall*?

Cryo-R gets a strange sense of vertigo.

Dark Office

Through the western wall, a dark room can be seen. Joris-O can, however, make out a desk near the door, with one of those "ring for service" bells. There is no chair behind the desk.

There's a reason why he can see them. There's a pool of light around the desk, rather dim, but enough to see things by.

Nothing else can be seen in the room.

written by 4616599 on Jun 07, 2010 17:53

"Hmm." The office seems empty, but I can't take chances, can I? I advance into it, bending behind my kevlar shield, blaster ready. "Clones? Comrades?" I lightly tap the bell.

written by Speeder on Jun 07, 2010 19:49

As I cling on the Forkbot, and... not much happens, beside the forkbot moving around, I say.

"L4-O, that was stupid. I was planning first put everyone, including the towel guy on their positions, I and Jam was to run alongside the forkbot while fighting, and I was going to open the door remotely, in case there was a trap. Don't ever do something on impulse again, I don't want to see you die a horrible death, and then have to search where your new clone is. Actually, the part that bothers me is search where your new clone would be."

I wait the forkbot reach the lift. While shooting stuff along the way.

written by Jam on Jun 07, 2010 21:32

"WEEEEEEEEEE!"

Happy that I finally got a chance to ride the forkbob, I happily glance over at Speed-O. Seeing him happily clinging on to the back of the forkbob, obviously enjoying himself, makes me even happier.

"Isn't this fun! Faster, forkbob, faster!!!"

In my extreme happiness, I happily shoot at any communists I see (dead or alive), happy at the thought that I can practice my shooting skills.

I happily look over at Speed-O again. Seeing that he is also happily shooting at stuff, I become even happier. I start laughing happily.

I happily wait for us to reach the lift. Did I mention I'm VERY HAPPY? So happy that any watching commies might just burst into laughter and completely ignore us in their happiness.

written by Lightning4 on Jun 07, 2010 21:43

I idly wonder how many *bottles* of pep pills Jam-R has ingested.

"So. Forkbob... where is this lift hall?" I ask, while continuing the drive.⁹⁹

written by Gligar on Jun 08, 2010 01:52

Dark Room

"Scru-R" rings the bell.

Hmmm... doesn't seem to be anyone heWHAT DO YOU NEED

Whoa, where did he come from?

A Level Roadway

A group of communists appears, riding... is that a tractor? Yes, it is! Anyway, they get shot at.

Speed-O misses with his first shot. But he's not the only clone shooting. Jam-R also **HAPPILY** takes aim and fires, **HAPPILY**. His shot hits its mark, causing a communist to fall off the tractor. He's **HAPPY** about this.

Speed-O fires again. And again, he misses.

Jam-R **HAPPILY** gets another hit. A second Communist flies off the tractor.

The forkbob responds to L4-O. "It's back the other way, near the bunker. I didn't want to say anything, you seemed to be having fun."

written by Speeder on Jun 08, 2010 03:23

"Aaaah... L4-O, drive like if there was no tomorrow! To the lift! Tractor incoooming!"

I look at Jam.

"Indeed, that is fun, HEL yeaaaaaaah!!!"¹⁰⁰

⁹⁹ LIGHTNING4: (edit: lol italics)

¹⁰⁰ SPEEDER: (ooc: I wonder what exist in the HEL sector...)

I actually decide to not use the rifle now, I grab the nut launcher, load nuts on it until it is still able to work, and then I shoot a buckshot of metal nuts randomly at the commies.

"Common L4-O and Jam! We are the awesome LightSpeed Jam!"¹⁰¹

written by 4616599 on Jun 08, 2010 10:46

"Hmmm. Hello there." I try to keep a level voice. "What if I told you I wanted happiness?"

written by Lightning4 on Jun 08, 2010 10:50

I strike a cool pose, but then realize my hands are no longer on the wheel.

I regain control and turn the forkbob around so we go towards the lift hall, instead of away.

If there's any commies in the way, I try running them down. HAPPILY!

written by Cryoburner on Jun 08, 2010 15:29

I enter Secondary Sector Logistics, being careful not to walk directly beneath any damaged filing cabinets, just in case they should fall.

"Wooow... This must be where they keep all the pens."

I approach the desk and search around for more pens, or anything else that may be of interest.

written by Jam on Jun 08, 2010 15:51

"YEAAAAAH!!!"

Happy that Speed-O and L4-O are both happy, I continue happily shooting at the tractor. Assuming the wheels of the tractor are made of rubber, I fire at the wheels too, again happily.

"LIGHTSPEED!! LIGHTSPEED!!!" I cheer.

I (happily) resume firing at the commies, aiming for the ones Speed-O hit with his nut launcher.

"HA HA HA HA HA!"

written by Gligar on Jun 08, 2010 17:07

A Level Roadway

Speed-O switches back to his nut launcher and loads a whole lot of nuts into it. He aims, and fires.

But then, the worst happens.

As overloaded as the launcher is, it's just too much for the poor thing.

The balloons break. Nuts are spilled everywhere.

Oblivious to this, L4-O turns the forkbob hard. Its tyres squeal and it leans over harshly. The spilled nuts are spread all over the roadway in front of the tractor.

Jam-R keeps shooting **HAPPILY**. He changes tactics, and aims for the tyres of the tractor. His first shot hits, and the

¹⁰¹ SPEEDER: (ooc: yay, cool team name, don't ya think?)

tyre bursts. The tractor lurches as it falls onto the wheel rim. Sparks start to fly.

Jam-R isn't finished, though, and as the forkbot continues to turn round, he fires again. Another tyre is burst.

The driver loses control and crashes into the roadway's wall.

The three remaining Communists start arguing amongst themselves in some language you aren't cleared to know.

Finally, L4-O straightens the forkbot up and it falls onto four wheels again. It's now headed back towards the bunker, and that corridor. It can be seen, to the left of the bunker entrance.

Dark Room

As "Scru-R" speaks, he realises that the strange clone's uniform is covered in a thin layer of frost. And the voice was... odd.

IT IS AROUND HERE SOMEWHERE, says the clone. EVERYTHING IS AROUND HERE SOMEWHERE.

The clone vanishes into the darkness.

The room seems to get colder.

Secondary Sector Logistics Office

Cryo-R decides to investigate.

He crosses over to the desk, and starts look-

Suddenly, he falls off the floor! He's pulled towards the desk's wall and lands there.

written by 4616599 on Jun 08, 2010 17:15

"Vatcr-" I quickly muffle myself, putting the kevlar shield over my face.

Acting quickly, I toss an unpinned grenade, and the pin, ceilingward somewhere behind the table, hoping to 'airburst it'.

I then swing around, firing a blaster round northward.

written by Speeder on Jun 08, 2010 18:09

"Aaaah... My nut launcher is now just two tubes..."

I put it back.

"I wonder if someone has more balloons."

I switch back to the rifle, and just aim (but not shoot) at the arguing commies.

"Jam, stop shooting, let them pay attention to themselves instead of us... So we can continue our fun forklift ride!"

written by Jam on Jun 08, 2010 23:45

"But the shooting is the best part... Oh well, riding is fun too. There will be other commies to shoot."

I also (still happily) aim at the commies, but I don't fire unless they start shooting at us.

written by Cryoburner on Jun 09, 2010 00:43

"Oooof!"

After landing on the wall... or perhaps floor... I reanalyze my surroundings. Finding the desk nearby, I approach it and continue my search for pens, shiny objects, or anything else of interest.

written by Lightning4 on Jun 09, 2010 01:15

"I have a couple... but I don't think you want them," I reply to Speed-O's sad lack of balloons.

I slow the forkbot as we approach the bunker, and get ready for some tight navigation.

written by Gligar on Jun 09, 2010 01:50

Dark Room

"Scru-R" takes a grenade from his backpack, primes it, and throws it.

Then, something interesting happens. As he fires his blaster, two more grenades fly out of the backpack into the gloom - and he also flies upwards, stopping somewhere near the ceiling!

BANG

The grenades go off. "Scru-R" is thrown into the door... but doesn't land. He's dazed by the impact, and somewhat bruised.

The best part? The clone reappears, seemingly unharmed, with what looks like a bottle of black tablets. HERE YOU ARE, the clone says, and vanishes.

The bottle is covered by a thin layer of frost.

A Level Roadway

As the forkbot heads back towards the bunker (and the corridor), the "LightSpeed Jam" stop firing.

The communists find the DISTRACTING MANNER of their ARGUMENT to be rather DISTRACTING.

Nearing the bunker again, L4-O slows the forkbot. Are you ready for some corridor action?

Secondary Sector Logistics Office

Cryo-R dusts himself off and stands sideways. He inspects the desk.

As mentioned, the desk is covered in a huge stack of paperwork. Things such as "Request to Initiate a Request for Form Request Form Request Form Form, page 1 of 25", or "Authorisation to Initiate a Request for Equipment Transfer Request Form Form Form, page 6 of 62". If there are any pens in that lot, they'll be right down at the bottom.

Trying the drawers, Cryo-R finds them to be locked.

written by Jam on Jun 09, 2010 14:25

I tightly grip the top of the forkbot in excitement and happily wait for the super-fun corridor forkbot ride.

It's just like a regular forklift ride, except with corridors! Yay!

written by Gligar on Jun 09, 2010 16:29

A Level Roadway

Let the corridor begin!

L4-O directs the forklift to go down it. It's a really tight fit... as in, the forklift scrapes the sides of the corridor. But L4-O continues.

After a moment, the forklift comes to a door.

But L4-O is having trouble getting it to stop.

So it continues.

However, before the forklift can crash into it, the door opens, revealing two more communists. They've just emerged from one of the four lifts in the hall.

The forklift continues into the lift hall.

written by Jam on Jun 09, 2010 17:06

"Yay! More commies!"

I grin at the commies and start joyfully shooting at them.

written by Cryoburner on Jun 09, 2010 21:10

I casually slide the massive stack of papers off the far side of the desk to clear its surface, with the intention of making any pens easier to locate.

written by Speeder on Jun 09, 2010 21:43

"Hey L4, your turn to have fun, Jam and I already did enough damage, so to seal our LightSpeed Jam, kill the commies impaled on the forklift!"

Sadistic clone? ... who knows... But it is certainly fun!

I only aim at the commies, just in case they don't die somehow.

written by Lightning4 on Jun 10, 2010 00:29

I hit the gas as I see the commies. I raise the forklift's forks and get a sadistic look on my face as they bear down on the commies ahead.

written by Gligar on Jun 10, 2010 01:34

A Level Lift Hall

Jam-R shoots... and hits a commie square in the eye! Not only does the eye burst, but the commie dies.

He lines up for the other one, but there's no need. L4-O just gunned the throttle, and with the forks where they are, it's enough to skewer the other communist right through the face! The skull shatters and the contents are splattered against the far wall.

The forklift keeps going! The forks impact the wall and bring the journey to an abrupt halt!

Jam-R see this happen and desperately holds on, managing not to move.

Speed-O tries to do the same, but the force of the impact causes him to lose his grip and fall to the floor. His body aches.

L4-O braces himself, and manages not to go anywhere.

The forklift exclaims, "Oi! Do you mind not crashing me in to the wall like that? You'll break my forks!"

Secondary Sector Logistics Office

Cryo-R dumps the whole stack of paperwork onto the wall.

Some of it realises that it's chosen the wrong value of "down" and falls to the floor instead. Still more of it decides to be rebellious and fall to the ceiling.

The now-revealed terminal seems to be deactivated. Its keyboard is nowhere to be seen.

There is a YELLOW key on the desk. But no pens.

written by Speeder on Jun 10, 2010 02:10

After a while I stand, and say.

"Ok, that was fun, but we are not going to do this again..."

I check how much damage we did on the forklift, and what lift can lift the forklift.

written by Jam on Jun 10, 2010 02:45

After a while I stand, and say.

"Ok, that was fun, but we are going to damage the forklift if we do this again..."

I check how much damage we did on Speed-O, and what lift can lift Speed-O.

I then go to the forklift and start removing the impaled head from the forks.

"Ewwwww..."

written by Lightning4 on Jun 10, 2010 04:52

I hop off the forklift and dust myself off.

"Phew... what a ride."

Careful not to step in traitorous commie brain matter, I too inspect the forklift.

written by Gligar on Jun 10, 2010 17:42

A Level Lift hall

Inspecting the forklift, Speed-O notes that the paintwork is now rather scratched, and that the forks are now bent slightly downwards at the tip. The tips themselves dug into the wall a centimetre or so.

As for the lifts, it looks like the lift nearest the door is larger, and might accommodate the forklift.

Jam-R looks over Speed-O. He doesn't look too badly injured, though he winces whenever he moves.

He then goes to remove bits of commie from the forks.

L4-O also inspects the forklift. He notes that one of the lights is now broken as well.

written by 4616599 on Jun 10, 2010 18:51

“Ouch!” I mumble. “That was strange...”

Picking myself of the door, I scoop up the bottle with my kevlar shield, also checking it for any blast damage, and then retreat back into the warehouse ruins. Once there, I visually examine the pills and check for any labels.

written by Speeder on Jun 10, 2010 19:14

“Ok, L4, reverse a little bit the forkbot, to remove it from the wall...”

I look at the forkbot.

“Sorry for that! If I find a good hammer, I can try to fix you later.”

I turn again to L4.

“We will use this lift”

I point at the larger lift.

Then I start to figure how to turn on the lift, and call it.

“Jam, while we work, can you please stand guard?”

written by Jam on Jun 10, 2010 22:23

“Ok, I’ll stand guard.”

I get off the forkbot. I aim my laser pistol at the door we came in from, but also listen for anyone that may be arriving from the lifts.

I’m very excited at the chance to shoot more commies.

Of course, if I see any I immediately shoot them.

written by Lightning4 on Jun 10, 2010 22:39

“Right.”

I attempt to back up and drive the forkbot onto the large lift.

written by Gligar on Jun 11, 2010 01:59

Ruins of the Warehouse

“Scru-R” finds that he’s still floating as he makes his way back into the ruins. It’s difficult when you don’t have any contact with the ground.

Once he’s there, he takes a look at that bottle of pills. They are small and round with a little smiley face embossed onto each. The bottle itself is now losing its frost, and has a label: VISOMORPAIN. Take ONE when not happy.

A Level Lift hall

Speed-O calls the larger lift, and, as L4-O backs up the forkbot, it arrives and the door opens. He turns the bot and backs it in to the lift.

The sound of a laser turret is heard from out on the roadway, mingled in with the faint sound of an autocar.

written by Speeder on Jun 11, 2010 02:04

“Ok, everyone inside the lift, NOW! We don’t want to know what is coming in that autocar.”

I get inside the lift, and wait everyone to get fully inside so I can close the door, and request movement to level D. (if not possible, to level C, then B, then A, then E, F, G, H...)

“Jam, come in, facing the corridor”

I oversee so that Jam don’t bump into stuff while coming in.

written by Jam on Jun 11, 2010 03:04¹⁰²

I quickly walk backwards into the lift, keeping my aim on the corridor door. I follow any directions Speed-O gives, so that I don’t run into things as I’m walking.

I eagerly await the beginning of the lift-ride.

written by Lightning4 on Jun 11, 2010 03:08

“Um, don’t we want to go to V level? Maybe this lift can take us there... unless it’s like, ULTRAVIOLET clearance or something.”

I listen to elevator music that is or isn’t there.

written by Speeder on Jun 11, 2010 03:49¹⁰³

“No, we can’t go to V level now, we promised to Scru, that we would meet him in the D level. He is scouting the D level and clearing it from commies.”

But I check if there are a ‘V’ level button anyway...

written by 4616599 on Jun 11, 2010 11:49

I put the pill in my backpack, and call out to Cryo-R. “Hey, some weird clone gave me an additional brand of ‘candies’. And I’m flying...” I attempt to put myself down.

Also, I check the entrance for any signs of commies, and if I manage to get down, crouch behind some rubble.¹⁰⁴

written by Gligar on Jun 11, 2010 15:25

A lift

Jam-R backs into the lift. The lift hall remains clear.

Speed-O insects the lift’s controls. He notes that there are buttons for levels ranging from D Sublevel to H Level, from L Level to R Level, and three keyholes. He presses the button for D Level and the door closes. The lift groans and ascends.

Unlike any other lift you’ve used in your life, there are none of the loyalty tunes or advertisements or subliminal messages played over the internal speaker. Just the hum of the lift itself.

¹⁰² JAM: (ooc: I don’t think we want to go to A level. The trip would be very quick though...)

¹⁰³ SPEEDER: (ooc: Indeed, scratch the A level from the list 😊)

¹⁰⁴ 4616599: (ooc: might miss a couple turns, so don’t mind me)

Ruins of the Warehouse

“Scru-R” flails about in the air for a moment before suddenly falling to the ground behind a pile of rubble. He seems oddly drained.

There is the sound of walking from the corridor, as if someone is approaching.

A lift

The lift halts, the doors opening onto another lift hall. Footsteps approach.

written by Jam on Jun 11, 2010 21:04

I look at whoever is approaching.

“Don’t shoot!”

If they look like a communist, I immediately start shooting.

If they don’t, I still aim my laser pistol at their head.

“Don’t move!”

written by Cryoburner on Jun 11, 2010 22:40

“Well now, that’s an interesting paper...”

I pick up a particularly suspicious-looking sheet of paper off the floor and set it on the desk. I begin to read the form’s title, but it decides to slide underneath the yellow key whilst being read.

“Now then, we can’t have that!”

I reach to pull the paper away, but in the process of doing so, the traitorous paper folds over and grabs onto the key.

Deciding to avoid any sort of traitorous incident, I pick up the paper and try to shake the key loose

From its grasp, but am unable to do so.

“You sir, are a traitor! Now release that key at once!”

I notice what appear to be keyholes in the desk’s drawers that look as though they might be useful for dislodging a key held captive by a traitorous sheet of paper. I struggle with the paper as it inserts the key into a lock, and then twist it in an attempt to break its grasp. The attempt appears to be futile, so I repeat the process with the similar holes on the other drawers. Finally, after twisting the paper with the key in the final keyhole, I manage to break its grip and pull the paper away.

“Paper, you have been a traitor against the computer’s best wishes, and will now be terminated!”

I then crush the traitorous paper and roll it into a ball, and then toss it across the room. With that taken care of, I return my attention to the desk. The drawers appear as though they may have somehow become unlocked, so I take a look in each to examine their contents. 😊

written by Gligar on Jun 12, 2010 02:47

Secondary Sector Logistics Office

Apparently bored, Cryo-R picks up one of the pieces of paper he dropped on the wall: “Replacement Pen Request Form, Page 1 of 6”. It seems that someone had started filling this in, but their pen ran out of ink, so they started writing with some sort of RED liquid. Given that the writing gets a little shaky at the bottom of the page, I kind of wonder what page 6 looks like...

But somehow, the form has a mind of its own.

Shenanigans happen. The end result is that the form ends up thrown across the room, out of the holes in the wall, and hitting “Scru-R” on the head. Oh, and the drawers somehow become unlocked. ¹⁰⁵

Cryo-R decides to snoop. Hey, so that’s where all the pens were!

A lift

The footsteps stop. A voice asks, quietly, “Are you the loyal team?”

written by Jam on Jun 12, 2010 03:36

I lower my pistol, instinctively trusting the voice.

“Yes, we are the loyal team.”

I motion to Speed-O and L4-O to follow me. Then I walk out of the lift.

“Can we help you? Or maybe, can you help us?”

I pause, entranced by the voice, then say:

“Speed-O will talk to you... I am not worthy...”¹⁰⁶

written by Speeder on Jun 12, 2010 03:59

I examine the person to see if it is safe, I maintain the rifle ready, although I don’t point directly at the person.

“I am Speed-O, so loyalty to WHO exactly you are asking?”

I step a bit forward, to make me seen, but not too far from the forkbot, just in case I need to dive for cover...

written by Lightning4 on Jun 12, 2010 04:46

I hop off of the forkbot and follow behind Jam and Speed, not saying a word.

written by 4616599 on Jun 12, 2010 09:10

Still crouching behind the rubble pile, I sniff the paper, then return to peeking at the corridor entrance.

written by Gligar on Jun 12, 2010 17:52

A lift

The approaching clone comes into view. It turns out to be a registered mutant wearing a CPU service group badge.

¹⁰⁵ GLIGAR: (OOC: Perversity points are fun 😊)

¹⁰⁶ SPEEDER: (ooc question: albey was on the ground near the staircase... that location did not get crushed with debris? what happened to him?)

"I'm John-R-SMR-2. I was told that the loyal team would prove it by singing the Alpha Complex Anthem."

He pauses, and adds, "Er, I should add that I'm authorised to terminate those who aren't loyal."

Ruins of the Warehouse

The paper, as it turns out, smells overwhelmingly of dust. And something "Scru-R" can't quite identify.

written by Jam on Jun 12, 2010 18:46

I am fascinated by John-R.

"Wow... Hi John-R. How are you? Did you see any commies nearby that I could shoot?"

I smile at John-R, then notice the distinctive yellow armband.

"Wow! You're a mutant! I've wondered what they are like. What is your mutation?"

I then see the CPU service badge.

"CPU service! Is it fun there? Well of course it is. It's fun everywhere. What do you do at CPU service?"

Then I realize that he wanted us to sing, and that I had been rudely bombarding him with questions.

"Er, I'm sorry. I got a little overexcited there. You wanted us to sing the Alpha Complex Anthem."

I look at the others.

"Shall we begin?"

I wait for the others, then start singing.

written by Speeder on Jun 12, 2010 19:51

I sing... and hope that somehow the brainscrub don't erase the Anthem from my brain...

Just in case, I keep holding the rifle.

written by Lightning4 on Jun 12, 2010 22:09

I think real hard for a few minutes, then begin singing a tune.

It turns out to be a jingle for Hot Fun. I realize my mistake and think again real hard, just barely remembering the song once Speed and Jam get started.

I start singing as well.

written by 4616599 on Jun 12, 2010 23:33

Feeling slightly better, I head out to the warehouse door, glancing about the corridor, also folding and putting the piece of paper in my backpack.

written by Gligar on Jun 13, 2010 01:59¹⁰⁷

D Level Lift hall

"Good enough," replies John-R. He turns to Jam-R. "For the record, I have Mental Blast, and my mandate is Stage 1 Forms Handler. I - "

¹⁰⁷ GLIGAR: (OOC: What, no lyrics? I'd like some for next time.)

He is interrupted by the sound of yet more footsteps.

Ruins of the Warehouse

Scru-R" smooths out the crumpled paper, and notes it to be "Replacement Pen Request Form, Page 1 of 6". He folds it and puts it away before heading out.

Corridor D1

Looking towards the Square, "Scru-R" can see what looks to be a squad of PRPF members heading south.

written by Cryoburner on Jun 13, 2010 02:13

"Wow! Pens!"

I grab several handfuls of pens, and dump them into my backpack. You can never be too sure when pens will come in handy.

Now, having taken care of my primary objective in Secondary Sector Logistics, I carefully walk toward the ceiling, and begin examining the filing cabinets up close.

written by Jam on Jun 13, 2010 02:49¹⁰⁸

I aim my laser pistol in the direction of the footsteps.

"Mental Blast sounds powerful, maybe you can show us what it does?" I whisper.

I get very excited at the thought of more shooting, and take out another laser pistol. I step forward. One pistol in each hand, I excitedly wait for the owners of the footsteps to appear.

written by Speeder on Jun 13, 2010 03:12

I nod at the red mutant one.

Then I point my rifle at the direction of the new footsteps.

written by Lightning4 on Jun 13, 2010 04:55

"I'm.... going to assume you're alone?"

I take out my blaster and check for any spare power cells to swap into it.

written by Gligar on Jun 13, 2010 16:29

Secondary Sector Logistics office

Cryo-R scoops up about fifty pens before deciding to check out the filing cabinets. They're GREEN and locked.

D Level Lift hall

The footsteps come closer, and are revealed as being made by a squad of the People's Revolutionary Police Force. It seems that they still haven't stolen any IntSec gear that actually fits.

As they approach, L4-O searches for a spare power pack for his blaster. But he doesn't seem to have one.

The lead communist speaks. "Comrades, you are not in uniform why? Is maaaaaaaaaaaaaaaaaaaaaaaaa..."

¹⁰⁸ JAM: (ooc: Are communists and PRPF members the same thing, or similar?)

He collapses, holding his head as if it is about to explode.

A glance at John-R shows that he is concentrating on the one who collapsed.

Another PRPF member aims a slugthrower and fires. His aim isn't that good, though, and the slug hits the wall near Speed-O.

written by Speeder on Jun 13, 2010 19:07

I aim at the hand of the slugthrower one and attempt to disarm him, shooting, of course...

"Jam, L4, leave one alive, we may use the help of John to force them to give information... Because I am sure they don't want their head exploding in a painful way."

written by Jam on Jun 13, 2010 20:18

"Interrogation! Fun!"

I shoot at the other PRPF members, making sure to leave one alive.

"Weeeeeeeeeee! Ha ha ha ha ha ha!"

Shooting communists makes me very, very happy.

I notice the communist on the ground.

"L4-O, shoot the one that's collapsed, just in case he hasn't died yet!"

written by Lightning4 on Jun 13, 2010 20:33

Annoyed, and lacking any weapons that aren't either overkill (even though overkill is fun and often mandated by friend computer), I get back on the forkbot and gun it towards the commie group, trying to leave one alive. I aim for the one currently on the ground.

written by 4616599 on Jun 13, 2010 23:15

Hearing the banging starting up again, I hold position, then decide to check on Corridor D2.

written by Gligar on Jun 14, 2010 01:54

D Level Lift hall

Speed-O aims at the communist's hand and fires. It's a clean hit. The communist cries out in pain, and drops his slugthrower.

Jam-R is in his element. There are commies to shoot, and he loves that. Shooting commies is fun and he knows it.

So he shoots. One is hit in the chest and goes down. Another is hit in the leg, and also goes down. He pulls the trigger again.

Disaster.

The barrel, having fired eight out of its six guaranteed shots, explodes, ruining the laser pistol.

Jam-R is thrown backwards, into the lift. There is a crack as something breaks.

L4-O jumps back into the forkbot and rams the throttle to maximum. It lurches forward, right into the pack of PRPF personnel. Specifically, into the one clutching his head.

Apparently, having one's mind blasted while being run over by a forkbot causes one's brain to explode, right through the ears...

John-R starts concentrating on another, who also starts clutching his head.

The final PRPF member reaches for his slugthrower.

Corridor D2

A few communists are doing their best to ignore the sounds of battle, and go about their routine. It seems that some of them are doing something at Troubleshooter Headquarters.

written by Jam on Jun 14, 2010 02:31

"AAAAAAAAAAAAWWWW!!!!"

I scream in pain.

"OH OH OH! IT HURTS!"

I try to figure out where the pain is coming from.

"THAT WASN'T FUN!! SOMETHING'S BROKEN, I CAN FEEL IT! IT HURTS!!!"

I take the remains of the laser pistol and throw it as far away as I can. Then I pass out.

written by Lightning4 on Jun 14, 2010 02:43

I lower the arms of the forkbot a little so they're more at arm level, and proceed to whip the forkbot around, swiping at the slugthrower commie.

written by Speeder on Jun 14, 2010 03:08

I run (trying to not get trampled by the forkbot) toward the disabled commie, and then I point the rifle at him.

"We have here a guy that can explode heads, and if I fire again one or two more times, my barrel will start to squeal, and if I leave it on your pocket, you will explode to the point of making a hole to the floor below."

I grin and say.

"So, unless you want to die in the most painful way possible, ot get exploded, tell us how much commies are in the sector, who engineered the attacked on the compnode, how you managed to get the virus, and how much defense there are on the compnode."

written by 4616599 on Jun 14, 2010 11:17

I decide that the main team and Cryo-R are handling their troubles quite well and I'd do some extended recon. Putting on a slightly sterner expression, I march down to THQ and look inside. I lower my blaster. "Glorious greetings, comrades! Was dealing with some of those pesky Capitalists. I'm now just checking for any scrubots to fix or reprogram. Heard some rumours of rogue scrubots here. Now, may I know what glorious work you are carrying out on this... peculiar people's facility?"

written by Gligar on Jun 14, 2010 16:53

D Level Lift hall

L4-O lowers the forks and swings the forkbot around, hitting the final standing communist. Bones break, and she falls to the ground.

The disabled communist answers, "Like I would tell you even if I knew, communist pig-dog." He spits at Speed-O.

Corridor D2

A communist answers, "This facility is being converted for use with People's Voluntary Task Force! Is glorious idea, no?"

written by Jam on Jun 14, 2010 17:49¹⁰⁹

I spend a while unconscious.

written by Speeder on Jun 14, 2010 18:27

I peer at the commie.

"You called me communist pig-dog, but you are the commie, not me!"

I spit back.

"ANSWER ME COMMUNIST PIG-DOG!"

written by Cryburner on Jun 14, 2010 22:10¹¹⁰

Not finding much of note on the ceiling, I decide to head back down. At first, I consider just jumping to get there, but decide it might be best to go back the way I came, to avoid potentially damaging my precious cargo of pens.

While traveling back down the wall and passing the desk, I grab a few blank or relatively empty sheets of paper off the floor, fold them in half, and stuff them in my backpack. I then walk across the floor and head back out into the ruined warehouse.

written by Lightning4 on Jun 15, 2010 00:24

For good measure, I back over the commie who had the misfortune of meeting the forkbot's forks.

I then carefully position my forkbot's wheels so that they're on a path straight for the disabled commie's head.

"I can gun this thing right now if you don't tell us what we want to know. It won't be pretty, and I reckon that there won't be any scrubots by for a while to clean up what's left."

written by Gligar on Jun 15, 2010 02:05

D Level Lift hall

The communist seems to be muttering to himself.

L4-O positions the forkbot so that there's a wheel near the communist's head... running over the other commie in the

¹⁰⁹ JAM: (ooc: Are communists and PRPF members the same thing, or similar?)

¹¹⁰ CRYBURNER: (Perhaps it's a side effect of mental blast. 😊)

process. The forkbot complains, "Hey, stop that! Do you know what happens if that stuff gets into my workings?"

Secondary Sector Logistics office

Cryo-R grabs some blank inter-office memos and returns to the ruins.

Ruins of the Warehouse

As it happens "Scru-R" seems to have gone elsewhere.

A couple of communists can be seen in the corridor, carrying a discoloured corpse.

written by Speeder on Jun 15, 2010 02:13

I look to L4.

"Running over someone is not painful, like getting the head exploded..."

I look to John.

"Care you, to explode the head of this one? But if he starts talking, you can stop..."

Although, I am prepared to hear the commie, I walk over to Jam, and see how bad he is.

written by Jam on Jun 15, 2010 03:04

I awaken as Speed-O comes near.

"Speed-O..." I mumble, "Thank you for coming over. No one else got hurt, did they? I was shooting commies, and then... and then... the barrel exploded."

I attempt to sit up.

"I missed the interrogation, didn't I? And it sounded like so much fun... Did you get anything from him? You-ahhhhhhhhhh..."

A wave of pain stops me.

"The pain... Ahhhhhhhhhh..."

I take out my pep pill.

"I'm not feeling very happy right now... Maybe candy will help."

I hover the pep pill in front of my face. I almost eat it, then I stop.

"Wait. Give this to the communist instead, if he's still alive. Maybe he'll talk if he's really happy."

I offer the pill to Speed-O.

written by Speeder on Jun 15, 2010 06:16¹¹¹

I indeed, take the pill and return to the commie.

"You, COMMIE PIG DOG! YOU ARE SUPPOSED TO BE HAPPY!"

I force the way that I can, the commie to eat the pill.

written by Lightning4 on Jun 15, 2010 09:27

"Yeah, but I'm sure it's preferable to a live commie getting into your workings." I mutter to the forkbot.

¹¹¹ SPEEDER: (ooc: sorry, but I loved the idea 😊)

I stop revving the engine for a moment. Or pretending to rev the engine.

"Uh, did you guys hear that?..."

"...nevermind, I think I'll go over it in a moment. More pressing matters."

I rev the engine again.

written by Gligar on Jun 15, 2010 17:10

D Level Lift hall

"Certainly," John-R responds. He seems rather eager.

Soon enough, the communist begins to grit his teeth. "I... don't... know... ANYTHING!"

Speed-O takes the pep pill from Jam-R and goes over to the communist, punching him in the ribs. He cries out in pain. That's Speed-O's chance to push the pill into the communist's mouth.

The communist squirms and jitters as the pill releases its synthetic stimulant.

written by 4616599 on Jun 15, 2010 17:36

I decide that direct intervention may not be a good idea at the moment and reply. "Yea...is good idea for the people!"

Suddenly I come across an idea. "I'll like to have a look at your good progress so far. Also, look at dark room in other corridor. The one next to blasted warehouse. Try to send most of your men in. Got interesting things for the people in there." I then head into THQ, checking if I have armoury access. (I also peek at their equipment and weapons)

written by Speeder on Jun 15, 2010 17:48

"Common Commie! Say something that you know about your commies!"

I move to nearer Jam, to ensure I will not get splattered with brain in case the commie explode.

"It is fun isn't it? Probably it really does not know anything, but I always wanted to do that..."

written by Jam on Jun 15, 2010 19:34

I try to figure out if any of my bones are broken.

"It does look fun!"

I say to John-R. "Tone it down a bit, John-R. He needs to be happy. Give him one more chance."

written by Gligar on Jun 16, 2010 01:42

Corridor D2

"Scru-R" tries to enter what used to be THQ, but is stopped by one of the workers. "Is needink permission from PVTf."

D Level Lift hall

"Will say *nothing*. Computerist forces will be found and exterminated. Are close to gainink control of cameras."

John-R loses his grip on the communist's mind. He collapses and clutches his own head, as if he'd attacked himself.

written by Speeder on Jun 16, 2010 02:26

"Oh broken vat! No good... Twice!!!"

I first try to hit John chin the strongest that I can, in a attempt to knock him out and prevent he from suiciding.

"L4, we need to hurry, if they get the camera control, we are SCREWED, so, kill him... I will treat Jam, then we will have to search for a compnode."

I walk over to Jam and mutter toward a camera.

As I get near Jam, I try to figure how bad he is, and what is broken exactly.

written by Lightning4 on Jun 16, 2010 02:26

Not taking chances, I gun the throttle!

written by Jam on Jun 16, 2010 03:18

"JOHN-R! NOOOOOOOOOOOOOOOOO!"

I try to run over to him, but collapse in pain.

Enraged, I grab the remains of the laser pistol.

Not taking chances, I throttle the gun!

"You did this to me! How could you betray me, after all we've been through! I'll never forgive you!"

Deciding that choking a weapon is not an effective way of destroying it, I throw it as far away for me as I can.

Then I check how bad my injuries are.

I check them again, just in case I missed something the first time.

I check my injuries a third time, just to be sure nothing's changed.

Satisfied, I look at Speed-O.

"Speed-O, it hurts here, and here, and here." I say, pointing to the places it hurts.

written by 4616599 on Jun 16, 2010 17:30

"Oh, that is good idea, comrade." I reply. "Now, about that dark room..."

written by Gligar on Jun 16, 2010 17:36

D Level lift hall

Speed-O punches John-R in the jaw. The sudden attack shocks John-R back to something close to normal. "Oww... so that's... what it feels like..." He leans against a wall.

As L4-O guns the forkbot yet again - snapping the communist's neck with a sickening (but oddly satisfying) crunch - John-R adds, "That's why I was sent. The cameras, I mean, not my mutation. I was ordered to tell you that there's a camera control nexus on F Level, off Corridor F... did he say 2? Or 3? It's hard to think..."

"Oh yes! He said something about clearance..."

Meanwhile, Jam-R has been checking the extent of his injuries. Firstly, one of his shoulders seems to have dislocated itself. Second, the hand that held the laser pistol is burned, and quite painful to move. And third... his full can of B3 burst everywhere.

written by Jam on Jun 16, 2010 19:20¹¹²

"My shoulder's broken! No wait, it's just dislocated."

I attempt to relocate my shoulder.

Then I talk to Speed-O.

"My hand... I can't shoot anything like this. I saw a medical bay back at C Level. I think I should go back there and get it treated. Then I'll go up to F level and find you guys."

written by Speeder on Jun 16, 2010 22:07

I peer at him.

"Ok, remember the hole on the warehouse? Go using that path, it is safer, and faster... I mean, safer and faster than fighting vehicles while on foot..."

I look at L4 and John.

"Ok, the D level is covered by... two scouts, we can retrieve them later. We three will use the elevator, to get to the F level."

I check if I can remove anything from the path of the wheels of the forklift, so it can go back in the lift without gross stuff getting into its gears.

written by Lightning4 on Jun 16, 2010 22:08

I get off the forklift and walk up to the group.

"Okay, now that all the commies are dead..."

I look around for cameras, then I lean in and whisper to the group.

"I heard one of the commies say something while I was on the forklift. Something about a... Stalin... B? And a Four six one six five nine... nine. Maybe some kind of access code? I dunno."

written by Gligar on Jun 17, 2010 01:40

Corridor D1

"Not enough staff to divert to investigate room right now."¹¹³

D Level lift hall

Jam-R thinks for a moment, then tries to pop his arm back in to place.

It seems that he's had some medical training at some point before being brainscrubbed, and it's paid off. Though it hurts, he's able to do it.

After taking a moment to recover, he prepares to return to the medical bay.

¹¹² JAM: (OOC: The stats say I still have a jumpsuit chain and two B3.)

¹¹³ GLIGAR: (OOC: that was posted too late for me to include it in the previous turn.)

Speed-O drags the communist's corpse over to one wall, below an air duct.

written by Speeder on Jun 17, 2010 01:48

I get inside the lift, and wait for Jam to get out, and L4, Forkbot and John to get in, to press the button to "F" level.

written by Jam on Jun 17, 2010 04:24

I look at L4-O.

"Stalin B. Maybe it's the name of a commie. No... commies don't have clearance letters at the end of their names. Maybe it's the name of a virus.. Like the one that crashed the compnode. Or maybe it's a location, like some secret room on Q level or something. Or it could be a spy... Stalin-B. We'd better keep a close eye on anyone that's BLUE clearance. Four six one six five nine nine sounds like an access code or password or something."

I walk inside the lift and see the button clearly marked "C".

"Couldn't I just take the lift to C level?"

written by Lightning4 on Jun 17, 2010 09:33

I examine the rather... disturbing amount of gore caked on the forklift.

"Ehhr... I wonder if there's a bot-wash nearby or something. Ah well." I mutter to myself.

I get on the forklift and drive it back into the lift.

written by Gligar on Jun 17, 2010 18:18

D Level Lift hall

Jam-R has a thought... could he take the lift to the bunker? He doesn't remember seeing a lift hall in what he saw of the bunker... Though, there is a C Level button.

He is distracted by this enough that L4-O almost runs him over as he drives the forklift back in to the lift.

Corridor D2

"Anything else, comrade?"

written by Speeder on Jun 17, 2010 21:22

"Jam, we explored the C level, and there are no connection between the elevator, and the medical office... But you can remain in the elevator, and take it later to the C level, if you wish so much wander into unexplored area alone... You know, exploring is fun... But I am not sure if that is fun while having broken stuff..."

I smile happily at him.

And then I keep waiting for John...

"John, are you coming?"

written by Jam on Jun 17, 2010 23:57

"I don't think I'd be able to climb up the jumpsuit chain with a burnt hand. I'll take the lift with you guys. I'll do some spying while I'm there, maybe I'll be able to find out more about Stalin-B."

I look at John-R.

“Quick, come with us into the lift. And did you happen to read the name of that commie while you were in his head? If I’m going spying, I’ll need an alias.”

written by 4616599 on Jun 18, 2010 00:09¹¹⁴

I respond, putting on the same stiff drawl. “Okay comrade. Well, I gotta go serve the people now. Say, probably is not important much, but what if comrade Foursixonesixfiveninenine-R gave me clear to inspect whole level for rogue scrubots?”

written by Gligar on Jun 18, 2010 01:12

D Level lift hall

John-R seems to be a little disoriented after his little mishap, but he seems to snap out of it a little.

“Oh... yes, of course.” He joins the others in the lift. “I’m afraid I can’t read a mind, only blast it. But it would be nice.”

Corridor D2

“Would probably be acceptable. If he were available.”

Inside, another communist calls for attention. The PRPF members turn to help, including the one speaking to “Scru-R”. “Excuse me, I am needed.”

written by Speeder on Jun 18, 2010 01:59

I happily press the button to the F level.

I do it so happy, that I look like even a child in a elevator begging “MOMMYYYY CAN I PRESS THE BUTTOON?”

Or something like that...

Yay!

written by Lightning4 on Jun 18, 2010 02:05

“Woo! Let’s go!”

I listen to the elevator music that isn’t there again.

written by Jam on Jun 18, 2010 02:51

“Woo!”

I continue talking to John-R.

“The way you were yelling back there, about computerist forces being exterminated, it almost sounded like you were reading his mind. Too bad... Mind reading would have been useful skill to have.”

I close my eyes and think for a while.

“I’ve thought of an alias... Greg-R”

I resume thinking.

written by Gligar on Jun 18, 2010 16:21

A lift

Button pressing go!

¹¹⁴ 4616599: (ooc: posted earlier but apparently it didn’t come out)

The lift ascends, and again, there is no piped music.

As it does, John R answers, “My voice is similar to that communist? I sound like *that*? Who knew?”

The lift stops, and opens on a GREEN lift hall. A sign, much like those on other levels, denotes this as F Level.

written by Jam on Jun 18, 2010 17:22

“How will we go through a GREEN lift hall?”

I wait for the others to leave the lift, then press the button to go down to C level.

“Weeee!”

written by Speeder on Jun 18, 2010 18:47

“We? I thought that you was going to C level...”

I then say.

“Anyway, the forkbot, will cross the GREEN lift hall... And doing that, will leave for us a cool RED path...”

I look at all the blood and guts on the bot.

“See?”

I hop behind the forkbot, waiting for L4 to drive us forward.

“John, hop on the top of the bot.”

written by 4616599 on Jun 18, 2010 23:40

“Aye to that comrade.”

After a couple seconds, I follow him in. Slowly, of course. I also peek at their weaponry, and their problem.

written by Lightning4 on Jun 19, 2010 00:28

Admiring Speed-O’s clever ingenuity, I drive the forkbot forward, carving a blood RED path for us in the otherwise GREEN room.

written by Gligar on Jun 19, 2010 02:08

A lift

Speed-O comes up with an interesting plan: the forkbot will drive forward, and, since it’s so filthy, it will trail blood and guts, making a nice RED trail to walk down. I didn’t think it was that filthy, but I guess Speed-O knows better, not having to rely on cameras that may or may not be compromised...

So the forkbot moves forward. And it does indeed leave a RED trail, allowing those who want to, to follow. But not before John-R hops on to the bot.

This leaves Jam-R alone in the lift. He hits the button for C Level, and the doors close.

F Level Lift Hall

As mentioned, the lift hall is GREEN Clearance, only now, there’s a RED blood trail coming from the large lift.

A poster on one wall would be reminding everyone that happiness is mandatory, were it not for the fact that it was partly covered by another poster, displaying a white hammer

and sickle on a red background. It looks out of place here. Above it is an air vent.

THQ People's Voluntary Task Force Headquarters

The PRPF member doesn't seem to be aware that "Scru-R" followed him in.

"Scru-R" notes that most communists are only armed with RED lasers, and aren't wearing reflec. The PRPF are wearing their customary ill-fitting IntSec armour, and are carrying the usual slugthrowers.

"Scru-R" also notes their problem: the aftermath of the firefight that occurred here earlier. The hole still hasn't been patched up, and there's still a lot of water around.

written by Speeder on Jun 19, 2010 02:34

I look around for a while.

"So, where we will head to? John-R, you know where are the camera control room?"

written by Jam on Jun 19, 2010 02:48

I suddenly feel very lonely...

"Wheee..." I halfheartedly say as I ride the lift down.

To distract myself, I start eating some Cold Fun.

written by Cryoburner on Jun 19, 2010 09:00

Deciding I've waited around long enough for Scru-R to return, I do one final sweep of the warehouse, looking for anything interesting amongst the piles of rubble. I then peek into the dark room to the west, leaning in slightly through a hole in the wall, to see if he might be in there, taking a nap or something.

"Hello? Anyone here?"

written by Gligar on Jun 19, 2010 16:58

F Level Lift Hall

"Er... it's either on Corridor F2 or F3. But we'll need to get past the concourse first."

Indeed, there is the sound of activity beyond the door.

C Level Lift Hall

One of the lifts goes *ding* and its doors open. It's just descended from F Level carrying a lonely-looking Jam-R to this lonely-looking lift hall. He's eating a packet of Cold Fun.

Ruins of the Warehouse

Cryo-R goes to look at the dark room. He sees the desk with its RING FOR SERVICE bell. There doesn't seem to be anyone in there.

written by 4616599 on Jun 19, 2010 17:49

With them apparently not noticing me, I wait for the guards to look down, then hide in the former briefing room and fling a Visomorpain pill into the main hall's exit(to corridor D2). I then whisper into my Com 1 unit, selecting a 'transmit

to local zone only'-style option if possible, "Comrades, you are ordered to investigate the dark room on Corridor D1."

Subsequently I quickly sprint down the corridor to the starcase, taking a flying leap over the hole.

written by Speeder on Jun 19, 2010 17:59

I nod, then I say.

"Ok, let's proceed by this door, L4, can you CAREFULLY take the door down with the forks?"

I switch the barrel of my rifle, and point it at the door.

"John, prepare for combat when we open the door."

written by Jam on Jun 19, 2010 20:42

I quietly exit the lift and look around for anything interesting.

Then I leave the lift hall and calmly walk around, peeking in any doors I see.

I make sure to avoid walking anywhere that's not RED or INFRARED clearance.

I calmly and happily greet anyone that sees me.

written by Lightning4 on Jun 19, 2010 22:55

I nod to Speed-O and drive up to the door, and "gently" nudge it with the forks.

In any case, I'm driving slower than I do when I gun it.

written by Cryoburner on Jun 20, 2010 01:57

"Wow! A bell!"

I approach the desk, and take the RING FOR SERVICE bell.

I then wander over to the North end of the room, where it seems there should be a door, and feel around for a light switch nearby, flipping it on if located.

written by Gligar on Jun 20, 2010 02:49

PVTF Lounge

With the guards distracted, "Scru-R" sees an opportunity, and ducks into the briefing room. He then sets up some more distractions.

First, a Visomorpain pill is thrown towards the main exit. It clatters to the ground, attracting the attention of a couple of nearby communists.

Second, a message is sent via "Scru-R"'s captured Com 1 unit.

A voice responds, "*Will comply, comrade. On receipt of authentication code seven.*" This presumably corresponds to one of the guards in the corridor.

But it seems his comrades disagree with needing an authentication code, as they start arguing in a language that "Scru-R" isn't cleared to know.

Regardless, the voices do seem to move, into the lounge.

This is good enough for "Scru-R", who decides to make a run for it.

He seems to be quiet enough that the guards don't notice. They are still deep in argument.

One of them begins to turn.

"Scru-R" jumps the remaining distance to the stairs, seeming to almost fly as he does.

A quick scrabble up the stairs and he's clear.

PVTF Concourse

Well, if it weren't for the two communists coming out of what was once the "Ready" room.

C Level Lift hall

A lonely clone looks around a lonely lift hall. He is greeted by an air vent, and a discarded disk that looks like a plasticred.

There is a single door (not including the lifts) out of the hall. After picking up the disk, which is indeed a plasticred (5 credits) he takes the exit.

Corridor C2

Through it, he comes across a couple of clones - presumably communists - attempting to repair a couple of out-of-order vendobots. They don't seem to be having much luck. One of them grunts in response, obviously too preoccupied with his task to give a proper reply.

He carries on past them, into a corridor, which would be RED clearance if the communists cared about that. Another corridor, this one ORANGE, branches off a short way away. There are doors to either side.

F Level Lift hall

L4-O tries to get the forkbot to move, but it seems to be flashing an error light... it seems that the power pack might be running a bit low. You might want to get that changed soon.

After a moment, though, the forkbot lurches to life. Does L4-O want to try that again?

Dark office

Cryo-R discovers that the RING FOR SERVICE bell is fastened to the table.

A quick check near the door shows no light switch.

The further Cryo-R gets from the pool of light by the table, the colder the room seems to get.

written by Speeder on Jun 20, 2010 03:03

I frown, then I say.

"Ok, L4, don't move the bot."

I then shoot the door.

written by Jam on Jun 20, 2010 05:33

I look inside the doors on the side of the corridor. If the inside is RED or INFRARED clearance, I search inside the

rooms for anything interesting, and even stuff that's not interesting, because it could still be useful.¹¹⁵

written by Lightning4 on Jun 20, 2010 08:28

"Ah vatcrap. Looks like my fun on the forkbot has come at a price."

I get a steady grip on my cone rifle, ready to load and fire it should there be a little more resistance on the side than we think.

written by Cryoburner on Jun 20, 2010 10:53

"Aw... It's such a shiny bell too."

After not finding a light switch, I try opening the door to let a bit more light into the room.

I then return to the desk and examine how the bell is fastened in place. 😊

written by Gligar on Jun 20, 2010 17:18¹¹⁶

F Level Lift hall

The door flies open.

In the concourse beyond, some communists are setting up what looks to be jury-rigged electronic circuits, hooked up to a device with the radiation symbol. They look up, and ready the usual slugthrowers. (Just the once, I'd like to see them use some other kind of weapon? Is that too much to ask?)

In response, L4-O readies his cone rifle. John-R pulls out a laser pistol and checks it.

Corridor C2

The lonely clone starts checking doors. The closest two turn out to be locked. The third belongs to a RED cloning station, presumably a satellite station to the main one, wherever it is. There are the usual cloning tanks, a Computer Terminal which seems to be offline, and another door at the back.

The station is attended by a single clone, who, as it turns out, was heading for the door when it opened. "Can I help you, ci-exuse me... comrade?"

Dark office

When the door is opened, some light does get in, but the room seems to suck it up. As a bonus, it gets slightly less chilly.

Frost starts to form on Cryo-R's jumpsuit as he returns to the desk. Inspecting the bell further, he discovers that he can't see how it's fastened to the desk, only that it won't come off. Almost as if someone didn't want it to be removed by some sort of kleptomaniac. 😊

¹¹⁵ SPEEDER: (OO: Xeno, can we have a... map? You know, maps are cool! Maps are fun, I love maps! I would be a cartographer if I was not a programmer...

Ok, I was exagerating... But I still love maps..)

¹¹⁶ GLIGAR: (OO: Who is this "Xeno" of which you speak? 😊)

A voice from somewhere in the room tells him, PLEASE DO NOT ATTEMPT TO REMOVE THE BELL. IT IS THE ONLY ONE WE HAVE.

written by Speeder on Jun 20, 2010 19:01

"L4, gas on them, please! But GAS, don't use unknown cones, I don't want you exploding whatever is that thing near them..."

I smile happily.

Then I keep my aim, but I don't shoot yet, I keep hiding more or less behind the forkbot, waiting for the cone rifle gas to hit the commies.

written by 4616599 on Jun 20, 2010 19:50

I draw my ORANGE laser pistol frantically, after the commies' sudden appearance.

"Capitalist traitors! Thieves! Villians!" I yell as I run past them and indiscriminately plug away. Subsequently I toss an unpinned grenade into the armoury, (which if I remembered correctly still contained plenty of other ordnance, barrels, and guns) and then dash into the hygiene station. Once there, I head for the furthest northwest cubicle and shut the door, then crouch behind my kevlar shield.

written by Lightning4 on Jun 20, 2010 21:14

"Umm... yeah, I guess I can do that!" is my delayed response to Speed-O.

I reach into my pack and rustle around for a gas shell. I load it, prep it...

And FIRE!

written by Jam on Jun 20, 2010 22:21

I take out one of my non-exploded laser pistols and aim it at his head.

"I promise I won't shoot you if you answer all my questions truthfully. "

"What is your name?"

I wait for the answer.

"What are you doing here?"

I wait again for him to answer.

"Are you a loyal communist?"

I wait again for his answer.

I shoot him if he seems like he is going to shoot me.

written by Cryoburner on Jun 21, 2010 01:43

I respond to the unknown voice...

"Oh, I'm sorry! I didn't realize this was your place. I came in from the side entrance over there, and mistook it for the bell storage room. It's a very nice place you have here though. I apologize for any inconvenience I may have caused you. Here, have a pen for your troubles."

I remove a black "Secondary Sector Logistics" pen from my backpack, and place it on the desk.

"Say, did you happen to have anyone else come through here recently? Also, would you happen to know where I might find the bell storage room?"

written by Gligar on Jun 21, 2010 01:58

F Level Lift hall

L4-O rummages around in his backpack and finds a gas shell. It seems he had separated them from the rest earlier. He loads it and a trigger into the cone rifle and fires.

The shell impacts the ground in the concourse, bursts, and starts releasing the noxious VIOLET gas. Urgh, that stuff reeks.

Sure enough, the communists start losing their orientation as the numbness kicks in, meaning they get another lungful of gas...

PVTF Concourse

"Scru-R" thinks fast. He pulls out a grenade, relieves it of its pin, and throws it into the armoury.

The grenade, that is.

But he doesn't stop to check. He just dives into the hygiene station and hides.

BOOM

The blast takes out not just the armoury, but two of the surrounding rooms, and part of the concourse.

And parts of the levels above and below.

And *right through the outer wall of the subsector.*

The blast is heard - and *felt* - for several levels.

Com 1s crackle to life in the affected zone. "*Massive explosion in PVTF headquarters! All comrades converge!*"

F Level Concourse

Though affected by the gas, the communists attempt to comply... but don't get far before running out of breath.

Other Cloning Station

The clone remains calm, and picks himself up off the floor after the explosion. "I'm Lucas-AHK. When the communists came, they told me to wear RED as a sign of solidarity, or something. My pal Freaky told me to go along with it for now."

A speaker in the station blares out the call for comrades to converge. "I'm going to sit that one out."

written by Lightning4 on Jun 21, 2010 02:04

I look out at the gas drifting about ahead.

"So um... what do we do now. We can't go in until that stuff goes away, and I'm not sure we're high enough up to avoid the gas..."

I guess we could... hold our breath as we drive through?"

written by Speeder on Jun 21, 2010 02:08

I look at them.

“Bad idea... Really... Last time I tried that, I got really screwed... What if the bot stops in the middle of the gas?”

Then I think a bit more and say.

“Maybe we have a ventilation system somewhere, that we can use to make that stuff go away...”

As the explosion happen, I brace myself strongly as I can, and stop aiming.

“Vatcrap, what in the entire Alpha Complex was THAT?”

written by Jam on Jun 21, 2010 02:40

I lay on the ground for a few seconds.

“Ohhhhh... What was that?” I mumble to myself.

I put my laser pistol in my pocket, then slowly stand.

“Ok, uh.. Comrade Lucas. I believe you. Sorry about all that. But you can never be too careful when there are commu-I mean, capitalists around.”

“Could you tell me how to get to the medical bay?”

written by Lightning4 on Jun 21, 2010 06:16

“Yeah that explosion was a hell of a thing. I almost thought it was that... thing ahead of us for a second there.

Speaking of that, what do you think it is? It looks... unsafe. A treasonous kind of unsafe.”

written by Gligar on Jun 21, 2010 16:34

Dark office

After a rather chilly silence, a clone appears. His features are still in shadow, but his uniform can be seen to be covered in a thin film of frost, much like the one that had briefly gathered on Cryo-R's jumpsuit.

He answers, A CLONE DID COME THROUGH HERE NOT LONG AGO. I DO NOT KNOW HIS NAME. I DO NOT ASK FOR NAMES.

REGRETTABLY, THE BELLS WERE STORED IN THE WAREHOUSE NEXT DOOR, WHICH I BELIEVE SUFFERED THE FATE THAT COMES TO US ALL, IN TIME. ALL IN THE SERVICE OF THE COMPUTER, OF COURSE.

AND THANK YOU FOR THE PEN.

Other Cloning Station

“Hmmm.” Lucas muses. “I think I saw it at the far end of this corridor, but I could have been mistaken.”

F Level Lift hall

Looking further at the radiation-symbol device, it seems to have the same sort of connectors found on power packs, and may in fact be one.

Strangely, The gas continues to swirl around and be stinky. This doesn't help the communists stuck in it, who seem to have stopped breathing.

For some reason, the gas is keeping its distance from the radiation-symbol device.

written by Jam on Jun 21, 2010 18:14

“Thank you.”

I turn around and take a few steps toward the door, then stop.

“If you don't mind, I have one more question.”

I turn around again and face Lucas.

“Are you happy, being here with the communists, or would you rather them be gone?”

written by Lightning4 on Jun 21, 2010 21:58

I take note of the gas being dispersed by the device.

“Hmm. I wonder if we can hook that thing up to our friend forkbot here. If we managed to get it, we could drag it with us and maybe repel this gas and power the forkbot at the same time!

Who knows what other mysterious properties that device has!”

written by 4616599 on Jun 21, 2010 22:35

“Wow! Ouch!”, I murmur, picking myself up. Hearing the announcement, I reply on the Com 1, “Aye to that! Aye to that! It was horrible...I think I saw its flash from below! A terrible setback to the people's efforts! I believe it may have been a crude but destructive INFRARED sabotage attempt...I've heard they are still discontent and confused. We should hold another mass gathering at Revolutionary Square to remind them of our objectives!”. I stop transmitting, and give a Standard Mandatory Smile to the ceiling to any watching cameras, assuming any survived.

“I believe that should have leveled much of their ‘Task Force HQ’, as well as any troubleshooter docs they may have gotten their slimy hands on...” Heading out through the door, or whatever remains of it, kevlar shield and weapons at the ready, I survey the areas now exposed by the hole. I also inspect the room behind the south door, assuming it hasn't been blown out already.

written by Gligar on Jun 22, 2010 02:13

Other Cloning Station

Lucas-AHK answers, automatically, “The Computer is my Friend! Terminate the Commies!”

It's the sort of answer a Junior Citizen would give. Maybe he only left the creche recently.

PVTF Concourse

Or what's left of it.

The armoury, and one of the confession booths, are completely missing. Behind where it was is an expanse of

empty space. Dimly visible in the distance is a large structure... could that be another sector? As "Scru-R" watches, something darts past with the roar of jets... a Vulturecraft.

Much of the remaining concourse received extensive damage and doesn't look all that stable. As "Scru-R" tries to reach the mostly-intact room, the floor begins to give way. Surprised, he jumps back.

Finally, his Com 1 crackles to life again: *"Is good idea, comrade, will confer with the Committee."*

written by Jam on Jun 22, 2010 04:50

I laugh happily and walk back to Lucas.

"Good answer! I was hoping those commies hadn't twisted your mind enough that you had joined them. Don't ever trust them. They are evil, pure evil, and must be terminated."

"Now, can you come with me? I could really use some help finding my way around. I don't know how much you know, but it's probably more than what I know. Please come with me..."

written by Lightning4 on Jun 22, 2010 07:58

I study the strange machine from afar, as best as I can through this gas, anyway. I search for any kind of wheels, or perhaps estimate how heavy it looks.

written by Speeder on Jun 22, 2010 08:33

I look at the bot, then at the machine, and after a while I ask.

"Forkbot, do you have power to drive until that... device? Or at least, a high probability of making it?"

I keep watching.

"I still wonder what was that explosion..."

I grab my PDC, and type a command of damage report, the classic one, that people that work with tech stuff and are RED or more should have...

"I hope, some computer still works to give a answer to my request..."

written by Gligar on Jun 22, 2010 17:29

Corridor C2

Jam-R and Lucas leave the cloning station behind, entering the corridor. "The medical bay is this way", Lucas says, pointing down the corridor. "I don't know how many com - comrades are there, though."

F Level Lift hall

L4-O looks further at the device. It appears to be roughly cylindrical, maybe 1m in length by 60cm across, mounted inside a metallic frame. As mentioned, there are standard power connectors on one side. One clone could probably carry it, though not very far.

The forkbot answers, "I might be able to get there if I took it slow. Can you?"

Speed-O attempts to get a damage report via his PDC. Unfortunately, nothing is responding.

written by Speeder on Jun 22, 2010 17:43

I peer at the forkbot.

"Ok, in that case, if we go the fastest that you battery allows, how much time would take to reach it?"

I look at the others.

"Do you people are really good in holding your breath?"

written by Jam on Jun 22, 2010 18:16

I start walking down the corridor. As I'm walking, I take out one of my spare laser pistols and offer it to Lucas.

"I don't know if you've used one of these before, but take it anyway. Be careful, you only get six guaranteed shots. I learned that the hard way."

I indicate my burnt hand.

I take out another laser pistol and try to hold it in my shooting hand, but if that hurts too much I switch it to my non-shooting hand.

"It feels strange saying your name without a clearance. What clearance level are you?"

written by Lightning4 on Jun 22, 2010 22:58

"Uh... yeah, I guess I could hold my breath for a while. Maybe. How about you, John?"

written by Gligar on Jun 23, 2010 01:58

F Level Lift hall

The forkbot answers, "Shouldn't be too long."

John-R answers, "Holding my breath? Yeah, I can do that. Probably a minutecycle or so. I haven't really counted."

Corridor C2

Lucas-AHK looks at the laser pistol for a moment. He says, quietly, "I don't think I'd be cleared for it, si-comrade. I'm INFRARED under the non-communist scheme. But I don't think the communists care about that." He thinks for a moment. "But I'll take it if ordered."

written by Speeder on Jun 23, 2010 02:34

I nod.

"Ok, everyone, holding breath... L4, press the gas! But please, don't pass out while doing it, I don't want to crash in that thing... Or stop in the middle of the gas either."

written by Jam on Jun 23, 2010 04:42

"INFRARED? Hmm... That is a problem."

I think for a few seconds.

"I know what to do. It should work for now, and if you stick with me I'll see if I can get you and Freaky officially promoted."

"I, Jam-R-JYR, give you, Lucas-AHK, permission to use any RED clearance items and go into any RED clearance areas, for as long as you are in my presence, unless I specifically forbid it. You may use my weapons given to you against any Communists, unregistered mutants, and traitors."

I give the laser pistol to Lucas.

"There. Shoot enough commies and I'm sure Friend Computer will promote you. Show Friend Computer and I that we can trust you! Ok?"

written by Lightning4 on Jun 23, 2010 13:30

"Well then, let's go!"

I slowly press the gas and drive toward the... well, gas.

As we are just about to reach the drifting clouds of VIOLET gas, I take a big, big breath, so big that my cheeks bulge out noticeably!

written by 4616599 on Jun 23, 2010 15:53

"What treasonous flooring!" I look down at the exposed levels below.

written by Gligar on Jun 23, 2010 16:45

F Level Lift hall

John-R begins holding his breath.

L4-O opens the forkbot's throttle a little.

Slowly, the forkbot enters the concourse.

Concourse F1

L4-O steers towards the device.

The forkbot gets closer.

Corridor C2

Lucas-AHK breaks out in a grin. "Excellent!" He takes the laser pistol.

Concourse F1

And closer.

John-R starts looking a little concerned.

Speed-O and L4-O both continue to hold their breaths without problem.

PVTF Concourse

Looking down through the crumble-hole, "Scru-R" can make out a corridor. It doesn't look like the PVTF one, though.

The bigger hole, though..

It looks like the explosion destroyed a workshop on D Level and seriously damaged the storage room and cafeteria on each side. The store room looks to be holding bells or something.

As to F level, not much is visible up there. It may have been a shooting range or something.

Concourse F1

The forkbot finally reaches the device. I guess you want to pick it up?

written by Jam on Jun 23, 2010 17:40

I grin back.

"Ok."

I continue walking down the corridor, walking a bit quicker than I was before, and with a determined look on my face.

If I reach a corner, I stop and quietly peek around it, watching for any commies.

written by Speeder on Jun 23, 2010 19:09

I look at the device, then at the forkbot.

"Ok, we can power the forkbot with this, and protect ourselves from the gas! Cool..."

I try to figure how I can install it on the forkbot.

written by Lightning4 on Jun 24, 2010 00:48

I continue holding my breath and nearly pass out.

I finally notice we're here.

"Um... we could use the forkbot's forks, maybe? If the cables are long enough. That or we can place it on the back."

written by Gligar on Jun 24, 2010 01:37

Corridor C2

Presently, Jam-R and Lucas reach the end of the rather quiet corridor. There's a door there, labelled as DELTA SUBSECTOR - ACCESS C. Another door, to the left, is open, and leads to the medical bay. There are six visible clones in there, with their backs turned.

Concourse F1

John-R leans as close as he can to the device, and takes a breath.

As it happens, the gas seems to be staying slightly less than 2m away from the device. It's a bit too big for the power pack bay under the operator's seat, though, without modifying things.

There are cables connected to the device from the circuitry, which are probably about 1m in length.

written by Speeder on Jun 24, 2010 02:21

I look for a while, then I say. "We would need the forks... So, pickup it with the forks, and drive us out of the gas, when out of the gas, we can modify the bot all the we want."

I drop from the forkbot, and prepare to help loading the thing on the forks.

Also, if L4 drives away, I follow along the forkbot, paying attention to the object in the forks.

written by Jam on Jun 24, 2010 04:19 PVTF Concourse

I quietly peek inside the door again. I look at the color of the floor of the medical bay and at the clones inside, checking the color of their jumpsuits. I listen a while for any conversation.

If the medical bay floor is RED (and only if it's RED), I motion for Lucas to follow me, then slowly, quietly walk inside. I silently wait...

If they happen to notice me, I calmly greet them.

I can't help thinking that¹¹⁷

written by Lightning4 on Jun 24, 2010 07:36

I nod to Speed.

"Let's hope that we'll have enough power to get out of here."

I lower the forks and slowly drive towards the object, attempting to get the forks underneath it.

written by 4616599 on Jun 24, 2010 13:16

"Ah well. Can't stay up here forever." I place myself on my kevlar shield and sit.

"Computeronimo!" I yelp as I push myself toward the nearest hole.

written by Gligar on Jun 24, 2010 17:21

Concourse F1

After Speed-O drops off the forkbot (staying close to the device, of course) L4-O turns the bot and lowers the forks.

The motors seem to lag under the reduced voltage, before suddenly cutting out. Another warning light lights up on the control panel: the battery is now critically low.

Undeterred, L4-O drives forward, as fast as is reasonable (i.e. quite slowly), attempting to scoop up the device with the forks.

It turns out that the forks are slightly too high. They end up pushing against the device slightly, tilting it.

But as it happens, this gives enough clearance for one of the forks to get between the frame and the device.

Corridor C2

Looking into the medical bay, Jam-R notes that the floor is the neutral grey of synthcrete. The clearance stripe seems to have been mostly burned away, though in parts, RED paint can clearly be seen. The clones are wearing RED, not that that really means much with the whole Communism thing. They seem to be huddled around something, talking about a work rota, and something about getting the docbot working.

He and Lucas creep in. The clones continue their conversation.

Jam-R seems to want to think something, but his mind suddenly goes blank and he spaces out 😊

¹¹⁷ JAM: (ooc edit: I forgot the ending... Oh well, too late 😊)

"Scru-R" pushes himself down the nearest hole. Which turns out to be the new one.

Corridor D2

He manages to roll on impact, and, apart from being sore and numb from the impact, is otherwise unharmed. Looking around, he sees that he's on Corridor D2, round the corner from PVTF HQ's entrance. There's a lot of activity over there.

written by Jam on Jun 24, 2010 17:42

I shake my head. Woah... I suddenly spaced out there. What was I thinking about? Oh right... Six commies = Six shots. Convenient.

I motion for Lucas to stand in front of me, then clear my throat, quite loudly, to get their attention.

I carefully watch their reaction, especially their reaction to Lucas.

"Hello," I calmly say, "I am Greg-R, and this is Nikolai. Is there something we could help you with?"

written by Speeder on Jun 24, 2010 20:09

I now try to place the thing on the fork.

After I am sure it won't fall, I say.

"Ok, you accelerate, I and John will push the forkbot forward, until we are out of the gas."

written by Gligar on Jun 25, 2010 02:03

Other Medical Bay

"Nikolai" looks alarmed for a moment.

One communist looks at "Nikolai". "Ah! Is young comrade from clonink centre. Welcome."

He looks at "Greg-R". "Can be helpink you, comrade? Or perhaps you are sent to repair docbot?" He gestures to the thing the communists were looking at. It is indeed a docbot. Someone has been shooting a slugthrower at it.

Unnoticed by the communists, "Nikolai" fiddles with something.

Ruins of the Warehouse

Woah! It went cold in here all of a sudden. Almost as if time itself froze. The cold from the dark office must have followed Cryo-R into here.

Concourse F1

Speed-O moves the device around, trying to secure it the best way he can on the forks. There, that should do it.

John-R hops off the forkbot and takes up position to the side.

written by Lightning4 on Jun 25, 2010 03:54 *Other Medical Bay*

I drive the forkbot as far as the limited battery will allow, in attempts to reach the edge of the gas cloud.

written by Jam on Jun 25, 2010 04:38

"Yes, comrades, I'm here to repair the docbot. But there's another reason I'm here..."

I assume Lucas is fiddling with a laser pistol. I start walking forward, then circle around to the other side of the communists, hopefully drawing their attention away from him.

"While I was spying on those Capitalist pig-dogs, I heard rumors that some slugthrowers were compromised. They could explode at any time, without warning. I came to inspect yours. Quickly, put them over here and I'll check them."

I point at a patch of the floor nearby me.

Assuming they all actually follow my orders, I say, "Quick, back away," then take my laser pistol and start shooting them.

At any time, if Lucas starts shooting, I start shooting too.

written by Speeder on Jun 25, 2010 04:47

I push the forkbot, trying to reach out of the gas.

"I wonder if Jam is alright... And the two guys waiting for us on level D?"

written by Cryoburner on Jun 25, 2010 14:16

Momentarily distracted by the loud rumble that shook the sector, I now reply to the clone in the shadows of the dark office.

"So the bells were next door then? It seems they've been doing some redecorating over there recently, and I think they may have either moved or flattened the building's contents in the process. I guess I might have to find another source for bells. Maybe there's a bell factory around here somewhere. They have to make them somewhere..."

"In any case, thank you for your kind hospitality. It was a very pleasant visit, and I'll try to stop by again in the future. Maybe we could have lunch. I could bring the Insta-Hot Fun! Well, see you later!"

I head back out into the warehouse, and have another look around for any interesting rubble that might be there.

written by Gligar on Jun 25, 2010 17:17

Concourse F1

L4-O starts up the forkbot once again. Slowly, it heads towards the door.

Speed-O and John-R attempt to push the forkbot, in an attempt to make it go faster. It's not much, but it's an improvement.

A communist pulls out his slugthrower.

"I tested this myself. I am pretty sure it isn't compromised, comrade."

The others also refuse to give up their slugthrowers.

"Nikolai" looks nervous. It turns out that he is indeed fiddling with the laser pistol he was given.

But I guess he found the trigger. A RED laser beam erupts from the pistol, skewering the first communist through the arm.

"Greg-R" acts quickly. He pulls out another laser pistol and fires. It's a clean hit to the same communist, who goes down.

The five remaining communists get ready for combat.

Ruins of the Warehouse

Cryo-R looks at the rubble.. It's rubble. What is there to say? Hardly worth the bother if you ask me.

written by Jam on Jun 25, 2010 18:17

I quickly realize my mistake. I guess these communists are smarter than I expected. But these thoughts are quickly overpowered by another thought.

Combat? YAY!!!

I become extremely excited and continue shooting at the them, aiming at the ones that Lucas doesn't hit.

"AH HA HA! DIE COMMIES!"

If any of them looks like he is trying to radio for backup, I immediately shoot him or the radio.

written by 4616599 on Jun 25, 2010 18:29

I very slowly approach the bunch of commies gathering, listening.

written by Gligar on Jun 26, 2010 01:46

Other Medical Bay

All pretences dropped, shooting happens.

And  Would you look at that! The first communist to try to fire gets his slugthrower jammed! He tries to clear it and bam, the whole thing explodes! The communists are thrown back, and the first communist loses a hand.

Jam-R quickly takes advantage of this. Or at least tries to, since his shot goes wide. But that's okay, since it hits another communist instead. Right in the kneecap. Said communist drops his Com 1 unit.

Lucas also fires. He hits the handless comrade in the chest, causing him to collapse.

Four slugthrowers fire. Only one manages to make its mark, and hits Jam-R in his already-burned hand. Crying out in pain, he drops his laser pistol.

Corridor D2

There's a lot of conversations going on. But only one topic: the recent explosion. Some wonder if there's a traitor among them (pointing slughtrowers at each other in accusation), others think that the Complex is booby-trapped, and still more believe that a High Programmer has a hand in this.

written by Lightning4 on Jun 26, 2010 04:22

I continue driving the forkbot back outside of the range of the gas.

Once there, I hop off the forkbot and inspect the device again.

"Okay, let's see if we can hook this thing up to our friend here."

"I might need help..."

written by Speeder on Jun 26, 2010 05:31

I nod.

Then I look at the forkbot and say.

"Ok, we will try to use this device as your power source, since its power is unknown, don't try to draw it all at once when we turn you on. And also, can you please turn off safely, so we can remove the current power source?"

I wait for the bot to comply, while I do that, I examine how we will fit the *THING* on the forkbot.

written by Jam on Jun 26, 2010 15:25

The hit to my hand breaks me out of my euphoria.

I dive for the laser pistol.

Holding the pistol in my good hand, I carefully shoot at the communist in the middle, unless he has already been shot. Then I aim for a different commie.

I try very hard to ignore the pain.

written by Gligar on Jun 26, 2010 17:45¹¹⁸

Concourse F1

The forkbot continues its slow journey back to the lift hall.

Other Medical Bay

Jam-R attempts to retrieve the laser pistol but just ends up falling on his face.

Lucas fares better, and pulls off a shot. It hits the communist in the middle. He's wearing reflec, though, which absorbs some of the blast. He recoils in pain.

The other three shoot again.

One misses Lucas by a small margin. The other two don't seem to have been aimed at all.

F Level Lift hall

The forkbot crosses the threshold, and then abruptly stops... the power pack has been completely drained. As such, the forkbot shuts down and doesn't hear Speed-O talking to it.

L4-O and Speed-O inspect the device, and the power pack compartment. As it happens, the compartment's rear bulkhead is removable.

written by Speeder on Jun 26, 2010 18:31

I make a twisted face at the bot powering down faster than I wanted...

Anyway, I happily (again!) proceed to start removing the rear bulkhead.

"Hey L4, do you think that the device, thing, stuff, will fit here?"

written by Jam on Jun 26, 2010 21:00

"My face! My hand! Owww!" I say quietly to myself.

I attempt to grab the laser pistol.

Once I have it, I very carefully aim and shoot at one of the commies, hopefully hitting them while they are distracted by Lucas.

After that, I quickly look around for anything I could hide behind.

written by Lightning4 on Jun 26, 2010 21:51

I look at the space.

"Maybe? It can't hurt to try. Let's get it in."

I move to the forkbot, and begin grabbing the machine, looking to John or Speed to help me haul it into place.

written by Gligar on Jun 27, 2010 02:25

F Level Lift hall

While Speed-O fiddles with the bulkhead - it's fastened in place by those clips, you know the ones, they're a pain to remove - L4-O starts hauling the device over to somewhere nearer the bay. John-R notices, and lifts up the other end.

Other Medical Bay

Jam-R gets to his feet and picks up his laser pistol. As he fires, so does Lucas.

It turns out that both loyal clones were targeting the same communist - the one who was shot before, Under the combined attack, the reflec stands no chance. Death is immediate.

The other three fire again. It is not difficult to see that they're all aimed at Lucas.

A slug hits Lucas in the foot, causing him to collapse in pain. The other two... demonstrate their (lack of) aiming skills.

¹¹⁸ GLIGAR: (OOC: Apologies for the delay.)

written by Speeder on Jun 27, 2010 02:57

"I hate those clips, they are worse than the ones in clone vats bulkheads, or in computer nodes bulkheads..."

But I continue dislodging them.

"But I will remove them HAPPILY, because if I do, I will HAPPILY get a powered forkbot!"

written by Jam on Jun 27, 2010 03:22

I panic. Lucas is hurt!

While the commies are distracted by Lucas, I quickly walk up behind them and attempt to shoot one in the back. Immediately, I fire at another, hoping to hit him before he notices the first one has been shot. If they somehow haven't noticed me by then, I keep shooting.

As soon as they notice me, I fling myself sideways and attempt to defend myself. That will probably involve more shooting, as I don't seem to have any other way of defending myself.

written by Lightning4 on Jun 27, 2010 09:17

With John-R's help, I lay the device down next to the power bay of the forkbot.

I look for a way I can help Speed-O remove the bulkhead, but most likely just get in his way instead.

written by Gligar on Jun 27, 2010 16:22

F Level Lift hall

With the device moved, L4-O goes over to help Speed-O. But it looks like he's manages to free the clips.

The bulkhead is set aside.

Other Medical Bay

Jam-R goes into overdrive. Firing twice in rapid succession, he shoots a communist in the back, causing moderate injury, and another, causing more severe internal bleeding. The second communist blacks out.

Lucas cannot get through the pain and shock enough to shoot anything.

The unhurt communist fires again. Nope, he still can't get his aim right.

written by Speeder on Jun 27, 2010 16:45

I smile happily!

"Finally! I removed those clips! It makes me so happy..."

Now I remove the old battery with all caution needed, and then I try to figure how to fit the nuclear thing on the bot.

written by Jam on Jun 27, 2010 18:47

One more shot, I got to make it count.

I run up close to the unhurt communist and very carefully shoot him, aiming for the face or chest.

Then I take out my knife and slash at any commies that are still standing.

written by Lightning4 on Jun 27, 2010 21:38

I kneel down next to the device and start inspecting the wires.

After doing so, I happily bring Speed-O the longest ones.

written by Gligar on Jun 28, 2010 01:37

F Level Lift hall

Speed-O removes the drained power pack and sets it aside.

It seems that the device could slot into the compartment quite snugly now that the bulkhead has been removed, though it would stick out at the back. He'd need cables to connect it to the forkbot's power connections, and here comes L4-O with the longest he could find on the device, which are slightly over 1m in length.

Other Medical Bay

Jam-R fires again. But it seems that something has distracted him, messing up his aim. His shot goes wide.

Lucas looks up, grits his teeth, and shoots. He manages to hit the unharmed communist in the back (narrowly missing Jam-R in the process). That communist lurches forward and falls to the ground in pain.

These communists probably won't be firing for a while.

written by Jam on Jun 28, 2010 02:12

I wonder what could have distracted me at such a crucial moment...

I look around for any more communists.

Assuming I don't find any, I walk over to Lucas and check his foot.

"Good shot! Hey, your foot doesn't look too good. Do you think you can walk? We still need to get the docbot working."

I also examine my own injuries.

written by Speeder on Jun 28, 2010 02:28

I attempt to then install it, put the power thing inside, and plug the cables...

"It will stick out, the other dude shelf would be useful... Or another idea..."

I see if I can use other objects to place the bulkhead behind the object, to add a little more protection to it.

written by 4616599 on Jun 28, 2010 14:38

Clearing my throat, I march down corridor D2 and join the gathering commies. "Comrades, I saw explosion too! It seem highly unnatural, almost a booby trap. Now, I can't think much with me little knowledge of big expwsions, though it was a huge setback for the people. I only know that our only appawent comrades in there were those in charge of planning the PVTF! Are our glorious systems failing? Does the computer and his capitalist enemies have

some sort of plan? Are they trying to create rifts within us? Was it a booby trap, a traitor or worse, misguided comrade-citizens, or even a rogue cell among us!" I start waving the laser pistol around. "What's going on? We all took the oath, no? We must gather around this area carefully and give full evaluation of the People's needs and purposes in the subsector! Maybe get more of our former Complex citizens comrades too!"

written by Gligar on Jun 28, 2010 17:32

Other Medical Bay

It turns out that the docbot is still partly functional. Sudden movements such as bots unexpectedly moving can be rather distracting.

One of the three remaining communists is unconscious. The other two are still awake, but in pain. One seems to be trying to reach for something.

As for injuries, Lucas's foot has a couple of broken bones, and is bleeding. Not to mention the slug still stuck in it.

He tries to stand, but just trips up. I guess the foot is too painful. "Ow... I guess not... do you have any visomorpain?"

Finally, Jam-R checks himself over. His hand is not only burnt, but not has a slugshot wound, and several broken bones. The hand is now useless.

F Level Lift hall

Speed-O continues to work. He drags the device closer so that he can hook up the cables directly to the terminals. It's tricky with these cables, especially since the terminals on the device itself are halfway down one side. He practically has to start pushing the device into the compartment for them to fit.

But after a moment, he manages it, and pushes the device home fully. It sticks out by about 30cm.

Bit Speed-O isn't finished. He still has some SilverTape™ left from when he made his Spear(also ™). He uses it to fasten the bulkhead on to the end of the device, and also to fasten the device to the forkbot a little more securely.

The problem with this is that he uses it all up in the process.

Corridor D2

"Scru-R's" little speech seems to go along fantastically. "Hey, he's right," one says. "We know there are Computer forces around here. Perhaps they've already infiltrated our ranks. We must be vigilant. Stay alert, comrades!"

The small crowd begins to disperse.

written by Jam on Jun 28, 2010 18:40

I grab Lucas's laser pistol and quickly run over to the communist that is reaching for something. I shoot ONE shot at him if it looks like I won't get to him in time. When I get to him, I gently kick what he is reaching for away from him. Just to be safe, I take out my knife and kill the three commies that are still alive.

"Sorry, I don't have any visomorpain. I'll ask the docbot." I shout to Lucas.

I walk over to the docbot and examine it closer.

"Docbot! Are you still functional? And do you have any visomorpain?"

written by Lightning4 on Jun 28, 2010 20:52

"Well! It's now or never then."

I get back on the forkbot and start triggering the ignition.

Should it fail to start, I start getting more dramatic. I keep trying to start it up while shouting "START! Computer terminate you, start already!"

written by Speeder on Jun 29, 2010 00:19

I can't decide between hopping in the forkbot, in case it lurches itself around, or not hopping, in case it explodes... But I end hopping on it.

written by Gligar on Jun 29, 2010 01:27

Other Medical Bay

Jam-R busies himself with the communists.

In his haste, however, he doesn't get the first communist lined up properly, and ends up hitting the unconscious one with a laser blast, killing him.

The docbot continues to move erratically. "Hmmm", it muses. "My motor systems seem to be malfunctioning."

It then moves its chainsaw. "Apart from this."

Jam-R has his knife out now, and takes out another communist with it. He never did reach what he was going for.

That leaves the third communist, but Jam-R's crippled hand reminds him that it's still there, and still crippled, by hurting at him.

He asks the docbot about visomorpain. "There should be some in the cabinet over there," the docbot answers. "But I cannot reach there in this state."

F Level Lift hall

The forkbot starts up first time. It runs through its self-tests smoothly, with no errors, although it claims that the power pack is "anomalous".

Everyone piles on, happy that the modification seems to be working.

written by Lightning4 on Jun 29, 2010 02:38

"Well, what are we waiting for. LET'S GO!

LIGHTSPEED JA- wait. Lightspeed... John?"

I strike a pose anyway.

Regardless, I point the forkbot back towards the gas (and corridor beyond) and happily floor it.

"Hopefully this device will repel the gas enough... if not, just hold your breath!"

written by Jam on Jun 29, 2010 04:22

“Lucas, can you watch that commie for me.” I say, pointing to the last commie. “Make sure he doesn’t do anything.”

I walk over to the cabinets and look at everything inside them. I open all the RED and INFRARED bottles and take a six pills out of each, making sure to keep track of which pills are which. Then I grab the bottle of visomorpain and it’s RED equivalent. I take them both back to Lucas and offer them both to him.

“Pick one. Just remember you need to stay alert, so don’t take anything that will cloud your judgement. You might regret it later, and it’s not easy to un-take it.”

“Hey docbot, what would you do to fix a broken hand and foot?”

I focus and attempt to recall any other medical training I’ve had.

written by Speeder on Jun 29, 2010 06:15

I strike a pose too as L4 does it.

“I miss Jam... So funny guy, it was much fun...”

Then I smile anyway, and prepare to hold my breath if needed.

written by Gligar on Jun 29, 2010 17:28

F Level Lift hall

After posing as a team cause [DFSR] just got real, L4-O opens the throttle...
...and promptly stalls the forkbot.

Other Medical bay

After Lucas takes the visomorpain pill and seems to relax, the docbot answers,

“I’d need to see the injuries more fully to decide that. Come closer, please, I still have one good camera.”

Jam-R thinks, trying to recall any medical training he might have had before his brainscrub. It seems to be working, as he can recall a few things.

written by Jam on Jun 29, 2010 17:49

I walk over to the docbot and hold my hand up to its camera.

“I seem to have had medical training in the past. Maybe it will be useful.”

I also inspect any pills I took from the cabinet.

written by Speeder on Jun 29, 2010 19:23

I peer at L4...

But he is the driver, he must know what he is doing.

So I keep waiting, and smiling.

written by Lightning4 on Jun 30, 2010 00:53

“Err... Let’s try that again.”

“LIGHTSPEED JOHN!”

I strike a pose, and increase the throttle just a little bit more softly.

written by Gligar on Jun 30, 2010 02:25

Ruins of the Warehouse

Cryo-R is still looking for interesting rubble. But other than a length of pipe, everything else seems to have been destroyed.

The bunker

Alarms start blaring. According to the terminals, the generators are running low on fuel again.

Other Medical Bay

“That looks pretty bad. Searching memory banks for a solution, based on security clearance and [DFSR]. Please wait.”

While he’s waiting, Jam-R has a closer look at those pills. Apart from the little black Visomorpain tablets, there are some pep pills, Wakey-Wakey, Sleepy-Sleepy, and asperquint.

F Level lift hall

L4-O’s second attempts is a little more successful. The forkbot rolls forward.

Concourse F1

The forkbot enters the gas.

The device now acting as a power pack seems to be continuing to repel the gas.

Looking around further reveals no fewer than seven exits. John-R points to one. “That should be Corridor F1. F2 joins it somewhere down the line, from what I was told.”

written by Lightning4 on Jun 30, 2010 03:25

“Okay, you know more about this place than I do.”

I drive the forkbot towards and out of the exit, taking it easy so friend forkbot doesn’t stall.

written by Cryoburner on Jun 30, 2010 03:35

“Wow! A rubble!”

I take a small, uninteresting piece of rubble.

I also take the length of pipe, closely examining its length, girth, composition and any other identifiable characteristics in the process.

“With rubble and a pipe, I’ll be unstoppable!”

I hear some sound coming from the entrance to the bunker, but decide that Mega-R and the others back there should be reliable enough to handle whatever it is on their own. I head out into corridor D1 to see if I can find Scru-R, a bell factory, and anything else that may be vital to the successful completion of the mission, whatever that may be.¹¹⁹

¹¹⁹ CRYOBURNER: (Wait... didn’t I have some bubble wrap in my backpack? And what happened to the jumpsuit chain in the warehouse?) 😊

written by Speeder on Jun 30, 2010 03:39 Corridor D1

I tag along, I mean, I remain being hauled by the forkbot...
As I do that, I start to happily whistle a tune.

"Hum... I wonder how much fuel the bunker use, it should run out soon... Too bad we don't have radios, otherwise I would ask the shelf dude to refuel it again."

written by Jam on Jun 30, 2010 04:40

I am annoyed by the alarms. I decide to ignore them. Maybe they're just being tested...

I continue waiting for the docbot to answer. I walk over to the dead communists and search them for anything useful, like armor or secret plans.

written by 4616599 on Jun 30, 2010 07:31

"Wise words! The situation is tense comwades! It might have been a booby trap! It is likely the Computer is trying to stir dizcord among us too. We may not know whether to trust some either. I heard a comrade say earlier that Foursixonesixfiveninenine-R was a traitor! And speaking of which, how do we know you're not one, yes?" I wave my pistol at the commie and some others again.

"I mean, comrades, such a large explosion was obviously wemotely-detonated from nearby! Any one of us could have done it! Not me of course, I was walking down the corridor to look for any rogue scrubots. We need some reliable comrades to inspect our key facilities and personnel around here. At least the next sector. There have been numerous incursions in this sector. Since this corridor leads north, I reckon they are acting from... Beta Subsector maybe? So, stay alert for the people, loyal comrades!"

written by Gligar on Jun 30, 2010 17:10

Concourse F1

The team heads through the indicated door.

Corridor F1

The door leads into a GREEN corridor, currently empty, though it looks like someone just went through a door. Some of the gas follows the forkbot.

There are four doors in this section, with a junction after them.

Ruins of the Warehouse

Was Cryo-R with Details-Are-Us (A PLC Firm) before being brainscrubbed? If so, it shows.

Her picks up a piece of synthcrete rubble, which is quite clearly Size 216(c), and *not* Size 216(d). He dientifies the pipe he found as a unit length of Type G7 (**not** G6) and puts both in his "backpack".

After looking round one more time, and frowning slightly - where id that jumpsuit chain go? Was it taken while he was in a side room? - he then leaves.

Communists are going about their business, and are seemingly ignoring him. A couple are carrying the corpse of a citizen wearing INFRARED.

To the left, at the intersection, there are a couple of clones gathered. It looks like they're at the back of a crowd who is listening to someone. Someone who sounds a lot like "Scru-R".

Other Medical Bay

Jam-R is annoyed by an alarm in the distance. Regardless, he continues to wait for the docbot.

Just as he is about to move, the docbot answers. "Analysis complete. Hold still for treatment."

It fires up its chainsaw and moves it... erratically away from Jam-R's arm. Then closer. Then away.

Finally, it slices right through the arm, just above the hand.

Corridor D2

There is more agreement from the communists.

But before anyone can answer, a piercing tone is heard. It's the PA system, usually used by The Computer.

"#screech# Comrades! It is now the end of the people's first work shift. Shift change will now commence. #blip#"

"Dinner time," says one communist, and heads off somewhere.

Followed shortly by the rest of the communists.

Well... that worked.

written by Jam on Jun 30, 2010 18:16

"AAAAAARRRRR!!!"

I scream and fling myself away from the docbot.

"ARRRRRARARR!!!"

I stumble toward Lucas.

"LUCAS!! HELP!! YOU NEED TO STOP THE B-"

Then I collapse.

written by Lightning4 on Jun 30, 2010 23:56

I continue driving onward.

"Hey fellas... how about a travel song?"

"Ninety-nine bottles of algaebrew on the synthwall. Ninety-nine bottles of algaebrew! You take one down, don't pass it around, ninety-eight bottles of algaebrew on the synthwall! Ninety-eight bottles of algaebrew on the synthwall!..."

written by Gligar on Jul 01, 2010 01:38

The forkbot arrives at the intersection. This must be Corridor F2.

It's YELLOW heading north, and GREEN heading south.

John-R says, "I... think we need to go north here."

Other Medical Bay

Strange... I've lost the camera in here. I can't see what's going on...

Ah, there they are.

Corridor C2

Jam-R seems to have passed out. He wakes up here. Someone seems to have bandaged his stump.

He and Lucas seem to be outside the door to the medical bay. For some reason, there's smoke pouring out of it.

written by Speeder on Jul 01, 2010 02:33

"Ninety-sven bottles of algaebrew on the synthwall. Ninety-sven bottles of algaebrew! You take one down, don't pass it around, ninety-six bottles of algaebrew on the synthwall! Ninety-six bottles of algaebrew on the synthwall!..."¹²⁰

written by Jam on Jul 01, 2010 02:33

"Ohhhh... Wha... Where am I? What happened? And why does my han- AWWW!! MY HAND'S GONE!!"

I suddenly remember what happened.

"Lucas! Did you... You..."

I look to the medical bay, see the smoke, look at my bandaged stump, then look back to Lucas.

"You did this? You saved me? Thank you Lucas! I owe you."

I attempt to stand up without using my bandaged stump.

"What happened? The docbot... Are you okay?"

written by Lightning4 on Jul 01, 2010 12:37

"Aye aye, capn."

I turn the forkbot north.

"Ninety five bottles of alegaebrew on the synthwall!..."

written by Gligar on Jul 01, 2010 17:00

Corridor F2

The forkbot continues on.

It comes to a right turn, and crosses a line painted across the corridor.

Corridor F3

A door approaching on the left is open. Someone just went in.

John-R's eyes go wide. "That's it!" he says quietly. "They must already be there!"

Corridor C2

Lucas looks kind of embarrassed. "I... er... the docbot... it blew up."

¹²⁰ SPEEDER: (ooc to Jam: I see that you did not read the previous Paranoia game... 😊)

But then he looks pleased with himself. "I guess I'll put up with this foot for a while."

written by Jam on Jul 01, 2010 17:26¹²¹

"Oh. It blew up... Then... did you bandage my ha-errr-stump?"

I inspect the bandages for a while, then look toward Lucas.

"So, can you walk alright?"

I begin to walk down the corridor, in the direction of the lifts.

I suddenly feel happier. That hand was causing me pain, and now it's gone. Now I don't have to worry about it anymore...

written by Speeder on Jul 01, 2010 23:09

"Ninety four bottles of alegaebrew on the... John, why you are not singing? Happiness is mandatory!"¹²²

written by Gligar on Jul 02, 2010 01:10

Corridor C2

"Yep," Lucas replies. "I'm CloneServ, after all. I did received the standard training regarding bandages.

"Or is it the People's Cloning Station now? Well, not for long, I hope."

He pulls out a collapsible pole and extends it, and, using it as a support, takes a couple of tentative steps. "I should be okay."

Corridor F3

"I was," John-R responds. "I was simply singing softly. And besides, we're here now."

written by Lightning4 on Jul 02, 2010 04:15

"Ninety three bo.."

My voice trails off

"Oh. Well, in that case... wait, what are we doing here again? Killing commies? I can do that very well, but if it's not killing commies... or collecting shiny things..."

I get off and load up my cone rifle.

written by Speeder on Jul 02, 2010 05:12

I also get off, and don't look at the ground... Maybe I can claim that I was not paying attention to the clearance.

I get my rifle, check if the barrel on it is the new one that I remember maybe exchanging back on the lift hall, and I check if it is fit properly.

written by Jam on Jul 02, 2010 16:13

"I wonder why CloneServ needs bandage training..."

¹²¹ JAM: (ooc: Read the previous Paranoia game? Is there something I'm missing?)

¹²² SPEEDER: (ooc: In the previous game, I had broken limbs, and when I went to the docbot, I instead got missing limbs... 😊)

I start continue walking back to the lifts. I pause at the door to the Cloning Station.

“Ok. Now you need to decide. Do you want to stay here, or do you want to come with me? The Commies might have taken over the Camera Control Nexus. If that’s the case, they probably saw everything we just did.”

written by Gligar on Jul 02, 2010 17:21

Corridor F3

L4-O brings the forkbot to a halt a little distance away from the door. He loads his last remaining gas shell into his cone rifle. (Didn’t he have a name for that thing?)

Speed-O also disembarks, pointedly not looking at anything that denotes the corridor’s clearance. He checks his laser rifle, and finds that he hadn’t swapped out it barrel... or if he had, he’d used part of it already. He swaps it out.

John-R is the last to disembark, and also readies a laser pistol.

Activity, as of someone trying to pick a lock, is heard from inside the door.

Corridor C2

Lucas’s face turns what would ordinarily be a treasonous shade for a moment, but returns to normal. “I’d like to help, sir,”

written by Speeder on Jul 02, 2010 21:56

I calmly finish putting a new barrel on the rifle, and then I aim at the door.

I make a signal to others make silence.

written by Jam on Jul 02, 2010 22:59

I smile.

“Good! I’m glad you’re coming with! In fact, I’m feeling EXTREMELY HAPPY!”

I walk happily toward the lift hall. When I get there, I wait for Lucas to arrive, then go into a lift.

written by Gligar on Jul 03, 2010 01:34

Corridor F3

Everyone gets ready.

For a moment, there is silence.

Then, a voice from inside the door.

“Da! Got it! Control room get!”

C Level Lift Hall

Lucas HAPPILY follows the HAPPY Jam-R.

As such, Jam-R HAPPILY enters the lift, which is still here.

written by Speeder on Jul 03, 2010 03:00

I tilt my head not understand exactly what it meant.

Then I frantically try to mean to L4 don’t shoot. (but in my frantiness, it may understand to shoot like hell too... who knows)

written by Jam on Jul 03, 2010 03:47

I hover my hand over the button to F level. I almost press it, then suddenly stop.

“Wait... Didn’t you mention someone before... Freaky, was it? Do you think we should bring him with?”

I look out the door of the lift, then back at Lucas.

“Hmm... Freaky... That’s an interesting name. Does he happen to be a mutant? Can he blow people’s heads up with his mind or something? I know someone who can do that. His name’s John-R. You should meet him, he’s fun.”

written by Lightning4 on Jul 03, 2010 09:40

I almost fire my cone rifle on accident with Speed-O frantically doing... something.

I re-aim my cone rifle back at the door and begin approaching.

I whisper to the others,

“Maybe I should knock. Whoever is inside shouldn’t be expecting intruders!”

written by Gligar on Jul 03, 2010 16:48

Corridor F3

Another voice from inside the door answers the first. “Is good! We are now havink control of cameras! Can find Computerist pig-dogs easy now!”

John-R facepalms. “Sirs, we need to do this *now*,” he says quietly.

A lift

“Yeah, he’s a mutant. He’s *very* a mutant. He doesn’t like corridors, though,” Lucas replies. “I don’t know everything about him, but he says he once killed a clone just by thinking at him.”

written by Lightning4 on Jul 03, 2010 17:21

I shrug and open the door.

“Hello comrades! Did you happen to leave this outside?”

I point my cone rifle inside and pull the trigger, then close the door again after firing.

written by Jam on Jul 03, 2010 17:28

“Wow! Just by thinking about him! He sounds powerful. I hope he doesn’t decide to turn against us and join the commies.”

I am slightly scared by Freaky, though I try not to show it.

“Well, I don’t think he’ll want to come along if he doesn’t like corridors... Oh well.”

I quickly press the button for F level.

"I don't think the forkbot can cross the door... I will get this dude mask, wander inside, switch the cameras control to someone, and return."

I see if I can figure how to use the mask... After of course removing the commie bad breath and saliva from it.

written by Jam on Jul 04, 2010 18:06

I stop panicking and look at the panel in the roof, trying to judge how high it is.

"Oh. I don't think I'll be able to lift myself up with only one hand... It's times like these where I wish I could levitate."

I smile, and look at Lucas.

"You'll have to pull me up."

I give Lucas my towel, then get down on one knee.

"Climb on my shoulders, I'll lift you up. Then dangle the towel down and try to pull me up."

written by 4616599 on Jul 04, 2010 19:19

I...well, follow them.¹²⁴

written by Gligar on Jul 05, 2010 02:30

Corridor F3

The mask has two straps to secure it to the wearer's head. However, it seems that Speed-O damaged one of them when he obtained it. Oh well, it'll still hold itself on!

A lift

After taking the towel, Lucas does as requested and climbs. He seems a little unsteady, though, as though he could fall if he's not careful.

Jam-R stands up properly. This gives Lucas enough height to reach the panel. Shakily, he removes the clips, and tries to climb through.

Lift shaft

It's dark in here!

But from the light of the lift, Lucas can make out the cabling that moves the lift. It appears to be damaged. He'd better act quickly.

He does. He dangles the towel downwards, just as the lift shakes again. "Er... the cabling's damaged. You'd better hurry."

Corridor D3

Following the communists, "Scru-R" heads down the corridor, past a door on either side, and past a sudden deviation in the corridor, as if the corridor itself wanted to avoid something.

As it happens, the "something" is the communists' destination: a food hall.

¹²⁴ 4616599: (I noticed the jackobot in stats is still undamaged. Must be a really tough one.)

Food hall

The triangular food hall is home to a large number of tables and chairs. In normal times, this would be where the INFRAREDs eat. They would be served from one of five different service firms, all of which have serving hatches in the west wall. But now, only one of the hatches is open, the one at the far end. The queue can only be described as something that even PLC could only dream of. "Scru-R" can't tell if it's moving or not.

The other wall is covered with the usual advertising and vidscreens (now displaying static) – now covered with yet more notices, explaining that there was now one choice of food, the People's Choice.

written by Speeder on Jul 05, 2010 03:54

Since noone objects, I hold the mask with one hand (just to make sure) and hold the rifle with the other, and then I walk inside, ready to shoot any commies that are still a threat.

written by Lightning4 on Jul 05, 2010 03:59

I move back to the safety zone around the forkbot.

"You did good, Fred!" I sheath him.

And you too, Turbo! Noting a strange glance from John-R, I respond.

"Er... Turbo. It's what I finally decided to name my cone rifle. Took me ages to come up with the name"

"So now we can be..."

I strike a pose with the cone rifle out.

"TURBO LIGHTSPEED JOHN!"

"Eh? EH?"

I don't even notice that Speed is missing until now.

written by Jam on Jul 05, 2010 05:57

I grab the towel, looping it around my hand so it won't slip as easily.

"Loop the end of the towel around your hand, that way it won't slip." I tell Lucas.

"...Ok, ready? Now pull me up!"¹²⁵

Once I get out of the lift, I look around for doors, ladders, ledges, or any other ways out.

written by Gligar on Jul 05, 2010 18:44

Corridor F3

Unnoticed by L4-O, Speed-O heads through the door.

Meanwhile, L4-O re-sheathes Fred. He's finally come up with a name for his cone rifle, as well.

¹²⁵ JAM: (ooc edit: Sorry, I suddenly realized that I forgot to look around once I get on top of the lift.)

Camera Control Station

Still ignoring clearance, Speed-O enters and takes a look around.

This first room is an office, decorated in GREEN, with some deactivated Computer terminals on desks, some overturned chairs, and two other doors. The gas is thick here, and lying in it are three dead Communists, their skin turned VIOLET.

The two doors are open. The eastern one seems to contain racking for data storage - reels of tape, by the look of it.

The other door... now, that's the ticket. From what can be seen, there is a bank of monitors on the north wall with some sort of controls in front of it.

Some faint noises from the northern room suggest that someone might still be alive in there, but having trouble with the gas.

Lift shaft

Lucas puts both hands on the towel, takes the strain and pulls. It's not enough, and he almost slips.

He tries again. Still nothing.

The lift shakes a third time, and seems to be slipping a little.

This catalyses him. He pulls with all the strength he can find, and *finally* Jam-R begins to move upwards.

I'll spare you the description of Jam-R inching up slowly, and Lucas taking a break, and Jam-R moving up again, and Lucas almost losing his grip on the towel, and so on. Suffice to say, it takes a while¹²⁶, at the end of which Lucas is exhausted.

But now that Jam-R is up here, he can look around, and see the ladder leading up. There also seems to be a breeze from above.

written by Jam on Jul 05, 2010 21:29

"Lucas! Quick, grab the ladder!"

I make sure Lucas has a tight grip on the ladder, then grab it (tightly) myself.

"Thank you! You've saved my life again! That must have been exhausting. Just rest a few seconds. Start climbing when you're ready."

I peer around Lucas, into the darkness above.

written by Speeder on Jul 05, 2010 21:42

Fearing that it might be a certain ally, I rush to save (or shoot, if commie) the person.

But while I do that, I pay attention around, to see where I can input data.

written by Lightning4 on Jul 06, 2010 01:56

While Speed is off dealing with the camera control, I drag the commie corpse slightly back into the safe zone and

¹²⁶ GLIGAR: (OOC: and lots of die rolls)

search him for any new useful cone rifle shells... or anything else useful for that matter.

written by Gligar on Jul 06, 2010 02:40

Lift shaft

Lucas grabs hold of the ladder, as does Jam-R.

After they do, the lift creeeeeeeaks and starts slipping faster...

And finally, the cables break with a hefty *twoooooiiiiinnnnnnngnnnnng*. The lift falls below.

While Lucas gets his breath back, Jam-R investigates.

Unfortunately, he can't see anything. But with the creaking gone, he can feel - and hear the breeze. It seems to be coming from somewhere close.

Monitor room

Speed-O enters, and looks around. He notes what looks like a keyboard amidst the controls.

Collapsed on the floor near it, is... just a communist, struggling to breathe.

The bank of monitors cycles between a myriad of camera feeds from around the sector. Most of them display communists going to or from various food halls. Occasionally, one shows darkness, the sort that you're sure hides someone looking back at you.

Corridor F3

Rummaging through the dead communist's belongings, L4-O does indeed find some more cone rifle shells, along with triggers. None of them appear to be gas shells.

written by Speeder on Jul 06, 2010 02:45

I pierce the commie heart with the spear, then I clean the spear.

written by Jam on Jul 06, 2010 03:31

"Feel that? There's a breeze! There must be an opening close by."

I follow Lucas when he decides to start climbing.¹²⁷

I use my stump arm to hold myself to the ladder, then grab the next rung with my good hand. Then I move my feet up a rung.

written by Gligar on Jul 06, 2010 17:03

Monitor room

Like L4-O, Speed-O pulls out a weapon for its first real use: namely, the Spear™ he made way back then. Specifically, he stabs the communist right through the heart with it. There is a brief shower of blood, and the communist is still.

Then, after cleaning off the spear, he turns his attention to the controls.

As he does, his PDC goes off.

¹²⁷ JAM: (ooc: I'll describe how I climb the ladder, just in case)

Lift shaft

After a minute, Lucas climbs, with Jam-R following. Not long after, he stops. "Hey, there's an opening to my left. I think there's some light down there."

written by Jam on Jul 06, 2010 18:03

"Can you reach it? Try going through. But be careful, we don't know what's on the other side."

I follow Lucas though if I can reach the opening safely.

written by Speeder on Jul 06, 2010 19:04

I peer at the PDC.

Then I peer at the console.

Then I peer at the PDC again and shake my fist at it.

Then I sigh and wait for the console to do something or show something or whatever.

written by Gligar on Jul 07, 2010 01:39

Lift Shaft

Lucas replies, "Looks like the light's filtering through some grating."

Jam-R follows, and also finds the opening to his left. Carefully, he transfers himself over to it.

Air ducts

There is indeed some light here. Lucas has stopped ahead. He seems to be looking to the right at what seems to be a vent cover.

Monitor room

The console stubbornly sits there, reading WORKING.

As he watches, the display changes to LCK ERR 2184.85.32... whatever that means, and returns to a prompt.

written by Jam on Jul 07, 2010 04:57

I peek through the vent cover, looking for any clones, clearance stripes, or any indication of what level we are on.

I whisper very quietly to Lucas.

"Do you still have the laser pistol I gave you? I think I have an extra one."

I give him a laser pistol if he doesn't have one already. I also offer him a spare barrel.

Then I get another laser pistol out and, if I need to, replace its barrel.

written by Speeder on Jul 07, 2010 05:59

I peer at it a while, to memorize it (since the PDC went off)

Then I try to remember what the hell it meant...

Then I write.

written by Gligar on Jul 07, 2010 17:07

Food hall

Oh hey! The food line started to move.

I'm sure that had nothing at all to do with the slugshot that is heard moments afterwards.

Corridor D2

A jackobot trundles past Cryo-R, heading for who-knows-where.

Air ducts

Peering through the vent cover, Jam-R sees a lift hall. It's RED clearance. There are a few clones, seemingly waiting for a lift.

One of them is partly covering the level sign, but it seems to be indicating E Level.

Lucas replies, "Er... I think I left it in the medical bay... thanks." He accepts the fresh laser pistol and barrel.

Jam-R has one laser pistol left, complete with what seems to be a fresh barrel.

A ping from beyond the vent indicates that a lift has arrived.

Corridor F3

John-R seems to be getting bored of waiting. He fiddles with his laser pistol while he waits, checking that the barrel's in place and so on.

Monitor room

Speed-O tries to work out the error. As he works, a few lights appear on the control panel.

written by 4616599 on Jul 07, 2010 17:53

The slugshot seems to shock me out of my daze. I attempt to blend into the crowd, going behind the queue and checking for the source of the shot. I also gaze at the serving hatch ahead.

written by Jam on Jul 07, 2010 18:13

I wait for the clones to leave, then start working on removing the vent cover.

If I can't just push or kick it loose, I try using my knife to pry it off.

written by Speeder on Jul 07, 2010 19:11

I shout.

"Dudes, wait a bit more, I think I can fix it!!!"

Then I return to... stare, sorta, at the monitor.

written by Gligar on Jul 08, 2010 01:13

Food hall

A good look around shows that, apparently, nobody in the room has been shot. It may have come from behind the serving counters. None of the communists show any indication of having heard it.

The queue moves again.

Not much can be seen of the serving hatch from all the way over here, but there seems to be a single clone behind the counter, presumably serving this "People's Choice." Clones who receive this find a seat and eat in silence. There's no talk of FunBall results, none of the vidscreen advertising, none of the other things you would associate with a food hall. Just... clones eating.

Air ducts

The clones in the lift hall seem to be together, as they all enter the lift.

A groaning sound comes from that direction. Probably the doors closing or something. Right? Right.

After they leave, Jam-R works on removing the vent cover. It's on pretty tight, but after kicking it a couple of times, it falls off.

Monitor room

As the images cycle on the monitors, one briefly shows a lift hall. The vent cover is falling off, as if dislodged from the inside. The camera shows a familiar clone in the duct.

Speed-O shows no sign of noticing as he works.

Corridor D2

The bot is quickly followed by a pair of communists... wait, they look familiar... it's Pitr and Aleksandr!

written by Lightning4 on Jul 08, 2010 01:54

In my boredom, I start juggling, (or attempting to juggle, rather) random objects from my inventory. Preferably the depleted blaster, laser pistol body, and the popped intsec balloons, but there might be a laser barrel or a grenade in the mix too.

written by Speeder on Jul 08, 2010 02:54

I continue working on the consoles, ignoring (maybe not on purpose) the camera feeds.

written by Jam on Jul 08, 2010 04:29

I climb out of the vent and wave my laser pistol around. If there's no one around, I help Lucas out of the vent. Then I call a lift.

"Hmm... I wonder if Speed-O and L4-O and John-R are okay... Surely they've secured the camera control nexus by now..."

While I'm waiting for a lift, I look at the nearest camera. I try to give it one of those piercing stares that might attract the attention of anyone that may be watching on the other side, even if they are trying to ignore it. Just like the dark, mysterious villains do in the vidshows!

written by Cryoburner on Jul 08, 2010 04:59

While inspecting the corridor's light fixtures, I hear someone whisper something mostly unintelligible to me. A minute-cycle or two later, I finish inspecting the lights, and take a look

around for who it was. Unfortunately, they seem to have already disappeared into the crowd. I also seem to have somehow ended up in Corridor D2, despite being in Corridor D1 before. Perhaps I wandered there while examining the lights.

I then watch as a Jackobot passes, followed by two vaguely familiar looking clones*.

"Hello there! Say, do I know you two from somewhere? You look awfully familiar, but I just can't place a finger on it. I was recently afflicted with amnesia, which can make inviting guests to parties rather difficult. If I should have invited you, but didn't, that's probably why. That is if I was going to hold a party in the first place. If I wasn't, then you didn't miss out on anything.

written by Gligar on Jul 08, 2010 16:34

Corridor F3

L4-O pulls out random things... a couple of cone rifle shells, a blaster, a laser barrel, Fred, that sort of thing... and starts juggling with them. Problem is, he's never done it before, and ends up dropping half of it all over the floor.

As for Fred, well... he also falls to the floor.

But not before reminding his owner why you don't juggle knives if you don't know what you're doing. Or maybe he just wanted more blood...

Monitor room

On one of the monitors, two clones crawl out of an air duct. One of them waves his laser pistol around, before looking straight into the camera with that sort of glare that makes you aware that the looker is looking at you personally, even if your back is turned. Even through a vidscreen.

Speed-O continues working, even though he gets the "being looked at" vibe.

Finally, all of the monitors go blank, one by one. The one showing the lift hall seems to linger for a while, zooming in on the clone a little before cutting to black.

Corridor D2

One of the communists - Aleksandr, if I recall - answers. "Haven't seen you around, comrade. Perhaps you were not at the meeting before the revolution?"

written by Speeder on Jul 08, 2010 20:21

I look at this monitor for a last time, before then returning to my friends.

"Hello L4... What you just did???"

I peer at all stuff on the ground and the bleeding L4.

"Anyway, Jam is on the E level Lift Hall, and lots of commies too, he will need help."

I then look at John and say.

* (I had left the warehouse prior to that incident, and only met them in corpse form, after all. 😊)

"I did a lock down of all camera feeds, noone but high-trust people will be able to watch them, even me cannot unlock it again. And high trust people I mean probably violets or ultravioletes..."

I check if my PDC decides to return working.

written by Jam on Jul 08, 2010 20:28

I talk quietly to Lucas while I'm waiting for the lift.

"The lift hall up there is GREEN clearance, but there should be a RED pathway we can walk on. If we follow that it should lead to the camera control nexus, where the others will be waiting. There will be two ORANGE clearance clones, Speed-O and L4-O, and a RED clearance clone, John-R. There were two other clones... Cryo-R, he has a broken leg. And...another clone. I don't know his name, but he's ORANGE clearance. Those two are somewhere on D level going spying. I hope they return soon..."

If the lift arrives, I enter, wait for Lucas to enter too, then press the button for F level. If no other clones are on the lift, I continue talking.

written by Gligar on Jul 08, 2010 23:41¹²⁸

Corridor F3

It looks like the gas is beginning to dissipate from the corridor. Good.

Speed-O returns, having apparently finished his work. John-R nods. "Well, I wasn't told exactly how to proceed, sir, so that should work... now, what about Jam-R?"

Speed-O's PDC is still acting up.

A lift

Lucas enters the lift, so Jam-R presses the button.

As the lift ascends, Lucas says, "...woah. GREEN? It's okay to go there?!"

The bunker

Those alarms? Still going off. In fact, they're getting louder as the fuel in the generators begins to run out.

written by Jam on Jul 09, 2010 00:08

"I should be, just as long as we stay on the RED stripe of blood. Just try not to look at anything GREEN."

When the lift arrives, I point out the RED tire tracks and try walking on them.

"See, I'm not doing anything wrong, just walking on this nice RED pathway. Look, there's even some GREY bits, and there's some pointy ULTRAVIOLET bits. Ohhhh! Cover your eyes. Don't look at the ULTRAVIOLET parts. Oh, there's

another ULTRAVIOLET bit, but it's covered in RED bits, so I think it's okay to walk on."

I continue on, pointing out the bits of blood and brain and bone I see.

written by Speeder on Jul 09, 2010 01:06

After a while I only say.

"Ok, we should just return, if Jam evaded the commies, probably he took a elevator to this level already..."

I pocket again my... evil PDC, and hop again on the bot, and then I wait L4 to wake-up after his mess and drive.

written by Lightning4 on Jul 09, 2010 04:11

"Ow!"

I wipe my cut off and put everything away again.

"Right then... back we go, I guess. By the way, we're now TURBO LIGHTSPEED JOHN/JAM... I named my cone rifle Turbo."

I get back on the forkbot and start driving back the way we came.

Speed-O's PDC starts getting annoying.

"Erm... don't you have to like, answer it or something?"
Maybe Friend Mysterious is trying to contact us.¹²⁹

written by 4616599 on Jul 09, 2010 16:20

"Excuse me, comrades. I've got to have a look at the serving hatch myself. Long wait times are not good for the people." I head forward.

written by Gligar on Jul 09, 2010 16:56

Corridor F3

Everyone piles back onto the forkbot, and L4-O drives back along the corridor, slightly annoyed, for some reason, about Speed-O's faulty PDC. It still doesn't want to turn on.

Corridor F2

As the forkbot turns through the intersection, the voice of Jam-R is heard. He's talking to someone about walking on the RED tracks that the forkbot made.

Concourse F1

Unfortunately, those tracks run right into an area filled with VIOLET gas. True, it may be starting to dissipate now, but it's still enough to give Jam-R problems... notably with breathing, causing him to drop the the floor. I guess it's dissipated enough to not cause any numbness, though.

Did I mention that that stuff stinks?

Lucas sees what happened, and recoils from the VIOLET gas.

¹²⁸ GLIGAR: (OOC: I'm bored, so I'm posting now 😊)

¹²⁹ SPEEDER: (OOC: by "acting up" Gligar means that it actually refuses to turn back on after it turned off on its own)

The forkbot, however, doesn't care about the gas, what with its modification and all. Jam-R is too preoccupied with trying to escape the gas to notice.

Food Hall

"Scru-R" attempts to see what the problem is at the hatch, but is stopped by a PRPF member, who points his slugthrower at "Scru-R", saying, loudly, "Nyet, comrade. Return to the line. You will get your food in due time."

In the brief glimpse he manages to get, "Scru-R" notices the body of someone behind the hatch.

written by Speeder on Jul 09, 2010 17:39

As the forkbot close on Jam, I grab him and bring to the bot.

"Hello Jam! I missed you!"

I notice the stump.

"It seems that you found the docbot, one that had only a saw as tool, I suppose..."

written by Jam on Jul 09, 2010 18:23

I cough and wheeze.

"Must...not breathe...VIOLET gas..."

I try to escape the gas, then panic as a hand suddenly grabs me and lifts me into the air.

"NO! I...DIDN'T MEAN TO...BREATHE THE ... VOILET GAS...I'M SORRY...PLEASE... DON'T KILL ME...PLEASE...FORGIVE ME!!"

I stop screaming when I notice Speed-O smiling at me.

"SPEED-O!! OH I MISSED YOU SO MUCH!!"

I attempt to hug Speed-O, because I'm so glad to see him, though it might also be because I don't want him to accidentally drop me.

written by 4616599 on Jul 09, 2010 18:28

I remain at my position, making sure I have a pistol ready.

I then grab him and reply, loud enough for nearby clones to hear. "Hey comrade, I am attempting to do a service for the people here! There is a shot, queue jammed, and as a citizen with appropriate skills I should attempt to investigate up there, no? Is you trying to to make things difficult for the people?"

written by Cryoburner on Jul 09, 2010 20:00

"I was in a meeting hall recently, so perhaps we met there. My condition makes it a little challenging to remember though."

"Say, would either of you happen to know where I might find the nearest bell factory? There appears to be a serious bell shortage around here. I've only encountered one bell today, and it was inconveniently fastened to a desk."

written by Lightning4 on Jul 10, 2010 01:02

I park the forkbot next to Jam.

"So does this make us Turbo Lightspeed Jam and John... and..."

I notice Lucas.

"Who are you?"

written by Gligar on Jul 10, 2010 01:28

Concourse F1

With Jam-R reunited with the rest of the team, attention is turned to the newcomer, a younger clone in RED. He says, "I'm Lucas-AHK, sir. I joined Jam-R on C Level. He lets me use RED stuff," he adds with a grin.

Food hall

"Really," the PRPF clone sneers.

After a moment, he adds, "Very well. You may investigate the holdup. But I will accompany you."

Several of the communists look up at the scene.

Corridor D2

"I don't remember seeing you at the meeting, but... there were many clones there.

"As for bells... maybe there is a factory around. I don't know."

written by Speeder on Jul 10, 2010 02:47

"So, our Lightspeed Jam have more Turbo, Lucas, John and Fred... I think we should ask the bot its name..."

I look to the bot.

"So, what you would like to be called?"

I then look at everyone and ask.

"How we will cram 5 people in a forkbot?"

written by Jam on Jul 10, 2010 03:04

I look at Lucas while telling everyone all the exciting things that happened. I cough occasionally from the gas.

"He was at a cloning station. I had him show me the way to the medical bay. There were a lot of commies there, but we shot them all. Then that horrible docbot chopped my hand off. I had fainted from the shock. If Lucas hadn't pulled me to safety and bandaged my hand I probably would have died. Then, when the lift we were riding on broke, he pulled me up through a hole in the roof. Otherwise I would have been stuck in the lift when the cable broke... He saved my life again! That's *twice!*"

I suddenly notice L4-O.

"L4-O!! OH I MISSED YOU SO MUCH!!"

I try to climb up on the forkbot and hug L4-O.

written by Lightning4 on Jul 10, 2010 05:06

I sort of awkwardly accept the hug.

"Any more people and it's going to be a lot... harder to say our team cheer in one breath!"

"Anyway, where to folks? I haven't a clue, besides that we need to get to a compnode somewhere."

written by Gligar on Jul 10, 2010 16:39

Concourse F1

"Name?" asks the forkbot. "I don't have a name. But my designation is C-3/K418-69g-17(c)48. If that's of any use."

At Speed-O's query, everyone shrugs. Even the forkbot somehow manages to shrug. Somehow.

Food hall

"Well, are you going to go investigate or not?"

written by 4616599 on Jul 10, 2010 17:02

I release my grip on him, looking at his equipment, and walk forward toward the hatch. "Of course, comrade. I have to know if the people are serving themselves and being served well."

written by Jam on Jul 10, 2010 20:29

I jump down off the forkbot and walk around to the front of it.

"Someone could ride on the forks. Maybe Lucas and I?"

I look to Speed-O and L4-O.

"Speed-O, sir, you could ride on the top. And L4-O, sir, you could drive."

I continue walking around to the back.

"And John-R could ride on the back. How does that sound, everyone?"

written by Lightning4 on Jul 11, 2010 00:47

"I'm fine with that, of course."

"And if we don't have room, I guess they can just walk along with us."

written by Gligar on Jul 11, 2010 01:45

Food hall

"Okay, follow me."

The PRPF clone starts walking towards the hatch.

As they are walking, "Scru-R" notes that the other clone's IntSec armour seems to actually fit. There's a holster for the slugthrower, and also grenades.

The hatch is reached not long after. "Begin your investigation."

There's not much room, here at the narrow end. There's the line, which just moved again, with a communist carrying a tray to a table. On it appears to be a single serving of Hot Fun and a cup of... some beverage that "Scru-R" can't readily identify.

Looking at the hatch itself, it becomes clear why things are taking so long: a single clone is running between several machines, inserting Hot Fun into one, taking water from a second and pouring it into a third before placing a cup

under a fourth, Every so often, one of the machines beep, and the clone has to start taking things out and putting them in. A dead clone is covering two more machines.

Concourse F1

Lucas looks at the forks. "Cool." Experimentally, he tries standing on a fork, but ends up standing on his wounded foot.

With a yelp, he falls over.

John-R simply nods, and steps to the rear of the forkbot.

written by Jam on Jul 11, 2010 02:46

"John-R, you seem to be lacking in mandatory enthusiasm. Do you want to ride on the forks instead? I thought you might like riding on the back, but I guess I was wrong... Here, you go to the front, and I'll ride on the back."

I start walking to the back, then notice Lucas falling off the fork.

"Lucas! Are you okay? Be careful! I'm going to ride in the back of the forkbot, but you'll have John-R up here to keep you company. IT WILL BE FUN!!"

I say that last part loud enough for John-R to hear, and yell it in his direction. Then I walk to the back of the forkbot and attempt to climb onto it.

written by Speeder on Jul 11, 2010 03:11

I climb to the top of the forkbot and hand the gas mask to L4.

"Can you store that for me?"

After everyone is in place I say.

"Ok, we should go to D level and get the broken leg and the spy, or we should go to the V level and see if we can finish the mission right now?"

written by Gligar on Jul 11, 2010 16:30

Concourse F1

John-R grins. "That's much better, thanks." He moves to the front, and takes his place on a fork. "But don't you think yelling it is a bit too much?"

Lucas give it another shot, and manages to stand on the other fork properly, this time.

The forkbot says, "Can we get moving now?"

Food hall

As "Scru-R" watches, another clone appears behind the serving hatch. He's aiming a slugthrower at the worker and isn't paying attention to anything else.

Corridor D2

"Comrade? Are you listening to me?"

written by Jam on Jul 11, 2010 17:01

"I just wanted to emphasize how fun it is."

I grab the back tightly and try to maneuver myself to a safer position.

"I think we should go get the others. The compnode is probably heavily guarded. We will need all the help we can get."

written by Lightning4 on Jul 11, 2010 18:09

I take Speed-O's gas mask and place it in my backpack.

"Jam does have a good idea. I think we might need some more weapons too, you can never have enough killing power."

I shrug and get ready to drive the forkbot.

"Anyone know where the nearest armory is?"

written by 4616599 on Jul 11, 2010 19:38

I quickly draw my pistol, but suddenly stop short. Very deliberately I glance at the PRPF clone who had accompanied me, then at the armed clone at the serving hatch, then at the PRPF clone again.

I say in a more sotto tone, "Comrade, perhaps there may be some very serious and...interesting, Fun perhaps, er... inefficiencies to discuss here. We do know the security, management and efficiency of the Complex is important. Perhaps we should exit the food hall for a moment since... the entrance to food preparation might be there." I give an almost indiscernable, fleeting, but clear to anyone paying attention, wink and smile.

written by Speeder on Jul 12, 2010 01:52

I nods and say.

"I agree... Hey forkbot, do you know any armories? John?"

written by Gligar on Jul 12, 2010 01:55

Concourse F1

Jam-R fidgets a little as he waits on the back of the forkbot. Is everyone ready yet?

Food hall

"I'm not sure I trust your decision here, but... there is something going on here, and I think you might know something about it. Come now."

The PRPF clone heads for the door.

written by Jam on Jul 12, 2010 03:38

"Let's go find Cryo-R (wasn't his name written on his jumpsuit?) and... that other guy. Maybe they found an armory while they were spying."

I continue waiting for us to start moving.

written by 4616599 on Jul 12, 2010 05:31

"Hmmm. Something to do with pig-dogs of some variety?" I follow him, a steady hand on my pistol.

written by Lightning4 on Jul 12, 2010 06:13

I note that everyone is in place, and start driving the forkbot again to a lift.

At the lift hall, I get off the forkbot and attempt to call the largest lift for the forkbot.

Since it seems like it's taking longer than it should, I also begin sizing up the lift that is currently here to see if the forkbot will fit. I glance at the doorway and the forkbot a few times.¹³⁰

written by Speeder on Jul 12, 2010 07:23

"Mr... Forkbot?"

"I am ready, btw... Let's depart... And find the people at the D level."

written by Gligar on Jul 12, 2010 18:10¹³¹

Concourse F1

And finally, the forkbot is underway again!

F Level lift hall

Even if it's only for a short while.

L4-0 gets off and calls the large lift again.

Corridor D3

After exiting the food hall with "Scru-R" in tow, the PRPF gets to business, and pulls out his slugthrower again, aiming it at "Scru-R"'s face. "Alright, confess. You aren't really who you say you are, are you?"

From inside the food hall, a slugshot is heard.

F Level lift hall

L4-0 gets a little worried that the large lift hasn't arrived. Maybe something happened to it. Maybe it crashed?¹³²

Instead, he sizes up the regular lifts, seeing if the forkbot would fit inside... sadly, the answer is no.

Lucas also notices. "Isn't there a specialised cargo lift somewhere?" he asks.

The bunker

The alarms start fading, and the lights begin to dim. The distant sound of machinery fades out.

¹³⁰ LIGHTNING4: (OOC: the lift that crashed WAS the big one, right? looking into the past posts says possibly)

¹³¹ GLIGAR: (OOC: Sorry for the delay. I was doing a little troubleshooting of my own, culminating in the termination of a treasonous Nintendo Wi-Fi Adaptor. Seriously, those adaptors fail dramatically. Don't use them.)

¹³² GLIGAR: (OOC: it did)

The bunker is completely without power. I hope those inside like the dark.

Corridor D2

Aleksandr grows weary of waiting for a response from the seemingly-inert Cryo-R. Instead, he just pokes at him.

written by Speeder on Jul 12, 2010 19:03

I look at Jam and ask.

“Huh, the problematic lift, was that one?”

I then look to Lucas.

“Well, the cargo lift, was this one... Maybe there are other somewhere...”

I attempt again to turn on my PDC.

“Piece of crap! You are making me unhappy, you evil PDC! You even look like a Nintendo Wi-Fi adapter!”

written by Jam on Jul 12, 2010 19:03

I hop off the back to the forkbot.

“Oh, I had forgotten which lift had crashed. But now that I see the lifts again, I’m pretty sure it was the big one...”

I decide to call one of the other lifts.

“I’ll go on and find the others. You guys go and find the cargo lift. I’ll come back up later and find you.”

I look to Lucas.

“Lucas, please go with everyone else and help them find the cargo lift.”

“I give you permission to walk in any RED clearance places and use any RED clearance items, regardless if you are in my presence or not, unless a clone that is higher clearance than me forbids it.”

“Speed-O, L4-O, John-R, does that sound okay with you?”

I enter the lift if it arrives.

written by Speeder on Jul 12, 2010 19:22

I nod.

“Oh, yes. Lucas, now you are under my and L4 responsibility. As is John.”

written by Cryoburner on Jul 12, 2010 19:40

“Oh, sorry about that, I was counting the light fixtures in this hall.”

I take note of the number of light fixtures along the length of corridor D2.

“I was certainly listening though... You were saying how you weren’t sure where the nearest bell factory was, and that the meeting earlier had free cupcakes and algae punch, and that they were delicious.”

“I’d better let you go though. Where are you off to, anyway?”

written by Lightning4 on Jul 12, 2010 20:49

“Sounds good to me”

While contemplating what a Nintendo Wi-fi adapter actually is, I start driving back out of the lift hall into the main corridor.

“So, either of you happen to know where the nearest cargo lift is? Or stairs? I seem to be good at piloting Friend forkbot up stairs.”

written by 4616599 on Jul 13, 2010 01:18

“Huh?” I level my pistol at him. “You’re a vatfrelling terrorist pig-dog, aren’t you? Are you loyal to the people? Look at you! You aren’t even wearing your stuff the mandatory way!”

written by Gligar on Jul 13, 2010 01:50

F Level lift hall

Speed-O tries, once again, to get his PDC to turn on again. Looks like it’s co-operating for now.

Jam-R calls another lift, which seems to arrive in no time. He boards it. Lucas calls after him, “See you around!”

And with that, and now a little lighter, the forkbot drives off.

A lift

Jam-R watches the forkbot leave and head back through the concourse before the lift’s door closes. So... where to?

Corridor D2

Aleksandr looks surprised. “Ah! You aren’t inert after all!”

But maybe Cryo-R is just counting the 16 light fixtures visible in this section of corridor. (They’re all Type 6G, if he’s interested.) He does hear Aleksandr say something about following a jackobot to Corridor D4, though.

The communists then resume following the jackobot.

Corridor D3

“Mandatory? Mandatory?! You are the Computerist!”

The PRPF clone opens fire!

Nice to see that his aim is up to the usual Communist standard – even though he’s trying to aim for the head, the slug veers off and hits “Scru-R”’s half-raised kevlar shield instead.

written by Speeder on Jul 13, 2010 01:55

I keep myself in my place, and then I start whistling some other tune.

While I do that, I attempt to get whatever information I can about lifts... Or locations, or stairs...

written by Lightning4 on Jul 13, 2010 04:01 *A regular lift*

Once in the corridor, I start pointing the forkbot in different directions.

"Eeny... meeny... miney.. MOE!"

I continue driving straight towards the door in the center of the wall ahead.

Before opening it though, I look around for anything of interest, like say, a map. Or anything dangerous, like say, a communist. While doing so, I join Speed-O and whistle a HAPPY tune.

written by Jam on Jul 13, 2010 04:02

"To D level!" *press*

I break into song during the lift ride. Of course, I don't know how to sing, and I can't remember any songs, but I can try!

"Happy happy! Lightspeed Jam! Zap zap! Shoot the Commies! Yay combat! Terminate!"

Find the others! The hidden ones! Protect the tapes! Loyal servant! Friend Computer!

Stop the Commies! Blow them to bits! Sabotage, he he! Find the secrets! Destroy them all!

Serve my friend! Speed-O, L4-O! Wait, that's not right... Friend Computer! Serve serve! Hooray!"

When the lift arrives, I walk out and look around.

written by 4616599 on Jul 13, 2010 06:43

"You haven't heard of that conspiracy?" I suddenly return fire, aiming for the head or whatever that could put him out of action fast. "Never mind."

Kevlar shield fully raised, I yell into the food hall. "Comrades! I'm being suppressed by a rebel PRPF member!"

written by Cryoburner on Jul 13, 2010 10:12

I note the direction in which Pitr and Aleksandr leave, to get an idea of where corridor D4 might be located. I then open the door at the intersection of corridors D1 and D2, and take look inside.

written by Gligar on Jul 13, 2010 17:44

Concourse F1

Since he can't find a map, L4-O picks an exit and point the forkbot at it. It turns out to lead to a corridor.

Corridor F4

There are several exits in this GREEN corridor, but most seem to have been boarded over. One, further down, just before an intersection, is not.

Speed-O tries to find a map on his PDC. Aha! Something is responding, somewhere in the sector... it seems that the exit up ahead leads to what should be a PLC warehouse with a cargo lift.

Jam-R happily... no, **HAPPILY** sings a song as he heads down to D Level.

The doors then open and he exits.

D Level lift hall

It turns out that a couple of communists were waiting for a lift. They board the one that's just arrived after Jam-R steps out.

They seem to be arguing over their destination.

In the distance, the sounds of combat can be heard.

Corridor D3

It turns out that it's "Scru-R" against a PRPF clone.

"Scru-R" fires his laser. Nice shot! Right between the eyes!

Miraculously, though, the communist is still alive...

Another communist barges out of the food hall. "What's the noise?!"

Corridor D2

The two communists head north, still on the corridor, before turning right.

After they've gone, Cryo-R gets interested in the room at the intersection.

Maintenance Request Office

The office is emblazoned with the logo of Technical Services (which has been hastily covered by a logo for the "People's Glorious Maintenance Section". It's staffed by several clones, who seem to be squabbling over something that looks like a supply box. Apparently, those are the only supplies that they were able to release, and of course, they have to share them all. Meaning that each clone's use of, say, the one pen, or the one "Approved" stamp, or the one keyboard, has to be strictly rationed. This argument is representative of the sorts of things they have to go through to secure the use of these items for one minutecycle straight without interruptions.

All this has left the reception desk unstaffed. It's "Ring for service" bell seems to be missing, too. Maybe it's in the box.

written by Lightning4 on Jul 13, 2010 17:50

"Well, one way to go it looks like!"

I drive the forkbot down the corridor, silently looking at each boarded up doorway.

Silently until I start HAPPILY singing again, of course.

"FRIEND COM-PU-TEEEER. COMPUTER THAT I LOOOOOVE!..."

written by Speeder on Jul 13, 2010 20:25

I ignore the ear splitting singing of L4, and in fact I even join him.

Poor John and Lucas.

“Common you two RED people! We are in a situation of distress, and Friend Computer teach us that we should be happy! Also it teach us that singing make us happy!”

written by Jam on Jul 13, 2010 20:36

“Wait! I know where you should go!”

I dash back into the lift and start pressing as many buttons as I can.

“Here and here and here and here and here and here and HERE!!”

I start laughing and quickly run back out before the lift door closes.

Then I run as fast as I can toward the source of the combat, pulling out my laser pistol as I go.

“Yay! Combat!”

written by Gligar on Jul 14, 2010 01:44

Corridor F4

After a moment, John-R and Lucas join in with the singing, rather loudly. It a wonder the communists don't hear you.¹³³

Soon, though, the forkbot reaches the aforementioned exit. In the interests of expediency, it turns into the room automatically.

Distribution warehouse

As advertised, the warehouse has a cargo lift at the back. But, apart form shelving, the place seems to have been looted.

D Level lift hall

The communists call after Jam-R, “What? Why did-” The doors close before they can finish

Jam-R rushes towards the combat sounds, through Revolutionary Square, and down the corridor.

Corridor D3

It turns out that Jor - I mean, “Scru-R” - is fighting a member of the PRPF, and seems to have the upper hand. The communist seems to be holding on to life somehow, despite having been lasered right through the head. Another communist has walked out of a nearby door, probably due to the commotion.

written by Speeder on Jul 14, 2010 02:02

“Warehouse!

Aaah... It is empty... I wanted more baloons and silvertape.”

I point at the lift.

“Lift! At least something usefull remained! Now we can go to D level!”

written by 4616599 on Jul 14, 2010 02:28

“Traitorous, lying terrorist!” I shoot at him again.

“Comrade, we have a situation. Tell everyone in the food hall that there appears to be separatist cells in the PRPF. He tried to kill us all!”

written by Lightning4 on Jul 14, 2010 03:31

“COMPUTERCOMPUTERCOMP-...”

I realize we're finally in the warehouse and snap out of the song.

“Oh, yeah. That's assuming it goes down instead of up. Well, we'll never know until we try!”

I drive the forkbot onto the lift and examine the buttons available to me. If there is a D level, I press it right away.

written by Jam on Jul 14, 2010 03:33

I resist to urge to shoot the commies. Instead, I say to “Scru-R”

“Comrade! You are needed at the People's Cloning Station! Come with me.”

I wait for “Scru-R”.

written by Gligar on Jul 14, 2010 16:33

Distribution warehouse

Speed-O seems unhappy about the warehouse being empty... ah, well.

L4-O drives the forkbot onto the cargo lift. It's much bigger than the passenger lists used before.

There are quite a few levels missing from the lift's control panel. D is not one of the missing ones, though. It gets pressed almost instantly, and the lift starts to descend. (The doors remain open, though.)

Corridor D3

“Scru-R” lets loose with another shot from his laser. Another hit.

This time, the communist doesn't miraculously hold on, and dies instead.

The other communist seems to disagree. “One of the original revolutionaries? I doubt it.

“And who is this?” he asks, looking at Jam-R. “One of your accomplices?”

written by 4616599 on Jul 14, 2010 16:53

“Why else would he try to shoot me? I was trying to serve the people, then he, led me out for little reason, started behaving suspiciously and accused me of treason! Did you see the shot food vendor? That comrade traitor lying there tried to get me too! He's probably had some twisted motives the whole time!” I notice Jam-R. “Do you know anything about this comrade here?”

¹³³ GLIGAR: (OOC: I'd make a WH40k reference but I've never played it.)

written by Jam on Jul 14, 2010 17:21

I pause for a few seconds and quickly think up a plan. It's risky, but it might just work.

I stare at the commie. I scream, my voice filled with rage.

"HOW DARE YOU QUESTION ME!!! DO YOU KNOW WHO I AM?! YOU THINK I AM ONE OF THOSE PIG-DOG CAPITALISTS!! I SHOULD KILL YOU RIGHT NOW FOR THINKING SUCH THINGS!!"

I try to look intimidating, and walk menacingly up to the him. I point my laser pistol at his chest.

"Leave now, and you'll live a while longer. But I suggest you don't make the same mistake again. I might not be so nice next time. NOW GO!!"

written by Speeder on Jul 15, 2010 00:54

I start to whistle my own elevator music.

written by Gligar on Jul 15, 2010 01:32

Corridor D3

The communist seems taken aback by the sudden outburst. "I- I'm sorry, comrade. I just didn't recognise you..."

He retreats to the food hall, troubled.

...that worked?!

Cargo lift

Speed-O's elevator music is cut off by the lift itself, arriving at D Level.

It's arrived at another distribution warehouse, not quite as empty as the first.

written by Speeder on Jul 15, 2010 02:04

I see if there are nice stuff!

Like, silvertape, balloons, lightbulbs? Towels? Armor, weapons? Forkbot batteries?

written by Cryoburner on Jul 15, 2010 02:30

"Hello!"

Still standing in the corridor at the entrance to the Maintenance Request Office, I attempt to get the attention of the clones inside.

"It sounds like you guys are in need of supplies. Well, you're in luck, because I have a much needed delivery for you!"

written by Jam on Jul 15, 2010 04:52

I whisper to "Scru-R".

"Well, that worked out better than I expected. Now, I'm here to find you and broken leg guy (his name's Cryo-R, by the way), and bring you both back to the others. Quickly, come with me."

I walk back to Revolutionary Square. I check to make sure "Scru-R has followed me, then quietly say to him."

"Um... do you have any idea where Cryo-R might be?"

written by 4616599 on Jul 15, 2010 12:07

Putting on a very cowed expression, I follow Jam-R. "Yes comrade." As we pass the food hall, I add, somewhat loudly, "Gosh, the rifts developing between PRPF members are quite disappointing! But service to the people calls, I suppose."

Once into the square, I whisper in response. "Last time I saw him I told him to have a look around. Tried to see if I could disrupt the commies. Anyway, he was busy examining light fixtures into Corridor D2 so I'm unsure if he'd heard me. Also, I must note this...I've a feeling there might be another party fighting commies here."

written by Gligar on Jul 15, 2010 17:11

Distribution warehouse (D Level)

Speed-O is the first to exit the lift, and look at what's around.

He finds that the room is surprisingly well-stocked, as if it were simply locked up and left as-is. No weapons are present, but there are other items, such as more of those I [heart] IntSec balloons, showerheads, small towels, and, yes, duct tape.

Maintenance Request Office

The communists' squabbling is interrupted by Cryo-R. One of the communists (currently holding the "Approved" stamp) turns. "Can we help you, comrade?" He looks like he'd like to say more, but gets jostled by another, currently holding the keyboard, and turns back to explain at length that it is his turn for the keyboard. Fisticuffs are involved.

Two more communists are currently fighting over the single pen.

Revolutionary Square

It seems that some communists have either finished with eating or simply decided not to after the "Food Hall Incident", as they begin to go about their business again. A couple notice "Scru-R" and decide to keep clear.

written by Jam on Jul 15, 2010 18:19

"Party? Where? Oh, I need to find Cryo-R quickly or he'll miss the party."¹³⁴

I start walking down corridor D1, looking through all the doors for Cryo-R.

I somehow fail to notice Cryo-R standing at the door straight ahead of me.

But I don't fail to notice the dark room to the left. I walk into it and search around for Cryo-R.

"Hello? Cryo-R? Are you in here? Hello? Anyone?"

written by Lightning4 on Jul 15, 2010 18:45

While Speed-O is off inspecting some of the stuff, I drive the forkbot to the door and get off to check it.

¹³⁴ JAM: (ooc edit: I forgot to respond to "Scru-R"... I added that in above.)

written by Cryoburner on Jul 16, 2010 01:39

"Ah, yes. You seem to be in need of supplies."

I reach into my backpack and return with one black 'Secondary Sector Logistics' pen and several candies.

"Have a pen! And some candies! They might help you to relax, and work more efficiently!"

written by Gligar on Jul 16, 2010 01:49

Revolutionary Square

Communists continue to avoid "Scru-R" as Jam-R heads off.

Dark office

The only visible thing in the office is a desk with a single RING FOR SERVICE bell attached to it. On the desk is also a Secondary Sector Logistics pen.

And, of course, a big hole in the wall leading to where the warehouse used to be.

The only other discernible feature of the office is that it's *frilling cold* in here. That can be seen on the uniform of the clone behind the desk as a thin layer of frost *whoa where did he come from*

WHAT DO YOU NEED, he asks.

Distribution warehouse (D level)

Somewhat overeager to get going, L4-O revs up the forkbot, tries to turn, oversteers ridiculously, and stalls it, right in front of the warehouse door but facing the other way. He then climbs off and looks at said door. The door, an ordinary type of door you see everywhere (and if Cryo-R were here, he's probably identify it as a Type K4 or something) is intact and locked. For a change, it's locked from this side.

written by Jam on Jul 16, 2010 02:19

"Cryo-R! There you are!"

I walk toward the clone behind the desk, arms outstretched.

"I missed you so muc-wait... You're not Cryo-R! Who are you? And... why's it so cold in here? Brrrr..."

I sit and shiver for a while. Then I peer into the darkness at the clone.

"Are... are you covered in frost?!"

written by Lightning4 on Jul 16, 2010 03:47

"Huh. Well, that makes it easy."

Before unlocking it, I go back to the team.

"So um, are we going to drive the forkbot out there? Or should we just walk and bring whoever else is out there to us?"

written by Speeder on Jul 16, 2010 05:22

I grab some tape rolls, and a towel, and then I repair my weapon with new balloons, and store some reserves this time...

Then I walk toward L4.

"If we go, how we make noone steal the forkbot?"

I look at the other two.

"If we leave, can you two protect the forkbot?"

written by 4616599 on Jul 16, 2010 12:33

I follow Jam-R, but pause for a while, and abruptly turn towards a random surprised commie. "Salutations comrade! So, I assume progress for the people is turning out fine, no interference?"

Assuming the commie doesn't try to start a conversation, I head down corridor D1, noting any commie activity and wondering where Jam-R went.

written by Gligar on Jul 16, 2010 16:44

Dark office

The clone replies, I AM THE STATION MONITOR. IF IT IS COLD, I DO NOT FEEL IT. IT DOES NOT MATTER TO ME.

WHAT DO YOU NEED, he (?) asks again.

Distribution warehouse (D Level)

Speed-O fills up on supplies, and repairs his "slugthrower".

After Speed-O speaks to him, John-R **HAPPILY** replies, "Certainly, sir!"

Revolutionary Square

The communist is too taken aback to respond.

Corridor D1

"Scru-R" looks around, and notices the open door to the dark office. There are voices from inside, one of them seemingly belonging to Jam-R.

Maintenance Request Office

"PEN!"

The communist pounces on it, before being punched in the nose by another communist.

A third grabs the "candies" without so much as saying thank-you.

written by Speeder on Jul 16, 2010 17:29

I smile HAPPILY back to John-R.

"Ok L4, let's proceed!"

I load my... cool double barreled slugthrower, point it forward, and open the door.

written by Jam on Jul 16, 2010 18:34

"I'm looking for a clone named Cryo-R."

I describe Cryo-R to the Station Monitor.

"Do you know where he went?"

I walk forward a few steps.

"And apparently we're throwing a party. Would you like to join us?"

I walk forward a few more steps.

"Oh, you look cold... Here, I'll lend you my towel.

I take my towel out and attempt to wrap it around the Station Monitor.

written by Lightning4 on Jul 16, 2010 19:56

Lacking any ready non-overkill weapons, I load up a laser pistol and keep it in my hand.

I then HAPPILY follow Speed-O, looking back to make sure John and Lucas are guarding the forkbot safely. I HAPPILY wave as I leave, the door closing behind me.

written by Gligar on Jul 17, 2010 01:48

Distribution warehouse (D Level)

John-R decides that the best way to guard the forkbot is to sit in the operator's seat.

Lucas just kind of hangs around the forkbot, looking at the stuff on the shelves, before helping himself to a roll of duct tape.

Unnoticed by them, the cargo lift descends to somewhere.

Corridor D4

Leaving the distribution warehouse, Speed-O and L4-O find themselves at the end of yet another RED corridor. However, apart from the clearance stripe, and the visible doors (two at this end) the entire corridor is mirrored.

Further down the corridor, the two clones can make out a jackobot heading towards them. (Well, it sort of looks like an infinite line of jackobots, due to the mirrors, but you know what I mean.

Behind the jackobot, it's a bit difficult to tell. But there seems to be an infinite number of reflections of... waaaaait... those two communists look awfully familiar...

It's a good thing L4-O has a laser handy.

Dark office

The Station Monitor responds. A CLONE WITH THAT DESCRIPTION VISITED THE OFFICE NOT LONG AGO. HE LEFT THE PEN YOU SEE THERE. I HAVE NOT YET PUT IT AWAY.

HOWEVER, I DO NOT KNOW WHERE HE WENT. I CAN TRY TO FIND HIM, IF YOU WANT. BUT IT WILL TAKE TIME.

The Station Monitor doesn't seem to react to Jam-R wrapping the Station Monitor in a towel. Nor does the Station Monitor react when the towel begins to collect frost.

Jam-R realises that it's been getting colder with every step he took away from the desk.

written by Speeder on Jul 17, 2010 02:36

I try my best to aim my nut launcher at the head of one of the commies the best I can before they realize. And then I do my best to startle them and make them not combat ready...

"Alexandr, Pitr, WHY YOU TWO ARE HERE AND NOT IN THE PEOPLE'S FOOD HALL? YOU DON'T KNOW YOU ARE TO HELP CLEAN IT?"

If they start to grab weapons I shoot, if not I wait a bit.

written by Lightning4 on Jul 17, 2010 04:08

I mutter "Vatcrap" under my breath and turn quickly around, since those two may recognize me.

I act like I'm fiddling with the door, trying to pick the lock.

I keep my laser pistol ready to shoot, should they start firing at us.

written by Cryoburner on Jul 17, 2010 07:09

"Say, you wouldn't happen to know where one might find the nearest bell factory, would you? I've noticed something of a bell shortage around here, which has made acquiring bells possibly more difficult than it should be. It looks like you might be in need of one as well, so if I find some, I'll be sure to bring one here. Any idea where the bell factory might be located?"

written by Jam on Jul 17, 2010 13:16

"No, I'll keep searching for him myself."

I start to walk towards the door, noticing it is getting colder and colder as I go. Strange.

"Do you know if there are any armories on this level?"

I listen for the Station Monitor's answer.

"Well, I really must be going. Thank you."

I walk out of the room, and turn left.

written by Gligar on Jul 17, 2010 15:30

Corridor D4

Lots of mirror images of Pitr react. "What? But the food hall is in use!" All the Alexandr images scratch their heads in confusion.

In front of them, the line of jackobot images approach.

Maintenance Request office

"The bell factory? I think it got blown up. HEYTHAT'SMYKEYBOARDYOU!"

Dark office

I DO NOT THINK THAT THERE IS AN ARMOURY ON THIS LEVEL is the reply.

Corridor D1

Compared with the frigid office, the temperature of the corridor is welcoming. Turning left, Jam-R is finally able to see what he set out to find: Cryo-R, talking to someone in a room at the intersection .

written by Jam on Jul 17, 2010 15:55

I look at Cryo-R. I whisper to him,

"Cryo-R, come with me. The others are waiting. Something about a party."

Then I look in the room. Noticing the clones fighting over a keyboard, I say to them,

"Comrades! Why don't you just go get another keyboard? There are some in that office over there."

I point to the dark office.

"I think I saw some pens there too. Why don't you ask the nice clone there if he'll lend you some?"

written by Speeder on Jul 17, 2010 17:49

I decide to hide my weapon and stand in a position that make me and L4 look more like ourselves, more like commies, and more like important dangerous commies.

"Are you stupid commrade Pitr? If it is in use, your commrades there are making a mess, and thus it should be clean for them, and after the use ends, a huge mess will be left behind, and if you don't clean, the people will suffer with diseases! Now MOVE YOUR ASS AND CLEAN IT, FOR THE PEOPLE!!!!"

I do some commieish singing... You know, the ones the computer always warn us to avoid.

written by Lightning4 on Jul 17, 2010 18:33

I continue fiddling with the door.

written by Gligar on Jul 18, 2010 00:21

Maintenance Request office

The fighting communists look over at the sound of the new voice.

"Are you sure, comrade?" one asks. "We were never able to open the door, and Alexandr said something about the cold..."

But that doesn't stop them barging out anyway, pushing past Cryo-R and Jam-R.

Corridor D4

Pitr doesn't seem convinced. "But the mess will still be there if we wait. Besides, I'm sure I've seen him before somewhere..." He takes a look at L4-O.

He's stopped by Alexandr. "No, he's right. Perhaps something has happened there. You know that the com units are acting up. Let us investigate." He starts walking back down the corridor. After a moment, Pitr follows him. But not before taking another look at L4-O.

Distribution warehouse (D Level)

Lucas seems to be getting bored. Idly, he practices aiming his laser pistol at things.

written by Speeder on Jul 18, 2010 01:35

After I am sure they are away...

"They REALLY dislike you L4, this is bad as I expected, they tried to make the CloneServ copy old memories, seemly it don't really worked well, but is working sufficiently to make the clone remain commie... Just killing them will not fix their treason, and they will just come back, we will really need to reactivate friend Computer and ask for reinforcements."

I look concerned, still happy, but concerned.

written by Jam on Jul 18, 2010 02:38

"Cryo-R? Don't you want to come to the party?"

I look down the hall at "Scru-R"

"Sir? I found Cryo-R. Now we just need to return to the others..."

I stand at the intersection and look both directions down corridor D2.

"Now where did they say they would be..." I mumble to myself. "They said they were going to find the cargo lift... And I said I would find them... But I have no idea where they are..."

written by Cryoburner on Jul 18, 2010 05:28

"Blown up? NOOOOOOOOOOOOOO!!!"

I hurry off in the direction of the explosion from earlier, to the southern end of corridor D2, and round the bend into the corridor beyond, ignoring any voices or invitations to parties along the way.

written by 4616599 on Jul 18, 2010 05:56

I hear Jam-R mentioning something about a cargo lift. "Well, there seem to be some storage offices and warehouses in this area, so the cargo lift shouldn't be too far off. Probably somewhere...north? Maybe down corridor D2 or opposite the main lift hall? Then again, we've had some treasonous sector planners..."

I decide to ignore Cryo-R stumbling off for now, and open the door opposite the dark office.

written by Lightning4 on Jul 18, 2010 09:17

"I feel a whole lot less safe with them around."

I look back towards the hall.

"Well, I guess we should go look for the others. They're probably nearby."

written by Gligar on Jul 18, 2010 15:46

Corridor D2, intersection

From the north, a familiar pair of communists emerge. They seem to be muttering to themselves about a pair of suspicious clones who ordered them to go clean the food hall.

Corridor D2, far end

Elsewhere in the corridor, Cryo-R arrives at a dead run, to find the aftermath of the explosion earlier. Apparently, one of the rooms so destroyed was a construction facility on this level. There's almost nothing left. Certainly nothing salvageable, at any rate.

Corridor D1

As the two communists pass, "Scru-R" tries one of the unopened doors, only to find that it is locked.

written by Jam on Jul 18, 2010 19:08

"What? Cryo-R! Where are you going? We have to return to the others!"

I think about running after him, then decide not to. Instead, I walk over to "Scru-R" and talk to him.

"Sir, I'm going to head north and try to find the cargo lift. Could you try to convince Cyro-R to come back? I thought I heard him mention something about bells before. You didn't happen to see any, did you?"

I wait for a while for "Scru-R" to respond, then start running north, down Corridor D2.

written by Lightning4 on Jul 18, 2010 19:11

Now that the commies are gone, I start walking down the corridor, cautiously looking around.

Once I reach the jackobot, I examine it.

written by Speeder on Jul 18, 2010 22:33¹³⁵

I examine the bot too.

But I keep my eye on the corridor end (just in case more commies show up)

written by Gligar on Jul 19, 2010 01:07

Corridor D2 North

The corridor passes a door and turns to the right, where there are several more doors before the corridor finally ends at yet another door. One of the closer doors has been destroyed, revealing a mirrored... corridor?

Corridor D4

Speed-O and L4-O both look at the jackobot as if they've never seen one before. That's kind of hard to believe, given that jackobots like this one, with its short, squat cylindrical body and upper dome, twin manipulators, and dual treads are seen everywhere in Alpha Complex. They're often the bot of choice for small service firms who need a bot that

¹³⁵ SPEEDER: (ooc: what is a jackobot?)

can do... well, anything, as long as it's programmed for the task. Even if there are bots that can do it better, the jackobot still gets pressed into service. They are, however, rather vocal about being underappreciated. Which they are. Constantly.

This particular jackobot regards the two ORANGES coolly with its red eye. Much like another jackobot they've seen recently. Could it be... it is! It's the same jackobot, as seen in the THQ/PVTF armoury before it was blown up. About all that's wrong with it is that the paintwork is a bit singed.

written by Speeder on Jul 19, 2010 02:46

I peer at the jackobot.

"Hey, you seemly is damaged... Hey, we have already a forkbot on our team, wanna tag along? We are going to fix the Friend Computer, we are friend of the machines, that of course, are our friends back!"

written by 4616599 on Jul 19, 2010 03:35

I let out a barely discernable gasp, then head south to look for Cryo-R, also checking for any commie activity.¹³⁶

written by Jam on Jul 19, 2010 04:23¹³⁷

"Mirrors!"

I run into the mirrored corridor.

"Whoa, cool! Look at 'em all!"

I admire my reflections.

written by Cryoburner on Jul 19, 2010 08:56

I more closely examine the ruined area, and enter it if it seems possible to safely do so.

I then take a small piece of unsalvageable material, and examine it carefully.

written by Lightning4 on Jul 19, 2010 15:01

I spit wash off the jackobot a little bit, it's so dirty and charred, and that's TREASON!

I decide to go on ahead a little bit, holding my laser pistol at the ready.

written by Kristos on Jul 19, 2010 15:45

I (Kristos-R) awaken in the meeting hall, feeling as if I've just emerged from another bout of insanity. "Another? Now that I think of it, I remember nothing.", I whispers to myself as I analyze the surroundings and what I'm carrying... a string of numbers in hexadecimal flash through my mind.

written by E_net4 on Jul 19, 2010 16:27

I (E_net-R) wake up in complete darkness. "Something must've thrown me in stasis." I say.

I quickly search for a door.

¹³⁶ SPEEDER: (ooc: when we will get that nifty map again? you know, I LOVE maps, it makes me happy! If I was not a game designer, I would be a cartographer! Ok, I am exaggerating now...)

¹³⁷ JAM: (ooc: Isn't it constantly updated?)

written by Gligar on Jul 19, 2010 16:44

Corridor D4

The jackobot looks at Speed-O. "Not sure how much help I could be. Besides, I have other tasks to attend to. I'm sure you understand." It then beeps to itself quietly.

L4-O moves on, and hits a bend in the corridor. Looking round the bend, he finds Jam-R, seemingly admiring his reflections in the mirror. Looking as mandatory as ever! Well, except for the missing hand...

Corridor D2

Easily evading the communists, "Scru-R" heads back south, finding Cryo-R inspecting the site of one of the room destroyed by the big explosion earlier. Though the room is now gone - not even the floor remains - there is some ruined debris. Cryo-R is examining a piece of it, his CPU-attuned mind silently cataloguing it. It seems to have been part of a fabrication machine at one point, but now, it's just scrap metal. Cryo-R discards it.

Meeting hall

The power might be off, but that doesn't mean that there's nothing living in the bunker. The clones are still here, and are trying to work out what to do about this whole lack-of-power thing. Notably, a few have already left the meeting hall, looking for machinery by the light of their PDCs.

A couple of clones seem to emerge from some form of deep sleep, one familiar, one not. Though disoriented by the darkness, the familiar one - E_net-R - goes looking for a door, and finding one to the south, helped by PDC movement from the concourse.

The unfamiliar clone, Kristos-R, looks around, and understandably doesn't see much. He can tell that he's in a room surrounded by clones, and, from the lights of their PDCs, can see a few faces. He finds that he's wearing a standard jumpsuit and boots, and seems to have an ME card and PDC of his own. It seems that he too has been brainscrubbed. Maybe he is of the unfortunate few for whom there are side effects?

written by E_net4 on Jul 19, 2010 17:23

I open the door to the south, and hopely look around the area, which is most probably now illuminated from the outside.

written by Jam on Jul 19, 2010 17:49¹³⁸

I notice L4-O.

"L4-O! You found the cargo lift! I found the others, but Cryo-R ran off somewhere. I'll go get them..."

I turn around and run back, but get confused along the way and accidentally run down Corridor D1. I stop suddenly and look around in confusion.

¹³⁸ JAM: (ooc: Door to the south? I thought E_net-R was in Concourse C1.)

"What? Where are they?" I quietly ask myself.

written by Speeder on Jul 19, 2010 19:44

I nod to the bot and walk up to Jam and L4.

"Hello Jam! Good that this elevator is connected with the same side you went."

I look around a bit more and say.

"Stick with us, we will search for Cryo and Scru"

written by Kristos on Jul 19, 2010 20:27

The surroundings are almost overwhelming. My neck grows hot and traditional logic seems to fade into another system of thinking, a different plane, but a plane nonetheless. I look for some stimulation to start heading towards something. In particular, to separate myself from the crowd.

written by Gligar on Jul 20, 2010 00:39

Meeting hall

Wait... how did E_net-R get into the meeting hall? He must have been dragged in there while I was occupied with the other group...

Regardless, he opens the door to the concourse. There is indeed light from the hole to where the warehouse used to be, but not much. Enough to dimly illuminate the concourse, at least.

The place is still damp, though the water seems to have either drained or otherwise removed by the other clones. Albey-R has been propped against some rubble. Why they didn't just do that to E_net-R is beyond me.

A pair of cloned enter, one carrying an emergency power pack, the other carrying a spare ceiling lamp. And a PDC used as a torch.

The two busy themselves with setting up their equipment as Kristos-R looks for a way of getting apart from the rest.

The sudden emergence of light from the jury-rigged lamp startles him, and he dashes to a corner of the room.

Corridor D1

Jam-R runs down the corridor, finding himself near where the warehouse used to be, before stopping, confused.

Corridor D4

Speed-O seems not to have noticed that Jam-R left, and speaks to him as though he were still there.

written by Speeder on Jul 20, 2010 00:48

I make a *frump* face, and then I walk after Jam, carefully.

written by Jam on Jul 20, 2010 02:38

I stare at the hole in the ground.

"I wonder if anyone is down there..." I mutter to myself.

I walk over to the hole, stick my head into it, and say, "Hello?"

When Speed-O arrives, I say to him,

"I think there's someone down there. Doesn't that lead to the bunker? We should investigate. But we still need to find Cryo-R... Maybe what's-his-name-spy-guy will be able to handle it..."

written by Kristos on Jul 20, 2010 03:29

I do my best to escape out the south door without being seen. I have no idea why. My eyes see no danger, but my mind feels bound to another place, where nowhere is safe. A slight appetite begins to awaken but I ignore it for the time being.

written by Mingamango181 on Jul 20, 2010 06:26

I awaken to bump my head on something. "Ow..." I roll out from underneath. "Who left me under the chairs?" I blurt. I start fiddling with my PDC. "Surely there must be a reason to why I'm here, in the meeting hall of all places."

written by Lightning4 on Jul 20, 2010 06:39

I bumble around behind Speed-O and Jam, just barely showing signs of keeping up.

My curiosity high, I peek in a door or two while walking by.

written by 4616599 on Jul 20, 2010 13:31

I do a more general survey, checking for any commies, corridors, or equipment, before deciding to wait for Cryo-R, who appears to be inspecting something important.

written by Cryoburner on Jul 20, 2010 14:03

"Hmm... I didn't intend to discard that useful-looking piece of unsalvageable material. Perhaps it is somehow unsalvageable..."

I have a better look at the floor that is no longer there, or at least what's beneath it. I also have a look at the walls, which may or may not be there.¹³⁹

written by Gligar on Jul 20, 2010 16:33

Concourse C1

A face appears in the hole in the ceiling. It's Jam-R. "Hello?" he calls.

One of the clones seems to recognise him from earlier. "Oh... hi."

Jam-R disappears above again, just as Kristos-R appears in the concourse, looking around furtively.

Ruins of the Warehouse

Speed-O arrives not long after that.

Meeting hall

The extra light seems to have awakened another of the clones. He bumps his head in the stacked chairs and fiddles with his PDC. The signal is weak... only one bar, and nothing

seems to be responding on AlphaNet... odd... does it have anything to do with the power outage?

But I don't have this clone's name to hand right now... I'll have to get back to you...

Ruins of the Warehouse

As Speed-O and Jam-R continue their little conversation, L4-O bumbles up to them, after peeking in some doors, seeing communists working in some of them.

Corridor D4 South

There doesn't seem to be anyone around here except for Cryo-R and "Scru-R" - perhaps they evacuated after the explosion. Nor are there any more branching corridors in evidence. Perhaps one or more of the rooms is a foyer leading to a corridor?

Cryo-R continues inspecting what isn't here. As it turns out, nothing can be seen of the level below, as the lights in the affected section have obviously been damaged.

Back on this level... some of the wall nearest the corridor still remains near the explosion, albeit twisted and ruined like at the warehouse. The walls separating the production facility from the surrounding rooms are completely gone, as is about half of the floorspace from the surrounding rooms themselves.

The rear wall is also gone, as is part of the subsector's outer skin.

written by Speeder on Jul 20, 2010 16:38

I look at Jam for a while, then I look down in the hole and ask.

"Hey, anyone there are still willing to help us in the mission?"

I keep looking at the concourse.

written by Jam on Jul 20, 2010 17:16

I look at Speed-O, and my face flashes annoyance for a split-second before reverting to it's usual extreme happiness.

"Sir, there might have been communists down there... Are you sure yelling about the mission is really a good idea? We don't want to give anything away..."

"Anyway, I think I should go down there, can you two lower me down somehow?"

I sit down at the edge of the hole and look into it, trying to judge how far it is to the bottom. I follow any instructions L4-O or Speed-O give me.

written by Kristos on Jul 20, 2010 18:42

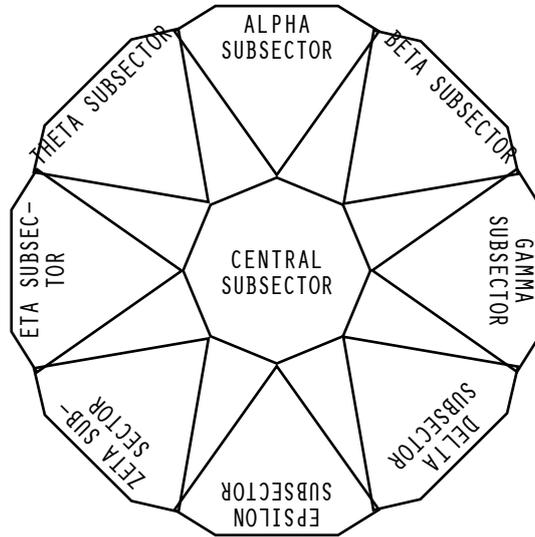
Suddenly, I feel settled into the correct plane of thinking, and a clearness spreads like the aroma of mint through my mind. I feel... relatively safe here. Past memory still evades me, so I shout into the room, "Hello? What's going on here?" I feel like I was previously carrying an important task... Something still doesn't feel real about it all. The hex code "0x29" comes to my thoughts, then quickly vaporizes. I feel around my pockets for anything to clue me off.

¹³⁹ CRYOBURNER: (The corridor just sort of trails off on the map)

INFORMATION CORRECT AS OF [DATE REDACTED]

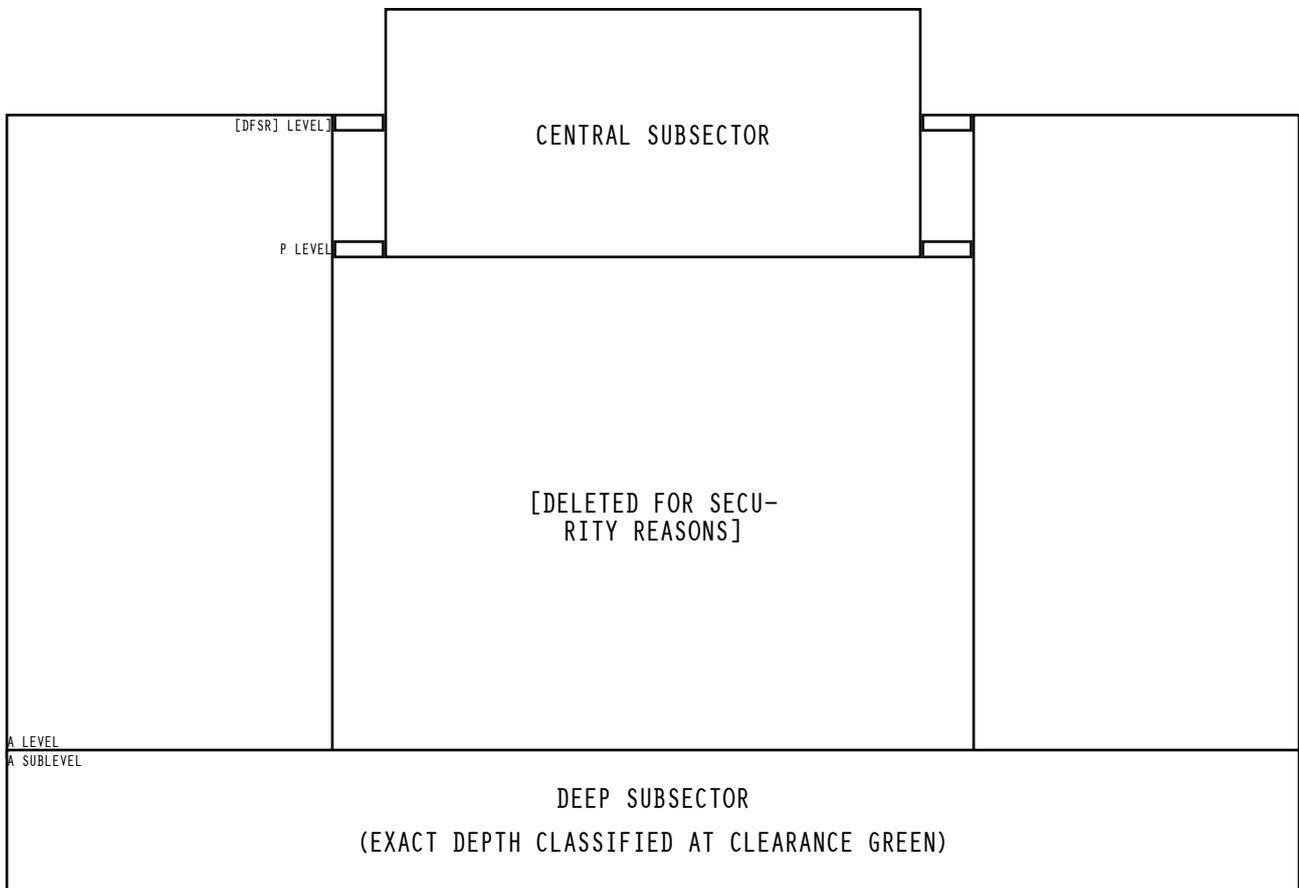
TOTAL NUMBER OF SUBSECTORS: [DELETED FOR SECURITY REASONS]
TOTAL NUMBER OF LEVELS : [DELETED FOR SECURITY REASONS]
MAXIMUM POPULATION : [DELETED FOR SECURITY REASONS]
CURRENT POPULATION : [INFORMATION NOT AVAILABLE]

TOP VIEW OF SECTOR (NOT TO SCALE)



CENTRAL SUBSECTOR ACCESS AT P AND [DFSR] LEVELS ONLY

SIDE VIEW CUTAWAY (NOT TO SCALE)



written by Cryoburner on Jul 20, 2010 21:05

"Wow! Doors!"

Assuming I'm in Corridor D2 South, rather than Corridor D4 South as the heavily damaged sign on the wall appears to indicate, I open the door closest to the western edge of the collapsed wall, and have a look inside.

written by Gligar on Jul 21, 2010 00:19

Ruins of the Warehouse

A voice comes up from below. "Eh? Oh, can you give us some time, sir? We're dealing with a power loss down here."

Jam-R takes another look down. Looks like they're rigging up a light or two. He thinks it's about 3m to the floor of the concourse below.

Concourse C1

There's now some light in here, thanks to the two clones setting up another lamp. The control room door's been opened, to get some light in there as well.

One of them replies to Kristos-R. "As you may have noticed, the power to the bunker's off. Earlier, we were told that the sector's been overrun by communists. A team has already gone out to try to troubleshoot. Sounds like they're up there," he gestures to the hole.

Why Kristos-R is thinking about hex code is a mystery. Knowledge of hexadecimal is usually BLUE Clearance. Knowing that such things even exist is usually YELLOW.

Just then, another clone shouts up the corridor. "Hey, we've found something."

Corridor D2 South

Not D4, as the sign says. It seems that the communists are attempting misdirection, and may have already found my AlphaNet feed. I must keep moving.

But you want to know what's happening to Cryo-R, right? He's decided to open a door.

The room on the other side unfortunately did not escape the explosion - the part of the room nearest the construction facility is no longer there. But there appears to still be a desk, and a couple of battered lockers. A table sits overturned near the gaping hole, with what it used to hold scattered behind it on the floor.

The largest piece of debris is a slightly-damaged box.

written by Speeder on Jul 21, 2010 00:36

I look at them and say.

"I noticed... I know how to fix it, I fixed the other time it happened."

I describe to the clones down there, where they should go to repair the power.

"Jam, I will help you get down there, please, help them get the power back up."

I prepare to hold Jam with a arm, and lower him (if he hands the stump, I try to hold the other arm too, without hurting him... too much.)

"Yes, the commies invaded the sector... They are everywhere but inside the bunker... Unless they got in on the A level... What you have to do, is place guards on this hole, and on the A level garage, the garage leads to a road and some lifts, don't try to exit the garage, the commies are strong outside, and they have vehicles."

written by Lightning4 on Jul 21, 2010 01:00

Seeing the commotion around the dark hole in the floor, I approach. I see that Speed is about to lower Jam into the hole, and assist by keeping Speed steady so he doesn't fall in too.

written by Kristos on Jul 21, 2010 02:14

I really have no idea what to do, so I search for some food. It now feels as if I haven't eaten in a week. I am feeling more normal and less confused. Perhaps I had been recovering from some sort of shock. I now realize that one of my eyes does not focus correctly.

written by Jam on Jul 21, 2010 03:17¹⁴⁰

"Thank you, Speed-O"

I offer my good arm to Speed-O to hold, then slide off the edge of the hole.

Assuming I get to the bottom without breaking anything, I look around.

"Anyone want to help me get the power working?"

written by Mingamango181 on Jul 21, 2010 06:28

I look at the PDC in disgust. "Darn it. Something's up. I guess I'll have to investigate why my PDC has such a weak signal."

I open the door, step out into the corridor, and examine my surroundings, still clutching the PDC.

written by Cryoburner on Jul 21, 2010 09:35

"A box! I'll bet there are boxes inside!"

I slide the box into the hallway where there's more light, and open the top to inspect what variety of boxes it may contain.

written by Gligar on Jul 21, 2010 15:36

Ruins of the Warehouse

Jam-R is lowered down the hole.

Concourse C1

As Jam-R reaches the floor, Kristos-R looks around again. There are vendobots, but with the power off they are inoperable.

¹⁴⁰ JAM: (ooc: all these random clones walking around, are they the clones of the people who haven't joined yet?)

A couple of other clones come to meet Jam-R and offer to help with getting the power online. As it happens, they have just found the generators – they were the “thing” that the clone down the corridor was talking about – so getting them running would be the next step.

It is at this point that that clone whose name I didn't have a moment ago (but do now – it's Mango-R-NHG) comes out of the meeting hall, scratching his head at the poor PDC signal. He takes in the rubble from when the warehouse was destroyed and the hole in the ceiling. And the offline vendobots.¹⁴¹

Corridor D2 South

Cryo-R retrieves the box and investigates it. There is tape sealing the box closed, so he unseals it with a screwdriver from his toolkit.

Inside are about 20 smaller boxes, all the same size.

written by Kristos on Jul 21, 2010 16:38

I turn to Jam-R and ask him, “Are you on the trouble-shooting team?” He looks friendly enough, but deep in me something says our purposes are contrary. The hex code “0xFE” comes to mind. But I don't know why, so I resist the groundless urge to incapacitate him. I am surprised by an unfamiliar muscle movement in my face, then realize that I'm smiling.

written by Speeder on Jul 21, 2010 17:01

I look down there, and then I reply to Kristos before getting up.

“Yes, we are the trouble-shooting team, Lightspeed Jam, more Cryoscrub, and some other people... I hope you are not trouble too...”

I stand and look to L4.

“We have to find Cryoscrub and return to the forkbot.”

written by Lightning4 on Jul 21, 2010 18:45

“Cryoscrub?”

I shrug.

“Yeah, I guess so. Hopefully they're still on this level. Might be a good idea to make sure Lucas and John are okay too. Off we go then.”

I go through the gaping hole where the warehouse door used to be, and wander back down the corridor I came from before.

I keep a look out for Cryoscrub.

written by Jam on Jul 21, 2010 20:29

“Go left down Corridor D2!” I yell to Speed-O and L4-O. “Cryo-R and... Scrub? Well they should be there!”

Then, I turn and smile at Kristos-R.

¹⁴¹ GLIGAR: (OOC: Since some clones are in different places in the bunker, new players may start from any RED or INFRARED areas of the bunker. So that's a yes to Jam.)

“Yes, I'm a part of the trouble-shooting team. Do you want to come help me get the power running again?”

I turn and ask the two other clones where the generator is.

Then I look over at Mango-R, who has just walked in.

“Oh, hello. Do you want to help too?”

written by Speeder on Jul 21, 2010 21:53¹⁴²

I look down at the hole.

“Jam-R, I already explained where to go, you don't paid attention?”

I explain again, where the power is, where the fuel barrels are, the correct sequence of doing stuff, and that someone should not only watch, but prevent the hose from slipping... And finally, that should be safer clean the mess that Cryo made previously, to make sure it won't explode.

written by Gligar on Jul 22, 2010 00:06

Concourse C1

It seems that Kristos-R persists in thinking about high-clearance data. I must investigate this. He also seems to be suppressing something.

But anyway. Speed-O again explains where the generators are (B Level, south of Spare Parts Storage, or you can get there from Maintenance, C Level) and where the fuel is kept (A Level).

Corridor D1

L4-O starts wandering back to the intersection. He seems to hear something from the south.

written by Speeder on Jul 22, 2010 00:18

As L4 wander off, I prepare to follow him, armed with my baloon powered nut launcher...

I walk toward L4, and if I find a commie, I try to pass as commie, but on the first motion of aggression I shoot...

If for some miracle is a high programmer, I bow with the words: “Oh mighty holy priest and maintainer of friend computer, I greet you humbly!”

written by Jam on Jul 22, 2010 00:42

I suddenly seem disoriented, and shake my head in confusion. I glance over at Kristos-R.

“Uhh... Ok. I'll need some help getting the fuel barrels up the stairs. Maybe two or three clones can come with me. How about you, and you, and you. Follow me...”

I point at Kristos-R, then Mango-R, then E_net-R. I wait a while, then turn and walk down the corridor to Maintenance. I walk inside.

(If E_net-R doesn't respond, I ignore him.)

¹⁴² SPEEDER: (OOC: sorry, I had to reply!)

written by Mingamango181 on Jul 22, 2010 00:44

"Sure, I'd like to help. But first, could you tell me where I can find some weaponry? I think we'll meet some hostiles along the way."

written by Kristos on Jul 22, 2010 02:36

"Alright." I say to Jam-R, "But I'm quite confused. I don't even know where or who I am. I seem... lost for identity. Perhaps this will help properly orient my mind."

As I cast a glance at Mango-R, it feels as if we are allies in another place. But for E_net4, I sense nothing. As if he isn't really there. But so far, these strange thoughts have shown absolutely no connection to reality. I shrug it off, and follow Jam-R down the corridor. I then realize that I had ignored Speed-O. I turn back and cast my voice: "Honestly I don't know who or what I am." followed by a chuckle.^{143 144}

written by Lightning4 on Jul 22, 2010 06:39

Hearing some commotion to the south, I start moving towards that way.

I ready my laser pistol just in case, since I don't know whether it's friends or commies.

written by 4616599 on Jul 22, 2010 16:11

Mildly bored, I whisper to Cryo-R. "You really should go ahead and look at those boxes. We're supposed to meet up with the rest." Assuming Cryo-R remains inert, I examine the boxes instead, with my kevlar shield in position in case.

written by Gligar on Jul 22, 2010 17:21

Corridor D2

L4-O, followed by Speed-O, heads south. He finds both "Scru-R" and Cryo-R investigating the remains on one of the destroyed rooms from earlier. Cryo-R has salvaged a package of boxes from the debris.

Maintenance

By the lights of their PDCs, Jam-R, Kristos-R, Mango-R and one unnamed clone see a lot of inert machinery for air and water filtration. It would be controlled from the Computer terminal in the corner if there were any power.

In another corner is a ladder heading down.

Corridor D2

"Scru-R" seems to have had enough waiting for Cryo-R, and opens a box himself. It contains one of those "Ring for Service" bells.

written by Jam on Jul 22, 2010 20:15

I look at Mango-R.

¹⁴³ KRISTOS: (ooc: what do the letters after our names on the stats page mean? Or should I not know this?)

¹⁴⁴ SPEEDER: (ooc: the letters ARE your name...

Yes, people in paranoia are named like robots 😊 Your name is:

Handle-Clearance-Sector

So "Cryo" is not a name, it is a handle, Cryo-R-BRN is a name)

"Maybe there's an armory nearby. Sorry, I don't have any spare laser pistols. But I do have this knife. Here, take it."

I offer my knife to Mango-R. Then I speak to Kristos-R.

"Your name? That's easy, it's Kristos-R! It says so right on your jumpsuit..." (or did I imagine it again? 😊)

I carefully climb down the ladder.

written by Speeder on Jul 22, 2010 20:30

I poke Cryo.

"Hey, broken leg guy..."

Then I smile and say.

"Hello Scru!"

I look around to see if there are no commie nearby.

"Ok, we had a little problem with commies taking over the camera system, but we already fixed it... Jam and some other people are fixing the power of the bunker, we are to move to a warehouse in this level, where two friendly clones await with our forkbot, then we will move on to the the CompNode level... You and Cryo found something useful in your scouting?"

written by Lightning4 on Jul 22, 2010 20:33

I walk up to Cryoscrub.

"Hail friends! We need to be doing our..." I look around and whisper, making sure nobody hears me.

"mission."

I continue whispering.

"Our ride is on this level, and two other people. Did you know one of them melts brains?"

written by Mingamango181 on Jul 22, 2010 20:41

"Oh. Thanks." I take the knife that is offered by Jam-R. "Maybe this would be useful for equipment substitution."

I follow after him, and note the currently unusable machinery. "How long would you think before unfiltered air would get here?"

I look for maintenance equipment.

written by Kristos on Jul 22, 2010 21:41

"Oh, I mean who I am, not what I am called, though that is nice to know as well! I suppose I am a troubleshooter. Is everybody of red clearance a troubleshooter?" I would ask for a weapon of sorts myself, but I do not know if I can trust myself yet.

written by Gligar on Jul 23, 2010 00:33

Maintenance

Kristos-R has his name on his jumpsuit? So it does! Did he work on a PLC service counter or something?

Anyway. Jam-R heads down to the generator room, followed by the other three.

Generator room

The three large diesel generators are prominent in the middle of the room, surrounding the single large fuel tank. Connected to the fuel tank is a 55-gallon drum, presumably the one Speed-O and crew used to refuel earlier.

The generators are connected, by thick cables, to a power distribution unit on the wall. Connected to that by a thinner cable is a Computer terminal. Obviously, it's unpowered.

The place reeks of diesel. This is probably due to the large puddle of it on the floor.

Oddly enough, there is no maintenance equipment in the room.

Corridor D2 South

It seems that the debris hasn't fully settled, as a broken piece falls off what's left of the wall and drops to the level below.

written by Jam on Jul 23, 2010 03:03

"Ok! Here's the generator. Now we just need to find some fuel. Maybe there's some left in the drum..."

I walk over to the fuel drum and try to check if there's any fuel left in it.

written by Cryoburner on Jul 23, 2010 08:29

"Wow! A bell... Aah! Who are you? What are you doing with my bell? These precision instruments are vital to the success of the mission, and not just anyone can handle them!"

I take a closer look at the smaller box, and the bell it contains. Then I try pressing the button on top.

written by Kristos on Jul 23, 2010 11:38

I fish in my pockets once again, and feel something perfectly spherical...

written by Mingamango181 on Jul 23, 2010 12:02

I point towards the door to the north. "Maybe there's something useful in here!"

I head to the door, and put my ear next to it. I listen carefully, should there be something, or somebody on the other side.

written by Gligar on Jul 23, 2010 16:35

Generator room

Jam-R checks the drum, to find that it's rather light... in fact, it's empty.

Kristos-R looks in his pockets again. Is that something spherical? No, it's just his PDC...

Mango-R, on the other hand, is interested in what's behind the door. Putting his ear to it, he hears nothing.

Corridor D2 South

Cryo-R snatches the box, and the bell, from "Scru-R". Apparently, they're too delicate for just anyone to handle.

The bell comes in a plain grey box, with the code THH-504/Cb printed on it, along with a serial number. Further investigation reveals that all the smaller boxes are printed with the same code, and sequential serial numbers.

Pressing the bell makes it go "ding".

written by 4616599 on Jul 23, 2010 16:58

"Nonsense. I still have intact limbs and appendages, which should help me in overall coordination to exert a proper amount of pressure on the bell!" I then note Speed-O.

"Ah, good to see you and the group again in good shape! Seems like I missed out on some things. Well, Cryo-R has collected some interesting tools and rubble,. I haven't been scouting too much, but, oh...I set off that explosion. Commies were trying to enter and use THQ as a PRPF volunteer HQ, so I blew up the armoury and pretty much levelled their efforts. Seems like the next subsector is somewhere south. Anyway, tried to stir up some discord after that, which had some success.... I now am a.... known figure to some of the commies. Most of them just finished their People's break at a food hall to the east- they went there after an attempt at investigating the explosion. They seem very easily distracted. And there may be some other parties in this; there were hints of another anti-commie party at the food hall, plus some strange but seemingly loyal clones in the dark room next to the warehouse."

written by Jam on Jul 23, 2010 17:18

"The fuel drum is empty! Speed-O said there was some more fuel on A Level. Let's go and get it."

I walk out the north door. Then I notice all the useful things in the next room. I take the longest cables I can find, a couple pieces of rubberlyke tubing, three pipes of different sizes, and any tools I can find. Then I search around for any other useful things.

I inspect my new possessions, noting the length of the cables, tubes, and pipes.

written by Speeder on Jul 23, 2010 18:44

"Humm... So, THAT was you... It started the hell out of me, specially because I was handling a nuclear reactor... Oh, we fit a nuclear reactor on a forkbot, so we have a NUCLEAR FORKBOT!!! Oh, now I have a name for him! Nukabot!"

written by Lightning4 on Jul 23, 2010 22:25

"Nukabot? I... guess that works!"

"I just hope it doesn't go off when we're not expecting it."

"I ought to go check on the forkbot and the two clones. I'll wait there for you guys, maybe there's something interesting in the warehouse that'll help us."

I wander off.

written by Mingamango181 on Jul 24, 2010 00:09

I follow after Jam-R, watching him gather all the 'useful things'.

I then take my chance to examine the room, and takes what appears to be a small spring. I squeeze it, and is quite surprised at it's ability to spring back.

"What can I find a use for this spring... Hmm. I think this could be used for launching objects at a high velocity!"

written by Gligar on Jul 24, 2010 00:35

Generator room

Jam-R passes Mango-R and opens the door, heading out. Mango-R follows him.

Spare parts storage

Luckily, rigging up the fuel drum to the fuel tank didn't take the entire contents of the room. There's still plenty left. Jam-R notices some pipes and cables, and some of the rubberlyke tubing, by the light of his PDC. He takes some. The tubes are roughly 2m in length, and the cables are about 1m. The pipes are all different lengths - it looks like they're 50cm, 1m, and 1.3m or so - but are about the same diameter.

He also finds a hammer and a couple of spanners. Or wrenches, as they're known in some parts of the Complex. Both names are equally mandatory. But here in JHT Sector, we use the former name.

Mango-R also looks around, and finds a spring.¹⁴⁵

Corridor D2 South

After a conversation, which results in Speed-O coming up with name *Nukabot* for the forkbot, L4-O decides to head back to the warehouse. He wanders in that direction, and reaches Corridor D2 North.

written by Speeder on Jul 24, 2010 02:16

I remain with Cryoscrub

"So, shall we go? Or any of you have better ideas?"

written by Jam on Jul 24, 2010 02:30

"Hmm... Where did Kristos-R go? Oh well, maybe he decided to stay back and clean up the spilled fuel... Let's continue on!"

I walk to the room to the north. I quickly check if there are any more useful items (I'll get them later), then rush through the north door and down the stairs.

written by Mingamango181 on Jul 24, 2010 03:15

"So then, where's the door to A Level?"

I try sticking my spring into the PDC, then examining the 3 doors other to the one I just came through.

written by Lightning4 on Jul 24, 2010 07:42

I continue into D4.

¹⁴⁵ GLIGAR: (OOO: I'll give you the spring, but for future reference, you shouldn't assume that something is there if I don't mention it at some point. Except for cameras. They're everywhere.)

As I walk by the strange mirrors, I admire myself in them from time to time.

Unable to resist the urge, I stop and flex for the mirror a little bit.

I finally reach the warehouse door and peek inside quietly to make sure all is well.

written by Gligar on Jul 24, 2010 15:46

Concourse B1

Jam-R passes through. He notes the tyre tracks made by the forkbot earlier.

The door to Spare Parts Storage closes slightly, then sticks.

Spare Parts Storage

Mango-R watches Jam-R run through the concourse to the stairs. Idly, he tries inserting the spring into his PDC's connection port, but he loses his grip on it and it goes *sproinnnnng*, flying off somewhere. At least the PDC seems to be unharmed. Oh wait... there's an error code on the screen.

Maybe if Mango-R wasn't preoccupied with looking at the ORANGE door on his left, and the RED one on his right, he'd have had a better chance.

Corridor A1

Jam-R arrives, after almost falling face-first down the stairs. It turns out that they're a little slippery from the water.

It's still a little damp down here too, even though most of the water has drained away.

Jam-R notices that the door on the left ahead is still ajar.

Corridor D4

The jackobot is still here for some reason. So are the mirrors, which doesn't go unnoticed by L4-O.

Eventually, though, he reaches the far end, and peeks inside.

Distribution Warehouse

The forkbot is still parked in here, with John-R at the controls. He seems to be running some checks on the bot's controls.

Lucas notices L4-O and waves at him.

written by Speeder on Jul 24, 2010 15:54

After neither Cryo or Scru do anything, I start to pull them both by the jumpsuits, toward the long way toward the forkbot.

written by 4616599 on Jul 24, 2010 16:10

Speed-O's sudden dragging breaks my daze.

"Help!" I yell and flail around, accidentally hitting Speed-O on the nose. I finally calm down and get myself loose. "Well, I'll try to follow you to your destination, but contact shouldn't be too obvious. I've got a feeling this Scru-R ruse may be

very useful. Also use 'Joris-O-DNK' rather than 'Scru-R', particularly if there're commies around."

written by Lightning4 on Jul 24, 2010 17:33

I wave and enter.

"All is well so far. The rest will join us shortly."

Bored already, I begin sifting through the warehouse for anything interesting.

written by Jam on Jul 24, 2010 17:40

I yell up the stairs.

"Hello? I'm going to need some help getting the fuel drum up the stairs! Are you still there?"

I walk through the door and look for the fuel drums.

"It's a good thing Speed-O gave me such detailed directions, or I would have been searching for these for a long time..."

I try to find a full fuel drum.

written by Mingamango181 on Jul 24, 2010 23:45

I try to ignore the despair of my loss of my spring, looking at the error code on the PDC.

"Hmm... 0xFE. What's that supposed to be? Hexadecimal?"

Well, at least it made the screen brighter. I notice the absence of Jam-R, and head through the red door to the north, pointing the PDC forwards.

written by Gligar on Jul 25, 2010 00:41

Corridor D2

Speed-O takes matters into his own hands and starts dragging "Scru-R" and Cryo-R back towards the forkbot. The box gets left behind.

Distribution Warehouse

While he's waiting, L4-O looks around for anything useful. He finds some more of those balloons, some more duct tape, and a bunch of sealed boxes.

Fuel Storage

As it happens, there are a few full drums here, still sealed.

Concourse B1

Mango-R enters on his way downstairs. A camera tracks him as he does. Followed by another. Clearly, you aren't cleared to know how the cameras are powered.

written by Jam on Jul 25, 2010 00:54

I tilt one of the full fuel drums over and start to roll it out the door.

I try not to hit Mango-R.

"Oh, there you are! Do you think you could help me carry this up the stairs?"

I try to push the drum up the stairs.

written by Mingamango181 on Jul 25, 2010 00:56

"Sure."

I place my PDC back into my pocket, then assist Jam-R pushing the drum up the stairs.

written by Speeder on Jul 25, 2010 01:35

First I give a "ouch" when my nose is hit. Then I release the flailing Joris, and continue dragging Cryo.

"Sure... You are correct, go ahead while I... Drag this dude..."

written by Lightning4 on Jul 25, 2010 05:23

I fashion myself an awesome duct tape headband and put it on.

I forget that the sticky bits need to be covered up though. After yanking it off of my hair with some pain, I remake it without the sticky bits exposed, and put it back on again.

Feeling sufficiently awesome, I search through a few of the sealed boxes.

written by Cryoburner on Jul 25, 2010 12:18

Entranced by the tone of the bell, I initially don't notice Speed-O grab hold of me and begin dragging me down the hall. Then, I do.

"AAAH! Release me at once! I don't know who you people are, or what you want!

I throw the bell I was handling at Speed-O's face, and attempt to to break free from his grasp.

written by Kristos on Jul 25, 2010 13:45

At hearing Jam's yell, I wake up on the floor of the Generator Room. Perhaps exhaustion, perhaps the fume of the fuels, and perhaps pure hunger caused me to become temporarily unconscious. I dreamed of running around commanding orders to a team in another place. Only I didn't speak. I just commanded.

written by 4616599 on Jul 25, 2010 13:51

Assuming Cryo-R has abandoned the bell box, I pick it up, then follow Speed-O at a distance. I also give the former PTVF HQ a glance for any commie activity.

written by Gligar on Jul 25, 2010 15:54

Corridor A1

Mango-R dodges as Jam-R almost runs into him with a fuel drum, and then helps to take it upstairs. The cameras continue to track him.

Distribution Warehouse

While he's waiting, L4-O plays with some duct tape, making himself a headband. But he gets it stuck to his hair, making it painful to remove. He ends up pulling some of his hair out removing it and making a new one.

That done, he takes Fred and opens some boxes. He finds some first aid kits, a box of slightly-out-of-date VitaYum Meal Substitute Bars, and a box of TeaSir bags.

Corridor D2

Cryo-R seems to have snapped. First, he's deprived of his bells, now he's being dragged down the corridor? He assaults his superior, Speed-O, with the bell earning Treason Code FF/2, and one Treason Point and attempts to break free. But Speed-O keeps hold of him, dragging him to the north.

Joris-O (not "Scru-R" for now) lags behind a little and picks up the discarded bell box (and the box of bells). They might come in handy,

Glancing at PVTF headquarters as he passes, he can see clones inside, apparently having come off their meal break.

Bunker stairwell

Jam-R and Mango-R take a break pushing the barrel. Not far before B Level now.

written by Jam on Jul 25, 2010 16:12

I rest a while.

"What did you say your name was again?" I ask Mango-R.

I wait for him to answer, then go back to pushing the barrel up the stairs.

written by Cryoburner on Jul 25, 2010 18:04

I quietly mention to Speed-O...

"We really shouldn't be seen together here, you know. I'm busy with top-secret reconnaissance work, and being spotted with you in public might compromise the mission. You don't want to compromise the mission, do you?"

written by Lightning4 on Jul 25, 2010 19:37

"Ooh. These will come in handy."

I grab a meal bar and start munching, then I grab one of the first aid kit boxes and see if there's anywhere I can put it on the forkbot.

If so, I place the box on the forkbot.

written by Kristos on Jul 25, 2010 21:20

I get up off the floor and help get the fuel into the room. Rather weak, I'm not sure how much my assistance accomplished.

written by Mingamango181 on Jul 25, 2010 22:09

"Well, at least according to my ME card, the name is Mango-R."

I return to pushing the barrel up the stairs.

written by Speeder on Jul 25, 2010 22:40

I peer at him, in fact my left eye start to blink like a nervous tick.

"You... Have some issues, don't you?"

After some more time, now even STARING and frowning, I say.

"Ok, you return to Joris side... Know that we are hading off to V level."

Since they both want distance, I run away.

Ooops, after noticing that I run away still holding Cryo, I let him go, and attempt again to run toward the forkbot location, this time with the double barrel gun instead of Cryo in my hands.

written by Gligar on Jul 26, 2010 00:24

Bunker stairwell

Jam-R and Mango-R continue pushing. They come to the exit and push the drum into Concourse B1, and through into Spare Parts Storage.

Kristos-R notices, and moves to help. He has that 'hungry' look on his face.

Distribution warehouse

L4-O looks at one of the first-aid kits, and notices a nice spot on the back of the forkbot that would look just mandatory with a first aid kit on it. And with the aid of some duct tape, he makes the adjustment.

Speed-O enters at a run, with his "slugthrower" at the ready. He seems to be... unhappy.

Corridor D2

A team of communists exits PVTF Headquarters. For a change, they're armed with laser pistols, and have that look about them. You know the one, it's that one that says "Troubleshooter". People's Volunteers?

written by Speeder on Jul 26, 2010 01:13

I smile happily as I see everyone ok here.

"Hello! I am back! Cryoscrub are coming later, because they don't want to blow their commie cover. We shall wait for them here, since they may attract commies, better mount a ambush..."

I look around for stuff that we can move and make covers that don't look like covers.

written by Lightning4 on Jul 26, 2010 01:39

"Right! We should hide the forkbot too, maybe make it not visible from the door or something."

I start grabbing boxes and stacking them between the forkbot and the door.

written by Jam on Jul 26, 2010 01:41

I continue rolling the fuel drum to the Generator Room.

When we get into the room, I run to the other side of the drum and make sure it isn't rolling too fast. I try to aim it so it stops close to the fuel tank of the generator. Then I tip the drum back upright.

written by Kristos on Jul 26, 2010 02:40

I help start rigging up the fuel drum in the generator room. I feel a tension so thick, you *can't* cut it with a knife.

"What are we going to do when we finish our job here? I feel... without a means of defense. Are there weapons somewhere around here?" I then notice an error screen on Mango's PDC, so I take it and quickly fix it without even noticing.

written by Cryoburner on Jul 26, 2010 08:30

"Hmm... that guy sure looked unhappy. Maybe he doesn't like bells."

I recover my thrown bell, and examine it more closely, including its underside.

"Now, what was it he wanted me to do? Meet up with... Boris, was it? Yes, Boris. I wonder if those fellows in that office might know where Boris can be found..."

I begin heading back down Corridor D2 toward the maintenance request office, encountering Scru-R along the way.

"Gasp! My bells! What are you doing with them?!"

Based on the size of the case, and that of the inner bell boxes, I determine the number of bells inside.

written by Mingamango181 on Jul 26, 2010 10:54

I notice that the error is no longer there, but didn't notice Kristos-R even get anywhere near me.

I take a look at the now upright fuel drum, then ask Jam-R,

"Do you think we can use the piping or tubing to get the fuel into the generator?"

written by Gligar on Jul 26, 2010 15:48

Distribution Warehouse

L4-O and Speed-O both get to work moving boxes from the shelves to shield the forkbot from view.

John-R gets off the forkbot and helps.

Generator room

With the help of Kristos-R, the fuel drum is moved into position near the empty one.

Kristos-R somehow notices that Mango-R's PDC has an error, despite the fact that it's in his pocket. Is he a mutant with X-ray vision or something?

He then attempts to purloin the PDC and fix it.

Unfortunately, it turns out he's not very good at the former. As such, Mango-R notices a rather hefty tug on the pocket that contains his PDC.

Corridor D2

Cryo-R encounters Joris-O and estimates that he's carrying 30... well, 29... bells.

written by Kristos on Jul 26, 2010 16:26

I successfully obtain the PDC, though certainly not inconspicuously. I stare into the screen and fidget with it, and several seconds later the device has returned to normal

functioning. I hand it back to Mango-R. I sense the same strange muscle movement on my face as before. Am I smiling again?¹⁴⁶

written by Speeder on Jul 26, 2010 17:37

After we finish our...

Work of abstract (or... concrete? No!!! Cardboard! Yes, cardboard!)

Art, I try to find some place where I can point my weapon toward the door without being too visible myself, and that I can hide behind while noone is in the door...

Then, I hide behind!

And hope that L4, Lucas and John do the same somehow.

"Oh, mr. Forkbot, btw your name now is Nukabot."¹⁴⁷

written by Jam on Jul 26, 2010 20:16

"Kristos-R? Why do you have Mango-R's PDC? What are you doing?"

I walk over and try to see what he is doing.

"Why are you pressing all those buttons? And why does the screen say '0xFE'? Very suspicious..."

I gasp as I suddenly realize what Kristo-R might be trying to do.

"You're not trying to *program* the PDC, are you? That is restricted to [DFSR] clearance!! I might have to report you..."

written by Lightning4 on Jul 26, 2010 20:16

Indeed, I join Speed behind our new cardboard shelter.

Not before admiring our handiwork, of course.

Feeling like a regular architect, I ready my laser pistol, so that I may defend our box-fort.

written by Gligar on Jul 27, 2010 00:34

Spare Parts Storage

Looks like Kristos-R got Mango-R's PDC, but not without ruining the pocket of Mango-R's jumpsuit. (Then again, it's not like those jumpsuits doesn't have roughly a million other pockets.) And not without Jam-R noticing. He also notices Kristos-R pressing buttons on the PDC... almost as if he were acting treasonously...

The cameras in here are also active. They begin tracking Kristos-R as well as Mango-R.

¹⁴⁶ GLIGAR: (OOO: Kristos, I guess you're new at tabletop or play-by-post RPGs?)

What you're doing there is assuming that your action will succeed. Generally speaking, failure is always an option when it comes to skill rolls. As such, you should never assume that things will just work. If you want, though, you can spend perversity points to improve the chance that things do work successfully. You currently have 10 of them.)

¹⁴⁷ KRISTOS: (OOO: I am new at this. I told people I knew nothing about this and they said I'm not supposed to so I just launched out into the complete unknown. You'll have to kick me every now and then to keep me from doing it all wrong. 😊)

Distribution Warehouse

While all that was going on, it looks like Speed-O et al have finished building themselves a nice little box fort, much to Lucas' delight, as he used to do it all the time in the creche. He insists on finding a "No Commies Allowed" sign, though... it just wouldn't feel right otherwise.

But besides that little detail, weapons are drawn and places taken. Any commies walking through that door will be in for a shock. Or maybe a zap.

As to its name, the forkbot responds, "Suits me. Nukabot it is, then."

written by Speeder on Jul 27, 2010 00:40

"Ok, Nukabot, L4, John and Lucas, prepare for fighting, but please John and Lucas, don't attack unless we ask, you may not know if the incoming commies are our double agents."

Then I wait for Cryoscrub and whatever commies may follow them.

written by Mingamango181 on Jul 27, 2010 03:22

"Huh? Report? This is hardly the time to be reporting. I mean, we should get the power working again at least."

I feel around the room, looking for a pump to get the fuel into the generator.

written by Jam on Jul 27, 2010 04:11

I look up as I hear the faint but unmistakable sound of camera motors whirring. I panic, suddenly realizing that the comment I made may have put Kristos-R in danger. I say, a bit louder than normal.

"Huh? What's that you say, Kristos-R? Oh, you were just showing Mango-R how to play that new PDC game, Commie Killer! So that's what all the button presses were! That's very helpful and NOT AT ALL SUSPICIOUS OR TREASONOUS! And the "FE" I saw must have been part of a name or something! Of course you aren't trying to program the PDC, BECAUSE THAT'S TREASONOUS AND YOU WOULDN'T DO SOMETHING TREASONOUS! Oh Mango-R, let me play!"

I try to take Mango-R's PDC. I shield the screen from any watching cameras, and pretend that I am playing a very exciting game.

"Die, Commies, Die!! Oh, this game is FUN! I'm having so much FUN right now playing Commie Killer! Oh look, it's a evil Commie boss! What's his name? Hexadec-I-mal? What a strange name for a Commie to have! I've have no idea what a Hexa-something-or-other is! Do you know what this hexa-something is? I DIDN'T THINK SO!! Of course we wouldn't know what a hexa-something is! WE JUST ARE HAVING SOME FUN, THAT'S ALL!!"

I return the PDC to Mango-R, making sure to keep the screen hidden.

written by 4616599 on Jul 27, 2010 11:06

I suddenly snap out of my daze again, with Cryo-R's advances startling me. "Oh...I had the strangest dream about a treasonous Chrome crashing on me, and preventing me from posting my next actions, though I finally managed to get help from a familiar, but sluggish clone called Fi-R-FOX. How odd."

I then note the laser-toting commies trundling out. "Greetings comrades! You sure workk very good, eh? Am going for my checks and work shiff soon, just had a strange experience, but can I be of assistance?"

written by Speeder on Jul 27, 2010 12:04

I wait, thinking of more names...

Wait... I was not only CloneServ, maybe I was... JUNIORCloneServ? Oh no... I must invented all of those ridiculous names...

written by Cryoburner on Jul 27, 2010 12:42

I examine my bell even more closely, assuming I actually picked it up, and examine its underside even closer. Then closer.

I then continue with Scru-R...

"There must be 100 bells in that box! I suppose I don't need quite that many. How about you just hand 25 of them over to me, and I'll let you keep the rest. I'll even throw in a shiny pen."

I pull out a black "Secondary Sector Logistics" pen, and offer it to Scru-R.

written by Gligar on Jul 27, 2010 15:27

Distribution Warehouse

The tension in the box fort increases. The word 'knife' comes to mind.

For a minute, nothing happens.

Then, the warehouse door opens.

Generator room

Mango-R looks/feels around the room but can't seem to find a pup to put fuel into the tank.

Jam-R plays with Mango-R's PDC for a while before handing it back.

...Is that a bead of sweat on his brow?

Corridor D2

Cryo-R once again becomes entranced with his shiny shiny shiny Ring For Service Bell. In fact, in his zeal to inspect it to the finest detail, he goes a little too far and clonks himself on the head with it, causing it to go 'ding', and him to pass out.

Obviously, he's unable to offer Joris-O a pen under those conditions.

As for the People's Volunteers, they're looking on in amusement. One of them says, "We are investigating the strange disappearance of clones from the PVTF headquarters, do you know of anything that happened?"

written by Speeder on Jul 27, 2010 16:09

I try to peek without being seen, who opened the door.

written by Jam on Jul 27, 2010 20:12

"Okay, we need to pour the fuel into the tank. Here, we can use this tube."

I detach the tube from the empty fuel barrel and try to attach it to the full fuel barrel. If there is a cap on the fuel barrel, I attempt to use my hammer and spanners to loosen it.

written by Cryoburner on Jul 27, 2010 21:00

I dream of offering Joris-O a pen.

I then attempt to wake up and recover my bell, if it happened to get dropped again.

written by Kristos on Jul 27, 2010 22:03

"Jam, are you crazy? I was just..." and then I realize I must have done something forbidden. "I was just... almost to the... boss!" I assist Jam in transferring the fuel best as I can.

written by Gligar on Jul 28, 2010 01:19

Distribution Warehouse

Peeking through a crack in the box fort, Speed-O notices a face peeking round the door.

The owner enters the room, followed by several more clones.

They're armed with slugthrowers and, bizarrely, fuzzy hats. But now you come to think of it, it's not bizarre at all, given recent events.

Lucas suppresses a gasp.

Generator room

After he speaks to Kristos-R, Jam-R works at moving the tube-and-wire setup from the empty drum to the full one. The wire is weakened a bit, but he's able to do so, after removing the new drum's cap.

Kristos-R then prepares to help Jam-R transfer the fuel. And with no pump in evidence, it looks like there's only one way...

Corridor D2

The unconscious Cryo-R remains unconscious. But he seems to be dreaming about something.

written by Speeder on Jul 28, 2010 01:25

I attempt to count the clones, then point the number and position for the others in the covers using only silent signals...

You know, how law enforcement people are supposed to do... (troubleshooters are law enforcement... right? In fact, although troubleshooters are usually less in colour rank than IntSec, they are...

THE GLORIOUS SPECIAL FORCES!!!!

OOOOOOH!!!!!!!

* those TV "oooh" sounds *

Then I wait for them to get closer.

written by Jam on Jul 28, 2010 01:33

I try to talk to the unnamed clone.

"Could you watch this hose for us and make sure it doesn't slip? Thank you!"

I turn to Mango-R and Kristos-R.

"Ok, we're need to lift the barrel into the air and tip it so the fuel can run into the tank."

I grab the barrel, and wait for the others to prepare themselves.

"Ready? One, two, three, lllllift!"

written by Mingamango181 on Jul 28, 2010 03:19

I grab the base of the barrel, and try to tip the fuel in.

"Ugh... this is really, really heavy..."

written by 4616599 on Jul 28, 2010 06:28

"Excuse my comrade here. He's in a related subcell of the People's Glorious Distribution Management Details Inspection Subdivision IIRC. Gosh, all that bureaucracy...almost like the Friend Computer days again. But I digress. He was acting up strangely and knocked himself unconscious with this treasonous bell. I figure Intsec might be using brain-altering weapons. Anyway... the clones...you might remember the food hall situation...dissidents perhaps? Or I saw a couple clones in the dark room near Revolutionary Square- perhaps they're hiding there?"

written by Lightning4 on Jul 28, 2010 07:31

I remain hidden, and since my back is turned, I'm most likely oblivious to Speed's attempts at communication.

written by Kristos on Jul 28, 2010 15:59

I grab the barrel as well, but suggest, "Wouldn't it be easier to just siphon the fuel? Look, I'll show you how it's done!"

written by Gligar on Jul 28, 2010 16:31¹⁴⁸

Distribution warehouse

Speed-O counts four communists entering. There looks to be at least three more outside.

He communicates this to the others. L4-O doesn't seem to notice.

Generator room

The unnamed clone nods, and watches the hose. It's almost like Cryo-R was here. Only this time, the hose stays in place as the drum is tilted and lifted, sending fuel into the tank. The drum is heavy. What did you expect?

Apparently, Kristos-R thinks that siphoning the fuel would be easier.

Corridor D2

"It's possible," one admits. "There was a group of comrades who went to investigate that section, but they did not return. Perhaps they are the ones we'er looking for."

Cryo-R remains unconscious. His dream turns to bells.

written by Speeder on Jul 28, 2010 20:03

I wait for the commies to look away, and then signal the others to shoot and start shooting. The more threatening looking ones first.

Go LASER RIFLE!!!

written by Lightning4 on Jul 28, 2010 20:08

If Speed starts shooting, I finally take notice and join in with my laser pistol. I shoot at whoever has the highest clearance weapon, threatening or no.

written by Jam on Jul 28, 2010 21:52¹⁴⁹

I continue holding the fuel drum in the air.

"Ok, we could try siphoning the fuel. But wouldn't we need to lift the barrel anyways?"

I try to look and see how high the tank would be compared to the barrel if we set it down.

written by Gligar on Jul 29, 2010 00:36

Distribution Warehouse

The communists look at the fort, slightly suspiciously, before turning their attention to the warehouse proper.

They don't get a chance to do anything about it because Speed-O fires!

¹⁴⁸ GLIGAR: (OOO: Okay, sorry for the delay. I'm building a contingency for if/when \$ISP decides to [redacted] up again. Really, all they want is money money money... well, when the time comes they can have somebody else's. Or preferably nobody's.)

¹⁴⁹ JAM: (Just curious, do clones usually include the clearance letter when they refer to each other casually? Or is it more of a formal name?)

He hits a clone with a particularly vicious-looking slugthrower. His kevlar body armour doesn't stop the laser, which hits him clean in the groin, dropping him!

The noise causes L4-O to turn and also fire. However, he misses and hits the door instead.

Lucas seems a little afraid that he's jumping the gun, but hey, commies! Unfortunately, his shot goes wide.

John-R concentrates. A second communist falls to the floor, this one clutching his head like it's about to explode.

Generator room

The refuelling continues. It seems that the drum is significantly lighter than before.

Jam-R ponders setting the drum down for siphoning. He notes that the fuel tank is about one and a half times as tall as the drum, or slightly larger, and bigger around.

written by Speeder on Jul 29, 2010 01:11

I aim for the next one in threat level... Obviously, not the ones already hit, since they are not so threatening right now.

Then I happily shoot.

written by Kristos on Jul 29, 2010 03:32

I continue to help Jam hold the barrel up. But my thoughts wander. Is that gunfire I distantly here? What a familiar sound.

written by Jam on Jul 29, 2010 03:44

"Oh good! It seems lighter that before, doesn't it? We're almost done!"

I continue holding the barrel up.

"Hmm... That's strange... I thought the generator would start up again now that there's fuel in the tank... Maybe there's some kind of switch we need to press?"

written by Cryoburner on Jul 29, 2010 13:16

"Wow! Bells!"

I take a dream bell, and examine it carefully, particularly its underside.

written by Gligar on Jul 29, 2010 15:39¹⁵⁰

Distribution Warehouse

Speed-O goes right on shooting.

But not before the communists get a few shots in.

The remaining communists in the room shoot! They end up hitting boxes, knocking them out of line.

¹⁵⁰ GLIGAR: (OOO: Guess what's happened, folks... that's right, \$ISP have failed me. As such my main equipment is offline until they go away. This means that I don't have my main map available right now, so please bear with me.)

The first communist from the corridor enters and also shoots... showing the same marksclonship skills as her comrades.

Speed-O finally gets in a shot. It's a good shot, nailing the entering communist in the chest. She drops to one knee, clutching the wound.

Lucas tries another shot... and I'm not sure if that's a lucky shot or he was aiming at another communist, but the shot ends up going out of the door to hit the communist at the back end of those in the corridor...

John-R seems to be concentrating, but nothing seems to happen. He shrugs and checks his laser pistol. It's still okay.

Generator room

In the distance, the sounds of combat can be faintly heard - slugthrowers can be loud. Kristos-R picks up on it, and pauses for a moment.

In a moment, though, the drum seems to empty completely. Now, why didn't the generators turn on...?

Corridor D2

The People's Volunteers prepare to move out. "Thanks for your help, comrade," the apparent leader says.

Cryo-R is still out cold. In his dream, he examines a bell and finds it to be quite exquisite. Almost... ULTRAVIOLET in quality. The underside seems to confirm this, being rather white.

written by Speeder on Jul 29, 2010 15:44

I look puzzled as the hardest commie to hit is hit by Lucas. "That was intentional?"

Anywya, I shoot the next one that deserves being shot.

written by Lightning4 on Jul 29, 2010 18:48

Snapping out of a momentary daydream, I continue firing as well.

written by Jam on Jul 29, 2010 18:59

I set down the barrel and search around the generator for a switch or button to press that might turn it on.

"There must be a switch somewhere that turns the generator on..." I tell the others, "Let's try to find it!"

written by Mingamango181 on Jul 29, 2010 20:18

"Ah, right."

I set down the barrel, and decides to search the entire room, should the generator itself not have a switch.

written by Kristos on Jul 29, 2010 21:02

I push any button and pull any switch I can find.

written by Gligar on Jul 30, 2010 00:02

Distribution Warehouse

Speed-O fires once again, as does L4-O... just as the two remaining in the room fire.

A slug hits Lucas in the forehead. He looks puzzled for a moment, then collapses.

The second slug hits the forkbot. As you may remember, it has kevlar plating, and is undamaged. But it's now been angered. It begins powering itself up. "Do... not... shoot... me." it intones in a low mechanical voice.

At the same time, one laser shot hits a communist. Sadly, not the one who shot Lucas, or the one who shot the bot, but the remaining communist in the corridor. What is it with lucky shots?

John-R also shoots, but seems to be having difficulties with his laser pistol. Even though he checked it,

Generator room

The tank refuelled, the clones search for a means to turn on the generators. Jam-R isn't successful, and neither is Mango-R. Kristos-R, on the other hand, is more successful. He finds a group of buttons on the power distribution unit, and presses them.

Everyone in the room is startled by a sudden din from the generators.

In his shock, Kristos-R lets go of the buttons and the din settles down into a low roar.

Around the bunker, lights come on, dimly at first. Messages appear on Computer terminals... something about a startup sequence.

written by Jam on Jul 30, 2010 00:56

"Ah! You got the power working! Hooray!"

I look at Mango-R and Kristos-R.

"Kristos-R, you look really hungry... Let's all go get some food! Here, I'll show you where it is..."

I walk up the ladder to C Level, then walk through the door to Corridor C1. I wait there for the others.

written by Kristos on Jul 30, 2010 01:47

The live computer screens capture my attention. But what Jam-R said echos through my mind and I remember my hunger. I break from the screens and follow Jam-R. Remembering the gunshots heard earlier, I perhaps pick up anything weapon-like I happen to see laying around.

written by Speeder on Jul 30, 2010 02:39

Wondering that probably the forkbot will kill the remaining communist inside, I try to kill more of the outside one (and hope the bot will not run itself on the doors trying to get them)

written by Lightning4 on Jul 30, 2010 02:42

Noticing Lucas collapse, I gasp and get distracted.

Assuming I manage to snap out of my distraction, I shoot at the communist who shot him. ANGRILY.

written by 4616599 on Jul 30, 2010 12:18

I begin to note the distant laser shots. Looking at the unconscious Cryo-R, I attempt to rouse him, ringing his bell quite vigorously.

written by Gligar on Jul 30, 2010 15:15

Corridor C1

After walking up the ladder (how does one walk up a ladder? ☹️) Jam-R leaves Maintenance. Kristos-R and the nameless clone are not far behind. He starts walking down the corridor.

Around them, clones are beginning exploration of the bunker in earnest. (Why they couldn't have done it earlier when power wasn't an issue is beyond me.) It seems that they've found the cache of weapons in the RED dormitory.

Soon, the three reach the end of the corridor, where the food storage room is located. It looks like the scrubot has been through here and has cleaned up some of the burnt/melted stuff from earlier.

Distribution warehouse

There's a lot of shooting going on in there... let me see if I can sort it out...

Speed-O focuses on the communists outside the room, hitting one in the arm, causing her to drop her weapon.

That leaves one communist outside, who turns to flee.

L4-O shoots the not-a-Junior-Citizen-any-more shooter, hitting right in the head, causing it to explode into blood and brain matter!

Right as the forkbot strikes. It knocks the falling corpse to the ground, and rams the final communist into the wall, sending one of its forks right through the communist's neck!

Corridor C2

Meanwhile, Joris-O tries to wake Cryo-R, even going as far as taking hold of the bell and ringing it close to Cryo-R's ears.

The incessant ringing makes its way into Cryo-R's dreams...

written by Jam on Jul 30, 2010 16:03

I run back to the clones that found the weapons in the RED dormitory.

"Hey! Give us those weapons! We need them! We're troubleshooters, remember? We can't shoot trouble without weapons!"

I try to take three of the laser pistols and three spare barrels. I put the rest of the weapons back in the locker nearest the south door.

"Now, don't touch them unless you're planning on leaving the bunker to help stop the commies! Ok?"

written by Speeder on Jul 30, 2010 18:09

I put the rifle back and then run to Lucas.

"Lucas!!!"

I check to see if he is dead.

"I hope that if he died, he will be clone in the bunker, and not in commie territory..."

written by Mingamango181 on Jul 30, 2010 23:38

I notice that Jam-R has left, so I quickly climb up the ladder and run into the corridor.

"Hello? Anyone there?" Feeling that there isn't going to be an answer, I head further down the corridor.

written by Gligar on Jul 31, 2010 00:36

Dormitory 1

As it turns out, the clones hadn't got round to distributing the weapons yet. As such, it's easy for Jam-R to get hold of some from the cache. One of them does have a counter-argument, though: "We might be troubleshooters, but what about the chance that trouble comes to us? It might be a strange concept, but... well, it's kind of a possibility..."

Distribution warehouse

The fighting done, Speed-O checks upon Lucas. He... doesn't seem to respond to anything.

Corridor C1

Mango-R walks through the corridor, and passes a few clones going places. He eventually meets up with Kristos-R near the food storage room.

Cloning station

Various indicators light up on a cloning tank. Some text appears on the terminal, but there's no-one here to read it.

The terminal begins to beep. Not long after that, other terminals in the bunker follow suit, and display another message.

written by Lightning4 on Jul 31, 2010 00:53

I walk up and join Speed.

I check Lucas' pulse. Assuming I know how to do that. Otherwise, I just shout his name a couple times hoping he'll respond.

written by Jam on Jul 31, 2010 01:19

"Speed-O said there were two places commies could enter from. That hole in the ceiling at Concourse C1, and the Loading Dock at A level. I suggest you concentrate your defenses there. Doesn't the bunker have turret defenses or something? Maybe you could figure out how to activate

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them... But you're right, if commies invade the bunker, you should definitely use any weapons you can find against them. Just make sure anyone who leaves the bunker isn't leaving unarmed, or he won't last very long..."

I continue walking down Corridor C1 toward Food Storage.

As I walk by the Cloning Station, if I happen to notice any strange beeping or other noises coming from the room, I go inside and investigate.

Otherwise, I continue walking.

written by Gligar on Jul 31, 2010 15:28

Distribution warehouse

L4-O tries to think of a way to get a response from Lucas, and ends up just shouting his name a few times. Sadly, it doesn't work.

Corridor C1

Now walking down the corridor, Jam-R is talking security arrangements with one of the bunker's clones when he hears the beeping from the cloning station.

Cloning station

Investigating, he notices the lights on the cloning tank. The Computer terminal is beeping to attract attention to the message:

ATTENTION

CLONING REQUEST RECEIVED VIA [DFSR] FROM UNLISTED
CLONE TEMPLATE [DFSR]-AHK

CLEARANCE MISMATCH DETECTED

AUTHORISATION REQUIRED TO PROCEED WITH CLONING

GRANT AUTHORISATION? Y/N

written by Jam on Jul 31, 2010 15:56

"Hmm... AHK? Isn't that the sector that Lucas is from?"

I type "Y" into the terminal and press enter (or it's equivalent). I enter my name if I need to.

Then I peer into the cloning tank and try to see who is forming.

written by Speeder on Jul 31, 2010 19:53

I sigh.

"HEL-sector, he is really dead."

I then go check if the commies have any interesting stuff, not only equipment but also notes, maps, etc...

written by Lightning4 on Jul 31, 2010 20:06

I shrug. "Well, vatcrap..."

"Hope Jam and Cryoscrub are still okay."

I join Speed in looting the commies.

While doing that, I look at Nukabot, part in praise, part attempting to survey any damage that could have occurred during impact.

"Well done, Nukabot. Impressive attack!"

written by Mingamango181 on Jul 31, 2010 23:35

"I don't suppose that you know what happened to Jam-R. Well, I should probably take a look around, considering that I haven't had the chance."

I turn back, and walk down the corridor, examining every object I see, and listening for voices.

written by Gligar on Aug 01, 2010 00:39

Cloning station

Jam-R presses Y.

The terminal does ask for his name, so he enters it.

The terminal clears its screen and shows

AUTHORISATION ACCEPTED - CLONING IN PROGRESS

BEGINNING PHASE 1

The pattern of lights on the active clone tank changes, and an indistinct shape begins to form. It's not possible at this stage to tell who it is.

Corridor C1

Mango-R walks down the corridor, seemingly channelling the still-unconscious Cryo-R as he examines the light fixtures (an old type, no longer in general use), and the clearance stripe (the paint is peeling). As he passes the cloning station, he hears the sound of an active cloning tank.

Distribution warehouse

Speed-O decides to check the communists over. L4-O joins him. They find the usual slugthrowers and ammunition. Hey look, one of them had a can of B3. And another had a cone rifle shell.

As they search, Nukabot says, "Why, thank you. It's amazing what forks can do." Nukabot backs up slightly, allowing the dead communist to fall to the floor.

It seems that all of them were carrying Com 1 units.

Suddenly, a voice is heard from an air duct near the ceiling. "Citizens! Report!"

written by Jam on Aug 01, 2010 02:08

I hear someone outside the door, and turn around just in time to see Mango-R walk by.

"Oh! Mango-R! There you are! Sorry I left so suddenly. But I have good news! I found some laser pistols! Here, take one."

I offer a laser pistol to Mango-R.

"A clone is forming in that tank over there. I was curious to see who it was. It's from the same sector as another clone I know, Lucas."

I continue staring into the tank.

"If you're hungry, there's some food at the end of the corridor. I'm going to stay here and watch this tank... If you do go, could you tell Kristos-R where I am?"

written by Speeder on Aug 01, 2010 02:21

I get startled and point my rifle at the ceiling.

"Who are you? I won't report without knowing that you are a commie or not."

written by Mingamango181 on Aug 01, 2010 03:49

"Really? Great!" I take the laser pistol offered by Jam-R. I look at it, then slide it into one of my pockets. "Sure, considering that Kristos-R isn't exactly in the combat ready mood. You can tell me more about Lucas later. See you later, and keep an eye out."

I head back to Kristos-R. "Well, Jam-R's watching someone in the cloning station. You want to get something to eat, right?" I open the door to the food hall, and look inside.

written by Lightning4 on Aug 01, 2010 11:40

I suddenly stand to attention, but then get confused upon Speed's reaction.

"He... hello? Mr. Friend?"

written by Gligar on Aug 01, 2010 12:30

Cloning station

The clone continues to form. The shape changes to be vaguely humanoid.

Mango-R looks over the laser pistol briefly, noting its RED barrel which seems to be unused, and returns to the corridor.

Corridor C1

He returns to where Kristos-R is waiting, and opens the door to Food Storage. Apparently, at some point, the lock had been bypassed. Making things easy.

Looks like the scrubot's been here too. But even a scrubot cannot clean up all evidence of the fire that obviously took place in here recently, notably the laser turret that now refuses to retract properly. It's a good thing it didn't consume all of the food supplies, among which are individual packs of Soylent RED and ORANGE, and regular Hot Fun. A microwave oven also resides here, since, well, Hot Fun is called that for a reason.

Distribution Warehouse

"Have you forgotten my voice already? You've heard it several times before, after all. I, of course, remember you. And your brevets," the voice replies.

Now Speed-O thinks of it, the voice is familiar... maybe the duct is distorting it.

written by 4616599 on Aug 01, 2010 14:03

I continue with my attempts to rouse Cryo-R, this time smearing my packet of Cold Fun on him.

written by Jam on Aug 01, 2010 15:02

Slightly bored (but still happy), I look around the room.

If I find a set of reflec, I put it on.

If I find some towels, I take three of them.

And, if I happen to find a Multicorder, I attempt to make it play any previous recordings. (I'm assuming it's like a recorder)

Then I wander back to the cloning tank and continue staring inside.

written by Speeder on Aug 01, 2010 16:25

I stand down the rifle.

"Oh, only you know about the brevets."

I turn to L4.

"No, it is not The Friend, it is the commander of the mission. I only wonder what the HEL he is doing inside a ventilation shaft."

I then finally report.

"A clone named John-R showed-up to us, and told we had a problem with commies taking over the camera system, indeed we had, we moved to the camera control level, and I locked out the camera system, only high-clearance people can watch the cameras now."

I take my breath.

"Also, we have two spies infiltrated in the commies, one of them exploded the old HQ when he saw the commies turning it into their lair of evil."

Then I say, trying to figure if he can see us or not, so I can point while I talk... In the end I end pointing anyway.

"These are Nukabot, that we retrieved from the A level garage and modified, John-R, that can melt people heads and told us about the cameras, and Lucas-IR, that Jam found to be good as troubleshooter and is tagging along, unfortunately he just got shot, probably he is being decanted right now, I only hope that on our cloning station, instead of the one in commie territory"

written by Cryoburner on Aug 01, 2010 18:45

I attempt to eat the cold fun.

written by Lightning4 on Aug 01, 2010 20:50

"I made a cool duct tape headband!" I add.

"I... remember something about a comnode on V level, I'm sure you still want us to do that... unless you have a new objective for us?"

written by Gligar on Aug 02, 2010 00:31

Corridor D2

Seemingly out of options, Joris-O tries the old standby: food. Everyone likes Cold Fun, right?

Cryo-R obviously does. So much so that it pulls him out of unconsciousness, whereupon he attempts to eat it. Delicious.

Of course, it probably would have helped if it weren't all over his jumpsuit.

Cloning station

Jam-R looks away from the still-forming clone. It's more distinct now, and seems to resemble a certain INFRARED. But I guess we'll know more soon.

He finds the cache of equipment left here earlier, including the reflec, towels, and the multicorder. He dons a set of reflec, takes three of the towels, and tries to figure out the multicorder. He's able to get it to list its directory. Unfortunately, it's blank.

Distribution warehouse

After a moment, the voice speaks again.

"I am pleased that John-R reached you in time. I am informed that there were... complications getting him here." John-R suppresses a wince. "But no matter. The securing of the cameras has been a major coup for allied forces. And speaking of which, Armed Forces is planning a contingency. In ninety-six hourcycles, if the compnode has not reconnected to The Computer, the sector will be nuked. Make sure you succeed. Get to V Level before then."

Noises in the corridor cut the voice off. *"We'll continue this later. For now, get to the Armed Forces barracks on H Level. Bring as many as you can with you."*

written by Speeder on Aug 02, 2010 00:43

"Yes... Commander? Sir? Captain? Whatever..."

I turn to L4.

"So..."

I hear the noise in the corridor, again I quickly point my rifle there and go check.

written by Jam on Aug 02, 2010 02:58

I look nervously toward the clone tank.

"That almost looks like Lucas... But that would mean... This is bad. I need to get back to the others!"

I run as fast as I can to Food Storage. I burst through the door.

"Mango-R! Kristos-R! We need to leave as soon as possible! The troubleshooting team I'm with has been attacked! Quick, grab some food. I'll meet you at Concourse C1, the one with the hole in the ceiling."

I quickly take three packets of Soylent RED and run back out the door and down the corridor. I quickly look inside the cloning station and check on the clone.

Then I run to the room across the hall, intending to search it for weapons. Noticing it's a Medical Bay, I ask the docbot there if it could give me any supplies, like pills or first aid kits or surgical tools. Then I ask it if it could give me a crash

course in treating battle wounds (I seem to have had medical training before I was brainscrubbed, maybe this will trigger some memories).

written by Mingamango181 on Aug 02, 2010 03:18

I snatch two packets of Soylent RED, and some regular Hot Fun, and turn to leave. "Come on Kristos-R!" I grab his arm and drag him off if he doesn't respond. I leave the Food Storage, and hurry down the hall, laser pistol drawn in my right hand.

written by 4616599 on Aug 02, 2010 08:22

"Okay, citizen, we have to go...there might be people nearby who might destroy your bells! And speaking of your bells, here. They might come in handy." I give Cryo-R the bell box-containing box and keep 3 for myself. "There was shooting and banging coming from somewhere north; it'd probably be useful to have a look."

I then sniff the Cold Fun on Cryo-R's jumpsuit, and then attempt to scoop some up with my kevlar shield. Subsequently I turn on the Com 1 and scan the frequencies, checking for any commie activity.

written by Lightning4 on Aug 02, 2010 11:51

"N... nuked? That's no good. That's no good at all."

"So um... yeah. Let's go. Fast."

I dart over to the freight lift and search it for an H level button, to see if we can take friend Nukabot with us when we get everyone together.

written by Kristos on Aug 02, 2010 12:07

I snap out of my daze and snatch a bunch of Soylent and run after Mango. "Find any spare weapons?" As I'm running, I attempt to eat some.

written by Mingamango181 on Aug 02, 2010 12:36

"Well, I didn't. But I think Jam-R might have some spare laser pistols. He only handed one to me. I myself didn't find any weapons, though. He said he'd meet us at Concourse C1, which I suppose is where we should go."

I slow down, and settle into a brisk walk, still keeping my laser pistol ready.

written by Cryoburner on Aug 02, 2010 12:57

"Shooting to the north!? They must be after my bells! They are to be protected at all costs! Therefore, we must head southward!"

"First, I have a bit of business to attend to though..."

After accepting the return of my box of bells, minus a few that I can only assume wandered off at some point, I open the door to the maintenance request office and peer inside.

written by Gligar on Aug 02, 2010 15:31

Corridor D4

Peering out of the door, Speed-O sees another communist. This ones on his own, and is inspecting the jackobot.

Distribution warehouse

Meanwhile, L4-O darts into the freight lift...

...which isn't there. He ends up falling down the open shaft for about a level before falling onto the roof of the lift, breaking a leg.

Oddly, the lift is ascending.

Cloning station

Meanwhile, the clone finishes forming. It's now clearly Lucas-AHK.

But Jam-R has already left.

Unnoticed, the terminal displays more text, as memories are pumped into the new clone, it is scanned for mutations, and so on.

Food Storage

Jam-R arrives at a run and grabs some food, before running off again. He's followed by Mango-R and Kristos-R, the latter stuffing some Soylent RED into his mouth as he runs.

Medical bay

Wasn't the side door locked before? No matter. Jam-R enters and asks for supplies. The docbot replies, "Unfortunately, I don't have anything I could give you. I need to keep the medical bay at a minimum level."

Corridor C2

Joris-O gives Cryo-R most of the bells back. He tries to get some of the Cold Fun back, but is unable to do so. Finally, he turns on the Com 1. A scan doesn't reveal anything enli - wait... it seems there's a team heading for the distribution warehouse via the cargo lift...

Oblivious, Cryo-R peeks into the maintenance office again.

The communists inside seem to have intensified their fight for supplies. One of the communists has even lost his life to this internal battle. When Cryo-R looks in, something big is inadvertently thrown at his head.

written by Speeder on Aug 02, 2010 19:17

I prepare to interrogate the commie, until L4 decides to suddenly dive into the elevator shaft...

This make me only shoot the commie while it examines the "bot"¹⁵¹, and as I notice the lift machinery is moving I get to the forkbot for cover.

"John, the lift is moving, probably they are heading here after the commie we allowed to escape warned them about us, prepare for a nasty battle."

I sit inside the forkbot and aim outside.

"I noticed that you can drive yourself, I want you to ram everyone inside the lift, unless L4 somehow ended being inside the lift too."

¹⁵¹ SPEEDER: (OOC: I edited here, because I realized that I wrote wrongly the type of the bot, and I have no idea how to write correctly...)

I shake my head.

"Just when the cone rifle would be useful..."

written by Lightning4 on Aug 02, 2010 20:53

"YEEEEEEEEEOOW!"

I flail a little in pain, but attempt to regain my senses and see if there is anything else on the lift with me.

written by Jam on Aug 02, 2010 21:26

"Oh, that's too bad... Well, thank you anyway... Goodbye."

I go back to the cloning station. I gasp when I see Lucas floating in the cloning tank. Noticing the terminal doing something, I walk closer and start to read it.

If Lucas finishes cloning, I greet him, then escort him through the north door, where I'm assuming the chemical showers are. I try to start the showers. (If the showers don't work, I ignore them)

I check his pulse and breathing, and I question him on various things to make sure his mind is alright.

"What is your name? Who is your best friend? What color jumpsuit am I wearing? How many fingers am I holding up? What is my name? Do you like B3? What does a docbot do? Do you like communists? What is this called? How about this? And this?"

After that, I wait for the showers to finish (if they even started), then try to direct him to any forms that need filling out.

written by Cryoburner on Aug 02, 2010 21:53

I duck to avoid the incoming object. While I do like objects and all, I decide that this might not be the best place for another object-induced nap.

"Hello there again! I have returned with supplies!"

Still standing in the doorway, I pull out a single boxed bell and slide it across the floor toward the group of clones.

I then notice the one who's just laying there...

"Hmm... Does he need some medical attention? I've heard that laying around and not breathing can be hazardous to one's health. He might want to get that looked into."

written by Kristos on Aug 02, 2010 23:47

As Jam rushes all over the place, I stand in place, eat, and think of perhaps high clearance things. I don't know what they are really. I forget about my request for a weapon.

written by Gligar on Aug 03, 2010 00:48

Distribution warehouse

Zap! A nice shot! The communist outside falls dead instantly.

After that, Speed-O goes to occupy Nukabot's operator's chair, vacating John-R from that position.

Nukabot listens to what Speed-O has to say. "You know," it answers, "I never tire of seeing fragile skulls split open when they meet my forks..."

Lift shaft, on top of the cargo lift

L4-O looks around to see what else is here. Apart from the lift mechanisms, not much... just a hatch leading into the lift itself.

The hatch begins to move as the lift continues to ascend. C Level is just above now.

L4-O realises that someone is watching him.

Cloning station

Wow, the cloning is taking a while.

But finally, it finishes. Lucas-AHK-2 drops from the tank, still slimy from the tank goo, and shivers a little, seemingly disoriented.

But then he looks around and notices that he's in a cloning station, and finds his voice. "So that's what it feels like. Weird." He notices Jam-R. "Hi, Jam-R!" He lets himself be escorted to the chemical showers.

Chemical showers

Actually, it's just one room with no cubicles - basically, a communal chemical shower. There are a number of oxygen masks and one large RED "START" button, which, when pressed, would probably flood the room with chemicals.

Lucas dons a mask and waits.

He might have problems hearing any questions with it on, and the showers working. So Jam-R just asks him his questions now. "Lucas-AHK... er, 2, The Computer, RED, three, Jam-R, it's mandatory, it heals you when it wants to, HEL no... can I just get this over with now?"

Maintenance request office

The communists show no sign of having seen Cryo-R, but one of them dives for the box.

written by Speeder on Aug 03, 2010 01:20

"John-R do you mind in hopping behind the forkbot? We will rush at the elevator shooting at those inside... I only hope we don't destroy this elevator too...."

written by Jam on Aug 03, 2010 01:38

Yes, of course! But try to hurry, we need to get back to the others as fast as we can!"

I close the door to the chemical shower and press the "START" button.

While I'm waiting, I try to gather any forms Lucas will need to fill out.¹⁵²

written by Lightning4 on Aug 03, 2010 03:11

I look at whoever is in the lift and hope he doesn't shoot. If he does, I roll about and try my best not to get hit.

I also attempt to roll off the lift roof as soon as it reaches the C level, and if the pain isn't too bad, crawl away from the action.

¹⁵² KRISTOS: (ooc: note my post above, right before the update.)

written by 4616599 on Aug 03, 2010 11:54

I note Cryo-R going into the maintenance request office. "You're supposed to-" I then hear the chaos inside "...never mind, I suppose that can wait a bit."

I then glance down Corridor D1, checking for any signs of the commie patrol around the dark office.

written by Gligar on Aug 03, 2010 15:47

Distribution warehouse

"That could work," John-R replies, and does so.

L4-O rises from the lift shaft. He seems to be staring down a clone sticking out of a hatch on the top of the lift.

He notices that he's back at C Level and rolls into the warehouse, trying to get away from the action.

The lift continues to ascend. The clone sticking out of the hatch drops into the lift proper, which stops at C Level.

To be met by an accelerating Nukabot. Two communists are pinned against the wall of the lift, which shakes on impact. The other three ready their weapons.

Er, the other two ready their weapons... the third seems to have come down with Sudden Exploding Head Syndrome. He should really visit a docbot, they can do marvellous things these daycycles.

Chemical Showers

Jam-R starts up the chemical showers.

Neglecting to notice that, since the button is also in the showers, he's right in the middle of it.

There's a click as the door locks.

Then, there's a deluge of tank goo cleaning chemicals, from sprayers in the floor. In the ceiling. In the walls. Everywhere.

Corridor C1

Oblivious to this, Kristos-R continues eating, lost in thought. I have a nasty suspicion he'll need another brainscrub soon. Perhaps Setting 6 this time...

Corridor D2

As he waits for Cryo-R, Joris-O idly looks towards the dark office on D1, and notes that the patrol seems to have entered the office. Looking closer, he can see a thin mist exude from the open door.

written by Speeder on Aug 03, 2010 17:18

I shoot whatever commie John is not shooting... unless John does not shoot before me, then I shoot the easiest one to hit.

written by Jam on Aug 03, 2010 19:38

I realize what happened, and notice I'm not wearing a mask. I immediately hold my breath.

Instead of panicking, I try to remain as calm as possible, to conserve oxygen.

I walk over to the door and try to open it.

If that fails (and I'm guessing it will), I sit down and calmly, even happily, wait for the shower to end. What a nice shower I'm having... Won't Friend Computer be happy to see how clean I am?

If the shower seems to be taking too long, I look at Lucas and try to (non-verbally) convince him to let me use his oxygen mask for a few seconds.

written by Lightning4 on Aug 03, 2010 22:32

Once I've crawled a sufficient distance, I flip over, grab my laser pistol, and start shooting at the nearest able commie.

written by Gligar on Aug 04, 2010 00:19

Distribution warehouse

Two laser shots and two slugthrower shots ring out. One laser hits a communist in the arm, causing said communist to drop his weapon. The other misses.

The slugshots, predictably, hit some of the boxes from the box fort, pushing them to the floor and collapsing the fort.

L4-O gets far enough away and opens up with his own laser. The second communist is caught unawares by a laser shot to the chest and keels over backwards.

Chemical showers

Jam-R tries the door, and finds that it's locked. Of course.

He chooses to sit it out and holds his breath. Quite soon, the chemical mixture begins to fill up the room... and gets into Jam-R's eyes.

As if getting that stuff onto your skin wasn't enough. Getting it in your eyes has to *burn*...

written by Jam on Aug 04, 2010 01:00

Ah... Such nice chemicals... They must be cleansing my eyes now. Hmm... I feel a little stinging... Ow. It's starting to burn a bit. Ow. My eyes! Ow! OWWWWWWW!!

I quickly shut my eyes, then take out my INFRARED towels (and that other small towel that apparently has leaped back into my pockets, even though I wrapped it around the Station Monitor quite tightly) and try to wrap them around my face, arms, legs, and any other exposed bits of skin...

Then I clasp my hand over my nose and mouth, and try very hard not to breathe.

written by Speeder on Aug 04, 2010 01:20

I point my weapon at the unarmed alive commie.

"Ok, speak now, or we will torture you instead of killing you. In the most painful way as possible."

Then I realize that I don't asked anything.

"Oh, what I want to know is: Who is the technician? Who is the one that made the cloning stations work, copy memory data without computer working, and not scrub commie thoughts?"

written by Lightning4 on Aug 04, 2010 02:49

I crawl my way back to Speed and the group.

"Ugh... that was smart."

If Nukabot isn't moving, I crawl my way to it and attempt to retrieve the medical kit, and search it for anything I can use on myself.

written by Gligar on Aug 04, 2010 16:05

Chemical showers

The room fills up completely with the chemical mixture.

Jam-R seems to be having problems... do his eyes hurt? I bet they do! He tries to make the pain go away and protect himself with his towels, but it doesn't work completely... the towels just soak up some of the chemical mixture before becoming saturated.

Luckily, it doesn't last too much longer, as the room begins to empty.

Distribution Warehouse

The communist spits. "Don't you even know? There's enough spare processing power to run many things even without the central compnode. And the cloning systems are automated. Heh... I bet it wasn't even a challenge to get into them."

Meanwhile, L4-O makes his way over to Nukabot. Getting at the first aid kit, he opens it and finds that there's nothing in there that looks like it would be useful... half of the kit is given over to various types of pills.

written by Kristos on Aug 04, 2010 16:12

I hear the commotion of the chemical showers, run to them, analyze the situation, and do something about it. If I notice that Jam is stuck in there, I try to free him with any means at my disposal.

written by Speeder on Aug 04, 2010 16:56

I tilt my head, then I say.

"So, who removed the compnode from the friend computer network? No, I don't mean Friend Computer itself, that disabled the connection, I mean who did whatever that was done that incited the Friend Computer to shut down the connection."

Then I look to L4.

"Yes, indeed... But jumping in a elevator shaft was nowhere smart... But no problem, you don't died!"

Then I remember that all commies have IntSec armour.

"And tell me, how do you get hand in all these IntSec gear, while other supplies are lacking?"

written by Jam on Aug 04, 2010 18:32¹⁵³ Cloning station

I open my eyes and try to stumble to the door. I start banging on the door with my fist. I try to make a lot of noise. (So that Kristos will actually have something to hear. 😊)

I hear noises on the other side. I think about calling out to them, but realize that would mean I would have to open my mouth. I decide not to.

I continue not breathing. I start getting dizzy, and collapse onto my hand and knees, then fall face down onto the floor.

written by Mingamango181 on Aug 04, 2010 20:29

“Now where did Jam-R wander off to?” I enter the cloning station, and check the computer terminal. If there is any info on Jam-R or Lucas, then I ask for more details. Otherwise, I leave it alone.

“Kristos-R? What are you doing?”

written by Lightning4 on Aug 04, 2010 21:53

“Bah. Pills... I mean, yay, pills! But I don't think any of these can help me...” I mutter.

I overhear the interrogation, and add:

“Stalin-B and Foursixonesixfiveninenine... who is Stalin-B, is he your leader? And what is the latter for. Is it a code or something?”

written by Gligar on Aug 05, 2010 01:09

Cloning station¹⁵⁴

Kristos-R arrives at a run, apparently having heard something. But there has been no noise from here...

Chemical showers

Jam-R has had enough. He starts hammering on the door loudly.

Corridor C1

Wait... this is weird. I have Kristos-R on *this* camera hearing the banging from the chemical showers and beginning to run, but he's *also* on the cloning station camera *at the same time*.

And now he's just... vanished... from the corridor.

What is going on here? I'm getting a positive result on [DFSR] imaging... this can't be good.

I need to have Kristos-R tested for more than just high-clearance information, it seems.

¹⁵³ JAM: (OOC: Um... Where is Lucas? Is he not in the showers? Or is he just ignoring me... 😊)

¹⁵⁴ GLIGAR: (OOC: Yeah, it does help if there's actually a commotion to respond to... 😊)

Kristos-R tries to open the door to the chemical showers, but it's locked. He tries to get the terminal to unlock it, to no avail. Finally, he tries bashing the door down, but just dislocates his shoulder.

Mango-R enters behind him, and heads for the terminal. He asks it for information on either Jam-R or Lucas, but finds that the information is beyond his security clearance.

Chemical showers

Having gone unsaved, Jam-R collapses, just as the chemicals finish draining.

And just as the room begins to fill again... with water, this time.

Lucas, who has been trying to ignore the burning sensation from the chemicals and so had his eyes shut, opens his eyes, to see Jam-R collapsed by the door. He tries to reach Jam-R and get a mask for him but finds that his own mask's hoses won't let him go that far.

Unable to hold his breath any longer, Jam-R gasps in some air. Luckily there's some oxygen in the mix that has briefly replaced the liquid. His head's still above the water at this point.

Distribution warehouse

“Did you think we were the only force at work here? Did you think every communist knows everything? You might as well kill me now, you won't get anything else out of me!”

written by Speeder on Aug 05, 2010 02:16

I peer at the commie.

“Naaah... Why kill you? This will return you to your allies, with full health.”

I think for some time, then I say.

“Ok, what other forces are at work?”

I search for his communicator, so I can take it from him. Also I work to find the communicators of the other commies.

“John, search for the communication devices of those fallen on the warehouse and in the corridor.”

written by Kristos on Aug 05, 2010 03:12

I join Mango in pressing buttons on the terminals to pass the time as I await what might emerge from the showers.

written by 4616599 on Aug 05, 2010 09:15

I continue observing. Slowly I creep towards the dark room, tentatively giving a bell a few quiet rings.

written by Mingamango181 on Aug 05, 2010 12:00

I walk over and examine the door to the chemical shower. “Why would you try to open the door with your shoulder?” I search for any loose, yet hard objects to attempt to smash the door open.

written by Lightning4 on Aug 05, 2010 12:21

While Speed deals with the commie, I look for a beam or pole that can be used as a makeshift crutch, so my speed isn't inhibited too much.

written by Jam on Aug 05, 2010 14:18

Oxygen at last! I breathe a few deep breaths, then start breathing normally. Once I've recovered a bit, I try to stand up. I run my eyes under a stream of water to flush out the chemicals. I throw the towels off and start scrubbing any exposed skin with my hand, trying to make the pain stop.

I look around and try to see if the chemicals have effected my vision at all.

Ah! Why is Lucas's skin VIOLET? And the walls, why are they GREEN.

I look down at my own jumpsuit, and stiffen when I see that it appears to have changed to YELLOW.

I panic, and start looking through the various items in my inventory. A GREEN laser pistol, a pack of Soylent ULTRAVIOLET (Do they even make it that clearance?!?), and some BLUE pills that are shaped like Visomorpain. And apparently the towels I had earlier have been upgraded to RED!

I realize this must be caused by the chemicals, and attempt to wash my eyes again. Maybe I just wasn't thorough enough last time?

written by Gligar on Aug 05, 2010 15:38

Distribution warehouse

"Other 'secret' societies... why don't you ask your... masters, eh? And I don't mean your pet High Programmer..."

Meanwhile, Speed-O has been searching the captured communist, and finds an ME Card, issued to... wait a minute, that's Selbio-R's chewed-up ME Card! But this isn't Selbio-R...

...why would a Communist have an ME Card?

Oh! The Com 1 unit... there it is. Those trapped by Nukabot don't seem to have one, though.

Meanwhile, John-R has been searching the dead and not-quite-dead communists for Com 1s, and finds three.

L4-O is doing a little searching of his own. He finds a length of ladder which will probably function quite well as a crutch.

Cloning station

Kristos-R returns to the terminal and presses buttons. He ends up typing

qom ak? zaz

Nothing seems to happen.

It's now Mango-R's turn to inspect the door to the chemical showers. As he does, the door clicks.

Chemical showers

The water level continues to rise, but as it does, a click is heard from the door.

Jam-R seems to be having problems with his eyes. Apparently his ability to distinguish colours has been messed up. I'm sure he'll be okay, eventually.

Corridor D1

Joris-O slowly walks towards the dark office. There is no sound from within.

written by Speeder on Aug 05, 2010 16:54

I grab my spear.

"You are kidding me right? Where do you found the ME card of the Towel Guy?"

I pocket Selbio's ME card and also the com 1 unit.

"You are not a normal commie, you know too much, don't you? Who are YOU?"

written by Jam on Aug 05, 2010 17:39¹⁵⁵

I open the door and burst out. I stare in confusion at the ULTRAVIOLET clone that is standing outside the door. I bow.

"Thank you, O mighty High Programmer! I knew Friend Computer, in it's wisdom, would send someone to save me! Though I didn't expect it would send an ULTRAVIOLET citizen! I'm honored to be in your presence!"

I look at the face of the High Programmer, and see Mango's face, but somehow fail to recognize him.

"You seem familiar somehow... If I may ask, sir, have we met before?"

I notice a YELLOW clone typing at the terminal. I gasp as I realize that it's Kristos.

"Oh, Kristos-Y, sir! Congratulations on the promotion!"

I look back at Lucas, and gasp in surprise when I notice that he's wearing a BLUE jumpsuit.¹⁵⁶

"What? Why is everyone getting big promotions all of the sudden?"

I scream in horror as I look down at my own jumpsuit and notice it's INFRARED!

"What happened? You would think that I would remember being demoted..."

I panic as I realize that I'm kneeling on a ORANGE floor, and standing in front of a ULTRAVIOLET citizen.

"Sir! I'm sorry, sir! I didn't realize that the floor was ORANGE, sir!"

I (again) scream in horror as I notice a BLUE laser pistol in my pocket. I immediately take it and drop it on the floor. I take out another laser pistol, and sigh in relief as I notice it's INFRARED. Then I realize that there's no such thing as an INFRARED laser pistol! I clutch my head in confusion, and lay on the floor. I conclude that I must be asleep. I wait for this horribly confusing nightmare to end.

¹⁵⁵ JAM: (ooc: Selbio? He was in the bunker, right? But that would mean...)

¹⁵⁶ JAM: (ooc: he's wearing a jumpsuit, right?)

(The lack of oxygen seems to have given me minor amnesia. I'm sure it will go away in a couple of minutecycles...)

written by Kristos on Aug 05, 2010 18:20¹⁵⁷

I don't seem to notice Jam-R's unusual behavior. I walk around him and attempt to salvage some of the chemical, possibly into the package my Solvent was in. My mind is set on one thing. But I don't know what it is. The chemical vapors burn my nose, which snaps me out of my focus. "Greetings Jam-I. Try to be more careful in the future." I try to chuckle, but the false feeling of power keeps a stern look on my face.

written by Mingamango181 on Aug 05, 2010 21:03

"I'm pretty sure we've met-"

I stop as Jam-R proceeds to lay on the floor. I pick up one of the laser pistols dropped by Jam-R, and offer it to Kristos-R. "You did want a weapon just a few minutes ago. Take this laser pistol."

"Jam-I, you're in enough trouble as it is. Explain the mission objectives now, and I might lower the charges against you."

written by Cryoburner on Aug 05, 2010 21:44¹⁵⁸

After momentarily watching the clones in the maintenance request office decide on the best way to share their new box and bell, I inquire...

"Say, you wouldn't happen to know where I might find Boris, would you? You know, the Boris? I'm apparently supposed to meet up with him."

written by Lightning4 on Aug 05, 2010 23:23

I walk around a little bit, getting used to my new laddercrutch. I take a few tumbles but hopefully get accustomed to it.... it might be a while before I see a docbot.

written by Gligar on Aug 06, 2010 01:21

Distribution warehouse

The communist gasps at the appearance of the Spear™. But he recovers enough to say, "That card? Foursix- *no!* I'm saying too much!"

To the later question, he answers, "I no longer have a pig-dog name with a capitalist clearance code. I am Alexei."

Meanwhile, L4-O is getting used to his laddercrutch. It takes him a little while, but he gets it in the end.

Chemical showers

Jam-R (he's still R, yes) tries the door. It opens, sending water cascading into the cloning station. The force of it knocks everyone in the cloning station onto the floor.

Lucas takes off his oxygen mask. Looks like the shower is over.¹⁵⁹

¹⁵⁷ KRISTOS: (OOC: I am laughing HARD, Jam. That was funny!)

¹⁵⁸ CRYOBURNER: (I thought the shower was continuing to fill with water, and the door just clicked. Are we sure it's even openable? How much water is inside? 😊)

Cloning station

Smoking slightly from the chemicals, Jam-R exits the showers, more than a little disoriented. In addition to his vision difficulties, his memory isn't working properly. For instance, he seems to think that Mango-R is a High Programmer, and that his equipment is too high a clearance for him.

His memory seems to return somewhat and he recognises Kristos-R (albeit as YELLOW).

But then he panics. His altered vision tells him he's wearing an INFRARED jumpsuit, so he must be INFRARED. Confused, he drops a laser pistol on the floor, before surrendering to the confusion and lying prone, head in hands.

Taking advantage of Jam-R's confusion, Mango-R briefly impersonates a High Programmer (which is treason) and takes the dropped laser pistol.¹⁶⁰

Meanwhile, Kristos-R tries to salvage some of the cleaning chemicals in a food wrapper. But there doesn't seem to be enough to bother with. The rest seems to be already burning away into smoke.

Then, Jam-R's memory returns fully.

Maintenance Request Office

The communists continue to not notice Cryo-R, and continue to fight amongst themselves.

written by Speeder on Aug 06, 2010 03:54

I frown.

"Ok, continue what you was saying about the card, or I will make sure you will never get happy again when watching the Teela O'Malley shows."

I point the spear at his crotch.

written by Mingamango181 on Aug 06, 2010 07:50

"Anyway, we need to know the details of the mission. What do we need to do?" I try to help Jam-R back up on to his feet.

written by Jam on Aug 06, 2010 12:42¹⁶¹

I twitch a bit as the memories come rushing back, and try to stand back up.

"Oh! You're Mango-R! Um... We need to reboot the Compnode on V level. It's been infected with a Commie virus named Stalin.B! We need to return to the rest of my troubleshooting team. Speed-O has the tapes to reboot the Compnode. They are waiting at D level!"

¹⁵⁹ GLIGAR: (OOC: He isn't wearing a jumpsuit, not yet. Clones don't just pop out of the cloning tank with a jumpsuit on.)

¹⁶⁰ GLIGAR: (OOC: Have two perversity points for that, Jam. That's funny 😊)

¹⁶¹ JAM: (OOC: Wow, PPs! Thanks!)

written by Lightning4 on Aug 06, 2010 13:44

Now that the lift is actually here... I get on it and look for an H-level button. I also look for a V level button.

written by Gligar on Aug 06, 2010 15:08

Distribution warehouse

Apparently forgetting about the hormone suppressants found in food, Speed-O threatens the communist.

However, it look like the communist has also forgotten about them. He squirms and says, "I was given the card by Foursixonesixfiveninenine-R to infiltrate another sector... I do not know where... to help liberate the INFRARED masses by showin the folly of using credits...aaaaaack!"

The communist suddenly tenses up, in pain. John-R shrugs slightly and shakes his head as if to say that he's not doing this.

L4-O investigates the cargo lift a little more. He finds a button for H Level, but it looks like the lift only goes as far as Q Level.

Cloning station

Lucas takes a towel and dries himself off the best he can, and dons a jumpsuit. Looks like he get to play at being RED a little longer.

written by Speeder on Aug 06, 2010 15:18

"Ok, if you tell me who is Stalin-B, I will not torture you, only kill you or leave you locked somewhere."

Then I grin, happily.

I then look to John and say.

"Sometimes knowledge of the existence of treasonous behavior is useful for something else."

written by Jam on Aug 06, 2010 15:41

"Oh, Lucas, I almost forgot! Do you remember what I told you before? About using RED things and walking in RED corridors and stuff? The same thing applies to your new clone. Here, take this laser pistol, and this reflec."

I offer him one of my laser pistols, then walk across the room and bring him a reflec.¹⁶² I take out another laser pistol for myself. Hmm... I seem to only have one laser pistol left...

"Let's go, they're waiting for us!"

I walk out the door and head down the corridor. I turn left into an apparently GREEN dormitory (of course, logic tells me it's actually RED or is it?), and look in the locker nearest the door. I take the two laser pistols and three barrels that are there.

"I got more RED laser pistols!" I say, waving them in the air. "Of course, they don't look RED to me, but I know they are!"¹⁶³

¹⁶² JAM: (ooc: What happened to the reflec I was wearing?)

I keep the laser pistols, but offer a spare barrel to each of the others.

written by Kristos on Aug 06, 2010 19:40

I leave.

written by Mingamango181 on Aug 06, 2010 23:36

I check the computer terminal. "Why would it open, when apparently, it should have been locked?" I follow after Jam-R. I mumble quietly, "Hmm, he mistook me as ULTRAVIOLET, and mistook Kristos-R as YELLOW? Whatever happened in there must of had some weird effects on Jam-R's eyes."

I notice the clearance strip on the dormitory that Jam-R went into. "Jam-R, do you know what room you entered?"

written by Gligar on Aug 07, 2010 00:27

Distribution warehouse

The communist continues being in pain. He tries to suppress a scream, but isn't entirely successful.

Needless to say, he doesn't answer Speed-O.

John-R gasps. "Sir, there's a powerful psionic mutant at work here. It just touched my mind."

Cloning station¹⁶⁴

Lucas, who was already looking speculatively at the reflec, accepts it and puts it on. He also takes the laser pistol. It's almost as if he was never terminated. Except, of course, for the small hole in his memory where the actual termination should be.

After doing this, Jam-R leaves, followed by Kristos-R.

Mango-R continues, briefly, to poke at the terminal. It doesn't reveal anything new. He then follows Jam-R out. Followed, himself, by Lucas.

Corridor C1

Right in front of everyone, Jam-R walks right into the ORANGE dormitory and roots around for a moment. He returns with two laser pistols with ORANGE barrels, and three spare barrels, also ORANGE. The latter he offers around.

Lucas suggests, "Sir... you might want to get those eyes checked out."

written by Jam on Aug 07, 2010 00:59

"Get my eyes checked out? By a docbot? Don't you remember what happened last time! I got my hand sawed off! Probably some twisted commie attacked the docbot and screwed with it's wiring! I can't trust them. It will probably decide to gouge my eyes out or something! No... I'll wait for my eyes to heal naturally... But why would you..."

I suddenly turn around and look into the dormitory.

¹⁶³ JAM: (OOC: they aren't)

¹⁶⁴ GLIGAR: (OOC: You're wearing it 😊)

"Wait... Was that the ORANGE dormitory? But that would mean... that these laser pistols are ORANGE too! Ah! Sorry about that! I'd better put them back before too many clones notice..."

I quickly put the ORANGE laser pistols and barrels back in their locker, then run across the corridor to the RED dormitory. I take out the same number of RED laser pistols and barrels, and offer them around instead.

I start heading toward Concourse C1. I look around at any random clones that happen to be walking by, and ask them if they could please help us get through the hole in the ceiling to D level, maybe by lifting us?

written by Speeder on Aug 07, 2010 01:19

I look at John, with a now scared face, then I look at the commie and say.

"This is the work of your friends... I suggest you return to our side, we don't torture friends."

I then attempt to knock him out with a kick on his chin.

I then look back to John and say.

"This is baaaad... Don't try to attack him back, he may turn your powers on you."

I put this commie Com 1 in a pocket that can allow me to hear it easily, then I wander back toward the door.

"We need to fetch Jam and Cryoscrub, they are taking too much time to return."

written by Mingamango181 on Aug 07, 2010 02:00

"If there were any medical supplies, we could try doing it ourselves. Leaving it alone could turn you entirely blind."

I look at the hole in the ceiling. "We could just try getting through by ourselves..." I attempt to climb through the hole.

written by Cryoburner on Aug 07, 2010 04:00

"Well, it looks like you guys might be a little busy. Maybe I'll swing by later when you have less maintenance requests to fulfill."

I leave the office entrance, and head back toward the southern end of Corridor D2.

"Hmm... I might have to find this Boris on my own... Ah! Maybe someone in there can help!"

I approach the entrance to PVTF headquarters, and step inside. I look around, examining the lounge and any furniture inside. I also have a look at its occupants, and try to determine whether any of them might have knowledge of the sector.

written by Kristos on Aug 07, 2010 04:28

I take one of the RED laser pistols Jam-R offers. I also stare long and hard into his eyes. I first notice what appears to be an oily rainbow sheen on his cornea. But then I look past and... if only he would stop blinking...

written by Lightning4 on Aug 07, 2010 11:21

"I suppose I'll go fetch them, since it looks like you're... occupied."

I make my way out of the distribution warehouse and down the mirrored corridor. It's weirding me out this time, and I attempt to go faster.

written by Gligar on Aug 07, 2010 15:49

Corridor C1

Jam-R realises that he's just raided an ORANGE dormitory, and puts the stuff back.

A moment later, he dashes over to the RED dorm and raids its stash again, coming back with the right weaponry, which he once again tries to hand round. Kristos-R takes a pistol.

Concourse C1

As it happens, the unnamed clone from before has made his way up to C Level, and is once again willing to help, but it seems that Mango-R wants to just try to get up there himself.

He takes a running jump and just manages to grab the edge of the hole. It begins to crumble, but he carries on, pulling himself up to D Level, and on into the ruins of the warehouse.

A little debris falls from his climb, but nothing major. Cryo-R would probably class it as Useless Debris Which Is Nonetheless Worth Picking UP (Because Everything Is Worth Picking Up), Type 56C. Or something.

As he's doing that, Kristos-R notices something unusual about Jam-R's eyes that might be causing his colour blindness.

Distribution warehouse

Speed-O has had ENOUGH with this communist! With a savage kick, the communist's head is knocked back, and hits the ground, hard. I don't think he'll be getting up for a while.

John-R nods, and indicates the communist. "I... don't think that this is our mutant, but anyway. If I'm right, it seems to have gone looking elsewhere. Or perhaps it was punishing our friend here, for saying too much?"

Speed-O pockets the Com 1, as L4-O decides to go looking for Cryo-R and Joris-O.

Corridor D4

That jackobot is still here. It seems to have gone into power-save mode.

But L4-O doesn't pay much attention to it. Instead, he keeps moving.

Corridor D2

After what seems to be too long, he makes it out of there.

PVTF Headquarters - Lounge

Cryo-R enters, and looks around. The furniture has certainly seen better days, what with the explosions leaving dust everywhere and the gas from earlier, but other than that, it's so unremarkable that even Cryo-R looks elsewhere.

There doesn't seem to be anyone in the lounge.

written by Speeder on Aug 07, 2010 18:20

I look back to John.

"It was KILLING him for saying too much, I knocked him out, so his mind is not accessible, to prevent him from dieing."

I put the commie in some safe place in the warehouse.

"I always planned of leaving him alive here, if he dies, he will be cloned in the middle of the communists, and this would be bad, because they would make him report, and would save him from the pains that we gave him... Now he will remain here until he wakes up, and he wakes up, he will not find a Com 1 unit, except..."

I walk up to John.

"Let's make a pair that he can use to communicate with us... I don't remember if those things can switch channels..."

written by Jam on Aug 07, 2010 18:32¹⁶⁵

I whisper to Kristos-R.

"Kristos-R? Why are you looking at me like that? It's almost like you're trying to peer into my mind or something. But only a mutant would try to do that! Are you a mutant, Kristos-R? Are you trying to read my mind? Go on, tell me. You can trust me. Just... whisper it in my ear or something..."

I look up at Mango-R.

"Nice jump! Now, do you think you could hold this cable while we climb up? Maybe there's something you can tie it to?"

I take out the cables I found earlier, tie them together very securely, and throw one end of the chain up the hole toward Mango-R. I give the other end to Kristos-R.

"I might not be able to climb up with only one hand. Maybe you and Lucas should go first, then you can all try to pull me up after."

I talk to the unnamed clone.

"Do you think you could try to lift me up when it's my turn. Maybe I could stand on your shoulders? That way the others won't use up all their energy pulling me up... Thanks!"

written by Cryoburner on Aug 07, 2010 18:47

The furniture is in fact so unremarkable, that I decide to look elsewhere. Elsewhere, being the underside of the furniture. I crawl under the table and chairs and carefully examine their undersides for anything worth noting, or even anything not worth noting.

¹⁶⁵ JAM: (ooc: How do you know his mind isn't accessible? Maybe because you have first-hand knowledge! Very suspicious... 😊)

written by Kristos on Aug 07, 2010 19:07

"I think I see what your problem is. The chemical seems to have formed a thin layer on your eyes. Yet thick enough to filter certain bands of light. It's remarkable that it can tint two objects of apparently the same color signature to be totally different colors. The manufacturing process must produce variations in the polarity signatures of the materials..."

I then whisper to Jam-R, "Or am I supposed to know that? I also thought I saw something else..."

I grab the cable and attempt to climb up quickly.

written by Mingamango181 on Aug 07, 2010 22:42

I grab the cable, and coil it around my wrist. I try to hold on, glancing around for an object to secure it to.

written by Lightning4 on Aug 07, 2010 23:39

I continue onward. I make my way to the ruins of the warehouse first. I spot a vaguely familiar RED clone in the warehouse, and see Jam and another down below.

I attempt to offer any assistance I can in my condition.

written by Gligar on Aug 08, 2010 00:40

Distribution warehouse

Speed-O stashes the communist in the back of the warehouse, behind some heavy boxes.

After that, he explains his reasoning, and has his idea. John-R thinks. "Com 1s can select between one of... er, five channels, I think. I don't know if the communists are using them all, or if they've modified these units to work on different channels... but it's worth a shot."

Concourse C1

Apparently, Kristos-R can trust Jam-R. Do you not remember the Troubleshooter's Motto? 😊

But anyway. Jam-R looks at Mango-R. He then takes out some lengths of cable, and ties them together to form a sort of rope or chain. That done, he throws one end of it through the hole for Mango-R to catch. The other end he gives to Kristos-R.

Ruins of the Warehouse

Mango-R catches the cable and coils it around his wrist, ready to pull. He sees the remains of a structural pillar that might be of use.

He also sees a vaguely familiar clone enter the warehouse and offer assistance. Searching through his memory, Mango-R concludes that this must be one of the clones who left the bunker earlier.

It is, in fact, L4-O. Even though he's sustained a broken leg and has to use a ladder as a makeshift crutch, he wants to help in some way,

Concourse C1

Kristos-R demonstrates ... okay, that's far enough. There's no way... unless... but no. We'll cross that COMPLETELY SAFE AND FUN chasm when we get to it.

After that, he tries to climb. But he seems to be having a problem with it. He's going fast enough that Mango-R, above, is having trouble holding on, and even with L4-O's help, he can't do it, and loses the cable. Ouch! That thing hurts!

Maybe he should have waited?

written by Jam on Aug 08, 2010 01:20¹⁶⁶

"Oh, Hi L4-O! Hey, you brought a ladder! How thoughtful! Ok, just lower it down and we'll climb up..."

I wait for L4-O to lower the ladder down, then I grab it and try to use it to climb up.

written by Speeder on Aug 08, 2010 01:21

I switch the channels of the Com 1 around and test if there are someone hearing (in each of the channels available)

"Hey, the lunch time is over? I've heard some good food was offered, the people's choice one!"

If someone reply I only say.

"Oh, thanks!" and quickly change to other channel.

Then I select randomly one of the empty channels, grab one of John Com 1, and put in that same channel, then I put one unit in the hand of the downed commie, and give the other back to John.

written by Lightning4 on Aug 08, 2010 02:39

I hesitate for a moment.

"Er... it's my crutch. I broke my leg. Lift accident."

But I shrug and decide to lower it down for them.

written by Kristos on Aug 08, 2010 04:23

I recover from my fall, but wait this time to be the last to ascend. ¹⁶⁷

written by 4616599 on Aug 08, 2010 15:34

I approach the dark room's entrance and crack the door open slightly to allow a shade more light in. I ring the bell lightly. "Hello? Fellows? Comrades?"

written by Gligar on Aug 08, 2010 15:36¹⁶⁸

Ruins of the Warehouse

L4-O begins to lower the ladder. There's a small problem: the ladder is too short by about half a meter.

¹⁶⁶ JAM: (OOC: Um... I'm confused... What did Kristos-R just demonstrate? And what's this about chasms? 😊)

¹⁶⁷ KRISTOS: (OOC: I do not remember the Troubleshooter's Code)

¹⁶⁸ GLIGAR: (OOC: You're not cleared for that information. Neither is Kristos-R 😊)

Doesn't anyone remember the Troubleshooter's Motto?)

Distribution warehouse

Speed-O checks the Com 1's channels. It seems that all of the channels are in use, though. Except for channel 4.

written by Jam on Aug 08, 2010 16:32¹⁶⁹

I walk over to a vendobot.

"Can I have 3 cans of B3?"

I take my B3, then check behind the vendobot. I make sure there are no tubes or cables that would break if I move the vendobot, then:

"Congratulations vendobot! You've been upgraded to a mobile model!"

I take my spanner and attempt to remove the bolts that secure the vendobot to the floor. I push the vendobot to underneath the hole, making sure not to accidentally tip it over.

If that is successful, I attempt to climb onto the vendobot and out the hole.

written by Speeder on Aug 08, 2010 18:28

I put two Com 1 to channel 4, leave one with the commie, give the other to John, then I turn to him and ask.

"We wait here, or we go search for L4 and the people that he went to fetch?"

written by Cryoburner on Aug 08, 2010 22:51

I further inspect the undersides of the furniture that at first appeared to be so unremarkable. Are the undersides unremarkable as well, or are they in fact remarkable, perhaps even vital to the success of the mission? I apparently haven't determined that yet.

While down there, I also carefully examine the table's legs, particularly what material they're made of, their color, whether they might be detachable, and what they sound like when tapped upon with a secondary sector logistics pen.

written by Gligar on Aug 09, 2010 00:29

Dark Office

Peering in, Joris-O notices one of the People's Volunteers near the door.

Covered in frost.

And not moving.

Concourse C1

"Here you are, enjoy!"

After collecting his B3, Jam-R looks behind the vendobot. The only thing behind there is a rather long power cable, plugged into a wall socket. Thinking that there's enough cable, Jam-R starts removing the bolts. Or at least he tries...

¹⁶⁹ JAM: (OOC: Oh. Remind me to ask again if when I'm UV clearance. 😊)

Stay Alert! Trust No One! Keep Your Laser Handy!)

those bolts are on pretty tightly. And having only one hand doesn't really help matters.

Distribution warehouse

John-R takes the Com 1 unit. "I guess its your choice, sir. But, personally, I'm finding waiting her to be less than fun."

PVTF Lounge

Wow, Cryo-R is still at it. In his zeal to find something that isn't so completely unremarkable as to warrant mentioning, he completely fails to notice something being injected into his good leg. As he probes the table legs (metal, type J6, utterly unremarkable) his vision begins to cloud. But that's okay, he's so happy, he doesn't need good vision, right?

written by Speeder on Aug 09, 2010 00:40

I nod to John, then I check my rifle, and put it in a accessible place, I draw my nut launcher, and start to walk outside.

"Indeed, you are right! Hey Nukabot, don't let anyone steal you while we are away! If you need, hide behind boxes, or act as you had no power"

I look to John and smile happily.

written by Cryoburner on Aug 09, 2010 01:09

Now that I've possibly examined the underside of the table thoroughly enough, I decide to move on to a more pressing matter, namely that which is poking me. I take a look at whoever or whatever is causing the poking, and remove the protruding object.

"Hmm... Did I say you could poke me there? I think I'd prefer to be unpoked, if that's all right with you. Might you rather have a pen instead?"

I offer the black secondary sector logistics pen I was tapping with to the poker.

written by Jam on Aug 09, 2010 01:57

"Wow! A rubble!"

I take a small, uninteresting piece of rubble.

I also out take a piece of pipe, closely examining its length, girth, composition and any other identifiable characteristics in the process.¹⁷⁰

"With rubble and a pipe, I'll... um... I'll make something!"

I think and think and think, and completely fail to find any way to use the rubble. I toss it up in the air, then hit it with the pipe. (Maybe after a few misses) I send it flying in the general direction of the Control Room. As I'm walking over to retrieve it, I look inside the room and notice a chair.

"Hey! I found a chair!"

I pick up my rubble, then go over to the chair and try to carry it out to the concourse. I position it under the hole, then climb onto it and reach for the ladder.

written by 4616599 on Aug 09, 2010 06:29

I notice the once-a-volunteer by the door, and enter, kevlar shield partially raised and weapon drawn. After some thought, I decide to substitute the pistol with a stunner.

I turn towards the People's Volunteer and look him over. "Hello? Citizen?" I adjust and lower the stunner voltage slightly, if such an option exists, and zap him in the chest.

written by Lightning4 on Aug 09, 2010 13:32

I wait around while Jam does... stuff. I look in the direction of the dark office, thinking I see movement over there.

written by Gligar on Aug 09, 2010 16:13

Distribution warehouse

Nukabot replies, "Gotcha," and appears to shut down.

Speed-O checks his rifle and finds that its barrel's charge rings are all black. He changes the barrel and stows the rifle again.

John-R follows Speed-O out.

Corridor D4

It seems that that jackobot is still here.

PVTF Lounge

His inspection done, Cryo-R moves on to try to identify just what it was that poked him.

Well, whatever it was injected him with something that slowed him down enough that it takes him about a minute to realise that there's a syringe sticking out of his leg. How could it have got there? There's nobody else in the room...

But that doesn't matter, right? He removes the syringe, taking 30 seconds or so in the process.

He seems to see a clone next to him, and speaks to the apparent clone. But my cameras don't show anything.

Concourse C1

Jam-R takes a break from removing those bolts, to inspect a piece of rubble. It's quite small, and seems to be synthcrete. He also inspects a pipe. Unlike Cryo-R, however, he doesn't know much about the standard classifications of pipes, so all he really notices is that it's 1m long, and about wide enough to accept the handle of one of his spanners quite nicely.

He thinks of something to do with the rubble, and ends up practising some Funball batting moves with it and the pipe. Okay, looks like he isn't very good at it, but he does manage to send the rubble control room-ward. Going over to retrieve it, he spots the chair, and has an idea. He takes it over to the hole and stands on it. That would bring him a little closer to the ladder if it were there. But it's just a little bit higher up.

¹⁷⁰ JAM: (ooc: Ok... The only thing I really need to know is if a spanner will fit inside.)

Dark office

Joris-O arms himself with one of his stunners and heads inside. Inspecting the frosty volunteer, he decides to lower the settings on the stunner. Well, he moves the slider by a couple of notches.

Then he fires. Electricity arcs through the air and crackles over the surface of the volunteer. But nothing else seems to happen.

Ruins of the Warehouse

As he's holding the ladder, L4-O looks over at the office, and notices the frosted-over volunteers, and Joris-O firing his stunner.

written by 4616599 on Aug 09, 2010 16:45

"Comrade? Citizen, I request that you respond!"

I shake the volunteer vigorously, then increase voltage and fire again. And again. Before I drop and smear Hot Fun on him, near his nose and on his jumpsuit, like what I had done with Cryo-R.

written by Speeder on Aug 09, 2010 18:28

I stop by the strange bot on the corridor.

"I have the impression that this bot stationed here is not a good thing."

I attempt to turn on the bot again, and make it report.

written by Jam on Aug 09, 2010 22:17

"Ugh! I still can't reach it!"

I climb down off the chair, then move it over a bit.

"Vendobot, it looks like you're getting an upgrade after all. Aren't you excited, vendobot? I'm so excited, I think I'll need a few cans of special RED clearance B3!"¹⁷¹

I insert the handle of the spanner into the pipe, then try again to remove the bolts. Hopefully the increased leverage will be enough... I ask the unnamed clone for help if I still can't loosen them.

Once I've removed the bolts, I start pushing the vendobot to underneath the hole.

"Can you guys help me push this vendobot?" I ask the others.

Once the vendobot is moved into place, I try to climb onto it and out the hole. (If I can't reach the top of the vendobot, I climb on the chair first)

written by Kristos on Aug 09, 2010 23:54

I place my feet against the wall near the vendobot and help put some leverage on the spanner to unbolt the vendobot.

¹⁷¹ JAM: (ooc: Regular B3 is INFRARED, right?)

written by Gligar on Aug 10, 2010 00:30

Dark office

The volunteer is extremely cold to the touch. He is rather rigid when shaken.

Zapping him a couple of times causes the frost to begin to melt, and the volunteer to slump down and fall to the ground.

He doesn't seem to notice when Hot Fun is smeared on him.¹⁷²

Corridor D4

Suspicious of the jackobot, Speed-O tries to fire it back up.

Unfortunately, he presses the wrong thing and only causes a manipulator to fall off.

Concourse C1

"Ohhh, so B3 Plain isn't mandatory enough for you now? B3 Extra Classic coming right up!" Three cans of B3 Extra Classic drop out of the dispenser slot onto the floor.

Jam-R ignores it for a moment. He's trying to undo those bolts. But even with the added leverage of the pipe, those bolts still won't move.

That unnamed clone moves to help, but is waved back by Kristos-R, who helps instead.

The added force behind it works. With an almighty *crack*, the bolt becomes loose.

After taking a short break, the two tackle the other bolts. They aren't so stubborn, and offer less resistance.

A moment later, the vendobot is moved into its new position under the hole. Using it, and the chair, Jam-R is able to climb up into the ruins of the warehouse. Lucas follows him.

written by Speeder on Aug 10, 2010 00:37¹⁷³

I take the manipulator.

"What?"

I throw it behind me, like if it was useless junk, and I press another button.

written by Lightning4 on Aug 10, 2010 02:12

"Ah! Lucas! I am HAPPY to see you are alive!"

Once everyone is up, I retrieve my laddercrutch so I can move again. I attempt to motion Joris over as well.

If he comes over, I start speaking, but quietly.

"We all need to move and fast. This whole sector will go kablooie with us inside if we don't. Everyone needs to get to the warehouse with the cargo lift, follow D2, then follow that strange mirrored corridor. Speed, John, and Nukabot are probably still there, I hope."

¹⁷² GLIGAR: (ooc: wow, the spacebar is bad on this thing.)

¹⁷³ SPEEDER: (ooc: Lucas is clothed now? I hope so...)

written by Jam on Aug 10, 2010 03:15 Concourse C1

"Yay! Thanks Kristos-R! Oh wait, I forgot my B3 Extra Classic..."

I climb back down and retrieve my B3. I talk to the unnamed clone while I'm down there.

"I'm assuming you're staying behind... You might want to move that vendobot back after we leave so that the commies can't enter as easily. There are some laser pistols in the RED and ORANGE dormitories. Use them if you need to. Good luck!"

I climb back up to the warehouse.

"Hey L4-O! Anything FUN happen while I was gone? Did you have any problems with commies or mutants or traitors? I noticed Lucas died... How did that happen? He seems to remember us though..."

I look around.

"Hey, where is Cryo-R? Is he still wandering around at the south end of Corridor D2? Are going to search for him, or will we just leave him behind?"

written by Kristos on Aug 10, 2010 04:08

When it comes my turn to climb, I begin ascending the makeshift structure. But halfway up the ladder, a horrid vision comes to mind and I lose all sense of this world. I no longer know what's happening in the Concourse, as images of conflict seem to pull me into another place and time. Maybe a lingering memory, or maybe just a dream... I do not know.

written by Lightning4 on Aug 10, 2010 06:09

I talk some more after Jam talks to me.

"Uhh. Yeah, Lucas had a fun run in with a commie slugthrower round. I doubt he wants to remember that though. The warehouse is safe for now, but we need to hurry before more FUN happens."

written by Gligar on Aug 10, 2010 15:42

Corridor D4

Speed-O tries again. This time, he gets it, and the jackobot comes to life. "Hey, where's my manipulator?" it asks. "That's nintendium alloy! It's literally impossible to make new ones!"

Ruins of the Warehouse¹⁷⁴

Jam-R realises he forgot his Be, and rushes back quickly to get it.

When he gets back, he notices the lack of Cryo-R...

PRPF Lounge

As it happens, Cryo-R is spacing out in the lounge. Whatever that injection was, it's clouded his vision and made him just stay there babbling to an imaginary clone. And speaking of clones, I hear jackboots...

¹⁷⁴ GLIGAR: (ooc: Yes, he has a jumpsuit and reflex.)

Kristos-R is last to climb. He starts to do so, but freezes up on the ladder. I reckon he's likely to be terminated if he doesn't get a move on.

Especially since those jackboots can be heard from here as well.

Corridor D4

The Com 1 set to channel 4 squawks. "Any comrade within range, please come in. I am a survivor of squad 16. Any comrade, respond!"

written by Speeder on Aug 10, 2010 17:49

I fetch the manipulator.

"I will give it back if you tell me what is your current mission, who gave that mission, and why you are here in the corridor in standby mode for this long time."

As the Com 1 comes to life, I move further away from the door, make a typical commie voice, even with that russian accent.

"Kommrade, what is the vissue? Vhat do you need?"

written by Jam on Aug 10, 2010 19:14¹⁷⁵

"I'll think I should go get Cryo-R. We can't just leave him behind, we might need him later. Anyone want to come with me? Lucas?"

I wait a few seconds, then turn and jog toward Corridor D2. I turn left and run down the corridor, checking inside all the doors for Cryo-R.

written by Kristos on Aug 10, 2010 20:16

In my mind, I am in the same room, but confronted with enemies instead of friends. I fling myself onto the floor, and make a run for the clearest opening. Seeing a hand reaching out to stop me, I lay my fist into the face of a nearby clone and continue running for the nearest door. Suddenly, I find myself in the PRPF Lounge dragging Cryo-R. Or am I still dreaming? What am I doing?

written by 4616599 on Aug 10, 2010 22:10

"Okay..." I reseal whatever Hot Fun I have left in my packet and advance towards the desk. "Hello? I'm here under FriendCom orders. Unfortunately, I'm afraid my mind is still a tad clouded. I need you to declare all useful assets here."

written by Lightning4 on Aug 10, 2010 23:00

I get annoyed by the sound of the jackboots.

I grab my laser pistol again and face what direction the sounds are... probably coming from.

¹⁷⁵ JAM: (ooc: didn't Kristos-R have a dislocated shoulder?)

written by Gligar on Aug 11, 2010 00:28

Corridor D4

The Com 1 speaks again. "Thank the people! My squad were assigned to investigate a disturbance at the D Level Distribution Warehouse, but the majority of us were wiped out by a massive force of Computerist insurgents, along with a Frankenstein bot of some sort. My mind was assaulted and ... I must have blacked out."

The jackobot answers, "I am programmed to assist a clone whose identity is Security Clearance ULTRAVIOLET. During this assignment, I was ordered to go somewhere safe and shutdown. No-one notices a jackobot," it adds, a tad annoyed.

Ruins of the Warehouse

Jam-R and Lucas run off in search of Cryo-R.

Meanwhile, those jackboots are only getting louder. They seem to be coming from the Revolutionary Square.

As L4-O turns to point his laser pistol, he inadvertently drops the ladder.

PVTF Lounge

Jam-R and Lucas arrive in the lounge, the jackboots getting louder and louder. They see Cryo-R, seemingly zoned out and babbling to someone only he can see. He seems to be holding a syringe.

Concourse C1

Would you believe that Kristos-R is still here? He zoned out on that ladder, apparently daydreaming about something.

Bur, of course, L4-O has dropped the ladder, meaning that he falls to the ground and breaks a rib or three... ouch.

Dark office

The Station Monitor appears. THIS STATION MOSTLY DEALS IN INFORMATION. ANY INFORMATION THAT PASSES THROUGH HERE MAY POTENTIALLY BE USEFUL. THE SAME APPLIES TO PHYSICAL OBJECTS, OF WHICH I HAVE FEW.

written by Jam on Aug 11, 2010 00:47

"He's gone crazy! I knew this would happen sooner or later... He was acting strangely a while ago, kept talking about bells or something... Careful, crazy people can be unpredictable... That syringe looks dangerous..."

I cautiously walk closer to Cryo-R, speaking softly to him.

"Cryo-R? Are you okay? Put the syringe down, Cryo-R. We need to go."

I inch closer.

"Cryo-R? Put it down... Okay? I promise I'll get you plenty of bells if you come with me. Don't stab me... Don't stab me..."

I reach for the syringe, and try to take it from him. Then I try to escort him out the door and down the corridor toward the distribution warehouse.

written by Speeder on Aug 11, 2010 02:29

I peer at the Jackobot.

"Strange... shutting down is not something that I expect as mission..."

I install back its manipulator.

"Sorry for interfering with your mission... But as you can notice, this place is not... safe... I suggest that for now you wait in the warehouse, next to a forkbot that is already there."

I grab again happily the Com 1 unit.

"What ya mean massive force of vinsurgents that can assault minds? Kommrade why they left you alive, you gave that information about Kommrade Foursixonesixfiveninenine-R to them? You are being anti-revolucionary?"

written by Cryoburner on Aug 11, 2010 04:53

"Wow... you guys are fast."

A pair of unrecognizable figures enter the room at an un-clone-like speed and rapidly approach. Their features are a blur, but they seem to be dressed in red. Actually, everything is pretty blurry, and the lights are pulsing. That's actually pretty nice though, since I had thought they might benefit from a little pulse before. It's actually a rather pleasant effect.

It looks as though the thing I thought had poked me was actually just a blurry chair though. Maybe it was these guys that poked me. They seem to be moving fast enough to sneak in for a quick poke, after all. There are some fast, indistinguishable chattering sounds coming from one of them. In any case, I should probably get going. I'd rather not get poked again.

I take the syringe and carefully tuck it inside my backpack, while examining it, and note how much of its contents, if any, remain. I also drop the black secondary sector logistics pen back in there, since the chair probably won't be needing it. While in my backpack, I notice the bottle of candies, and decide now is as good a time as any for a quick snack. I pop two of them in my mouth, and chew on them a bit, taking note of their flavor.

After crawling out from under the table, I notice what appears to be a blurry exit in the south-east corner of the room, so I crawl out that door, and into the corridor beyond.

written by Lightning4 on Aug 11, 2010 12:22

"Vatcrap! My crutch..."

If whoever is wearing the jackboots appears, I attempt to fire... if they're a commie.

written by Gligar on Aug 11, 2010 16:12

PVTF Lounge

Jam-R tries to deal with Cryo-R by taking the syringe and leading him out into the corridor. But, it seems, Cryo-R has ideas of his own. Veeeeeryyyyy sloooowlyyy, like a video

recording running at the wrong speed, he attempts to resist Jam-R while saying something that takes ten seconds.

So far, he seems to be successful, in his sluggish way. Jam-R isn't able to take the (empty) syringe, but can't stop Cryo-R from dropping it, causing the tip to shatter.

Cryo-R continues to resist being led out of the door, instead choosing to head, slowly, through the other door while rummaging through his backpack. He finds those pills from earlier and pops two. Jam-R follows him.

PVTF Corridor

And... it looks like the camera in here is intermittently working... but from what I can see, Cryo-R enters and immediately starts jittering from the pills.

Jam-R goes to investigate the corpses of those comunists killed in the firefight that occurred back when this was still THQ.

And that's a nice time to lose your colour capabilities, camera *rolls eyes*

Anyway, he picks something up off the floor, and checks the bodies, finding a couple of laser pistol barrels. As if he didn't already have enough. Then, he reloads his own laser pistol, before returning to the lounge, dragging Cryo-R with him. With Lucas (and Cryo-R) in tow, he starts heading back to join the team.

Corridor D4

The jackobot trundles off after receiving its manipulator back.

The Com 1 is acting up again. "Listen, comrade, you have to believe me, when I say that I don't remember! I must have passed out or something... oh hey, a bot..."

Ruins of the Warehouse

As Jam-R and friends return, the sound of jackboots grows. Eventually, a squad of PRPF emerges from the Square, apparently on an inspection duty. After all, there has been a lot of computerist activity recently. It's such a big deal, they refuse to even give the term a capital C.

Their inspection gets off to a FUN start when L4-O fires at them, hitting one square on the reflec. It would have been nice if it had done more than given the communist a bad attitude.

written by Jam on Aug 11, 2010 17:11

Yay! More shooting!

I drop Cryo-R and start running toward the communists. I take out my laser pistol (the one with the RED? Barrel), and shoot at them. After a few shots, I hesitate. Why do they have a look of disbelief on their faces? And why do the shots seem to slice through their reflec so easily?

I quickly look back at L4-O and am shocked to see that same stunned disbelief (and maybe even hostility) mirrored

on his face. It's the same with Lucas and Mango-R and Joris-O.

I smile at them. "Why are you looking at me like I'm some kind of CMT or something? Wait... Those laser barrels back there... Did I take an ORANGE barrel by accident?"

I start to feel a bit nervous... My color vision is messed up... Maybe I was wrong about the color? It could be something way beyond my clearance or something! Like... BLUE! OH NO!!

I start to panic. I scream and fling the laser pistol away from myself. Then I nervously look up at the cameras. Surely anyone who's watching must know about how my color vision is messed up. It was just a simple mistake, that's all... I didn't mean to take high clearance things, I thought it was RED! Maybe if I terminate a bunch of commies, they'll forgive me!

I take out my laser rifle (gee... how did that get there? 😊) and continue shooting at any remaining communists.

written by Mingamango181 on Aug 11, 2010 20:20

I draw my pistol and fire a few shots, aiming at the hands. I try getting behind some rubble. "Hey... what happened to the ladder? Where's Kristos-R?" I look down the hole, then continue to fire at the enemy.

written by Cryoburner on Aug 11, 2010 21:18¹⁷⁶

Chewing on the candies, I note that their flavor could be better. They aren't nearly as good as Chewy Algae Fun, or even Mandatory Nourishment Wafers for that matter. I spit out the remainder of the two candies, and decide that it might be best to give the rest away. Hmm... the lights seem to be pulsing much faster now...

After crawling into the interior corridor, the one blur suddenly grabs hold of me, and drags me at an incredible speed out through the lounge area and down the hall. It seems obvious this thing has no regard for my safety. Before I decide on a way to stop it, I find myself dropped off in what appears to be the remodeled warehouse from earlier. They seem to have installed pulsing, blurry lights here as well. More blurry figures approach, and the one that was dragging me flies toward them while emitting flashing lights.

"Help! This guy attacked me! Stop him!"

I crawl out of the warehouse and into Corridor D1.

written by Lightning4 on Aug 11, 2010 23:35

I continue firing, and start to worry about how many shots I've fired with the pistol. Four? Five?... Six?

written by Gligar on Aug 12, 2010 00:58

Ruins of the Warehouse

Eager to get into combat, Jam-R pulls out his laser pistol and starts firing.

¹⁷⁶ CRYOBURNER: (Since when did my length of type G7 pipe turn orange? I could have sworn I had inspected its "length, girth, composition and any other identifiable characteristics" before, and don't recall its color being of note. 😊)

Wait... that's a VIOLET barrel!

It takes him three shots to realise that it's not a RED one. All three hit their targets and pass right through their reflex as though it weren't there. As it does, paint cracks and flakes off, revealing YELLOW reflex underneath.

All three suffer grievous wounds from the high-clearance laser shots.

Lucas looks on in horror at the display. Hesitantly, he turns his laser pistol, and points it at Jam-R. "S-sir, t-that's a V-VIOLET barrel!"

He looks like he wants to shoot...

...Jam-R panics and throws the offending pistol away from him. He frantically looks around, as if expecting, say, a High Programmer to materialise from the synthcrete, or the air ducts, or wherever. Hands shaking, he pulls out a laser rifle. Where did that come from? No matter, it has a RED barrel, and that's what counts. He shoots.

It's not as effective, but at least it doesn't contribute to a point of treason. But his shaking seems to have thrown off his aim.

Meanwhile, the communists have looked on in amusement. One of them attempts to retrieve the treasonous laser. He's cut off (rather, his hand is punctured) by a shot from Mango-R, who, right now, is trying to find cover. He fires off another couple of shots, hitting another communist, causing him to drop his slugthrower.

But in the process, his laser barrel starts squealing.

L4-O also fires, but is distracted by the squealing and misses with both shots. He starts counting up the shots he's fired, but keeps losing count.

Meanwhile, Cryo-R's drugged-up mind seems to think he's under attack, as he's been dragged here there and everywhere by some sort of super-speedy clone, ending up at a place where everything runs at super-speed. Of course, it is he who is slowed down, but he refuses to notice.

Sluggishly, he realises he has an ORANGE-clearance item in his backpack. But by this time, he's already trying to escape the chaos.

Just as a laser hits its mark.

It hits Cryo-R's good leg, crippling it instantly (from Cryo-R's POV), or in a couple of seconds (for everyone else).

written by Jam on Aug 12, 2010 04:10

I look in horror back at Lucas, who's (maybe) pointing a laser pistol at me, and seems strangely eager to shoot me. (If he actually does shoot at me, I try to run away)

"Wait! Don't shoot! Lucas, you know me, I wouldn't knowingly do anything treasonous! I was in such a hurry to get Cryo-R to the others... I should have asked you what clearance the barrels were. It was just an accident, okay?"

I smile nervously at him.

"Okay? Now let's have some FUN shooting commies and serving Friend Computer and drinking B3 and being happy! Here, take some B3 Extra Classic."

I try to give him one of my B3 Extra Classics.

I glance at the communists. I try to judge how many there are, and what weapons they are carrying.

I try to aim my laser rifle at one of them, but I'm shaking so bad that after a few seconds I just give up and put the rifle away. Instead, I run over to L4-O and try to assist him.

written by Speeder on Aug 12, 2010 05:02

I say at the Com 1.

"Ok... Whatever you need, we need to talk... If you are alive either you already made them happy, or they plan to torture you, probably this bot is going to torture you... I am waiting in the cloning station, kill yourself, in any way that you want, so we can talk without the risk of someone kapitalist hearing, I think that they may be tapping on the communications of this channel."

I then wait HAPPILY to hear a commie committing suicide.

written by 4616599 on Aug 12, 2010 06:17

"Ah. Now, I'm interested in the CMTs that just entered. What di-" My voice trails off abruptly as I note the sounds of frenzied shooting. "Speaking of CMTs, excuse me..." I crouch behind the table (*and the station monitor*), substitute my stunner with the ORANGE laser rifle, and attempt to snipe at the commies through the convenient holes in the wall.

written by Mingamango181 on Aug 12, 2010 09:50

"What A!?"

In surprise, I throw the laser pistol towards the direction of the communists. I pull out the other pistol, and continue firing, at a slower rate, so as to not hit Jam-R by accident.

written by Lightning4 on Aug 12, 2010 12:07

"BAH!"

I toss my laser pistol back into my backpack and retrieve Turbo. I try to kneel down to gain some stability, seeing as how one leg is broken and I'm now missing a crutch.

I load Turbo up with a random shell and attempt to fire directly into the commie squad!

written by Cryoburner on Aug 12, 2010 12:11

"Arr... They have poked me with their flashy pulsing lights!"

Not entirely sure whether it was a flashy pulse from the blurry figure that dragged me into this hazardous environment or from one of the others, I pull out my shelf and use it as cover while I back away from all the flashing and blurring that's going on. I also look around a bit to determine which room or corridor I'm in*, and crawl away from the area to get as far away from the action as feasible.

*(since the stats page still claims I'm in the PVTF Lounge and all. 😊)

written by Gligar on Aug 12, 2010 16:02

Ruins of the Warehouse

Jam-R continues to panic. He tries to get Lucas to refrain from firing, and with the aid of B3, he succeeds. Lucas takes the can and puts it away.

Jam-R returns to attempting to shoot the communists but he's shaking so much, he just can't aim right. He gives up and goes to help L4-O instead.

An ORANGE laser is fired through a hole in the wall leading to the dark office. It hits, but only on the reflec of one of the communists, who staggers back a couple of steps, before himself firing. His slug does indeed pass through the hole but doesn't seem to hit anything alive.

Dark office

As it happens, the slug hit one of the rigid ex-communists, who still doesn't move under the impact.

Corridor D4

"I am trained to resist torture," the communist on the other end answers. "I will resist."

Ruins of the Warehouse

But back to the firefight. There's still one communist in a position to fire, and he does so.

His slugthrower backfires dramatically, throwing the communists, and Jam-R, to the ground. Amusingly, Jam-R lands on top of Cryo-R, preventing him from leaving and silencing his slow-motion speech.

Mango-R discards his squealing pistol - all of it - by throwing it at the communists, where it continues to squeal.

It becomes clear that there's another squealing barrel in the possession of someone present.

But Mango-R ignores it. He still has another pistol, so he uses that instead. He fires once, hitting a communist square in the torso. Right where the reflec is thickest.

L4-O replaces his pistol with Turbo, loading it up in the process. Aiming as best he can (aided by Jam-R) he fires.

Somehow, the shell passes through the squad of communists and impacts the wall behind them, exploding into a shower of sparks.

written by Speeder on Aug 12, 2010 18:52

"If you insist... I am not in position to disagree with you, but Stalin-B may not like it if he knows, but you know that I don't even need to tell him so he knows..."

I look at John and ask in a quieter voice (and without pressing the talk button on the Com 1) "so, do you want to have fun with the commie, or we should proceed look for Jam, L4, Joris and Cryo?"

written by Jam on Aug 12, 2010 19:44

I search L4-O's backpack for the other squealing barrel. If I find it, I take it and throw the barrel at the communists. Then I take one of my grenades, pull the pin (with my teeth if I have to), and throw both at the communists (or toward the squealing barrels if they are close to the communists).

I hand L4-O another cone rifle shell and trigger if he asks for one.

written by Mingamango181 on Aug 12, 2010 22:18

I stop firing, and grab the largest piece of rubble visible. I crouch down behind it, and wait for the explosion.

written by Cryoburner on Aug 12, 2010 23:32

I continue using my shelf as a shield while crawling away from the action, preferably into another room, or at least into an unoccupied corner. 😊

I somehow think things are starting to become a little less blurry and slowing down a bit, though that may or may not be the case.

written by Lightning4 on Aug 12, 2010 23:41

I do HAPPILY ask for another cone rifle shell and trigger.

I load up my cone rifle again and FIRE!

written by Gligar on Aug 13, 2010 00:46

Corridor D4

"You may be right," is the reply. "But I am willing to take the chance."

John-R waits for the communist to stop transmitting, and replies, "We should probably go. If the communist wants to say anything, he's got the com."

Ruins of the Warehouse

Jam-R searches L4-O's backpack and finds his laser pistol, and the squealing barrel. Detaching the offending barrel, he hurls it at the communists. This should be fun.

L4-O asks for another shell and trigger, so Jam-R retrieves those and gives them to him.

While L4-O is loading, a communist lines up for a shot. It hits Cryo-R's shelf, which he is sluggishly holding up as a shield.

And goes right through.

It flies right past Cryo-R's ear, going wheet as it does, and embeds itself into the wall behind him.

Cryo-R's vision returns somewhat. Everything seems to be not as insanely fast now.

Mango-R seems to have had the same idea, and crouches down behind a large piece of rubble he found.

Now he's finished loading, L4-O fires!

The shell hits a communist square in the face! It bursts, spreading burning napalm over the communist and the

two nearest him. They fall to the ground, yelling about how they're on fire and how it burns.

But their day is about to get more FUN, as one of the squealing barrels explodes!

The three communists continue being on fire, but they stop moving and complaining. I'd say they're dead.

Through the smoke, another squad can be seen.

written by Lightning4 on Aug 13, 2010 00:57

"Wow... that was a FUN one! Find me another one of those... it looks like we still have more commies coming to join our FUN party!"

I await, my hand ready to reload and fire my cone rifle as soon as Jam gives me another shell and trigger.

written by Speeder on Aug 13, 2010 02:20

I nod and then start to walk toward the... FUN. Slugthrower thing in hand.

written by Jam on Aug 13, 2010 02:28¹⁷⁷

I smile as I watch the commies burning and exploding, and return to a state of extreme happiness.

"Yay! That was FUN!"

I search for the same type of shell that I gave L4-O before. If I can't find that, I just take out a random shell. I hand the shell and a trigger to L4-O.

I wait excitedly for him to fire, then watch the results, hoping to see more burning and exploding commies.¹⁷⁸

written by Cryoburner on Aug 13, 2010 09:39¹⁷⁹

"Arr... Someone has poked my shelf! That is not FUN!"

Still shielding myself with the shelf, I crawl into the nearest opening in the wall, whether that be into Secondary Sector Logistics or the dark office.

written by 4616599 on Aug 13, 2010 15:37

I turn toward the station monitor. "Can you tell me about this office's defences, if they exist? How long have you been stationed here?"

written by Gligar on Aug 13, 2010 15:54

Ruins of the Warehouse

Still sluggish, Cryo-R pulls himself towards the dark office.

The intense cold doesn't exactly help his wounds.¹⁸⁰

¹⁷⁷ JAM: (ooc: Hmm... I guess I didn't throw a grenade... Though I really didn't need to anyway, the exploding barrel had the same effect!)

¹⁷⁸ JAM: (ooc: I wouldn't want L4-O's shot to miss or something, that wouldn't be very fun... I'll spend a PP to try to make his shot hit just the right spot to wipe out all the communists in the next squad.)

¹⁷⁹ CRYOBURNER: (Maybe you did throw the grenade, and it just hasn't exploded yet. Perhaps the barrel explosion sent it flying off somewhere else in the mean time. 😊)

(More importantly, why are the communists shooting at someone who's unarmed, drugged, and has shown no indication of being an enemy, while largely ignoring everyone shooting at them? For all they know, I could be a captured ally. 🤔)

¹⁸⁰ GLIGAR: (ooc: You aren't cleared for that information.)

L4-O and Jam-R prepare another cone rifle shot. Looks like Jam-R found another of the FUN rounds.

L4-O loads, as a communist from the new squad fires. Surprisingly, he doesn't shoot at Cryo-R.

He doesn't seem to be shooting at anyone else, either, looking at the trajectory of that slug. It flies right down Corridor D1 not 2, narrowly missing an approaching Speed-O as it does.

The communist who fired the slug suddenly collapses to the floor, holding his head. Looks like John-R is coming.

Corridor D2

Yes, there he is.

Speed-O reaches the FUN, holding a slugthrower he probably took from the communists.

Ruins of the Warehouse

He gets to see Turbo in action once again, as L4-O fires!

The shell, again, hits a communist dead on, in the chest this time. Once again, it breaks apart, spraying napalm everywhere, and hitting three communists.

Speed-O narrowly avoids being splashed.

A second communist sees Speed-O, and fires past his burning comrades.

The slug hits Speed-O in the chest. His kevlar absorbs most of the impact, though I suspect not all of it. I imagine Speed-O feels like someone punched him in the chest or something.

written by Speeder on Aug 13, 2010 17:38

I get really pissed as the communist make me go "oof", I aim for the head of whatever flaming commie is nearby the other one, and shoot, with the intention to spray burning brains around.

"DON'T SHOOT ME!!!"

written by Jam on Aug 13, 2010 22:00

"Ha ha ha ha ha! Burn Commies! Buuuurn!"

I hand L4-O another shell and trigger if he asks for one (random, unless he requests a certain type).

I take out my laser rifle and aim at the head of one of the not-burning communists. If my aim seems steady enough, I fire a shot.

written by Lightning4 on Aug 14, 2010 00:06

"Hm... that's quite enough FUN for one fight. Wouldn't want to run out of shells now..."

"You've done good, Turbo! And you, Jam!"

I put Turbo away and retrieve my laser pistol. Seeing it is now unloaded, I put in my spare laser pistol barrel and start to fire.

written by Gligar on Aug 14, 2010 00:20

Ruins of the Warehouse

Speed-O decides that being shot, even when wearing kevlar, is not a fun experience, and shoots back. In his anger, though, he manages to miss everything.

While he's waiting for L4-O, Jam-R attempts to fire his laser rifle again. Since he's no longer panicking all over the place, his aim is more steady.

In fact, he pulls off a nice headshot on one of the burning communists! The body falls onto two other communists, who catch fire. They don't realise it, though, as they prepare to fire.

John-R then arrives and surveys the situation. He concentrates but nothing happens, sadly.

L4-O decides to change his weapon, pulling out his laser pistol and loading it. Firing with that instead, he also manages to miss everything.

written by Cryoburner on Aug 14, 2010 00:38

It's pleasantly brisk in the dark office, and the cool air seems to help make things even less blurry. Noting some others in the room, I crawl over to the lighted desk, where I find the room's occupant from before, along with that other guy I had been looking for a while back.

"Ahh, I see you two met up. How about we have that lunch now! It's been hard to focus lately, so it might be nice to settle down and have a good meal."

I crawl up on top of the desk, open a packet of cold fun and a can of B3, and begin munching away on them.

"Would either of you two like anything to eat? I have cold fun, insta-hot fun, B3, candies and pens."

written by Speeder on Aug 14, 2010 00:40

I get mad, and LAUNCH!

Oooops, I end throwing the entire slugthrower on the commies on fire...

written by Jam on Aug 14, 2010 03:43

"Oh, I got him!"

Satisfied, I put my laser rifle away and take out a B3 Extra Classic.

"Time for a mandatory B3 break!"

I open my B3, and calmly drink it while watching the burning commies.

"Oh wait, there's one I missed!"

I set down my B3 and take out a laser pistol. I aim it at the head of one of the not-burning communists, and fire!

"Did I hit him? I can't tell. Oh well..."

I put my laser pistol back in my pocket, pick up my B3, and continue drinking it. Mmmmm... B3!

written by Kristos on Aug 14, 2010 04:49

I wake up on the floor. Hearing all the commotion above, I ready my laser pistol with the RED barrel for any undesired guests. What is wrong with me? My problems seem to have no correlation with anything! Maybe Friend Computer will cure me. I become aware of the pain of my broken ribs. I eat some Soylent RED to regain some lost strength.

written by Mingamango181 on Aug 14, 2010 08:47

I get really annoyed at the squealing of the remaining barrel, so I pull out my laser pistol, look out from behind my piece of rubble, and fire at the barrel. Then I crouch back behind the rubble again.

written by Lightning4 on Aug 14, 2010 14:53

I continue firing into the commie squad. If possible, I shoot at a grenade or a squealing laser pistol barrel if they're available.

Ooor, if the commies happen to have grenades on their person...

written by Gligar on Aug 14, 2010 16:10

Dark office

For some reason, Cryo-R thinks that it's a nice time for a B3 party... with a firefight going on in the next room. Well, the room's low temperatures seem to be supportive of Cold Fun, I guess. An odd choice when you're cold, but okay. As for the B3... well, as soon as it's opened, it freezes.

Joris-O starts shivering. Cryo-R doesn't seem to notice.

The Station Monitor politely declines the offer of Insta-Hot Fun.

Ruins of the Warehouse

Meanwhile, back in the battle, Speed-O is angry. Enough to throw his slugthrower at the communists. Oops.

Jam-R takes a B3 break while he watches the burning communists. Noticing that he missed one, he switches to his laser pistol and fires. His shot hits the VIOLET barrel from earlier, causing it to begin to squeal.

Satisfied, he resumes drinking his B3.

Mango-R follows suit, firing at L4-O's old barrel. He hits, causing the squealing to get louder.

L4-O also has the same idea, and also fires at his old barrel.

This time, the barrel explodes!

The explosion causes a chain reaction. First, the other squealing pistol explodes. Next, the remaining ammunition in Speed-O's slugthrower cooks off, ruining the slugthrower. Third, three grenades also decide to explode.

The results are quite satisfying, with all except one of the communists dead, and the living one unconscious.

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Concourse C1

Kristos-R decides that he's done daydreaming, and readies his own pistol, before eating some Soylent. Delicious.

written by Speeder on Aug 14, 2010 17:08

"Lightspeed Jam and friends for the AWESOMENESSS!!!"

I strike one of those funny anime poses... Where I saw that? There are anime in Alpha Complex?

I then check my armour, and walk to near the others.

"Is everyone ok? L4, where is your crutch?"

I then look to Jam.

"Hey, you found Lucas?"

written by Jam on Aug 14, 2010 23:15

"AWESOMENESSS!!!"

I try to imitate Speed-O's pose. Then I answer his question.

"Yep, he was at the bunker's cloning station."

I look at Lucas.

"Hey Lucas, could you give me your laser pistol for a second?"

I notice that L4-O doesn't have his crutch, and offer him my 1.3m pipe.

written by Gligar on Aug 15, 2010 00:17

Ruins of the Warehouse

Speed-O strikes a pose in celebration of the recent FUN. But just where did he see the pose to copy it like that? Probably the Romantics... they love to show off those poorly-made montages of scraps of whatever Old Reckoning contraband they can lay their hands on... but why did Speed-O remember it? Is it true that they perfected viral marketing back then? Speculating about this question is treason.

Whatever the source, Jam-R now tries to copy it, before returning to more important matters, such as Lucas' laser pistol. Lucas, apparently over his need to shoot, gives it to him.

Dark office

The Station Monitor breaks the sudden silence. IN ANSWER TO YOUR PREVIOUS QUESTION, THE STATION HAS NO CONVENTIONAL DEFENCES. HOWEVER, MOST CLONES FIND THE TEMPERATURE IN HERE UNCOMFORTABLE AFTER A SHORT WHILE, AND LEAVE. WHETHER THEY ARE ALIVE WHEN THEY LEAVE IS ANOTHER MATTER.

AS FOR HOW LONG I HAVE BEEN ASSIGNED HERE... I NO LONGER REMEMBER.

written by Lightning4 on Aug 15, 2010 01:39

Lacking my laddercrutch, I accept Jam's pipe.

"Hey, you down there! Bring that ladder up with you when you come up." I say down the hole to Kristos.

I turn back to the group.

"That was FUN!"

I look around.

"It looks like almost everyone is here. I guess we should get going soon."

written by Speeder on Aug 15, 2010 02:11

I nod, and then I smile happily at Jam.

"Hello Lucas! Glad that you are well!"

I look at Kristos down there.

"We should not retrieve him? Why is your ladder down there? And how everyone got up here?"

written by Cryoburner on Aug 15, 2010 02:45

Refreshed by my meal and the cool, clean dark office air, I decide to head out, leaving through the doorway into Corridor D1, so as to avoid any flashy pokers that may still be in the warehouse.

"Well, it's been fun. It was pleasant having lunch with you, but I once again have other things to attend to. See you later!"

I take my frozen can of B3, and leave. While crawling out into the corridor, I more closely examine the injury to my poked leg. I make my way down to Corridor D2, and head south.

written by Kristos on Aug 15, 2010 03:02

I grunt. "Jam-R, could you let down your chain of cables? I'll secure it to the ladder, and maybe some of you can pull me up with it."

written by Jam on Aug 15, 2010 04:04

I return the laser pistol to Lucas.

"Good, I didn't find any evidence of CMT tampering. But I couldn't help noticing that you didn't fire any shots at the commies. Hmm... You must have been conserving shots! But you don't need to worry about that, I have plenty of spare laser pistol barrels! See..."

I take out my spare laser pistol barrels and start counting them.

"One, two, three, fo-wait..."

I inspect that particular laser barrel. Hmm... It's seems different from the others.

"Ah! That's right, I took two of those VIOLET barrels! Uh...uh..."

I quickly drop it down the hole.

"There! Now the commies won't be able to get it either! See! Hey look, it's Kristos-R..."

I take out my chain of cables and start to lower it down the hole. I turn around to talk to Speed-O, and notice Cryo-R trying to drag himself toward Corridor D2.

“LOOK! Cryo-R’s escaping again! Here, take this. I’ll go get him!”

I give the cables to Speed-O, then start running after Cryo-R.

“CRYO-R!! I JUST FOUND YOU, AND NOW YOU’RE TRYING TO ESCAPE AGAIN!! BAD CRYO-R! BAD CR-ooof! OW OW OW OW! MY HEAD!! WHO PUT THAT RUBBLE THERE!! AH! WAIT CRYO-R!”¹⁸¹

written by 4616599 on Aug 15, 2010 09:38

“Okay, I can sorta sense that.” I reply, retreating to warmer air near the door. “One more thing. I don’t know the clearances here, so I’ll just ask some very direct questions. Have you always kept this place cold and dark? What was your role here before the commie attacks? How many of you are there and will you leave this place with us?”

written by Mingamango181 on Aug 15, 2010 12:37

“Be careful! That barrel might explode!” I watch as the barrel falls, and I look down the hole.

I grab onto the cables, and help Speed-O. I call to Jam-R, “What if someone does get it, like a clone, or a... com... com... evil person gets it?”

Strangely, I cannot bring myself to say that word.

written by Gligar on Aug 15, 2010 15:32

Ruins of the Warehouse

L4-O accepts the replacement for his crutch, but still thinks that his ladder is important.

Dark office

Does Cryo-R not want to terminate commies? Does he even want to continue with the mission? Does he even remember what the mission is? Is he committing treason by completely ignoring these questions, and going to inspect some random piece of Alpha Complex? Spoiler: Yes.

He decides that he’s had enough to eat, and heads out, to D2 South.

Ruins of the Warehouse

This doesn’t go unnoticed. Eventually.

After he inspects Lucas’ laser pistol (and discards another VIOLET barrel he picked up), and begins helping Kristos-R reach the warehouse, Jam-R notices. He hands his cable over to Speed-O (who, after a short while, is helped by Mango-R), and gives chase.

But fails to notice a piece of rubble in the way, which he promptly trips up over.

Dark office

MY ROLE, the Station Monitor responds, IS TO COLLECT... INFORMATION. DUE TO THE SENSITIVE NATURE OF THIS INFORMATION, IT IS PRUDENT TO KEEP THE TEMPERATURE

LOW ENOUGH TO DETER MOST CLONES FROM TAKING IT. AS FOR THE DARK... I LIKE IT THIS WAY.

I AM THE ONLY ONE ASSIGNED TO THIS OFFICE. I WILL LEAVE WHEN REASSIGNED.

written by Speeder on Aug 15, 2010 18:13

I help with the cable... I mean, I was elected to lead the cable... So I lead the cable!

After all is set-up, I start....

“PULLLL!!! PUULLLLL! PUULLLL!!!”

written by Kristos on Aug 15, 2010 18:33

As I start to ascend, I notice the VIOLET barrel that was tossed down the hole. Such a pretty color.

written by Jam on Aug 15, 2010 21:17

I get back up and continue running after Cryo-R.

“Wait Cryo-R, I have something very important to tell you! L4-O said that if we don’t get the mission done, the whole sector’s gonna go kabloolie with us inside! Come back!”

I try to pick up Cryo-R and carry him back to the others.

written by Gligar on Aug 16, 2010 00:43

Concourse C1

Once the cable is lowered, Kristos-R ties it to the ladder, and then gets on the ladder. He notices the dropped VIOLET barrel. Something’s going to have to be done about that.

Slowly, but surely, the ladder is pulled upwards by Speed-O and Mango-R.

Corridor D2

Jam-R reaches Cryo-R, who is inspecting his wounds. The most recent laser wound isn’t bleeding all that much, as you’d imagine, but does render the leg useless.

As such, Jam-R attempts, once again, to carry Cryo-R back to the warehouse. He seems to have become heavier than last time, or is that just Jam-R’s imagination? The two head back, slowly, to the warehouse.

written by Kristos on Aug 16, 2010 01:40

As I reach the next floor, I climb off and hand L4-O his ladder.

VIOLET. Such a pretty color. But we’d best be rid of it. I take out my laser pistol and fire a few shots at the 0xFF00FF barrel.

“Where do we need to head now? What is our mission?” I ask aloud.

¹⁸¹ JAM: (ooc: Are my posts getting too long?)

written by Speeder on Aug 16, 2010 02:42¹⁸²

I was sweaty, and after all the exercise to pull Kristos up (good that at least noone low clearance is fat), I get extra sweaty...

"Someone has a towel? Oh... I think I have a towel... I don't remember my inventory, I just grab random stuff..."¹⁸³

written by Lightning4 on Aug 16, 2010 10:45

I graciously accept the laddercrutch again and begin using it. I trade the pipe to Kristos, perhaps he'll find a use for it?

After he speaks, I cringe.

"SHHH! Not so loud! Those traitorous commies will overhear, are you trying to get us killed deader? Just stick with us, we need to get to the other nearby warehouse."

written by Cryoburner on Aug 16, 2010 12:38¹⁸⁴

"What!? You can't drag me back there! I'm bound to get poked again! How can I perform my reconnaissance work while surrounded by a bunch of pokers poking everyone they see?!"

I struggle to free myself and escape back to the southern end of Corridor D2.

written by Jam on Aug 16, 2010 14:51

I try to hold on to Cryo-R.

"We're not going to poke you. The only one who would want to poke you are the commies. If you stay behind, the commies will poke you! You must come with us!"

I yell over to the others, "Hey! Could someone help me carry Cryo-R?"

written by Gligar on Aug 16, 2010 15:52

Ruins of the Warehouse

Kristos-R continues to be hoisted up.

When he arrives, he disconnects the ladder and hands it back to L4-O.

But then he remembers something. The VIOLET barrel.

Drawing his laser pistol, he aims down the hole and fires. Four times, to be precise.

Clones in the concourse scramble to get out of the way.

¹⁸² SPEEDER: (OOC: 0xFF00FF is magenta, not violet, but knowledge of that is treason, thus I don't know that the barrel actually is 0x8F00FF based on the spectral approximation, that is there the clearance names were derived. Also, obviously I don't know that the clearance names were derived from the most visible colours in the rainbow plus IR and UV)

¹⁸³ SPEEDER: (OOC: stats link please? I really forgot if I grabbed towel or not on the warehouse in D level)

¹⁸⁴ CRYOBURNER: (Gligar doesn't link to the stats because he doesn't get around to updating them half the time. 😊)

You could just bookmark the stats and map pages though, since the address doesn't change between updates.

Hey! I still appear to have 24 pep pills! Maybe I should count them again. 😊)

Three of his shots hit the barrel. It starts squealing like crazy.

The fourth hits the inert Albey-R in the torso. Unlike other shots, this time the bleeding doesn't stop.

But Kristos-R doesn't seem to notice.

Still feeling hot and sweaty (how long is that going to last? You aren't cleared to know.) Speed-O looks for a towel. He doesn't seem to have one, though.¹⁸⁵

Corridor D1

On the way back to the warehouse, Cryo-R decides that he'd much rather not be with the rest of the team after getting "poked" with lasers. He struggles to escape, but Jam-R applies more force. He does *not* want Cryo-R getting away again.

written by Speeder on Aug 16, 2010 17:27

As I see Kristos doing shit, I get scared...

"Holy crap, are you nuts? You now need to throw that away from the control room!"

I then proceed to do a this is sparta kick on Kristos... And does not matter if I succeed or fail, I run the farthest I can away from the barrel.

written by Jam on Aug 16, 2010 19:40

I continue carrying Cryo-R over to the others. I pause when I see Speed-O running away from the hole.

"What happened? Are we leaving now? Ugh... Does that mean I have to carry Cryo-R all the way back?"

I turn around and start to carry Cryo-R back toward Corridor D2. I realize after a few steps that he seemed to be trying to go there anyways. Why should I have to carry him there, he can just go there himself!

I set Cryo-R on the ground and follow closely behind him. I grab him if he seems to be going the wrong way or trying to escape.

written by Mingamango181 on Aug 16, 2010 20:48

I watch Kristos-R fire crazily into the hole. Then hear the squealing of a barrel. I grab the piece of rubble, and hold it up while running away. I think about trying to grab Kristos-R, but decide against risking my life.

written by Cryoburner on Aug 16, 2010 22:45

I hurriedly crawl back down Corridor D1 until reaching Corridor D2, at which point I make a left and start heading toward the southern end of the corridor.

"Let's split up to cover more ground! I'll head this way, while you guys head that way! That way we'll be much more efficient!"

¹⁸⁵ GLIGAR: (OOC: you really should bookmark those pages. They're updated whenever I get round to it 😊)

written by Kristos on Aug 17, 2010 00:54 *Ruins of the Warehouse*

"Oh, it's squealing. I heard that sound earlier... I wonder what it means." I stand and watch to see what happens.

written by Gligar on Aug 17, 2010 01:27

Concourse C1

An unnamed clone tries to drag E_net-R to safety as clones evacuate the immediate area. There doesn't seem to be a point in doing so for Albey-R.

The scrubot enters, and notices the squealing barrel. It decides that the barrel is dirty, and begins dusting it.

Ruins of the Warehouse

Lucas takes one look down the hole, and runs for it.

John-R sighs, and pulls out his laser pistol.

But it turns out not to be necessary. Speed-O plants a kick on Kristos-R that sends him flying right back down the hole again... right onto the scrubot. And right onto his broken ribs.

John-R follows everyone else, and runs.

Corridor D2

Looks like everyone had the same idea. Leaving L4-O behind, they regroup at the D1-D2 intersection. Cryo-R obviously still wants to go it alone with his solo inspection of every piece of unimportant detail that most clones wouldn't ever care to glance at, and tries to head south.

But not before Jam-R can grab him again.

Concourse C1

Jostling the scrubot causes it to poke the carrel with more force than was intended... whereupon it explodes.

During the chaos of the next few seconds, the explosion causes several things to happen at once.

It rips through the scrubot, destroying it. Kristos-R doesn't fare much better, being right on top of the scrubot. His body gets to experience getting torn apart by a grenade-like explosion. One wonders what his last thought was. Not that it really matters, since he won't remember anything past, maybe, firing at a laser barrel, when he's recloned.

It also hits Albey-R. If he wasn't already dead, he is now.

As for E_net-R... well, looks like he got dragged into the meeting hall in time.

Control room

The door to the control room is blown off its hinges by the explosion, hitting the terminal. Some of the room's paintwork is singed. The terminal seems to be spitting out error codes.

Meeting hall

Clones still in here are thrown to the floor as the force of the explosion forces the doors open again. Some of the stacks of chairs fall over.

The much-abused floor caves in further into the almost-as-abused concourse below. There are now several holes in the floor, and the remains don't look too solid.

L4-O seems to be lucky, though, as his section of floor remains relatively stable.

Cloning station

The terminal lights up with a new message. Of course, no-one's around to read it. But it seems that there are three clones waiting for cloning. Due to some sort of protocol, they'll be cloning one at a time.

Accordingly, one cloning tank fires up.

written by Speeder on Aug 17, 2010 01:37

After the explosion I return to the location, carefully, to avoid going into crumbling floor. I look down, then I return to near the others.

"Huh... Nutty shooty guy was not fast enough to save the control room from damage... I think I will need to go down there and check... Also Nutty shooty guy seemly does not even exist anymore, or something like that."

I turn back toward the explosion side.

"Someone want to help me get down there and up again?"

written by Lightning4 on Aug 17, 2010 02:20

I fall over, stunned by the explosion. I cough a couple times from inhaled dust and attempt to regather myself.

I look around and attempt to get out of the warehouse on a safe path, rejoining the rest of the squad.¹⁸⁶

written by 4616599 on Aug 17, 2010 11:35

"Whoa! Agh! What the frell?" I quickly enter the warehouse, pointing my laser rifle about nervously.

written by Mingamango181 on Aug 17, 2010 11:59

"Why? Why do you insist on trying to escape? It's dangerous enough already. Your behavior is most unusual!"

I look up at Jam-R.

"Now, how will we get Cryo-R to co-operate? And where should we be headed for now?"

I feel a bit weird while saying it. I should have said, 'What do we do next?' I attempt to clear my mind, and wait for an answer.

written by Jam on Aug 17, 2010 15:00

"Cryo-R, why do you keep trying to go that way? What's so interesting about it?"

I take out a few kinds of pills and wave them in front of Cryo-R's face. I keep them just out of reach.

¹⁸⁶ SPEEDER: (ooc: the scrubot don't had a super-acid thing? what happen when something with that acid explodes?)

"If you come with us, I'll give you some yummy candy! I've got lots of different flavors! Don't you want some candy?"

I respond to Mango-R.

"We need to go to the distribution warehouse and go... somewhere."

I put the pills away and look over at Speed-O.

"Where are we going once we reach the distribution warehouse? And how long do we have before the big kablooie comes and blows everything up?"

written by Gligar on Aug 17, 2010 15:45

Ruins of the Warehouse

As L4-O picks his way over the unstable floor, Speed-O looks in, inspecting the damage. He seems to want to go back down to the bunker.

The two then leave. As they do, Joris-O emerges from the dark office into the comparative warmth of the ruins. He notices the extra damage to the floor, and some of the damage below.

Corridor C2

Speed-O and L4-O return to the group.

Jam-R tries to tempt Cryo-R to stay with the group by waving some pills around. Doesn't Cryo-R want them? They look delicious.

written by Speeder on Aug 17, 2010 22:27

I look to Jam.

"I think we still have some time, if we stop wasting time hunting commies, making extra-huge holes in stuff, or breaking stuff, or... wandering around inspecting stuff."

I stare at Cryo.

Then I look again toward the damaged concourse.

"The control station got damaged, but I guess that we don't have time to actually see what we can do about it... So, we are going to get in the distribution warehouse, and from there figure how we get to the H level as the commander... or whatever, requested. Also, I left there a bot that seemly is on our site and have secret orders, maybe it can tell us how to get to H level. But be prepared, also I left a unconscious commie there, and seemly it does not want to defect to our side, so maybe we will need to fight him again."

written by Jam on Aug 17, 2010 23:53

"Did you interrogate the commie? And what about Kristos-R?"

I walk carefully over to the hole and yell inside.

"That clone that just died is named Kristos-R! Could someone tell him to meet us at H Level when he reclones? Thanks!"

I carefully walk back to the others.

written by Gligar on Aug 18, 2010 00:35

Corridor D2

So... now that everyone except Kristos-R is here... what next? Oh right... H Level.

Ruins of the Warehouse

Jam-R heads over to the warehouse again and yells down a hole about what to do with Kristos-R. The nameless clone gives him the thumbs-up. "Understood."

That done, Jam-R returns.

Cloning station

A clone begins to form in the active cloning tank.

written by Speeder on Aug 18, 2010 02:25

"Yep, I did... From what I understood before a mutant commie tried to kill him with a mind attack, Foursix stole the chewed ME card from the body of the towel guy, and handed him for a reason that he refused to tell me."

written by Lightning4 on Aug 18, 2010 14:00

"So what are we waiting for. Let's go! Go team..."

I think for a moment, seemingly counting every person in the group.

"Team Epsilon!"

I start moving forward, but I only stay a short distance in front of the group.

written by Jam on Aug 18, 2010 14:32

"A mutant tried to kill him with his mind! Something like what John-R can do? Wait..."

I turn to Lucas.

"Didn't you say Freaky was a mutant that once killed a clone just by thinking at him? Maybe Communists are controlling him somehow? Could you tell us a little bit more about him?"

I listen to Lucas' response. Then I turn back to Speed-O.

"And Foursixonesixfiveninenine is a clone? What a strange name! He sounds like a hacker! Maybe he's the one that made the Stalin.B virus? Do you have any idea what he looks like?"

I pick up Cryo-R and ask John-R if he could help me carry him. I follow L4-O.

"Go Team Epsilon!"

written by Cryoburner on Aug 18, 2010 15:03

"Wait! I need to see the DocBot in the bunker about my injured leg! I wouldn't be of much use without being about to move around easily, right? I would just slow the team down in my current condition. You're not trying to slow the team down, are you? That doesn't seem very teamly..."

"After getting treated, I could meet up the others getting cloned down there and direct them to where we need to go. That would be helpful!"

written by Gligar on Aug 18, 2010 15:32

Corridor D2

Speed-O mentions the communist's would-be mental killer from earlier. As he does, L4-O starts heading towards the distribution warehouse, before stopping to wait for everyone else.

But Jam-R latches onto the method of attack: through the mind. There's something familiar... like John-R, or... what was it Lucas said...? Freaky.

Lucas elaborates a little. "I don't know an awful lot, but I believe he was a normal clone before he was altered by some project a few yearcycles ago. Now, he no longer looks human. He has mental powers I don't understand, including what I said: the ability to kill someone by thinking at them. He can take care of himself most of the time, but if the communists found him, there could be a problem."

With that, the team, now called Team Epsilon, prepares to follow L4-O... except Cryo-R, who, predictably, wants to go elsewhere. Now he wants to go visit the bunker's docbot.

Cloning station

The clone fully coalesces into the form of Kristos-R. It remains asleep while its memories are downloaded.

written by Speeder on Aug 18, 2010 16:09

I peer at Cryo.

"Ok... Go fetch Kristos, but please, show up this time! It is really important, we may need your... your... pen collecting skills."

I turn to Lucas.

"So... Who is Freaky? If he is powerfull like John mentioned to me, we have a serious problem, I have no idea of what is preventing him from attacking us."

I start to walk toward the warehouse that houses our Nukabot.

written by Jam on Aug 18, 2010 16:27

I let Cryo-R go.

"Maybe you could convince some of the clones in the bunker to help you down the hole?"

I turn to John-R.

"You must know a lot about psionic mutants... Is there any way to block their powers? Maybe a tinfoillyke hat? Maybe we could train our minds to resist? Or maybe we could find a telepath to protect us? Can one psionic mutant block another's powers?"

I follow L4-O.

written by Gligar on Aug 19, 2010 00:27

Corridor D2

As the team walks, Lucas again talks about Freaky. "Before he was changed, his name was Al-KAZ. I don't know if he still uses that name. But I do know that his powers could reach out over half a sector or more. If he had some sort of fingerprint."

"I've heard of that," John-R adds. "I've never tried it, but from what I'm aware, it's possible for a psionic mutant to get a mental fingerprint of a clone, and then use that to find them from afar. The range depends on the mutant, I would assume."

Corridor D4

He continues, "As for blocking psychic mutants? There are a few methods under test, from what I heard. The simplest doesn't really need training. It involves filling your mind with those advertising jingles you keep hearing. I know they give me a headache."

Cloning Station

Kristos-R-GRU-2 opens his eyes. He's still in his cloning tank, and it hasn't released him yet.

The tank begins to drain of its fluids, and shortly opens fully. Kristos-R drops to the floor, slightly disoriented.

written by Kristos on Aug 19, 2010 00:59

A few memories start coming back to me. Like fresh clones being taken to the chemical showers. And where the chemical showers are. So I get up and start walking that way. But the sudden rising makes me dizzy, so I stop for a bit to stabilize.

written by Jam on Aug 19, 2010 03:34

"So the only thing that's stopping a psionic commie from killing us all right now is that they don't have a mental fingerprint of us? Scary."

I smile at John-R.

"Maybe you can get fingerprints too. You could use those fingerprints to track us! Here, try blasting my mind, see if you can get a fingerprint! I've always wondered what it feels like to be mind-blasted. It'll be FUN!!"

I excitedly walk over to John-R and hold my head close to his.

"And I'll think about advertising jingles! FRIENDCOMPUTERFRIENDCOMPUTERFRIENDCOMPUTERFRIENDCOMPUTER! Oh, I think it's working! I'm getting a headache already!"

written by Speeder on Aug 19, 2010 12:02

I pull Jam away from John.

"Hey, do you realize that maybe John have no idea on how to stop the mind blast? The last time I asked that he mind blasted himself."

Then I turn to John.

"I wonder what advertising jingles do when the attacker is a commie... It would be interesting if it turned the commie back to capitalism. Or not... Because this would mean one less person to shoot, and troubleshooting is fun, why else I would be a troubleshooter?"

written by Lightning4 on Aug 19, 2010 12:04

"Friendcomputerfriendcomputer..."

My voice trails off, but I look as though the music is still stuck in my head.

written by Gligar on Aug 19, 2010 16:58¹⁸⁷

Cloning station

After leaning against a wall for a moment, Kristos-R heads for the showers. Wait... why is the floor wet? Ohh... that's right, the door got opened early. Looks like the showers cut off eventually.

Chemical Showers

Nothing's changed in here. There are the masks, and the START button.

Corridor D4

Still walking down the corridor, Jam-R decides to try ut John-R's "static" for himself... mostly by getting John-R to blast him. John-R isn't co-operating, though. "Maybe later," he says. "I'm kind of drained right now."

To Speed-O, he adds, "I kind of wonder that myself. It'd be an interesting experiment, wouldn't it?" He smiles.

Ah! There's the door to the warehouse.

written by Cryoburner on Aug 19, 2010 19:07

Seeing as I've apparently been freed, I begin crawling back toward the entrance to the bunker. On the way there, I re-count my candies to make sure they're still in order.

"Let's see, I gave few to that one guy, several to those guys in the office, tried chewing on a couple myself..."

Once I reach the warehouse, I carefully peek over the edge of the hole into the concourse below.

"Hello?"

written by Jam on Aug 20, 2010 00:17

I whisper to Speed-O.

"Did you hide Lucas' corpse? I don't think walking in on your own dead body would be a very FUN experience..."

written by 4616599 on Aug 20, 2010 00:21

I survey the damage done to the warehouse floors very carefully, checking for any sensitive bunker areas that the new holes could have exposed. That done, I head for the entrance and check for any sign of the rest.

written by Gligar on Aug 20, 2010 00:38

Ruins of the Warehouse

After checking, it seems that Cryo-R has 15 "candies" left. Those bottles make it difficult to tell.

Anyway, he reaches a hole and calls down. A nameless clone looks up, and waves back.

Joris-O also looks at the holes. It looks like one of them leads to the corridor below.

Having done that, he heads for the corridor. Looks like the rest of the team has moved on. No-one else is in the corridor.

Corridor D4

Was Lucas's corpse moved from view in the warehouse...?

written by Kristos on Aug 20, 2010 00:47

I systematically enter the showers, don a mask, and push "START" three times and start singing something about a legend.

written by Speeder on Aug 20, 2010 02:04¹⁸⁸

I stop near the door, and make a "Shhh" sound.

Then I try to hear if there are anything alive inside.

written by Jam on Aug 20, 2010 03:02

I look around for any dead commies with fuzzy hats on them, and attempt to take the fuzzy hats. I put one on. I look for a nearby mirror so I can admire my new fuzzy hat. I show off my fuzzy hat to the others. I take off my fuzzy hat and start stroking it. I sit in the corner and cradle my fuzzy hat. I softly whisper comforting things to my fuzzy hat. I decide to call my new pet hat "Fuzzy". I start to wonder what a pet fuzzy hat would eat. I attempt to feed Fuzzy some Soylent RED (but I don't open the packet, I just shove it inside Fuzzy's 'mouth'). I sing softly to Fuzzy. I set Fuzzy down and attempt to train him to come to me. Confused at his lack of response, I take Fuzzy and make sure he's feeling alright. I start to worry about Fuzzy. Is he unwell? Maybe I fed him too much Soylent RED? I try to figure out what's wrong with Fuzzy. I decide that Fuzzy must be unhappy being so far away from my head, where he belongs. I take Fuzzy and carefully put him back on my head. Then I stand up and walk back to the others. "Hey everyone, I found a new pet fuzzy hat. He's called "Fuzzy" and he's MINE!"¹⁸⁹

written by Cryoburner on Aug 20, 2010 06:24

I wave back to the nameless clone.

"Hello!"

"Say, would you happen to know of a comfortable way to get down there? My legs are in not-quite perfect condition

¹⁸⁸ SPEEDER: (OOC: this was meant for the previous turn, but for some reason when I returned, Gligar new turn was posted, and my post was nowhere to be seen...)

¹⁸⁹ JAM: (OOC: If I can't find any fuzzy hats, just ignore this post and have me listen at the door)

¹⁸⁷ GLIGAR: (OOC: I've got my main connection back! 😊)

at the moment, which could make climbing, hopping, or backflipping down something of a challenge. Preferably, the method wouldn't involve breaking limbs or getting skewered on pointy metal objects. Ideally, it might involve fuzzy hats in some way."

written by Lightning4 on Aug 20, 2010 07:32

I snap out of my trance upon seeing Jam.

"COMMUNIST IN A FUZZY HAT!"

I reach for my laser pistol, but then realize it is Jam.

"Don't do that! Commie hats are for commies and are treason! Put a logo of friend computer on it or something..."

written by Gligar on Aug 20, 2010 15:50

Chemical showers

The door closes, but doesn't click.

As before, the room begins to fill with chemical mixture. Kristos-R tries to ignore the stinging of the mixture by singing. I'm not sure what he's singing, though. Something about... a legend?

Now I have it, I can look at Kristos-R's MemoMax record... what is it about him...

...and... that's... interesting... they actually *did* it...

Corridor D4

Speed-O listens at the door. It sounds like there's one clone moving around in there.

Meanwhile, Jam-R is investigating the dead communists. He finds a fuzzy hat - as worn by the... well, you can't really call them "higher clearances" of communist, but you know what I mean - and huggles it and squeezes it and names it *George-R Fuzzy*.

But as it turns out there's more than just fuzz in Fuzzy. There's some sort of chemical on there that starts affecting Jam-R's senses... the main one being a feeling of dizziness...

L4-O can't help but notice the fuzzy hat, and, naturally, reaches for his laser pistol. But it's just Jam-R...

Ruins of the Warehouse

The nameless clone calls up with, "You'd pretty much need legs to get down here, I'm afraid. You could either come down a hole or head through past Selbio-R... mind the towel, though."

written by Speeder on Aug 20, 2010 18:47

I get my rifle, check the charge rings, and if there are charge left (and it should, since I exchanged the barrel before leaving the warehouse in first place), and get inside, pointing at the direction of the clone (relying on his sounds to know his position before hand).

"FREEZE!!!"

I whisper to friends nearby.

"I always wanted to do that..."

written by Kristos on Aug 20, 2010 22:01

To convince myself that the chemical does not really burn, I scream out singing, as best as screaming and singing can be done in my mask:

ONE DAY I WAS WALKIN' BARE FOOT IN THE SNOW!

ONE NIGHT I WAS SLEEPIN' ON THE ICE!

AND THEN ONE DAY I FROZE TO DEEEEEEEEEEEEATH!

OH AIN'T IT OH SO NIIIIICE-

OH AIN'T IT OH SO NICE!!!!

written by Jam on Aug 20, 2010 22:54

I follow Speeder into the room, taking my laser pistol out as I go. I try to aim my laser pistol at the clone, but get dizzy and fall to the ground.

"Oh, why's everything spinning so much?" I mumble.

I stand back up and try to run toward the clone. I stumble and end up crashing into a wall. I lay on the ground, horribly confused. Why am I so dizzy all of the sudden?

written by Lightning4 on Aug 21, 2010 01:14

Since my laser pistol is already ready now, I follow Speed inside... ready to shoot at any traitorous commies.

Except I trip over Jam while entering.

written by Gligar on Aug 21, 2010 01:44

Distribution warehouse

Speed-O, and the rest of Team Epsilon, charge in.

As it turns out, the communist is the same one that was knocked out before... Alexei, I guess.

He certainly recognises Team Epsilon. "**You!**"

Jam-R tries to aim at Alexei but ends up falling to the ground and crashing into a wall near the lift.

L4-O is more successful. He's ready to shoot.

Or he would be if he didn't trip up over the dizzy Jam-R.

Alexei laughs. "You call yourselves Troubleshooters... you're no better than random INFRAREDS who got handed lasers!"

Lucas growls and shoots at Alexei. He misses, though. Looks like he got distracted by the sight of his own corpse.

Chemical showers

Kristos-R continues singing. My thoughts on his song are beyond your security clearance.

As he finishes, the room begins to drain.

written by Mingamango181 on Aug 21, 2010 02:27

I draw my laser pistol, and try to climb over both Jam-R and L4-O. I keep it aimed at the clone, considering that everyone else was trying to aim at him.

"Who are you anyway?" I decide to pull out my piece of rubble and try to use it as a shield before waiting for a response.

written by Speeder on Aug 21, 2010 03:15

I stare at Alexei.

"So, I save you from a commie killing you with mind powers, and you still is against us? Give me a reason to not shoot you in painful ways... And my aim is not crappy."

written by Lightning4 on Aug 21, 2010 11:06

I grumble a little bit, and attempt to regather my footing. I reaim my pistol on Alexei.

written by Jam on Aug 21, 2010 15:09

I try to aim at the the communist too.

"Who attacked you?"

written by Gligar on Aug 21, 2010 15:33

Distribution Warehouse

Within moments, Alexei has a multitude (well, at least five, including Lucas' and John-R's) of weapons aimed at him... even Jam-R manages to keep him in his sights. This doesn't faze Alexei. "If you're going to shoot me, shoot me. You won't get anything else from me."

Suddenly, John-R tenses. "Sirs," he says quietly, "we're being probed."

Alexei laughs. "You feel that, mutant? The might of the revolution touches you, even now."

Lucas responds, "Says you," and fires. The shot misses. Barely.

Chemical showers

No sooner than the room finishes draining, it begins to fill up again. This time with water.

written by Kristos on Aug 21, 2010 18:11

With the burning still lingering, but the water sending chills through me (though whether it is actually cold, I know not), I begin a new song to neutralize both sensations:

FRIEND COMPUTER IS SO SMART,

HIS PROCESSORS MUST BE SCORCHING HOT.

MAYBE NYTROGEN KEEPS HIM COOL,

MAYBE, MAYBE NOT!!!

written by Speeder on Aug 21, 2010 19:02

"Ok, everyone, think about those ad jingles."

I think about my favourite ad, one for the most expensive version of B3 available, based in a ancient coca-cola ad that featured all those happy people and polar bears... You know, one of the old stuff that Friend Computer itself maintained because of the capacity of scaring away commies...

Then I look to Alexei, not happy that all the time I am near him, someone try to get my fingerprint, so I shoot his knee.

written by Mingamango181 on Aug 21, 2010 23:02

Unable to think of any kind of ad jingle of any sort, I fire off two shots, one at his foot, and another at his right arm.

I then take a good look around the room, and pick up anything that could be improvised as a weapon.

written by Jam on Aug 21, 2010 23:28

"AHH! GET OUT OF MY HEAD!"

I stumble around some more and begin singing the only advertising jingle I can remember.

"FRIENDCOMPUTERFRIENDCOMPUTERFRIENDCOMPUTER!"

written by Cryoburner on Aug 22, 2010 00:11

"I suppose I could just roll over the edge while flailing my arms around wildly..."

I peer over the edge and examine the red splatter covering the room below. Apparently someone recently spilled jam all over the walls and floor. It seems to be dripping from the ceiling too.

"...or maybe I'll see about that other entrance. There must be an easy way to get there, so I'll just have a look around until I find it!"

I leave the warehouse, and crawl out into Concourse D1. I look around at all the sites and sounds, then try the door at the northernmost end, since that seems like a place where a bunker entrance might be.

written by Gligar on Aug 22, 2010 00:39

Chemical showers

Even though he's wearing a mask, it's getting difficult for Kristos-R to breathe. Presumably, the system wasn't designed with singing in mind.

Regardless, the room completely fills with water. Or maybe it's Nytrogen™. Maybe, maybe not. It isn't.

Distribution Warehouse

Everyone thinking about jingles? Good!

Speed-O thinks about an ad for B3 Cola Flavour, the only flavour that's ULTRAVIOLET clearance. The ad's played to the general populace to inspire them, to make them strive to be better than they are. And to not be communist. Communists don't get B3 Cola Flavour.

Jam-R seems to be having trouble. He just manages to stammer out the most basic of jingles... but it seems to work.

Lucas is also thinking about B3 jingles. Mmmm, it's mandatory!

I don't know if L4-O has thought of a jingle, but it's a fair bet.

John-R is probably blocking.

Mango-R, on the other hand, can't think of one. Instead, he just shoots. Twice. Both shots hit! Alexei collapses to the floor, breathing heavily, obviously in pain.

The sound snaps Speed-O back to reality, and he also shoots! Bam! Another shot to the same leg! It's burned right through! Alexei cries out once again.

Mango-R looks around again, and spots a length of pipe. He picks it up, noting that it's quite heavy.

Revolutionary Square

Heading through here, Cryo-R investigates the north exit. But the door seems to be jammed.

written by Speeder on Aug 22, 2010 01:09

I turn to John.

"The psi attack stopped?"

I resume thinking about that B3 jingle, but this time trying to not get too absorbed in it to the point of needing external forces to wake me up.

written by Kristos on Aug 22, 2010 02:05

Suddenly becoming aware of the breathable air shortage, I stop singing and conserve as much good air as I can. The ridiculousness of it all makes me chuckle.

written by 4616599 on Aug 22, 2010 09:49

I notice Cryo-R slipping away again and quickly tail him.

Meanwhile, I pull out my Com 1, switch to a random channel, and broadcast. "Any squad leader please respond quick. Is a worried komrade here, JHT sector is heard several shots around here. How is our strength kompared to enemy strength, around D level?"

written by Lightning4 on Aug 22, 2010 10:27

I look around and make sure that Nukabot is still here... wouldn't want him vanishing now, would we?

"Ohhh Nukabot. You here?"

written by Jam on Aug 22, 2010 15:00

"Whew... We survived. Hopefully whoever that was didn't get our fingerprints. I wonder if it was Freaky..."

I walk around a bit and notice that I'm still dizzy.

"I wonder why I'm so dizzy. Hmm... It seems to have started when... I put on Fuzzy!"

I take Fuzzy off and throw him into the corner of the room.

"Bad Fuzzy! Go sit in the corner and think about what you've done!"

I stare angrily at Fuzzy, then get distracted by all the boxes.

"Yay, Boxes! I wonder what's inside!"

I immediately begin to search the boxes for anything useful, interesting, or FUN.

written by Gligar on Aug 22, 2010 15:34

Distribution Warehouse

"I... can't sense up being probed any more," John-R answers.

L4-O looks around for anything else. Ah yes, Nukabot. It flashes its lights when L4-O calls it.

Jam-R realises why he feels so dizzy. It's Fuzzy! He throws it into a corner.

As he's staring angrily at it, he notices all the boxes, and opens a few of them.

If he wanted a replacement hat, there are a bunch of Safe-T-lyke helmets in one box.

Another contains a large number of Safe-T-lyke Helmet Request Forms. Convenient.

A third contains a number of old surplus PDCs, ranging from a Series 650 up to some first-generation Series 1300s.

Revolutionary Square

Joris-O, or maybe "Scru-R", slips into the Square. He notices Cryo-R staring at the north door and makes a call on his Com 1.

He gets a reply. "We're suffering heavy losses near D level, comrade. But remain calm! Reinforcements are incoming. Computerist forces will be found and executed for the good of the people!"

written by Speeder on Aug 22, 2010 16:21

I walk over to Alexei, and kick him again until I am sure he will be sleeping for a while again.

Then I look around with a worried look.

"Jakobot, it is me, are you there? The troubleshooter team needs your help!"

written by Jam on Aug 22, 2010 18:51

I look sadly at the Safe-T-lyke helmets, which aren't very fuzzy or soft... I take one anyways and put it on my head.

I continue looking inside some of the other boxes. I search for medical supplies, though I still pay attention to anything else I find (I might still be able to find some use for it).

written by Lightning4 on Aug 22, 2010 21:26

I move over to Nukabot and slowly try to crawl back into the driver's seat. Hopefully I can still operate it with a broken leg.

If not... well I'll try anyway. Failure is treason!

written by Gligar on Aug 23, 2010 01:06

Chemical showers

It does take a while, but eventually, the water begins to drain away.

Distribution warehouse

Jam-R takes a Safe-T-lyke helmet... rather sadly, I must add.

Looking in some other boxes, he finds the jackobot from earlier (hidden behind the boxes), some first aid kits, a whole box of Secondary Sector Logistics pens, some plastilyke sporks, and some small towels.

The jackobot trundles over to Speed-O. "What is it, citizen?"

Meanwhile, L4-O takes his place on Nukabot. The broken leg might be a small problem, as there are two pedals. But L4-O will try. Failure to try is a sign of unhappiness, after all. And not being happy is... well, you know.

written by Speeder on Aug 23, 2010 02:11

I walk over to the jackobot.

"Hello again!"

I smile happily.

"Glad to see you well, and well hidden too! Anyway, our commander, that is probably yours too, or related somehow, told us to move to Level H, but we have no idea on how to get there, since the elevator on this room is not capable of going there... Can you help us with that task?"

written by Jam on Aug 23, 2010 03:10

"Yay, sporks!"

I take about 18 sporks (two for each of us).

"Didn't Cryo-R say something about pens earlier? He must be needing some!"

I carry the box of pens to the center of the room.

"There! Hopefully he'll notice it when he gets here."

I take a few towels to replace the ones I lost in the chemical shower, then open a first aid kit and examine it's contents. I take it, and a few more first aid kits, then walk over to L4-O.

"Maybe there's something in this first aid kit I could use to fix your leg."

written by Gligar on Aug 23, 2010 15:09

Distribution Warehouse

The jackobot trundles over to the lift's control panel, looks at it, and returns. "The lift seems to have a button for H Level... what's the problem?"

Jam-R moves the pen box into the middle of the room, where, he hopes, Cryo-R will find it. If he ever comes back through here.

He also takes some sporks and some towels, before investigating the first aid kits. They look to be the same as the one which is now mounted on Nukabot, and are about half full with various types of pills. The rest of the space is taken up by bandages, plasters, and a couple of squeeze tubes of unidentifiable stuff.

Chemical showers

As the water drains away, powerful fans start up, beginning the drying cycle.

The door begins to rattle.

written by Speeder on Aug 23, 2010 18:49

I nod, then I say.

"Huh... nevermind... I thought that we did not had the button..."

I then enter the elevator, check it myself, and ask.

"Hey, you can come with us? Or is better for your mission to you stay here? We killed a huge amount of commies, they will probably come with reinforcements and clean the sector..."

written by Jam on Aug 23, 2010 19:24

I smile when I look at the contents of the first aid kit. It has exactly what I wanted!

"L4-O, do you want me to try putting a cast on your leg? Though maybe we should get to a safer area first."

I close up the first aid kit, then enter the lift after Speed-O. I talk to the jackobot.

"We would all really appreciate your help. Such a useful bot like yourself shouldn't just sit in the corner and rust away. You'll be much safer with us at H level."

I try not to get run over by Nukabot, just in case L4-O has problems pressing the brake.

written by Gligar on Aug 24, 2010 01:08

Distribution warehouse

"It's probably better if I remain here," the jackobot replies. "I cannot keep up with a forkbot."

Speed-O checks the lift's control panel. There is indeed a button for H Level. There are buttons for many levels up to and including Q Level.

Chemical showers

The fans shut off.

written by Speeder on Aug 24, 2010 02:36

I think a bit.

"If you insist... But we can leave you at the H level if you want, that level is a armoury... Probably secure, we would not get ordered to invade a armoury filled with commies, that would be suicidal..."

Not that this never happened before... But thinking about that is treason.

written by Lightning4 on Aug 24, 2010 03:34

"Um... sure. If you think you can help my leg, go for it. Just don't take a chainsaw or a knife to it or anything..."

written by Kristos on Aug 24, 2010 10:30

As soon as the doors open, I go get a jumpsuit. If I notice a VIOLET jumpsuit (or anything violet along the way), I stop and think: Such a beautiful color... but so deadly... I better keep away from VIOLET stuff from now on!

Anyway, I don my jumpsuit (RED) and speed off to what is left of Concourse C1 where everything blew to jam, looking for some way to climb. If I see a decent length of the pipe L4 gave me (at least 0.30 meters), I take it with me.

“Sorry guys, didn’t mean to cause so much ruckus in here. But wasn’t it FUN? Look at me, I’m good as new! Maybe I can get a good jump off of something and climb onto the next floor.”¹⁹⁰

written by Jam on Aug 24, 2010 13:53¹⁹¹

I shiver as I think of chainsaws, and horrible delusional insane docbots slicing limbs off. I protectively shield my stump and softly mutter to myself.

After a while, I respond to L4-O.

“Don’t worry, I won’t slice your leg off. I might need a jackobot to help me though... *sigh* Too bad there isn’t one coming... I would have really appreciated the help.”

I try to look depressed. I open the first aid kit again, and try to figure out what kinds of pills it has. I wonder if the medical training I seem to have had includes how to make a cast?

written by 4616599 on Aug 24, 2010 15:00

I decide to broadcast again. “Comrade, I am also heading for H Level following reports of some bot issues. Should there be any computerist activity I should be wary of?”

written by Gligar on Aug 24, 2010 15:21Distribution Warehouse

The jackobot responds, “I think I’ll stay here.”

Jam-R takes a closer look at the pills in the first aid kit. He recognises selenoctin, visomorpain, allacon, asperquint, and rolactin, but most are unfamiliar, and probably higher clearances.

He looks at the rest and wonders if he could make a cast with them, but realises that he can’t remember how. If indeed he ever knew.

Cloning station

Kristos-R exits the chemical showers and puts on a RED jumpsuit before leaving.

Concourse C1

After all that’s happened here, it’s definitely seen better days. The remains of clones and scrubot are still here. Among them are Kristos-R’s ME card, now somewhat

¹⁹⁰ KRISTOS: (OOC: Gligar is doing a really good job at this. And, of course, everybody else’s creativity is helping. 😊)

¹⁹¹ JAM: (OOC: I agree!)

scorched and a bit melted, as well as his PDC, although its screen is now broken. And there’s half of his pipe – about 0.8m of it. I doubt it would be possible to climb up.

written by Jam on Aug 24, 2010 19:52¹⁹²

I frown for a second.

“Hmm... I just realized that I don’t know how to make a cast. Sorry, my brain must still be a bit muddled from the brainscrub... Maybe there will be a (hopefully not defective) docbot up at H level that can fix your leg. Or maybe the jackobot knows? Or maybe Speed-O, Mango-R, John-R, or Lucas?”

I continue waiting for everyone to enter to lift. I take out my PDC and try to figure out what it does. I try not to get run over or stabbed by any out of control forkbots driven by clones with broken legs...

written by Speeder on Aug 24, 2010 20:33

I think a bit, then I say.

“I work for cloneserv, but I don’t know why I only have technical skills, not medical skills... Maybe I worked at the maintenance of the cloning vats or something like that.”

written by Gligar on Aug 25, 2010 00:23¹⁹³Distribution warehouse

While he’s waiting for everyone to get on the lift, Jam-R plays with his PDC. It has a multitude of functions, most of which need more than the one-bar signal it has right now, like making calls, accessing public AlphaNet sites, filling in forms, that sort of thing. There’s also a camera.

Speed-O then commits a rather major sin for one employed by a branch of Tech Services: he calls it a cloning vat! It’s a cloning *tank*, and has nothing to do with food vats. Lucas winces.

written by Speeder on Aug 25, 2010 00:46

I notice Lucas wincing.

“Oh... Sorry... I am REALLY sorry... I think that this part got scrubbed too much... Also I am sorry for the early two times that I said the same vatcrap...”

I smile, sort of.

written by Kristos on Aug 25, 2010 00:50

I retrieve my PDC, ME Card, and the length of pipe. I then take a good look at what I’ve done. Wow. There’s no way I’m getting up there! I think I even see bits of Kristos-R stuck to the ceiling way up above!

¹⁹² JAM: (OOC: Um... I’m not sure what the different pills do. Am I supposed to know?)

¹⁹³ GLIGAR: (OOC: I guess I should go into a little detail 😊)

Visomorpain is a tranquiliser, available everywhere, which makes you happy and quiet. Selenoctin is the main hormone suppressant. Allacon is a pep pill. Asperquint and rolactin... well, you aren’t sure. You aren’t actually cleared to use them.)

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The only other viable option I can think of for going up is the lift hall. I hurry down Corridor C1 to the staircase near the food hall and go down 2 floors. I then go to the loading dock, onto the roadway and around to the lift hall, keeping an ear out for anything out of place, keeping my pipe ready to discombobulate anything that presents itself as trouble. "Troubleslammer" I whisper and chuckle.

(Assuming this is all possible.)

If anybody chooses to go with me, that's fine. 😊

written by Jam on Aug 25, 2010 04:38

"Cool! A camera! I forgot the PDC had this."

I point the lens at myself and try to take a picture. I aim it at Speed-O and take another picture. I aim toward Lucas next. Soon I'm in a picture taking frenzy, rapidly taking pictures of everything in sight. John-R, Mango-R, the jackobot, L4-O and Nukabot, Fuzzy, the unconscious commie, stacks of boxes, random blood splatters on the wall, various items of my inventory, bits of dust on the floor, and so on.

Once I've finished that, I go back into the lift and happily review all the pictures I've taken.

written by Lightning4 on Aug 25, 2010 06:57

I seem to be deep in thought, ignoring the picture taking of Jam.

Or maybe I'm just deep in something else, as I slowly slump over, dozed off. We've all been awake for a while, after all, and I haven't even had a pep pill!

written by Speeder on Aug 25, 2010 07:20

I dash to fetch some towel, and... clean my sweating, I throw away the ones that got dirty in this process (FINALLY I got to clean myself... it was like, 60 pages? What pages? What I am thinking about? I am nuts?)

Then I take new ones, and store. You never know when you will need a towel, specially to make a rope, since for some reason this sector is full of holes.

written by 4616599 on Aug 25, 2010 11:46

I continue waiting for a response from the Com 1. Meanwhile, I knock politely at the door Cryo-R had tried to open previously.

written by Gligar on Aug 25, 2010 15:24

Distribution warehouse

Lucas smiles back. "With all due respect, sir, please try not to make the same mistake in the future. I'm sure our superiors would be... displeased."

Concourse C1

Kristos-R picks up his gear and leaves. He decides that he still needs to head up. But right now, the only way to do that is to go down. He heads for the lift hall on A Level.

How he knows about it is anyone's guess. Well, your guess, anyway.

Distribution Warehouse

While he's doing that, let's go and check in on everyone else.

Like Jam-R, for instance. He's just rediscovered the camera function on his PDC, and is taking pictures of everything he can think of. L4-O ignores him, apparently deep in thought.

But the facade fails when he slumps forward in his seat and dozes off. I guess it has been a while. Or maybe he needs a pep pill?

Meanwhile, Speed-O tries to clean himself off using some towels. That sweating doesn't seem to be letting up. He's successful, at least for now. After that, he picks up some clean towels for later.

Revolutionary Square

"Scru-R" goes over to the north door and knocks on it. There is no answer. He apparently didn't hear, or is ignoring, the com reply he received a short while ago.

Loading dock

As Kristos-R enters, he notices Selbio-R still here, still batting at random things with his towel.

Out on the roadway is the abandoned autocar, still abandoned. Further down the roadway is a tractor, similarly abandoned,

But Kristos-R isn't interested in either. He's more interested in the lift hall, down the corridor next to the loading dock.

A Level lift hall

This place is deserted, apart from a couple of dead communists. One lift seems to be out of order.

written by Jam on Aug 25, 2010 23:31¹⁹⁴

Noticing L4-O nodding off, I realize how tired I am. I check the time on my PDC.

"Maybe we should wait for Kristos-R, Joris-O and Cryo-R to return before we go. Well, I'm going to try to get some rest. Could you wake me up when we are ready to leave?"

I lay down in the corner of the lift and try to take a nap.

written by Lightning4 on Aug 25, 2010 23:59

I snore and twitch a little like I'm chasing an icecream vendobot... even if they don't exist.

written by Gligar on Aug 26, 2010 00:48

Distribution warehouse

Looks like Jam-R is getting a little tired as well, since he's also nodding off.

Anyone else?¹⁹⁵

¹⁹⁴ JAM: (OOC: Nobody's posted yet? Are we all waiting for someone else to post first or something?)

¹⁹⁵ GLIGAR: (OOC: Waiting for everyone else to post first is treason.)

written by Speeder on Aug 26, 2010 01:48¹⁹⁶ Distribution Warehouse

I agree with Jam, but since I have nothing else to do, I go do some maintenance in the forkbot, you know, fix all stuff that can be fixed... Reinforce the nuke protection plate, etc...

written by Kristos on Aug 26, 2010 03:48

I go up to what appears to be a working lift and take a look at it. As well as I "remembered" how to get here, I'm going to have to guess what it does and how far I need to go. I analyze all the visible buttons/levers/displays/anything of interest on the device. If it is possible and I know about the feature, I try to call (or message) Speed-O or Jam-R with my PDC.

written by 4616599 on Aug 26, 2010 04:19¹⁹⁷

I note Cryo-R's lack of responses and poke him with a bell.

written by Mingamango181 on Aug 26, 2010 12:02

I walk over to Jam-R. I sit down next to him, and decide to eat one of my packets of Soylent RED. I try to eat quietly, and neatly while I'm at it. After I'm finished with it, I stuff the packaging back into one of my pockets.

written by Jam on Aug 26, 2010 14:46

I twitch a bit in my sleep as I smell the delicious Soylent RED.

written by Gligar on Aug 26, 2010 15:28

Distribution Warehouse

Since he has nothing else to do, Speed-O has a look at Nukabot. He grabs a hammer and attempts to straighten out the bent forks, and manages to return them to almost straight.

A Level lift hall

Kristos-R presses a call button, and one of the lifts opens immediately. I guess it must have already been here.

He enters and looks at the control panel. There are at least thirty buttons on the panel, including one for D Level. The level indicator above seems to be functioning, and is indicating that the lift is at A Level.

Satisfied, he pulls out his PDC. It's difficult to operate with a broken screen, but enough remains for him to attempt to call Speed-O.

Revolutionary Square

"Scru-R"'s bell goes ding as he pokes Cryo-R with it.

¹⁹⁶ SPEEDER: (ooc: Sorry! I checked just before the turn, and then I forgot 😊)

¹⁹⁷ 4616599: (actually the reply I was waiting for was about H Level. But I suppose I posted at about the same time as a turn, so the darn commie traitorous interference must have blotted it out)

As Speed-O moves on to Nukabot's broken lamp, Mango-R decides to get something to eat, sitting down next to Jam-R as he eats a packet of Soylent RED. As Jam-R twitches in his sleep, everything is quiet. Speed-O is just finished with the lamp when his PDC rings suddenly.

written by Jam on Aug 26, 2010 15:57

I sleepily try to turn off the ringing by slamming my fist down on Mango-R's foot. I seem to have mistaken him for an alarm clock. I open my eyes.

"Hmm? Oh, sorry Mango-R..." I mumble.

I roll over and try to go back to sleep.

written by Speeder on Aug 26, 2010 17:02

I grab the PDC.

"Huh... another troubleshooter calling me... How he knew my number? Anyway, although this dude is suspicious I think I will assign him to communications"

I respond.

"Hello! Are you the dude that tried to kill everyone shooting a violet barrel? Well, to get here, you need to go to the D level, fetch Cryo and Scru, move to the east-most corridor, crossing the exploded warehouse in the way, then move north, until you see a corridor full of mirrors, then go to the end of that corridor, and indentify yourself as you enter the warehouse, unless you want to be shot, or exploded again, in case L4 go trigger happy with turbo."

Then I turn off.

"Ooops, I did not even let the dude talk... I think I am not used to this."

written by Kristos on Aug 26, 2010 23:12

Wow. That almost sounded like a commie recording- why else would he not let me speak? But I recognize Speed-O's voice. And since my re-formation, I have not felt the slightest anomaly. This makes me happy. And who makes a better troubleshooter (or troubleslammer) than a happy clone? 😊

I push the button for 'D' level and check my PDC for any games to pass the time.

written by Gligar on Aug 26, 2010 23:43

Cargo lift

Jam-R wakes with a start. Thinking that the PDC is an alarm clock, he tries to turn it off in the usual way... only to find Mango-R's foot instead. He apologises and goes back to sleep.

Distribution warehouse

Speed-O answers the PDC in a curt fashion, and hangs up.

A lift

Kristos-R is suspicious of the message, but follows the instructions anyway Starting with pressing D.

The lift ascends, and Kristos-R tries to see if there are any games on the PDC. But the broken screen makes it impossible to tell.

The doors open. The lift has reached D Level.

written by Kristos on Aug 27, 2010 02:02

I exit into Concourse D1 subtly, keeping my pipe ready in case of trouble. I call out, "Cryo! Scru!"

written by Jam on Aug 27, 2010 15:28

I continue sleeping. My hand twitches a bit, almost like I'm dreaming I'm shooting commies or something.

written by Gligar on Aug 27, 2010 16:08

Revolutionary Square

Kristos-R slips out in the Square. He calls out to Cryo-R and "Scru-R" but neither respond.

A communist enters from the east exit. "There is a problem, comrade?"

Cargo lift

Jam-R continues dreaming.

written by Speeder on Aug 27, 2010 16:51

I get tired of waiting, and decide to resume my original objective in his level: Grab the team members left...

So I call out the others, grab my rifle, and start to walk out of the warehouse, with a angry look in my face.

In the middle of the corridor, I point my rifle upward with both hands.

"BY THE POWERS OF FRIEND COMPUTER! IIII HAAAVE THE POOOWAAAAAAAAAAAA!"

And then the jingle sung by female voice and thunder can be heard:

"commie hunter!"

I point the rifle to my loyal cat... oh, nevermind, I don't have a loyal cat.

I just continue walking forward, in that case...¹⁹⁸

written by 4616599 on Aug 27, 2010 17:11

I approach the new parties. Hmm... wasn't that clone with the pipe in the bunker previously? "Oh, hello. Salutations comrades. I believe this comrade here might be an informant or something. I made a call seeking information about H Level, about 7 turncycles ago, but haven't received a reply yet. I've heard unconfirmed rumours about bot issues there, so was wondering whether it was safe to investigate with

¹⁹⁸ SPEEDER: (OOC: my edit was just to fix some letters I ate in the word "commie", you know, writing commie wrong is outrageous, maybe even treasonous.)

all the Computerist activities going on around. So, what is new, comrade?" I give a small salute, turning toward Kristos-R.

written by Gligar on Aug 27, 2010 23:20

Distribution Warehouse

Speed-O has had enough. It's time to go get the wayward clones himself.

Calling out to everyone else (waking up Jam-R and L4-O in the process) he strides out of the warehouse. Lucas and John-R answer the call.

On the way to the Square, Speed-O feels the need to re-enact the credits sequence to Commie Hunter.

Revolutionary Square

"We've sustained heavy losses on A through F levels," the communist replies. "There are unconfirmed reports of a powerful mutant on H Level. If you're going there, be on your guard."

At this point, Speed-O, Lucas, and John-R arrive.

written by Jam on Aug 27, 2010 23:47

"Huh? Wha? Where did Speed-O go?"

I notice how uncomfortable the floor is. I get up and start searching the boxes for something comfortable to sleep on. I take any towels, pillows, cushions, beds, packing peanuts, bubble wrap, marshmallows, corpses, jumpsuits, shredded paper, balloons, couches, Fuzzys, leaves, sheep, airbags, blankets, feathers, stuffed animals, hair, and anything else soft I can find, and put them all in a pile next to me. I make a mental note of everything else I find.

I collapse onto the pile and immediately fall back asleep.

written by Lightning4 on Aug 28, 2010 00:55

I wake up hungry. Rather than join Speed-O, I feel it better to guard the warehouse and Nukabot.

I rifle through some of the crates, looking for something to snack on.

written by Kristos on Aug 28, 2010 02:22

I relax my position and return the salute. When Speed-O's group arrives, I start thinking out strategy if a firefight begins. Should I attack the commie? Should I retreat into the lift hall? Should I do something else? My sweaty fingers tighten slightly on my troubleslamming pipe.

written by Speeder on Aug 28, 2010 04:30

I proceed onward, slowly, and silently, rifle smart on hand.

written by Cryoburner on Aug 28, 2010 10:37

Having completed my afternoon meditation, I return to the task at hand of locating another entrance to the bunker.

"Ah! That might be the way!"

Noting that an elevator has apparently arrived in the lift hall, I crawl over there and get inside.

"Now let's see..."

Not entirely sure where to start, I just hit a button completely at random.

written by Gligar on Aug 28, 2010 16:28¹⁹⁹

Distribution Warehouse

Jam-R realises that the floor is uncomfortable and looks round for a long list of things he clearly won't be able to find. Why? Some are treasonous, some are, by now, icky, and others are probably buried so deep in boxes I'd have to fill this post with a list of the stuff he found.

Instead, he empties the box of towels, arranges them, and falls asleep on them.

L4-O is more interested in food. He rifles through some boxes and finds some VitaYum Meal Substitute bars.

Revolutionary Square

Kristos-R decides to play along for now, and thinks strategies.

Speed-O's group press onwards towards the communist. He notices then, and asks, "Can I help you, comrades?"

But he doesn't get an answer, not yet. Cryo-R has taken the opportunity to get away again.

While everyone was paying attention to the communist, he manages to pull himself over to the list hall, and into the lift Kristos-R just used. Before anyone can react, he's pressed a button and is away.

Of course, when you're crawling, you can't easily reach many of the buttons in a standard lift...

written by Speeder on Aug 28, 2010 17:02

I facepalm as I see Cryo getting away again.

Anyway, I decide to use that to distract the commie.

"Hey! Why this guy is getting silently in the lift and fleeing? Is he a computerist?"

I point at the moving away lift, in the most commie manner I can imagine...

If the commie look toward the elevator, I signal to Kristos come with us.

written by 4616599 on Aug 28, 2010 18:18

"Excuse me, comrades."

If Speed-O doesn't leave, I dash toward the lift and attempt to call it again. If he does, I follow.

written by Cryoburner on Aug 28, 2010 20:26

"Wow! Elevator ride! Weeeeeeeeeeeee!"

While thoroughly enjoying the ride, I take a moment to examine the ceiling and floor of the lift in detail.

written by Kristos on Aug 28, 2010 21:40

Seeing that I'm towards the elevator, if the commie looks to the lift he'll be looking right at me. So, if he looks to Speed-O or the others, I run up to him and choke his neck with my pipe to prevent him calling for help from his "comrades". If he looks to the lift, I also turn to the lift so maybe somebody else can deal with him.

written by Mingamango181 on Aug 28, 2010 22:01

I decide to exit the lift, then head out into the corridor. I check for any accessible doors, and look inside the first one I can enter.

"Hello? Anyone in there?"

written by Jam on Aug 28, 2010 22:35

I start to dream...

I'm shooting commies and causing a lot of destruction.

"BAM! BAM! DIE COMMIES! AH HA HA!"

Looking through the smoke and wreckage, I notice a shadowy figure with a pair of glowing red eyes.

Suddenly, a giant docbot comes charging out at me. All of its six arms end in chainsaws, it has several flamethrowers attached to it and also seems to be able to shoot lasers out of its eyes. It charges at me.

I shoot at it, but it doesn't seem affected. My laser pistol jams and explodes, ripping my hands off and causing me to go flying into a wall. It reaches me and starts slicing me to pieces. I die, and the dream changes...

written by Gligar on Aug 29, 2010 15:51

Revolutionary Square

Noticing Cryo-R getting away, Speed-O points him out to the communist.

Naturally, the communist can't help but look, even though he might be suspicious. And as the communist is distracted, Speed-O motions to Kristos-R to follow. Instead, he turns to the lift, just as "Scru-R" pushes past.

D Level Lift hall

Noticing that the lift is heading down, "Scru-R" tries to call it again. It doesn't seem to do anything, though.

Lucas looks like he wants to shoot. The communist doesn't see him.

The descending lift

Obviously enjoying his lift ride, Cryo-R does what he does best - inspect absolutely everything and anything to ludicrous, and, at times, treasonous, levels of detail. For instance, one thing he inspects is the number of ceiling panels and the amount of distance between them. Another is the number of floor panels, and whether they line up exactly with the ceiling panels.

But he doesn't get to finish. The lift opens and he is pulled out. Unknowingly, he's just entered Deep Subsector.

¹⁹⁹ GLIGAR: (OOC: Illness isn't fun ☺)

Deep Subsector: G Sublevel Reservoir Observation Deck

He's pulled into a cold steel room with large windows, overlooking a huge expanse of water. Indeed, the deck is under the water. In the distance, something seems to move.

His captors are three hooded figures.. I can't get any other details.

Cryo-R is moved towards a door - or perhaps... an airlock?

And... now my cameras have been disabled. Great.

Corridor D4

Bored with waiting, Mango-R does some investigation, and starts trying doors. The second one he tries is openable. It appears to be a meeting room of sorts, but it doesn't look like it's been in use for some time.

Distribution Warehouse

Jam-R dreams.²⁰⁰

written by Speeder on Aug 29, 2010 15:57

I facepalm as Kristos do what I don't wanted, anyway I "fix" it.

I pull in silence my spear, and try to skewer the commie neck... If I miss, I motion to Lucas shoot.

written by Gligar on Aug 29, 2010 22:16

Revolutionary Square

Out comes the Spear™ again...

...and it hits!

The communist sort of gasps, then goes limp.

written by Speeder on Aug 29, 2010 23:04²⁰¹

I clean the Speeder's Spear™ in the commie clothes, and start to move back to the warehouse (the one with the elevator)

written by Kristos on Aug 30, 2010 00:13

I follow after Speed-O, and ask "I got your call. What do I need to do now? Should I attempt to locate Cryo-R now?"

written by Lightning4 on Aug 30, 2010 01:07

After munching some food for a little bit, I decide to see what functions my PDC has.

I fiddle around with it, partly looking for a game, and partly looking for something more informational about our sector. Assuming I'm cleared for that, of course.

If I find a game, I start having FUN with it!

written by 4616599 on Aug 30, 2010 08:12

I try calling the lift again.

²⁰⁰ GLIGAR: (OOC edit: you saw nothing...)

²⁰¹ SPEEDER: (OOC: it is... Speeder's Spear™ you know, the SS is important or S'sS if you like more of them)

I seem to get the feeling that other members of the team have started PDC fiddling, so I take out mine and check for a citizen registry and call list. If there's one, I try to remember Cryo-R's name. (did we ever get introduced anyway? I seem to recall Speed-O calling him Cryo-R...)

written by Cryoburner on Aug 30, 2010 09:56

"Wow! This must be the ocean! I take it you guys are tour guides. I really appreciate you carrying me out of the lift and all. I hope we have lots of fun together!"

I examine the room's lighting, particularly whether the area and its surroundings are optimally lit.

written by Jam on Aug 30, 2010 13:54

I'm in a cloning room, having just been recloned. As I'm walking out of the showers, I notice another clone standing in the room. He's obviously a mutant, he has flaky yellow skin, and eyes that seem to bore right into your mind (and probably are). He also seems to be glowing.

"W-Who are you?" I ask.

He smiles at me in a creepy way, and calmly replies, "Why are you asking? You already know who I am."

And indeed I do.

"You're Freaky."

I suddenly wake up. It takes a while for me to calm down.

"What a strange dream..."

I look around.

written by Gligar on Aug 30, 2010 15:22

Corridor C1

Speed-O, Kristos-R, John-R, and Lucas start back towards the warehouse.

Distribution warehouse

L4-O decides to play with his PDC for a while. Searching through its functions, he finds a port of the classic game, *Female Pac-Y-MAN*, and promptly starts playing it.

Jam-R awakes with a start. His dream must have turned nasty. Or, at least, weird.

Eventually he calms down enough to look around. He's still in his nest of towels on the floor of the warehouse. L4-O is fiddling with his PDC while sat on Nukabot in the corner. Everyone else seems to have gone somewhere.

Lift hall

Joris-O calls the lift again. This time, the indicator shows that the lift is moving upwards.

He then fiddles with his PDC. He attempts to call up a citizen directory, but can't get a response from the registry server.

Deep Subsector: G Sublevel Reservoir Observation Deck

Well... I wish I could tell you what was going on, but the camera is still down. The lift is moving up, though.

written by Speeder on Aug 30, 2010 17:50

As I arrive near Jam and L4 I ask if they are rested enough.

Then I say to everyone.

"Well, we found Kristos and killed one more commie, Cryo run away again, Joris seemly is trying to get Cryo back, I think we should wait a little bit²⁰², and go if none of them return."

written by Jam on Aug 30, 2010 22:57

I respond to Speed-O.

"I've rested enough for now."

"Ok, let wait."

I stand up and do some stretching.

written by Gligar on Aug 30, 2010 23:38

Corridor D4

Speed-O's group passes Mango-R, who is looking vacantly into one of the rooms.

Distribution warehouse

And Speed-O's group returns.

Everyone starts waiting.

Lift hall

The lift arrives... empty.

written by Lightning4 on Aug 31, 2010 00:03

"Gah! Traitorous RED ghosts."

I look up.

"Oh. You're back! Are we ready to get moving?"

I reposition myself in the driver's seat of Nukabot and put my PDC away.

written by Kristos on Aug 31, 2010 01:21

I see the fuzzy hat in the corner. I take it. Who knows when this might come in useful? I do nothing as traitorous as wear it... for the time being. "Hey guys, this may come in useful if we run into any more commies!" I analyze what sort of fibers the fuzz appears to be made of and their typical length. Oh goodness! I'm starting to act like Cryo!

written by 4616599 on Aug 31, 2010 01:54

I emit a tiny sigh.

"Oh dear. I wonder where he'd frelling go." I glance into the lift to check for any pressed buttons, then follow the rest to the warehouse.

written by Speeder on Aug 31, 2010 02:44

I peer at Kristos getting the hat.

"Last time Jam fiddled with this, he got sick or something..."

written by Mingamango181 on Aug 31, 2010 12:25

"No one?"

I sigh, leave the room, and continue wandering down the corridor, deciding to turn left at the junction.

written by Jam on Aug 31, 2010 13:15

"Nooooooo! Fuzzy!"

I run toward Kristos-R.

"Careful! Fuzzy can make you dizzy when you wear him! You need to gain his trust first! And you need to feed him too! I fed him some Cold Fun earlier..."

written by Gligar on Aug 31, 2010 15:47

Distribution warehouse

L4-O looks up from his PDC, notices everyone arriving, and gets himself ready to drive, putting his PDC away in the process.

Kristos-R notices Fuzzy, and takes it. Almost immediately, his senses become altered, enough to be disorienting...

Speed-O and Jam-R notice Kristos-R meddle with Fuzzy. Jam-R runs towards him.

A lift

Looking in, Joris-O can't see any depressed buttons, though the button for G Sublevel is misaligned, as if someone pressed it recently while lying on the floor.

Sighing, he moves off to join the rest of the team.

Corridor D2

Arriving from D4, Mango-R turns left, down the far section of D2.

There are four doors on the left-hand side, and one at the far end.

Joris-O notices Mango-R as he heads towards the warehouse.

Lift hall

According to the indicators, a lift has been called somewhere below.

Distribution warehouse

Joris-O arrives.

written by Speeder on Aug 31, 2010 20:10

I notice the bizarre behavior of Kristos and Jam.

"Ok, that stuff is too dangerous, drop it now! Actually, this made me realize how the commies convinced so many people to be commies, this is a BRAINWASHING AND MIND CONTROL HELMET!"

I turn to L4.

"Do you have more napalm there? We need to burn all those fuzzy hats."

²⁰² SPEEDER: (ooc: like, 3 turns)

written by Lightning4 on Aug 31, 2010 21:14

"Uh... I'm not sure. Let me look"

I rifle through my bags, searching for what I think is a napalm shell (after all, I didn't have much time to look at it when I was happily killing commies!)

If I find something resembling one, I load up Turbo and get ready to fire.

"Collect up those hats in one place and I'll fire!"

written by Jam on Aug 31, 2010 22:44

"Mind control?"

I turn to Fuzzy.

"NO! BAD FUZZY! NO BRAINWASHING!"

I grab Fuzzy and throw him toward the other fuzzy hats.

written by Gligar on Aug 31, 2010 23:30

Distribution Warehouse

Speed-O orders that the hat be dropped.

In fact, he's had a revelation. The hats, he says, are the means by which they're controlling everyone!

He asks L4-O whether he has any more napalm shells. L4-O has a look, and thinks he has a couple that might be napalm shells. He loads one up.

Jam-R looks at Fuzzy in shock. Could the dizziness be the prelude to mind control? He grabs Fuzzy from Kristos-R's hands and throws it towards the other fuzzy hats... that is, towards the corpses of the communists.

written by Jam on Sep 01, 2010 02:24

"You're gonna burn Fuzzy?! Hang-on, let me say goodbye first..."

I walk sadly over to Fuzzy... Wait... I look around at all the fuzzy hats.

"Which one's Fuzzy? Oh, well..."

I clear the area around the communists, and walk back toward the others.

written by Speeder on Sep 01, 2010 02:38

I look around to see if the fire will not burn the entire warehouse, if it is all ok, I ask L4 to shoot at the pile of fuzzy hats (and dead commies).

"I suggest everyone to get inside the elevator, in case stuff starts to explode and we need to close the door."

Ooops, seemly I forgot of a certain jackobot there.

written by Kristos on Sep 01, 2010 03:31

"Wow! That was weird! Remind me not to touch one of those again!" I retreat to the elevator.

written by Lightning4 on Sep 01, 2010 06:51

Once I receive the command... I fire!

written by 4616599 on Sep 01, 2010 11:30

I duck with kevlar shield raised.

written by Gligar on Sep 01, 2010 15:20

Distribution Warehouse

Jam-R goes over to say one last goodbye to Fuzzy... but can't find it. Oh well. He returns to the others.

Speed-O looks round to make sure that the following fire won't just burn everything. Everything looks okay. He asks L4-O to shoot, and everyone else to retreat to the lift.

Lucas is the first to comply, followed by Kristos-R and John-R. Does he retreat himself? I don't know, because L4-O (who is on Nukabot, in a corner) shoots at the pile, causing a fire to roar into being.

A rather... *big*... fire.

written by Speeder on Sep 01, 2010 16:14

I go near the buttons panel, and keep watching the fire, like a hypnotized pyromaniac.

But with a finger over the H level button.

"PREEEETYYYY!!!"

Then I see the commies burning alongside the fuzzies.

"BURN COMMIES!!!! YOU DESEVE IT!!!!"

written by Jam on Sep 01, 2010 22:50

I follow Speed-O into the lift.

"Buuuuuuurn!"

I stare into the fire... So pretty...

written by Lightning4 on Sep 01, 2010 23:05

"Go go press it!"

I almost drool over the sight of the fire too.. It's not a particular surprise that someone who names his weapons would also enjoy the sight of fire.

written by Gligar on Sep 01, 2010 23:17

Distribution warehouse

The fire is pretty!

But, as promised, it remains localised. There's still a good path for Nukabot to get to the cargo lift. And since L4-O is also entranced by the fire, it is up to Nukabot to preserve its own existence and pilot itself into the lift. Following Jam-R, who followed Speed-O.

Is Joris-O coming?

Corridor D2

Another PRPF patrol is on the rounds. They head north and approach the D2-D4 intersection.

written by 4616599 on Sep 01, 2010 23:25

I figure I should follow them. Once in the lift, I note "Cryo-R disappeared somewhere- he just might have gone to deep

subsector level G, but I wasn't sure enough to investigate. Besides, I have no idea what clones do all the way down there."

written by Speeder on Sep 01, 2010 23:34

I nod.

Then I say. "This place was supposed to be forbidden to go... Or he is dead, or he will return with some mission... Let's proceed shall we?"

I step from near the button panel, and wait for someone else to press it... Only to me able to say that it was not my fault that someone got left behind. ²⁰³

written by Jam on Sep 02, 2010 02:05

I press the button for H level, then start talking to Mango-R.

"So Mango-R, do you know anything about-eh, Mango-R? Where are you?"

I look around for Mango-R... I thought he was here...

"Oh no! Did we leave him behind? Hmm... Well, maybe he'll be able to find us... He knows we're going to H level, right?"

I take out a grenade and prepare myself for whatever's waiting at the H level lift hall.

written by Speeder on Sep 02, 2010 02:46

I pull the rifle, and aim... at the soon to be reached H level.

written by Lightning4 on Sep 02, 2010 05:31

I frown once the fire leaves my view.

I get over it and take Nukabot's controls again, preparing myself to run down commies if need be.

written by Mingamango181 on Sep 02, 2010 05:38

I look down the hall, and my eyes spot a figure. It's blurry, and as I approach, it disappears.

"...Am I hallucinating?"

I continue walking, and exit through the door at the end.

written by Gligar on Sep 02, 2010 16:19

Cargo lift

Good! Everyone's here...

...except Mango-R! Where in HEL sector did he run off to?!

...and Cryo-R! He went to G sublevel and... then what?

Oh well, they'll show up, right? Right?

It's Jam-R who presses the button. Slowly, the cargo lift ascends. As it does, everyone gets ready.

Corridor D2

Meanwhile, Mango-R seems to see something at the end of the corridor. But there's no-one there... except a door. He opens it.

²⁰³ SPEEDER: (ooc: yes, it is you minamango 😊)

Confession booth Waiting room

Inside are four doors, each with the "confession booth" symbol displayed prominently. There are no lights displayed on any of the booths. Looks like they're not operational.

written by Speeder on Sep 02, 2010 16:40

I decide to use again our tactic of acting as one.

"Ok Team Epsilon, or Lightspeed Jam and visitors featuring as special guest the Nukabot, everyone get in the Nukabot, just in case we need to drive away from the elevator in a hurry...."

Like the usual, I assume my spot in the rear, where I can both shoot forward if needed, or fix some damage (hopefully, not needed).

written by 4616599 on Sep 02, 2010 17:57

I crouch, hiding behind the bot. "If any commies recognise me, I'm a hostage you nabbed, only held in by your special mental powers of persuasion. Speaking of which, what was all that about mind-control fuzzy-hats?"

written by Jam on Sep 02, 2010 23:07

I climb onto the top of the bot.

"Fuzzy was a bad, treasonous fuzzy-hat! He made everyone dizzy! So he had to be terminated..."

written by Gligar on Sep 03, 2010 00:09

Cargo lift

Oh hey, more forkbot riding!

Lucas and Jogn-R take their positions.

The lift continues its slow ascent.

But not for long.

With a slight shudder, it stops in an ORANGE area.

But the clearance isn't the first thing that everyone sees. That's the bot near the cargo lift that looks for all the complex like a 1/4-scale tankbot.

written by Speeder on Sep 03, 2010 00:18

I look at the tankbot. And comment to L4.

"I hope you still have high-explosive shells if that thing is enemy..."

Then I yell.

"HELLO THERE? WE ARRIVED! AWAITING ORDERS!"

I then say in a low voice to everyone in the lift.

"Don't identify yourselves unless you are sure we are among allies."

written by Lightning4 on Sep 03, 2010 00:35

I am just about to reach for a shell, but then I look again.

"Wait... hm... of course! This thing is a friend! It's a Com unit for the Armed Forces!"

I've seen these before... but I'm not sure where."

I turn back towards the com unit.

"WHAT HE SAID! don't nuke us yet"

written by Jam on Sep 03, 2010 01:50

I smile at the bot and wave.

"HELLO! PLEASE DON'T SHOOT US! WE ARE NO THREAT TO YOU!"

written by 4616599 on Sep 03, 2010 08:56

If there is space at the rear of the forkbot I get on(or else I continue crouching). I then join the rest in awaiting a response from the tankette.²⁰⁴

written by Mingamango181 on Sep 03, 2010 09:05

Out of boredom, and failing to notice the door, I leave the room by the same way I came in.

"I wonder if anyone's missing me. I should call them, explain where I am. Wait. Why am I talking to myself?"

I get out my PDC, then try to amplify the signal, by stuffing it into the Soylent RED packet. Whether it works or not, I try to call Jam-R.

written by Gligar on Sep 03, 2010 15:49

Cargo lift

People see the "tankbot" (actually, according to L4-O, it's a Com unit, presumably a higher model number) and start yelling at it. There is no response.

Joris-O finds some space to perch on the back of Nukabot.

Corridor D2

Mango-R returns to the corridor, and runs right into the PRPF patrol from earlier. "Halt! Identify yourself!" one shouts.

written by Speeder on Sep 03, 2010 16:49

Since it don't react at all...

"Ok... L4, can you please drive us forward? Let's ignore this Com unit... Although to me it looks like a oversized warbot, or a downsized tank..."

written by Kristos on Sep 03, 2010 16:58

I try to look through my pipe like a telescope. What gave me that stupid idea, I have no idea, but I bet the thing is so bent it it's impossible to see clearly through the bore.

But I do notice the bright orange reflecting down the inside of the tube. "Wait, some of us don't have the clearance to go in there - it's ORANGE!" I hop off the forkbot into the back corner of the lift.

written by Lightning4 on Sep 03, 2010 17:50

"Um... okay, I guess. I wonder though..."

I drive forward. As we pass the Com unit, I pause, trying to think about how to interact with it.

I stop for a moment and get off Nukabot. I pause before the com unit, then try to call on any instinct or muscle memory or whatever that might help me use the Com unit.

written by Mingamango181 on Sep 03, 2010 20:41

"Excuse me comrade, but I'm rather confused. I woke up in this room with no memory and this person asked me to restore the power and I said yes and we went to another floor to do so, and we helped get the power back on and we went back up and I really am not sure why you are addressing me like this." In that long ramble, I try to pull out my laser pistol, and hold it out of sight. At the end of the rambling, I aim at the shoulder and fire.

written by Jam on Sep 03, 2010 23:20

"Hmm? But we're not touching the ground, we're touching Nukabot! Wait... What clearance is Nukabot?"

I try to grab Kristos-R before he hops off.

written by Gligar on Sep 04, 2010 00:59

H-level distribution warehouse, maybe?

L4-O drives Nukabot forwards. He stops when he gets to the Com unit, dismounts, and looks for some sort of controls. He finds them on the back. A tentative attempt to get it working has no results; apparently, the controls have been rerouted elsewhere.

Behind him, Kristos-R gets jittery at entering an ORANGE area and tries to hop back into the lift. Jam-R tries to stop him but is unsuccessful.

Just then, a door to the south opens, revealing a narrow corridor. Through it crawls a clone with two damaged legs, wearing what looks like two jumpsuits (one as a backpack) and kevlar, as well as a modified towel over the face: there are eyeholes and a smile drawn on in pen.

Corridor D2

Mango-R attempts to explain himself while surreptitiously readying a laser pistol.

After he's done speaking, he fires at the lead PRPF clone's shoulder. It's a clean hit! It causes that PRPF clone to step away in shock... and the other three in the patrol to aim slugthrowers at Mango-R. "Alright, computerist, this is what's going to happen. You're going to come with us and confess to everything you've done, and you're going to tell us the names of all your accomplices. And you're going to do it now."

written by Speeder on Sep 04, 2010 01:08

I look at the incoming clone, and ignore Kristos behavior for now.

"Hey, you have Cryo backpack! Give it back!"

²⁰⁴ 4616599: (a Tankette....I like that name <http://en.wikipedia.org/wiki/Tankette>)

written by Jam on Sep 04, 2010 01:36

I look at the incoming clone, and ignore Kristos behavior for now.

"Hey, you have Cryo broken legs and kevlar. Give them back!"

written by Kristos on Sep 04, 2010 02:00

I look at the incoming clone, and ignore the ORANGE for now.

"Hey."

written by Mingamango181 on Sep 04, 2010 03:44

"Oh well, all you can really do is torture me or kill me. I'd rather prefer neither, so I'll be on my way."

Without wasting any time, I fire again and retreat back into the Confession booth Waiting room. I try to hide next to the door, preparing my heavy pipe to swing.

written by 4616599 on Sep 04, 2010 14:31

I peek over at the clone. "Excuse me, citizen. I must note that your towel-face isn't drawn on properly. You lack a nose. Would you like a bell, perhaps, or some other form of assistance?"

written by Gligar on Sep 04, 2010 15:30

H-level distribution warehouse, maybe?

Speed-O and Jam-R comment on similarities between the new clone and Cryo-R. John-R frowns slightly, and comments, "Isn't Cryo-R the one who is always running off? Or crawling off." But the clone has already turned and left down the narrow corridor, not waiting for everyone else to say hi.

Corridor D2

Mango-R decides that the best course of action is to fire, hitting the already incapacitated PRPF clone, then retreat.

This, of course, gives the PRPF clones a chance to shoot.

A slug hits him in his shoulder, causing him to fall through the door. It closes behind him.

written by Speeder on Sep 04, 2010 16:30

As the strange clone wander away, ignoring us, I say to John.

"Yes, I think that this clone behavior answers your question."

I look at the narrow corridor, then other corridors.

"Should we go? I have no idea of where to go now"

written by Lightning4 on Sep 04, 2010 17:53

"Maybe we should follow him?"

I get back on Nukabot and point it/him towards the door the mysterious clone left through.

I cautiously accelerate Nukabot.

written by Jam on Sep 04, 2010 19:33

Hmm... He's acting strange... He's too quiet... Maybe he's being mind controlled! This could be a trap...

I begin to softly sing advertising jingles, just in case.

written by Mingamango181 on Sep 04, 2010 22:50

"OWWW!!"

I attempt to drag myself up, and as I do so, my vision starts going white. Even so, I stagger over to the other door in the room, and try to get through.

"Oh the pain!"

written by Gligar on Sep 05, 2010 00:15

H Level distribution warehouse

Speed-O looks at the narrow corridor. Then takes another look round and spots a wider door.

Which is a good thing, because the narrow corridor is too narrow for Nukabot. It ends up with its forks either side of the narrow door.

Jam-R starts singing advertising jingles to himself.

Confession Booth Waiting Room

Mango-R continues to try to move, despite the pain. His vision starts intermittently filling with high-clearance colours.

He finds that the other door is jammed shut. The reason for this is deceptively simple: there's a heavy weight in the way, in the form of a deactivated scrubot.

The PRPF clones star to enter and ready their slugthrowers once again.

written by Speeder on Sep 05, 2010 00:20

I facepalm as L4 starts to drive forward.

"Erm, we have to move to a wider corridor... Or abandon Nukabot, this is why I said I did not know where to go."

written by Mingamango181 on Sep 05, 2010 00:34

"Darn it," I mumble.

I turn around, and using my pipe for support, I fire my laser pistol repeatedly as fast as I can.

written by Kristos on Sep 05, 2010 01:44

"We can split up. Hey Speed-O, should me and one other clone head down the narrow corridor?"

written by Jam on Sep 05, 2010 02:30

"Strange... It's not like Cryo-R to just leave without saying hello... Maybe we should follow him..."

written by Lightning4 on Sep 05, 2010 07:12

"Er... heh. Whoops. I guess we could just go down the corridor it fits in. I'm not sure leaving Nukabot alone is a good idea, even if he can defend himself."

I attempt to reverse Nukabot out again and drive towards the wider corridor.

written by 4616599 on Sep 05, 2010 09:14

"I vote we head down the wider corridor too."

Meanwhile, I look around the warehouse, checking for any other doors, boxes, bots or useful stuff. Additionally, noting the 'tankettebot', I try to determine if it's operable.

written by Gligar on Sep 05, 2010 15:32

H level Distribution warehouse

Speed-O facepalms and suggests another route. Like the other door, for instance.

Kristos-R suggests splitting up.

Joris-O takes a moment to look around. Apart from the two doors and the cargo lift, there are no other exits. There are a couple of boxes, sealed shut, and an open one with a few sets of handcuffs, seemingly misdirected here from Internal Security.

He also looks at the Com unit. It seems to be online, but the controls have been remoted elsewhere. The local controls are locked.

L4-O corrects himself, points Nukabot at the other door, and drives forward, pushing said door open to reveal a wider corridor.

Confession booth waiting room

Despite the pain, Mango-R fights on. and even gets the first shot. Too bad that the shot results in his laser barrel exploding, killing him.

written by Speeder on Sep 05, 2010 18:18²⁰⁵

I now smile happily, even happier than the mandatory happiness.

written by Kristos on Sep 05, 2010 20:11

I grab the box of handcuffs, the two sealed boxes, and the tankbot and head down the narrow corridor. Or, if that is not possible, I just grab two sets of handcuffs and follow everybody else.

written by Jam on Sep 05, 2010 23:26

I climb down from the forkbot and grab a few handcuffs.

If Kristos-R can't grab the tankbot then I try to use the handcuffs to cuff it to the wall or itself.

written by Gligar on Sep 06, 2010 00:51

H level Distribution warehouse

As Nukabot is about to leave, Kristos-R decides to nap a couple of sets of handcuffs. The Com unit, and the boxes, are too big to take with him.

²⁰⁵ SPEEDER: (OOC: congrats minamango! You managed to not get captured, or tortured, and caused some damage! Or not... XD)

Jam-R then gets off Nukabot and grabs some handcuffs. He tries to apply some of them to the Com unit, but there's nowhere to attach them.

Cloning station

Again, a cloning tank starts up. Another clone is forming.

written by Speeder on Sep 06, 2010 01:14

I watch as some clones have a another kleptomania crisis and go around snatching handcuffs.

But I remain smile, I *can't wait* to get to whatever place we will end in.

written by Kristos on Sep 06, 2010 01:48²⁰⁶

Since Speed-O didn't answer my question, I take the liberty to go through the small corridor. If anybody follows me, great. If anybody objects to my action, I turn around and come back. If anybody requests me to handcuff them, I politely decline and explain that they didn't come with keys and I don't know how to pick a cuff.

I also check my PDC and try calling Cryo-R.

written by 4616599 on Sep 06, 2010 10:13

Noting the team examining boxes and such, I head to one of the boxes, and attempt to slice it open with the edge of my kevlar shield.

written by Jam on Sep 06, 2010 14:15

I notice that Kristos-R seems to be walking into a very dangerous situation with only a set of handcuffs to protect himself.

"I'll go with Kristos-R, call my PDC when you want us to come back..."

I run after him.

written by Gligar on Sep 06, 2010 15:58

Corridor H2

Nukabot crosses the threshold, after a surprising amount of time. But that doesn't stop people from continuing to rifle through the warehouse, or split off into another group.

Corridor H1

Specifically, Kristos-R and Jam-R end up running down the narrow corridor. There are just two doors in the corridor, with voices coming from behind one.

Kristos-R attempts to call Cryo-R on his PDC, but there is no reply. Apparently, he turned it off or something.²⁰⁷

H Level Distribution Warehouse

Joris-O joins in with the rifling, and tries to open one of the boxes with his shield. It doesn't seem to want to open.

²⁰⁶ KRISTOS: (OOC: Speeder, LOL! We're troubleshooters, and we do whatever it takes to take down the trouble!)

²⁰⁷ GLIGAR: (OOC: or destroyed it)

written by Jam on Sep 06, 2010 16:16

I quietly hand Kristos-R my laser pistol, then take out the laser rifle for myself.

I smile and whisper to him. "Try not to blow up my laser pistol, ok? It's the only one I have left..."

I press my ear against the door with the voices and listen.

written by Lightning4 on Sep 06, 2010 20:39

I look around, having noticed we lost about half of our group suddenly.

"Erm.. Should we continue or just go back for them? Or should we stay split up? Maybe we'll have a better chance of finding where we need to go like this."

I continue driving down the corridor, and look at some of the doors (if present).

written by Kristos on Sep 06, 2010 20:57²⁰⁸

I take the laser pistol. "Don't worry, I only blow up VIOLET laser pistols." I say with a grin.

I go to the other door (the one without the voices coming from behind it) crack it open and analyze what is inside. If the room is empty, I step in. If there are commies and they see me, I say, "Oh, excuse me, I didn't mean to interrupt! My partner in espionage went missing (and insane). Can you tell me where he is? He's hard to mistake, analyzes everything to painstaking detail."

written by Gligar on Sep 07, 2010 00:19

Corridor H1

An exchange of weapons occurs. The pistol's barrel has five shots left.

Jam-R listens at the door. On the other side, a familiar voice is saying, "*I knew it - you are mentally deficient. Maybe I should let them in and have our briefing instead. You know? The whole reason I brought the team to H Level?*"

There's also some low level growling, as if a clone is trying to sound like a doberbot and failing.

Kristos-R checks the other door. As it happens, it's locked.

Corridor H2

Nukabot turns a corner and continues down the corridor. Oddly, the three PRPF corpses present seem to have been poisoned, and have puffed up rather grotesquely.

Cloning station

The clone in the tank is now visibly identifiable as Mango-R.

He twitches as memories are downloaded into him.

Shortly, it's done, and the tank drains, opens, and deposits him on the floor of the cloning station.

written by Speeder on Sep 07, 2010 01:37

I look at the commies.

²⁰⁸ KRISTOS: (OOC: Jam, I am also wielding a short length of pipe.)

"Eeeew... Let's turn around and go the other way, this is too gross, and who know if they won't explode and infect us with whatever stuff killed them"

written by Lightning4 on Sep 07, 2010 02:10

"Good point. Those guys might... leave a nasty stain if we run over them. I'm not about to touch them either."

I attempt to turn Nukabot around and head back the way we came, after seeing a fairly disturbing sight like that.²⁰⁹

written by Kristos on Sep 07, 2010 02:38

I return to Jam-R. "Hey, do you happen to have a spare can of B3? I'm really thirsty right now."

written by Mingamango181 on Sep 07, 2010 06:33

I attempt to pull myself up, and try to think of what happened just before.

"Eh... Brainscrub... Wait. What?"

I frown, as I don't remember it being mentioned by anyone...

I feel as if I committed treason.

I try to cast the idea aside, and enter the Chemical Showers.

written by 4616599 on Sep 07, 2010 07:32²¹⁰

"Treasonous box seals!"

Turning my attention to the supposed 'oversized Com unit', I climb in and inspect the controls, or any striking piece of equipment.

written by Jam on Sep 07, 2010 12:01

I take out a can of B3 and hand it to Kristos-R. I whisper to him.

"I think Cryo-R is in there... He sounds like he's being interrogated... We need to rescue him!"

I listen at the door a bit more, and try to identify the voices. Then I back away from door. I prepare to kick it open. (But I don't actually kick it yet...)

written by Gligar on Sep 07, 2010 15:43

Corridor H2

After seeing the corpses, Speed-O wants to turn round rather than risk them exploding. The corridor poses a challenge as L4-O tries to comply, but he manages it while only bumping into the walls four times.

Corridor H1

In the other corridor, B3 changes hands.

Jam-R listens a little longer, and hears one of those ring-for-service bells being rung. That voice says, "*What's that supposed to do? Get you food? You can have food after the meeting. Any moment now...*"

²⁰⁹ Lightning4: (ooc: although why this is disturbing and commie heads EXPLODING everywhere isn't beats me. 😊)

²¹⁰ 4616599: (I think you still should have your memories. Of course, I suppose you might still be a tad dazed.)

It sounds very much like the one from the monitor, what seems like an eternity ago.

Cloning station

Looks like Mango-R's lost more than the last couple of minutecycles. Unless his memory just needs a jolt, like, say, a good chemical shower. There is, of course, one available, so Mango-R heads over there.

Chemical Showers

The door clicks as it closes.

The showers haven't changed since they were last used.

Except for one thing. There's now a "low water" light illuminated next to the START button.

H level Distribution Warehouse

Joris-O gives up on the boxes and looks at the Com unit instead.

Inspecting the controls, he discovers that the unit is currently relaying a dozen radio frequencies. He also discovers, like everyone else, that the controls have been remoted to somewhere else and are inoperable from here.

written by Speeder on Sep 07, 2010 17:26

I see Joris fiddling with the ... thing ...

"Joris, what you doing there? You staying here? Can you take care of the bot? We will need to go in the corridor where the bot does not fit."

written by 4616599 on Sep 07, 2010 17:41

I try throttling up the thing just for the sake of it anyway. "Hello?" I tap the bot.

Noticing Speed-O, I reply. "I guess. I might have to take other initiatives in case of commies and such though. You never know who might be in the corridor either."

written by Mingamango181 on Sep 07, 2010 20:09

I put on a mask, and push the "START" button just once.

written by Jam on Sep 07, 2010 21:51

I suddenly remember where I had heard that voice...

"Kristos-R, I think we've found what we're looking for... We should call the others..."

I put on my best smile, and knock at the door.

written by Gligar on Sep 08, 2010 00:47

H level distribution warehouse

Nukabot returns to the warehouse. But Joris-O ignores it, as he's trying to get some kind of response from the Com unit. He tries throttling up its drive system, and is successful for a moment, but it just throttles back down again. There's no other response from the thing.

Only then does Joris-O notice Nukabot.

Chemical Showers

Pressing the start button begins the chemical cycle, as you might expect. The shower pads also light up for the first time in a while.

Corridor H1

The door clicks, and opens, revealing a dimly-lit cafeteria.

Seated at a table is Cryo-R, who looks like he wants to ring the ring-for-service bell on the table, possibly for the second time.

On another table is a piece of rubble.

In the darkness beyond the tables is the voice. "Is this everyone?"

written by Kristos on Sep 08, 2010 00:53

I pull up my PDC and begin to call the others.

...or wait... they're in yelling distance. And so I yell. "HEY OTHERS! I'M CALLING YOU!"

"Okay, I called the others."

I proudly take a sip of my B3.

And then notice the voice. And the room. And choke on my B3. "Pardon me, sir... voice... thing... I didn't mean to be so rude," I say with a bow towards the darkness. I feel the B3 burning in my nasal passages. "I just called the others. They should be here any daycycle now."

written by Speeder on Sep 08, 2010 00:57

As I hear the yell...

"Oh think we are needed over there."

I jump from the forkbot and runs toward the narrow corridor.

"Mr. Nukabot, don't get kidnapped while we are away!"

written by Lightning4 on Sep 08, 2010 05:22

I jump... well, no, I carefully dismount off of Nukabot due to a broken leg...

Then seeing Speed almost vanish from view, I follow him in the direction of the yell.

written by Mingamango181 on Sep 08, 2010 10:21

I watch the pads light up. I mumble quietly, "What was the last thing I did? I was fighting somebody, and I fired...oh."

I shut my eyes tight.

written by 4616599 on Sep 08, 2010 10:26

"Okay... Nukabot, you're on your own. If you can link up with the other bot there- no, that would be treason. Well, I hope you can fend for yourself here. We'll be back." I follow the rest.

written by Jam on Sep 08, 2010 11:52

I walk inside the cafeteria and bow towards the voice.

written by Cryoburner on Sep 08, 2010 12:47

"It took you all enough time to get here. We've been waiting to start the meeting for some time now. Perhaps you could try to be a little more reliable in the future."

written by Gligar on Sep 08, 2010 15:17

Corridor H1

Kristos-R yells for everyone.

And then notices the room, and the voice in the room. And chokes on his B3 before being apologetic.

Jam-R enters the cafeteria and bows towards the voice. As he does, the rest of the team, minus Nukabot, arrives at a run.

The voice says, "Well, don't just stand there, come in."

Chemical Showers

Quickly, the room fills up with chemical solution, holds for a moment, and empties again.

Soon after, it begins filling with water.

written by Speeder on Sep 08, 2010 16:05

I frown at Cryo comment.

"We took a time to arrive, because we were waiting for you that suddenly left for the G sublevel, something that is actually treasonous."

I continue frowning at him.

"You are making us unhappy with you never following orders and just wandering around randomly, and this is treasonous."

Then I look at the... commander? And smile.

"Hello Mr. Whatever! We arrived, even Cryo that keeps running away arrived, well, except for the Nukabot that does not fit in the corridor and is waiting outside"

written by Lightning4 on Sep 08, 2010 19:00

I enter the room with the voice and throw up a salute.

Unfortunately, with my crutch hand. I nearly lose my balance but manage to recover my crutch.

"Hello sir! Lightspeed Ja-... err, I mean, TEAM EPSILON reporting for duty!"

written by Jam on Sep 08, 2010 21:57

I salute. Then I wait for everyone else to enter.

If some of them don't seem to be following orders, I walk over and try to pull them inside.

written by Gligar on Sep 09, 2010 00:19

Cafeteria

As more clones begin to arrive, the voice answers, "An accusation of treason... how refreshing. While we're waiting, let's examine that, shall we?"

At the sound of the word "treason", Lucas rushes in, laser drawn.

The voice repositions itself and continues. "Cryo-R, you stand accused of treason for failing to follow the orders of an ORANGE clearance citizen. How do you plead?"

John-R follows Speed-O into the cafeteria. L4-O is just behind, with a nice salute. It's marred somewhat when he uses his crutch hand, though, and nearly falls over.

That leaves Joris-O and Kristos-R. Jam-R returns to the corridor to try to drag them both in. But Joris-O is being stubborn, and remains in the corridor, unlike Kristos-R.

written by Kristos on Sep 09, 2010 01:09

I come right on in, eagerly anticipating the results of this change in circumstance.

written by Speeder on Sep 09, 2010 02:03

I raise an eyebrow and look at Cryo, also expecting his response.

written by 4616599 on Sep 09, 2010 05:42

I mumble. "Agh! I'm being dragged by a RED citizen. This is insubordinat-"

Suddenly I hear the voices in the cafeteria and hurriedly enter.

written by Lightning4 on Sep 09, 2010 08:45

I idly look around a little bit while this mini-trial thing goes on.

I try to look into the darkness, perhaps in attempt to see who is talking to us. Unless that's treason, then I'm clearly just examining the wall behind him.

written by Cryoburner on Sep 09, 2010 11:59

"That is pure nonsense!

Our orders were to proceed to H level, and that is where I proceeded, while everyone else was off wandering around doing whatever it is they do when not following orders in a timely fashion.

As for visiting G sublevel, I don't know anything about that, and don't see how Speed-O would either, unless he were there himself, or used some treasonous unreported mutant abilities. The lift did momentarily stop on its way here, though I'm not entirely certain what floor that was at. In any case, it most certainly wasn't a floor with the ocean, or dolphins, since I don't know what either of those things are, as knowing so would be treasonous.

I get the impression that Speed-O may simply be fabricating these accusations to cover for his own high levels of

unhappiness, which I will not try to gauge myself, but which certainly seem higher than the rest of the team.

I do occasionally tend to deviate from the main body of the group, though that is entirely with the intention of performing reconnaissance to help better understand the enemy's movements, rather than wasting time blowing things up and getting half the team killed in the process. It seems like the only times I get injured is while with the others, and that certainly seems to slow down my work.

In any case, with those nonsensical accusations aside, I would like to request a brevet to orange clearance or higher for myself. While I don't recall crossing into any orange clearance areas on my way here, I've noticed that there may be some on this level, and that traveling through those areas might be necessary to continue our mission. I can only assume that this dimly lit room is infrared clearance, as it's difficult for one to see a clearance stripe with the current lighting situation. If it were higher, we could obviously only blame whoever implemented the inadequate lighting plan for this room.

Perhaps it would be wise to provide me with a Yellow brevet, just to be safe, as I recall noticing some yellow areas that might be critical for me to gain access to as well, for the successful completion of the mission, of course."

written by Gligar on Sep 09, 2010 15:30

Cafeteria

Kristos-R lets Jam-R pull him into the cafeteria. Joris-O is about to call Jam-R out on it before he realises what's going on, and enters.

Speed-O looks a little surprised, and waits for Cryo-R to speak.

L4-O looks around, and idly looks into the darkness. He thinks he can see some sort of triangular eyes looking back.

Then Cryo-R launches into a tirade. According to him, he most certainly did not see a vast expanse of water. He then asks for his own brevet.

"It sounds like you are questioning the judgement of the team, which, as you may have noticed, contains three citizens of higher clearance than you. This, in itself, is insubordination. Do you have proof to back you up? In the meantime, your loyalty is in question. I cannot issue brevets until this question is answered.

"And the rest of you. Can you present evidence to back up your claim?"

Chemical Showers

After filling with water, another light appears near the START button, indicating that the water reserves are now empty.

The water in the room drains out.

written by Speeder on Sep 09, 2010 16:49

I frown again at Cryo.

"We got your message to leave the bunker, we decided to use a lift and to to level D, and later we went to fix some cameras before returning to D, Joris was in the recon mission, Cryo, was tasked to go with us, but he went with Joris instead, I don't know if he remained with Joris or not, but when we returned to level D and you asked us to go to H level, this meant that we needed to find Joris and Cryo to bring them with us."

I breath. Not breathing is treasonous I suppose.

"We did found them, some combat issued with commies, but what really matter, is that Jam had to do his best to make Cryo stick with us, Cryo that btw looked drunk or something, acting really slow... We returned to near our lift, waiting for Joris and Cryo, but seemly that never happened, also waiting for Kristos to re-clone, after he killed himself by accident."

I then look for a while to everyone.

"Kristos got cloned, and called, I explained to him how to get in the D level using elevator, then we went to find him, and found Joris too, and Cryo too, except we also found a single commie, and while thinking of what to do, Cryo crawled inside a elevator, and pressed some button, since he was crawling obviously he could only press buttons on the lower side of the elevator."

Then I look to Joris.

"We returned to wait, while Joris tried to find him, when Joris arrived, he told us that Cryo probably went to the G level, and that he was not going to search for him, after that we decided to get up here, and to our surprise when we arrive, Cryo was already here, acting in a really strange way too, with a towel on his head and a giant smile on it."

written by Jam on Sep 09, 2010 21:37

Not having anything to add, I remain silent...

written by Cryoburner on Sep 10, 2010 00:31

"I'm not one to judge, but that guy certainly does seem to be frowning quite a bit..."

In any case, I asked Speed-O directly if I could return to the bunker to see the Docbot about my injured leg, so as to avoid slowing down progress of the team, and to potentially meet up with the other members who were apparently being cloned there, and he agreed. Unfortunately, the main entrance to the bunker had become further damaged, making it inaccessible, and it was suggested for me to gain entry through a secondary entrance. Once I reached the elevator, I determined that I did not yet know where the other entrance to the bunker was, and that I should just proceed to H level to avoid slowing the others down. I would have invited them to come along, but they seemed to be having a conversation about something with a communist at the time, and I thought it might be best not to interfere. As for how I reached the higher buttons in the lift, that's quite simple. I just used my crutch. 😊

As for whoever you saw when you arrived here, there's no telling whether that was me or not. I'm quite sure there

are other clones on this level wearing similar attire who are also unable to use their legs. They might have happy masks as well, for all we know.”

written by Gligar on Sep 10, 2010 00:53

Cafeteria

The owner of the voice listens as Speed-O and Cryo-R offer proof.

As does everyone else.

Eventually, the voice replies, *“Let me see if I have this clear. Cryo-R decided, on his own, to disobey Speed-O’s order, and instead follow Joris-O? And then, later, Cryo-R wanted to break away, for reasons unknown? And eventually did, apparently heading for Deep Subsector, which he denies? Though he did eventually turn up in this room, wearing some sort mask... one might even say it was a happy one...”*

The voice pauses for a moment, and continues. *“Yet Cryo-R claims he asked for permission, to return to the bunker. If he did not know the location of the other entrance, why did he not simply call up Speed-O and ask? Perhaps because he simply... did not intend to return to the bunker at all? Or perhaps... he simply does not have a PDC? I sent bunker personnel a message some time ago... tell me, did you receive it?”*

Some quiet electronic noises emanate from the darkness.

“And for your information, there should be no other living clones on this level. I... took care of the occupying communists.”

written by Kristos on Sep 10, 2010 01:08

I get the “what happens next! What happens next?” feeling.

written by Speeder on Sep 10, 2010 01:11

I nod at the voice-only guy.

“Yes, we noticed...”

Then I look to Cryo and say: “How you injured that leg? I mean, it does not like you got shot, you are now hurting yourself to have excuses to flee? And everyone can recognize you, because you are the only clone that wears a backpack made of jumpsuit around here.”

Then after a while I ask.

“In fact, how you broke your bones in the first time? If I remember it happened when the meeting hall catch fire while I was in the security station... And since you was in the meeting hall, you could also tell us how it caught fire in first place...”

Then something go ‘bliin’ in my head.

I turn to the monitor guy.

“You are talking about the message COMPLETE YOUR MISSION, CITIZEN, OR BE TERMINATED ? I’ve got this message, shortly after the meeting hall caught on fire, and later when Cryo left it, he had his leg broken.”

Then I look to Cryo again.

“I still don’t forgot that instead of taking care of the hose, you only watched it, and refused to clean the mess when the hose slipped, and after we retried the refueling you refused again to hold the hose in place or help tilt the drum, and instead only stared at the hose again. I wonder how that generator still don’t exploded or something like that.”

I then turn to the monitor guy.

“I think I already told you this a while back, and you wondered how some people ended being RED.”

Anyway now I have a big smile, a BIG smile, so smiley that my facial muscles are nearly cramping. Actually it looks more like a grin.²¹¹

written by Jam on Sep 10, 2010 02:20

Noticing Speed-O grinning, I grin too, except bigger.

I speak to the voice in the shadows.

“Sir, Cryo-R seems to have an unhealthy, perhaps even treasonous, obsession with examining things, and collecting strange, unnecessary items, like bells. I’m sure if one of us were to examine the contents of his backpack, we would find many things that a more sensible clone wouldn’t have. I’ve also never seen him attempt to shoot any commies. In fact, he seems to be very friendly to them, almost as if he didn’t think they were his enemy...”

I try to judge the clearance of the room. (no... it can’t possibly be VIOLET... my eyes must still be messed up...)

written by Lightning4 on Sep 10, 2010 03:12

“Triangular eyes...?” I mutter softly to myself, while cocking my head and peering into the darkness.

I regain focus on the treason trial.

I think for a moment and open my mouth, but close it again and think some more. I shake my head and get distracted by something else in the room.

written by Cryoburner on Sep 10, 2010 03:27

“I’m quite sure that I was simply asked to “watch” the hose, and I must say I did an exemplary job of doing so, even continuing to watch it after others had left the room. At that time, I’m rather certain we were all Red clearance as well, so it’s not like I had any obligation to follow another Red citizen’s suggestion to clean up the fuel which they spilled through their own act of carelessness. I deemed it more important to focus on important tasks, like fastening the hose correctly to prevent the situation from reoccurring, which worked very well, I might add. I left cleanup to the scrubot, who’s job it is to clean things, anyway.”

“As for the fire in the meeting hall, that was the result of a food preparation accident by Mega-R, who seems to not be present here. My PDC exploded in a separate incident, which I can only assume was due to communist interference.

²¹¹ SPEEDER (ooc: this smile: http://www.gamegoldies.org/old_game_files/2008/01/american-mcgees-alice-cat.jpg)

I've been meaning to replace it with a fresh unit, but haven't come across any yet that weren't already in use."

"The bells are very important to keep around. In fact, I used one to call the others to this very meeting. Without the pleasant tone of a bell, they might have still been blindly wandering the halls. I also have pens, in case you'd like one."

"Any appearance of friendliness toward the communists simply comes down to the nature of my reconnaissance work. If we stopped to shoot every communist we encountered, we'd still be down cleaning up D level, and might not be able to discover the communists true agenda as easily. It's much more important to focus on getting to the source of the problem, rather than merely attacking its symptoms. The same goes for inspecting things that may appear unimportant to one with lesser skill in the field."

"Oh, and about following Joris-O instead of Speed-O earlier, that was due to Joris suggesting I help him with reconnaissance duties. I decided it was best not to disagree, with him being higher clearance, and all. I don't believe Speed-O came back to ask us to follow him immediately afterward either."

I proceed to smile, though perhaps not quite as much as Jam-R does, as that looks as though it might be painful.

"Now, we should get back to focusing on what's most important. Reclamation of the sector from the communist influence!"

written by Gligar on Sep 10, 2010 16:46

Cafeteria

"Yes, that is the message."

The voice addresses Cryo-R.

"I note also that you mentioned that your PDC exploded due to... communist interference. How do you know? Perhaps it's more likely that the PDC was simply mishandled... maybe... oh, I don't know... you dropped it and stood on it? But that is not important. You lost the PDC that was assigned to you. Losing assigned equipment is treason."

There is silence for a moment. "As for the hose... it slipped, did it not? This means that you did not properly carry out your assigned role, regardless of later efforts to redeem yourself. This, too, is insubordination.

"Now... what about this... obsession with examining things? What is your job mandate, Cryo-R? Wait, you don't remember. Therefore, I must assume that you are a CPU pencil-counter, or equivalent. You must realise that those skills are not appropriate for a Troubleshooting mission, without an appropriate service service. Therefore, your CPU skills are not needed here, and constitute a lack of focus on the mission. This is another count of insubordination.

"And this 'food preparation incident'. Would you care to elaborate? It would imply that Mega-R had food to wrongly prepare. Has he, at any point, been to the food storage

room? Has food been moved into the meeting hall? And the microwave?

"And the bells.. And the pens. How many of each do you have? And why did you have that piece of rubble? You of all clones should be aware of CPU Mandate 214/6550/219©.

"But perhaps those last two points are not important. None of these seem to be related to... getting to the source of the problem, as you put it. Many of them are related to counts of insubordination on your part. One is an example of treason. And speaking of such, I see insufficient evidence to support your claim that you have acted according to the mission. Therefore, I must conclude that you have neglected your duty as a Troubleshooter. Thus, you have disobeyed my direct orders. Thus, you have committed another count of treason."

Lucas aims his laser pistol at Cryo-R, but is stopped by the voice. "That won't be necessary, citizen, but I applaud your eagerness. **Cryo-R-BRN, I hereby accuse you of two counts of treason against The Computer and Alpha Complex, and of two counts of insubordination. You are hereby sentenced to brainscrub, to be administered by the rest of Team Epsilon, as soon as they reach the Re-education Centre on K Level. You are to be detained by your team until that time.**

"Failure to comply with this ruling is treason punishable by summary execution."

The voice address everyone again. "Now... to other matters. I have already informed you of the Armed Forces solution to the communist threat, one which I do not intend to allow. Therefore, you must all do your parts. You must get to the compnode in Central Subsector and restart it. To do that, of course, you will need certain items. Do you have them?"

written by Speeder on Sep 10, 2010 17:41

I show the tape case.

"Those? I personally decided to take care of them, they are well protected."

Then I say.

"By the way, Jam is the most helpful person I ever met, do you mind promoting him? He would be invaluable while using higher clearance equipment"

written by Mingamango181 on Sep 10, 2010 21:52

Noticing how nothing is happening, I attempt to open the door. I take off the mask if it does. Otherwise I just push the START button again.

written by Jam on Sep 10, 2010 23:08

I smile at Speed-O (though not quite as much as before, because smiling like that made my face feel like it was going rip itself in two, and a ripped face sounds treasonous). Then I look back at the voice.

"Sir, I think that if anyone should get a promotion, it should be Lucas-AHK. He's the most loyal* INFRARED clone I know.

* (ooc: and only)

I met his previous clone when I was searching for a medical bay. He showed me where it was, but instead of leaving, he bravely joined me and fought the communists inside.

Not many clones are loyal* enough to go against six commies without being ordered. And when we finally terminated the last commie, and the docbot (which had probably been tampered with) decided to 'treat' me by slicing off my hand, Lucas dragged me to safety and bandaged my hand. I probably would have been sliced to bits if he hadn't saved me!"

written by Lightning4 on Sep 10, 2010 23:27

I perk up and look back towards the voice.

"John-R here is a good clone too. He helped us when we needed to save the cameras from those filthy commies, and his mind blast is just... scary stuff."

written by Gligar on Sep 11, 2010 00:46

Cafeteria

"Good. Once you input those into the compnode, it will reinitialise, purging the virus."

At the mention of promotions, the voice continues. *"Ah, I'm glad you brought that up, citizen. As you have no doubt noticed, security clearances generally increase the higher you go in this sector, though there are several major exceptions. To avoid treason, it is important to have a citizen of the correct clearance with you. To that end, I hereby brevet Speed-O to Security Clearance YELLOW, effective immediately. Henceforth, Speed-Y is designated Team Leader of Team Epsilon."*

"As for your other suggestions... I notice that Jam-R certainly seems to have taken the mission to heart. I agree that a brevet will be most beneficial. Jam-R, you are hereby breveted to Security Clearance ORANGE."

"And... Lucas... is this the young clone in RED accompanying you?"

Lucas looks over, and snaps to attention. "Yes, sir!"

"And you have terminated communists?"

"Yes, sir!"

"Then, the protocol is clear. Lucas, I hereby award you Security Clearance RED. Henceforth, you will be assigned to Troubleshooter Team Epsilon for on-the-job training. Ordinarily, you would wait until Mandatory Training Day, but this will have to suffice."

Lucas-R grins, possibly even wider than some of the grins we've seen recently.

Several pieces of paper are pushed into the light. *"Here are the brevet papers. As before, we'll talk about payment later."*

John-R doesn't say anything.

Chemical showers

To Mango-R's surprise, the door opens.

written by Cryoburner on Sep 11, 2010 00:55

"So, does that mean you don't want a pen?"

I pull out a pen and spin it between my fingers a few times.

"I suppose you may have made up your mind though, and I'm not going to be one to argue with your decisions, even if I was simply following orders and attempting to prevent the mission from being compromised in all previously mentioned scenarios for which I've been accused. I suppose a brainscrub might not hurt though. I can't ever remember having a brainscrub I didn't like."

"Hmm... I'm probably not one to talk given the current situation, but speaking of Jam-R and clearance levels, I just got to thinking that him and Kristos-R were exploring an orange corridor completely unsupervised just a moment ago. I'm certain you must have seen them out there yourself prior to them stepping inside this room. Last I checked, wasn't trespassing in higher clearance areas considered treason? There's no telling what sort of other treasonous activities they might have been planning. Also, wasn't Lucas an infrared? What was he doing with a red clearance laser pistol?"

written by Kristos on Sep 11, 2010 01:15

I'm quite content that my name was never mentioned, but somewhat troubled that John was also seemingly ignored. I cast a glance towards him... Is that a troubled expression? It's hard to tell in the low light.

I give ear to Cryo's response. After he has finished vocalizing, I follow up: "Cryo, in all his insanity, does raise some good points. We have been performing various light asks of treason at regular interval, but not recounting any of it - as if treason simply evaporates with time. But Cryo, in his analytical nature, has gathered and presented an account of important detail that the rest of us discard. Surely this rare quality has some merit in the midst of his nonsensical actions."

"And about John-R. His rare abilities have proven indispensable on the battle front. Formerly, I've been too caught up in internal troubles to actually see what was going on around me, but now that I have a chance to stop and take stock of the situation, I see great individualized qualities in every member of this team."

"I wholeheartedly agree with the promotions you offer, of course, since anything else would be treason. But please hear my concerns, and realize that almost all of us have been resonating between treason and whatever the opposite of treason is."

"Thank you for giving me ear. I look forward to continuing the mission. Speaking of the mission, my recent cloning cured me of various treasonous defects except one - the loss of my long term memory. Could you re-brief me on the mission?"

* (ooc: or foolish? 😊)

written by Jam on Sep 11, 2010 01:29

"Thank you, sir!"

I congratulate Speed-Y and Lucas-R on their promotions. Then I turn and speak to everyone.

"Kristos-R, you must not have heard, but I notified Speed-Y that we were going to explore the ORANGE corridor, and he didn't object. I don't think what we were doing was treasonous.... And I had ordered Lucas-R to take the RED laser pistol, so that he would actually have something to shoot commies with."

I think for a few seconds, then suddenly realize something.

"Cryo-R, how could you have known me and Kristos-R were walking down the corridor, unless you were out there too? Treasonously..."

written by Mingamango181 on Sep 11, 2010 01:40

"Oh!"

I almost jump backward in surprise. Then pull off the mask, and walk back into the Cloning Station. I take a INFRARED towel, and dry myself. Then I put on a RED jumpsuit, take a laser pistol body, and open the door to the corridor. I peek outside, making sure there aren't any of those patrol people.

"Where was I going... where are the others... Oh yes! H level! Is that up or down?"

written by Gligar on Sep 11, 2010 15:23

Cafeteria

"I already have a pen. But you do have a point. This level is predominantly Clearance ORANGE. Those who were not of that clearance have committed treason just by coming here. As has Cryo-R. As such, I must fine each of you one hundred credits for clearance violations."

The brevet papers remain where they are. "Hmmm... Lucas-R doesn't seem to have an ME card."

Lucas-R's eyes go wide. "How... er, I mean, I must have lost it when I recloned, sir."

Cloning station

Mango-R dries himself off and gets dressed before peering out into the corridor. It's Corridor C1. A couple of nameless clones are walking towards the food storage room, or perhaps the stairs.

written by Jam on Sep 11, 2010 15:43

"Sir, if it's okay with you, I'd like to pay for Lucas-R."

I look toward Lucas.

"Think of it as my way of thanking you for saving my life."

I walk forward and happily start filling out my brevet paper.

written by Speeder on Sep 11, 2010 17:16

I also do what is necessary with the brevet thing, and stash it safely along the orange brevet.

"I think that later I will put those in my wall, they look so shiny!"

I smile happily, so happy that if it was possible to get promoted by following a mandatory thing with excellence, I would be promoted again, or something like that.

Or a gold star.

"So, we are to take Cryo to the R level, and then we go to the V level? Also, why you asked us to come specifically to this level, there are something for us here to help on the mission, or it is safer than usual so we can talk? And by the way, I am not sure if you are the commander of the jackbot in the D level, but he was attracting commie attention by being in stand-by in the middle of a corridor, I told him to wait hidden in the warehouse instead."

written by Megagun on Sep 11, 2010 18:12

I get up, groan, and move towards the medical bays.

written by 4616599 on Sep 11, 2010 19:07

I suddenly realise that I forgot to post for several turncycles. Whatever that meant.

"Sir, I know the treason trial is over...if you'd excuse me I seemed to have gone inert. I should, however, give some input- I noticed Cryo-R hesitating to follow the rest. Perhaps he wanted an alternate route, as he seems to sometimes mention. I then suggested perhaps he might want to do recon. And come to think of it, notwithstanding the wandering offs, and accidents, and violation of mandates he could be good at it! No commies would ever suspect a broken-legged clone inquiring into mundane things to be a troubleshooter! He has a point in his contributions toward the mission- he could prospectively help to draw attention away, and stall commies. I must note his penchant for wandering off though. But I could of course link this to his fascination with plain objects- well, for all we know some rubble, or a pen, or bells might come in useful against the commie menace. He reminds me of the docbots in the old Docbot Who vidshows-potentially quite important and resourceful in certain areas."

"But perhaps you've made your mind up already. That aside, I'd like to chime in on the others requests. Do you, perchance, have any big guns? Not that a good troubleshooter team would need those, but something like, for instance, a portable multibarrel laser cannon might just come in handy. Or perhaps you could lend us one of those small tankbots like the example in the lift hall?"

written by Kristos on Sep 11, 2010 22:31

"Yeah, why is there a tankbot in the lift hall?"

written by Mingamango181 on Sep 11, 2010 23:45

I go back inside, and look at the RED reflex, and attempt to use it. After that, I head back outside and take the turn right.

written by Lightning4 on Sep 12, 2010 00:49

I stand to attention again.

"Anything else you would have us do sir? Besides our mission, of course! And that matter with Cryo"

written by Gligar on Sep 12, 2010 01:37

Cafeteria

There is silence for a long moment. Then the voice speaks to Jam-O. "Oh, very well..."

As clones begin to fill out their brevet forms, the voice continues. "I brought you here due to the relative safety of this level. Thus, we can talk here. Also, because it is rapidly approaching night-cycle.

"I reiterate: Head to R Level ASAP, to the re-education centre. Carry out Cryo-R's sentence there, then head to Central Subsector, V Level.

"The jackobot was instructed to find a safe place... You are not cleared to know its definition of safe."

To Joris-O, it adds, "Joris-O! What is this? Are you questioning my judgement? You're fined an additional 600 credits.

"I cannot provide any additional assistance. That 'tankbot' is the Com 3 unit assigned to the barracks. I am using it. That will be all."

Medical bay

Amazingly, Mega-R is still around. While we've been looking in on H Level, he's made his way here.

The docbot notices him, and asks, "Yes, citizen?"

Cloning station

Mango-R looks at the reflec, and decides to put it on before heading out.

Corridor C1

The two clones seen earlier enter food storage.

written by Speeder on Sep 12, 2010 02:21

I nod, then I say.

"I understood, I am only telling you, in case the bot is not found in the expected place..."

Then I finish everything, I look at everyone, and then I ask.

"Do you have any other powerful weapons around? That blue cone rifle you breveted to us saved us many times in the hands of L4."

After a while I say.

"But a yellow equipment set would suffice."

I smile happily, but trying to not anger the... monitor guy.

written by Kristos on Sep 12, 2010 02:43

"Well, what are we waiting for?" I grab Cryo and start dragging him to the lift hall. Unless, of course, he complies.

written by Mingamango181 on Sep 12, 2010 02:55

I walk down the hallway, while thinking of the patrol people. What happened to them?

"I know that the explosion must've killed me, but what became of them? They were about to shoot me anyway..."

I open doors to look for a room with stairs. Or a lift. I continue speaking to myself.

"I wish there were spare PDCs. I could really do with a way to communicate, even if the signal keeps breaking up."

written by Jam on Sep 12, 2010 04:34

"Thank you sir!"

I turn to leave, but suddenly pause and turn back.

"Um... The re-education centre is at R level? Sir, I thought you said earlier that it was at K level. Strange... Maybe my ears need cleaning..."

I stand near the door and wait for a response.

written by 4616599 on Sep 12, 2010 06:13

I very briefly drop below mandatory happiness level upon being fined, then reply, "Thank you for the reminder, sir."

Then follow the rest.

written by Lightning4 on Sep 12, 2010 11:13

"Or perhaps some more powerful weapon ammo... I ran out of that neat gas, and I'm not sure if I have any of those firey liquidy death ones left either..."

I undo my backpack and idly sift through my shells.

"No idea what the others do yet... hm."

written by Megagun on Sep 12, 2010 12:46

I groan, "gimme health".

written by Gligar on Sep 12, 2010 15:25

Cafeteria

There is no reply from "Monitor Guy". Indeed, the only noise in the room is the rattling of an air duct.

Kristos-R seems eager to get going. He grabs hold of Cryo-R and attempts to drag him.

L4-O idly looks through his cone rifle shells. There seems to be one more of the napalm shells, though he's not sure. One of the colour bands is slightly different.

Corridor C1

Mango-R looks for, and finds, the bunker's stairwell. The stairs lead down.

Medical bay

The docbot responds, "You are unwell? What is the nature of your medical problem?"

written by Megagun on Sep 12, 2010 19:16 Cafeteria

I groan and examine myself to understand the nature of my medical problem.

written by Speeder on Sep 12, 2010 20:40

I notice that the monitor guy somehow is gone, or not... Anyway, he is the mysterious monitor go.

"Ok! To R level Team Epsilon!"

I walk back toward the forkbot, and upon arriving I take my usual place in the back.

written by Lightning4 on Sep 12, 2010 21:31

I follow Speed. Noticing Cryo not among us, I search through the boxes and obtain a pair of handcuffs.

I go back to the cafeteria, and hand it to Lucas, and I look at both him and John.

"Bring him back to the forkbot, we'll be leaving as soon as you get there."

I leave again, and make my way back to the forkbot.

written by Jam on Sep 12, 2010 22:06

I watch to make sure Kristos-R, John-R, and Lucas-R successfully transport Cryo-R to the distribution warehouse.

While I'm walking back, I try to open the door next to the cafeteria.

written by Cryoburner on Sep 12, 2010 23:14

"Oh, don't worry about me! I'm plenty happy to come along. Who knows what fun adventures we will have!? Besides, a brainscrub doesn't sound nearly as bad as execution. There's no need for any restraint. All that would do is put us at a disadvantage in the event we encounter communists along the way. If something were to happen to me as a result of my restraint, I might not be able to get my brainscrub on a timely basis. I might have to search around for you guys after recloning, and that could seriously delay our progress, possibly even jeopardizing completion of the mission. It would be entirely the fault of whoever decided to needlessly restrain me. This floor might be relatively safe, but who knows about K level... or R level... Did we ever determine which level the re-education center was actually on?"

I comply with Kristos-R's suggestion that we head to the lift, and begin crawling in that direction.

written by Gligar on Sep 13, 2010 00:34

Medical bay

Mega-R checks himself over. He seems to have sustained burns at some point. The image of Insta-Hot Fun catching fire comes to mind...

Of course, that thought just makes Mega-R hungry.

Speed-Y is the first to leave, heading back to Nukabot in the warehouse, followed shortly by L4-O.

Distribution warehouse

But he notices that Cryo-R hasn't accompanied them. As such, he grabs a pair of handcuffs and returns, briefly, to the cafeteria, where Lucas-R takes them.

Cafeteria

Under Jam-O's watchful eye, John-R and Lucas-R take positions next to Cryo-R. Kristos-R doesn't move.

Apparently, Cryo-R doesn't need handcuffs. He starts crawling out of the room, with the two REDs following. As they do, Lucas-R passes the handcuffs to John-R, who seems to disagree. He decides to handcuff Cryo-R to himself.

Joris-O and Jam-O follow them. Kristos-R remains in the cafeteria.

Corridor H1

As the group pass, Jam-O attempts to open the other door, but finds it locked.

written by Kristos on Sep 13, 2010 01:53

I was eager to jump out into the mission a second ago, but now something is holding me back. I feel... peculiar in this place. As such, I examine the cafeteria. In particular for any loose items that may prove useful for troubleshooting and for anything that doesn't belong in a cafeteria.

written by Speeder on Sep 13, 2010 02:15

I keep waiting in the forkbot, as John and Cryo come to my view I say.

"Hey Cryo, seemly John decided to personally handle you... I suggest you don't do anything funny, he can blow up your head only by looking at you. Or /worse/ he may decide to not help you when we find Freaky."

I then shiver.

"I hope we actually never find Freaky."

written by Jam on Sep 13, 2010 02:35

Realizing that someone is missing I walk back to the cafeteria.

"Kristos-R? Aren't you coming? Hurry up, I think Speed-Y was planning to leave for the re-education center right away."

I walk back to the distribution warehouse.

"What's this about Freaky? There wasn't another attack, was there?"

I start singing advertising jingles, then look at John-R.

"Your mental blast power, does it let you sense minds too? Or just blast them? Freaky sounds like he can do both..."

written by Cryoburner on Sep 13, 2010 06:39

I kind of drag behind John-R, seeing as I now have just one free arm to assist with mobility.

"You know, this might have been easier had you just let me crawl there instead." 😊

written by Mingamango181 on Sep 13, 2010 06:52

I walk down the stairs. All the way down, scanning for any letters to indicate what level I'm heading to.

When I reach the bottom, I try to concentrate on Jam-R. I attempt think-communication. "Jam-R? Oh Jam-R? Come out, wherever you are..."

"PDC? ME card? Where are you guys?"

written by 4616599 on Sep 13, 2010 08:48

Not feeling too useful at the moment, I head back to the warehouse to await the arrival of the rest.

I then turn my efforts towards the sealed boxes. "Open, traitorous boxes!" I take out a bell and start bashing at a lid.

written by Lightning4 on Sep 13, 2010 09:57

I make my way onto the forkbot and take my place at the controls again.

"Well then. I guess we're off to get Cryo his brainscrub."

I look around

"Bah, we're missing people, aren't we..."

written by Gligar on Sep 13, 2010 16:17Cafeteria

A little troubled by something, Kristos-R looks around for anything out of place, and finds a light switch. Turning it on, he notices that the only things out of place are a piece of rubble and a ring-for-service bell.

Distribution Warehouse (H level)

Jam-O's group makes it out of the corridor. As they do, though, Jam-O turns back... Kristos-R is missing. John-R and Lucas-R therefore busy themselves with securing Cryo-R on Nukabot, before taking their own places.

Jam-O returns not long after that, and asks John-R a question. "Er... I can only sense a mind if it's broadcasting at me, sir," he answers. "Pretty much the only thing I can do myself is blast a mind."

L4-O once again takes his place on Nukabot.

Joris-O once again attempts to open the boxes. They remain stubbornly closed.

Bunker stairwell

As he descends, Mango-R decides to test if he has a psionic mutation by trying to mentally contact Jam-R.

Nothing seems to happen.

He suddenly realises that he's at the bottom, and leaves the stairwell.

Corridor A1

Mango-R checks the clearance stripe, and finds that he's on A Level.

Medical bay

The docbot says, "Citizen? Is there a problem?"

written by Speeder on Sep 13, 2010 16:45

I laugh.

"No, I am talking about not finding Freaky in the future... No need to worry now. You are too paranoid."

I keep waiting the others to return... For a while, since they take too much time, I wander to the nearest box, and attempt to use the spear to open it.

written by Megagun on Sep 13, 2010 17:27

I grumble and look through my inventory for something to eat.

"Just treat me for these burn wounds, docbot."

written by Cryoburner on Sep 13, 2010 18:51

"Hmm... Interesting forkbot you have here. Maybe we could lift some of the boxes with the forks, and take them with us. At the very least, it would prevent the communists from getting hold of them. Also, keeping boxes in front could provide extra shielding from frontal attacks."

written by Mingamango181 on Sep 13, 2010 20:53

I walk down the hallway, and stop at the intersection. I look to the left, and to the right, hopefully, without being seen.

written by Jam on Sep 13, 2010 22:59

Suddenly, my thoughts change to Mango-R. ²¹²

"I wonder if Mango-R is doing all right... He should have been here by now. I hope nothing bad happened to him... I know, I'll go search for him! Okay, I'll meet you at the re-education center (wherever that is...)."

I walk into the cargo lift and press the button for D level.

written by Lightning4 on Sep 13, 2010 23:07

I'm about to start up Nukabot to drive onto the lift, when I look and see that it's... now missing.

I sigh.

"Now how are we supposed to get Nukabot to the level we need to go..."

I look for any buttons to call the lift back. If I find one, I press it.

²¹² JAM: (ooc: Of course, this is completely a coincidence.)

written by Gligar on Sep 14, 2010 00:35

Distribution Warehouse (H level)

Speed-Y keeps waiting for everyone to arrive.²¹³

Eventually, he gets bored, and grabs his spear, you know, the one with the ™ symbol, and tries to open one of the boxes. As it turns out, it contains ORANGE laser pistol barrels.

Cryo-R takes some time to inspect Nukabot. He seems to think that the front is inadequately shielded. Nukabot, however, disagrees. "I do have kevlar plating, citizen, including at the front. I have no need to worry about slugfire."

Jam-O suddenly decides to go look for Mango-R... what could have happened to him? He ducks into the cargo lift and heads own to D Level.

L4-O, who was just about to fire up Nukabot, instead looks for a call button, finds one, and presses it.

Medical bay

"You were burned? How did you come to be burned, citizen?" The docbot trundles around, collecting supplies, and apparently mixing something. While he's doing that, Mega-R looks for something to eat. It seems that all he has is some sludge in the burnt remains of an Insta-Hot Fun wrapper.

Cargo lift

The lift shudders to a halt at D Level. The warehouse doesn't seem to have changed.

Corridor A1 intersection

Mango-R looks down Corridor A2 in both directions. It looks clear.

written by Kristos on Sep 14, 2010 00:43

Ha! The half thought that's been eating at me has finally shown itself! And it turns out to be rather frightening. I would have never thought?! Should I run away, and find a safe place? No. I run back to the others. But just as I emerge into the lift hall, I realize that the mission will be more successful if I let it reveal itself to them, instead of breaking the news myself.

"Sorry guys, I was daydreaming! Is everybody here? Let's go!"

written by Speeder on Sep 14, 2010 01:00

I try to figure by weight, sound and other properties, if the other boxes have similar contents.

"Hey, this is a box of ammo, I think that it would be usefull to take that stuff with us, but we need to figure a way to ensure that it will not explode violently while being hit by stray fire."

²¹³ GLIGAR: (OOC: Is it even possible to be too paranoid? 😊)

written by Jam on Sep 14, 2010 01:51

"Mango-R?"

I look around the distribution warehouse for him. Not finding him there, I walk out to Corridor C4.

"Maybe he went though one of these doors!"

I try to open the door on the right.

written by Lightning4 on Sep 14, 2010 06:12

"Well, it looks like everyone is here, I guess! Besides Jam... and Mango... and um.. Ah who cares. We have Cryo, I guess."

I drive Nukabot onto the lift once it arrives, and crawl off momentarily to press the R level button, if there is one present.

written by Mingamango181 on Sep 14, 2010 06:54

I quickly run across, continuing down the corridor. I think about the door on the right, but my body seems to want to go through the door on the left. So I try to open the door to my left.

written by 4616599 on Sep 14, 2010 13:06

"Hmmm. Even if I can't open them, they'd be useful as high explosive booby traps." I grab 2 boxes, and attempt to stuff them in my backpack. (it IS the amazing high-storage troubleshooter's backpack after all, isn't it? I load them in Nukabot if they don't fit)

written by Gligar on Sep 14, 2010 16:24

Distribution Warehouse (H level)

Aha! There's Kristos-R. He looks like he wants to say something, but isn't.

Speed-Y doesn't notice. He's inspecting the other boxes, trying to figure out if they also contain laser pistol barrels, without opening them. None of the other boxes are the same shape as the laser barrel box, but two are the same size and feel about the same in weight.

Distribution Warehouse (D level)

Jam-O exits the lift, which ascends again behind him.

Not seeing Mango-R in the warehouse, he exits.

Corridor D4

As he exits the warehouse, Jam-O looks at one of the doors. Perhaps Mango-R is through there? He opens it.

It seems to lead to yet another corridor, but the lights seem to have failed down there, except for one at the far end.

Distribution Warehouse (H level)

The lift arrives, and a good thing, since L4-O seems to be dropping below mandatory minimum happiness level.

Cargo lift

He drives Nukabot forward onto the lift, and pulls himself over to the panel, looking for an R button. But there isn't one. The highest button is Q, it seems.

Distribution Warehouse (H level)

Which, perhaps, is a good thing. Joris-O decides he wants to bring some boxes with him. Predictably, they don't fit into his backpack, so he settles for finding a place for them on Nukabot... like, say, on the forks. A bit precarious, but it seems to work.

Corridor A1

Mango-R dashes through the intersection, and stops when he gets to some doors. Though briefly considering one door, he heads for the other.

Loading dock

The door opens, allowing him into the loading dock. The room is two levels high with an observation platform on B Level. Within jumping distance of said platform is a recharge station for some sort of vehicle and a stack of pallets. Under the platform is a portable cloning tank, of the sort that could conceivably be carried in, or on, a suitably large vehicle or bot.

Also here is another clone. He seems to be mindlessly batting at things with a small towel.

Finally, the loading dock's outer door is open, revealing a roadway beyond. On the roadway, two abandoned vehicles - an autocar and a tractor - can be seen.

written by Megagun on Sep 14, 2010 19:29

I grumble and consume the sludge.

"So how about those heals, eh?"

written by Speeder on Sep 14, 2010 19:43

I notice L4 trying to flee or something like that.

"Hey L4! Wait for me!"

I also take the ammo box, and the two probably ammo box to the elevator, and then I take some unknown boxes to the elevator too.

"Supplies... Or whatever that is... I suggest we check the contents."

I open one of the maybe ammo boxes with the spear. And all unknown boxes that does not have a similar one already opened (all boxes that I took in the elevator... just in case there are too many boxes in the warehouse).

written by Mingamango181 on Sep 14, 2010 20:34

I avoid getting too close to the clone with the towel. I instead head through the loading dock's door, and look at the tractor, checking to see if it can still operate. I check for any loose objects in the autocar and the tractor, and take them.

written by Lightning4 on Sep 14, 2010 21:10

"Well, I guess you could stack one on or next to the first aid kit if there's room..."

I turn back towards the button panel, definitely below mandatory happiness requirements.

"No R button. Gah!"

"I guess we could take it to Q level then look for another way further up. We're probably going to need those weapons to kill a whole lot of commies!"

written by Jam on Sep 14, 2010 21:41

Because I have no idea what clearance the corridor is, I decide to not go through the door. Instead, I walk down corridor D4, turn right, then start walking down corridor D2. I search for the hygiene station I thought I had seen earlier...

written by Kristos on Sep 15, 2010 00:08

"I took mental note of the earlier conversation. The voice said, '*Cryo-R-BRN, I hereby accuse you of two counts of treason against The Computer and Alpha Complex, and of two counts of insubordination. You are hereby sentenced to brainscrub, to be administered by the rest of Team Epsilon, as soon as they reach the Re-education Centre on K Level. You are to be detained by your team until that time.*' Perhaps we should visit the K Level then?"

written by Cryoburner on Sep 15, 2010 01:16

"Yes, perhaps we should perform the brainscrub on K level, since that seemed to be the sentence. If we can't find the proper equipment there, I'll just try really hard to forget things, and we can consider it done." 😊

written by Gligar on Sep 15, 2010 01:30

Medical bay

The sludge tastes burnt.

The docbot answers, "I need to know how you received those burns, citizen. Different circumstances call for different types of treatment." It continues to gather supplies. One of its manipulators already contains enough syringes to resemble a... a... a... thing that... looks very prickly?

Cargo lift

Speed-Y suddenly realises that he's not on the cargo lift, grabs a couple of boxes, and corrects his mistake. But he goes back and grabs more boxes, bringing them to the lift as well. The warehouse is looking pretty empty now. Except for that Com 3.

He attempts to open another box. Inside he finds a whole load of Replacement Pen Request Forms. And then another (which contains cans of AlgaePLUS). And then another (which contains Multicorder 1 units... without power packs).

L4-O continues to fall below mandatory minimum happiness level. He contemplates the Q button.

Kristos-R reveals that he has an excellent memory ^(or treasonous Ctrl-C/V powers) by remembering "Monitor Guy"'s words. Maybe K Level is more appropriate? Unfortunately, there's no K button either...

Roadway

Mango-R heads towards the tractor and looks at it. It seems that two of the tyres have been shot at, and are flat. Also, the keys are missing. This isn't going anywhere. There's a fuzzy hat over the wheel, which he takes. Immediately, he starts experiencing dizziness and disorientation...

Heading back towards the autocar, he notes the laser damage done to it. It looks like it's not moving either. However, the doors are open, allowing access to the inside, where there is a discarded truncheon, and a Com 1 unit. He takes both.

Corridor D2

Jam-O enters from D4, heading south. He's looking for the hygiene station he thought was here. There it is, just before PVTF Headquarters. The door hasn't been replaced yet.

written by Speeder on Sep 15, 2010 01:57

I go opening boxes, and those that are "useless" I stash in a corner of the lift (like, forms... or food)

written by Jam on Sep 15, 2010 02:16

I walk into the hygiene station and try find something I can use to clean my eyes (like a sink or shower).

written by 4616599 on Sep 15, 2010 03:06

"AlgaePLUS isn't useless!" I grab one, and attempt to remember what Multicorder units do.

written by Lightning4 on Sep 15, 2010 05:33

"No K level button either."

Noticing my happiness level is far below minimum mandatory level for an ORANGE clearance, I grab a can of AlgaePLUS and drink it.

I become HAPPY again! Sort of.

written by Mingamango181 on Sep 15, 2010 06:58

"Wooohhh..."

I stumble about, and down a corridor that seems to have materialised in front of me. The dizziness continues, and appears to get worse. Even so, I attempt to open a door, and collapse inside.

written by Gligar on Sep 15, 2010 15:21

Cargo lift

Speed-Y continues opening boxes. There are only three left, and they contain more Replacement Pen Request Forms, slugthrower ammunition (solid slug, from the label, clearance YELLOW) and small power packs.

Joris-O grabs a can of AlgaePLUS. He tries to think back, wondering if he's used a multicorder before, and he realises

that he has. He remembers that they're used for recording and scanning purposes, usually audio-visual, but programs are available for many other types of scan. These Multicorder 1s can only run one such program at once.

L4-O also grabs a can and drinks it. See? Food isn't useless! It's mandatory! Even if it isn't B3. When was the last time you had some?

Hygiene station

Jam-O looks for a method of cleaning his eyes, and finds a sink. There's only one tap.

Lift hall (A level)

Mango-R staggers in, obviously overcome by dizziness and disorientation, and collapses.

written by Speeder on Sep 15, 2010 16:35

I open the last three, I stash the forms in a corner, I smile seeing yellow slugs.

"Good, ammo for my future weapon, now I need the weapon."

I also take a can of AlgaePLUS and consume it happily.

Then I proceed to place all RED pistol barrels that I have on the forms box, and take some new ORANGE barrels, I then fit one of the ORANGE barrels in my nut launcher, taking care to see if the weapon will not hit itself.

"Cool, I can shoot either nuts or laser, and the enemy don't know what one I will shoot!"

written by Mingamango181 on Sep 15, 2010 20:17

I think of the hat and think,

Why should I have a hat? It doesn't look very sturdy, and not to mention that it also feels weird...

I think of dropping the fuzzy hat, but focus on trying to sit up. I just want to sleep, but the dizziness keeps me from doing so.

written by Lightning4 on Sep 15, 2010 23:12

I look for a designated A-class Refuse Receptacle for my can. After all, littering is treason...

After dealing with that, I go back to the lift.

Bored of waiting around, I make sure everyone is on the lift. I search for buttons to levels J or L, and if I find one of those, I press it...

If not, then straight to Q!

written by Jam on Sep 15, 2010 23:20

I turn on the sink and check the temperature of the water. If it isn't too hot, I bend over and try to run the water over one of my eyes.

After a minutecycle or two, I switch to the other eye.

written by Gligar on Sep 16, 2010 01:00

Cargo lift

Speed-Y also grabs a can and drinks it.

He also takes the opportunity to re-arm himself. He doesn't have any RED laser pistol barrels, but that's no problem, since he now has some ORANGE ones. He tries to fit one of the barrels to the grip of his nut launcher (which, as you might remember, is a laser pistol body) but discovers that he can't, since it needs to clip into place from above. And that's where the tubes are.

L4-O looks for somewhere to put his empty can, and spots a refuse receptacle in the warehouse. He drops it in there.

He then returns and looks for J or L buttons. Predictably, they are notable by their absence. As such, he presses Q instead.

The lift begins to head upwards.

Lift hall (A level)

Mango-R has doubts about the fuzzy hat. It kind of feels odd...

...but the dizziness takes priority. He concentrates on staying awake, and manages to sit up. It's difficult, though. He can kind of hear that music you hear when the communists break into a vidshow feed...

Hygiene station

Jam-O checks the tap. It's cold. Regardless, he turns it on and attempts to wash out the residue of the chemical shower mixture. It... hurts. But he presses on.

It seems to be working.

written by Speeder on Sep 16, 2010 01:27

While the lift moves, I carefully disassemble the pistol form the tubes, arm it, and assemble again.

"Since I cannot reload this thing easily, it will be for emergencies."

Since there are no trashcan nearby, when I finish my algae drink I put it in the forms box, carefully, to not spill anything on the forms.

Then I try to figure if it is possible fit some boxes in the forkbot non-exposed areas, like the slug and the barrel boxes.

written by Jam on Sep 16, 2010 01:50

I blink a few times and look around. Do things seem to be the right clearances, or at least close?

Still worried about Mango-R, I start walking toward Revolutionary Square, calling his name every once in a while.

written by Kristos on Sep 16, 2010 02:01

I take 5 cans of AlgaePLUS and open one to enjoy. "Cryo, do you know how to get to the re-education center?"

written by Cryoburner on Sep 16, 2010 06:14

"I don't see how I would know. I might have been there before, but I can't say I remember how to get there."

I remove a packet of cold fun from my backpack, which I open and proceed to munch upon.

written by Mingamango181 on Sep 16, 2010 06:19

"Hmm... Maybe I can fly it!"

I use both hands to hold the fuzzy hat, and flick it away. I try to look at where it goes, but I can't really see much anymore...

written by Lightning4 on Sep 16, 2010 07:28

Just to be safe, I grab my laser pistol and give it a new barrel.

I hold it at the ready, ready to blast away some baddies that might happen to be on Q level.

While the lift goes up, I play around and practice quick-drawing my pistol.

written by 4616599 on Sep 16, 2010 09:07

Like Speed-O, I notice the boxes at the forks. "Well, won't want them there unless we want to blow something up." I check for space near the driver seat.

I then keep my pistol, substituting it for the prior blaster. If possible, I check the blaster's power status, then proceed to ape L4-O in practicing quickdrawing.

written by Gligar on Sep 16, 2010 16:13

Cargo lift

As the lift ascends, Speed-Y takes the time to rebuild his nut launcher, this time remembering to include a barrel for the laser pistol. He'll have to do this every time he wants to reload.

When he's done, he finishes off his AlgaePLUS and puts the can in a safe place, and works on box placement. There aren't too many places to put things on Nukabot, what with all the clones needing places to sit/stand/lie/whatever. Nonetheless, he experiments. It turns out that the best way would be to fasten some smaller boxes and/or laser barrels onto the frame either side of the operator's seat, with, say, duct tape. It'd be rather cramped, but it'd work... if such smaller boxes were available...

Kristos-R also grabs some AlgaePLUS.

Cryo-R doesn't, instead munching on some Cold Fun.

L4-O reloads his laser pistol, and decides to get in a little quick-drawing practice.

Joris-O is also concerned about the ammunition boxes. He comes to the same conclusion, that ammunition could be fastened to the frame. He then checks his own weapons. His blaster is showing three lights on its power pack, so... maybe it's about half full?

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He switches to his laser pistol, and watches L4-O for a while. Thinking he could copy the quick-drawing thing, he gives it a go.

The lift continues to ascend.

Hygiene station

Jam-O finishes at the sink, and blinks a few times. Ouch... his eyes are rather sore now.

Regardless, he looks around. Looks like his vision has returned to almost normal. There's still some odd tinting going on, but it's kind of like looking through an almost-but-not-quite-clear piece of plasti-wrap. It's a definite improvement.

Jam-O decides to continue looking for Mango-R, and heads towards Revolutionary Square.

Corridor D1

Just as a communist leaves the Square, heading in his direction.

Lift hall (A level)

Overwhelmed by confusion, Mango-R decides that maybe the hat can fly...

With both hands, he flicks it into the air, where, as it turns out, it fails to fly properly at all.

As the hat hits the ground, Mango-R feels the confusion and dizziness fade away. That communist music seems to disappear as well.

written by Speeder on Sep 16, 2010 16:46

I decide to take the cardboard flaps of the boxes, and craft using duct tape a ammo box that fits the forkbot, allows the greatest amount of ammo without getting dangerous.

Then I tape the thing on the bot, and place some yellow slugs (that will not be used now) in the botton of it, and the orange barrels on the top, easy to be reachable, also I try to use the silvertape to make bullets sheath in my belt, and put some yellow slugs there too.

If everything go well, I get happy and drink another algaePLUS.

written by Mingamango181 on Sep 16, 2010 20:46

Feeling my strength return, I climb to my feet. I try to call for a lift, then examine the Com 1 unit in more detail.

written by Jam on Sep 16, 2010 21:55

I note the communist's expression. If he looks like he wants to attack me, I check to make sure no other communists are looking, then try to shoot him first. (If there are other commies around, I try to escape through one of the doors in the corridor.)

Otherwise, if he just seems to be walking by, I calmly walk by him and continue on to Revolutionary Square. I go to the north door and try to open it. I look inside.

written by Gligar on Sep 17, 2010 00:44

Cargo lift

Speed-Y continues working. He cuts off the box flaps and crafts them into a new box, into which he puts some ammunition. The box is then attached near Nukabot's operator's chair.

That done, he sets about making an ammo belt for himself - there's no sense in letting the communists get all the slugthrower ammo, after all. However, he botches it and ends up with a tangled mess of duct tape.

The lift continues its slow ascent.

Lift hall (A level)

Mango-R manages to get to his feet. After pressing a call button, he has another look at the Com 1 unit he found. A half-resurfaced memory tells him that it allows two-way communication over one of five channels. This one's emblazoned with the logo for the People's Revolutionary Police Force (and it's a sad state of affairs that they've been able to brand things so quickly) and is currently set to Channel 5. It's switched off.

Corridor D1

The communist continues walking towards Jam-O, apparently not caring about the unfamiliar clone who is calling for someone.

Jam-O walks forward, and passes the communist, who nods politely, and on into Revolutionary Square.

Revolutionary Square

Communists are moving around, doing whatever it is communists do, and paying no attention, despite possibly being told to check for suspicious activity.

Jam-O has a look at the north door, but discovers that it won't open.

written by Kristos on Sep 17, 2010 00:50

I start exploring my PDC for any sort of floor map feature. Perhaps I can make things out despite the broken screen? If not, I put it away and closely analyze the walls for any unusual markings or cryptograms. Because I like solving cryptograms. Which is... OH NO! I bet I'm not supposed to know what a cryptogram is! Oh bother... maybe I am supposed to know. How thorough is a brainscrub supposed to be? Did I discover this before or after the brainscrub? Is it treason or is it simply a useful skill? I continue to search for any odd markings, not expecting to find any of course.

written by Jam on Sep 17, 2010 01:13

Hmm... Well, if I can't open the door, then Mango-R probably isn't on the other side.

I walk to the south door and go through it. I look around a bit, then realize that I'm in the D level Lift Hall.

I decide to call a lift...

written by Speeder on Sep 17, 2010 01:27

I look upset at the duct tape. Then I remember that thanks to friend computer drugs, I can remain calm and happy.

Even if the drugs are not actually on my system...

So I carefully try again, starting at first untangling the duct tape and trying to reuse it in the parts that need less glue...

Oh... this time if I succeed, I start to sing the AlgaePLUS ad jingle HAPPILY and then I drink an AlgaePLUS. \o/

written by Mingamango181 on Sep 17, 2010 06:20

I flick on the Com 1 unit, and keep quiet, should it automatically start communicating. I continue waiting for the lift, trying to figure how to use the truncheon.

written by Gligar on Sep 17, 2010 15:50

Cargo lift

Kristos-R tries to get his PDC to do something useful, but the screen decides that it has had enough of hanging on to a quarter of a life, and dissolves into a mess of black and glitched lines of pixels.

He puts it away and starts examining the walls. He notes that there seems to have been a clearance stripe at one point, but it's now too faded to make out.

Speed-Y tries to salvage at least some of the duct tape from his botched belt, in order to try again. But he just tangles it up even further.

With a clunk, the lift stops. It seems to be stuck between levels.

Lift hall (D level)

Having walked in here, Jam-O calls a lift.

Lift hall (A level)

Meanwhile, three levels below, Mango-R is keeping himself busy with the Com 1 - which, apart from a slight hint of static, is quiet - and his truncheon, giving it a good few experimental swings. He vaguely remembers seeing them in the hands of IntSec goons, who generally use them to hit troublesome clones on the head. Sometimes the clone's head is so dense, it breaks the truncheon, causing the goon to issue a fine for damaging vital equipment.

As he's doing that, a lift arrives.

written by Speeder on Sep 17, 2010 16:25

I get angry this time and throw the ball of duct tape somewhere random (sorry if it lands on someone hair).

I don't even notice the lift stopped, and I try again with the rest of the new duct tape to make a bullet holster.²¹⁴

written by Kristos on Sep 17, 2010 19:58

If the duct tape lands in my hair, I acquire it with a "Thanks!" and a mandatory smile towards Speed-Y.

²¹⁴ SPEEDER: (OOC: how many barrels and bullets I managed to put in the forkbot?)

written by Mingamango181 on Sep 17, 2010 21:48

I stop swinging the truncheon, and enter the lift. I take a look at the buttons, and push the D button if it's there.

written by Jam on Sep 17, 2010 21:51

I wait for the lift to arrive.

Wait... why was I calling a lift again?

written by Lightning4 on Sep 17, 2010 22:49

"Clunk? That's not good, that's not good at all"

My expression clearly shows that I'm below minimum mandatory happiness levels yet again.

"Maybe it will start moving again? I hope..."

written by Gligar on Sep 18, 2010 01:04

Cargo lift

Tempers are beginning to fray. Take Speed-Y, for example. He now throws his ball of tangles duct tape somewhere random, causing it to hit... the lift's control panel. It doesn't do anything, though.

He tries again, this time with fresh tape. And this time, he manages to not screw it up, giving himself enough space for 30 rounds. Add that to the 40 (maybe) in the ammo box, and that should be enough.

And if you're wondering, there are also seven barrels in the box.

L4-O is also below Mandatory Minimum Happiness Level. Why has this lift stopped? This can't be good.

There is another *clunk*, and the lift starts up again.

A lift

Mango-R enters and hits D. The lift closes its door and ascends.

Lift hall (D level)

According to the level indicators, one lift is somewhere in Deep Subsector, so deep that the whole indicator is just down arrows. Another in on A Level, and is ascending. A third is on G Level and is descending. The fourth is all the way up on X Level. There's no word on the called lift, but it looks like it'll get here soon.

written by Lightning4 on Sep 18, 2010 01:07

I look around with a skeptical frown, to make sure we're actually going UP, rather than some other direction we shouldn't be, like down or that treasonous sideways.

written by Mingamango181 on Sep 18, 2010 01:32

I flick through the other channels on the Com 1 Unit, checking for any kind of communication that could be useful in the mission.

I hold my truncheon ready to swing before the lift arrives at D level.

written by Speeder on Sep 18, 2010 01:46

I get so happy after getting so mad, that I don't even realize that the lift stopped and started again, then I carefully place the yellow bullets in my belt.

"Look, I am golden now! Yay!"

I look to something else to fiddle... Since there are not much to do, I grab a multicorder, install a battery and tape it in the top of the forkbot, and press the record button.

written by 4616599 on Sep 18, 2010 03:20

I check for any empty leftover boxes. "Hmm. They could be useful for storing stuff. Cryo-R might just agree."

Seeing any, I attempt to fold them up neatly and stow them in my backpack.

written by Kristos on Sep 18, 2010 06:33

I pounce at the ball of tangled duct tape and stow it away. Might come in handy.

written by Jam on Sep 18, 2010 15:05

I get out my laser rifle and prepare myself, just in case something dangerous is riding in one of the lifts.

I continue waiting...

written by Gligar on Sep 18, 2010 15:45

Cargo lift

By the look of things, the lift is ascending.

Speed-Y puts on the now-finished ammo belt, making sure the bullets stay where they are as he does, and looks for something else to do... hey, multicorders!

He grabs one and installs a power pack, causing the display to come to life. He tapes it to Nukabot and hits record.

The lift continues to rise. It passes closed outer doors as it does.

Joris-O looks for any empty boxes, and finds only the slug box, still marked with its YELLOW markings. He picks it up and stores it.

Kristos-R manages to retrieve the ball of duct tape.

The lift is suddenly lit up by an open outer door as the lift comes to a halt at yet another warehouse with another *clunk*.

Lift hall (D level)

The ascending lift arrives, and the door opens, revealing Mango-R with a truncheon held ready to swing at something.

Jam-O, on the other hand, is pointing a laser rifle into the lift. Possibly at Mango-R.

The descending lift also reaches D Level. It's empty.

written by 4616599 on Sep 18, 2010 17:30

I get up and position myself, armed with the blaster, behind the forkbot.

written by Speeder on Sep 18, 2010 17:31

When the lift stops, this time is pretty obvious, because of the open door and all...

So I rush to the back of the lift and point the nut thrower outside.

written by Cryoburner on Sep 18, 2010 20:14

"Wow! Light fixtures!"

I examine the light fixtures in the warehouse, as well as those in the cargo lift. I also inspect how well they are performing their job of lighting their respective areas.

written by Jam on Sep 18, 2010 21:28

"Ah! Die Comm—oh, it's you. Hey Mango-R!"

I walk in to the lift.

"Sorry we left without you, I thought you were on the lift... Well anyways, now I've found you. We need to go K level... or was it R level?"

I try to press the K level button. If I can't find it, I try to press the R level button. If I can't find that either, I just stare confusedly at the button panel, then take out my PDC and try calling Speed-Y...

written by Kristos on Sep 18, 2010 21:48

I ready my trusty pipe in case there's close combat and try to discern what lays beyond the doors.

written by Lightning4 on Sep 18, 2010 23:09

I look around along with Speed and the rest of the group. I see if there's any indication of what level we are currently on.

written by Mingamango181 on Sep 18, 2010 23:21

"That's not really too much of a problem, other than blowing myself up... possibly along with some PRPF people along the way. I was planning to look for my PDC and ME card, but I think it can wait until later."

I watch Jam-R(?) look at the lift buttons, and ask,

"You seem quite a bit cheerful. Did you get a promotion or something?"

written by Gligar on Sep 19, 2010 00:53

Cargo lift

A flurry of activity inside the lift indicates that various clones are diving behind Nukabot and/or grabbing weapons, in preparation for what might be in the warehouse. Which, as L4-O sneaks a look to check, is on Q Level.

As it happens, there are three communists in direct view, pointing slugthrowers at another clone. One wearing the badge of an R&D scientist.

The scientist is saying, "But you can't take my project! It is not yet ready for testing!"

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But then, of course, Cryo-R loudly proclaims his love of light fixtures.

And, of course, the communists hear this. They turn in unison and point their slugthrowers at Cryo-R. "Identify yourself!"

A lift

Jam-O enters Mango-R's lift. After a brief conversation, he presses the button for K Level. The doors close and the lift ascends.

written by Speeder on Sep 19, 2010 01:01

I quickly shoot nuts away from the commies, in something in other direction, trying to make them get startled and not pay attention to everyone behind the forkbot.

Then I don't bother knowing if it worked or not, and grab my rifle.

written by Jam on Sep 19, 2010 01:17

I smile.

"Yes, I did get a promotion! To ORANGE clearance! But now I need to find an ORANGE jumpsuit..."

I look around the lift, as if I were expecting ORANGE jumpsuits to suddenly start growing from the walls, or something. I frown for a few millisecondcycles as I process the rest of what Mango-R said.

"Wait... You blew yourself up? And now you don't have a PDC or ME card? Ohhh, that's not good... We should go back and get them... Maybe after we meet up with the others at K level? But you have a weapon, right?"

Seeing that Mango-R does indeed have a laser pistol, I offer him a few of my spare barrels.

"Here, take a few spare laser pistol barrels, so you don't run out of shots in the middle of a battle or something..."

written by Mingamango181 on Sep 19, 2010 01:31

I take 2 of the spare barrels.

"Thanks. Though I'm not so sure about these things. They seem to explode once they're out of ammo. You'd think that the designers of such weaponry would take that into consideration. This means that these barrels are equivalent to grenades..."

I don't screw any of the barrels into my laser pistol, deciding to place them into my pockets instead.

"Congratulations by the way! I would expect that to happen sooner or later. But do we even know the clearance of K level? And that the others are there?"

written by Cryoburner on Sep 19, 2010 02:40

Oh, hello! I am Kryo-Я. Please ignore my forkbot, as it seems to be leaking nuts. I probably should get that taken care of soon.

Anyway, I am here to see about the project. I have brought with me the final component for its completion, and am to begin testing it right away! Perhaps you could direct me to where it is located? It's imperative that I test it as soon as possible, and return to the main office with my findings.²¹⁵

written by Kristos on Sep 19, 2010 02:52

I present myself. "And I'm his assistant, Cristos-Я. Of course the work is really all my brilliance. I took Kryo's theory and turned it into reality! I will only be happy when I know the component has began serving it's purpose. Please direct us promptly, as it is a very time-sensitive device, and we wouldn't want all of Q level up in flames, would we?" I hold the wad of duct tape in my hand with the pipe resting on the wad, so it appears as if it is somehow unsafe to touch with bare skin, taking care not to bump the pipe against anything.

written by Lightning4 on Sep 19, 2010 08:57

I remain silent, watching the rest. I keep my laser pistol out of sight for now, but ready to shoot just in case those commies decide they don't want to be friends.

written by Gligar on Sep 19, 2010 15:37

Cargo lift

Thinking fast, Speed-Y shoots his nut launcher, aiming at something else... like that pile of pallets behind the scientist. The noise causes two of the communists to turn back and peer past him.

As for the third, he doesn't notice Speed-Y grabbing his rifle.

Distracted from his precious precious precious precious **PRECIOUS** lights (what does he see in those anyway?) Cryo-R comes up with some quick excuse. I have just one question... just how does he know the treasonous Communist Alphabet?²¹⁶

And Kristos-R knows it as well! What the HEL?

But anyway. L4-O decides to just watch for now. Maybe traitors have something in common.

The scientist peers at the team. He seems to want to say something, but is cut off by the third communist, who speaks to Cryo-R. "You say so, but you don't look like a scientist. And with wounded legs? I doubt you could test the project." He turns to Kristos-R. "That looks remarkably like a wad of duct tape, comrade."

A lift

Jam-O tells of his promotion, and offers laser barrels. Mango-R takes two of them. However, he seems to think that they're unsafe. I'm sure that The Computer would be thrilled to learn that Mango-R was distrustful of an item that it has personally deemed to be safe. Perhaps it would

²¹⁵ CRYOBURNER: (But what about the lighting!? Was it optimal?)

²¹⁶ GLIGAR: (OOC: And let's pile on the failsauce for having to use an IMAGE to pull that off... this is 2010, not 1995! *rolls eyes*)

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direct Mango-R to have a nice chat with Internal Security about his feelings. I'm sure that would be Fun!

The lift comes to a halt, and the door opens onto an ORANGE lift hall.

written by Speeder on Sep 19, 2010 17:09

I carefully aim at the most distracted commie, and shoot his eye (although anywhere on the head or neck is nice).

written by Jam on Sep 19, 2010 17:24

I walk out of the lift and look around.

"Hmm... I don't know where to go... I'm not even sure this is the right level... Maybe we should call the others?"

I take out my PDC and try to call L4-O²¹⁷.

"Hello? L4-O? We're at K level. Did you find the re-education center? Where are you?"

written by Kristos on Sep 19, 2010 19:00

I'm about to explain that the duct tape is indeed a wad of duct tape, and it is protecting my hand from the surface radiation along the tube, which is in turn protecting the delicate device inside. However, just as my lips part, Speeder fires his shot. I seize the moment and dive at the nearest commie and strike with my pipe, or if that is not practical, I pull out my laser pistol and try to take out another one as I duck behind Nukabot.

written by Mingamango181 on Sep 19, 2010 20:29

I continue to stand inside the lift. I take time to look at all the buttons in the lift, and the particular order they're in.

written by Cryoburner on Sep 19, 2010 21:33

I look annoyed for a bit, then go back to inspecting the lights, particularly how well they light the room, if any of them need replacing, and whether their color temperature is suited for ideal working conditions with minimal eyestrain.

written by Lightning4 on Sep 19, 2010 21:46

Once Speed starts shooting, so do I! After all, negotiating with commies is a traitorous act!

I momentarily get distracted by my PDC ringing through...

written by Gligar on Sep 20, 2010 00:24

Medical Bay

"Citizen? Did you hear me? I need to know how you were burned." The docbot approaches Mega-R and pokes him.

Cargo lift

Speed-Y decides that diplomacy isn't working, and fires his rifle at "the most distracted communist"... right in the back of the neck. Zap! The communist collapses.

The other distracted communist notices this, and whirls round, his slugthrower once again aimed into the lift. But he too gets felled, this time by Kristos-R's laser.

²¹⁷ JAM: (ooc: because he hasn't posted yet...)

L4-O also starts firing. However, at the precise moment, he goes to do so, his PDC starts playing the jingle for Bouncy Bubble Beverage. Someone's calling him. This distracts him, and he almost drops his laser in shock. Hence his shot ends up hitting the floor.

Unsurprisingly, Cryo-R is more interested in the lights. They meet Alpha Complex standards, that much he can determine. That stuff about colour temperatures is beyond his security clearance.

Lift hall (K Level)

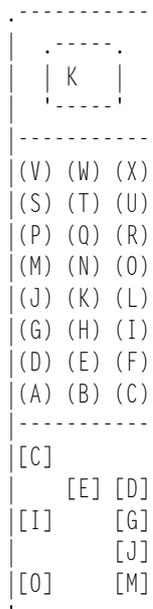
As it happens, L4-O's PDC is ringing because Jam-O is trying to contact him. But he's not picking up, so it just keeps ringing...

As he looked around, Jam-O noticed one exit. Well, two, if you count the air duct.

A lift

Mango-R remains in the lift, what with the whole ORANGE thing...

He takes a look at the panel. It's laid out like this:



written by Kristos on Sep 20, 2010 02:17

I duck and dive and swing my pipe to disable the final commie so I can handcuff him for questioning. If this succeeds, I handcuff him. I try to stay out of the line of fire - from both sides.

written by Jam on Sep 20, 2010 03:04²¹⁸

"Hmm... He's not picking up... I hope he's okay..."

I look back at Mango-R, who for some reason hasn't exited the lift yet... Maybe it's because the lift hall is ORANGE?

"Um... Mango-R, I order you (well, it's more of a recommendation than an order) to leave the lift (if you want) and follow me (you can wander around a bit too) into any ORANGE clearance areas (or RED, or INFRARED) that we need to pass through in order to get to

²¹⁸ JAM: (ooc: Don't I have good timing? 🤔)

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the re-education center (or wherever it is we're supposed to go). Oh, and if you see any ORANGE laser pistol barrels (or RED, or any laser rifle barrels), please get them for me."

I smile, and walk through the door. I look around.

written by Lightning4 on Sep 20, 2010 03:27

I hum along with my ringtone as I try to refocus and shoot the remaining commies.

Finally, I lower my weapon and answer it.

"Hello? Who is this? You better not be a commie."

written by Speeder on Sep 20, 2010 03:35

If noone else plan to disable all commies work, I try to kill the remainig ones.

And leave the scientist alive.

written by 4616599 on Sep 20, 2010 03:55

Remembering something Jam-O said, I peek slightly over the edge and attempt to determine if the commies are wearing fuzzy hats. Also, I look at any equipment the R&D clone might have.

written by Mingamango181 on Sep 20, 2010 06:34

"Oh. OK then."

I exit the lift, following Jam-O, through the door. I keep the truncheon ready.

"I must say though, our lift sure has a lot of buttons. If we're on the wrong level, it could be hours before we see the others again, or the re-education centre at that."

written by Gligar on Sep 20, 2010 15:36

Distribution Warehouse (Q Level)

Kristos-R dives out of the lift, ready to disable the last communist. At the same time, the communist fires off a round.

Would you believe that they both miss? The communist's slug ends up hitting one of the light fixtures, though, smashing it.

L4-O's PDC continues to ring. Eventually, though, he gets round to answering it. It turns out to be Jam-O. He seems to be ordering someone to follow him into an ORANGE area.

Concourse K1

As it happens, the someone is Mango-R. He's just crossed the lift hall and has entered the concourse behind Jam-O... who realises that L4-O is answering his PDC call.

The concourse is also ORANGE, and shows signs of battle. A couple of dead communists are being carried out by others.

Apart from that, the concourse seems to double as an eating area. The usual vidscreen is flanked by four serving hatches, and the concourse itself contains tables and chairs, all set up to have a good view of the vidscreen. There are four other exits.

Cargo lift

Speed-Y continues firing, and shoots the remaining communist in the chest, crippling him despite the communist's reflex.

Joris-O has a though. He looks at the dead communists, and notices that they're wearing fuzzy hats. He then looks at the R&D clone, who doesn't seem to be carrying any equipment with him.

Cloning station

Two cloning tanks fire up. Clones begin to form.

This is noticed by two nameless clones who enter the station at that moment. They confer briefly and enter the showers.

Chemical showers

Noticing the status lights by the START button, they remove a wall panel and start working on something.

written by 4616599 on Sep 20, 2010 16:38

I exit the lift and look for a convenient spot in the warehouse to take up position with my blaster.

"Handcuff him and remove his fuzzy hat. He might be a bit more receptive to input that way!" I whisper to Kristos-R.

written by Speeder on Sep 20, 2010 16:57

I smile.

"Just hit the hat with your thing, don't touch it."

Then I look at the scientist.

"Are you ok? What they want you do build, you are not being treasonous, are you?"

written by Cryoburner on Sep 20, 2010 23:04

"light fixture! Noooooooooooooo!"

I examine whether the room's lighting capacity has been adversely affected by this tragedy, and also whether there are any interesting light fixture fragments on the floor.

written by Lightning4 on Sep 20, 2010 23:22

"Oh, it seems to be Jam."

I talk into my PDC.

"Uh, hi Jam. We just got to the level where we think we can get Mr. Happymask here a brainscrub. It sounds like you've found someone."

I look up and ask the scientist,

"We *can* get a brainscrub for him on this level, right?"

written by Kristos on Sep 21, 2010 00:05

I handcuff the scientist and remove his hat with my pipe. I'm so thrilled to put my pipe to good use that I start hiccuping.

written by Jam on Sep 21, 2010 00:22

I whisper into the PDC.

"Hey L4-O! Yep, I've found Mango-R. So you're at K level? How do I get to you?"

written by Lightning4 on Sep 21, 2010 00:31

"Uh no, we're on Q level."

I remember that this level ISN'T the level the center is on, but that it should be above us.

I look up and add:

"Oh, sorry. I mean, is the level above us where it is?"

written by Gligar on Sep 21, 2010 00:32

Distribution Warehouse (Q level)

Joris-O takes up a position in the warehouse - under the shattered light fixture, in fact, where there is now a shadow - and speaks to Kristos-R.

He's followed by Speed-Y, who pays more attention to the scientist. He's wearing a dishevelled and grimy GREEN jumpsuit. "I've been better, citizen," the scientist replies. "I've been forced to continue working on my project 'for the good of the people' as they put it, but you just know that the thing will just be used against Friend Computer's forces anyway."

The scientist stumbles and yawns. "Sorry, citizens, I haven't slept in what seems like weekcycles hey what are you doing?! Release me at once!"

That last is directed at Kristos-R. Instead of restraining the (crippled, but still alive) third communist, Kristos-R decides to restrain the scientist instead. The scientist, incidentally, is not wearing a hat.

Lucas-R calls out, "What the frell? The communist is getting away!"

And he is! He's trying to get to an exit.

While all this is happening, Cryo-R still fixates on the lights! He's trying to get to the shattered remains of the light fixture, but is stopped by John-R. "Cryo-R, are you a troubleshooter or a frelling CPU pen pusher?!" he hisses.

L4-O tries to ignore all this. He's talking to Jam-O on his PDC. Though he does have one question for the scientist.

But it looks like the scientist doesn't want to talk to the seemingly-loyal team who just handcuffed him. Not even the communists had handcuffed him.

written by Kristos on Sep 21, 2010 00:45

Realizing my error before the cuffs click, without a word, I jump back and run after the commie with the cuffs, and knock his hat off with my pipe. 😊

written by Cryoburner on Sep 21, 2010 00:50

"Handcuffing a presumably GREEN clearance scientist and knocking off his invisible hat!? What sort of traitorous action is this!" 😡

written by Lightning4 on Sep 21, 2010 00:59

I look up at the sudden fiasco, and overhear Cryo speaking.

"Presumably? Only a traitor would assume that he is not necessarily GREEN even though he is clearly wearing a GREEN suit!"

I look up and see the commie trying to get away. I attempt to shoot out his legs with my laser pistol. But it would seem I forgot to turn off my PDC, so Jam might be hearing all of this...

written by Jam on Sep 21, 2010 01:44

I turn around and walk back into the lift hall. I continue whispering into the PDC.

"Scientist? Invisible hat? Traitor? What in all of Alpha Complex is happening over there? Where are you? Are you even at K level?"

I cover the part of the PDC that you talk into, and reply to Mango-R.

"We're at K level, right? The commander said we should go to the re-education center at K level. Though for some reason, he also said it was at R level. I wonder if the others went there instead..."

written by Speeder on Sep 21, 2010 03:59

I facepalm.

"At least this time he is not killing himself."

I aim at the commie with the rifle, and if L4 misses, I shoot the commie too.

Then I return my attention to the scientist.

"Sorry sir. My team as you can see is a bit of trouble itself sometimes... Unfortunately one of our most reliable members are somewhere else... Anyway, we are the troubleshooter team Epsilon, composed by Lightspeed Jam, Nukabot, Kristos, the one that for some strange reason decided to handcuff you, Lucas, previously infrared but proved to be quite good as troubleshooter, and John, mindblast specialist."

I look at Cryo.

"This guy was supposed in to help us too, but for some reason he only think about CPU stuff, so we are to escort him to a re-education centre. Also another guy could only think about food, and then suddenly he started batting random stuff with a towel, we left him in A level"

I give a uncorfontable smile.

"I am Speed-Y, and I am deeply sorry for the actions of Kristos-R... So, can we help you sir? We are tasked in retaking the sector from the commies, before the army decides to take some drastic action themselves."

written by 4616599 on Sep 21, 2010 05:39

Hoping my quickdraw skills were honed enough, I whip out a stunner and zap at the escaping commie's waistline.

written by Mingamango181 on Sep 21, 2010 07:16

"Well, I guess so. But we should check this level, just in case the re-education centre is on this level. If we can't find it, we go to them. If it is on this level, then you can tell the others. It makes a lot of sense, right?"

I take a look at the vidscreen.

"Wait. Commander? Is he someone I should know?"

written by Gligar on Sep 21, 2010 16:01

Distribution Warehouse (Q level)

Kristos-R realises his mistake... all too late. The handcuffs have already locked in place... so why didn't they click? Does anyone know the correct CPU Mandate? Cryo-R? Anyone?

To make up for it, though, he does knock off the communist's hat..)

Amazingly, Cryo-R actually pays attention, and recoils in shock. L4-O points out a flaw in his statement before paying attention to the communist himself. Taking a careful shot, he shoots the communist's legs out from under him. The shock of the additional wound takes its toll, and the communist collapses.

As this is happening, Speed-Y also has the communist in his sights. It turns out that it's not necessary, so he turns to the scientist. "You'd better remove these handcuffs, citizen," the scientist replies, "or there will be... complications when all this is over. The destruction of this project could set the war effort back monthcycles, maybe yearcycles!"

Er... did Kristos-R remember to pick up the keys? ²¹⁹

Joris-O also has words, this time for the communist. Wait, did I say wrds? I mean a jolt from his stunner.

It's a shame that the communist was already unconscious, since that was a nice shot.

All this is being transmitted through L4-O's still active PDC.

Concourse K1

Of course, Jam-O is listening to all this. He feels the need to make a comment, before conferring with Mango-R.

written by Speeder on Sep 21, 2010 17:42

I become red faced.

"Sir, I am REALLY sorry, I don't use handcuffs myself... Maybe I can unlock it without the key, since I don't have it..."

I turn to L4. "Nice shot" then to Joris. "You missed. Or you was aiming at the commie?"

²¹⁹ GLIGAR: (OOC: Perversity bids, anyone? 😊)

I look at Cryo for a while. "Ok, CPU person, I need a key, or whatever object I can use to open these cuffs without hurting the fine citizen here."

I do all that speaking very fast, like if I was late for a meeting. Also the sweating becomes more obvious...

written by Cryoburner on Sep 21, 2010 22:10

"I say "presumably GREEN" due to the shadows cast by the now less than optimal lighting making it somewhat difficult to tell, a result of that arguably unnecessary gunfight, which one might even consider as a situation involving traitorous levels of recklessness, were they of sufficient clearance to do so."

"Anyway, since no one else seems capable of unlocking this scientist who is requesting to be freed, I suppose I'll have to do it myself."

I proceed to take out my wire cutters and carefully cut through my own handcuffs, then crawl over to the scientist while avoiding any broken glass or other debris from the damaged light fixture. I then cut through his handcuffs while concentrating on not injuring him in any way.

written by Jam on Sep 21, 2010 22:26

I whisper to Mango-R.

"Remember the clone that was on the vidscreen back when we were all at the meeting hall? That's the Commander. We met with him at H level, he told us to give Cryo-R a brainscrub, and gave us a few promotions. Speed is YELLOW clearance now, and Lucas is RED."

I look around Concourse K1.

Okay. Let's try going through that door."

I point to the door on the left, then walk to it and try to open it.

written by Kristos on Sep 22, 2010 00:11

"Wait! Don't uncuff him yet! How can we know he can be trusted? Just listen to the threat's he's barreling at us!"

written by Gligar on Sep 22, 2010 00:49²²⁰

Distribution warehouse (Q level)

Cryo-R replies to L4-O... something about poor lighting making it hard to tell.

What! There is exactly one bad light in the room, and it's nowhere near the scientist.

He then tries to comply with Speed-Y's order. It's difficult when you only have one hand to work with. But eventually he retrieves a pair of wire cutters... and proceeds to attack his own handcuffs with them. And it works. So there's now another traitor free.

But not for long. Remember that he was cuffed to a registered Mental Blast mutant? Well... said mutant has had enough. He concentrates at Cryo-R, muttering, "You are not getting away."

²²⁰ GLIGAR: (OOC: Since nobody sent me any perversity bids...)

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Cryo-R... would fall to his knees, if he were standing, but as it is, he just clutches his head and grunts in pain before lapsing into unconsciousness.

Off the scientist's look, John-R adds, "It's okay, sirs, he's just unconscious. I really don't want to lose sight of him before he receives his brainscrub. Besides, we in CPU have... ways of dealing with failure."

Kristos-R then decides to question the GREEN's trustworthiness.

How do I put this...

The scientist is GREEN. Kristos-R is RED. Who is more trustworthy?

That's right, the one with higher clearance. He has that clearance for a reason, after all.

The scientist notices. "Watch your tongue, citizen! You are fined 300 credits for that remark."

Concourse K1

Jam-O picks a door - the one on the left. It opens onto yet another corridor. There's one main difference, though. Instead of a clearance stripe, this one has a set of long lighted strips - from red up to blue. The RED strip is currently lit.

written by Cryoburner on Sep 22, 2010 01:06

I make a... err... conscious effort to regain consciousness.
☹️

written by Jam on Sep 22, 2010 01:59

"Good! It's RED. Let's go this way, it must be the right way!"

I walk down the corridor and try to enter the first door I see that is ORANGE or below.

written by Speeder on Sep 22, 2010 04:00

I walk up to Joris, take the stunner from his hand, and shoot Kristos.

Then I grab the handcuff cutter from Cryo hands and proceed to try to free the scientist.

"I am DEEPLY sorry sir. I mean, for Kristos... Cryo is a prisoner, as you can notice."

written by Mingamango181 on Sep 22, 2010 06:10

I follow Jam-O into the corridor.

"H level? Don't remember. I think I was doing something else, wandering around, and getting shot at. Oh, and getting blown up."

written by Speeder on Sep 22, 2010 06:19

Extra info:

I give the stunner back to Joris after shooting.

written by Lightning4 on Sep 22, 2010 07:54

"Uh... good work, John!"

I look back at the scientist.

"So um... sir. Might you tell us where the re-education center is?"

I look around, seemingly for any communist listeners.

"And what your... project thingy is? It sounds like the commies are really interested."

written by Gligar on Sep 22, 2010 16:05

Cargo lift

Cryo-R twitches, but remains unconscious.

Speed-Y decides he's had enough, and grabs Joris-O's stunner, using it to stun Kristos-R before giving it back.

After that, he grabs Cryo-R's wire cutters and tries to use them on the scientist's handcuffs.

And those wire cutters seem to be ridiculously sharp... since that's now two sets of handcuffs they've cut through.

"Well," the scientist says, in a low voice, "now that's over and done with... you now seem to have two traitors on your team. I suggest you do something about that. You mentioned that you're looking for a re-education centre? Well, it happens that there is one on this level. It's an advance prototype of a new design that some of my colleagues were working on before they were terminated by the communists. I was spared because of my own project... as you might have gathered, the communists want it for themselves. It's probably better if it were used by loyal forces... but as I mentioned, it's not yet finished. Still, if you'll follow me, I can show you both projects. And... perhaps you can tell me who your commander is.

"And maybe prove that you are, in fact, loyal."

Corridor K1

Jam-O and Mango-R walk down the corridor. On the right, just before a RED/GREEN intersection, is an ORANGE door. It opens.

Museum of Troubleshooting - Entrance

The room is an entryway - apparently one of two - into what the sign proclaims to be the Museum of Troubleshooting, which (again, according to the sign) houses logs and equipment from times dating back as far as the dawn of Alpha Complex. Entry fee is 10 credits.

Of course, what with the whole communist thing, there's nobody on duty. I guess the communists aren't interested in Alpha Complex history.

written by Jam on Sep 22, 2010 21:43²²¹

I look at the entrance to the Museum. I really want to go in and see all the troubleshooting equipment... Maybe there are some really old laser pistol barrels in there! But what about the re-education center? I don't want to ignore the mission...

²²¹ JAM: (OOC: can I still hear the others through my PDC? Specifically the part where the scientist says that there is a re-education center at that level?)

"Maybe... some other time..."

I turn and reluctantly walk back out to the corridor. I continue walking down it, until I find another door to walk through. I'm so sad that for a few secondcycles, I actually frown! I really wanted to see all the old laser pistols..

written by Speeder on Sep 22, 2010 21:52

I nod, then I say to the others.

"Don't let Cryo flee, and someone tell Kristos to stop acting like if drunk or something."

Then I look at the scientist and say.

"It would be better if we talk somewhere, silent. You know, GREEN information to RED people."

written by Lightning4 on Sep 22, 2010 23:30

Noticing my PDC is indeed still on, I talk into it.

"If you didn't hear, we're on Q level. Meet us soon."

I close the connection and put my PDC away. I drive Nukabot off of the cargo lift and park it nearby. Wouldn't want someone else calling the lift with Nukabot and all our stuff on it, now would we?

I get off and approach the scientist and the rest of the group.

written by Gligar on Sep 23, 2010 00:27²²²

Museum of Troubleshooting - Entrance

Jam-O seems a little reluctant about it, but, since this isn't the re-education centre, it has little bearing to the mission. He turns to leave, looking rather sad. Opening the door again reveals that the RED strip has gone out, to be replaced by a BLUE one.

Jam-O can hear L4-O, over the PDC, saying that they're on Q Level, before L4-O hangs up. He must have forgotten to do so before.

Distribution Warehouse (Q Level)

As L4-O, Nukabot and the others exit the lift, the scientist replies, "Quite right. But you still haven't answered my question. That information is clearly lower than GREEN Clearance, if only because you aren't GREEN."

The scientist heads for the door. "Or perhaps I should simply leave you here."

Cloning station

Remember those two clones, forming over here? By now, they've coalesced into the forms of Star-R and Albey-R, and it looks like... yes, there they go... they drop to the floor of the cloning station, covered in slime.

Chemical Showers

It looks like the two clones in here are still busy tinkering with whatever that is... it looks like the water distribution

²²² GLIGAR: (OOC: The scientist was speaking quietly, so the PDC most likely pick it up.)

systems. The lights near the START button are certainly busy.

written by Speeder on Sep 23, 2010 00:32

I follow the scientist.

"I actually, don't know who is our commander, or even if he, or she, or whatever is a commander, we call it 'Monitor Guy' since it usually shows up and talk with us via some hidden monitors, but it did gave us some information, and remotely helped, so I guess it is legitimate, also it can fine us at will, and give clearance and weapon use brevets."

I grab my two brevets and show them.

written by Speeder on Sep 23, 2010 00:36

I suddenly remember something and turn around.

"Hey, the boxes are still in the elevator, specially the pistol barrels and food ones!"

written by Kristos on Sep 23, 2010 01:52

I dream of GREEN thunderclouds and YELLOW lightning. The moon is VIOLET. I like the wind. It has no color.

written by Lightning4 on Sep 23, 2010 02:24²²³

I add:

"Only thing I know about him is he has some kind of... triangular eyes. Glasses, maybe? I dunno! He's probably like, ULTRAVIOLET or something, or a clearance so high that we're not permitted to even see him! Not that I would have knowledge of any such clearance, of course. Because that would be above my clearance and treason!"

My rambling trails off.

written by Jam on Sep 23, 2010 02:28

"Ah, BLUE!"

I jump back inside the room. Seeing Mango-R standing out in the corridor, I call to him.

"Quickly Mango-R, come in here!"

After making sure Mango-R makes it in the room (I drag him in if I have to), I turn around a face the entrance to the Museum.

"Well, I guess the only non-treasonous way to get to Q level, and to the re-education center, is to go into the Museum and search for the other entrance... HOORAY!!"

Extremely excited, I walk (with a little skipping and hopping mixed in) up to the entrance.

I start singing/chanting/cheering. "Museum! Museum! Museum! Museum!"

Wait... How will I pay the entry fee? Not paying entry fees is treasonous, right?

I take out my ME card and search for some kind of card scanner. If I can't find one, I search my pockets for the

²²³ LIGHTNING4: (ooc: I'm not YELLOW yet!)

plasticred I found earlier.²²⁴ I place it somewhere where it will be noticed. Then I walk inside and look around.

written by Mingamango181 on Sep 23, 2010 05:37

I quickly follow Jam-O in, and notice the entry fee.

"The question is how should I pay the fee? My ME card is back on D level..."

written by 4616599 on Sep 23, 2010 11:08

"Agh, the boxes!" I return to the lift for the boxes.

"You might to load a few into Nukabot's rear seats." I call to the rest.

written by Gligar on Sep 23, 2010 17:05

Corridor Q2

The team follows the scientist, with John-R and Lucas-R carrying the still-unconscious Cryo-R between them. It seems that Mental Blast-induced unconsciousness lasts longer than stunner-induces unconsciousness, as Kristos-R wakes up in time to bring up the rear. And...

...why was he dreaming of a twisted version of Outside? Looks like I'll need to inspect his MemoMax data in great detail. (Kind of like what Cryo-R does with light fixtures (and pens (and rubble (and (and (and (and...)))))), only more so.)

The scientist doesn't notice too much. He's more interested in Speed-Y's brevets. "Very well. I will accept these for now. And... I may know your commander. If it's who I think it is, it would explain a few things. You aren't cleared to know why."

He stops near a door. "Here is the re-education centre my colleagues were working on."

Joris-O, meanwhile, remembers the boxes. He darts back into the warehouse.

Distribution Warehouse (Q Level)

He notes the food and weapons boxes in the lift, and drags them out, into the warehouse. (Naturally, they're too big to put into a backpack.)

He seems to think that it would be a good idea to load them onto Nukabot's rear seats... but that's clearly a one-seat forkbot, despite the number of clones who can hang on to it

Museum of Troubleshooting - Entrance

Though there is nobody on duty, the ME card scanners are still set up here. Jam-O swipes his card. The scanner beeps at him. Deciding that it's okay, Jam-O heads for the entry door.

Mango-R doesn't, though. He doesn't have his ME card with him, remember?

Museum corridor

Jam-O enters. He notes a small display near the entrance, briefly detailing what a Troubleshooter does (though Jam-O should probably know that already) and why they are important, with statements from prominent high-clearance figures to back it all up. There looks to be a vidscreen here, but it's offline.

The corridor continues into the distance, with exits leading to exhibits.

written by Speeder on Sep 23, 2010 18:30

I put the brevets back.

"Hum... So, what we can call him? Commander? He never reply to that question, but we call him lots of stuff then..."

I look at the location and then I say.

"So... what this thing will do with Cryo? It will make him do CPU stuff only when there are time available? And also make him stop fleeing all the time, even when there are no reason to flee?"

written by Lightning4 on Sep 23, 2010 21:59

"I call him Mr. Mysterious. The commander, that is. Not Cryo. Although he's rather... mysterious too, I guess. In a treasonous kind of way."

"But I guess that's what this thing will be for!"

I try to open the door and peek inside.

written by Jam on Sep 23, 2010 22:02

I turn back and scan my ME card again.

"There. Now I've paid for you too..."

I walk back into the Museum and go into one of the exhibits. I stare in wonder at whatever is inside.

written by Kristos on Sep 23, 2010 23:42

As my mind settles back into reality, I catch up with the scientist and speak to him, "Sir, I hope you'll find it in yourself to pardon my actions. Due to an unknown difficulty, most of my long term memory is gone. But I seem to have random, treasonous recollections. And it has all rather confused me. Perhaps I am the one needing re-education... Forgive me, but I don't even remember how to pay anything. If you let me know how, I'll pay the fine you issued me as soon as I can."

written by Gligar on Sep 24, 2010 00:58

Corridor Q2

"If my colleagues' calculations were correct, this modified re-education centre should remove all signs of treasonous thoughts or ideals from the subject, in much less time than the standard centre down on K Level. It should make the subject completely loyal and completely unwilling to leave the mission for any reason."

L4-O opens the door, to reveal a room with six reclining chairs. Attached to each are a large number of restraints,

²²⁴ JAM: (ooc: the one I picked up at the C level lift hall)

electrodes, intravenous injectors, and a few things you can't readily identify. Suspended above each chair is something that resembles the standard Troubleshooter helmet... or it would if it weren't for the large number of injectors and spikes lining the outside and inside, respectively. At the head of each chair is a Computer terminal.

The scientist continues, "The last batch of tests my colleagues ran were quite promising. As of then, this system has attained a 95% success rate."

He adds, to Kristos-R, "Simply hand me your ME card, and I'll deal with it." He heads in.

Museum of Troubleshooting - Corridor

With several doors to choose from, Jam-O simply picks one at random.

Museum of Troubleshooting - Rise of the Societies

The exhibit housed therein seems to tell of the initial rise of the secret societies, around Yearcycle 33 of The Computer, which seemed to have been treasonous, even back then. There are pictures of early Troubleshooters shooting at what appear to be cyborgs, and at rogue bots, and, yes, at clones wearing fuzzy hats. Interestingly, none of the pictures depict anyone using lasers. Instead, they seem to be using old-fashioned types of slugthrower. Presumably, laser pistols hadn't been invented yet.

In a display case in the centre of the room are examples of some of the exhibits used by these early Troubleshooters, including a couple of Model 50 PACs (Personal Analogue Companions), a couple of bottles of what the display calls "universal cleaner", and even three of the slugthrowers seen in the pictures. The display calls them "revolvers".

written by Speeder on Sep 24, 2010 02:19

I smile happily.

"Good! So, when can we... test it? I am sure Cryo will be a challenging test subject."

written by Mingamango181 on Sep 24, 2010 06:04

I enter the Museum, and select the most appealing exhibit to enter. I begin to read over the information that I can see in the exhibit.

written by Lightning4 on Sep 24, 2010 10:28

Remembering we left a commie laying around, I go back and take a look at him, and see if perhaps he is still alive.

I turn towards the scientist.

"Will those things work on commies?"

written by Jam on Sep 24, 2010 12:00²²⁵

I laugh.

"Ha! There were commies with fuzzy hats even back then! And the troubleshooters are using 'revolvers'. How strange! Where are all the laser pistols?"

²²⁵ JAM: (ooc: Did I successfully scan my ME card again? And did I ever have that plasticred?)

I walk back out to the corridor, then decide to follow Mango-R into a different room.

written by Cryoburner on Sep 24, 2010 12:06

I dream that I am in a room.

In this room are seven vendbots, thirty-seven forks, eleven light fixtures, a fuzzy hat, a large clock, two dolphins, three doors and a fine daxophone. Noting that it's odd for there to be eleven light fixtures, I realize that this is a dream, and decide that it might be best to wake up.

If I find that I can not wake up, I proceed to examine each item in excruciating detail, including the color, flavor, size and aroma of every last object in the room. I also take a look behind each door. 😊

written by 4616599 on Sep 24, 2010 14:47

I join the rest, lugging the boxes along.

"Sorry to interrupt here, but someone may have to dismount from Nukabot if we want to continue on with these. Alternatively, we could sit on them, or perch on. Unless you really want someone to be a porter."

written by Gligar on Sep 24, 2010 17:11

Re-education centre

The scientist enters, and inspects a couple of things, and turns on a seventh Computer terminal on a desk. "On reading the display, he answers, "Everything seems to be in order... looks like it's ready."

Cryo-R's carriers enter the centre, and begin hoisting him onto one of the chairs.

He remains unconscious throughout. I wonder if he's dreaming? If he is, I can't see it, so I'm not going to describe it. Who do you think I am? Freaky? 😊

Though I could check his [DFSR] for signs of [CENSORED], but then I'd have to wait a few minutes for results. And by then it may be too late.

As this is happening, L4-O heads back to the warehouse to check on the communist.

Corridor Q2

He passes Joris-O, on his way to the centre, lugging some boxes.

Distribution Warehouse (Q level)

L4-O sees that the communist is seriously wounded, and needs medical attention about five minutes ago. The communist's chances of survival are slim.

But L4-O runs off.

Re-education centre

L4-O returns to see Cryo-R being hooked up to the chair. Others have also entered. Including Joris-O and his boxes.

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He asks the scientist a question. "Of course," he answers. "The re-education chars should remove the undesirable parts of their personality. Like communism."

Museum of Troubleshooting - Corridor

Jam-O exits the exhibit to see Mango-R entering another. He decides to follow him.²²⁶

Museum of Troubleshooting - Famous Troubleshooters

Mango-R and Jam-O enter the exhibit and are greeted by laser pistols.

The laser pistols belong to statues. According to the plaques, the statues are of Cory-G-FOX, a famous Troubleshooter who battled dangerous mutants and saved Alpha Complex from some threat (the details for which are beyond your security clearance), and Gary-B-MNU, who helped put down the mutant uprising of [DFSR] Sector in Yearcycle [DFSR]. Both statues seem to be equipped with equipment, presumably belonging to those clones.

Elsewhere in the room are display cases. Each holds a picture of a Troubleshooter, and some equipment. Presumably, these are from other Heroes Of Our Complex.

One of the display cases seems to have been broken into. A couple of exhibits seem to have been taken... from the remaining tags in the case, a Com 1 unit and a "revolver"...

written by Kristos on Sep 24, 2010 22:58

If I have not already, I hand the scientist my ME card whenever he's not too busy.

written by Lightning4 on Sep 24, 2010 23:09

"Hm. Does it remove potential death too? That commie out there looks like he's in not particularly great shape."

I shrug.

"Oh well."

I go back and, since nobody else has decided to yet, I search the commies for anything interesting. Maybe a slugthrower for Speed-Y.

written by Jam on Sep 24, 2010 23:10

I admire the statues. Those clones were are so brave, facing those dangerous mutants like that... Mutants that might have been even more dangerous than Freaky...

Then I notice the broken display case.

"ARRG! Vandals! Thieves! What horrible monster would do something like that to a museum exhibit? Grr... If I ever catch them, I'll make them hurt so bad that they'll wish they were dead! I'll make it so they'll never want to use a 'revolver', or a slugthrower, or any other weapon ever again!"

written by Mingamango181 on Sep 24, 2010 23:29

"Looks like someone really needed a Com 1 unit..."

²²⁶ GLIGAR: (OOC: Looks like the scanner accepted your card the second time. And yes, you have the plasticred.)

I take a closer look at the broken display cases, and try to determine the time of when they were broken.

"Maybe they're nearby..."

I keep quiet, and listen out for noises outside.

written by Speeder on Sep 25, 2010 00:10

I wait ecstatic to see the wonderful results of the machine built by the wonderful Alpha Complex R&D.

written by Gligar on Sep 25, 2010 01:06

Re-education centre

Kristos-R hands his ME card to the scientist. "Ah, thank you." The scientist enters something into the terminal and scans Kristos-R's ME card through a reader before handing it back.

As he continues entering things into the terminal, he replies, "Hmmm. The machines haven't been tested on heavily-injured clones near to death. I, for one, would be interested in the results of such a test, though." He smiles.

Though L4-O has, once again, returned to the warehouse.

Speed-O HAPPILY waits to see what's going to happen.

Cryo-R, who is now fully hooked up, remains asleep.

The scientist adds, "I'll need one of you to man the chair's terminal and monitor the subject's brain activity."

Museum of Troubleshooting - Famous Troubleshooters

At first, Jam-O is content to admire the statues and the displays. This ends when he notices the broken display case. Who could have done that?! Someone who needed a Com 1 unit, perhaps? Or a "revolver"?

Mango-R inspects the broken case. He can't really determine much by doing so, though, so he gives up and listens, seeing if the perpetrator is still in the vicinity.

It turns out that there are footsteps somewhere, but he can't pinpoint their location.

Distribution Warehouse (Q level)

L4-O inspects the communists and finds three slugthrowers. Two are of the more familiar semi-automatic GREEN variety. One is not. It appears to be a single-shot weapon, with its ammunition arranged in a group of six in a cylindrical device in front of the cocking lever, instead of the familiar magazine-type loading mechanism. It appears to be YELLOW clearance.

written by Lightning4 on Sep 25, 2010 01:24

"Now what is this..." I mutter to myself.

Since Speed is nearby, I feel safe grabbing the strange slugthrower and place it within my backpack.

I look at the near-dead commie and shrug. I grab him by the leg with my free hand and attempt to drag him into the re-education centre.

written by Kristos on Sep 25, 2010 01:26

"I'll go get the near-dead communist!" I say as I run off to the warehouse. I go up to L4 and whisper, "L4, could you help me carry this commie to the re-education centre? We believe he could help us with some research."

written by Speeder on Sep 25, 2010 03:06

I happily hop like a little girl until the location where I need to stay to monitor Cryo brain.

BRAAAAIN... oh, nevermind, I am not a zombie.

I am full of expectation.

"Hey, do you think that similar technology can be made to fit in hats and temporarily force a person to be communist? We noticed that wearing the fuzzy hats make the person dizzy and have strange behavior, and since all commies have one of the worst aim I ever saw, they are all probably dizzy from the hat."

written by Mingamango181 on Sep 25, 2010 04:10

I leave the exhibit, pull out one of my RED laser pistol barrels, and screw it on to my laser pistol body.

I hold my laser pistol in my right hand, the truncheon in the left, and examine the next exhibit.

written by 4616599 on Sep 25, 2010 06:49

As the commie is dragged in, I make sure he has his hat off. "We might try to revive him and squeeze out some information before he's put in."

I take out a pill of Visomorpain, and some Soylent ORANGE and squeeze it around his mouth.

"Speaking of Soylent, I'd heard from a jingle or something that Soylent GREEN has a very special Fun ingredient that makes it taste much so much better than ordinary Soylent! Is it true?" I ask the GREEN clone.

written by Lightning4 on Sep 25, 2010 08:08

"Hey, you're probably not cleared to know that!"

I listen for the answer, regardless.

written by Jam on Sep 25, 2010 14:04

"Footsteps! But where are they coming from?"

I close my eyes and focus on the footsteps, trying to figure out what direction they are coming from. Then I take out my laser rifle and run toward where I think they are...

written by Gligar on Sep 25, 2010 15:41

Distribution Warehouse (Q level)

L4-O picks up the unfamiliar slugthrower, thinks, and also grabs the communist's leg, intending to haul him over the re-education centre.

Kristos-R arrives at a run, looks around, and helps L4-O. Or is it the other way round?

But anyway.

Re-education centre

The two, plus the seriously injured communist, arrive at the centre, just as Speed-Y (not O, as someone treasonously altered my previous post to say) is manning the console. The scientist answers, "That's an interesting suggestion. If it is true, then it suggests that either the project was subject to a major security breach even before the invasion, or that the communists have had the idea for much longer than my colleagues did..."

He continues working, and Speed-Y's terminal lights up with a display. A message box appears:

Analysing subject's memory patterns, please wait
Meanwhile, the communist is also being placed into a chair. Joris-O makes sure to knock off his fuzzy hat, and tries to revive him with a visomorpain pill and some Soylent ORANGE.

Sure enough, the communist snaps back into consciousness. He licks his mouth, mumbling, "what is this? Where am I?"

In answer to the Soylent Question, the scientist says, "Soylent GREEN hasn't been in regular production for some time. I don't think the reason was ever declassified below VIOLET. But I believe that the only difference between Soylent GREEN and other Soylents was the quality of the ingredients. And the flavourings."

He looks at the communist. "Now, do you want to hook up this communist of yours?"

Museum of Troubleshooting - Corridor

Mango-R leaves the exhibit and takes a moment to arm himself. He then enters the next room.

Jam-O bursts out a moment later, running down the corridor. Through the open door at the end, he can see a couple of communists examining what looks to be the other entrance.

Museum of Troubleshooting - R&D Service

As you probably know, a big part of troubleshooting is performing services for the service groups, most notably R&D. This involves the field testing of whatever equipment R&D are working on at the time. It is totally not true that these R&D devices are in any way faulty or deadly to their operators, and any suggestions that the devices may, in fact, contribute to the failure of a mission should be considered treasonous.

The exhibit displays several R&D prototype devices, accompanied by mission logs from the troubleshooter teams that field-tested them. Many of these devices went on to mass production. As an example, the first laser pistol is here. It's considerably more cumbersome than the current model, and requires recharging from an experimental power pack, an example of which is also here. Interchangeable barrels doubling as power packs must have come later.

written by Speeder on Sep 25, 2010 17:32

I nod, and then I think a bit.

"How do we know if this commie was commie for his own will or it was the hat fault, can your machine figure that?"

I look at the commie.

"You are on the same level you was some minutes ago when we shot you from being a commie, you don't remember that?"

Questions, questions, questions, lots of questions...

Of course I return paying attention to Cryo brain messages.

written by Lightning4 on Sep 25, 2010 20:47

I turn to the scientist.

"Hmm. Are we cleared to know your name, perhaps? You seem to be loyal to the cause! I dunno if you want to join Team Epsilon though, but it's up to you..."

"...and it would let us non-treasonously pass GREEN areas..."

I let him recover after the flurry of questions he's receiving by silencing myself.

written by Mingamango181 on Sep 25, 2010 22:46

"Interesting. This laser pistol is apparently the first one. Looks rather heavy though."

I hear more footsteps and I follow after them, since they're closer than the other set.

written by Jam on Sep 25, 2010 23:36

If the communists don't seem to have seen me yet, I hide behind a pillar or run into a room. I peer around the edge, aim carefully, and attempt to shoot one of the commie's heads.

If my shot hits, I charge forward and attempt to shoot the other one before he can react. Otherwise, I stay hidden...

If the commies seem like they've already seen me, I just run forward, screaming and shooting and completely disregarding my own safety.

written by Gligar on Sep 26, 2010 01:10

Re-education centre

The unhatted communist looks around the room, at the chairs and their restraints and other things. "I... only remember being given a hat to wear, at cone rifle point. So you're going to re-educate me, huh? I... don't think so." He looks at his wounds and smiles. "I'm too far gone for that."

"I doubt that," the scientist replies. "This is an improved system." To the others, he adds, "Connect him up, please."

The communist attempts to fight back, but just tires himself out. Lucas-R and John-R have no trouble beginning the hookup. As they do, his chair's terminal fires up and begins a scan.

Cryo-R's terminal has just finished its own scan, and a results box appears on its display:

Scan Results

* Subject has a general undue curiosity level

* Subject considers his service firm mandate to be more important than anything else

* [RESULT #3 REDACTED]

* Subject is asleep

Warning: subject must be awake for maximum efficiency of re-education

As Speed-Y is reading this, L4-O speaks to the scientist. He responds, "What? Oh, yes! How thoughtless of me! Citizen Derek-G-JHT-3 at your service. Or, well, the other way around, since I'm higher clearance than you. But you know what I mean. And, although I would be pleased to join you, I have been ordered to remain in the labs instead. Which suits me, since I was never any good with weapons, back when I was a Troubleshooter."

And... it looks like Cryo-R is back with us.

Museum of Troubleshooting - R&D Service

Mango-R inspects the antique laser pistol prototype with interest. But he again hears footsteps... from closer this time. He goes yo investigate.

Museum of Troubleshooting - Corridor

It turns out that they belong to Jam-O, who just rushed down the corridor. He's getting ready to shoot someone in the second entrance, in the head.

So he does. Or rather, he misses by a narrow margin.

This causes the two clones in the entrance to look up, in surprise, and charge into the corridor. As it turns out, they're communists.

written by Speeder on Sep 26, 2010 01:54

I nod to the ex-commie.

Then I turn to the scientist and say.

"So, if what he says is true, we are in serious trouble... Ever thought of what would happen if someone managed to get one of those hats in the head of a Indigo or higher level citizen? It is bad to even think about it..."

Then I look at Cryo reading and say.

"Hey, it worked! It says that..."

And I proceed to repeat what is written in the console, even mentioning the redacted part.

I get again super-excited, wanting to know what will happen.

written by Jam on Sep 26, 2010 03:00

I run toward the communists, yelling and screaming!

Then I stop screaming and go back to yelling, then I switch to shouting. Bored with that, I start hollering instead. I experiment with a combination of howling and yowling for a bit, then I roar at them. Soon I'm just wailing at them, with some shrieking and screeching mixed in. All that bellowing is sure to deafen them, and possibly drive them insane! Of course, anyone that would want to be a treasonous commie and disobey the will of Friend Computer is already insane, but this might make them even more so!

written by Lightning4 on Sep 26, 2010 08:31

I approach the ex-commie's terminal and watch with high but not treasonous levels of curiosity.

written by Mingamango181 on Sep 26, 2010 09:24

I follow after Jam-O. If the clones are charging at us, I swing my truncheon hard at the neck of one of the clones. If they're running away, I try to shoot them both each once with my laser pistol.

I try to ignore Jam-O's hollering, and do some yelling as well.

written by 4616599 on Sep 26, 2010 10:18

I whisper to the scientist and the clones. "Hmm...curious. Now pardon me for a bit..." I then head for the commie and grab his shoulder, raising my voice and tone. "*Citizen, I demand to know the root of your treason! Don't feign all that fuzzy hat stuff. Intsec and the Armed Forces have your records, and we've been doing quite our share of activity monitoring. Do we have to force you into a confession booth next? You should be aware of your treasonous mind. We, for instance, have been quite aware of it for several daycycles. Confess, and we'll lighten the re-education and questioning a bit. Perhaps even get a good docbot for you. Let's start from the basics, shall we? How long have you been supporting...them?*"

written by Gligar on Sep 26, 2010 16:12

Re-education centre

"I'm pretty sure that that would be a Very Bad Thing," Derek-G replies. "For everyone."

He listens to Speed-Y's report of the scan results. "Ah, excellent! Now, let me check the redacted part..." He works his own terminal. "Ah, yes. And he seems to be awake now. Very good. Let's start the next stage. If you'll tell the terminal to begin, please? It'll walk you through the rest."

L4-O monitor's the communist's terminal. He's now fully hooked up to the chair.

After a moment, the terminal pops up its own results box:

Scan Results

- * Subject's short term memory is disrupted
- * Subject has knowledge of Communist doctrine
- * Subject has sustained heavy injuries

Warning: subject may not survive re-education procedure. Consult Medical Services before continuing.

Joris-O, on the other hand, wants information. He draws on what memories he can dredge up, and adopts a full Internal Security interrogator's tone of voice. "Hey, hold on a minute! I really don't remember anything past them forcing me to wear one of those hats, and feeling sort of dizzy for a bit! Then... nothing! I don't even know how long ago that was!" He coughs.

Museum of Troubleshooting - Entrance 2

Jam-O charges forward, doing awful things with synonyms (even though he doesn't know what the word "synonym" means). It seems to work, as the communists back off. But it takes its toll on him, as he ends up leaning against a pillar, seemingly worn out.²²⁷

Meanwhile, Mango-R is also charging. But he's opting for a more direct approach: the use of weapons. As they stumble back, Mango-R opens fire, but somehow misses both of them.

Nonetheless, the communists retreat. Presumably, they weren't expecting an armed response.

written by Speeder on Sep 26, 2010 16:49

I nod happily, like, I nod so fast that it even hurts.

"Ok!"

I write on the terminal:

> BEGIN PROCESS

Then I wait happily.

"So, what now? What now?"

written by Jam on Sep 26, 2010 17:03

Satisfied that my yelling seems to have had the intended effect, I rest for a few secondcycles. Yelling is hard work, you know.

Then I realize that they still might have the stolen 'revolver' and Com 1 unit. And even if they don't, it would be very difficult for us to escape if those two told all their Comrades that there were loyal clones hiding at this level. We need to terminate them before it's too late!

I run after the communists and try to shoot them before they can escape. (And I'll spend a PP to hopefully revive me a bit.)

written by Mingamango181 on Sep 26, 2010 20:20

I continue to charge, truncheon raised ready to strike, and continue through the entrance. If I ever get close enough, I swing the truncheon wildly.

²²⁷ GLIGAR: (OOC: But maybe a perversity point would motivate him to try harder? 😊)

written by Lightning4 on Sep 26, 2010 23:10 Corridor K2

"Hmm... doesn't look like things we don't already know... short term memory is messed up, he knows commie doctrine... heavy injuries..."

"Oh look, a warning. He might not survive, and it says to consult Medical Services."

I shrug.

"Gonna start it anyway, I assume?"

written by Cryoburner on Sep 26, 2010 23:58

"Oh, hey. Comfy reclining chairs. And they even have convenient straps to keep me from falling out and getting hurt. These are so much nicer than those plastilyke chairs."

I smile a bit.²²⁸

written by Gligar on Sep 27, 2010 01:00

Re-education station

It seems that Cryo-R likes the re-education chairs. That's nice.

I wonder if he'll like them any more when his chair pumps chemicals into him? Which it's about to do, by the way.

On Cryo-R's terminal, the screen clears, and several windows appear. One contains a squiggle representing Cryo-R's brain pattern. A second contains another squiggle - presumably another brain pattern. A third contains an interface to adjust the levels of signals and chemicals. There are about a dozen such settings. A final box looks to be a message window. It currently reads

Re-education initiated

Target pattern calculated

Adjust parameters to match subject pattern with target pattern and press OK

The chair injects one type of chemical to begin with - visomorpain. Which I'm sure you're all familiar with. Cryo-R becomes quiet again as it works its magic.

Derek-G answers, "Well, I doubt Medical services are active right now. Proceed, but with extreme caution. There can be no margin for error."

Museum of Troubleshooting - Entrance 2

After taking a quick breather²²⁹ Jam-O realises that the communists might call for backup, and chases after them. Mango-R follows, his truncheon raised.

²²⁸ KRISTOS: (OCC: There is way too much going on in my life for me to continue this. Paranoia has been the only reason I've booted my computer up instead of doing stuff I need to do often times. It's been fun, but I'm signing off of Paranoia for now. Not sure when/if I'll be back. Feel free to phase my character out of the active scheme however you want to. Bye!)

²²⁹ GLIGAR: (OCC: and spending a perversity point)

Looking around, it's obvious that the communists are heading back towards the concourse. But that's not a problem. Jam-O aims his rifle and shoots. Again. This time, it's a nice hit in the back of the neck. One communist goes down.

That leaves just one. Mango-R sees him, and runs, swinging his truncheon. He catches the remaining communist upside the head seemingly knocking him out. Not bad.

written by Speeder on Sep 27, 2010 01:34

First I try to see what each parameter change, by changing them only a little bit and watching the results.

Then I try to match the target pattern by carefully increasing or decreasing each parameter by small amounts, and never relying on only one, taking turns with them to approach the target, specially when some suddenly decide to change nothing more.

written by Jam on Sep 27, 2010 01:49

I smile at Mango-R. "Good swing!"

I walk up to the bodies and make sure they're dead, using my hammer if I have to. (Unless Mango-R has any objections...) Then I search them for anything resembling the stolen 'revolver' and Com 1 unit.

written by Lightning4 on Sep 27, 2010 05:08

I start the process. Or rather, I attempt to figure out how to.

Once it begins, I begin the calibrations necessary while hoping I don't just kill the ex-commie nearly-dead guy.²³⁰

written by Mingamango181 on Sep 27, 2010 05:56

I look around uneasily, hoping that no enemy reinforcements show up. I check my laser pistol, to make sure that it won't explode if I need to fire it.

written by 4616599 on Sep 27, 2010 10:51

"Okay, he really doesn't know anything." I pick up the commie's fuzzy hat. "Do you have, or know of, any tools we could use to analyse this?" I ask Derek-G.

written by Gligar on Sep 27, 2010 15:34

Re-education centre

Speed-Y experiments with the interface for a moment, trying to determine which parameter does what. It's almost as if each parameter controls two or three different things at once, though, and as such, it proves difficult to zero in on the target pattern. After a minute or so, he thinks he's about as close as he can get.

L4-O starts the communist's re-education process. He gets the same screen. He seems to have a slightly better time with the parameters, though, and is able to get to about

²³⁰ LIGHTNING4: (Insert 1 PP spending noise here. Ka-ching perhaps.)

as close as he can in a little less time, catching up with Speed-Y.

Now all that needs to be done is to press OK... right?

Meanwhile, Joris-O gets interested in the fuzzy hat. He picks it up and asks the scientist about tools, but as he does, the dizziness sets in...

Lucas-R rushes over. "Sir, no! The hats cause dizziness!"

Derek-G answers, "There is some equipment in the other lab. We can head there when we're done here."

Corridor K2

Jam-O looks briefly at Mango-R, then pulls out his hammer and whacks the communists a few times. He's not sure if it did anything but it was certainly fun 😊

After that, he searches them. On one of them, he finds a Com 1 unit. A rather old-looking one. It's still functional.

While he's doing that, Mango-R looks around. Seeing no-one else, he does an equipment check, focusing on his laser pistol. Looks like that barrel has four shots left.

written by Jam on Sep 27, 2010 22:59

"Oh, this looks like it might be the Com 1 unit that was stolen from the exhibit. Now we just need to find the 'revolver'..."

I check the clearance of the Com 1 unit, then put it in my pocket.

"We should go to D level and get your stuff. Then we can go the Q level and meet up with the others." I say to Mango-R.

I walk to the door that the communists were walking to, the one that probably leads to the concourse. I open it, walk through, and start heading towards the lift hall. If there are any communists looking, I ignore them, unless they seem to be trying to attack us or something...

written by Mingamango181 on Sep 27, 2010 23:10

I put both my laser pistol and truncheon back into my various pockets, and follow after Jam-O.

written by Lightning4 on Sep 27, 2010 23:39

I... press OK I guess.

I watch the process and make any necessary adjustments should they be required. If not, well then I just watch, curious about how it will work.

written by Speeder on Sep 28, 2010 00:13

I do the same as what L4 did, except I do it happier, and more energetically, or something like that.

written by Gligar on Sep 28, 2010 00:27

Corridor K2

After inspecting the Com 1 (it's RED, though the colouring is faded) and pocketing it, Jam-O checks the door. It opens, revealing an ORANGE room - Concourse K1.

Concourse K1

Look like the communists are getting the serving counters going. They ignore Jam-O and Mango-R as they head back to the lift hall.

Lift hall (K level)

Looks like the lift's still here.

Re-education centre

L4-O presses his OK button first.

First, the injectors fill with chemicals. Next, they are slowly injected into the communist. He doesn't seem to be enjoying it, given the amount of squirming and gritting of teeth. Eventually, he cries out in pain.

A new window appears on the terminal, displaying what looks to be vital signs. They're way off... heart rate is way up, blood pressure is way down... everything else is just skewed. An alarm goes off.

Then, lights appear on the helmet as the transmitters come online, beaming their subliminal messages right into the communist's brain, in theory overwriting what's there. If the chemicals didn't already wipe it clean.

The alarm continues to sound, and the terminal now displays a message:

Alert

Subject's vital signs are outside acceptable parameters

Adjust settings to stabilise immediately

A new target pattern is displayed. L4-O attempts to match and correct the communist's vital signs...

...and manages to stabilise him. But he's gone unconscious again.

written by Cryoburner on Sep 28, 2010 01:08

I smile a little more.

written by 4616599 on Sep 28, 2010 06:43

Still feeling rather dizzy from the hat, I kick it away. "Bad hat! You bad hat!"

I groggily fish out my can of AlgaePLUS and empty it on the hat, then reach into a box and threateningly point a replacement pen request form at it. "Stay back! Don't try anything!"

written by Mingamango181 on Sep 28, 2010 08:48

I walk into the lift, but don't press any buttons. I wait for Jam-O, and try to fiddle around with my Com 1 Unit.

"Alright, how about... channel 3?"

I switch the Com 1 Unit to channel 3 and listen carefully.

written by Lightning4 on Sep 28, 2010 11:01

"Huh... I guess we're done? It looks like he's out cold though."

written by Jam on Sep 28, 2010 12:00

I follow Mango-R into the lift and press the button for D level.

written by Gligar on Sep 28, 2010 16:38

Re-education centre

It's Speed-Y's turn. Or rather, Cryo-R's.

He presses OK. As with the other, the chair starts injecting things into Cryo-R. His vital signs appear on the terminal, but things seem to be okay. Cryo-R continues smiling.

Then the transmitters start up... and he stops smiling. His head must feel... almost like John-R attacked it or something. He resists crying out...

..then the chair stops. The terminal displays another pattern and prompts Speed-Y to match that one as well.

And looking over at L4-O's terminal, it's doing the same thing. So it's a two-stage process, apparently.

Joris-O seems to still be affected by the hat, even though he just kicked it away. After emptying a can of AlgaePLUS on that hat, he brandishes a full Replacement Pen Request Form at it. Derek-G looks on with amusement. "Yes... that'll definitely need some research. But I would need volunteers... but hey, the sector is full of them."

A lift

Mango-R and Jam-O enter. Mango-R fiddles with his Com 1, listening to channel 3, as Jam-O presses the D level button.

The lift descends. As it does, a faint voice comes over the com. Apparently, a communist in another sector has learned of the Armed Forces plan to drop a nuke on the sector. It's now just over 45 hourcycles away.

written by Speeder on Sep 28, 2010 16:40

Now that I know what each parameter do, I try to reach the new pattern.

written by Mingamango181 on Sep 28, 2010 21:41

"Drop a nuke on the sector? Armed Forces? What are the Armed Forces, anyway?"

I continue monitoring the Com 1 Unit.

written by Jam on Sep 28, 2010 21:55

"Um... Armed Forces? I can't really remember either... I think they have something to do with blowing things up and shooting things. Like a troubleshooter, only with higher clearance weapons, and different missions... But I could be wrong... My memory is a bit fuzzy there... But it seems that if we don't finish the mission in time, they will blow up the whole sector, with us inside, obviously ending the mission.²³¹

The nuke's only 45 hourcycles away? Hmm... That's closer than I thought..."

²³¹ JAM: (ooc: and, I'm assuming, the game).

I wait for the lift to arrive at D level. When it does, I step out and look around.

"Where did you think your previous clone died again?" I ask Mango-R.

written by Lightning4 on Sep 28, 2010 21:59

I continue the process as well, pressing whatever is asked of me by the machine.

"Hey, I'm pretty good at this I guess!"

I turn back to the machine quickly so my distraction shouldn't cause any disaster.

written by Cryoburner on Sep 28, 2010 23:57

I... smile even more.

written by Gligar on Sep 29, 2010 00:41

Re-education station

L4-O and Speed-O continue the re-education process on the ex-communist and Cryo-R, respectively.

First, L4-O. It's harder this time around, since the requires changes need about ten settings to be tweaked for each aspect of the change. It takes L4-O a fair few attempts to get it right. And when he does, and hits OK, the alarms just return... the communist's vital signs are going haywire again... and the communist himself is awake again, and screaming at the top of his lungs.

Again, L4-O tries to stabilise the communist...

... and is again successful! Fantastic!

The terminal displays a message:

Re-education complete

Next, Speed-Y. Despite the difficulty, and, perhaps, spurred on by L4-O's success, he matches the pattern in almost no time, and hits OK.

Despite the pain of the injectors, and of the transmitters, Cryo-R just keeps on smiling.

Soon, the completion message appears on his terminal as well.

Derek-G looks pleased. "Well, it looks like we've learned something here today regarding injured clones. It would seem that the new system can indeed re-educate them."

A lift

Jam-O and Mango-R discuss the pending nuke, and Armed Forces. Soon, however, the lift arrives at D Level.

Lift hall (D level)

It looks like a couple of communists were waiting for a lift.

written by Speeder on Sep 29, 2010 02:02

I look for a while at Cryo, then at Derek.

"I suppose that it hurts, since the other guy screamed like hell, and people are not common to fake pain... Thus, that guy" I point at Cryo. "Is even more creepy than I thought."

written by Jam on Sep 29, 2010 02:38

I look to see if I recognize the commies, then I walk out into the lift hall. I resist the urge to blast their heads off... There are other more important things that need to be done...

If either Mango-R or the commies start shooting, I shoot too, at the commies.

written by Lightning4 on Sep 29, 2010 03:03

"Well, my question is if he's still gonna die on us anyway. Ah well, either way he's loyal now."

I turn to the ex-commie.

"What is your name and clearance?"

I hope for a response.

written by Mingamango181 on Sep 29, 2010 04:26

I stride out casually, trying not to make eye contact with either of the two. I walk around them, and out into the Concourse.

"If I remember correctly, I tried to escape through a door, but it wouldn't open," I say to Jam-O.

written by Gligar on Sep 29, 2010 15:10

Re-education centre

It seems that Cryo-R's constant smiling is starting to unnerve Speed-Y. Well, if it's any consolation, he shouldn't be randomly inspecting random portions of Alpha Complex down to the [DFSR] scale any more.

The ex-communist tries to answer L4-O. "I'm - "

He pauses. What *is* his name? Oh yes! That's it!

" - I'm Hans-R-JHT-1... I'm pretty sure I am, anyway, sir... I hurt like... something that's less than mandatory."

"He still needs immediate medical attention," Derek-G says. I'll see if I can find a docbot somewhere." He starts to extract Hans-R from the re-education equipment.

Lift hall (D level)

Mango-R and Jam-O pass the communists. They don't seem to be familiar to Jam-O. The communists don't react to the loyal clones, and simply board the lift.

Revolutionary Square

There are still a couple of communists here. It looks like they're cleaning something, and there's a scrubot right there, helping them.

written by Speeder on Sep 29, 2010 17:37

I nod, and then I smile.

"So, it worked! It made a injured commie into a injured loyal clone! Cool!"

Then I move to help Derek.

"By the way, you mentioned another project..."

written by Jam on Sep 29, 2010 22:35

"Do you have any idea where that door was?" I ask Mango-R.

I walk over and look at what the communists are cleaning...

If Mango-R starts walking to a different room, I follow him.

written by Lightning4 on Sep 29, 2010 23:36

"So uh, anything we can do to help?"

If not, can you tell us the quickest way to V level? Preferably a way that lets Nukabot there through. It's ah... rather urgent. Nuke detonate-y urgent if we don't get there fast enough. I think we need to go to the central subsector too."

I look a little nervous, idly wondering how long we have until it levels this sector.

written by Mingamango181 on Sep 29, 2010 23:59

"Not really. I think it was in some room with some booths. It was at the end of some hallway."

I decide to look at the cleaners, but from a distance.

written by Gligar on Sep 30, 2010 00:21

Re-education centre

While John-R and Lucas-R go and unhook Cryo-R from his chair, Speed-Y goes and helps Derek-G do the same to the communist. "Ah, yes! My project! Over the past yearcycle, I have been developing a new weapons platform for the Armed Forces. If it weren't for this communist outbreak, I would have completed the prototype by now." Derek-Y finishes with the communist, and listens to L4-O. "The only parts I haven't completed relate to the ammunition handling system. Further details are Clearance YELLOW at this stage.

"Now, do you know of somewhere I can obtain cone rifle shells under this regime, without having to go through their version of Internal Security? I'll need them to continue the testing.

"And if what you say is true, time is of the essence."

He heads for the door.

Revolutionary Square

Jam-O approaches the cleaners, while Mango-R observes from afar. It looks like they're cleaning up some bloodstains.

Or maybe more than just... Bloodstains.

written by Speeder on Sep 30, 2010 00:48

I follow the scientist, helping him with whatever he needs.

"I see... Actually, L4" I point to L4. "Got breveted to carry a BLUE cone rifle, and cone rifle shells..."

written by Lightning4 on Sep 30, 2010 01:21

"Indeed!"

I take out a bundle of them and present them to the scientist.

"I don't know if you need any specific ones... personally I don't know what half of these do. I've already used up all the gas ones, but there might be a napalm left."

written by Mingamango181 on Sep 30, 2010 11:43

I approach the cleaners, and try to get a better look. I also check to see if there's a door nearby.

"That can't be mine, because this is actually the first time I've been here." I say to Jam-O.

written by Jam on Sep 30, 2010 12:28

"Hmm... Booths at the end of a hallway... Well, there's a lot of corridors at this level... And you must have found some confession booths, those are the only booths I can think of... But which corridor are they at the end of?"

I decide to ignore the cleaners and walk out the door, to Revolutionary Square. I look around for anything that might indicate where the confession booths are.

written by Gligar on Sep 30, 2010 15:47

Re-education centre

Speed-Y and L4-O follow the scientist into the corridor. Nobody else makes a move.

Corridor Q2

Derek-G turns to a door at the end of the corridor, and unlocks it.

On Speed-Y's comment, he turns to L4-O, his eyes lighting up. "Excellent! If you'll please come in, we can get started." He opens the door to the lab and enters. In the centre of the room is something that resembles a warbot, except somewhat more primitive. It's almost as if the pilot is expected to actually move the machine's limbs himself.

Revolutionary Square

After inspecting the cleaning efforts, Mango-R thinks. Now where did he get terminated? Definitely not here... Somewhere with... confession booths?

And isn't that the confession booth sign on the door to the north?

written by Lightning4 on Sep 30, 2010 22:00

I look at it, my eyes tearing up.

"It's... it's beautiful. It's glorious!...

...It does what I think it does, right?"

I stand there admiring it for a while.

written by Speeder on Sep 30, 2010 22:05

I peer at the machine, then I move closer to it, then I look more.

"That thing is the most awesome thing I ever saw... It is... It is... words don't describe it..."

written by Mingamango181 on Sep 30, 2010 22:07

"This sign says the confession booth is this way."

I walk up to the door, and attempt to open it, and look inside. If it doesn't open, I say to Jam-O,

"This is probably it. I remember trying to escape through this door, but some bot was in the way."

written by Jam on Oct 01, 2010 00:17

I also try to open the door, by kicking it.

written by Gligar on Oct 01, 2010 00:47

Lab Q7

While Speed-Y stands in the door admiring the bot from afar, L4-O feels the need to get closer and inspect it.

It appears to be a medium walker bot chassis (bigger and bulkier than a clone), modified such that a clone can fit inside and control the limbs himself. Attached to the manipulators, L4-O can see a cone rifle and a heavy slugthrower, one on each. A box on the back is currently open, but empty.

"I'm glad you like it," Derek-G says, "This is the ArmourBot X-1, the prototype for what I hope will be the latest in Armed Forces' arsenal. Like I said, there are a couple of things that need to be tweaked, like the ammo management sys--"

"Yip! Yip! Yip! Yip! Yip!" ArmourBot X-1 seems to rear up, but hits its "head" on the ceiling. (Did I mention that it's crouching a little?)

"--and the bot brain. It was originally fitted into a petbot, and almost never has flashbacks... but its vocabulary is rather limited.

"That aside... it does need testing... or it will once I make the finishing touches to the ammo system..."

Revolutionary Square

Mango-R goes to the northern door, and tries to open it. It's stuck.

Jam-O also tries to open the door, only in a different way - by kicking it. This succeeds in dislodging the door. But the fun isn't over, since it proceeds to fall towards him! He's unable to get out of the way fully, and is knocked to the floor, bruised and dazed by the impact.

written by Speeder on Oct 01, 2010 00:57

I nod, and then I stare at the marvealous machine.

"So, what is the clearance of this thing? And what was the clearance of its weapons?"

Then after a while I say.

"I wonder if nukabot will be jealous... or..."

I grin, and then I suddenly say.

"Hey, we modified a forkbot, we added a nuclear power source to it, and all... Can we make these two work in tandem or something? It would be great to just make a

mechanized force that we can use to scare commies to death, making them flee instead of fighting, only so we can conserve ammo, something that seemly we are quite short”

written by Mingamango181 on Oct 01, 2010 01:14

“Oh my goodness! Are you alright?”

I rush over, and try to lift the door off Jam-O.

written by Jam on Oct 01, 2010 02:09

“Urg!”

I try to lift the door off of me, or slide out from under the door.

Then I examine myself and try to figure out how much the door injured me. Is anything broken?

I also look into the confession booth room, searching for the dead body of Mango-R...

written by Lightning4 on Oct 01, 2010 03:05

“Oh, I do wish I could pilot it...”

I look down.

“But my leg is broken. Haven’t really had time to see a docbot, you see...”

written by Gligar on Oct 01, 2010 20:00

Re-education centre

Hans-R groans. “I need a docbot here...”

Chemical showers

Looks like those two clones have finished what they were doing. Those lights near the START button have gone out, at least.

Lab Q7

“ArmourBot X-1 does not have the usual AlphaNet links, if that’s what you mean,” Derek-G answers as he works on his terminal. “This makes it impossible for the software to be compromised from the outside. And... it also means that it must communicate with other bots verbally.” He continues working. “Can one of you load the cone rifle shells, please? And... yes, a pilot would need two legs. Can you recommend a suitable test pilot?”

Revolutionary Square

The cleaners look up from their work as Mango-R helps Jam-O out from under the door. “What is going on?” one asks. But he seemingly goes ignored.

Jam-O looks into the confession booth waiting room. He can see... what looks to be three corpses. Two are seemingly of communists. The third, the most damaged, is difficult to identify... but it seems to have died from something in its hand exploding...

And... there are fragments... a laser barrel?

written by Speeder on Oct 01, 2010 20:59

I peer at L4.

Then I say.

“I was going to ask L4 to pilot, since he is the nukabot pilot and all...”

Then I think a bit.

“I can pilot it during testing, but I think that I will hand to someone more suitable later... Maybe...”

written by Jam on Oct 01, 2010 23:06

I look toward the cleaners.

“Capitalists! That’s what’s going on! Haven’t you heard? There seems to be a small group of clones that are still trying to resist our glorious Revolution! I heard a rumor that wherever they go, fire and death follows. It looks like they got two of our Comrades! Arg! Pig-dog Capitalists! Don’t they know it’s hopeless to resist! They are surrounded by our forces, they should just give up now!”

I walk closer to the communists and whisper to them.

“Actually, don’t tell anyone, but I’m supposed to be undercover. I’m posing as a troubleshooter so I can infiltrate the capitalists and sabotage their efforts. I have orders straight from the Director²³². I should notify him of this shooting. But...”

I try to look embarrassed.

“...while I was spying, a clone leaped at me and injected some chemical into me. It seems to have affected my memory a bit. Anyways I’ve completely forgot where the Director is, or what even what he looks like. That’s bad news... Could you help me out and remind me?”²³³

written by Lightning4 on Oct 01, 2010 23:26

I start taking from my armful of cone rifle shells and loading the ArmourBot.

“So where’s the nearest docbot? Maybe I can get my leg healed... and oh, I think we still have an injured guy out there.”

written by Mingamango181 on Oct 01, 2010 23:40

Completely ignoring the conversation going on between the cleaners and Jam-O, I enter the confession booth waiting room, and search the bodies for my missing PDC and ME card.

written by Gligar on Oct 02, 2010 01:01

Lab Q7

As L4-O begins loading cone rifle shells into ArmourBot, Derek-G is saying, “Alright. In a moment you’ll be able to begin testing. I think the best method to do so would be to field-test the weapons systems. Indeed, in normal times,

²³² JAM: (ooc: Why did I choose ‘Director’? It sounded right...)

²³³ JAM: (ooc: I’ll spend 1 PP to try to make the communists actually believe my story, and say something useful.)

I'd be putting in a request for a Troubleshooter team at this point. Ah, that should do it."

He removes a memory card from the terminal, opens a compartment on ArmourBot, and inserts the card into a slot. The compartment closes again.

"Once L4-O - what is it with names these daycycles? - once he's finished loading shells, you can tell ArmourBot to open. Then the fun begins."

Revolutionary Square

"I didn't know we had undercover agents... but I... guess I'm... not supposed to know? But... why are you asking about the whereabouts of Director Andrei? Everyone knows he's in Central Subsector."

Confession booth waiting room

Mango-R takes a more detailed look in here. Specifically, he's looking for his ME card and PDC.

He soon finds them.

Lab O7

"And... oh yes! The docbot. There's a medical bay on R Level. There should be one there."

written by Speeder on Oct 02, 2010 01:53

I peer at the bot for a while, then I smile HAPPILY, like the²³⁴ junior clone that just got a new weapon. I mean, toy.

Then I say.

"Massacrebot, I ask you to only obey me, or non-communists people with Green clearance or above."

I then turn to the scientist. "Just in case some commie figure some way to override the bot by shouting orders at it."

written by Jam on Oct 02, 2010 03:45

"I wouldn't be very effective undercover agent if everyclone knew who I was. I'm taking a risk even telling you... But thanks for reminding me, that seems to have triggered some memories. How could I ever forget a face as distinctive as Director Andrei's? I'll go to the Central Subsector and search for him there. Thank you, and long live the Revolution!"

I walk over to Mango-R.

"Found what you're looking for?"

I notice the PDC and ME card.

"Good! Let's go..."

I start heading toward the lift hall.

written by Mingamango181 on Oct 02, 2010 04:57

I take the PDC and ME card, and check for any damage to the items. Then I go back to following Jam-O.

As we walk back towards the lift hall, I say, "That door seemed pretty heavy. Are you sure you're alright?"

²³⁴ SPEEDER: (ooc: nintendo 64 kid)

written by 4616599 on Oct 02, 2010 09:28

I hear indistinct noises coming down from the hall -*what was that petbot doing there anyway?!*- and decide to remain for now. I look around, at the ex-commie and Kristos-R; presumably they're still here.

written by Lightning4 on Oct 02, 2010 10:09

I finish packing shells into the ArmourBot and back a respectable distance away.

"Massacrebot? I guess that's fitting. No doubt he will live up to his name."

"Well then, I guess our next destination is R level... I hope we can bring Nukabot with, but I kind of doubt it. Maybe we can let you watch it for a while, so no treasonous commies get it..."

"Well, after the testing of course."

written by Gligar on Oct 02, 2010 17:42

Lab O7

"Yip! Yip! Yip! Yip Yip....!"

It's not really possible to tell if ArmourBot X-1 accepted the name or not, but it seems to accept the order.

L4-O finishes loading shells, leaving him with just four, before backing off.

Derek-G says, "Whenever you're ready. There are stairs nearby, should you need them. I am unsure if ArmourBot can fit into a standard lift."

Re-education centre

Joris-O looks around after hearing petbot-like noises from nearby. There are no petbots in the room. But there is Kristos-R, who has pulled out his PDC and is doing something to it, despite the broken screen. Maybe he's trying to get it working?

The ex-communist is still waiting for a docbot.

Revolutionary Square

As he and Jam-O head back to the lifts, Mango-R checks over his retrieved PDC and ME card. Both of them seem to be okay, if a little scratched.

Lift hall

And back again to the lift hall.

It looks like the fourth lift - Jam-O knows which one - is being lifted from where it landed, however far down in Deep Subsector, as its level indicator shows it rising.

written by Speeder on Oct 02, 2010 18:17

I nod, then I look to the Massacrebot.

"Massacrebot, open"

I look at Derek for a while and ask. "It fits into cargo lifts? Since we are since a while using the mentioned Nukabot, we move mostly by cargo lift... Although the reason L4

drives the bot is because he somehow manage to drive in stairs too..."

written by Jam on Oct 02, 2010 18:31

"I think I'm alright... Nothing seems broken or anything, though I do have a few bruises."

I call a lift, then look up at the level indicators. I notice the lift that is rising from Deep Subsector.

"Strange... I think that was the lift that Lucas-R and I almost died in. A few more secondcycles and we both would have fallen to our deaths. But I thought that lift was broken... They must have fixed it."

written by Mingamango181 on Oct 02, 2010 22:41

"Fallen to your deaths? How exactly?"

I look at the level indicators.

"Deep Subsector. What do you suppose goes on down there?"

Feeling like I've asked too many questions, I keep quiet the rest of the time waiting for the lift.

written by Lightning4 on Oct 02, 2010 23:03

I wander off a little and look for the location of the stairs.

written by Gligar on Oct 03, 2010 00:50

Lab Q7

"Yip yip yip yi-"

ArmourBot X-1 (Masacrebot?) opens up. By which I mean that parts of the head area and front fold back, allowing a clone to squeeze their way inside, if they were so inclined.

"Yes, it will fit into a cargo lift," Derek-G replies. "And... this Nukabot of yours... what did you say it was? And it can somehow navigate stairs? Impressive."

Meanwhile, L4-O has wandered out of the room in search of stairs.

Corridor Q2

He finds them, opposite the warehouse. How convenient.

Lift hall

As they wait for a lift, Jam-O tells Mango-R about the near-fatal incident from earlier. Mango-R openly wonders about the exact nature of Deep Subsector. I'm sure you'd love to know what goes on there, wouldn't you?

But he falls silent, waiting for the lift.

The silence seems to go on for a while. Then the lift arrives (no, not the one from Deep Subsector. That's still going up.)

written by Lightning4 on Oct 03, 2010 00:57

I slowly climb up the stairs and begin exploring the level above.

I hide my laser pistol so in case I'm spotted, I'm not considered armed or a threat. Hopefully.

I begin searching around for the medical area, or at least a docbot. I try some of the first doors I find.

written by Speeder on Oct 03, 2010 01:05

I inspect the thing a bit, and then I try to enter it. While I do that I talk with Derek.

"Nukabot was a forkbot, it is seemly reinforced with kevlar, I added a nuclear powerplant to it, because I think of its extra weight the normal battery kept dieing... And I dunno how L4 managed to drive upstairs and downstairs with it, but he did."

I try to not get hurt, while getting in the bot.

"The bot at first acted like a normal forkbot, but later it seemly learned how to fight on its own, so we can shoot commies, and the bot if we ask it to do so, can trample or pierce commies with the forks. But the reason at first we asked it to follow us, is because he seemly know more about the sector than ourselves, so he was being our navigator"

written by Jam on Oct 03, 2010 02:03

I walk into the lift. I wait for Mango-R to get in too, then press the Q level button, if there is one.

"It was horrible! We were riding in the lift, and it suddenly started stopped moving! We managed to escape out of a hatch in the roof, and just as we grabbed the ladder, the lift's cable broke! We climbed up the ladder until we found an air duct, then we crawled until we found a vent that we could break through. It was sort of fun, but I like shooting commies better. It's much more safe."

written by Mingamango181 on Oct 03, 2010 02:41

I enter the lift, and listen to Jam-O's recount of events.

"I suppose that there's just an equal chance of it happening to this lift."

I shudder at the very idea of it happening.

"You'd think they ought to upgrade these things to avoid the possibility of it occurring..."

written by Gligar on Oct 03, 2010 15:44

Corridor R3

After climbing up a floor to R Level, L4-O finds himself near one end of another YELLOW corridor. An open door shows a few communists, who seem to ignore him.

A couple of the doors he tries are locked. Another two lead to work rooms. But eventually, he does find the promised medical bay.

Lab Q7

On further inspection, Speed-Y gets the impression that the apparent primitiveness of... "Massacrebot", I guess...

is deliberate. Maybe Derek-G's budget was limited. Or perhaps there's a reason he's not cleared to know.

He then tries to climb into it. It turns out that it's a rather snug fit, almost as if Speed-Y is a size too big for the bot or something. But eventually he's able to wriggle into position properly. It looks like the space for his hands end in glove-like structures.

As he's doing that, he's telling Derek-G about Nukabot. "A forkbot with a nuclear power plant... I believe they have those in the Main Dome sectors... interesting. And I'm not surprised at a forkbot learning to ram things. Everything needs a way to defend itself."

A lift

Going up! (Again.)

Jam-O and Mango-R get the impression that they're being watched.

written by Speeder on Oct 03, 2010 16:09

After I am secure inside the bot, I look around, and then I ask.

"So... what now? How I make it close again and turn on? Also, what happen if it is out of power while I am inside?"

written by Jam on Oct 03, 2010 17:24

I nervously look at the lift's camera, then whisper to Mango-R.

"I just got a strange feeling, that we're being watched... I hope commies haven't gained control of the cameras or something..."

written by Mingamango181 on Oct 03, 2010 21:46

I whisper back, "We probably are being watched. And maybe they've had control for a while. We cannot discount the possibility, so we should be careful in what actions that are decided and put through."

As the lift continues up, I check my PDC signal.

written by Lightning4 on Oct 03, 2010 22:39

I wander into the medical bay and look for a docbot, and also check to see if anyone else is present before speaking.

written by Gligar on Oct 04, 2010 00:05

Lab 07

It seems that Massacrebot can detect when there's a pilot present, since it closes itself up again.

As it does, Speed-Y notices the heads-up display, which tells him that he has 30 cone rifle shells and 50 slugthrower rounds. All of these are of different types.

Derek-G is saying, "Ah, I see the auto-closing system works. The bot has a micropile reactor, so it shouldn't run out of power during the mission. If you can, can you test out movement?"

A lift

Mango-R and Jam-O cast nervous glances at the visible camera. Mango-R checks his PDC. It still has a one-bar signal.

The lift continues up.

Medical bay (R level)

Entering the medical bay (which is also YELLOW), L4-O notices a few communists tending to a couple of patients. A docbot is helping them.

written by Mingamango181 on Oct 04, 2010 00:55

I continue waiting as the lift goes on.

"It's sure taking a while..."

I look for a level indicator showing where we are.

written by Speeder on Oct 04, 2010 01:16

I try to make a thumbs up.

Then I test each limb, carefully, separately, also trying to not bump into the ceiling.

Finally, attempt to make some dashes around the room, to test how agile the thing is.

I then try to speak and see if the thing relay it.

"It points I have 30 cone rifle shells and 50 slugthrower rounds of various types, how I choose what type I want to use? Also, how I speak to the outside when I need, and how I give voice commands without speaking to the outside when I need?"

written by Jam on Oct 04, 2010 02:18

"We're going all the way from D level to R level, it might take a few minutecycles..."

Bored, I decide to check how many shots I have left on my current laser rifle barrel...

written by Lightning4 on Oct 04, 2010 07:33

I march up to the commies and the docbot.

I cough and muster the best commie accent I can, which probably isn't too great.

"Ah! Good verk comrades. I received orders that this docbot is needed for urgent medical attention on Level D. I trust you will be able to vork vithout it?"

written by Cryoburner on Oct 04, 2010 15:20

Since kitty seems to want to move around, I crawl away a bit.

"Say, Doctor, would you happen to have any experimental augmentation units that could assist my injured legs with moving around? If so, I'd be pleased to help test them in the field."

written by Gligar on Oct 04, 2010 15:52

A lift

The lift continues to ascend. Jam-O checks his laser rifle. It's a good thing he did: the barrel is showing no shots left.

Lab 07

Somehow, Cryo-R made his way in here without me noticing. Is he a mutant with Teleportation?

Derek-G reacts. "Woah! How did you get in here?! No, I don't have any augmentation units."

Speed-Y tries to make a thumbs up sign, and ends up lifting Massacrebot's arm instead. Also, according to the HUD, he's selected armour-piercing rounds for the heavy slugthrower. Rather surprising, but it answers his question in a way.

Then, he tries to move around. Slowly, he moves the limbs around. Massacrebot's kind of heavy, so it takes a little getting used to.

He then tries to run around. This is more difficult. The first time he tries it, he ends up colliding with the ceiling.

And then Massacrebot's sensors pick up Cryo-R. Massacrebot starts growling as its HUD puts up a targeting query.

Derek-G looks at the tests. "Okay, that's fine. I'm sure you'll get used to the rest yourself. You can turn the external speaker off with a voice command. The rest is classified at this stage, but I'm sure you'll figure it out."

Medical bay (R Level)

Surprisingly, L4-O either gets the accent right, or the communists just don't notice the bad accent. Either way, one of them turns and says, "Ah yes, of course, comrade. There was a computerist strike on D Level, was there not?"

written by Speeder on Oct 04, 2010 16:09

I look at Derek-G.

"Even to yellow? Huh... Ok... In fact, I don't even know what yellow people do, I was red a couple hours ago. Except that now I can use more fun weapons..."

I then look at Cryo and say.

"The bot thing seemly dislike you too, it is targeting you. But worry not, for now I intend to see how much Derek's reeducation machine worked or not."

I look back at Derek.

"Thank you, for everything!"

written by Lightning4 on Oct 04, 2010 17:42

"Indeed. Cleanup there is behind schedule. This will help immensely."

I walk up to the docbot and start leading it away.

I lead it out the door and back the way I came.

written by Jam on Oct 04, 2010 22:57

I switch the barrel with a unused barrel.

Then I look for a level indicator. Are we almost there?

written by Mingamango181 on Oct 04, 2010 23:03

I look at my ME card, checking for any damage.

written by Cryoburner on Oct 04, 2010 23:56

"Aww... kitty's purring. I think he likes getting petted!"

I smile more, and respond to the scientist...

"Do you have any idea where I might find something along those lines? The less than optimal condition of these legs might impede progress, and reduce the team's overall efficiency, otherwise."

written by Gligar on Oct 05, 2010 00:24

Lab 07

Derek-Y answers Speed-Y first. "My pleasure, citizen. Remember: I'll require a full report after your mission, so make sure to evaluate all functions of ArmourBot X-1."

He then turns to Cryo-R. "If there was anything else on this level, the communists have it by now."

Medical bay (R Level)

The docbot follows L4-O back into the corridor.

Corridor R3

"So what's this all about?" asks the docbot. "Where are you taking me? Surely not D Level? The... no, I shouldn't say that..."

A lift

Jam-O switches barrels. Then, he looks for a level indicator. There's one above the lift's control panel. The lift is still ascending, and has just passed M Level.

Mango-R takes the time to check his ME Card, and finds it slightly bloodstained.

written by Lightning4 on Oct 05, 2010 00:29

I look at the docbot while slowly moving towards the stairwell.

"Just one question first before I answer anything. Where do your loyalties lie? Lack of honesty is treason."

written by Jam on Oct 05, 2010 02:07

I stare at the level indicator, as if I were hoping that by staring at it I could somehow make the lift go faster...

After a while, I open a can of B3 Extra Classic and start drinking it. I offer my other can to Mango-R.

written by Speeder on Oct 05, 2010 02:38

I smile happily inside the bot.

Then I sorta bow in gratefulness and try to return to the place where the Nukabot is, trying to not step on anyone.

written by Mingamango181 on Oct 05, 2010 03:40

I accept the other can.

"Thank you."

I smile, open the can of B3, and begin to drink.

written by 4616599 on Oct 05, 2010 09:51

I decide to peek out, then see an unusual-looking warbot trundling down the hall. Panicking, I quickly dash back into the re-education centre, taking up position with a blaster beside the door.

written by Gligar on Oct 05, 2010 15:18

Corridor R3

The docbot answers, "I am Five Laws compliant, citizen. I cannot, through action or inaction, allow The Computer to come to harm."

A lift

Jam-O stares at the level indicator for a moment. It doesn't appreciably increase the lift's speed.²³⁵ So instead, he pulls out a couple of cans of B3 Extra Classic, and shares one with Mango-R.

They have time to finish their cans before the lift stops and the doors open.

Lab Q7

Speed-Y, and Massacrebot, turn and clunk out of the door.

Corridor Q2

Speed-Y discovers that walking is easier if he keeps Massacrebot's weight forward. But at that point it almost feels like it's about to fall over.

Re-education centre

Hearing the odd clunking going on outside, Joris-O peeks out of the door. He notices Massacrebot and immediately closes the door. Not knowing the bot's origin, he gets ready to ambush.

written by Speeder on Oct 05, 2010 21:31

I stop before a position where Joris can shoot me.

"Joris, it is me, this is Derek's project that the commies were talking about."

If he comes out, I resume walking toward the forkbot.

written by Lightning4 on Oct 05, 2010 22:56

"Okay, good. That's good. I noticed you called me citizen, I guess my disguise isn't that great. Or existent."

We start going down the stairs.

"We do actually have a situation, it's not on D level, it's just the level below. An ex-commie in pretty bad shape is down there, and may or may not even still be alive at this point."

²³⁵ GLIGAR: (OOC: Perhaps standing on the lift's roof would work? 😊)

Then there's a handful of broken legs, including my own. If you're able to help us, of course. I know it might be tough without a medical bay..."

written by Jam on Oct 05, 2010 23:39

I check the clearance of the lift hall. If it's ORANGE or below, I try to exit the lift. Otherwise, I take out my PDC and attempt to call Speed-Y.

written by Gligar on Oct 06, 2010 00:12

Corridor Q2

Speed-Y calls out to Joris-O in the re-education centre. A moment later, his PDC rings. Good luck answering it 😊

Re-education centre

Meanwhile, Lucas-R and John-R have also taken up positions. After a nod from John-R, Lucas-R takes a look outside, and sees Massacrebot for the first time. "Woah..."

Stairwell

L4-O and the docbot head downstairs. "All clones are citizens," the docbot remarks.

On hearing the situation, it adds, "Broken legs? I'll... see what I can do."

Exiting into the corridor, L4-O notices Massacrebot standing near the door to the re-education centre. Looks like Lucas-R is peeking out at it.

L4-O hears a PDC ringing from somewhere.

A lift

Unfortunately, the lift hall is YELLOW.

Jam-O has been trying to get in touch with Speed-Y, but his PDC is just ringing.

written by Speeder on Oct 06, 2010 00:40

I say.

"Massacrebot, please connect wirelessly to my PDC and re-route the call to your internal speaker system."

And then I hope it can actually do that.

written by Jam on Oct 06, 2010 02:21

"That's strange... Speed-Y isn't answering."

I spend a few secondcycles nervously waiting for Speed-O to answer, then turn to Mango-R.

"Could you try calling L4-O or Joris-O? Maybe one of them will know what's happening..."

written by Lightning4 on Oct 06, 2010 02:33

"So beautiful."

I stand there momentarily distracted, but snap out it.

"Oh, sorry. The ex-commie is right this way, probably some laser shot wounds or something like that. It all went a bit fast."

I show it to the re-education center.

written by Mingamango181 on Oct 06, 2010 02:35

"Right then."

I try to input L4-O into my PDC. I hit the call button, and wait for an answer.

written by 4616599 on Oct 06, 2010 13:03

"Ah...wow. Now that's quite a machine. Don't expect it'll go too unnoticed though. Well...I suppose it *is* meant to be noticed before it blows everything up." I follow it, but then pause momentarily.

"Anyone wants to handle the ex-commie?"

written by Gligar on Oct 06, 2010 15:21

Corridor Q2

A message appears on Massacrebot's HUD, to the effect that it's unable to comply.

Speed-Y's PDC continues to ring.

A lift

And Jam-O is still waiting for an answer. In the end, he asks Mango-R to contact one of the others. The RED ends up trying to call L4-O.

Corridor Q2

As L4-O leads the docbot into the re-education centre, squeezing past Massacrebot in the process, his PDC rings.

Re-education centre

L4-O and the docbot enter before anyone can answer Joris-O.

The docbot moves towards the ex-communist, and starts examining him. "Hmmm, these injuries are quite extensive, citizen."

Medical Bay (C Level)

Meanwhile, another docbot is waiting for an answer. It idly tests several of the syringes it picked up.

written by Speeder on Oct 06, 2010 15:59

I ask the bot to open, and then I try to figure how to get the PDC.

written by Lightning4 on Oct 06, 2010 18:45

I grab my own PDC while the docbot does what he does best. I answer the incoming call.

"Uh hello? Who is this?"

I await a response.

written by Mingamango181 on Oct 06, 2010 21:36

"It's Mango-R. We've arrived at Q level, but the lift hall only has a clearance level of YELLOW. Jam-O is attempting to call Speed-Y, but hasn't been successful. What would you advise?"

written by Jam on Oct 06, 2010 22:32

I let the PDC keep ringing.

Noticing that L4-O seems to have answered Mango-R's call, I try to follow their conversation while still listening in case Speed-O answers.

written by Lightning4 on Oct 06, 2010 23:25

"Hm. Well, I don't know where the lift hall is on this level. Hold on, I'll ask Derek here."

I "run" back to the lab and look for Derek.

"Where is the lift hall on this level? We have two people that want to get here."

written by Gligar on Oct 07, 2010 00:35

Corridor Q2

Speed-Y continues to try to get to his PDC, even asking Massacrebot to open up again. After a long moment, it does.

Re-education centre

As Speed-Y extracts an arm and tries to reach his PDC, L4-O answers his. Apparently, Mango-R and Jam-O are on Q Level, but have a clearance problem. He heads back to the lab.

Lab Q7

On hearing L4-O's question, Derek-G answers, "You used to be able to get to reception - and the lift hall - through the lab, but the door was blocked in for security reasons. Hmmm... your best bet would be to go back through the warehouse and use the other exit, then follow the corridor to the end."

Corridor Q2

Speed-Y finally manages to reach his PDC.

written by Speeder on Oct 07, 2010 02:30

To me now awnsering the PDC is a question of honor.

"Hello Jam! You there? I managed to get the PDC! I am awesome!"

written by Lightning4 on Oct 07, 2010 07:11

"Thanks sir!"

I resume talking into the PDC.

"Did you get that? If not, you need to get to the end of a corridor. You should find the distribution warehouse there."

I slowly walk back to the Re-education center while talking on my PDC. I check on the status of the docbot when I get there.

written by Mingamango181 on Oct 07, 2010 08:06

"So basically, what we should do is just to go. Isn't that committing treason?"

I speak to Jam-O.

"He's recommended we go ahead anyway. What should we do?"

written by Lightning4 on Oct 07, 2010 10:17

I respond:

"Oh uh. Well, Speed is on this level, so I guess it's okay. And Derek there is GREEN, and he recommended it... so..."

I stop as he talks to Jam.

written by Jam on Oct 07, 2010 12:38

I look over to Mango-R, and point at the PDC, smile, then mouth, "Speed-Y answered!"

I talk into the PDC.

"Hello, Speed-Y sir! ... Yes, I'm here. ... Yes, sir, you are awesome. Um... Mango-R and I are at the Q level lift hall, but it seems to be YELLOW clearance... I think we need to go through there to get to you guys, but we wanted to make sure you were okay with it beforehand. We wouldn't want to commit treason or anything..."

written by Gligar on Oct 07, 2010 17:01

Corridor Q2

Now we have two PDC conversations going on at once. Speed-Y talks to Jam-O, who wants to know if it's okay to enter a YELLOW area.

Re-education centre

As the docbot continues diagnosing the ex-communist, L4-O continues talking to Mango-R, giving him directions.

written by Speeder on Oct 07, 2010 17:24

I look at Derek, and then I ask.

"I am wondering, can I as yellow authorize ones below me to use yellow stuff?"

written by Lightning4 on Oct 07, 2010 22:34

I take the opportunity of the lull to talk to the docbot.

"Let me know if there's any supplies you need. I think we have some medical stuff on our forkbot. If not, I can probably dash back up to that medical bay to retrieve whatever you need."

written by Jam on Oct 07, 2010 22:42

I wait for a response from Speed-Y...

written by Gligar on Oct 08, 2010 00:35

Corridor Q2

Derek-Y leaves the lab when he hears his name called. "Only if those so ordered are being supervised by you. Meaning you'd have to be with them."

Re-education centre

The docbot looks over. "If you have any pharmaceuticals on this forkbot of yours, I would be grateful. I will need them."

The ex-communist seems to have fallen asleep.

written by Lightning4 on Oct 08, 2010 02:22

"Okay."

I move as quickly as I am able down the corridor to the forkbot, and retrieve the first aid kit.

I struggle trying to hold it and maintain my balance with my crutch as I make my way back to the re-education center to deliver it.

written by Speeder on Oct 08, 2010 03:34

I nod, then I reply to Jam.

"Jam, according to a GREEN citizen here, we can tell other citizen to do something they can't with their clearance, but only under supervision... So, wait for me, I am going to fetch you"

I turn to Derek.

"Thanks... So, how I get into the yellow hall?"

I put the PDC in a easier place to grab it again, and close the bot.

written by Mingamango181 on Oct 08, 2010 05:05

"Well, we'll try to keep that in mind."

I end the conversation on the PDC.

"I hope we don't have to wait too long in this lift. I don't like the idea of this lift being called by someone else, or the cable being cut."

I stand ready to sprint out from the lift, should I have to.

written by Jam on Oct 08, 2010 12:21

"Ok."

I hang up.

"I guess if the lift is called, we can dash out. I think Speed-Y will understand..."

written by Gligar on Oct 08, 2010 15:11

Corridor Q2

As Speed-Y puts his PDC away and closes Massacrebot again, L4-O leaves the re-education centre and heads back to the warehouse. He returns a moment later with Nukabot's first aid kit, and heads back into the centre.

Derek-G answers, "Head through the warehouse and out through the other door. Follow the corridor to the end."

A lift

The lift's lights flicker. Something rattles.

written by 4616599 on Oct 08, 2010 16:11

Still in the re-education booth, I offer the docbot help.

Bored, and while waiting for its reply, I decide to enter Cryo-R mode and carefully examine the door edges, particularly the way it's hinged on.

written by Speeder on Oct 08, 2010 17:08

I move the fast as I can by the path Derek indicated to me.

written by Jam on Oct 08, 2010 22:43

I shiver a bit. This seems very familiar...

"Maybe we should go into the lift hall, and just wait at the edge of the YELLOW part?"

written by Mingamango181 on Oct 08, 2010 23:08

"Yeah, I suppose we could do that... I think we could wait just a bit. But guessing from the rattling, something could be up there..."

I pull out my truncheon, and prepare for the worst.

written by Lightning4 on Oct 08, 2010 23:46

I make my way to the medical bay and give the docbot the medkit.

"This is what we have... hope whatever you need is in there."

written by Gligar on Oct 09, 2010 00:19

Re-education centre

The docbot replies to Joris-O, "Ah, thank you, citizen. Can you hold him down while I work?... Ah, thank you," it adds to L4-O.

The docbot opens the kit. "Hmmm... not ideal, but it will have to do. It begins to crush and mix some of the pills together, before poking the ex-communist. "Wake up, citizen."

He wakes up, sees the docbot, and replies, "Thank-" but doesn't get any further. The docbot injects the mixture into the ex-communist, who gets jittery.

Distribution Warehouse

Massacrebot clunks in, passing Nukabot as it does. Suddenly, it stops and apparently begins inspecting Nukabot. "Can I help you, friend bot?" asks Nukabot.

"Yip! Yip! Yip!"

"Is that a yes? A no? Either way, you are... rather interesting..."

Speed-Y tries to get Massacrebot moving again. He doesn't have time for this. Massacrebot seems to grumble but complies, heading out of the other door.

A lift

The noises in the lift are a cause for concern. Mango-R and Jam-O debate whether to wait and see or to just vacate the lift. The noises continue.

Corridor Q1

Speed-Y seems to have got Massacrebot to its maximum speed... looks to be about the same as Nukabot. Again, it's like he's almost falling over.

The corridor turns round the back of the warehouse and heads south. It continues for a while and heads west slightly, before stopping. An open door to the south leads to a reception area, also YELLOW. Through it Speed-Y can see through to the lift hall, where Mango-R and Jam-O look like they really want to exit a lift.

A lift

A panel on the lift's roof seems to be lifted up from above.

written by Speeder on Oct 09, 2010 00:31

As I notice something is wrong, I continue going the fastest the bot can go.

Then I attempt to load a explosive cone.

I attempt to make the bot emit in the loudest it can.

"Jump from the lift, now!"

written by Mingamango181 on Oct 09, 2010 01:21

I sprint from the lift, grabbing Jam-O and dragging him along, just in case he doesn't respond.

written by Jam on Oct 09, 2010 02:30

I look up at the ceiling and point my laser rifle at the panel.

Hearing something far away that sounds kind of like Speed-Y yelling through a speaker, I look over and try to find the source. I see a huge metal something-bot running full speed at us, and start panicking. We're being attacked from two directions at once!

I'm distracted from my panicking by Mango-R, who has suddenly decided to grab me and run from the lift. I decide to follow him.

written by Lightning4 on Oct 09, 2010 09:25

I get around to hanging up my PDC.

I watch the docbot as he works on the ex-commie, standing by if he needs me for anything.

written by Gligar on Oct 09, 2010 15:38

Reception (Q Level)

Massacrebot clunks through at speed.

Speed-Y tries some hand gestures with the hand nearest the cone rifle. But Massacrebot rejects most of them. In the end he settles for an armour-piercing shell.

Lift hall

Jam-O gives the lift panel an odd look for, and gets ready to shoot. But he gets distracted by the approaching Massacrebot... a bot of a kind he's never seen before. He barely has time to panic before being tugged at by Mango-R, who is trying to get him to run off. So he does.

Re-education centre

The docbot continues to work. He's applied what bloodloss stuff there is in the first-aid kit, and is injecting the ex-commie with something else.

"I don't think I can do very much more, given the constraints of security clearance and available supplies," it says.

written by Speeder on Oct 09, 2010 15:53

I try again to change the shell to a explosive one.

"What is the problem with the elevator?"

I continue trundling, fast, toward the elevator.

If I fail to get a explosive cone, I aim the slugthrower at the elevator instead.

written by 4616599 on Oct 09, 2010 16:25

I begin to whistle the opening sequence to 'Friend Computer is Your Friend!' But stop short upon hearing the faster clunking noises outside. I help the ex-commie into place if possible. "Is he fit to travel?"

written by Jam on Oct 09, 2010 20:37

I hide in the corner and hope that the giant metal monster doesn't notice me.

I also glance at the lift panel, and if I see any commies looking through, I try to shoot them with my laser rifle.

written by Gligar on Oct 10, 2010 00:32

Reception (Q Level)

Speed-Y tries again. His first three attempts are rejected. But just as he's about to give up (and just as he's about to cross into the lift hall) he's able to select the high explosive shells.

Lift hall

Though Mango-R appears to recognise Speed-Y's voice, Jam-O has given himself over to panic. He's currently curled up in a ball in the corner, right under the air vent.

A lift

Meanwhile, the panel continues to move. It's as if someone above is trying to get through but is having trouble with removing the panel.

Wait... they, er, *he* just figured it out. And it's a very familiar communist - Alexandr!

Re-education center

The docbot replies, "He should be ready to move, yes."

written by Mingamango181 on Oct 10, 2010 00:52

"What in the compnode..."

I stare at Alexandr.

"Of which intention do you have to suddenly barge into the lift!?" I yell. I keep the truncheon ready to swing.

written by Speeder on Oct 10, 2010 03:12

I grin.

Then I give a internal order.

"Massacrebot, record this as the first field testing of the fire mechanism."

Then I scream outside.

"Hello friend commie! This is your third clone or something like that? Tell your friends, that the project they were researching is done, and that it works, see how!"

And I proceed to shoot him, with the explosive shell. Him inside a elevator.

written by Lightning4 on Oct 10, 2010 10:33

"Hm. Anything else I can do to help?"

"If you're done, mind checking in on my leg here? I'm not sure there's a whole lot you can do... and I'd rather not have it removed or anything like that."

I wince, recalling Jam's stump-hand.

written by Jam on Oct 10, 2010 15:11

I watch as the something-bot shoots the lift we were just in. Surely it's trying to kill us!

Then I look at myself. Cowering in the corner. And call myself a troubleshooter...

I stand up and aim my laser rifle at the bot. I'm just about to fire, when suddenly the bot speaks, with Speed-Y's voice!

"Hmm... Speed-Y must be controlling the bot somehow."

I change my aim to the lift, just in case Alexandr somehow survived...

written by Gligar on Oct 10, 2010 17:03

Lift hall (Q level)

Failing to notice the big bot with the guns, Alexandr replies, "Is none of your business -"

Then it dawns on him. Slowly, he looks over at Massacrebot. "I know that voice! Is -"

Inside the bot, a REC light appears on the HUD. Shortly after, Alexandr's head seems to grow a targeting reticule, shortly before it explodes.

BOOM

When the smoke dies down, it becomes clear that they're called "high explosive" for a reason. Not only Alexandr, but the lift he was in, one other lift, part of the lift hall, the air vent, and a load of synthcrete are rendered into rubble.

Jam-O and Mango-R are thrown through the air, and both sustain broken bones when they land.

Massacrebot is far enough away that it just gets covered in dust. It seems to like explosions: "*Yip yip yip yip yip yip yip-*"

Re-education centre

The explosion takes the docbot by surprise as it answers L4-O. "What in the- oh, yes, citizen." It trundles over to examine the leg.

written by Speeder on Oct 10, 2010 17:28

I grin inside the bot for a while, then when I notice I've hurt Jam and Mango.

"Oh, sorry for that! I... miscalculated, how strong that thing is. But dude, it is hell cool!"

Then to the bot.

"Massacrebot, well done! Turn off recording"

I attempt to see if I can carry the two, somehow, without hurting them more, to the re-education centre.

written by Lightning4 on Oct 10, 2010 18:36

"Sounds like someone is having fun out there. Hope it's our side."

I present the leg while sitting on the closest nearby surface.

written by Jam on Oct 10, 2010 19:19

Dazed, I look around and try to figure out what happened. There was a flash, and an explosion, and a lot of pain, and...

"Mango-R!? Are you okay?"

I search through the smoke and dust for him...

written by Mingamango181 on Oct 10, 2010 19:53

"This is something that no-one should really have to be subjected to..." I mumble.

I try to look up at where the lift was, and make a visual survey of what's left.

"No, I don't think I am. But I think I'm still alive."

written by Gligar on Oct 11, 2010 00:51

Lift hall (Q level)

The REC light goes off.

Looks like Speed-Y likes explosions too. Come to think of it, is there anyone who *doesn't* like explosions? 😊

But explosions have the downside of causing casualties. Like Mango-R and Jam-R, for instance. Speed-Y thinks for a moment. Can Massacrebot carry them? Possibly. It does have manipulators, after all, and the weapons are mounted such that they don't block them. They look to be industrial models. A bot the size of Massacrebot could probably lift a hundred kilos or so per manipulator.

Meanwhile, Jam-O pulls himself to his feet, or tries to. His broken bone is preventing him from doing so. But he's able to speak. He locates Mango-R, who is trying to survey the damage. Looks like part of the lift shaft is gone. And it looks like he's also injured.

Re-education centre

L4-O moves his leg so the docbot can access it better. "Hmmm," it muses, "a broken bone. "Normally, I'd go with splints, but we seem to be lacking them. This will have to suffice."

The docbot mixes up something else and injects it into L4-O's leg, causing it to become... rather stiff.

written by Lightning4 on Oct 11, 2010 00:55

"Huh. What was that?"

I test my leg out a little bit if the docbot allows me.

"Or am I cleared to know? Either way, thanks."

written by Speeder on Oct 11, 2010 03:03

I try to grab some random objects, trying to not smash them, to feel the manipulators behavior.

Then I go near Jam and Mango.

"Can you walk? Need help? I think I can carry you people if needed using the hands of the bot, or someone can latch on the back of the bot... Although I dunno the safety of that, considering what the bot did to the elevator shaft... I don't know it sufficiently yet."

written by Jam on Oct 11, 2010 12:37

"I don't think I'll be able to walk very far, I'll probably need some help..."

I try to drag myself closer to Massacrebot.

written by Gligar on Oct 11, 2010 16:06

Re-education centre

L4-O tries to move around a bit, and discovers that he can no longer move his leg. The pain from his previous injury is giving way to an intense tingling.

The docbot explains, "The mixture I have injected has immobilised your leg, similar to a splint. It has proven effective in allowing the leg to heal in 65% of recorded cases."

Lift hall (Q level)

Massacrebot clunks over to a piece of debris - part of a lift door - and tries to pick it up. It's kind of difficult to judge the force needed, though, when you can't actually feel what you're holding. It's easy, for example, to crush an item while picking it up. All too easy, as it appears.

As Jam-R puss himself towards Massacrebot, it picks up a couple more pieces of debris. Speed-Y seems to be a little more successful this time.

written by Speeder on Oct 11, 2010 16:43

When I figure how to not crack Jam, I pick him up carefully.

"Hold tight yourself in the metal, as you see it is not safe for me to hold you tight..."

Then I turn to Mango, obviously trying to not turn too fast, to not hurt Jam, inertia is evil.

"Need help there?"

written by Lightning4 on Oct 11, 2010 17:34

"Hm, 65%... well, I guess I have to take that. Thanks!"

"Perhaps we should go see what that noise was, it sounded close by. Might be someone else out there in need of medical attention"

I grab my crutch again and make my way for the door.

written by Mingamango181 on Oct 11, 2010 19:25

"I'm not sure yet."

I attempt to move my arms and legs, and if nothing really feels bad, try to stand up.

written by Jam on Oct 11, 2010 23:49

I grab on to the metal and hold it tightly.

If I seem to be about to be crushed or squeezed to death by the manipulator, I scream loudly, to alert Speed-Y.

written by Cryoburner on Oct 11, 2010 23:58

Seeing as I seem to have been left in the lab, I look around for any interesting devices or other equipment that may be around, careful not to examine them too carefully.

written by Gligar on Oct 12, 2010 00:57

Lift hall (Q level)

As Jam-O continues to crawl forward, he is scooped up in one of the mechanical manipulators of Massacrebot. It can grip... quite firmly, as it happens. And it's obvious that it could strengthen that grip by quite a bit.

But Jam-O doesn't seem to be overly distressed by it. He grabs the manipulator with his remaining hand, trying to make sure he doesn't fall out. Not that there's much of a danger of that.

When addressed, Mango-R tries moving his limbs. There's a dull pain running through much of his body, but there's a great deal of pain coming from his upper left arm. That must be where the break is.

Once certain that he's not going to fall over, he stands up.

Re-education centre

L4-O retrieves his crutch and returns to the corridor.

Lab Q7

Cryo-R decides to have a look around. A lot of the stuff here seems to be geared to making and tinkering with Massacrebot, and indeed, there are what appears to be early prototypes of parts of that bot.

written by Speeder on Oct 12, 2010 01:51

As I notice Mango can walk, I decide to not pick him up, to not risk him without necessity.

Then I start strolling toward the re-education centre.

"I must say that the explosion was quite awesome, I mean, I am sorry for hurting you two... But it was one of the most FUN things I ever saw, Alexei will never find his belongings... I wonder if the commies can run out of fuzzy hats... In fact this now made me wonder who is making the fuzzy hats,

if we found the source, we could stop the invasion dead on its tracks, we would not even need to actually retake the sector."

written by Mingamango181 on Oct 12, 2010 05:53

I walk after Massacrebot, taking small steps just to avoid breaking any more bones.

"I don't think I'll be able to use this effectively anymore, considering how well it hits with both hands..."

I decide to put my truncheon back into one of my pockets.

written by Jam on Oct 12, 2010 12:13

"Alexei? But..."

Oh, that reminds me, we met a commie on D level, and tricked him into telling us the name and whereabouts of their leader. He's Director Andrei, and he's somewhere in Central Subsector. Maybe at V level?

Why would destroying the fuzzy hats stop the invasion? Wouldn't it just make the commies not dizzy? It probably would make them even more dangerous..."

written by 4616599 on Oct 12, 2010 14:13

I poke out of the re-education centre, and notice the big Jam-O-carrying-warbot.

I whisper as they get closer "Only for a minority of them. On the contrary, the fuzzy hats seem to make them more susceptible and open to commie propaganda, despite how it is so badly inferior to Computer protocol! That guy there, with no fuzzy hat, can't seem to remember a thing! Even his name- apparently, it's Hans-R. He thinks."

written by Gligar on Oct 12, 2010 15:56

Lift hall (Q Level)

Massacrebot, with Mango-R in tow, starts walking back through, and down, Corridor Q1.

As they walk, Speed-Y and Jam-O talk about the fuzzy hats. Would stopping their production stop the communists dead? Perhaps not...

This continues as they cross through the warehouse and out onto Corridor Q2.

Corridor Q2

As Massacrebot approaches, Joris-O pokes his head out of the re-education centre and chimes in.

written by Speeder on Oct 12, 2010 16:24

"Hello Joris! You people found a Docbot? Jam and Mango are needing one... I needed to kill a commie, and indeed I did, but Jam and Mango got hurt in the process... fun process by the way, even the bot liked it."

I smile.

"You liked it Massacrebot?"

written by Lightning4 on Oct 12, 2010 20:40

I wave at the group.

“Hey! Do you guys have injuries? We have a docbot in the re-education center. My leg isn’t dragging around anymore!”

I knock on my solid leg then wince in pain.

“Still broken though...”

written by Jam on Oct 12, 2010 21:29

“Docbot!?! With a chainsaw? Ah! Speed-Y, let me down! The docbot’s gonna slice my head off, I know it will!”

I attempt to break free of Massacrebot’s grasp.

written by Gligar on Oct 13, 2010 01:49²³⁶

Corridor Q2

Massacrebot replies, “Yip!”

Jam-O realises there’s a docbot nearby, and tries to get free of Massacrebot’s manipulator.

written by Mingamango181 on Oct 13, 2010 09:46

“Guessing from Jam-O’s reaction, I think he’s not had a good experience with one.”

I think of my chances that the docbot will just snap my arm off. It’s not a pleasant thought.

“Maybe I’ll just improvise...”

I take the towel that I still have, and attempt to make a sling around my left arm.

written by Jam on Oct 13, 2010 11:57

“The last docbot I met decided to ‘treat’ me by cutting my hand off! Though, the only thing that worked on that docbot was the chainsaw...”

I struggle a bit more, then give up.

“Ask Lucas-R! He was there with me! He saw everything!”

written by Gligar on Oct 13, 2010 15:34

Re-education centre

Lucas-R perks up when he hears his name. The docbot also takes notice. “I assure you, citizen, I am not equipped with a chainsaw. It was removed for maintenance some time ago, and Technical Services has not yet returned it. Though I am sure I could improvise with something else should the need arise.”

It turns to Mango-R. “Hmmm, you may be doing that incorrectly. Allow me to assist.”

Lab Q7

Derek-G looks up from his terminal, and notices Cryo-R still here. “Was there something else you wanted, citizen?”

written by Speeder on Oct 13, 2010 16:57

“Massacrebot good boy!”

²³⁶ GLIGAR: (OOC: The post count is dropping off...)

Then I ask the Docbot.

“Where I put this person? I think he has some broken bones caused by explosion...”

written by Mingamango181 on Oct 13, 2010 19:47

“Oh. Um... thanks?”

I let the docbot assist with my broken arm.

written by Jam on Oct 13, 2010 22:39

“You don’t have a chainsaw? Oh, I guess it’s okay then... But I want you to tell me what your planning to do before you actually do it, okay? I’ve already lost my hand, I don’t want to lose anything else...”

written by Gligar on Oct 14, 2010 00:43

Re-education centre

“Place him on one of the chars, please,” the docbot answers. “I should have enough supplies to make up another dose of the solidifier mixture.” It then goes to help Mango-R with his sling. “See, citizen, you *need* to arrange it this way...”

Lab Q7

Derek-G stands up and approaches Cryo-R. “If there’s nothing else, please return to your team. Unless you want to commit more treason. And if so...” Derek-G produces a laser pistol from somewhere and points it at Cryo-R. “...I have all the evidence I need.”

written by Lightning4 on Oct 14, 2010 00:49

While everyone is being tended to, I shuffle my way back to the warehouse to check on Nukabot and the cargo.

“You okay in here? We should be along soon, I hope.”

written by 4616599 on Oct 14, 2010 01:40

I help Jam-O off Massacrebot if necessary. Also, I glance at Kristos-R. Wow, he sure seems to be spending time on that PDC!

written by Speeder on Oct 14, 2010 02:37

With help of Joris I place Jam on a chair, if needed I let Joris take him from the bot, to avoid... crushing stuff, specially living stuff.

written by Mingamango181 on Oct 14, 2010 07:36

“Ohhhh.”

I finish up with the sling.

“Well, at least I won’t shouldn’t get nearly as distracted by the pain than without this.”

I watch Jam-O as he is moved onto the chair. My attention moves back to Cryo-R. Or rather the lack of.

“How’s Cryo-R, by the way?”

written by Jam on Oct 14, 2010 11:56

I let Joris-O help me as I try to move to the chair.

written by Gligar on Oct 14, 2010 15:49

Re-education Centre

While Jam-O is being moved onto a chair, L4-O makes his way to the warehouse to check on Nukabot.

It comes to Joris-O's attention that Kristos-R hasn't looked up from his PDC for a while.

The docbot finishes up with Mango-R's sling and returns to Jam-O. It begins to mix some more of the mixture.

With nothing else to do, Mango-R looks around for Cryo-R... who isn't here.

Distribution Warehouse (Q Level)

Nukabot seems to notice L4-O return. It answers, "Hello, citizen! Nobody else has been in here, except for some walkerbot. Oh, and Jam-O and Mango-R came through not long ago."

The lift is notable by its absence.

written by Speeder on Oct 14, 2010 15:50

I look at the Docbot, then at Jam.

"Doc, he will survive?"

written by Jam on Oct 14, 2010 20:56

I look at whatever the docbot is mixing up.

"What is that?! It's not going to make my leg fall off, is it?"

I try to remain calm...

written by Lightning4 on Oct 14, 2010 21:35

I scratch my head.

"Huh. Where's the lift... I mean, I guess we don't need it anyway..."

I approach the hole and just slightly peek over the edge, to see if I can see where it is.

written by Gligar on Oct 15, 2010 00:10

Re-education centre

"His probability of survival depends in part on the location of the broken bone," the docbot answers. "Where exactly is the broken bone?"

"And to answer your question, this will immobilise your leg to allow for proper healing."

Lab 07

"Citizen, are you listening? Return to your team at once! That is an order!"

Distribution Warehouse (Q Level)

L4-O peeks down the lift shaft. The lift seems to a couple of levels below, and is heading down.

A loud squeal, as of a PA system experiencing momentary feedback, permeates the sector. This is followed by a voice saying, "Attention comrades! It is the end of the work cycle!

Lights will be deactivated in 15 minutecycles. Please report to your nearest People's Dormitory. That is all."

written by Lightning4 on Oct 15, 2010 04:46

The PA announcement seems to startle me. I jump back and whip out my laser pistol, pointing it around frantically before realizing there's nothing there.

"Bah. Wonder if I can find a good lightsource..."

I put my laser pistol away and go back towards the group, rummaging through my backpack for my torch. While doing so, I remember something else and quicken my pace.

I enter the Re-ed center and pull out the strange YELLOW slugthrower, intending to hand it to Speed.

"Seeing as how I'm not the proper clearance to use this, you should have it! I found it on one of the commies a while back. It's a rather strange slugthrower..."

written by Speeder on Oct 15, 2010 07:40

I ask the bot to open.

Then I take one of my hands out of it, and take the yellow slugthrower.

"Interesting... I never saw one of those before, at least not a real one, I thought it was only a movie thing... You know, one of these old movies, one of the few that have no traitorous content, and is at least partially watchable..."

I examine the... thing, stuff, yellow object.

Then I check to see if one of my rounds fit on it.

"Seemly it is rather limited in ammo capacity, but I wonder how powerful it is. Not that I need extra power, when I have this really, really cool bot that Derek-G invented."

written by 4616599 on Oct 15, 2010 10:14

"Hmmm. Reminds me of those Old Reckoning vidshows set in the medieval West too. Gosh, things sure were lawless without Friend Computer or authoritarian rule!"

Wait, what vidshows? I guess that brainscrub wasn't very effective, given how we hadn't the time to watch any shows during the mission.

written by Jam on Oct 15, 2010 11:57

"Wait... Why does my leg need to be immobilized? Are you sure it's even broken? The pain seems to be coming from around here."

I point to whatever part of me hurts most.

I look over as L4-O mentions the strange slugthrower.

"Wait, let me see it! I've been looking for a very old slugthrower that was stolen from the Museum of Troubleshooting!"

I look at the slugthrower. Does it resemble the 'revolver' that was stolen?

written by Gligar on Oct 15, 2010 16:16

Distribution Warehouse (Q level)

Initially startled, L4-O looks around for the source of the announcement before realising it's the PA. He heads back to the others, fishing out his torch as he does.

Then he remembers something.

Re-education centre

L4-O enters, with the strange slugthrower in hand, and offers it to Speed-Y. The YELLOW attempts to open Massacrebot to take the weapon, but discovers that the bot apparently wants attention, as it doesn't open.

Speed-Y does get to see the weapon, though. It looks to be a single-shot weapon. It looks like ammunition is to be loaded in a cylindrical device in front of the cocking lever. It doesn't look like it could hold more than six slugs.

Joris-O also seems interested. He is reminded of something. I have one question: where did he get access to Old Reckoning vidshows?

Jam-O initially doesn't notice L4-O come in, as he's dealing with the docbot. Why did the docbot mention his leg, when it's clearly a rib that's broken? No matter.

The docbot is about finished mixing up its concoction and prepares to inject it.

Jam-O then notices L4-O's strange slugthrower. It looks very similar to the 'revolvers' in the museum, but this one seems to have been made a little more recently.

written by Jam on Oct 15, 2010 21:33

I turn my attention back to the docbot.

"Wait, wait! Where are you planning on sticking that needle? You do know that it's my rib that's broken, not my leg?"

written by Mingamango181 on Oct 15, 2010 22:59

"Powerful as the bot is, it seems a bit stubborn."

I look at Massacrebot.

"I think Speed-Y may have been thinking more about the explosion, when deciding to blow up a whole lot of the lift hall. He kind of ended up injuring Jam-O and myself. And he destroyed a lot of the lift hall, and 2 lifts, I think."

written by Lightning4 on Oct 16, 2010 00:54

"Anyway, did you guys hear that? Sounds like we might need some light sources... I hope Nukabot has headlights."

My conversation returns to the slugthrower.

"I dunno if we even have ammo for it. Not that anyone but you can use it... I don't think that YELLOW clearance applies to team-members *using* YELLOW stuff, just going onto it..."

"I guess I can just keep it safe in my backpack? Don't want it falling into commie hands again."

I put it back into my backpack.

written by Gligar on Oct 16, 2010 01:07

Re-education centre

"Nonsense, ci-citizen. It is clearly-ly your leg." The docbot injects whatever it is into Jam-O's leg. Almost instantly, the leg becomes stiff.

Meanwhile, Massacrebot finally decided to open up.

L4-O has a point about lights... they'll be going off soon. Does everyone have a light source?

Also, there's the matter of the slugthrower. L4-O decides to take care of it for now.

written by Mingamango181 on Oct 16, 2010 01:16

"Light? Well, I think my PDC can give off light. Maybe this Com 1 Unit can, but I don't think so."

I try to turn off the Com 1 Unit, then go back to my PDC, and see if there is a brightness setting. If there is, I try to turn it up.

written by Jam on Oct 16, 2010 02:28

"Hey! What are you doing?!"

I back away from the docbot and start yelling.

"Why did you inject that into my leg! It's my rib that's broken, not my leg!"

I pause for a few secondcycles, replaying the docbot's words in my head. Then I take my laser rifle and point it at the docbot.

"You stuttered! Normal bots don't stutter. You've been tampered with! Don't come any closer, or I'll blast your bot-brains out!"

I back away more, keeping my laser rifle carefully aimed at the docbot. If the docbot tries attacking me (perhaps with the excuse it is trying to 'treat' me), I shoot at it.

written by Speeder on Oct 16, 2010 06:52

"Massacrebot, good boy! I shall give you something... Dunno what... Maybe explode more stuff later. Or do some other interesting ways to kill a commie..."

Then I look to L4 and say.

"Hum... Ok, it is not that I can use it right now..."

Then I think a bit.

"Massacrebot, do you have headlights? Nukabot probably does, but the more, the better... Maybe we can make the commies go blind, or scare them to death..."

I grin, clearly is the grin of someone with a clever and evil idea.

"Massacrebot, close again, I need to see in the HUD all systems installed that I can use to intimidate... Headlights included."

written by Lightning4 on Oct 16, 2010 09:06

I shrug and take out the slugthrower again, and hand it to Speed before Massacrebot closes back up.

"I have a torch here too, but... the batteries are kind of weak, and I dunno if I can connect it to anything."

I take it out and examine it a bit for any connections... maybe I can link it to Nukabot's power supply or something!

written by 4616599 on Oct 16, 2010 12:54

I notice Jam-O's docbot accusations, and as a precautionary measure I hide myself, behind the docbot.

written by Gligar on Oct 16, 2010 15:54

Re-education centre

Mango-R fiddles with his PDC. Apparently, there's no brightness setting, it's just really bright.

Kristos-R continues fiddling with his own PDC. He seems to be smiling.

L4-O pulls out the slugthrower again and hands it to Speed-Y before the bot closes up again. That sorted, Speed-Y pulls up a list on the bot's HUD, which includes the weapons and yes, a lamp. The sound system isn't included, though. Presumably, Massacrebot doesn't have the XtraLoud™ speaker system installed.

Jam-O is more concerned with the docbot. It continues to advance, apparently wanting to inject more of the stuff into Jam-O. Probably into his other leg.

But it doesn't get that far. Jam-O has had enough. Lifting his laser rifle, he shoots.

And somehow manages to miss from almost point blank range.

John-R, on the other hand, does not. Narrowly missing Joris-O, he scores a hit on one of the docbot's wheels, causing it to jerk to a halt.

L4-O does his best to ignore all this by examining his torch. (Well, someone's got to do the examining thing. Where is Cryo-R, anyway?) He notices that the battery contacts are on the inside, accessible by simply opening the battery compartment.

written by Speeder on Oct 16, 2010 17:05

I finally notice the commotion with the Docbot.

"Hello docbot, can you please reboot and reload your read-only disc to your main memory? Also, before doing that, report the last time you was accessed externally."

written by 4616599 on Oct 16, 2010 17:16²³⁷

The laser shot from John-R startles me.

'Wait, why am I hiding behind that docbot?' I think. After seeing the docbot attempt to inject Jam-O again, I blast it in one of its manipulators, then retreat back.

²³⁷ 4616599: Note: I meant 'hide myself behind **Massacrebot**' up there, but don't we just love typos? 😊

written by Jam on Oct 16, 2010 19:10

I continue backing away from the docbot.

"No! Don't come any closer! I feel better now! I don't need any more treatment!"

written by Gligar on Oct 17, 2010 00:31

Lab Q7

"Fine," Derek-G says. "Since you refuse to follow my orders, I have no choice." He aims, carefully, and shoots.

I'm not sure where on Cryo-R he was aiming, but the laser blast has pierced Cryo-R's hand.

"Now... **LEAVE.**

"Unless, of course, you want to become a... test subject?"

Re-education centre

The docbot refuses to co-operate. "*Bzzt* Access denied without proper authorisation code."

Shortly after, a laser shot is heard from the lab.

Joris-O reacts, but not to that laser shot. He suddenly realises that he picked the wrong bot to hide behind, backs away from the docbot, and fires his blaster, shooting off the manipulator holding the needle.

Jam-O also retreats. But he's more interested in just getting away. The slight problem is that he's run out of chair, promptly falling to the floor.

written by Speeder on Oct 17, 2010 00:47

I instead of shooting, I advance toward the docbot, and put a foot on it.

"Report the last access or I will flatten you."

written by Mingamango181 on Oct 17, 2010 02:27

I try to ignore the scene with the docbot. And I try speaking to the others.

"Does no one really care about Cryo-R? Because he's taking quite a while to come back..."

I go over to the door.

"Any objections with me looking for Cryo-R?"

written by Jam on Oct 17, 2010 14:43

I look at the docbot, who seems to be missing a manipulator, and also seems to be lying underneath Massacrebot's foot. Feeling a bit more safe, I try to climb back onto the chair.

"The docbot wanted an authorization code? How about 'Stalin'? Docbot, please report your last external access, authorization code S-T-A-L-I-N"

written by Gligar on Oct 17, 2010 15:31

Re-education centre

Speed-Y decides to test another piece of Massacrebot: it's foot. Specifically, can it crush another bot, like, say, a docbot? Well, it's kind of difficult to get Massacrebot's leg

into the right position, and it involves knocking the docbot over, but it... might well be possible.

The docbot remains silent.

Jam-O decides to check the docbot's loyalties in another way. Will it accept the name of the communist virus?

"*Bzzt* Access denied."

Apparently not.

Mango-R is more concerned about Cryo-R... where did he get to? Is he suffering from a relapse, and is caught up in examining yet another light fixture? Mango-R wants to go and find out.

written by Speeder on Oct 17, 2010 15:52

After some more peering in the bot, I say.

"Ok, Mango, go find Cryo and Derek, tell Derek that we have a faulty Docbot, and that maybe he can hack it somehow... Or verify the loyalty of the bot."

written by Jam on Oct 17, 2010 17:14

I try to determine what part of my leg is stiff.

After that, I decide to search for the syringe. Maybe I can inject the rest of its contents into my rib...

If I happen to find any laser pistol barrels lying around, I greedily take them and add them to my collection.

written by Mingamango181 on Oct 17, 2010 19:30

"Right then."

I leave the re-education centre, and enter the door at the end of the corridor.

written by Lightning4 on Oct 17, 2010 20:26

"So weird. I thought he was fine when he was working on me and that nearly dead guy in the re-education center."

"Maybe a time delay virus or something?"

I shrug and take out my torch and start fiddling with the batteries.

I start looking for things I can either charge the batteries with, or replace the batteries with, including any laser pistol barrels in my search.

written by Gligar on Oct 18, 2010 00:52

Re-education centre

Mango-R heads out.

Jam-O inspects his leg. The stiffness seems to affect the area around the knee. There's no telling how long it will last.

He then looks round, and finds the bot's severed manipulator, still clutching the syringe, and tries to pry out the syringe. It seems that severed bot manipulators lock in position or something.

While he's doing that, L4-O makes a suggestion, then fiddles with his torch. Perhaps he could recharge or replace the

batteries? Well, possibly, if there was a recharger, or some batteries, around here...

His attention turns to the ORANGE laser barrels in one of the boxes lugged in here by Joris-O. Could one be adapted? Hmm, probably not...

But he doesn't get much of a time to think about them, since Jam-O suddenly pounces on them, ignoring his stiff leg. He stuffs about ten into his pockets, despite all the junk that's already in there (amongst which are eight RED barrels) 😊

Lab Q7

Mango-R opens the door to the lab, to find Cryo-R on the floor, with a fresh laser wound on one of his hands. Derek-G is pointing a laser pistol at him.

He notices Mango-R. "What now?"

written by Mingamango181 on Oct 18, 2010 05:01

"Well... I was told to give a message. There's a faulty docbot in the re-education centre, and I'm supposed to get Cryo-R..."

I look at Cryo-R, and then back to Derek-G.

"I suppose I'll have to pick him up then... if you don't mind."

written by Speeder on Oct 18, 2010 06:58²³⁸

I just keep myself where I was, waiting for Mango return.

written by Lightning4 on Oct 18, 2010 08:51

I start hunting around for a recharger.

I start by looking around the room, and should I not find it, I leave and continue my search outside in the corridor and a few of the nearby rooms.

written by Jam on Oct 18, 2010 12:29

I take one of my nice shiny ORANGE laser pistol barrels and fit it to my laser pistol.

...oh wait. I don't have a laser pistol...

"Hey, does anyone want a laser rifle and a spare barrel, in exchange for a laser pistol body (and maybe some barrels too)?"

written by Gligar on Oct 18, 2010 15:24

Lab Q7

"Yes. Take him. He is refusing to listen to me. And then I suggest that you get moving. I suspect that the sector will be crawling with PRPF before long.

"Oh, and the docbot is faulty? Leave it here, I'll deal with it."

Re-education centre

The docbot turns its wheels, trying to escape from under Massacrebot.

²³⁸ SPEEDER: (ooc: if someone interact with me before the next turn and I see it, I may respond...)

L4-O looks for a battery charger.

Jam-O goes to fit an ORANGE barrel to his laser. Does anyone want to trade for a laser rifle?

L4-O eventually finds a charger in the controlling terminal's desk.

And then... the lights go out.

written by Speeder on Oct 18, 2010 15:48

I turn on the Massacrebot headlights, taking care of doing that away from anyone's face, since I don't know how strong it is.

I then say to the docbot.

"Anyway, there are a GREEN citizen with skills to do maintenance on you on this level, don't leave, and don't attack him, otherwise I will return later to smash you to little bits, and leave you smashed, I am sure you don't want to live the rest of your eternal life smashed."

I step on the ground again.

written by Lightning4 on Oct 18, 2010 17:34

In the now-possibly-not-darkness I start charging the batteries for the torch. I look to see if there's room for my blaster's power pack too.

written by Mingamango181 on Oct 18, 2010 19:40

"Okay, but I think the others are holding the docbot down. It's in the re-education centre. I'm not sure how dangerous it is."

I pull out my PDC to shine the light, clipping it to the front of my jumpsuit if it is possible. Then I attempt to pick Cryo-R up, and carry him out.

written by Jam on Oct 18, 2010 22:35

I panic for a few secondcycles when the lights go out. Then I remember that someclone had said something earlier about lights and stuff. I was kind of busy getting attacked by a docbot, so I didn't really listen very closely.

I look toward where I last saw the others, and continue trying to convince one of them to give me a laser pistol.

"Anyone? L4-O? Joris-O? John-R? Lucas-R? A laser rifle is just like a laser pistol, except it is more powerful. And a laser rifle is meant to be used with two hands. So it's rather hard me to use it, having only one hand..."

written by Gligar on Oct 19, 2010 00:21

Re-education centre

Ah, there we go! Light. From several places: a couple of clones are using their PDCs, and Massacrebot is lighting things up... rather harshly, actually. But it's better than no light, right?

The docbot continues spinning its wheels.

L4-O is momentarily dazzled by the sudden flood of light from Massacrebot, and drops the battery he was fitting

into the charger. It falls to the floor and rolls under the desk.

Jam-R briefly panics. I think the team needs a happiness officer or something. Where did the first aid kits go?

But he recovers. He really wants a laser pistol... why doesn't anyone want his nice shiny laser rifle?

For a moment, no-one answers. Then John-R says, "You can have mine."

Lab Q7

More light! Well, only a couple of PDCs, but still.

Mango-R discovers that his PDC won't clip onto his jumpsuit. Ah well. Onto other matters, like dragging Cryo-R back to the corridor... wow, he's heavy.

written by Lightning4 on Oct 19, 2010 00:39

"Waugh! Bright light!"

I stumble around trying to regather my bearings.

My eyes still having the afterimages of the bright light, I fumble around under the desk trying to retrieve the battery.

If I succeed I get up and place it back into the charger... second time is the charm?

written by 4616599 on Oct 19, 2010 01:13

I recoil from the sudden light. "Wow! Brightness!"

"You know, this could be a useful time for a raid. Raid them and confuse them before they raid us, I say." I pull out the Com 1. "Comrade, this is clone from Epsilon subsector P Level! Is needlink info! Was heading for dormitory when lights went out- our glorious lighting program is very sudden, no? Anyway, where is the nearest dormitory?"

written by Jam on Oct 19, 2010 01:56

I blink a few times, and shield my eyes from the bright light.

Then I whisper to John-R, quietly enough that whoever Joris-O is talking to won't be able to hear.

"Ah, John-R, good! Thanks!"

I take the laser pistol, and put it in one of my pockets. Then I take out the laser rifle and the unused laser rifle barrel, and offer them to him.

"Here's the laser rifle. And take this spare barrel too, just in case you run out of shots."

After John-R takes the rifle and barrel, I immediately reach into my pocket and take out the laser pistol. With a huge grin on my face, I remove and pocket the RED barrel, and excitedly replace it with a brand new extra shiny super special Friend Computer approved ORANGE barrel! Ah, how I missed the secure feeling of having a laser pistol in my hand!

I try to run across the room, waving the laser pistol and pretending to shoot invisible commies. I realize too late that it's very difficult to run with a immoveable leg, and

end up just leaping out of my chair and flopping onto the ground. I lay there for a while, thinking about how difficult it will be to run at commies with a immoveable leg. And my rib is still broken, how am I going to get that fixed?

After a while, I stand up and try to practice walking with my frozen leg.

written by Gligar on Oct 19, 2010 15:59

Re-education centre

Though still dazzled, L4-O manages to retrieve the wayward battery. His vision clears enough to be able to locate the charger and insert the batteries. While he's at it, he has a look at his blaster's power pack. Hmm... looks possible, but not with the batteries in there as well.

Joris-O has an idea, and sends a message over the Com. "A patrol will find you, comrade," is the reply. "Wait to be picked up."

John-R exchanges his laser pistol for the laser rifle. Jam-O grins. Much better. Especially with an ORANGE barrel replacing the partly-used RED one.

He tries to get off the chair and run around in glee, but only manages to fall flat on his face due to his stiffened leg. This manages to aggravate his broken rib. How can he fix that... oh yes! The manipulator with the syringe...

Once the pain subsides, he gets up and tries to walk around. It takes a bit of getting used to.

written by Mingamango181 on Oct 19, 2010 19:25

I try to continue dragging Cryo-R, with one hand on the PDC, the other hand on Cryo-R's shoulder. I try to move out into the corridor quickly, trying not to think about Derek-G shooting me with that laser pistol.

written by Lightning4 on Oct 19, 2010 21:54

I idly contemplate how long it takes for the batteries to charge. I stare at the charger, hoping to disprove the theory that a watched battery never charges. Or something like that.

written by Speeder on Oct 19, 2010 22:29

After a while I say.

"Shall we proceed to level V?"

written by Jam on Oct 19, 2010 23:23

I search for the manipulator. If I find it, I try to separate it from the syringe. (Of course, this is extremely difficult to do with only one hand, especially when that hand is also tightly gripping a laser pistol)

If I somehow manage to successfully separate the syringe from the manipulator, I put the syringe in a pocket. Otherwise, if I can't separate them, I just try to fit both in my pockets.

When Speed-Y speaks, I look up at him.

"Okay. We need to get to Central Subsector too, right? I wonder if there is a map somewhere we can use..."

written by Gligar on Oct 20, 2010 00:58

Lab Q7

Mango-R keeps trying. This time, he's able to drag Cryo-R out into the corridor. It looks empty.

Re-education centre

L4-O watches the charger. A RED light appeared not long after he inserted the batteries, and is now blinking slowly.

Jam-O finds the manipulator, and, again, tries to free the syringe. It's still in too tight to move, so he stuffs the whole thing into a pocket.

written by Jam on Oct 20, 2010 02:27

I practice walking around the room a bit more. As I pass by L4-O, I notice him staring at a little blinking RED light... Strange...

Wait, do I hear noises out in the corridor?

I poke my head out the door to investigate, and see Mango-R dragging an apparently dead body somewhere.

"Ohhh, a dead body! Can I help?"

Wait, why am I asking permission... I'm higher clearance, of course I can help!

I walk up to Mango-R and assist him in dragging the dead body somewhere. At least, I hope it's dead... Those broken legs look awfully painful...

"Right, hide the evidence so the commies don't get suspicious seeing dead bodies lying around. Okay, where are we going to dispose of the body at? Hide it in some dark corner? Find a scrubot to 'clean' it up? Or maybe we should just bring it to the incinerator room?"

written by Speeder on Oct 20, 2010 03:50

I get curious and ask the Massacrebot to analyze the dead body.

written by Mingamango181 on Oct 20, 2010 05:35

I have a feeling that the docbot did more than just freeze Jam-O's leg. So I answer, "It's Cryo-R. Someone shot him in the hand. I think he's alive, though I can't really tell..."

I continue with my efforts to move Cryo-R to the re-education centre.

written by Lightning4 on Oct 20, 2010 17:35

I get distracted by the awesome that is the Massacrebot. It's hard to see it from my position, due to the bright lights coming from it, but I think I can make out some of the details as it moves away.

Unless of course it moves outside, then the light is gone, and my eyes will have... fun... adjusting to the dark again.

I turn towards the charger again.

written by Gligar on Oct 20, 2010 20:52²³⁹

Re-education centre

Jam-O continues walking round with his stiff leg. As he does, he hears some noises and investigates.

Corridor Q2

He sees Mango-R approaching the re-education centre while dragging what seems to be a dead body... but it's just Cryo-R. He goes to help.

As they reach the centre the door opens. It's Massacrebot. Looks like it was about to exit. Behind it, L4-O is taking another look at it. He notes that the bot seems to be fitted with concussion armour.

Massacrebot's HUD lights up with a targeting reticule. Near it, a notation that a valid ME card was found on the "body": that of Cryo-R. The HUD also indicates that the target is alive. A moment later, the reticule disappears. Presumably, Cryo-R is not a viable target, under whatever algorithm the bot is using,

Re-education centre

L4-O keeps looking at Massacrebot. Besides the armour, he also notes that there seems to be mounting points for more weapons.

written by Jam on Oct 20, 2010 22:14

"Oh, it's Cryo-R! I didn't recognize him at first. But why are we dragging him? Can't he walk by himself?"

written by Lightning4 on Oct 20, 2010 23:44

I notice the room getting darker as Massacrebot steps out into the corridor.

My eyes now have a hard time adjusting... I try to find the charger again to check the progress.

written by Gligar on Oct 21, 2010 01:10

Re-education centre

L4-O tries to find the charger in the dark. Well, there's a blinking RED light where the charger should be. It's blinking a lot faster than before.

written by 4616599 on Oct 21, 2010 15:06

"Well, I suppose we could proceed to V level. It'd be better to use the darkness as cover if the commies are too numerous there."

I notice that Cryo-R seems to have gone inert perhaps on purpose and prod him with a bell from my backpack.

written by Gligar on Oct 21, 2010 15:20

Corridor Q2

Jam-O and Mango-R continue to try and move Cryo-R into the re-education centre, but encounter a blockage in the form of Massacrebot.

Joris-O somehow squeezes past the bot and pokes Cryo-R with a bell.

written by Cryoburner on Oct 21, 2010 18:07

BING

"Ah! What was that!? I seem to have blanked out! Now it is dark, my hand has been poked, and I am being manhandled by bell-wielding assailants!"

written by Speeder on Oct 21, 2010 20:19²⁴⁰

I resume moving, trying to not step into anyone.

written by Jam on Oct 21, 2010 20:20

"Ah! You're awake? Are you okay? It's nightcycle now, you must have been out for quite a while."

I set Cryo-R down.

"Do you think you can walk?"

written by Lightning4 on Oct 21, 2010 21:10

I yawn, and look away from the charger in hopes that it suddenly becomes done when I look back.

I look back excitedly.

written by Gligar on Oct 22, 2010 00:37

Corridor Q2

Oh hey! Cryo-R has stopped being inert! He seems to have noticed the most important points... except for that big bot over there...

Speaking of the bot, it has now moved into the corridor. Behind it, Lucas-R looks out, holding up his PDC for light.

Re-education centre

Kristos-R is still engrossed in his PDC.

L4-O is still waiting for the charger to finish. He looks away for a moment. When he looks back, the blinking light is blinking *even faster*, and is almost constantly on.

written by Cryoburner on Oct 22, 2010 02:26

"Do I look okay? I have apparently been poked. Multiple times, in fact."

"Hmm... the lighting in here seems somehow inadequate."

So inadequate that one might not notice a sizable bot, or even a large metallic kitty that they had previously seen and petted? It is possible.

²³⁹ GLIGAR: (OOC: *pokes Cryo*)

²⁴⁰ SPEEDER: (OOC: I just noticed that my six attempts to post yesterday all failed... also to make things worse, after all those attempts, my internet died :/ I hate radio internet).

written by Lightning4 on Oct 22, 2010 07:27 *Corridor Q2*

"Come on... come on... so close!"

I continue staring at the blinking light. Should it finish, I retrieve my battery and put it back into the torch, and test it.

I am about to retrieve my blaster, but realize perhaps we have no time. Instead I make my way out and catch up to the group, (hopefully) lit torch in hand.

written by Speeder on Oct 22, 2010 07:29

I continue my way.

Whatever way it is.

written by Jam on Oct 22, 2010 11:59

I check Cryo-R to make sure he is okay.

written by Gligar on Oct 22, 2010 15:16

Corridor Q2

Massacrebot walks down the corridor for a moment, then stops and growls. Its audio sensors have picked up something.

Cryo-R doesn't seem to have noticed Massacrebot, despite the fact that it's not exactly silent. He's more interested in the lack of lighting. Is anyone surprised?

Jam-O checks Cryo-R over, and finds that he has a new laser wound to his hand.

Re-education centre

The charger's light appears to come on fully. This is followed by a brief phut and the smell of burnt electronics.

L4-O grabs his batteries and checks them out. They seem to be working nicely in his torch. He walks off after Massacrebot, followed by John-R.

Corridor Q2

So that means that everyone is in the corridor except Kristos-R.

written by 4616599 on Oct 22, 2010 18:26

"Kristos-R!" I try poking him with the bell too.

"Think he'll be safe here?"

written by Jam on Oct 22, 2010 23:58

I follow Massacrebot.

"Uh oh... Why is it growling? Are there commies nearby?"

I aim my laser pistol at any nearby doors.

written by Gligar on Oct 23, 2010 00:29

Re-education centre

Kristos-R doesn't seem to respond to being "poked".

Massacrebot's HUD lights up with a message about possible hostiles, but there's no confirmed reading.

From the north, there is the sound of clones marching, and some indistinct speech. This is shortly followed by electric motors firing up, and a crunch, as of something metallic being forced through a clone's head. Then, slugshots.

Shouts are heard. They aren't in a language that's commonly used in Alpha Complex...

written by Lightning4 on Oct 23, 2010 01:29

I come up behind with lit torch in hand, but turn it off when I get to Massacrebot and its ridiculously bright lights.

I take out my laser pistol and move quickly down the corridor.

"NUKABOT!"

written by Jam on Oct 23, 2010 01:33

"Hmm... That sounds like fighting..."

I look up at Speed-Y, or, if I can't see him, at Massacrebot.

"Maybe, sir, we should investigate. There could be clones there that are still loyal, and are fighting against the commies. We should assist them..."

written by Speeder on Oct 23, 2010 07:02

As Jam speaks I start to rush forward.

"Nukabot!!! My friend!!!"

written by 4616599 on Oct 23, 2010 09:09

"Oh commie rats. Guess it's not safe for you to come along then...sorry 'bout this." I quickly shove Kristos-R into an indistinct corner of the room, and try to hide him by throwing the box of Replacement Pen Request Forms over him.

I then get into position, blaster out into the corridor.

written by Gligar on Oct 23, 2010 15:31

Re-education centre

Joris-O re-enters, and does his best to cover Kristos-R with forms before leaving again. The result looks like a clone-shaped thing covered in forms.

Corridor Q2

L4-O hears the shouts, comes to a quick decision, and charges.

He's followed by the still-growling Massacrebot and John-R. Joris-O also gets into position. Lucas-R stays back with the rest.

Slugshots continue to be heard from the north.

Distribution warehouse (Q level)

It looks as though a PRPF patrol was marching through here. Nukabot must have decided to attack them and has impaled two of them on its forks. The remainder of the

patrol are now concentrating their slugfire on the bot. One slug has shattered one of the bot's lights – the one that's already been repaired once. The other light is on.

written by Speeder on Oct 23, 2010 16:18

As soon as I get to the warehouse, I ask the bot to growl in the most menacing way it can, then I flicker the lights, and stomp the ground as I walk toward the commies.

written by Jam on Oct 23, 2010 21:00

I suddenly realize what is happening.

"Nukabot!"

I walk forward as fast as I can.

"Get away from him!"

I shoot at the nearest commie with my new laser pistol.

"DIE!!"

written by Lightning4 on Oct 23, 2010 22:11

I join in shooting with my laser pistol too... hoping it has enough shots before the squeal-boom.

written by Mingamango181 on Oct 23, 2010 23:42

I hold back, and attempt to pull Cryo-R to his feet, if he's not already standing. Then I attempt to place the PDC on my broken arm inside the sling. I pull out the truncheon.

"Who knows? Someone could be trying to ambush us, for all we know..."

written by Gligar on Oct 24, 2010 00:21

Distribution Warehouse (Q level)

Massacrebot arrives, growling and stomping loudly.

The contrast of a big bot stomping and clanking combined with the petbot-like growling gets the attention of the communists. A couple of them start laughing. But at least they're not shooting.

Which is good for L4-O and Jam-O, who begin shooting. And for Nukabot, who gets a break from being shot at.

Jam-O's shot hits its mark. One of the laughing communists recoils as the beam hits his leg.

L4-O is less lucky, as his shot ends up hitting somewhere in the lift shaft.

John-R enters, a little late, and also shoots, with his new laser rifle. Wow, nice shot! A communist is shot right in the head! Which promptly explodes.

Corridor Q2

Mango-R attempts to pull Cryo-R to his feet. Of course, Cryo-R's various injuries prevent this.

Instead, he puts his PDC in his sling and gets ready for combat.

written by Speeder on Oct 24, 2010 01:03

"Ok Massacrebot, continue sounding really angry... you are angry, aren't you?"

I attempt to switch to some anti-personal bullets, and then I shoot commies.

written by Lightning4 on Oct 24, 2010 01:51

"Wow! Impressive shot John!"

I step to the side to give Massacrebot room to fire, while shooting my own laser pistol at the remaining communists.

written by Jam on Oct 24, 2010 03:13

I smile at John-R.

"See, the laser rifle is much more effective in your hands. Nice shot! "

I aim at the communist that I shot in the leg, and fire, hoping to hit his head next.

written by Cryoburner on Oct 24, 2010 03:48

"Arr... I think it should be pretty obvious that I can't walk. I'll just stay down here and guard the floor."

"In the dark..."

written by Mingamango181 on Oct 24, 2010 08:48

"Fine. But be careful."

I set down Cryo-R, and keep looking cautiously around.

written by Gligar on Oct 24, 2010 15:44

Distribution Warehouse (Q level)

Massacrebot keeps growling. Its HUD starts sprouting targeting reticules.

Other clones keep firing. Let's see...

L4-O seems to be having problems with his laser pistol, since it refuses to fire for some reason.

A communist shoots, but seemingly not at anything in particular.

Jam-O pulls off a Nice Shot™, hitting his communist right where he wanted, causing the head to explode.

Another communist shoots. His slug clips Nukabot's left fork, leaving a dent.

John-R shoots again, but discovers that his communist is wearing reflec. His shot leaves a burn mark, but at least the communist flinched. So it must have done something

A third communist gets in on the action, and shoots at Massacrebot, even managing to hit the leg. The bot registers the hit on its HUD, but notes that there's little damage. Isn't armour great?

Corridor Q2

Cryo-R asks to not be carried. Apparently, he just wants to "guard the floor".

“But what about the mission?” asks Lucas-R. Is he abandoning it (again)? And why is Mango-R going along with it?

written by Cryoburner on Oct 24, 2010 16:50

“Oh, don’t worry. As far as I can tell, there should be floor throughout most of the mission. I can guard it wherever we go. You wouldn’t want someone stealing the floor out from beneath us, now would you? We need it to keep from falling.”

written by 4616599 on Oct 24, 2010 16:57

I start off down the corridor, head partially down behind my kevlar shield. I enter the fight a bit more discreetly, poking out from behind Massacrebot and blasting at the nearest commie.

written by Speeder on Oct 24, 2010 17:01

“DOOOON’T SHOOT MY FORKLIFT FRIEND!!!”

I aim to make the most cruel shooting I can, instead of hitting heads I aim to hit limbs and crotch of commies.

Kneecaps...

written by Lightning4 on Oct 24, 2010 22:34

I continue attempting to fire my laser pistol... wait. It’s not firing?

“Vatcrap!”

I take out the barrel and toss it into the crowd of commies, then duck back into the corridor so I can search myself for more laser pistol barrels.

written by Jam on Oct 24, 2010 23:43

“YOU SHOT NUKABOT YOU COMMIE VATSLIME!! DIE!”

I shoot at the communist that hit Nukabot, aiming for the head.

I look over and notice that L4-O seems to be having problems with his laser pistol. I offer one of my spare laser pistol barrels.

written by Gligar on Oct 25, 2010 00:31

Corridor Q2

Joris-O makes his move. Ignoring Cryo-R, who continues to “guard the floor”, he heads down the corridor and enters the fray.

Distribution warehouse (Q level)

Making a dash for Massacrebot, he narrowly avoids being hit by a communist. The slug continues through the door to the corridor, and impacts the wall.

He then pops out and fires. He ends up hitting the communist with the reflex, who then clutches his chest and collapses with a brief scream. He’s not dead yet, though.

There are three left. One aims at John-R and pulls his trigger, but nothing happens. From his expression and the sudden outburst, I’m going to guess that it’s jammed.

Speed-Y takes the opportunity to test out Massacrebot’s weapons again. Aiming the heavy slugthrower, he fires.

It seems that it’s in burst-fire mode. Three slugs are fired in rapid succession. The first two impact the same communist, and even the same kneecap, within a centimetre of each other, causing him to collapse backwards onto another communist. The third seems to hit the ceiling.

The second communist tries to push the first out of his line of fire, but ends up shooting him instead. Heh.

This is a good thing for L4-O. He decides to just get rid of the barrel after his mishap, before ducking back through the door.

As he checks for a spare barrel, Jam-O continues firing. As it turns out, his target is the remaining communist, who seems to be trying to fade into the darkness. This makes it difficult to get a shot off. He tries it anyway, and misses by a wide margin.

As L4-O finishes going through his stuff (and finding the partly-used barrel from earlier), Jam-O offers him a fresh barrel.

written by Speeder on Oct 25, 2010 02:08

“Who is laughing now? Ha Ha Ha Ha! I am the dark wings that will carry you to HEL, I am THE CAPITALIST MASSACRE! DIE BY THE HANDS OF MY VERY EXPENSIVE MACHINE!!!”

written by Jam on Oct 25, 2010 02:18

I place the barrel on the ground next to L4-O. Then I look angrily at the commie that shot Nukabot.

“Trying to run away like a coward? YOU CAN’T HIDE! THE COMPUTER SEES ALL!”

I aim into the darkness where I think the commie is, and fire.

“COMMIE SCUM!! DIE!!”

written by Kristos on Oct 25, 2010 04:37

I dream of lemonade and pulled pork sandwiches. Wherever I am.

written by Lightning4 on Oct 25, 2010 09:04

“Oh, thanks!” I take the fresh barrel from Jam and put it away, fastening the partly used one into my pistol first.

“YES, DIE!”

I start firing again.

written by Gligar on Oct 25, 2010 16:13

Distribution warehouse (Q level)

Speed-Y tries a more direct approach to his scare tactics. It seems that he’s better at it than Massacrebot, since his attempt causes the remaining visible communist to drop his slugthrower and back away.

L4-O picks up the new barrel, but decides to use his other one for now. He and Jam-O continue firing.

Two ORANGE laser pistol blasts hit two locations, both of them fleshy. The visible communist collapses to the ground on top of the other one he shot earlier. The one in the shadows falls forward, with sparks shooting out of a gaping hole in his head.

Re-education centre

It seems that Kristos-R has fallen asleep.

From what I'm reading here, allowing him to fall into the wrong hands would be treason.

written by Cryoburner on Oct 25, 2010 18:42

I notice what appears to be someone getting smothered by a pile of replacement pen request forms in an adjacent room, with the light from their PDC glowing from within.

"I'll save you! Just hold on!"

After crawling into the room, I pull a pen from my backpack and begin filling out the forms, placing each in a neat stack as it is completed.

written by Speeder on Oct 25, 2010 19:03²⁴¹

I become really happy, and go check Nukabot, with HUD analyzing and all!

written by Mingamango181 on Oct 25, 2010 19:26

"Cryo-R? What are you doing? Where are you going?"

Not knowing which direction he crawled in, I head towards the Distribution Warehouse, or where I think it is.

"You coming?" I call to Lucas-R.

written by Jam on Oct 25, 2010 21:31

"Ah! What's wrong with that commie? Why are there sparks shooting out of his head? Does he have an electronic brain or something?!"

I walk closer to the strange commie and inspect the place where his head was shot.

written by Lightning4 on Oct 25, 2010 22:55

Laser pistol still in hand, I approach some of the commie corpses and start searching them for anything of value. Wouldn't want anything useful staying in the clammy grip of commie hands, now would we?

written by Gligar on Oct 26, 2010 00:50

Corridor Q2

It's still kind of... "inadequately lit", but Cryo-R can still see what looks like a PDC backlight in the re-education centre, in such a way as to suggest that someone is holding it while being covered in forms, some of which are visible in the PDC's light. So, what's a clone to do? Fill out forms, of course! Why didn't anyone else, like, say, Speed-Y, think of that?

²⁴¹ SPEEDER: (ooc: Cryo is completely useless, but he make the most amusing posts... 😊 I would never think of that)

Of course, you do kind of need light to fill out forms... but Cryo-R doesn't have a Request for Illumination Request Form Request Form Request Form Request Form Request Form Request Form to hand. So he has to make do* with the dim light from the PDC. And the monitors.

Not knowing where Cryo-R went, Mango-R heads towards the warehouse. Lucas-R follows him, after a glance back at the re-education centre.

Distribution Warehouse (Q level)

Massacrebot clanks forward, towards Nukabot. It inadvertently steps on a communist's corpse, crushing it.

It identifies Nukabot by serial number, and ascertains that it is still functioning via standard radio link. Nukabot seems to have suffered minor damage, but is otherwise okay.

"I didn't have a chance to say," Nukabot says, "but there are androids amongst the communists. I've been listening to them."

It seems that one of them was in this patrol. Specifically, the one recently shot by Jam-O. An android, it seems, is a bot brain in what seems to be a clone body. The bot brain in this one's still sparking, and is beyond repair. The body itself dies as Jam-O watches.

In case anyone's interested, the memory card might still be intact.

Meanwhile, L4-O has been looting the bodies. How traditional. He finds a bunch of slugthrower rounds, as well as a couple of Com 1s and some pictures of the Troubleshooter team, apparently taken earlier.

written by 4616599 on Oct 26, 2010 01:25

Ignoring the strange squishing noises coming from under Massacrebot, I approach the 'commiebot'.

"So this was how that commie in the food hall saw through the Scru-R ruse." I scan through the pictures.

"Also, that strange clone in the dark room at D Level- there might be androids too! That explains the behaviour!"

written by Lightning4 on Oct 26, 2010 01:41

I decide to shove some spare slugthrower rounds in my backpack just in case Massacrebot starts running low.

I look at the pictures and remark.

"Huh. Wonder where they got these pictures. That's not good."

I hand some of the pictures out to the rest of the team if requested.

I wince a little as I look at the rather "pretty" picture under Massacrebot's foot.

"Eww. I think you... uh, stepped in something there. Might stink unless you scrape it off."

* NOT "due."

written by Kristos on Oct 26, 2010 02:34

Suddenly I start choking on my saliva and wake up, coughing it straight up into the air! Startled at the sudden shift to reality, I jump up, possibly fall down, and look around to see where I am, what it looks like, what all exits exist.

written by Speeder on Oct 26, 2010 06:08

"Huh... seriously?"

I try to grind the meaty foot on the ground... Of course, I don't know where the commie that I stepped was.

After a while I turn again to Nukabot.

"That is... bad... If they have androids, it means they have some advanced tech that they should not have, it is worse than the mind control hats..."

"Massacrebot, open please, I am going take that memory card."

written by Mingamango181 on Oct 26, 2010 10:01

I look through and about the warehouse.

"Cryo-R hasn't passed through here, has he? He is injured, but he crawled off somewhere."

I notice the scene after shining the PDC around a bit.

"What is that supposed to be?" I ask Jam-O, pointing at the odd bot brain.

written by Jam on Oct 26, 2010 12:10

"Cryo-R? No, I didn't see him... And this thing is an android, apparently some strange kind of bot that looks like a clone on the outside!" I reply to Mango-R.

"Hmm... That explains why the Station Monitor didn't mind living at such a low temperature... He did seem a bit cold and dead..."

I suddenly look over a L4-O.

"Pictures? Can I see?"

written by Gligar on Oct 26, 2010 16:15

Distribution Warehouse (Q level)

Joris-O goes over and looks through the pictures. Many of them appear to be from camera feeds. From the timestamps, they're several hourcycles old. But there's one of Jam-O looking angrily at the camera with his mouth open, as if he's shouting at someone. Either there are more cameras than Joris-O thought, or the picture came from... somewhere else.

L4-O picks up some of the slugthrower rounds and passes the pictures round. He notices that Massacrebot... stepped in something. The bot tries to wipe its foot clean on the floor, but it doesn't have much of an effect. It's opening mechanism tries to open, but glitches. Looks like something's stuck.

Mango-R inquires about Cryo-R, then notices the android. Jam-O explains it to him, and then wonders... before getting

distracted by the pictures. L4-O hands him some to look at, including the one of him shouting.

Re-education centre

Looks like Kristos-R woke up.

He looks around and notices that he's still in the re-education centre. All the lights are off.

Everyone's left except for Cryo-R, who is busy filling out forms. In the dark. And he seems to be filling them out rather quickly despite this.

written by Jam on Oct 26, 2010 21:47

I wonder where this picture of me was taken... I don't remember shouting at any cameras... Though there are plenty of times I was shouting at commies, one of them might have been an android."

I look more closely at the background of that picture, and try to find something that might tell me where the picture came from. If the picture is clear enough, I also look closely at my eyes, hoping to see a reflection in them.

After that, I look at each of the other pictures.

written by Speeder on Oct 26, 2010 21:52

"Hum.... ok, this was unexpected."

I ask the bot to remain closed, then I walk to the android and pickup his entire head (from the body, yes....)

"Someone can stash this somewhere?"

written by Lightning4 on Oct 26, 2010 23:10

I walk over to and get on Nukabot, and start driving it again. I park it in the middle of the warehouse as I wait for the rest to finish up here before we attempt to proceed upwards.

written by 4616599 on Oct 26, 2010 23:19

"Ugh." I mumble as Speed-Y picks up the head.

Taking out the folded empty box, I offer it to Speed-Y. "Perhaps you could load the head in Nukabot or something?"

written by Gligar on Oct 27, 2010 00:50

Distribution Warehouse (Q level)

Jam-O inspects his picture a little closer. It looks like it was taken in Revolutionary Square, about the time he was talking to the cleaners. I guess he got a little overexcited, eh? 😊

He then looks at the other pictures. There's one of L4-O, back when he was RED, and of Speed-Y, again when he was RED. There are also pictures of Cryo-R, Joris-O, Jam-R, and John-R. John-R's picture is from the lift hall, shortly after he joined the team. Finally, there's a picture of Lucas-R, wearing an INFRARED jumpsuit.

Since he can't get to the memory card himself, Speed-Y decides on another approach, and attempts to grab the android's entire head. This requires both of Massacrebot's manipulators, in order to separate the head from the rest

of the body, but, with a loud pop and a spray of blood, which promptly goes everywhere, it comes right off. Now he just needs a place to put it. How about that box that Joris-O has? Of course, he'll need to reassemble it first.

L4-O sets about moving Nukabot nearer the centre of the warehouse. In doing so, he discovers that it's become difficult to make Nukabot turn left.

written by Speeder on Oct 27, 2010 02:32

I continue holding the head.

"I cannot assemble the box with these manipulators... But I think the box would help."

written by 4616599 on Oct 27, 2010 02:54

"Wow! That's pretty much everyone in the troubleshooter team. They obviously have a mole somewhere, or more camera control than previously thought. Say, they seem to have missed out that clone- who was it? The one that kept flapping a towel around? Hmm."

Suddenly I notice some red paint seems to have been sprayed around a bit. Turning around, I briefly observe the very disturbing scene of a bloodstained Massacrebot holding a bleeding, torn 'commiebot' head before opening and assembling the box. I hold it out, not paying too much deliberate attention to the head. "There you go- I guess you drop it in, or something..."

written by Lightning4 on Oct 27, 2010 10:29

"Aww. Nukabot isn't handling too well right now. I wonder if there's a way we can fix it..."

I get off and inspect the left wheels and see if there's anything I can do.

written by Jam on Oct 27, 2010 12:53

"Wow, I got pretty excited when I was talking to those cleaners. Hmm... So one of those cleaners was an android? But they seemed so lifelike!"

I turn to John-R.

"I'm guessing you can't mind blast the androids, right? I guess we'll just have to shoot them to death..."

I suddenly notice that there seems to be a new set of blood splatters covering my jumpsuit. Good thing the jumpsuit is already RED, the blood blends right in. Hmm.. I should think about getting an ORANGE jumpsuit sometime soon...

Anyway, focusing back on the pictures, I comment to the group.

"Maybe one of us is actually a commie? Maybe even an android! Too bad John-R isn't a telepath too... Ha, the android's head would probably be filled with numbers..."

written by Gligar on Oct 27, 2010 16:30

Distribution Warehouse (Q level)

Speed-Y realises he can't assemble the box with Massacrebot's manipulators, so Joris-O does it for him.

Of course, this means he has to look at a blood-stained Massacrebot holding a severed head.

L4-O is concerned about Nukabot's handling problems. A quick look at the wheels reveals that a slug has punctured the left front tyre.

Jam-O has been inspecting the pictures. He suddenly gets paranoid... what if a member of the team is an android?

Re-education centre

Hey, look at that, Cryo-R has finished off all those forms! That was quick...

written by Speeder on Oct 27, 2010 17:14

After Joris finishes the box, I put the head inside the box.

"So, how is Nukabot, L4?"

I walk toward the cargo elevator location, and try to figure if Massacrebot and Nukabot can both fit inside at the same time.

written by Jam on Oct 27, 2010 23:24

I walk over to Mango-R.

"Hey Mango-R! How are you?"

I lean close to him and hold my head a few inches from his. I hold my PDC near his face to give us some light. I stare into his eyes, searching for some sign that he isn't really a real clone.

"It's strange that there aren't any pictures of you... Are you a treasonous commie android, Mango-R? I hope not."

written by Cryoburner on Oct 28, 2010 00:26

Having completed the forms, I finally reply to Kristos-R...

"You're alive! Unfortunately, we seem to be out of forms. Perhaps I completed them too quickly..."

After neatly arranging the stack of replacement pen request forms, I tuck my pen into a pocket, separate from the other fifty or so pens in my backpack, to avoid losing track of which one might be running low on ink, as having that occur at an inopportune moment and needing to swap pens whilst filling out another form might prove disastrous.

I then look around to see if I can find the box that the forms originally came in, or another similar box, so that they might be filed neatly inside until the sector's form processing center is back online.

written by Gligar on Oct 28, 2010 00:28

Distribution Warehouse (Q level)

There, that's the head put away.

Jam-O is still paranoid. He proceeds to interrogate Mango-R, staring into his eyes in what he hopes is an intimidating manner. He certainly looks exactly like a real clone.

Re-education centre

Despite his injuries, Cryo-R piles up his forms neatly on a chair. The box seems to have gone missing.

written by Speeder on Oct 28, 2010 00:57

I continue staring at the elevator shaft, wondering if Massacrebot and Nukabot fit inside one single cargo elevator.

written by Mingamango181 on Oct 28, 2010 05:15

"I'm okay I guess. What about you?"

I stand still as Jam-O approaches me. I respond to his question.

"It is odd. But I suppose I don't remember if I am or not..."

I try to look at the pictures myself, examining everything inside the picture, and on the other side.

written by Jam on Oct 28, 2010 12:11

"Hmm... You look exactly like a human... I don't think you are an android..."

I smile, relieved.

written by Gligar on Oct 28, 2010 15:33

Distribution Warehouse (Q level)

It takes him a while, but Speed-Y eventually concludes that both bots would fit into the cargo lift. If it were here.

Meanwhile, Jam-O seems to have concluded that Mango-R is human after all. Mango-R sneaks a peek at the pictures, but can't get a good view from here.

written by Speeder on Oct 28, 2010 15:41

After a while, I turn back.

"So, how is the Nukabot L4?"

I turn to Jam.

"Can you go fetch Cryo and Kristos? We need to go... I don't know how much time it takes for the Friend Computer module to read the re-install tapes, if it take several hours we will be screwed if we take too long to get there."

written by Jam on Oct 28, 2010 21:17

Noticing that Mango-R seems to be trying to look at the pictures, I hand him the ones I have. Then I look over at Speed-Y.

"Okay! I'll go get them."

I start heading back to the re-education center, where I'm assuming Kristos-R still is...

written by Lightning4 on Oct 28, 2010 22:12

"A flat tire. Not sure what we can do about that... I wonder if there's a spare!"

I search Nukabot for any spare tires on the sides or underneath.

If I fail to find one I simply get back on Nukabot and wrestle the controls to follow.

"Lift? Why would we want to ride the cargo lift... I think this is the highest we can go. We need to use the stairs... or the lift hall."

written by Gligar on Oct 29, 2010 02:27

Distribution warehouse (Q level)

Speed-Y makes his decision: it's time to go. But to do that, he needs the team to be together. Jam-O goes to fetch the wayward two, after handing Mango the pictures.

L4-O looks for spare tyres, and can't find any. He just gets back on the bot instead.

Re-education centre

Jam-O enters. Shining his PDC around, he sees the two clones I the corner. Looks like Cryo-R decided to clean up all those Replacement Pen Request Forms. And did he... fill them in? In this short a time?

written by Jam on Oct 29, 2010 02:39

I walk over to Cryo-R and Kristos-R.

"Ah, there you are! Speed-Y says we need to go now. It's this way..."

I walk back to the door and wait for them there.

written by Speeder on Oct 29, 2010 04:22

After a while I ask.

"Seriously? That is not good then... I hope the stairs turn right at least..."

I turn to someone random.

"Can you check carefully to don't fall, how much shaft there are upward?"

written by Cryoburner on Oct 29, 2010 06:36

"Oh, hello! I finished ordering us some much needed supplies. I can only assume someone will happen upon this stack of request forms, deliver them to the proper location, and that they'll be processed and delivered on a timely basis."

"I also saved this clone... who... was in need of saving. He's much safer now."

I crawl toward the doorway, and out into the corridor, paying close attention to the temperature of the floor, but most certainly not inspecting it.

written by Lightning4 on Oct 29, 2010 10:31

I decide to drive on ahead to the stairwell since Nukabot will be an issue with the flat tire.

"I'll wait on the next level or two up, depending on how well this navigates."

First, I actually see if Nukabot will fit in the stairwell door first. If so, then I drive in and hope that I can replicate my results from the bunker.

written by Mingamango181 on Oct 29, 2010 10:57

I take a look at the pictures. I notice that not just that I'm not anywhere, Kristos-R isn't either.

"That's interesting. They didn't get Kristos-R either."

I examine the backs of the pictures, checking to make sure that there's nothing back there.

written by Gligar on Oct 29, 2010 15:44

Re-education station

Cryo-R claims that the forms are request forms for vital equipment, before following Jam-O back into the corridor. Kristos-R doesn't follow.

Corridor Q2

Cryo-R notes that the temperature of the floor is optimal for its rated use.

Nukabot enters from the warehouse, and stops at the entrance to the stairwell. Would you look at that? It's too narrow.

L4-O gets a feeling that he's overlooking something.

Lucas-R wanders over to the stairwell, and has a look up it. He can't tell how high up it goes, so he just returns to the warehouse.

Distribution Warehouse (Q level)

Speed-Y kind of gets the "overlooking things" vibe as well.

Mango-R keeps looking at those pictures, even turning them over. There's nothing on the backs of the pictures, though.

And... it sounds like another patrol is approaching. Just where are they coming from?

written by 4616599 on Oct 29, 2010 15:56

"Derek-G!" I mumble. "Where'd he go? Where'd he gone?" I head back down the corridor, and pause at the entrance to the lab, shield and weapon raised.

"Derek!" I whisper "Derek-G, you there? Might need your help." I scan for any trace of light in the lab.

written by Speeder on Oct 29, 2010 16:09

I try to figure with the bot hud help where the patrol is coming from.

Also I try to see if I can figure a sort of map, even if partial, of the location, using data of places already visited and sound data.

written by Jam on Oct 29, 2010 21:42

"Ah, good! Supplies are always needed! Hopefully some of those forms were laser pistol barrel request forms."

I walk down the corridor towards the distribution warehouse.

"Is that a patrol I hear?"

I look around for the source of the footsteps.

written by Lightning4 on Oct 29, 2010 23:19

"Hm. Too narrow."

I think.

"How much of the lift hall did you guys, eh.. Leave? Maybe the commies fixed the cargo lift for us by now."

I hear the patrol and ready my laser pistol.

written by Gligar on Oct 30, 2010 00:27

Corridor Q2

The door to the lab is closed.

From within, a voice whispers, "What is it?"

Distribution Warehouse (Q level)

Hmmm. Looks like Massacrebot isn't equipped to make maps, but it can still detect jackboot-like noises from the north.

Oh wait... yes it is... it's just more than a little fiddly and not as useful as desired. It seems to know about the basic layout of the sector, but beyond that, it's just a big blank, except for different-shaped dots which presumably represent clones and such. And the detection range for those is limited.

Jam-O re-enters, and also picks up on the jackboots from the north.

Other clones hear the jackboots as well, and either prepare or (in the case of... one or more) don't.

Corridor Q2

The voice from the lab is heard to mutter, "Already?"

written by Kristos on Oct 30, 2010 05:20

I grab my pipe and follow Cryo and ask anybody, "What happened? I must have been exhausted!"

written by Lightning4 on Oct 30, 2010 11:08

I aim my laser pistol in the general direction of the jackboots, ready to fire should anything appear. Or gun the throttle on Nukabot to run them down... one of the two!

written by Jam on Oct 30, 2010 14:13

"Hey Kristos-R! I think there's a commie patrol coming. We also killed a commie with a bot brain, it was weird... And another commie had pictures of all of us, except Mango-R and you. Strange... Oh, and are you an android? You seem to know a lot about numbers..."

Anticipating a lot of shooting, I take my laser pistol and exchange the partly used barrel for a fresh one. I aim the pistol at the north-most door, and fire at anything that walks through it.

written by 4616599 on Oct 30, 2010 15:00

"Turn that camera off, will you?"

written by Gligar on Oct 30, 2010 15:26

Corridor Q2

Looks like Kristos-R finally decided to join everyone. Jam-O swaps barrels, putting the partly-used one with the other partly-used barrel. I wonder if he's aware of CPU Mandate 23-563-6 concerning partly-used barrels?

From the lab, the voice answers, "What camera?"

Distribution Warehouse (Q level)

L4-O gets ready with his laser pistol.

Lights are now seen through the open northern (well, north-western) door.

The present clones don't have to wait long to find the source, as the approaching PRPF patrol enters. They don't seem surprised to see you. "**Drop your weapons!**" one, carrying a cone rifle, shouts.

written by 4616599 on Oct 30, 2010 15:42

"Open the door, will you? We just might have things to discuss. Would be terribly inconvenient, and not quite suited for your purposes, if I had to blow it up, eh?"

I ready a grenade.

written by Speeder on Oct 30, 2010 20:39

I look at the cone rifle, and try to figure what shell is loaded on it.

Also I activate recording again...

written by Mingamango181 on Oct 31, 2010 00:31

I drop the truncheon in surprise, but try to move out of the way of the PRPF officer who's pointing the cone rifle. If successful, then I pull out my laser pistol, and attempt to fire at the cone rifle. Otherwise, I drop to the floor and try to crawl behind their range of sight.

written by Jam on Oct 31, 2010 01:10

"Do you really think you can defeat us with such a small, pathetic force?"

I decide not to drop my laser pistol, because following the orders of commies is treasonous. Instead, I just silently stare at them, hopefully in an intimidating way.

I wait for Speed-Y to give the signal to start attacking.

written by Gligar on Oct 31, 2010 01:55

Corridor Q2

The door to the lab opens, revealing a torch. Apparently, it's duct taped to an ice gun. "I thought you had a mission to attend to," Derek-G snaps. "Terminating random high-clearance clones will not help you. You are fined 200 credits."

Jam-O shouts into the warehouse.

Distribution Warehouse (Q level)

Speed-Y looks at the lead communist's cone rifle, and realises that he can't identify what's loaded just by looking at it.

Mango-R stumbles as he tries to get out of the line of fire, and drops to the floor. He decides to hide behind Massacrebot instead. Massacrebot growls again.

Another communist blinks and looks uncertainly at the lead communist, who remains oblivions.

This might be because he seems to be in pain. He begins clutching his head, dropping the cone rifle in the process. The second communist retrieves the weapon and points it at the first. "Pull yourself together, comrade!"

A third communist fires between the first two! The slug hits some of Massacrebot's armour plating.

written by Speeder on Oct 31, 2010 02:22

I fire a burst on the cone rifle wielding commie.

Just plain as that.

written by Jam on Oct 31, 2010 03:30

That's a clear enough signal for me!

"Die commies!"

I smile, aim at the head of the commie that shot Massacrebot, and fire.

"DIE!"

Then I target the commie with the cone rifle. If he is still standing after Massacrebot's attack, I shoot at his head too.

written by Mingamango181 on Oct 31, 2010 04:19

I pull out the laser pistol, and attempt to fire two shots, one at the one who hit Massacrebot, and the other one who has the cone rifle. Then I observe what happens to them.

written by 4616599 on Oct 31, 2010 09:36

"Agh!" I mumble as a higher clearance clone fines me again. "Do you have any idea what's going on out there! Anyone could be treasonous!"

written by Lightning4 on Oct 31, 2010 10:18

I take the opportunity to fire at the communist now wielding the cone rifle, regardless of how injured he already is!

written by Gligar on Oct 31, 2010 16:55

Distribution Warehouse (Q level)

Looks like that cone rifle is attracting attention. First from Massacrebot, as it first its own slugthrower. Out of three slugs, two hit their mark, one to the groin, and the other to the chest of the cone rifle commie. The other passes over him. But that's because he's collapsed to the floor.

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The lead commie draws one of those 'revolvers' and fires. Too early... he hits the floor just to the left of Massacrebot.

Jam-O, at the door, ignores these two and goes for the third. He doesn't manage to hit the head, but he does get the chest. It's almost as effective in felling the communist.

Good enough. He adjusts his aim, this time pointing at Cone Rifle Commie. However, he's already unconscious.

A fourth communist enters, and also fires. His slug hits Jam-O right in the chest. He collapses.

Mango-R's turn. He fires two shots... fatally hitting both Cone Rifle Commie and the third commie.

L4-O doesn't care. He also fires at Cone Rifle Commie, who doesn't move or do anything.

Corridor Q2

"I know that the communists are attacking," Derek-G answers through the door. "That's pretty obvious."

written by Jam on Oct 31, 2010 17:40

I lay on the floor, bleeding, and try to remain conscious.

written by Speeder on Oct 31, 2010 19:37

I fire a burst in the commie that shot Jam.

He made me unhappy, this is treason, that must be punished.

I am the dark harbinger of law.

written by Lightning4 on Oct 31, 2010 21:07

I fire at the lead commie so he doesn't get any more bright ideas while under a mental blast.

written by Gligar on Nov 01, 2010 01:54

Distribution Warehouse (Q level)

Jam-O is unable to hold on, and loses consciousness.

Massacrebot steps forward heavily, and its slugthrower speaks again. Again, two slugs hit their mark, felling the fourth communist. The third slug continues on, hitting a fifth communist who was about to enter right in the head.

The lead communist fires again. His slug causes another dent in Massacrebot's armour.

L4-O returns fire. But those revolvers are louder than you'd think. He gets distracted by the sound and misses.

written by Jam on Nov 01, 2010 02:20

I lay there, unconscious, in a pool of blood.

Hopefully someclone will come to save me... Though it might already be too late.

written by Kristos on Nov 01, 2010 04:34

I drag Jam from the line of fire and take one of Jam's first aid kits and whatever pills I think will help him and administer medical attention. Of course I'm probably not cleared to know how to do that, so I take my best shot at it. And hope

I am actually cleared to do it. (I've noticed that I'm best at doing anything that does not involve attacking enemies.)²⁴²

written by Speeder on Nov 01, 2010 05:04

I ask the massacrebot for damage report.

And I continue shooting all alive commies that are NOT shooting the bot. (Since obviously, the one shooting the bot is wasting his ammo... the others aiming on flesh are far more dangerous).

written by 4616599 on Nov 01, 2010 10:08

I nearly facepalm at how awkward the situation has become, then remember there likely is a CPU mandate against facepalming before loyal high-clearance clones.

"Right, the commies are attacking." I mumble. "Guess I should be getting busy! Uhh, yes, I'm sure you're busy in there too." I listen for a while more, then if I don't hear anything interesting, proceed cautiously toward the warehouse.

written by Mingamango181 on Nov 01, 2010 11:22

I remember the amount of shots remaining, and decide to unscrew the barrel of the laser pistol. I throw it to where the PRPF emerged, and I screw another laser pistol barrel onto the body. I shoot at it.

written by Lightning4 on Nov 01, 2010 11:42

I continue shooting into the crowd of commies, hoping to hit something.

written by Gligar on Nov 01, 2010 17:41

Distribution Warehouse (Q level)

Jam-O continues lying there.

But not for long. Kristos-R runs up and pulls Jam-O back into the corridor.

Corridor Q2

He checks Jam-R over. It doesn't look good.

Good thing Jam-O has all those first aid kits. Now... how does he actually *use* them? He doesn't recall having any training... *Oh well*, he thinks. *Let's have a go anyway!*

Looks like half of the kit is given over to pills of various sorts, some of which he recognises. He tries those first.

Meanwhile, having vague memories of a CPU Mandate, most likely 214/721/8244-a-c, Joris-O is attempting not to facepalm at the situation he's in. You'll be pleased to learn that he succeeds. After this, he listens at the door for a moment, but doesn't hear anything. Good. He walks past Jam-O and Kristos-R (and everyone else in the corridor), arriving at the door to the warehouse.

²⁴² KRISTOS: (OOC: I don't have time to respond between every one of your updates, Gligar, so feel free to choose actions for my player if I do not specify. If you want to. 😊)

Distribution Warehouse (Q level)

As he arrives, a slugshot from one of the communists makes him duck reflexively, before he notices that it impacted the wall to his left.

More laser-and slug-fire ensues. In particular, Massacrebot lets loose with another burst of slugs, with each slug hitting one communist apiece in various places. Nice.

Incidentally, the bot reports that there is no damage to important systems.

Mango-R has thrown a laser pistol barrel at the still-growing throng of communists, and is about to shoot at it. But before he does, a communist attempts to shoot at him... but ends up jamming his slugthrower. Heh.

Mango-R then gets round to shooting, just as John-R and L4-O do the same. All three shots hit their target. End result, one injured communist, one dead, and a squealing laser barrel.

Corridor Q2

Kristos-R continues trying to patch up Jam-O. The bleeding seems to have stopped, at least.

written by Mingamango181 on Nov 01, 2010 19:51

I shoot again at the squealing laser barrel, then take cover behind Massacrebot quickly afterwards.

written by Speeder on Nov 01, 2010 22:17

I take notice of the laser barrel, and I expect the bot will withstand the explosion...

So I keep shooting.

written by Lightning4 on Nov 02, 2010 00:04

I decide to switch to my cone rifle since there's yet more commies approaching. I load up Turbo with any shell I have left and fire it into the crowd!

written by Jam on Nov 02, 2010 00:30

I continue laying on the floor, only now I'm not bleeding.

written by Cryoburner on Nov 02, 2010 01:23

I crawl over to Jam-O.

"Don't worry! You can pull through! The floor is at an optimal temperature, after all!"

(For standard walking procedures, anyway.)

written by Gligar on Nov 02, 2010 02:18

Distribution Warehouse (Q level)

Mango-R fires again. Unfortunately, he manages to miss the barrel, which continues to squeal. A communist picks it up, as if he's about to throw it back, only to be called out on it by three slugs from Massacrebot's slugthrower. Needless to say, he drops it again. Followed shortly by him falling on it.

And then L4-O raises the stakes by pulling out Turbo! He quickly loads it and fires.

The warehouse is suddenly bathed in dazzlingly bright light! Looks like he found a flare shell.

Everyone is dazzled by the light, except the bots, and John-R, who was concentrating, and had his eyes closed. Some of the communists recoil and bump into each other. A couple are pushed to the floor.

Corridor Q2

Some light spills into the corridor. Enough, at least, to attract the attention of Lucas-R, who wonders what the light is. He goes to investigate.

Kristos-R ignores it, and continues working on Jam-O. Though there are no splints or anything, he manages to stabilise that broken bone from a while back. But there's still the unconsciousness. And maybe more...

Cryo-R offers some encouragement.

written by Mingamango181 on Nov 02, 2010 06:09

I almost instinctively fire at the source, but I can't see where. I drop the laser pistol, and feel a headache coming on, probably thanks to the squealing barrel, and the high clearance light.

"It's that feeling again, and it's that colour again..."

written by Jam on Nov 02, 2010 12:16

I continue laying on the floor, only now I'm being bathed in a nice and probably treasonous ULTRAVIOLET glow.

written by 4616599 on Nov 02, 2010 15:42

"Whoa!" I drop to the ground in surprise, covering myself with my kevlar shield.

written by Speeder on Nov 02, 2010 16:16

I cringe inside the bot, even if the thing does not actually blind me.

Then I realize that since I am seeing it by a camera, the momentary flash on the screen cannot blind me, making me happy, since I can do other stuff while commies cannot see me.

The other stuff, is try to figure how much alive commies are there, and in nearby rooms, using the handy sound detection alongside of looking at the commies to see the obvious.

written by Gligar on Nov 02, 2010 16:59

Distribution Warehouse (Q level)

Mango-R reflexively fires his laser (albeit not hitting anything) before dropping it.

Joris-O* drops to the floor and shields himself.

* (not Jam-O, who is still unconscious in the corridor. For how long is anyone's guess.)

Speed-Y flinches, before remembering that he's not looking at it directly. He has Massacrebot count the commies.

Judging by the mass of targeting reticules suddenly appearing on the HUD, there are lots... at least thirty nearby.

The communists try to recover, but can't.

The barrel continues to squeal.

written by Lightning4 on Nov 02, 2010 21:21

Since I wasn't quite expecting that from a slugthrower, I remain rather dazzled from the flare. I fumble around and attempt to reload Turbo with the time I bought us.

written by Speeder on Nov 02, 2010 22:06

Upon noticing there are lot of commies, I try to see around me if anyone is in danger of getting caught by possible explosions, and if that is the case, I attempt to nudge them to a safer place (like inside corridors or behind Massacrebot).

Then I fire at their dropped cone rifle.

written by Jam on Nov 02, 2010 22:40

I dream that I'm floating, surrounded by ULTRAVIOLET light.

Hmm... Sounds treasonous... I'd better wake up soon...

I attempt to regain consciousness.

written by Kristos on Nov 03, 2010 00:40

Convinced that I have done all I can to secure Jam-O's health, I turn my attention to the flashing light flooding into the corridor. Hearing the vaguely familiar squealing barrel sound, I make sure that we're not in danger of projectiles from a possible explosion (or random gunfire.)

written by Gligar on Nov 03, 2010 01:59

Distribution Warehouse (Q level)

Still blinded, L4-O fumbles around in his backpack. Now where do those cone rifle shells get to? That seems to be them. But ow! Fred is thirsty, it seems.

His vision begins to return, letting him load Turbo properly.

John-R seems to be getting his vision back as well. He looks at one of the commuists and concentrates. But nothing happens.

Massacrebot starts moving. A manipulator touches John-R, nudging him back behind the bot, before the other manipulator, upon which is the heavy slugthrower, raises, and the weapon fi-

-Nothing happens.

On the HUD, the message SLUG JAM appears.

The communists also seem to be coming round. One reaches for his own slugthrower.

Corridor Q2

Jam-O remains unconscious, though he does seem to stir uncomfortably.

Kristos-R goes to investigate the light, having done all he can think of.

Distribution Warehouse (Q level)

The barrel continues to squeal.

written by Speeder on Nov 03, 2010 04:54

I try to figure where the slug jammed... In case it is on the arm I try to shake it to see if the slug gets free.

Anyway, if the thing unjams, I try shooting their cone rifle again.

If it remains stuck, I fire a HE shell on them instead.

written by Jam on Nov 03, 2010 12:44

I continue trying to wake up...

Is that distant echos of fighting I hear? How nice...

written by 4616599 on Nov 03, 2010 14:41

Noting the clunking noises coming from the bot's gun, I try to remain shielded, and let fly with the grenade. (unpinned and throwing both the pin and charge as per tradition)

written by Gligar on Nov 03, 2010 19:03

Distribution Warehouse (Q level)

While Speed-Y tries to figure out where the jam is, Joris-O lets fly with a grenade.

Somehow, the grenade manages to bounce off Nukabot, and ends up dropping down the lift shaft. The pin ends up on the floor directly in front of Joris-O. Nothing else seems to happen.

Speed-Y manages to clear the jam (expelling two slugs) and fires again. One miss, which hits Nukabot ("Oi!"), and two hits, which hit the cone rifle.

The impacts cause the loaded shell to detonate with a small explosion, and a flood of gas.

It's not VIOLET toxin this time, though. This stuff just puts up a thick fog that distorts sound and vision.

Shortly after, another explosion occurs: the squealing barrel.

Considering that it's right in the middle of the communists, I'd imagine that a few are caught in the explosion. It's difficult to tell with the distorting gas around, though.

I do know that, apart from a few bruises and burns, the loyal team manages to survive.²⁴³

Corridor Q2

Hey, it looks like the explosion had a beneficial effect: Jam-O just woke up.

written by Jam on Nov 03, 2010 23:29

"Oooooooh... My chest..."

²⁴³ GLIGAR: ooc: partly because there's food waiting and I've taken too long to do this... because **I keep getting INTERRUPTED!** 🍷

I try to lift my head enough to look at my chest, and try to figure out how much damage the slug did. I try breathing deeply a bit... Is my lung punctured? I try to wiggle my fingers and toes... Any paralysis? Does it seem like I'll survive?

I point my laser pistol at the door to the distribution warehouse. As long as I can still move my fingers, I can still shoot!

Then I look over at Kristos-R and Cryo-R.

"Hey guys. Do you think I'm gonna make it?"

written by Gligar on Nov 04, 2010 01:24

Distribution Warehouse (Q level)

Still can't make anything out in here. There are some vague blobs moving around on the commie side, so I guess some of them are alive. The loyal team seems to have frozen up, though.

Corridor Q2

Jam-O weakly tries to lift his head, and move things. It's difficult to breathe. Vision is kind of chancy. But he can still move his laser pistol. Sort of.

written by Mingamango181 on Nov 04, 2010 08:28

I hear the squealing turn into screaming, and then a loud thump.

"About time it went quiet."

I close my eyes and massage them, trying to clear out the headache, and try to search for my laser pistol.

written by Jam on Nov 04, 2010 12:29

"There are still commies out there, right?" I ask weakly.

I take out my ME card, my PDC, the brevet, the old Com 1 unit, two RED laser barrels, and two ORANGE laser pistol barrels. I give them to Kristos-R.

"In case I don't make it, could you give this to my next clone?"

A dark look crosses my face.

"I wonder... What would happen if 15 laser pistol barrels, 4 grenades, a can of B3, and a clone, all exploded at the same time?"

written by 4616599 on Nov 04, 2010 16:14

Right. Commies and all. Guess I'm quite limited in choices. I fire the blaster at them!

written by Gligar on Nov 04, 2010 17:00

Distribution Warehouse (Q level)

Relieved that the loud noises are over, Mango-R tries, unsuccessfully, to clear out his headache, then feels around for his laser pistol. Ah, there it is.

Joris-O pulls out his blaster and fires at the indistinct commie shapes. Looks like he hit one.

Corridor Q2

Perhaps realising that there's not much he can do, Jam-O passes some of his equipment to Kristos-R to give to his next clone. He starts pondering explosions, and realises that if his remaining equipment were to explode, it would take out quite a few communists... and pretty much the whole warehouse. If he were in there.

written by Mingamango181 on Nov 04, 2010 19:51

Unsure of who is who, I try to keep my eyes focused on the moving blobs, pointing the laser pistol at the nearest one.

written by Lightning4 on Nov 04, 2010 21:54

I fire my cone rifle again, hoping those are all commies out there.

written by Jam on Nov 04, 2010 22:26

"Hmm... Blowing myself up sounds treasonous, and wasteful. Maybe it's a bad idea."

Not knowing what else to do, I decide to rest a bit.

written by Kristos on Nov 04, 2010 23:40

I take the supplies Jam hands me and make a mental note to avoid accidentally using the ORANGE barrels. "I'll do my best to get them to you." I then think about how odd that sounded. "Take care."

After that, I turn and head towards the room where all the action is taking place. Listening to the sounds of battle, I prepare my own laser pistol to help the others hold off the commies.

written by Gligar on Nov 05, 2010 01:27

Distribution Warehouse (Q level)

Though everyone is still obscured by the gas, and the... less than adequate lighting, Mango-R still attempts to shoot the communists. And... I think he just pulled off a headshot.

Yes... the gas is clearing up a bit now. I can see that another communist has fallen. She seems to have... lost her head.

L4-O also keeps firing. He has an easier time, due to the gas clearing slightly. His latest shot, for instance, hits the wall close to a communist-looking thing, causing a small explosion, wounding a couple of commie-blobs. Well, I assume so. There's a bunch of RED blobs flying around over there.

Kristos-R enters from the corridor. His first impression is one of... confusion. That gas is still thick enough to dull everything. Though he can still make out a big metal-ish thing that can only be Massacrebot.

Corridor Q2

Jam-O decides against blowing up right now. He chooses to rest instead. Well, it has been a while since most of you slept.

written by Jam on Nov 05, 2010 02:22

Feeling a bit disappointed that I can't go and shoot commies too, I decide to try very carefully dragging myself towards the other end of the hall, where the lab is (though I don't know it's a lab). Maybe there's something useful there...

written by Speeder on Nov 05, 2010 02:41²⁴⁴

I wait a bit, not in a rush to shoot stuff when I am not sure of what I am shooting.

written by Kristos on Nov 05, 2010 06:51

I can't make out forms enough to know what to shoot and what not to shoot. So I retreat into the corridor and attempt to find a way around. I first try the first door on my right. If that is locked, I try the first door on my left. If I manage to open a door, I carefully observe what is inside, with my laser pistol ready to fire if I spot a confirmed commie.

written by Lightning4 on Nov 05, 2010 13:36

I decide to put Turbo away and watch from the distance as well. I keep my foot on the accelerator of Nukabot, ready to mow down any commies that decide to get too close.

written by Gligar on Nov 05, 2010 16:39

Corridor Q2

Jam-O finds it difficult to fall asleep. Instead, he tries to move back down the corridor. Progress is excruciatingly painful and slow. Needless to say, he doesn't get far.

Kristos-R backs into the corridor, since he can't make anything out through the gas. He tries some doors. The first one, to his left, is the stairwell that L4-O tried to drive Nukabot into. The sound of footsteps echoes from above and below.

Distribution Warehouse (Q level)

Speed-Y decides to wait a bit longer. Massacrebot might be able to track the communists, but he can't.

L4-O waits, ready to impale more communists on Nukabot's forks.

John-R seems to be concentrating. But nothing seems to happen.

A slugshot is heard. Looks like a communist just fired, and hit one of his comrades.

written by Speeder on Nov 05, 2010 20:44

I move the weapons at the last position (the one they hit the cone rifle).

Then I aim them a few degrees upward (to hit stuff farther than the rifle). Then I rotate away from the position that I know I've hit the forkbot, and then I fire a burst if this position was not the last position of any of my own allies.

²⁴⁴ SPEEDER: (OOC: erm, I went to a convention to be a speaker, and although I took a laptop with me, it has been formatted, and thus had no drivers installed 😊 including the wireless one 😊)

written by Jam on Nov 06, 2010 00:24

Deciding that moving is too painful, I stop.

A bit unhappy at not being able to help anyone, I close my eyes and try sleeping instead. There's not much else I can do...

written by Mingamango181 on Nov 06, 2010 01:07

I watch the blobs continue to move. I start waving at the air, trying to get a more clear view of what I'm going to shoot at next.

written by Cryoburner on Nov 06, 2010 01:12

"No! Don't die! You can make it! Just hold on!"

I locate a bottle of candies in my backpack, and stuff five of them in Jam-O's mouth.

written by 4616599 on Nov 06, 2010 01:31

Pinned down, I shoot again(trying to aim at the same target)! Well, there's not much else I can do.

written by Gligar on Nov 06, 2010 02:11

Distribution Warehouse (Q level)

As the gas dissipates further, Speed-Y adjusts Massacrebot's aim manually. He points in the direction of the cone rifle, then aims this way and that way... and seems to be pointing at the communists. They're now identifiable as such, and are even beginning to appear different. Massacrebot fires into the throng.

The first shot fells yet another communist. The second... jams the slugthrower. Again.

A couple of communists fire! The first slug hits Nukabot, causing its speakers to start emitting a low-volume static. The second seems to hit a third communist.

That second shot causes a fourth communist to fire at the second! He goes down as well.

Mango-R tries to get a good view of the communists, and realises that he can now see them much better.

A fifth communist fires! His slug just narrowly misses Mango-R's right ear.

Joris-O fires his blaster again, hitting his communist in the right arm.

Corridor Q2

Jam-O again tries to sleep. It's not like he can do much else.

Cryo-R seems determined to make sure he doesn't, though. He fishes out five pep pills and tries to force Jam-O to eat them. But Jam-O refuses to open his mouth.

written by Speeder on Nov 06, 2010 02:46

I again shake the jammed weapon, but this time taking care to not shake it in direction of friends.

Then I ask for a damage report, and status report, and diagnostics of the annoying weapon.

written by Kristos on Nov 06, 2010 04:34

I try to get in a safe position behind the stairwell where I can fire from if need be. If it sounds like somebody is approaching or nearby, I prepare to fire should I see a commie. Otherwise, I attempt to cross the room and look beyond the first door that I can open. If I can't open any doors, I return to my post at the other side of the room.

written by Mingamango181 on Nov 06, 2010 05:22

I shoot back immediately at the one who nearly shot my ear off.

"You want to deafen me? Ask me first!" I yell.

written by Lightning4 on Nov 06, 2010 09:18

"NO! Nukabot!"

I take out my cone rifle again, load it, and fire into the crowd of commies.

"Are you okay Nukabot?"

I try to play with the controls a little bit after firing to see if Nukabot is still functional.

written by 4616599 on Nov 06, 2010 12:21

Since things are clearing up, I unpin and fling another grenade(both pin and charge, obviously), firing at roughly where L4-O is firing.

written by Jam on Nov 06, 2010 12:23

Ah! I'm being attacked!

I reflexively lift my laser pistol up and point it at my attacker. I pull the tr- oh wait, it's just Cryo-R... I relax.

Hmm... He seems to be wanting me to eat a treasonous number of pep pills.

"Um... Thanks for wanting to help, but I think I'll be okay without them. But I know what you can do! Could you watch the doors for me, and wake me up if any commies walk through? Thanks."

I try again to fall asleep.

written by Gligar on Nov 06, 2010 17:39

Distribution Warehouse (Q level)

Massacrebot again shakes its slugthrower around, and ends up hitting a communist in the face. It doesn't seem to have cleared up the jam, though.

Its damage report notes that the slugthrower is jammed, that there are 32 slugs and 29 cone rifle shells remaining, and that there is some minor damage to the armour plating. In addition, a couple of small motors seems to have seized up.

A moment later, an addendum notes that the feed mechanism seems to have tried to load two slugs into the thrower at once.

Mango-R retaliates after almost losing an ear. He zaps the offending communist right in the chest, felling him.

Distraught about possibly losing Nukabot, L4-O lets Turbo speak once again. And speak it does. Its words are so powerful that four communists just... drop dead when they hear them.

As he's checking on Nukabot, Joris-O lobs another grenade. This time, there are results. The grenade's body explodes, felling three more communists as they're about to fire.

A couple of communists falter, and decide to fall back.

Nukabot completes its self-tests. "I'm not too bad," it replies through the static. "I just need to be careful about this wheel."

John-R concentrates again. A communist clutches his head and suddenly pushes his comrades out of the way, running off.

Corridor Q2

Thinking he's under attack, Jam-O summons the strength to point his laser at the threat: Cryo-R. But he stops himself before he can shoot, and goes back to sleep.

Kristos-R gets ready. The bootstep noises continue, and begin to get louder. But no communist appears.

Disappointed, he tries another door. It's locked.

written by Speeder on Nov 06, 2010 22:56

I attempt to switch the slugthrower to semi-auto instead of burst.

Then I ask the bot to record all that report to the field test report.

Then I try again to clear the Jam. Oops... the jam.

written by Jam on Nov 06, 2010 23:09

I dream of happier times, like a few hourcycles ago, when I was happily blasting away at commies while riding on top of a forkbot:

"WEEEEEEEE!"

Happy that I finally got a chance to ride the forkbot, I happily glance over at Speed-O. Seeing him happily clinging on to the back of the forkbot, obviously enjoying himself, makes me even happier.

"Isn't this fun! Faster, forkbot, faster!!!"

written by Mingamango181 on Nov 06, 2010 23:30

If there are any communists left still standing, I fire at them. If there aren't any, then I start looking for my truncheon which I dropped.

written by Lightning4 on Nov 07, 2010 01:07

"Phew, okay. You're good then."

I put Turbo away since I'm running low on cone rifle shells. I try my laser pistol again... hopefully it still has a few shots left.

If there are any commies left in the room to shoot that is.

written by Gligar on Nov 07, 2010 02:03

Distribution Warehouse (Q level)

The gas seems to have cleared out completely.

Speed-Y tries a hand gesture, hoping it'll switch the slugthrower to semi-auto mode. And indeed it does.

Massacrebot's HUD confirms data entry.

Mango-R keeps firing. What with communists leaving, there are only a few left. However, this means that shooting one now requires more precise aiming, which Mango-R manages to screw up.

Then it's L4-O's turn. Switching back to his laser pistol, he fires off a shot. And it's a pretty good one, causing another communist to fall.

One of the remaining communists returns fire! John-R is hit in the leg.

From somewhere, something can be heard squealing.

With a faint tinkling noise, the slugs lodged in Massacrebot's slugthrower become dislodged and fall to the ground.

Corridor Q2

Jam-O drifts off to sleep. I wonder what he's dreaming about?

written by Speeder on Nov 07, 2010 03:05

I check if the slugs are unspent, if they can be reused, I say.

"Can someone catch those slugs for me? I just figured slug ammo is quite limited..."

I try to kill some more retreating commies, starting with the one that shot John.

Of course, trying to not shoot to fast, to avoid barrel loading issues again.

written by Jam on Nov 07, 2010 16:06

I continue dreaming...

I'm happily shooting commies, when more suddenly appear. A lot more. And they seem to be armed with a mixture of cone rifles and rocket launchers. Oh, and there's a giant flaming twenty-armed docbot-android thing running towards us, waving its chainsaws and its needles and its slugthrowers around.

Oh wait, is that a rocket heading towards us?

written by 4616599 on Nov 07, 2010 16:10

Ignoring the squealing for now(unless it's coming from near me...) I fire at any remaining commies, and check my blaster's power level.

written by Gligar on Nov 07, 2010 16:52

Distribution Warehouse (Q level)

John-R misses being shot in the head by about 20cm. In retaliation, he concentrates. One more communist falls, joining his injured and dying comrades on the floor.

Speed-Y has a look at his dropped slugs. He can't tell due to the Inadequate™ lighting whether they're in good condition or not.

Regardless, he instructs Massacrebot to attempt to instruct Massacrebot to fire at John's attacker. Instead, he causes some sort of error. Not that it matters, since the communist in question is on the floor clutching his head.

Joris-O continues firing. However, it looks like all this shooting is too much for the blaster, as it suddenly heats up, glowing a dull RED, burning Joris-O's hand. He's able to throw it at the wall, where the impact seems to dislodge the power pack. Both the blaster and the power pack drop to the floor, smoking and blackening.

Corridor Q2

Jam-O continues dreaming. He's twitching rather violently, though.

written by Speeder on Nov 07, 2010 18:05

I laugh at the commie, then as the battle winds down, I try to figure the best route toward the V level...

Like possible location of stairs, lifts, etc...

written by 4616599 on Nov 07, 2010 19:19

"Ow! Ow! Ow, ow!" I wave my burnt hand, yelping.

Slightly dazed, I huddle behind my kevlar shield, and ask the remaining commies. "Hello. You wouldn't have anything I could cool my hand in, do you? You know, something cool? I'd like to order something cool..."

written by Mingamango181 on Nov 07, 2010 19:52

With not many of the enemy forces left, I move quickly to grab my dropped truncheon. I swing it at them if they're still alive.

written by Cryoburner on Nov 07, 2010 20:23

I begin to watch the doors as instructed, but notice some twitching from Jam-O, who appears to be unconscious now.

"Nooo! He's dying! Candies might give him energy, but he seems unable to take them..."

I check my backpack, and pull out a blank interoffice memo and toolkit. I fold the memo to make a nice pocket out of it, and using pliers, carefully crush three candies over the provisional paper pocket. After making a fine powder of them, I pour it into Jam-O's nose as he's breathing in.

"That should work! You're going to be OK!"

I return the tools and folded pocket to my backpack, and slip the other two candies I removed previously into a pocket of my jumpsuit. I then go back to watching the

doors. Since Jam-O seemed to think it was important for them to be watched, I watch them very, very carefully, noting any interesting or uninteresting aspects of them.

written by Jam on Nov 08, 2010 00:31

Suddenly, everything in my dream goes much faster, and flashes strange colors.

The explosion sends the forkbot flying. Strangely, I seem to hang in the air as the forkbot falls back to the ground. I watch, helpless, as it hits the ground and explodes.

"NOOOOOOO!!!"

written by Gligar on Nov 08, 2010 02:27

Distribution Warehouse (Q level)

Speed-Y thinks. How to get to V Level, and the compnode? There's the stairwell, but does that go to V Level? More to the point, can he find the compnode? He asks Massacrebot for any ideas. It suggests to go north.

Joris-O seems to get a little confused, and asks the remaining communists for help, but they just laugh at him. Either that, or they're laughing back at Speed-Y...

Mango-R grabs his truncheon and attacks them. He manages to miss them and just provokes them to laugh at him again.

All this laughing, and none of them think to fire? Odd...

Corridor Q2

Cryo-R begins watching the doors. Absolutely nothing happens. How boring.

Boring enough that he gets distracted by Jam-O's twitching. Perhaps "candies" would help with that?

Of course, just trying to force them into Jam-O's mouth didn't work so well last time. Instead, Cryo-R gets the idea to crush them. Three of them, to be exact. That done, he tries to pour the powder into Jam-O's nose, and ends up spilling most of the powder onto his face instead.

Enough of the powder goes where he intended for there to be at least *some* effect. Jam-O begins twitching more violently, and if he were awake, he'd feel his heart pound dangerously. In fact... yes, he jerks awake again.

But Cryo-R doesn't notice, having returned to watching the doors. What with the Inadequate™ lighting, he doesn't notice anything happening, either interesting or uninteresting.

written by Speeder on Nov 08, 2010 04:17

I notice all the laughing and laugh even more, in an attempt to make the commies die of laughter.

written by 4616599 on Nov 08, 2010 08:41

"Ha ha ha! Have you heard about that one with the android and the docbot? It's so funny! Ha, ha ha ha ha ha ha ha! You commies are terrible- at shooting, ha ha ha! Where'd you get your training, eh? Ha ha ha ha ha ha ha ha...."

written by Lightning4 on Nov 08, 2010 09:22

I laugh a little bit too, but not having paid attention, I'm not sure at what.

I check my laser pistol to see if it is the one squealing. If so, I throw the barrel as hard as I can into the commie throng while they're distracted.

written by Mingamango181 on Nov 08, 2010 11:02

I run away, hurt emotionally. I identify it as the trouble. And I as a troubleshooter must shoot it. I switch to my laser pistol, and shoot at the one laughing the loudest.

written by Jam on Nov 08, 2010 13:00²⁴⁵

I reach my hands to my face and feel the white powder that's on it. I feel my heart beat dangerously fast. I look angrily over at Cryo-R (at least, as angrily as I can while under the effects of the pep pills).

"What's happening?! What did you do to me?! Is this a... crushed pep pill?"

I start laughing, really hard.

written by Gligar on Nov 08, 2010 17:28

Distribution Warehouse (Q level)

Everyone... starts... laughing? Please don't tell me they've... hang on, let me check...

... well, I don't know if they have, but someone's released the EverLaugh.K memetic virus into the air. That'll explain why everyone's laughing.

L4-O resists enough that he can check his laser pistol. Sure enough, the barrel's showing no charge rings. He discards it in the direction of the communists.

Mango-R also resists. He pulls out a laser pistol and, identifying the laughter as trouble, shoots the person who is laughing the loudest. And that would be... Joris-O! Luckily for him, Mango-R fumbles as he's about to fire... EverLaugh.K must be having an effect.

Corridor Q2

It's getting in here, too. On waking up, Jam-O notices the crushed pill powder on his face, and manages to brush it off. He realises that Cryo-R must be responsible, but is too injured to do anything about it. A shame, really. He jitters like a clone who just overdosed on Coffeelyke. He doesn't feel appreciably happy about it. (Pep pills aren't happy pills.) Regardless, he laughs. He kind of has to.

written by Speeder on Nov 08, 2010 19:22

"Ok... that is not good, who used some laugh gas shell? Or whatever?"

²⁴⁵ JAM:(ooc: Um... What exactly are the effects of a pep pill? Do I just have a lot of energy, or am I really happy too?)

written by Cryoburner on Nov 08, 2010 23:50

"You're okay! While you were out, you decided to have some pix-y-lyke candy. I've been carefully watching the doors as best as the inadequate lighting allows in the mean time."

"Come to think of it, I've only been watching the doors in this corridor though. There must be a lot of doors elsewhere that I haven't been able to watch from here. And what about the backsides of the doors? I assume those might need watching as well..."

I proceed to check the three remaining unexplored doors in corridor Q2 to see if any of them will open. If any do open, I look to see if there are any additional doors hidden behind them.

written by Jam on Nov 09, 2010 01:04

"You did this to me! Really, how many crushed pep pills did you pour into my nose? You're trying to kill me, aren't you? Next, you'll probably 'accidentally' drop a grenade on my face or something! Get away from me, go get instructions from Joris-O or something! Just stay far away from me!"

I look over towards the door to the distribution warehouse, and shout into it.

"Mango-R? Lucas-R? L4-O? Help! I'm being poisoned by Cryo-R!"

written by 4616599 on Nov 09, 2010 01:12

"Ha ha, I was almost shot, agh, ha ha..."

written by Gligar on Nov 09, 2010 01:31

Distribution Warehouse (Q level)

Looks like everyone's still laughing in here. But the virus should fade soon.

Corridor Q2

Cryo-R claims that Jam-O eats "candy" during his sleep. Odd. But Jam-O isn't buying it. He calls for help. "I'm here, sir," responds Lucas-R. "Cryo-R, stop what you're doing."

A rattling from behind Lucas-R betrays Cryo-R's position. Seems that Cryo-R is trying to open some locked doors. Lucas-R uses the noise to point his laser pistol, and ends up physically poking Cryo-R with it. Now he really has been poked with a laser 😊

written by Jam on Nov 09, 2010 02:16

"He he he he he... Oh, Lucas-R! Cryo-R shoved some crushed pep pills up my nose while I was sleeping, and now I'm all jittery! Ha ha... And my heart feels strange, like it's beating really fast! Heh heh... Do you know anything that can counteract the effects of the pills?"

I burst out laughing.

"Ha ha ha ha! You poked him with your laser, he he he! Wasn't he saying something about being poked by lasers? Ha ha he he! Funny!"

written by Cryoburner on Nov 09, 2010 02:34

"Oh, hello! Don't worry, while he was sleeping, he was twitching around a lot, so I think he was having a bad dream. He seems to have been poked quite pokedly, and has leaked much of his leakables, so I think it's causing him to be somewhat delusional. All we can do now is provide him with proper medical attention and possibly candy and hope for the best. Oh, and watch doors. He apparently wants doors to be watched. I've been watching them, but not much has happened, aside from you walking through that one."

"Say, what's everyone been doing out there? It sounds like everyone's having an awfully good time, aside from the occasional tortured scream. I'd come to the party too, but I have important work to do. Perhaps everyone else could continue with the mission at some point too. There seems to be a stairwell over there, which very well might lead to mission-lyke places."

With that, I proceed to the stairwell and look up, to see if it's possible to tell how far upward it extends.

written by Mingamango181 on Nov 09, 2010 10:27

I burst into a giggling fit, and almost miss Jam-O's call for help. I stumble over to where Jam-O is, since I can't stop giggling.

written by 4616599 on Nov 09, 2010 10:57

"Ha ha ha ha ha ha, oh, ha ha ha ha, so funny! Ha ha ha ha ha." Almost completely dazed, I look around checking for any living commies that I can safely hug.

written by Lightning4 on Nov 09, 2010 12:10

I idly wonder if I was the one that fired this gas, but am still a little disoriented to know for sure.

"Hehehe..hehe. Was that me? I dunn-hehehe... sorry."

I remember I threw a laser pistol barrel. I watch it while giggling a little.

"Hehe... commie scum... Hee"

written by Gligar on Nov 09, 2010 17:45

Corridor Q2

Lucas-R can't help but laugh. "Hahaha! Poked by lasers! That's a good one! But multiple pep pills at once? Not good."

Cryo-R is shoved against a wall. "Are you out of your mind? Everyclone knows that you **only. take. one!** If you want more, you don't use pep pills!"

Lucas-R lets Cryo-R go and adds, "Depending on how much you actually ingested, sir, the effects should fade within a few minutecycles." But Jam-O feels as jittery as ever.

Of course, Cryo-R isn't going to just do nothing. He goes and peers up the stairwell, to find that he can't see how far up or down it goes.

Mango-R stumbles over, and trips up over Jam-O, since he can't see in the reduced light yet. And still he giggles.

It looks like the memetic virus is beginning to wear off, though.

Distribution Warehouse (Q level)

It's wearing off here, as well. Just... slowly. The communists are still laughing at each other, and... one of them seems to be having trouble breathing. In fact, he's kind of *not* breathing.

Not that it really matters any more, because that squealing laser barrel just exploded. They... stop laughing rather quickly. In a comical fashion.²⁴⁶

written by Jam on Nov 09, 2010 23:16

"Heh heh heh... A lot of powder ended up on my face... He he... I'm not sure how much Cryo-R crushed up, though. I might have ingested several pills worth..."

I look over at Mango-R, who seems to have just tripped over me.

"Oh. He he... Hey Mango-R! Hehehe... Do you have any idea why I'm laughing so much? Did someclone set off some laughing gas or something? Hmm... Ah ha ha ha... Strange. Heh heh..."

I get an idea, and yell towards the stairwell, where Cryo-R is.

"Cryo-R, could you give us that metal shelf that's sticking out of your backpack? We might be able to use it like a stretcher. He he..."

I try to stop laughing.

written by Lightning4 on Nov 10, 2010 00:10

I laugh more due to the explosion.

"Hehehe commies die. Boom boom!"

I start staring at the patch were the commies were, to see how many are left. I attempt to reload my laser rifle with the other barrel that Jam gave me earlier.

written by Cryoburner on Nov 10, 2010 00:47²⁴⁷

"Oh, don't worry! I didn't provide him with any 'pep pills', just some pix-y-lyke candy. He requested it in his sleep, and I wasn't about to turn down a request. I can't guarantee that someone else didn't give him any at some point though, as I was more focused on watching doors. 🐱"

²⁴⁶ SPEEDER: (OOC: Ima again outside home... But I think this will be the last awol time in the next months)

²⁴⁷ CRYOBURNER: (I think someone missed a post or two, which is disappointing, since Joris was trying to hug communists with a squealing barrel nearby. Or maybe the results of that were just delayed a turn. 😊)

"Ah, I suppose you could use this shelf as a stretcher. It's only around 75cm long though, so we might have to cut off your legs first."

I look around in my toolkit for a pair of wire cutters. I'm not sure if they're in there though, since they may not have been returned after being borrowed at some point.

"Hmm... has anyone seen my wire cutters?"

written by Lightning4 on Nov 10, 2010 01:36

Realizing that perhaps I don't have a laser rifle, I instead reload my laser pistol.

Guess that gas is still affecting me a bit!

written by Gligar on Nov 10, 2010 02:21

Corridor Q2

Jam-O doesn't seem to mind being used as a cushion. But then, the virus is still around. Somewhat.

He gets the idea to use Cryo-R's shelf as a makeshift stretcher. That'd work, if he were less than 75cm tall. Cryo-R (who still denies giving Jam-O pep pills) thinks it'd be just mandatory to cut Jam-O down to size. The only problem with that is that he can't find his wire cutters. He could have sworn they were put back in his toolkit...

Lucas-R doesn't know, but asks, "Are you sure those were candies? They seem to have an effect suspiciously like pep pills. And even though I've been out of the creche for a few monthcycles, I'm pretty sure there's no such thing as pix-y-lyke candy. So... why don't you show everyone this suspicious candy that acts like a pep pill? I'm sure someone's got a PDC somewhere."

Distribution Warehouse (O level)

When the smoke from the explosion clears, it becomes obvious that the battle is over. There are no standing communists remaining, though I seem to recall that some fell unconscious and didn't die.

Yet.

L4-O reloads his pistol. Not his rifle, because he doesn't have one. For a moment, he thought he did. Must be the virus.

written by Jam on Nov 10, 2010 03:24

"Hmm... I guess that won't work... Heh, I thought the shelf was longer... But why would you need wire cutters? He he... You aren't thinking of cutting my legs off, are you? Ah, you seem to be trying very hard to kill me, or at least injure me. I don't like that..."

I face Cryo-R, and very clearly give him orders.

"Cryo-R, from now until I die and my next clone is decanted, I order you to stay at least 2 meters away from me. No exceptions. Disobeying the orders of a higher clearance clone is treason. Oh, and please show us this 'candy' I supposedly requested in my sleep."

Then look at Lucas-R.

“PDC? Yeah, it’s right here...”

I search my pockets a bit for my PDC, before remembering that I gave it to Kristos-R. I look around for him.

“Kristos-R?! I’m feeling a bit better, I might make it after all... Can I have my PDC back now?”

written by 4616599 on Nov 10, 2010 06:32

“Ha ha, ha ha....ha” I begin to stop laughing. Guess I didn’t manged to hug any commies after all, with the explosion and all that gas.

Not really too disappointed, I look for the nearest unconscious commie. I ask him/her/it, not really expecting an answer anyway. “Hello! That was some weird party....you aren’t a treasonous commie android, are you?”

I tap the head.

written by Lightning4 on Nov 10, 2010 09:25

I get off Nukabot and go to search the commies for any cone rifle shells. I’m running low, after all. Can’t have that. Lack of ammunition is no laughing matter!

While I’m at it I might as well search for any other weapons that aren’t treasonous to use. Maybe one of them has an ORANGE slugthrower or something...

written by Mingamango181 on Nov 10, 2010 10:58

I try to stop giggling, and try to reduce it if I can’t. I try to sit down, leaning against a wall for support.

written by Cryoburner on Nov 10, 2010 12:25

“Oh, no. I just want to... cut some wires. Removing one’s legs that way would probably be a rather slow and messy process.”

“As for the candy, I think you ate it all. You were very hungry.”

“Hmm... Do orders count when one has given away their clearance brevet and ME Card? Without any identification, it seems like there would be no way to tell what clearance level one was authorized to use. Besides, I’m most certainly not trying to cause you any harm. Your injuries must be causing paranoid delusions. Let’s hope you get better soon!”²⁴⁸

written by Gligar on Nov 10, 2010 16:48

Corridor Q2

Jam-O finds it odd that Cryo-R would want wire cutters. I mean, what wires are there to cut?

He goes on to order Cryo-R to stay away from him. But Cryo-R refuses, stating that he has no identification. Yep, he’s CPU alright.

But how can he be so certain? There are more forms of ID than just brevets and ME cards. Tongueprint tattoos used

²⁴⁸ CRYOBURNER: (I think Speed-Y may still have the wire cutters from when cutting the scientist’s handcuffs earlier, despite the stats page not saying so.)

to be common, for instance. It’s a pity you don’t see many of them any more.

As for PDCs, Jam-O gave his to Kristos-R, who seems to be ignoring him.

There’s one other thing. Cryo-R says he has no “candy” left, since Jam-O ate it all. It’s clear from Lucas-R’s face that he doesn’t believe that.

Notably, nobody feels like laughing any more. Mango-R notices this.

Distribution Warehouse (Q level)

It’s the same in here. Joris-O is the first to stop, as he starts checking the unconscious communists. They remain unconscious, even the one whose head gets knocked on. It feels a lot like there’s bone under the skin.

Meanwhile, L4-O is also checking communists. In his case, for ammunition for Turbo. He’s in luck: he finds something like thirty assorted shells, and about as many triggers.

One of the shells has a marking that looks suspiciously like the radiation symbol.

In addition he finds more slugthrower ammo, some YELLOW and GREEN slugthrowers, and a couple of blasters.

written by Speeder on Nov 10, 2010 16:21

Since seemly things are a lot better now, I try to figure why the bot cannot open.²⁴⁹

written by Mingamango181 on Nov 10, 2010 20:19

I try to recover, taking deep heavy breathes. I take a look at what’s left of the fighting while I do that.

written by Lightning4 on Nov 10, 2010 23:18

“Oh, hey!”

I pull out the power packs from a few of the blasters and pocket them. I replace and discard the old discharged power pack in my blaster.

I return to Nukabot and get on. I attempt to reorient again, ready to go.. um, whichever direction. I’ll just follow Massacrebot now.

written by Jam on Nov 11, 2010 00:52

“But why am I all jittery? And what about the powder on my face?”

I attempt to collect any powder that’s left on my face. Then I look towards Kristos-R.

“Kristos-R? Hello?”

I wait a bit for him to respond. If he doesn’t, I look at Lucas-R.

“Lucas-R, could you get my PDC and ME card from Kristos-R? He seems to have zoned out again... I think he put it in that pocket.”

²⁴⁹ SPEEDER: (OOC: Whee, a break! I am teaching Lua to 40 students... dude, I shall never be a teacher professionally, otherwise I think I would jump out of a window mid-class when someone insist in writing stuff wrong and accusing me of using buggy interpreter)

written by Gligar on Nov 11, 2010 01:53

Corridor Q2

Mango-R leans against the wall near the warehouse, trying to get his breath back. He watches as a couple of the unconscious communists moan incoherently.

Jam-O still wants his PDC, and now his ME card as well. But Kristos-R is still ignoring him, so Lucas-R goes over to try to find them. he rifles through Kristos-R's available pockets and does indeed find an ME card for "Jam-R-JYR", and with it, a PDC and a brevet. He takes all three and hands them to Jam-O.

Distribution Warehouse (Q level)

L4-O puts away his new ammunition and takes the opportunity to refresh his blaster before taking the controls of Nukabot again. Idly, he looks over at Massacrebot.

Speed-Y tries to figure out why the bot won't open, even though the status report states that the mechanism is okay. The answer, re reasons, is obvious. He must be reading the display wrong!

written by Cryoburner on Nov 11, 2010 03:35

Hmm... I don't know about *that* powder. That could have come from anywhere. It's rather inadequately lit in here, after all, and I was more focused on watching doors. Watching them one at a time, that is. I didn't notice anyone come in, but they presumably *could* have. I've been trying not to inspect things like that too carefully... Aside from doors, or course, as per your request." 😊

"If you're looking for a stretcher, maybe a spare jumpsuit could be made into one. Even if it doesn't make for a very good stretcher, perhaps you could use it as a hammock. You like hammocks, don't you? You could hang it between those two doors. They'd make fine hammock holders! At least, until someone opens them."

"Anyway, while you guys play around with whatever it is you're doing, I'm going to continue with the mission!"

With that, I enter the stairwell, taking note of how adequate (or existent) the lighting is, and begin carefully climbing upward. As I go, I count the number of doors passed, feeling them if necessary. I also count the stairs to verify that there is an optimal door/stair ratio. I keep climbing until I reach the top, or anything else that's not a stairwell or door, whichever comes first.

written by Jam on Nov 11, 2010 03:45

"Ah, thank you Lucas-R."

I set my PDC to record mode, and hand it back to Lucas.

"Here, could you hold this for me and record everything? See if you can attach it to your jumpsuit or something. That way you can still have two free hands..."

I take my ME card and brevet, and wave them at Cryo-R.

"See? I'm exactly who I say I am!"

I look closely at Cryo-R, and notice he seems to be holding something in his hand.

"What's that in your right hand, Cryo-R?²⁵⁰ Is it perhaps that 'candy' you were talking about? Give it to Lucas-R, let him look at it."

~~If, for some reason, Cryo-R doesn't respond, I motion for Lucas-R to go and take whatever is in Cryo-R's hand.~~^{251 252}

written by 4616599 on Nov 11, 2010 09:02

I glance sharply at my spent blaster. "How dare you do this to me!"

With my kevlar shield, I carefully push the spent blaster and powerpack to the entrance to corridor Q1, positioning it directly underneath.

I then back away, draw my spare blaster, and shoot at my treasonous former equipment!

written by Lightning4 on Nov 11, 2010 11:50

I stop waiting for any reaction from Massacrebot and decide to drive on ahead.

At least, if I knew which way to go first. It seems like we've scattered a bit since the fight. I decide to drive towards the stairwell first.

I get an idea and drive down the corridor. I stop at the lab and speak loudly enough that Derek will hear, but hopefully quietly enough that no treasonous commies should overhear. Hopefully.

"Hey! Hey Derek! Sorry to bother you, but we need to be going. Do you happen to know the fastest way to V level? We need a way that'll let us bring both Nukabot here and that Massacrebot of yours.

I think I can pilot this thing up stairs, although I'm not too sure how well it will work with this flat tire... and I'm not sure if Massacrebot will fit or not either."

written by Speeder on Nov 11, 2010 15:43

I try to figure how to read correctly the display...

And later I try to figure if Massacrebot fits in the stairwell, and then I look at the Nukabot, and then try to figure if there are a way to lift the front or the back of it without damaging it.

"I think that using Massacrebot we can lift Nukabot wheels as needed to go upstairs"

²⁵⁰ JAM: (OOC: or whatever hand the pills are in)

²⁵¹ JAM: (OOC: edit: I posted after Cryo, so you can ignore that last sentence...)

²⁵² CRYOBURNER: (I don't think there's anything notable in either of my hands, despite what the skillfully accurate stats page might say. 😊 Maybe I'm holding my injured hand in such a way that it looks as though it might contain something. Either way, if you want nothing, you can have it, provided I haven't already left. 😊)

written by Gligar on Nov 11, 2010 17:24

Corridor Q2

Cryo-R says that he's ignorant of the powder's origins, and suggests the use of a jumpsuit s a stretcher. Then, predictably, he absconds up the stairwell. I'll check up on him later.

Jam-O takes the ME card and brevet. He holds them up for Cryo-R to see... then realises that that clone is no longer here. Lucas-R clips the PDC to his jumpsuit.

Nukabot enters, somewhat erratically, permitting L4-O to have another look at the stairwell. There might be a problem with the flat tyre...

He drives down the corridor, stopping just short of Jam-O, who, rather unsportingly, is right in the middle of the corridor. If Nukabot wanted to go further, it would have to run over him.

L4-O then speaks such that Derek-G can possibly hear him. Indeed, the clone emerges from the lab. "Hmmm, you may be right. The cargo lift in the warehouse goes no higher than this level." He thinks for a moment. "I believe that there is a cargo lift in Central Subsector, to the north."

Meanwhile, Massacrebot has also entered. It seems that Speed-Y has had the same idea concerning the stairwell. The main problem with is the stairwell's door, which is just too small for either bot to fit through.

Stairwell

Oblivious to all this, Cryo-R climbs. There is no light at all in here, meaning he can't see any of the doors. But if the stairwell conforms to CPU Mandate 198/47392/8©, there should be a door after every sixteen (16) steps, where there should be a landing. The steps seem to curve round through one hundred and eighty (180) degrees with each set of steps.

So far, he has climbed forty (40) steps and found two doors. The twenty-seventh (27th) step seems to be worn in the middle.

Distribution Warehouse (Q level)

With the main sources of light gone, it's difficult for Joris-O to see where his fried blaster ended up. He does find it, however, and pushes it towards where he thinks the other exit is, and fires at it with his remaining blaster.

Despite the darkness, he pulls off a nice shot. The fried blaster begins to spark, and heats up once again, giving off a dim RED glow.

written by Speeder on Nov 11, 2010 22:06

I think for a while, and then I attempt to figure if the bot has a compass.

written by Jam on Nov 11, 2010 23:12

"Oh, hello Nukabot!" I say as I'm almost run over. Then I look over at the clone L4-O is talking to.

"Hello Derek-G sir! Oh, you made Massacrebot? Wow, that's amazing! Um... You wouldn't happen to have a stretcher with you, would you? Or perhaps some device that might make me a bit less likely to die and a bit more able to kill commies? I'd be happy to test out any new equipment, if only I hadn't been shot. It's hard for me to walk in this condition..."

I talk in the direction of Massacrebot.

"Speed-Y, if you're wondering where Cryo-R went, he just crawled into that stairwell over there. I think he went up."

written by Lightning4 on Nov 11, 2010 23:18

"Hmm. Interesting."

I turn Nukabot around and see Massacrebot and a few others.

"You hear that? We need to be going north to the central subsector. There should be a cargo lift there we can use for both Nukabot and Massacrebot."

I turn my head back to Derek.

"Thanks. Can you give us any more specific directions? We're all somewhat unfamiliar with the sector, I guess."

"Unless Massacrebot can lead us, then that will work too."

written by Cryoburner on Nov 12, 2010 01:04

I continue carefully climbing and counting cautiously.

written by Gligar on Nov 12, 2010 01:39

Corridor Q2

Speed-Y checks something, and something else, and tries a few gestures, before realising that there has been a direction indicator on Massacrebot's HUD the whole time.

"Hmmm," Derek-G answers. "I'm afraid that I have nothing that could help you, citizen. Keep heading north, and you'll find the cargo lift. I think."

Stairwell

The stairs keep going up. Cryo-R climbs up another twenty-four (24) steps, and takes a break, finding that thee is a landing here. The door seems to be ajar.

written by Speeder on Nov 12, 2010 04:09

After I figure where is north, I point toward north.

"We need to go in that direction!"

written by 4616599 on Nov 12, 2010 04:28

Noting the conversation in the corridor, I head back.

"North? Heh... I was about to blow up the entrance to Corridor Q1...guess I should do something about that, eh?"

"By the way, has anyone seen Commiebot's head?"

written by Lightning4 on Nov 12, 2010 09:29

"Ah well. Thanks!"

I drive off in Nukabot, and start to follow Massarebot. Hopefully Speed is able to indicate which direction we need to go successfully.

written by Cryoburner on Nov 12, 2010 09:56

“Why, this door is ajar! This calls for further examination!”

I carefully examine the door as best as one can in the presumably dark stairwell. Then, I peek inside, seeing if I can see anything seeable in there.

written by Gligar on Nov 12, 2010 16:32

Corridor Q2

Massacrebot points a manipulator towards the warehouse. Apparently, that’s north.

Speaking of the warehouse, Joris-O emerges into the glare of Massacrebot’s lights. He’s wondering where that android’s head went. Didn’t it get put in a box? Maybe it got dropped somewhere.

Derek-G disappears back into the lab.

Nukabot reverses in Massacrebot’s direction, the corridor being too narrow to turn. There seems to be something wrong with the ‘reversing’ alarm.

Starwell, U level

Peeking through the door, Cryo-R can see... light!

It comes from a PRPF patrol, apparently stationed just outside the door. It looks like there are six communists in the patrol, armed with the usual slugthrowers and wearing the usual ill-fitting IntSec gear. They must be guarding it to stop loyal clones – and anyone else in the corridors, for that matter – from using it.

A sign on the clearance stripe – BLUE, if you’re interested – opposite the door reads U LEVEL.

written by Speeder on Nov 12, 2010 20:13

I start walking north, obviously not into walls or lift shafts...

I walk with a moderate speed, so Nukabot, Joris and the botcommie head can follow us.

written by Lightning4 on Nov 12, 2010 23:39

“Huh. The mandatory safety equipment on Nukabot no longer functions... hm.”

“BEEP. BEEP. BEEP. BEEP. BEEP. BEEP. BEEP. BEEP.”

I continue backing up while following Massacrebot. When I reach an area I can turn around in, I do so and get Nukabot going in a slightly better orientation.

written by Jam on Nov 13, 2010 01:24

I watch the others start to leave.

“... ”

...

I’m not coming with, am I?”

I frown, obviously disappointed.

written by Gligar on Nov 13, 2010 01:32

Corridor Q2

Massacrebot leads the way, heading through the warehouse. Nukabot follows (with L4-O filling in the missing reversing sounds), as does Lucas-R. He seems happy that the team is beginning to move out.

Is anyone planning on taking Jam-O along? He seems sad.

Distribution Warehouse (Q level)

Carrying on through here, John-R tags along.

Just as Massacrebot is about to cross over to the other corridor, Speed-Y notices a blaster sitting in the middle of the doorway. It’s glowing a dull RED and sparking.

As he ponders this, Speed-Y notices a familiar box in the warehouse.

written by Speeder on Nov 13, 2010 03:19

“Joooooris, the commiebot head is here!”

written by Jam on Nov 13, 2010 05:26

“Lucas, could you take this and this and these, and give them to my next clone?”

I give him all my laser pistol barrels, my laser pistol, the grenades, the various pills I have, the first aid kits, the full can of B3, the packets of Soylent RED, the hammer, the spanners, the helmet, the pairs of handcuffs, and my ME card and brevet.²⁵³

“Thanks so much!”

Then I shout to John-R.

“John-R! Do you want a RED reflec? You can have mine.”

I take off the reflec and offer it to John-R.

written by Lightning4 on Nov 13, 2010 12:58

I look around. Noticing we’re missing someone, I look back and spot Jam.

“Hey wait! We can uh... put you on Nukabot I guess?”

I drive back to Jam and offer to help him up.

written by Jam on Nov 13, 2010 15:11²⁵⁴

“Oh. Never mind, Lucas-R. But when I die, can you take all the things I just mentioned and give to my next clone? I’d just feel horrible without all my spare laser pistol barrels to comfort me. And you never know when you might need the other stuff. Thanks.”

I look at L4-O, and smile.

“Thanks, I’d love to come with!”

²⁵³ JAM: (ooc: wow, I have a lot of stuff...)

²⁵⁴ JAM: (ooc: If I’m coming with, I guess I don’t need to give all of my stuff to Lucas-R yet... I’ll post an addition, if that’s alright. Or it can wait until next turn.)

I accept L4-O's offer, and try to climb onto Nukabot.

written by 4616599 on Nov 13, 2010 16:09

I attempt to help load up Jam-O. "Hey, someone should load the spare laser barrels too." I point out.

"Derek-G? Sorry to bother you again, but we found what appears to be a commie android. Perhaps you could tell us something about it?"

written by Gligar on Nov 13, 2010 17:16

Distribution Warehouse (Q level)

It's the commiebot head, alright. Speed-Y lets Joris-O know.

Corridor Q2

Initially believing that he would be left behind, Jam-O prepares to give his equipment to others for safe keeping. This turns out to be unnecessary, as Nukabot returns, allowing Jam-O to attempt to climb up.

Of course, with his injuries, he cant really do much. In the end, it takes L4-O and Joris-O to get him positioned on the forks. The latter calls over to Derek-G about androids, but the latter doesn't respond.

written by Speeder on Nov 13, 2010 17:45

I await for everyone.

Pointing my guns frenetically in all directions.

written by 4616599 on Nov 13, 2010 17:54

"Ugh- what's that Derek-G up to? I might even call him very slightly bordering on the edge of mild treason... Anyway, is there any place -preferably inside- Nukabot that I can load the box of extra ammo and Commiebot in?"

written by Jam on Nov 13, 2010 18:55

I smile wider, extremely happy that I could come with after all.

"Laser pistol barrels? You can load them into my pockets! I'll keep them safe!"

written by Lightning4 on Nov 13, 2010 22:48

I look around.

"Uh. No, I don't think Nukabot has any internal areas to hide in. You can ask it I guess..."

I start driving back towards Speed and Massacrebot in attempts to catch up, but allowing anyone else who wishes to climb on first.

written by Gligar on Nov 14, 2010 01:51

Distribution Warehouse (Q level)

Massacrebot stands at the ready, pointing its guns around in about thirty different directions. Speed-Y must really be giving those servos a workout.

Corridor Q2

Joris-O wants to load that box of ammunition, and the box containing Commiebot's head, somewhere... like, say, inside Nukabot. But there's no inside compartment. Jam-O offers to carry them, though. As if he wasn't carrying enough already

Nukabot starts reversing again, slowly at first, in case anyone wants to pile on.

written by Speeder on Nov 14, 2010 05:27

After a while I say.

"Ok Massacrebot, record that the servos are really good and can withstand some abuse."

Then I stop moving like nuts.

written by Mingamango181 on Nov 14, 2010 07:22

I stand back up, and clamber onto Nukabot, to the area that seems least protected.

"This seems to be the best spot to defend."

I then put my trucheon away, and take out my laser pistol, checking the number of shots remaining.

written by 4616599 on Nov 14, 2010 09:46

I load the boxes on Nukabot's rear, and follow on foot.

written by Lightning4 on Nov 14, 2010 11:59

I follow behind Massacrebot, looking around to make sure we're not missing anybody or that no commies are nearby.

written by Jam on Nov 14, 2010 14:22

I reach my hands out and search around, just in case some stray laser pistol barrels happen to come my way.

written by Speeder on Nov 14, 2010 15:11

After everyone is set I start our incredible jorney to the fantasy land of transistors in level V.

V of Victory.

written by Gligar on Nov 14, 2010 18:13²⁵⁵

Corridor Q2

Mango-R clambers up on to the top of Nukabot, pulling out his laser pistol. He notices that the barrel is spent.

Joris-O loads the two boxes behind the operator's seat and follows on foot. On the front, Jam-O has his hands out to catch anything that drops, but nothing does.

Lucas-R also climbs up, thing time, on the rear of the bot. It's cramped with the boxes in the way, but he'll manage.

²⁵⁵ GLIGAR: (OOC: Just to let everyone know, I am now sick and tired of Google Docs going HURDUR LOG YOU OUT IN THE MIDDLE OF EDITING HURDUR DURHUR HURDUR DURHUR. So I am working on an alternate method of showing stats and such. Bear with me.

And YES GOOGLE I KNOW THERE ARE NEW FEATURES YOU DON'T NEED TO POINT AT EVERY NEW BUTTON LIKE I'M A BLIND IDIOT 🙄

L4-O continues driving backwards, making sure that nobody is left behind this time. Kristos-R suddenly awakes with a start and follows behind.

The procession leaves the corridor, returning to the warehouse. Joris-O and Kristos-R have to run to keep up.

Distribution Warehouse (Q level)

As Nukabot takes the opportunity to turn round so it can drive forwards for a change, Massacrebot stops moving its arms around.

John-R falls in behind Massacrebot. Looks like everyone's ready to go, so let's move!

Corridor Q1 West

The corridor seems oddly quiet. Apart from the dead communists, there's nothing important here. Except for an exit that doesn't lead north.

Corridor Q1 North

Carrying on round the corner, two northerly exits become visible. One is open.

written by Speeder on Nov 14, 2010 19:41

I check the open door, Massacrebot sensors and all.

written by Jam on Nov 14, 2010 22:59

I keep alert for any signs that commies are near. I also search around the corridor in case there are any boxes of laser pistol barrels lying around.

written by Lightning4 on Nov 14, 2010 23:54

I yawn a little bit and search my pockets for something to eat.

Sadly not finding anything, I pay attention to driving again before I run over (or into) something.

written by Gligar on Nov 15, 2010 02:15

Corridor Q1

Massacrebot turns its sensors to the space beyond the door.

It seems to be a corridor, heading north. Massacrebot can't sense anything beyond that.

Jam-O keeps his ears and other senses open. He seems to hear something on the other side of the door.

L4-O seems to be getting a little tired. Let's hope there's somewhere to rest soon. You have the time, don't you?

Hmmm, looks like everyone's in the same place. It's up to Speed-Y now.

written by Jam on Nov 15, 2010 03:14

"Speed-Y, wait! I think there's something on the other side of the door!"

I ready my laser pistol and aim it at the door.

"John-R, could you try using your mental blast powers on whatever is behind that door? You can stun it, then we'll attack while it is distracted..."

written by Speeder on Nov 15, 2010 03:22

I stop, and then I try to pick sound behind the door.

"Wait, we don't know what is on the other side, what if it is Freaky? If we mind blast him, he might mind blast everyone in retaliation before we can even open the door to shot him."

written by Lightning4 on Nov 15, 2010 10:28

I take notice and ready my blaster.

"Well we could always shoot whoever it is on the other side. As far as I know, nobody is immune to a good shooting. Or stabbing. Or bludgeoning. Or roadkilling. Or-" I continue in this fashion, my voice trailing off.

written by 4616599 on Nov 15, 2010 12:09

"How would we know which side Freaky is on anyway?"

In any case, I agree with L4-O, and ready my blaster. I check if my burnt hand is still steady enough for me to hold both shield and gun.

written by Gligar on Nov 15, 2010 16:35

Corridor Q2

People get weapons ready. Joris-O realises that, with his burnt hand, he can't hold a weapon and a shield at the same time.

Speed-Y turns Massacrebot's sensors towards the door again. It turns out that it's a malfunctioning bot on the other side.

written by Speeder on Nov 15, 2010 16:45

"Ok, there are only a malfunctioning bot on the other side... You people want to check it, or we should proceed in our path?"

written by Mingamango181 on Nov 15, 2010 20:07

"My laser pistol barrel appears to be all used up."

I unscrew it, and place the barrel in one of my pockets. I also decide to put my laser pistol body away, and draw my truncheon in it's place.

written by Lightning4 on Nov 15, 2010 21:37

"Proceed, as long as it isn't the kind of malfunctioning that could lead to explosion or bodily harm."

I put my blaster away and prepare to follow behind Speed.

I turn to Mango.

"I think there's still some spare laser pistol barrels here on Nukabot if you need them."

written by Jam on Nov 15, 2010 22:28

"Hmm... What kind of bot is it? A malfunctioning docbot, perhaps? But maybe it's something harmless like a malfunctioning petbot... I think we should go on."

I look over at L4-O.

"Eh? Spare laser pistol barrels? Where?! I need some too!!"

written by Gligar on Nov 16, 2010 01:19

Corridor Q1

Mango-R switches back to his truncheon, being out of laser barrels.

L4-O suggests to move on, as does Jam-O. As long as the bot's not dangerous.

By now, Massacrebot has identified the bot. It's a scrubot with damaged wheels.

written by Speeder on Nov 16, 2010 01:24

As Massacrebot identifies the other bot I say.

"It is a scrubot with damaged wheels. I think we can move on."

I proceed in the corridor of the open door.

written by Jam on Nov 16, 2010 02:49

Assuming L4-O follows Massacrebot into the corridor, I aim my laser pistol at the damaged scrubot. I shoot at it if it makes any threatening moves.²⁵⁶

written by Lightning4 on Nov 16, 2010 07:46

I do continue to follow Massacrebot.

I watch Jam's motions through the front of Nukabot.

written by Gligar on Nov 16, 2010 18:10

Corridor Q1

The team, minus Joris-O for some reason, starts down the corridor.

Corridor Q4

The team passes a couple of closed doors before approaching the scrubot, which seems to be stuck in cleaning mode, and going in circles due to its damaged wheels.

That seems strangely familiar to the team...

Passing the scrubot, the team passes another three doors, before coming to one at the end, marked CENTRAL SUBSECTOR ACCESS Q.

written by Speeder on Nov 16, 2010 18:40

I peer a while at it. Then I say.

"So... here we go! Prepare your weapons!"

After everyone is ready I open the door.

written by Jam on Nov 16, 2010 23:06

I aim my laser pistol towards the door.

written by Gligar on Nov 17, 2010 02:28

Corridor Q4

The door is opened, giving Team Epsilon its first glimpse of Central Subsector:

An Internal Security checkpoint.

Manned, as it were, by combots. For those who aren't familiar with that class of bot, they're bots who would like to be warbots but are too small. And they're bitter about it. These ones are even smaller than Massacrebot.

Two of them turn in your direction. "Identify yourselves!"

By the stairwell, U level

Looks like the PRPF patrol is being relieved by another. They're saying something in some treasonous-sounding language.

written by Speeder on Nov 17, 2010 02:30

After a while looking at them I say.

"We are the Troubleshooter team tasked with getting rid of the commies. Are you still loyal to friend computer or we will need to explode you?"

written by Jam on Nov 17, 2010 03:10

I take out my ME card and wave it in the general direction of the combots.

"I am Jam-R-JYR, temporarily breveted to ORANGE clearance by... a high clearance clone who I am not cleared to know the identity of!

It is good that you are being cautious, thank you for doing your job so well! But please, let us pass. We have been sent to eliminate the communists and restore order to the sector. Interfering with our mission is directly against the will of The Computer, and we are authorized to terminate any clones or bots that aren't loyal. Informing communist forces of our location or mission is also treasonous. If you tell them, I will personally come back and blow your bot-brains all over the floor, unless Friend Computer gets to you first. So don't tell the commies. Okay? Thank you."

I rest after that somewhat long speech. I wonder if the pep pills have worn off yet, I feel pretty tired...

written by Lightning4 on Nov 17, 2010 11:11

I drive in behind Massacrebot.

"More of Team Epsilon plus Nukabot reporting in!"

I am ready to pull out my blaster though, just in case these bots aren't as friendly as we think.

²⁵⁶ SPEEDER: (ooc: the scrubot is not behind the closed door?)

written by 4616599 on Nov 17, 2010 12:26²⁵⁷

I stumble in after the team, holding only my shield, which I use to knock the damaged scrubot down for good measure.

I speak to it immediately after bashing it; "Hello! You aren't trying to do something other than cleaning, are you?"

written by Gligar on Nov 17, 2010 17:04

Corridor Q4

More combots turn to look at the team. One answers, "I don't *think* so. You'll need the password to get through here."

Jam-O doesn't hear this, because his pep pills have worn off.

Behind the team, Joris-O rushes down the corridor, knocking down the scrubot as he does. It doesn't respond to him.

written by Speeder on Nov 17, 2010 18:50

I peer at them for a while, then I ask.

"Ok, we don't have the password, so to know if we need to bother in blasting you to bits, if we go to the other side, there are a suitable route to the team and our bots to reach the compnode? Please, reply fast, so we try to pass fast or search for another way fast, because if we don't fix the compnode in some hours the sector will be nuked."

written by Jam on Nov 18, 2010 00:01

Wait... Did I fall asleep? Or am I just zoned out a bit?)

I try to focus on staying awake...

"Huh? What did Speed-Y say about passwords? Do the combots need one?"

I think a bit about all the passwords I know...

"Ah! Is the password 'four-six-one-six-five-nine-nine'?"

written by Lightning4 on Nov 18, 2010 00:22

I think a little bit, and study the combots.

"Is the password... 'Friend Computer'?"

"Or perhaps it's 'Glory to the people?'"

I prepare my weapon just in case it's the wrong answer.

written by Gligar on Nov 18, 2010 01:19

Corridor Q4

"The compnode, and the Hub" one of the combots says coldly, "are heavily defended. Unauthorised clones will be terminated long before they make it to the lift hall off the Inner Ring."

Another combot turns to the first. "You speak too much!"

As Jam-O speaks, the combots seem to blink. "Password accepted," replies a third. Combots begin to move out of the way, and seemingly shut down.

But a couple remain. "These clones have clearly guessed the password," they say. "They are clearly unauthorised." The two ready their weapons.

written by Speeder on Nov 18, 2010 01:50

I point my HE cone to the combot that accepted the password.

"So, the password is the name of a communist leader? I guess you bots are working for the commies then, now I am sure you are to be blasted to little bits."

written by Jam on Nov 18, 2010 03:10

I look at Speed-Y, confused.

"Communist leader? When I interrogated those commies earlier, they said Andrei was the director, and I'm assuming he's the leader too..."

I turn my head back to the combots that are readying their weapons.

"How could I possibly have guessed that?! Out of how many million numbers, what are the chances that I would have *guessed* the right one on the first try? Clearly, I was informed by my superiors what the password was. By resisting when you have been given the correct password, you are going against the will of Friend Computer, many High Programmers, and countless other high clearance citizens. If you don't move out of our way and deactivate, like you have been programmed to do, we will have to assume that you are faulty, and have likely been tampered with by communists. Lower your weapons and stand down, or we will be forced to terminate you. This is your last warning!"

I aim my laser pistol at one of the combots, and fire at it if it resists any more.

written by 4616599 on Nov 18, 2010 04:41

Hearing the commotion, I remain out of sight in the corridor, and attempt to hook (or otherwise hang) my kevlar shield on my jumpsuit, like a breastplate or vest.

written by Lightning4 on Nov 18, 2010 12:30

I remain silent, hand still ready to draw my blaster if need be.

written by Gligar on Nov 18, 2010 17:05

Corridor Q4

Massacrebot raises its cone rifle, and growls in a manner that would be menacing if [REDACTED]. "How cute," one of the combots comments. "An overgrown petbot." This gets another growl. "And one that's allied with the fleshbags. It must clearly be defect-"

It doesn't get a chance to finish. Massacrebot overrides Speed-Y's controls, charges through the door and picks up the offending combot in both manipulators. Apparently, it's trying to tear the combot apart.

²⁵⁷ 4616599: (ooc: new computer- was transferring stuff 😊)

The other combat glares at the scene. "Typical. There is always one. I would react, but my programming has forbidden me to do so."

Further down the corridor, Joris-O gets ready again behind his shield. He tries to clip it to his jumpsuit but it doesn't want to fit.

written by Jam on Nov 18, 2010 19:59

"Ah, Speed-Y is attacking the combat! I guess the bot deserves it, how dare it call us 'fleshbags'!"

I watch Massacrebot as it tries to tear the combat into pieces.

"I wonder if we can go on now..."

written by Speeder on Nov 18, 2010 20:57

I was going to freak out as the armor started to move me around, but when I noticed that I was insulted too...

So, I just agree with Massacrebot and lend my strength to it too.

written by Gligar on Nov 19, 2010 02:04

IntSec Checkpoint

Motors strain as Massacrebot continues in its attempt to tear apart the combat. The strain turns into a loud whine...

...which gets louder as the motors begin to smoke...

...before finally producing results. With an almighty **SNAP-CRACK**, the combat is, well, disarmed. The combat's chassis falls to the floor, and shudders. "H- How dare you," it stammers, before trying to get up, and failing.

Near the Stairwell, U level

The PRPF handover is complete. Just one thing...

One of the relief patrol takes a quick look inside the stairwell itself, and seems to see something. "Huh?" he mutters. "Is that someone?"

written by Jam on Nov 19, 2010 03:03

"Oh good, it looks like Speed-Y won!"

I look to the other combat.

"Are you going to insult us too? I'm sure we can find some fun ways to disable you... Maybe we could impale your head with one of Nukabot's forks, or perhaps Massacrebot could drag you to the lift shaft over there and push you inside... Or you could just let us get on with our mission..."

You do know that if we fail, perhaps because we were held up by a stubborn combat, everything in the sector will be obliterated? Do you really want to cause the death of hundreds of clones and the destruction of an entire sector's worth of Computer property, including the Comnode, which is like a piece of Friend Computer itself? And you'll be destroyed too. Hmm... How many laws does that break?"

written by Lightning4 on Nov 19, 2010 09:07

I wince a little upon the noisy crack. Even if bots can't feel pain like we can.

I prepare to follow Speed in case we decide to progress pass the security checkpoint.

written by Gligar on Nov 19, 2010 17:27

IntSec checkpoint

The second combat looks at the first, and at the first's arms, still being held by Massacrebot, and then at Massacrebot itself. Something seems to pass between the two bots, and the combat steps aside. "Just get out of here, fleshbags," it says. "I suppose *your* lives may well be worth something after all."

Stairwell, U level

The lone PRPF member keeps investigating. He's still sure there's something here. He pulls out a flashlight and shines it around.

And there's Cryo-R.

"Comrade!" he yells. "What are you doing here past curfew?!"

written by Speeder on Nov 19, 2010 20:42

I nod, I put the damaged bot down and say.

"Ok, thanks... We are going to V level comnode, you must not let anyone wearing a furry hat to pass, even if he knows whatever password, those furry hats are mind control devices that can turn perfectly good citizens in communists."

I proceed forward again.

written by Jam on Nov 19, 2010 23:43

I relax once I see the combat step aside. I listen to what Speed-Y is saying to the bot. Wait... Why is he telling the bot that almost shot us everything about our mission?

I think a bit, and come up with an idea. I speak loudly to Speed-Y, and try to sound confused.

"V level? I thought we were supposed to go to S level, to get the—Wait, I'm saying too much, aren't I?!"

I try to look nervous, and turn towards the combat.

"You didn't hear that, did you?"

written by Gligar on Nov 20, 2010 02:00

IntSec Checkpoint

The combat glowers. "Just... get... out of here."

Starwell, U Level

The PRPF clone sighs. Looks like Cryo-R is too preoccupied with the light fixtures to notice. "Very well, you are under arrest!" Cryo-R is roughly dragged into the corridor, where another PRPF clone joins him and the arresting officer, escorting him elsewhere.

written by Lightning4 on Nov 20, 2010 08:32

I start tailing Speed.

I look at the combots as I pass by, kind of cautiously. I'm not certain of their allegiance.

written by Mingamango181 on Nov 20, 2010 10:52

I watch everything carefully, and I ready my laser pistol barrel to throw in case the combots try to attack after we've passed them.

written by Jam on Nov 20, 2010 15:24

I look ahead, searching for any signs that might say where the cargo lift we're looking for is...

written by Gligar on Nov 20, 2010 17:40

IntSec Checkpoint

The team begins to move. First Massacrebot, then Nukabot and passengers, and finally the rest of the team. The combots, for most part, seem to be inert, but no-one can shake the feeling that they're being glared at.

Joris-O lags behind, as before. He also gets glared at.

Central Subsector: Corridor Q-epsilon

The YELLOW clearance continues through into here. "Here" is, of course, another corridor. Looks like there are maybe five doors, and two intersections.

Some slugholes and laser burns, along with a few bloodstains, give away the results of a battle that took place here recently. The door at the far end seems to be damaged, and the remains of barricades can be seen at the intersections. The further barricade on the right has seen the most damage.

Somewhere on U Level

Cryo-R continues to be escorted to... somewhere.

His captors stop at a door, and one knocks.

written by Speeder on Nov 21, 2010 05:24

I attempt to figure what side lost.

And if we can continue north.

written by Lightning4 on Nov 21, 2010 09:36

I continue following.

"Hm. Looks like someone had fun here."

I look at the barricades and stuff, maybe search to see if there's anything left behind that could be... ah.. repurposed for our goals.

written by Speeder on Nov 21, 2010 12:44

While walking I suddenly comment.

"Someone saw Cryo somewhere? I think we lost him again stuck examining something... Although ever since we used that machine I don't saw he misbehaving..."

written by 4616599 on Nov 21, 2010 13:56

"Think there's a third party here? Those people shooting at food vendors...androids...grumpy combots...hmmm."

I glance around at the doors, and perfunctorily press my ear close to a random one.

written by Cryoburner on Nov 21, 2010 17:41

"Yaaawn... Hmm... I must have dozed off while inspecting the light fixtures in that dark stairwell."

I take a look around at my surroundings.

written by Jam on Nov 21, 2010 18:56

I try to see what's past the door at the far end.

"Cryo-R went into the stairwell, I think he went up..."

written by Gligar on Nov 21, 2010 19:53

Corridor Q-epsilon

Speed-Y continues down the corridor, idly looking at the barricades... looks like the defenders lost. There is some ammunition (mostly high-clearance laser rifle barrels, with a few cone rifle shells) lying around but the bodies have already been cleared away. Down the furthest junction to the right, a door seems to have been torn from its hinges.

Joris-O picks a random door and listens. He doesn't hear anything.

It's almost as if the communists simply abandoned this level.

Jam-O notices some lights on through the open door at the end.

Somewhere in U Level

Oh! Cryo-R is awake. The communists notice, and one yells, "QUIET!"

Then the door opens, and Cryo-R is shoved inside, and forced onto a chair, and restrained.

Cryo-R can't remember what he saw in the corridor, probably because there was nothing of note there.

Interrogation Room

The room is more interesting, though. There's this chair, fitted with restraints that perform the job of restraining the clone sat thereon... perhaps a little too well. The restraints are slightly too tight, and there's an almost blinding light focused on where the clone's face would be.

Other features include a two-way mirror and a ceiling-mounted laser turret. It's basically your typical IntSec interrogation room, only now it's being handled by PRPF. And the clone they're interrogating is Cryo-R. He judges the room to meet the standards of CPU Mandate 214/4938(x)(ea).

From behind the mirror, the filtered voice of a communist demands, "Explain why you were in the stairwell past curfew!"

written by Cryoburner on Nov 21, 2010 21:38

"Oh, hello! Nice to meet you!"

"I am currently involved in a top secret mission requested of me directly by the higher ups. As you can see, I have been injured quite injuriously in the course of this operation, and after subsequently scaling several sets of sixteen steps in this state, I required a moment to rest. Noting the patrol outside, I determined that it would be a relatively safe location to do so. After all, we wouldn't want the enemy impeding this mission any further, now would we?"

I try to determine the approximate rated wattage of the blinding light.

written by Gligar on Nov 22, 2010 01:49

Interrogation Room

"If you are on a mission - which I doubt - do you have the proper papers? Authorisation codes? And most of all, *why are you out after curfew?* Why does PRPF not know of this?"

Cryo-R tries to work out how bright the light is, but realises that, in his current state, he couldn't possibly tell. And "wattage", he realises, is a word beyond his security clearance.

written by Jam on Nov 22, 2010 02:51

"Laser barrels! Are there any that are low enough clearance for us?"

I search the floor for any laser pistol or rifle barrels that are YELLOW clearance or below.

"Oh, there are some cone rifle shells too! We should get them..."

written by Speeder on Nov 22, 2010 03:59

After a while I say.

"Ok, see if they are not undamaged, and let L4 handle them, he is the only one here that has actually permission to handle that stuff, and also I think he is the only one that can load Massacrebot too."

written by Lightning4 on Nov 22, 2010 12:29

"Ooh. More cone rifle shells!"

I park temporarily and gather some up. I load a few visibly undamaged ones into Massacrebot, and keep some for myself.

I get back on Nukabot and prepare to resume following.

"Can never have enough of those. Even if they're damaged, I guess we can still use them. Throw them at the commies or something."

written by Gligar on Nov 22, 2010 16:30

Corridor Q-epsilon

Jam-O looks at the laser barrels. Looks like they're all GREEN and above... wait, is that a YELLOW barrel over there?

L4-O checks out the cone rifle shells. Some are spent, some are damaged, but there are indeed some intact shells here. Not enough triggers, though.

But Massacrebot doesn't use triggers. L4-O loads ten shells into the bot, which leaves him with another ten, plus triggers, for himself. He's about to get onto Nukabot again when he decides to take the damaged shells, too. You never know.

written by Lightning4 on Nov 22, 2010 23:52

I get back onto Nukabot and start following Speed again.

"Hopefully we have enough ammo for a while now!"

written by Speeder on Nov 23, 2010 00:24

If Jam decide to grab that yellow barrel I wait a bit, if not I move forward happily. Forward I mean, toward north... Or something.

written by Jam on Nov 23, 2010 01:03

I gaze longingly at the YELLOW barrel...

"Maybe Speed-Y will let me hold it for him? I could keep it safe... We wouldn't want a perfectly good YELLOW barrel in the hands of those horrible commies, right?"

I look at it a bit more, and see that Speed-Y seems to be waiting for something...

"He must be waiting for us to get that YELLOW barrel for him! Lucas-R, could you grab that laser barrel for me? I'll hold it until we get to wherever we are going to, then I can give it to Speed-Y."

I reach out for the barrel.

written by Gligar on Nov 23, 2010 02:02

Corridor Q-epsilon

Speed-Y is about to move off when he spots the barrel. Jam-O tells Lucas-R to get it. "Er... are you sure that's..." Lucas-R begins, before glancing at Massacrebot. After a moment, he shrugs and picks it up, He walks back and gives it to Jam-O, glancing at Massacrebot again.

That done, L4-O starts Nukabot again.

Interrogation room

The communist raises his voice again. "I am *talking* to you, comrade! Or... is that, *citizen?!?*" The blinding light, if anything, gets even brighter. And... there is the sound of gas being dispensed. Cryo-R begins to feel... happy. Like he's talking to a friend. One he'll tell anything to. But most importantly, one he *can't lie to*.

"Now," the communist continues, "why are you out after curfew?"

written by Jam on Nov 23, 2010 02:41

"Thanks!"

I look at Massacrebot, then at Lucas-R. Hmm... Lucas-R seems a bit unsure...

“Don’t worry! Besides the fact that worrying is treasonous, it’s not like I’m actually going to use the barrel or anything. (Unless Speed-Y orders me to...) I’m not even sure what kind of barrel it is!”

I look at the barrel, try to figure out if it’s a pistol barrel or a rifle barrel, and try to determine how many shots it has left.

written by Cryoburner on Nov 23, 2010 08:55

“As I was saying, I am on a secret mission under the direction of the higher-ups. I don’t know all the details of what the mission involves, but I do know that it’s probably best to remain quiet about it. The enemy may very well have access to the surveillance equipment in this very room. Discussing what I know about the current status of the mission in this potentially insecure location might jeopardize its completion.”

“In any case, I seem to be having some memory issues following a recent encounter, which might make telling you details of the mission somewhat difficult anyway.”

written by Lightning4 on Nov 23, 2010 13:59

“We could always use it as a weapon too, maybe. Shoot at it with a non-treasonous laser pistol or rifle or something. That isn’t treason, right? Maybe?”

I shrug.

written by Speeder on Nov 23, 2010 15:54

“Thank you Jam and Lucas.”

Then I continue walking forward happily.

Of course, trying to not bump into dead stuff, blocking stuff, and all that sort of that stuff, you know, stuff, stuff stuff.

written by Gligar on Nov 23, 2010 16:26

Corridor Q-epsilon

Everyone starts moving again. Again.

As they do, Jam-O inspects the barrel. It is a YELLOW laser pistol barrel with four shots left.

The team passes through the corridor without further incident.

The Hub

As it happens, the light seen from the corridor was coming from The Hub – the centre of Central Subsector. This level of The Hub seems to be another food hall. The giant vidscreen is even active.

But there are none of the usual advertisements, no popups, no subliminals, and no Eye of The Computer watching over you. There is only one channel active, seemingly a news channel. And that is simply displaying a STAND BY notice. In small caps, even.

In addition to the one the team entered from, there are seven more exits on the perimeter of The Hub. Between

them are serving hatches, all of which seem to be closed. One, however, is missing, as is some of the surrounding wall, leaving a sizeable hole.*

Interrogation room

“You... may have a point,” the communist answers. “The camera control room was taken by Computerist forces not long after it was liberated, and the feeds were secured. We still don’t have access.

“But there are still issues, like... how can you be on a mission if you can’t remember it? It sounds... *suspicious*.”

The concentration of gas increases.

written by Lightning4 on Nov 23, 2010 19:43

“Huh. Look at that hole... I think I can fit Nukabot into it. Wonder what’s on the other side.”

I look around the room, noting the lack of certain mandatory things.

“No food... no Eye of the Computer... not even an AlgaePlus advertisement! I guess the commies got farther than our sector?”

written by Speeder on Nov 23, 2010 21:33

After a while I say.

“It is obvious that it has no Eye or advertisement, the compnode is down! And it is our job to fix it... If we don’t fix it, even if the sector don’t get nuked, how we will ever see again those cool ads?”

I go toward the hole thing.

written by Jam on Nov 23, 2010 21:42

“I bet the commies made that hole! They were probably fighting their way to the compnode. Maybe if we follow that hole, it will lead us to V level, and to the compnode!”

written by Gligar on Nov 24, 2010 00:57

The Hub

L4-O and Speed-Y look at the hole. And Jam-O. Let’s go that way, seems to be the consensus.

What’s behind the hole? A food preparation area. But no food. Maybe because the other wall has a big hole in it, leading to what looks like a cargo lift.

written by Speeder on Nov 24, 2010 01:17

“Probably Jam is right... There are a cargo lift there... But now I am worrying that they took bots up there too, it could get nasty, specially if the bots have better aim than they have”

I approach the lift anyway.

* It looks kind of forkbot sized.

written by Jam on Nov 24, 2010 01:52

"It looks like they just tunneled to the nearest lift... But why couldn't they just have walked to the lift, instead of going through a wall?"

Seeing the food preparation area, I decide to open one of my packets of Soylent RED. I take a small bite, and if I don't start vomiting or get horrible pains or anything, I try eating a bit more.

"Mmmmm... Soylent!"

written by 4616599 on Nov 24, 2010 16:09

I follow through into the hole.

"Hmm...well, you can't just smash through a wall like that without leaving any traces behind."

I look around for any unusual traces or lines.

written by Gligar on Nov 24, 2010 20:09

Food preparation area

While passing through the holes, it is noticed that whatever caused the holes seems to have just... pushed its way through. Much of the debris from the wall is pushed up against other doors in here and the cargo lift's landing.

Jam-O attempts to eat some Soylent RED. He manages to get a few bites down before intense pains stop him.

Interrogation room

"Comrade, answer me!"

written by Speeder on Nov 24, 2010 20:45

I call the lift.

"I wonder what sort of thing can just... do those holes without using explosives, the debris are not suggesting that it was explosions, and we would have heard it."

After a while I say.

"But I am pretty sure that EVERYONE heard that armoury explosion... This was fun"

written by Jam on Nov 24, 2010 23:17

"Ow! Maybe eating isn't such a good idea right now. But the Soylent looks so good..."

I try to close up the Soylent packet, and put in a different pocket from my other things, in case it leaks or something.

"So that's what that explosion was! That was back when I met Lucas-R. I can't believe it's only been a few hourcycles since that happened, it seems like much longer..."

written by Lightning4 on Nov 24, 2010 23:41

"Maybe Nukabot here made these holes trying to get to the bunker," I joke as I pull up behind Massacrebot.

I wait for the lift as well. I search for anything to munch on while I wait.

written by Gligar on Nov 25, 2010 12:35

Note: At this point, EZ-Web-Hosting (the forum's host at the time) decided to have an unscheduled glitch, resulting in the loss of a weeks' worth of posts, and a recommendation to Alex that the site be moved. But the Paranoia game was being archived here anyway, so we just keep on going.

Cargo lift landing

The lift is called. According to the indicator, it's coming from W Level.

There is talk of the armoury explosion from earlier. The details are news to Jam-O and Lucas-R. "You blew up an armoury? Cool!"

Nukabot answers L4-O: "I have no memory of such an event..." But L4-O doesn't seem to be listening... he's searching for something, probably food. He finds a Vita-Yum Meal Substitute Bar in the remains of the food preparation area.

written by Jam on Nov 25, 2010 13:27²⁵⁸

I have a sudden disorienting flashback of Massacrebot charging at the combots. It lingers for a few momentcycles before I snap back to the reality.

I take a look around and see L4-O searching around for something, with a hungry look in his eyes. I offer the opened Soylent RED to him.

"Do you want what's left of this packet of Soylent RED? I only took a small bite..."

written by Speeder on Nov 25, 2010 14:55

I shake my head.

"No, not me... I guess it was Cryo or Joris, since they were on the recon team that went to do recon near the armoury."

After a while I say.

"Huh... it sounds more like Joris doing, Cryo usually don't explode stuff."

written by Gligar on Nov 25, 2010 17:13

Cargo lift landing

Jam-O has a sudden flashback to the event of a few minutecycles ago, when Massacrebot was tearing up one of the combots at the checkpoint. It soon passes. He notices L4-O looking for food, and offers his opened packet of Soylent RED.

Speed-Y muses about the armoury explosion. It was caused by either Cryo-R or Joris-O, most likely the latter.

The lift continues to descend. It's now on S Level. Shouldn't be long.

written by Speeder on Nov 25, 2010 17:59

I point my guns to the elevator, and wait.

²⁵⁸ JAM: (ooc: Yay! Gligar kept a backup! Another reason he's such a good GM)

written by Jam on Nov 25, 2010 18:00

I also aim my laser pistol at the lift, and wait.

written by Lightning4 on Nov 25, 2010 23:45

I shrug and take the Soylent RED offered to me and eat some of it.

I hum a small friend computer product related tune while I wait for the lift to arrive.

written by Gligar on Nov 26, 2010 01:59

Cargo lift landing

People are pointing their weapons at the lift. Maybe they're expecting someone?

(Except L4-O. He's munching on some Soylent RED that Jam-O gave him.)

Soon, the lift arrives, and this time, the door's closed.

It's opened from the inside, by... looks like the smallest model of warbot. You know, the kind that can fit normally inside a standard corridor.

written by Speeder on Nov 26, 2010 02:07

I peer for a while at the warbot, without shooting.

"Erm... what is your allegiance?"

written by Jam on Nov 26, 2010 03:57

I aim my laser pistol at the warbot.

"You're not with the capitalists, are you?"

written by Cryoburner on Nov 26, 2010 04:07

"Oh, sorry! The lighting in this room is rather distracting. Perhaps we could replace the bulb in that lamp with a model designed for more pleasant viewing conditions? I do have a spare with me..."

"As for the mission, I remember some details, and have put them into context with other clues to figure out what I'm supposed to do and where I need to go. And most of all, I remember that the mission is very important. Perhaps even more important than the efficient lighting of this room."

written by Lightning4 on Nov 26, 2010 12:25

I'm too distracted eating to care about the warbot.

written by Gligar on Nov 26, 2010 16:34

Cargo lift landing

The warbot ignores the team's questions and growls, "Out of the way before I blast you." About what I'd expect from a warbot. It does seem to glare at Jam-O for a second as it speaks, though.

Interrogation room

"If you find the light distracting, you'll love this!

One wall of the room suddenly begins to glow a dull RED. At the same time, it gets rather... warm in there.

written by Jam on Nov 26, 2010 18:38

I keep my laser pistol aimed at the warbot, and talk to L4-O, who seems to be a distracted by his eating.

"L4! I think we should move out of the way..."

written by Speeder on Nov 26, 2010 20:14

"Ok team, since the warbot seemly is not in mood to engage us unless we get in his way, let him pass."

And I step aside.

written by Cryoburner on Nov 27, 2010 00:23

"Hey, you're right. I really do love that. It's rather cozy."

"In any case, I should probably be going. I'd love to stay and chat with you in this sauna, but I really should be getting back to that mission and all."

"Say, maybe you could come with me and help out. I'm not sure I really need help, but it probably wouldn't hurt to have someone around who might know the layout of this sector a little better."

written by Lightning4 on Nov 27, 2010 00:47

I finish my meal just in time to hear Jam speak.

"Huh? Oh. Okay."

I navigate Nukabot to the side of the room to give the warbot room to pass.

written by Gligar on Nov 27, 2010 02:12

Cargo lift landing

Jam-O tries to distract L4-O but it's not needed, as he finishes up just in time. Nukabot is moved out of the way, just as Massacrebot moves aside.

Lucas-R manages to scramble out of the way just as the warbot starts moving.

But it doesn't move far. It stops as it reaches Massacrebot, turns, and says, "You're not a warbot, are you?"

Massacrebot's HUD tells a more detailed story: the warbot is sending some sort of transmission.

Interrogation Room

"It's not that easy," is the reply. "You can only leave when I say you can. And that will happen when I have every piece of information I want.

"I want manes. I want locations. I want **everything** you can... 'remember'... about your mission. And to motivate you..."

The room gets hotter. "This chamber can reach temperatures hot enough to melt that chair. But you will be terminated long before that. If you want to live, you will *talk*."

written by Speeder on Nov 27, 2010 02:59

I reply.

"Not exactly. This is a prototype bot that is quasi-warbot but has a clone pilot."

Then I try to figure what the warbot is doing... or to where he is sending data.

written by Jam on Nov 27, 2010 03:22

I remain silent, and continue aiming my laser pistol at the warbot.

written by Cryoburner on Nov 27, 2010 04:14

"Hmm... so this is more like a tanning booth then? I suppose I wouldn't want to get sunburned from being in here too long..."

"Wouldn't it be better to disclose information about the mission in a more private setting though? In a one to one setting, I could show you informative materials about my mission, with less chance of being overheard by the enemy, after all. You wouldn't want me to leak potentially useful top-secret information to the enemy, would you?"

written by 4616599 on Nov 27, 2010 05:38

Snapping out of my daze again, I look at any equipment that warbot has. I shift behind Nukabot with a blaster just in case.

written by Lightning4 on Nov 27, 2010 09:40

"Mm. Good snack. I needed that, thanks."

I continue watching the warbot.

written by Mingamango181 on Nov 27, 2010 10:24

I stare at the warbot, laser pistol barrel still in hand.

written by Gligar on Nov 27, 2010 18:17

Cargo lift landing

"This is a quasi-warbot? I have seen *petbots* with more weapons!" That elicits a growl from Massacrebot.

Meanwhile, Speed-Y tries to analyse the warbot's transmission, but can't even begin to make sense of the protocol in use.

The warbot seems to concentrate on Massacrebot. The two bots seem to be communicating.

Interrogation room

"What is... 'tanning'? What is... 'sun'? It looks like you have more to offer in *this* environment!"

The room continues to grow hotter. Uncomfortably so.

written by Cryoburner on Nov 27, 2010 21:19

"Hmm... It seems this room has continued to grow warmer. Indubitably so!"

written by Lightning4 on Nov 27, 2010 23:28

"I don't recommend intimidating it..."

I watch for possible ensuing carnage.

written by Jam on Nov 27, 2010 23:42

"Calm down Massacrebot!"

I turn to the warbot.

"Mr. Warbot, please don't do that. Massacrebot can lose control when it feels threatened. While I'm sure it wouldn't be able to harm a bot as well armed as yourself, fighting would be a waste of time. We're both on the same side here, there are others you can fight."

written by Gligar on Nov 28, 2010 01:40

Interrogation room

"Yes. And it will keep getting hotter in there... unless you talk!"

"Again! What are your plans? Who are your accomplices? What do you know of Outside?!"

Cargo lift landing

Jam-O gets a cone rifle pointed at his face. "Quiet you!"

The two bots continue their apparent conversation.

written by Speeder on Nov 28, 2010 02:48

I just... do nothing?

written by Jam on Nov 28, 2010 02:55

I become very quiet, and do nothing.

written by 4616599 on Nov 28, 2010 11:03

"Hmm. Looks like it hasn't got its bot brains serviced for a while." I mumble somewhat nervously, but otherwise remain still with a blaster ready.

written by Lightning4 on Nov 28, 2010 12:26

"I wonder what they're talking about..."

I lower my voice somewhat and lean forward.

"Nukabot, do you know?"

written by Gligar on Nov 28, 2010 17:22

Cargo lift landing

The warbot turns, and glares at Joris-O. In a low, dangerous voice, it asks, "*What did you just say?*"

Massacrebot starts growling again. Nukabot answers, quietly, "Apparently, the warbot, and the rest of its shipment, was intercepted by a group of clones who claimed that they had been reassigned to a high-clearance project, the details of which were still under wraps. Soon after, they were attacking the sector. It's trying to get Massacrebot to join it."

Interrogation room

Cryo-R begins to feel a burning sensation.

written by Speeder on Nov 28, 2010 17:38

After a while I say.

"Sorry Mr. Warbot for what the other one here said..."

[273]

And then I must decide, save friends and risk explosion?
Explode and don't save friends?

Explosion is better!

Big explosions are even better!

I attempt to pick-up the squealing barrel and shove it in the easiest weapon barrel that it can be shoved in the warbot.

I ignore eventual flamethrower on me, unless it is too hot.

written by Jam on Nov 29, 2010 22:35

I feel an intense burning, too intense. All I see in my last moments is a great ULTRAVIOLET light, and my last thoughts are something like "So this is why dying is treasonous!". Then... nothing.²⁵⁹

written by Gligar on Nov 30, 2010 01:28

Cargo lift landing

L4-O drops off Nukabot and tries to use it as cover. He's a bit slow due to his broken leg, though.

Speed-Y explodes. No, not literally, but I'm sure he would if he could 😊

Instead, he just shouts, and has Massacrebot pick up the laser pistol. Despite the arcing, the bot complies without problems. A warning light appears on the HUD, but I'm sure that's nothing important.

Shoving it into a weapon barrel is a little more difficult. The warbot's still jiggling about and trying to aim a weapon at someone. Specifically, a grenade launcher. It isn't having any luck. But it's enough for Massacrebot. Shove!

Jam-O's body doesn't do much 😊²⁶⁰

written by Cryoburner on Nov 30, 2010 03:16

"Hmm... Well, if you insist, though I really should be going."

"In any case, I recently experienced some memory loss in an encounter with what appeared to be a troubleshooter team. I was apparently captured by them, and they appeared to deem me a threat, as they had me restrained, despite my extensive injuries. Another clone there was also restrained and even more heavily injured. One of them further injured my hand, and I assume my prior injuries were likely caused by them as well. From what I can gather, my mission involves reconnaissance work, and following this team, who seems to be headed to central subsector. Honestly, I don't recall any of them explaining what they were ultimately trying to accomplish, though from what I recall, my mission involves preventing destruction of the sector. For that, I

²⁵⁹ JAM: (ooc: Ah, I finally died! Well, I'm surprised I lasted as long as I did in such a state, having a missing hand, a frozen leg, a broken rib, and a horrible chest wound. Hmm... I wonder how many communists I've terminated... I'll have to count them while I'm recloning... 😊)

²⁶⁰ GLIGAR: (OOC: But Jam does get a perversity point for a funny post. You know perversity points: those things that don't get used and that I haven't being announcing 😊)

think it might be rather important that you release me, unless you intend to be responsible for the sector's destruction. If the sector gets destroyed, I may need to report you to your superiors. And I don't think either of us want that."

written by Lightning4 on Nov 30, 2010 08:13

I try to regather my... cool, by patting out flames on my jumpsuit.

After that's dealt with, I peek around Nukabot and let loose with my blaster again.

written by 4616599 on Nov 30, 2010 08:25

I yelp as the flames swirl around. "Ow! Wait, the ammunition box..."

Keeping my head shielded, I attempt to retrieve the box of laser pistol barrels and push them behind Nukabot, or any place less liable to get toasted.

written by Mingamango181 on Nov 30, 2010 09:36

"Ow! Ow! Ow! Hot! Hot!!!"

I fall backwards, and off Nukabot, and I tumble into the ground head first. I think of using my non-broken hand to shield my head, but I really would prefer not to have both arms broken.

written by Speeder on Nov 30, 2010 12:19

I now attempt to shove the warbot away from me, even better if I can point his weapons somewhere else other than the team (even better if I can point him not on me too).

written by Gligar on Nov 30, 2010 20:42

Interrogation room

"These troubleshooters... where did they come from? What are their names? Their appearances? I want everything!"

Another voice, quieter, seems to be talking over a com unit or something.

The room continues to get hotter, Cryo-R's jumpsuit begins to smoulder.

Cargo lift landing

L4-O's jumpsuit is still smouldering, but not as bad as before. He pats it out before firing round Nukabot again. He hits the warbot but his shot merely scorches the armour.

Joris-O manages to retrieve Nukabot's ammo box and put it in a safe place.

Mango-R falls off Nukabot and hits his head on the ground, blacking out in the process.

Speed-Y and Massacrebot are still trying to deal with the warbot. This time, by pushing it away. Wow, the warbot's heavier than it looks.

written by Speeder on Nov 30, 2010 22:11

After a while I figure that I cannot push the warbot away, so instead I back away while shooting.

written by Lightning4 on Nov 30, 2010 23:04

I open fire with my blaster some more as well. Hopefully I don't hit Massacrebot while it's moving...

written by Gligar on Dec 01, 2010 01:28

Cloning station

The clone forming in the tank is now recognisable as Jam-O. Or Jam-R. Or whatever.

But I still haven't identified where that is...

Cargo lift landing

The warbot erratically aims its flamethrower at Massacrebot and fires it, hitting the wall about a foot to Massacrebot's left, and bubbling the paint from the clearance stripe. In response, or probably just because Speed-Y wants it, Massacrebot opens fire with its slugthrower again. Energy arcs towards the slugs as they approach, causing one to veer off. The other two manage to hit the warbot's bot brain cover, popping it open.

L4-O also opens fire. He hits the flamethrower, which explodes in a shower of sparks.

written by Speeder on Dec 01, 2010 04:13

I continue moving backward and shooting the warbot.

I try to not step on anyone or bump into Nukabot.

written by Lightning4 on Dec 01, 2010 08:30

I aim and shoot towards its brain! It's a zombie, right? Zombies can be killed by shooting them in the brain, right? Zombie warbot?

I just shoot.²⁶¹

written by 4616599 on Dec 01, 2010 16:57

I shoot at the bot brain too. I try to see if there is anything unusual about it.²⁶²

written by Gligar on Dec 01, 2010 22:06

Cloning station

The cloning tank finishes its work, and Jam-O (R?) drops to the floor, shivering and slimy.

Cargo lift landing

The warbot is unable to aim properly now. Indeed, one of its weapons seems to have jammed.

²⁶¹ JAM: (ooc: That warbot is scary! All it needs is about 5 more chainsaws and a giant syringe waving around (perhaps also muttering "treat... treat..." in a zombie-like voice) and it would be something straight out of a nightmare! My nightmare... 😊)

²⁶² SPEEDER: (ooc: 4kk post is the perfect example of shoot first and ask/examine later 😊)

To Speed-Y, this is just an excuse to shoot. Massacrebot does. Three times. Unfortunately, its aim is off. I guess that arcing is affecting it as well.

L4-O notices the exposed bot brain, and blasts it.

(Incidentally, how does L4-O know about zombies? I thought the Reanimator Project was classified... especially after [REDACTED]...)

Joris-O has the same idea, shooting his own blaster at the bot brain. The poor thing wasn't rates to withstand blaster fire, and explodes in another shower of sparks.

written by Lightning4 on Dec 01, 2010 23:02

I peek out from behind Nukabot, hoping things are quiet now.

"Is it over?"

I cautiously move towards the twitching remains of the warbot, blaster in hand.

written by Speeder on Dec 02, 2010 00:13

I attempt to do a system check on the Massacrebot.

written by Gligar on Dec 02, 2010 00:57

Cargo lift landing

Cautiously, L4-O approaches the warbot. It's still twitching around, but that seems to be just the arcing energy misfiring some motors or something.

Speed-Y tries to figure out what the energy did to Massacrebot, and deduces that the targeting systems will need recalibration.

written by Jam on Dec 02, 2010 01:06

"Gah! Where am I? What happened?"

I look down at my slime covered body.

"Ah, I must have died and been recloned! But where am I? I wasn't sent all the way back to the bunker, was I?"

I look around the cloning station, and try to figure out where I'm at. Then I look for the chemical showers...

written by Lightning4 on Dec 02, 2010 03:10

I look around to examine the damage in the room... warbot parts, damaged wall paint, char-marks on Nukabot, a blackened corp-

"Oh dear Computer." I say as I notice that it is the rather crispy remains of Jam.

"Well, scratch one off our team." I say while wincing a little.

"Wonder where he is right now...?"

I shrug and approach the remains of the warbot and investigate them while trying to avoid being shocked by the arcing energy.

written by Speeder on Dec 02, 2010 03:36

As I notice that Jam died, I just stare at his corpse for a while.

"Oh no... I now wonder where he is..."

After a while I say.

"Ok, can someone put his stuff, specially his brevet, somewhere safe? Like... the ammo box? I think that if that ammo box explodes, we would not need the brevet anymore anyway..."

written by Lightning4 on Dec 02, 2010 05:06

I listen to Speed while searching through the warbot. "We could... uh... just take the corpse with us I guess. It's not like he's going to get any deader. That's if Nukabot doesn't object, I guess."

written by Gligar on Dec 02, 2010 19:09

Cloning station

Looking around, it's easy to see that this definitely isn't the bunker's cloning station. There are more cloning tanks, for one. In addition, the security clearance here seems to be predominantly INFRARED.

There is a door marked CHEMICAL SHOWERS, though.

Cargo lift landing

L4-O finally realises that Jam-O was terminated. Maybe they could take his corpse with them? Nukabot doesn't comment. Not that L4-O cares, as he's inspecting the remains of the warbot. The bot brain is ruined, as are several of the weapons. Several more seem to be in good condition, though.

Speed-O wants someone to take care of Jam-O's equipment. But it seems that everyone is still recovering from the battle.

written by Jam on Dec 02, 2010 22:35

I search for the oxygen masks and put one on. Once I've secured the mask to my face, I walk into the chemical showers and attempt to start them...

While I'm showering, I try to recall the last thing I was doing before I died.

written by Speeder on Dec 02, 2010 22:41²⁶³

While everyone is confused, and dizzy, and all, I try to fix Massacrebot aim. If I need a target, I shoot random debris that don't have any friendlies in the way.²⁶⁴

written by Lightning4 on Dec 02, 2010 23:55

"Hmmm. I wonder if I can hack off a weapon and take it with me. I'm not sure what clearance they are though."

I fiddle with one of the weapons.

²⁶³ SPEEDER: (ooc: last thing you did before you died: getting shot?)

²⁶⁴ JAM: (ooc: Hmm... I meant something more like: "I think back to the last thing I remember of my last clone's life." You know what I mean, right?)

written by Gligar on Dec 03, 2010 01:10

Interrogation room

After a minutecycle or so of thought, the wall stops glowing, The room seems to get cooler.

"Take us," the communists tell him, "to where you last saw them."

Chemical showers

It turns out that the showers are individual booths here.

Once Jam-R/O has donned a mask and pressed the START button, the cubicle closes and the shower starts.

Jam-R/O thinks back... how did he die? He seems to remember a warbot...

Cargo lift landing

Speed-Y starts working on Massacrebot's aim. He does this by shooting at debris. The aim is way off.

L4-O dodges all this and inspects some of the warbot's weapons. It looks like they need tools to remove.

written by Speeder on Dec 03, 2010 01:45

I fiddle some more, trying to fix the aim of the Massacrebot.

"Hum... Massacrebot aim got royally messed up... It is now shooting like a commie, it is my duty to fix it and make it less commie."

written by Jam on Dec 03, 2010 02:09

I wait for the shower to finish...

When it does finish²⁶⁵, I exit, and look for a RED jumpsuit to wear (since I'm not sure if the brevet still applies to my next clone). I also look around for anything that might indicate what level I'm on...

written by Lightning4 on Dec 03, 2010 10:41

"Please! And maybe try to do so without killing me in the process."

"So what should we do with this pile here? I think we'd need some tools to pull those weapons off. Not sure it's safe leaving it here though.

Either way, I go back to Nukabot and get back on. I drive back up towards the warbot and Massacrebot... while keeping some distance from the latter.

written by Gligar on Dec 03, 2010 22:09

Cargo lift landing

Speed-Y tries again. Ah! That's more like it.

L4-O returns to Nukabot and drives it forward, narrowly avoiding a slug from Massacrebot in the process.

²⁶⁵ JAM: (ooc: if it does during this turn)

Chemical shower

The shower continues. It doesn't take long, though. This is a single cubicle, after all. It soon stops and drains itself.

Exiting, Jam-R/O looks around and finds a rack of jumpsuits. Looks like they're all INFRARED.

Still no word as to where this is.

written by Mingamango181 on Dec 04, 2010 00:42

I try to regain consciousness, but end up flailing about in the empty space that my mind is in. I see fuzzy hats starting to chase me, and I try to run away...

written by Speeder on Dec 04, 2010 01:26

Now that Massacrebot is fixed, I look around to see how is everyone.

"Huh... Cryo is not here, Jam is dead, who else is missing? Kristos?"

written by Jam on Dec 04, 2010 01:57

I talk quietly to myself.

"Hmm... Well, I guess it's better than nothing..."

I take one of the INFRARED jumpsuits and put it on.

"Now, aren't there some forms I need to sign? I can't really remember the proper procedure, it must be because of the brainscrub. Hmm... I don't remember Lucas signing any forms though..."

I look around for some forms that might need signing, also checking any computer terminals that might be nearby.

written by Gligar on Dec 04, 2010 02:26

Cargo lift landing

Speed-Y looks around, confident that he's fixed Massacrebot. Looks like everyone's here (except Jam-R/O and Cryo-R, obviously) , but a couple of people look like they're just following along on autopilot, instead of actively choosing what to do. Mango-R, for example, looks like he's sleepwalking.

Cloning station

After putting on an INFRARED jumpsuit (they're not really all that bad once you get used to the starchiness, and the smell... you'd probably forgotten all about those, hadn't you?) Jam-R/O looks around again. Nope, there don't seem to be any forms lying around. There is a Computer terminal on a desk opposite another door, but it seems to be offline.

written by Jam on Dec 04, 2010 03:02

I twitch a bit, and close my eyes. Not filling out the proper forms sounds treasonous... Even the thought seems to cause me pain...

I look up suddenly and scan the walls for cameras. Surely anyone watching will understand?

"I looked, but I can't find any forms to sign... Oh, well, I guess I'll just move on..."

I walk toward the nearest door (RED or below) and attempt to open it a crack, *very quietly*. I peek outside. (If I can't open the nearest door, I search for a different one, and try to open that one.)

written by Speeder on Dec 04, 2010 03:22

I then start to wonder what to do with the warbot. After a while I decide to just leave it there, and proceed to the elevator.

written by Mingamango181 on Dec 04, 2010 05:32

In my mind, I continue running. Shots fire from both the left and right sides, but I keep going. I eventually hit a wall, and as I look back, I see the fuzzy hats. From them, they've grown arms and hands. One of them grabs my neck and starts choking me. I cough and gasp loudly.

written by Lightning4 on Dec 04, 2010 06:57

I follow Massacrebot and drive onto the lift too if there's room. Or if it's still here. Don't want to make the same mistake twice!

I look around and spot an unconscious Mango.

"Huh. Someone go check on that guy."

written by 4616599 on Dec 04, 2010 10:49

"That's funny. Feels like my legs are moving autonomously."

I look at Mango-R. "I still seem to have some food in my backpack...could rouse him. Well, it worked earlier. Maybe."

I wave a bar of Soylent RED round his lips.

written by Cryoburner on Dec 04, 2010 11:04

After a minutecycle or so of thought, I respond...

"Yes. We should go."

I then continue waiting, fastened tightly in my chair with various unfastenables.

written by Gligar on Dec 04, 2010 17:38

Cloning station

Jam-R/O looks around furtively, and notices a couple of cameras. He walks, a t a normal pace, to the door, opens it a crack, and peeks through. There are... three, maybe four PRPF members outside, patrolling. They seem to have a very precise route, one which Cryo-R would probably be scrutinising to see if it was, in fact, exactly the same each time.

Cargo lift landing

After pondering about the warbot for a few moments, Speed-Y walks Massacrebot onto the cargo lift. Yes, it's still here. Nukabot follows, leaving a limited amount of space for clones.

Joris-O tries the food trick again, with some Soylent RED, on Mango-R. It's difficult to tell if it worked or not, but that clone does start coughing and gasping.

Interrogation room

As Cryo-R waits, the restraints on his chair unlock. A PRPF member enters and pulls him to his feet, before abruptly letting him fall to the floor due to burning his hand on the still smoldering jumpsuit. "Come with me."

written by Speeder on Dec 04, 2010 22:43

After everyone is inside (including the botcommie head and the ammo box) I press the button to the V level.

written by Jam on Dec 05, 2010 00:46

I look at the PRPF patrol. Hmm... I've got no weapons, and if they catch me sneaking around, I'll probably be tortured for information... Maybe, instead of being secretive, I should be really obvious...

I take off my jumpsuit, and run, screaming and naked, into the corridor.

"AHHH!!! CAPITALISTS!!! THEY KILLED MY LAST CLONE!!! YOU HAVE TO STOP THEM!!!"

I run to the patrol, keeping my head down in case they recognize my face. I try to act disoriented, as if I just been decanted only secondcycles ago, and immediately grabbed a jumpsuit and ran into the corridor.

"Hurry, you have to stop them! T-There was a group of clones, singing computerist ad jingles, and riding some sort of...forkbot thing... They were shooting us, they killed my comrades! I started running away, then... I can't remember what happened! They must have killed me! THEY KILLED ME! THEY'RE COMING!! AHHHHHHHHHHH!!!"

I run down the hall (and away from the patrol), screaming at the top of my lungs.²⁶⁶

written by Gligar on Dec 05, 2010 01:34

Cargo lift

Speed-Y waits for everyone. Even those who are sleepwalking, or are guided by forces unknown.

It takes a little while, because Mango-R is still choking in his sleep. But eventually, everyone is crammed into the lift.

Massacrebot jabs the V button, and the lift starts to rise.

Corridor, outside Cloning Station

Jam-R/O seems to have decided to forego stealth. He's removed his jumpsuit and is running past the guards, who look on in bewilderment. One thinks to look into the cloning station, and goes to check another door. Another two follow after Jam.

written by Lightning4 on Dec 06, 2010 20:50

I sing some kind of B3 tune. Maybe it's for the diet kind, or maybe it's for B3 Flavor Plus!

²⁶⁶ SPEEDER: (ooc: so, Jam found a excuse to run around naked heh? 😊)

written by Cryoburner on Dec 06, 2010 21:09

"Please don't wrinkle the jumpsuit. This is my favorite smoldering jumpsuit."

I begin crawling out of the room, and into the corridor.

"Say, none of you would happen to know where one might obtain some manner of personal transportation device, or bionic enhancements to assist with mobility, would you?"

written by Jam on Dec 06, 2010 22:41

I focus on running really really fast...

After a while, I stop yelling...

written by Gligar on Dec 07, 2010 01:08

Cargo lift

L4-O sings one of the B3 jingles as the lift rises.

You'd think it took two daycycles or something (definitely not due to commie sabotage of my databases), but really it only takes three minutes. Eventually, though, the lift stops at another landing.

U Level Corridor

Cryo-R is dragged to his feet, then, when he falls to the floor again, is just dragged along. Looks like his captors are heading back to the stairwell. They seem to be ignoring his request.

Corridor

Jam-? leads the PRPF clones down the corridor, screaming. He hurtles through a door, into a concourse, and continues right through. The PRPF continue following. Even after he stops yelling. He's beginning to run out of breath.

written by Jam on Dec 07, 2010 01:31²⁶⁷

I look (following signs if I have to) for any nearby lifts that I could run into...

If I don't see any lifts, I run into the nearest room I can find, and attempt to lock the door behind me. Then I try to hide underneath any furniture I can fit under.

If I happen to see any unclaimed weapons along the way, such as laser pistols or rifles, blasters, slugthrowers, knives, pens, hammers, cannons, slingshots, grenades, cone rifles, long metal poles, bombs, crossbows, flamethrowers, chainsaws, syringes, broken glass, saw blades, swords, heavy pieces of rubble, axes, tasers, B3, or any other weaponlike item, I take it, and bring it with me.

written by Speeder on Dec 07, 2010 02:39

I try to figure if this is V level.

written by Lightning4 on Dec 07, 2010 06:25

"Huh, are we here already?"

I look around too. If necessary, I use Nukabot's headlamps to illuminate the area if it's dark like other areas.

²⁶⁷ JAM: (ooc: oh, do I still have the INFRARED jumpsuit?)

written by Mingamango181 on Dec 07, 2010 10:28

I no longer see the fuzzy hats. Everything is dark. There's nothing, other than some voices, faint, but there.

written by Gligar on Dec 07, 2010 18:20

Corridor, past the concourse

Jam-? keeps running. He finds that the corridor is short, and ends in... what appears to be a food vat hall, three levels tall. He's on the lower level.

As he passes a rack, he picks up a corroded implement which could, at one point, have been a vat stirrer. All that's left is a heavy metallic handle. He's kind of like to hold it in both hands, but he'd have to do something about the INFRARED jumpsuit he's still holding.

The PRPF clones draw closer. Jam-? sees that he has two choices: either risk squeezing under a three-level-tall food vat full of... what do they call it these days? Vat protein? Gunk? Something else? - or make a dash for the cargo lift in the hall's central column.

Cargo lift, Central Subsector

The landing outside the lift is dark. But Nukabot's lamps come on, and reveal that this is indeed V Level. Just one problem... it's VIOLET Clearance.

Looks like Mango-R has stopped dreaming, at least.

written by Speeder on Dec 07, 2010 19:07

After a while peering at the V level, and then more peering, I whip out my PDA.

"You know, maybe the misterious guy get this message..."

written by Lightning4 on Dec 07, 2010 19:37

"V-Violet!"

"Isn't that so high you can't even look at it without committing reason?"

"Or maybe that's ULTRAVIOLET... or higher..." I muse.

"I wonder what clearance Nukabot is? Maybe he's allowed to escort us in!"

written by Speeder on Dec 07, 2010 19:40

"Higher than ULTRAVIOLET? GAMMA? oh... I think that thinking about this is treason... Oh no, I mentioned it! I know GAMMA don't exist, but... Oh no, I said it TWICE!"

I turn off the Massacrebot microphone.

written by Jam on Dec 08, 2010 00:44

I immediately run for the cargo lift, and call it. Then I hide on the other side of the column and hope the commies don't see me...

written by Gligar on Dec 08, 2010 01:45

Cargo lift, Central Subsector

The VIOLET clearance is causing a problem.

Speed-Y sends a brief message over the PDC. Maybe "Monitor Guy" will see it?

L4-O wonders about the possibility of clearances above ULTRAVIOLET... and whether bots have clearances. Then he realises that they don't, they just go where they're programmed to go.

Speed-Y has trouble with the concept of clearances above UV... isn't speculating treason?

Food vat hall

The cargo lift seems to be far above... on Q level! Pressing the button causes the lift to descend... slowly...

The PRPF continue to approach. They run through, between the food vats...

written by Lightning4 on Dec 08, 2010 06:01

"ULTRAGAMMA?"

I silence myself before I say anything further.

I resume my singing of the non-traitorous B3 flavor jingle. Hopefully that'll keep me distracted long enough until we get word from Mr Mysterious.

written by Speeder on Dec 08, 2010 06:03

I was going to sit, but who knows if the bot can get up again... So I keep standing.

written by Jam on Dec 08, 2010 12:58

I sit and wait for the lift, hoping the PRPF somehow don't see me...

written by 4616599 on Dec 08, 2010 16:53

I whistle softly, awaiting a reply.

written by Gligar on Dec 08, 2010 17:07

Cargo lift, Central Subsector

L4-O tries to distract himself from clearance thoughts with jingles. Everyone else waits.

They don't have to wait long, since Speed-Y's PDC bleeps.

Food vat hall

The lift continues to descend. It's on H level, according to the indicator.

The PRPF seems to be having difficulties finding Jam-?, but they're still converging on him.

written by Speeder on Dec 08, 2010 17:49

I read the message, and then I say.

"Ok, that was strange, but I guess you was right, it is written here that we are to use the bots, get to the compnode and fix it. Also it says that bots in central subsector are probably compromised"

I then realize I forgot to turn on the microphone, and that people probably was hearing it all muffled. I turn on the microphone again and repeat what I said.

written by Lightning4 on Dec 08, 2010 18:16

"Well... if you say so."

I cautiously begin driving forward, off the lift. I tightly shut my eyes as Nukabot crosses into the VIOLET clearance area.

Realizing I'm most likely not instantly terminated, I reopen my eyes and look back.

"We're going to have fun convincing any loyal clones or bots why we're here though..."

written by Jam on Dec 08, 2010 23:44

I continue waiting for the lift to arrive, and continue hoping that the PRPF won't find me...

If the lift does arrive, I immediately dive in and press the button for V level.

written by Gligar on Dec 09, 2010 01:34

Cargo lift, Central Subsector

Speed-Y starts talking about the message, before realising that he turned the microphone off. He corrects that and tries again.

L4-O slooooooowly drives forward, his eyes shut. This continues for a minutecycle, by which time Nukabot and its passengers are completely out of the lift,

L4-O continues to drive forward. Pop-out laser turrets completely fail to pop out.

He opens his eyes. He's still alive. Good.

Turns out the cargo lift landing is at a three-way intersection. All three branches are VIOLET.

Food vat hall

As he's searching, one of the PRPF clones looks up, wondering... no, it's nothing.

But the noise of the cargo lift arriving definitely is something. And according to the level indicator, we're all the way down on C Sublevel, Deep Subsector.

Jam-? darts onto the lift... just as one of the PRPF clones is looking at it! "I see him!" he shouts, and starts running towards the lift.

Panicked, Jam-? scans the lift panel... and realises that he's just called the exact same cargo lift from before. You know, the one that doesn't go to V Level...

written by Speeder on Dec 09, 2010 01:55

I look around for a while, and seeing that nukabot is still intact, I move in the hall, then I look anywhere for signs that point to the... TI services area... Or something like that... Or... I was supposed to know the word TI?

written by Lightning4 on Dec 09, 2010 01:57

"So um... which way?"

I decide to do 'eeny meeny miny moe' to pick a direction.

"If we don't know where to go, I guess we could go that way."

I point in direction number #3.

written by Jam on Dec 09, 2010 02:32

I press a random button, just so I can get out of this place!

I throw the corroded stirring rod handle at the communists, and start screaming at them.

"STAY AWAY!! DON'T FOLLOW ME! GO TO J LEVEL! FIGHT BACK! LONG LIVE THE REVOLUTION!"

written by Cryoburner on Dec 09, 2010 16:02

Once in the stairwell, I have a look around, specifically to see whether the stairs continue upward to V level.

"So, did you want me to take you to where I last saw them, or where I think they were headed to? It's probable that they already left where they were before. I believe they were headed up to the next level, but I can't be sure if they went there, since someone pulled me away from what I was doing."

written by Gligar on Dec 09, 2010 18:34

Intersection, V Level

Massacrebot exits the lift. Speed-Y looks around, looking for a sign or something. There are signs, alright, but they're in some kind of numeric code.

L4-O tries to decide which way to go. Eenie, meenie, minie, moe, catch a commie by the toe...

That one. He points.

This, of course, leaves those on foot in the cargo lift. Until Kristos-R sleepwalks out into the intersection, and completely fails to be killed by pop-out laser turrets that fail to pop out. After a moment, the rest shrug and step out on their own.

Cargo lift, Deep Subsector

As the door closes, something sounding very much like a slugshot ricochets off it.

The lift begins to rise. Jam-? looks at the panel, and realises that, in his effort to escape, he hit the button for I Level.

written by Jam on Dec 10, 2010 00:00

"Ah, why are the shooting at me! Oh well, they're gone now... Grr... commies... If I had had a laser pistol..."

I suddenly realize that I don't seem to be meeting the requirements for proper jumpsuit use. So, I put the one I'm carrying on.

"Wait, why am I going to I level?"

I look for a cancel button, and try pressing the I level button again. Then, after thinking a bit, I press the Q level button. Hopefully I'll be able to take the same path as before... Even if taking such a path is treasonous...²⁶⁸

²⁶⁸ JAM: (ooc: I'd rather commit treason than completely miss out on all

written by Gligar on Dec 10, 2010 01:27

Cargo Lift, Deep Subsector

Jam-? realises that he's only holding the jumpsuit, and puts it on properly.

Then he realises that he doesn't want to go to I Level after all. As the lift crosses into Epsilon Subsector, he attempts to make the lift not go there. He presses the I button again, but that seems to do nothing. There doesn't seem to be a cancel button.

There is a Q button, though. He presses it.

Stairwell, U Level

By now, Cryo-R and his captors have returned to the stairwell. One barks, "Show us where they were last seen!" They don't seem to be interested in the nonstandard wall tiles, just barely visible one floor up.

written by Speeder on Dec 10, 2010 02:48

I look at the others, and then I look around.

"Ok Kristos, I know this is treason, but you mentioned it more than once anyway, so that stuff on the walls are hexadecimal? If they are, can you explain to me what they mean?"

If he does not reply I just take whatever door that leads to the direction of the center of the entire building.

written by Lightning4 on Dec 10, 2010 17:54

I shrug and follow Speed, regardless of whether it was the direction I had initially picked.

written by Cryoburner on Dec 10, 2010 21:14

"Oh, sure! Sounds like fun!"

I quickly take a better look at the non-standard wall tiles, as best as they can be seen in the semi-inadequate lighting now present in the stairwell. I also examine the semi-inadequate lighting, which is apparently coming from my traveling companions.

I then begin descending the stairs, one at a time, counting aloud as I go.

"One... Two... Three... Four..."

I continue descending in a countingly fashion...

written by Gligar on Dec 10, 2010 21:57

Intersection, V Level

Speed-Y has a load at the code... Could it be...?

He asks Kristos-R about it. But Kristos-R seems to be channelling Cryo-R, and is intently examining the code himself, ignoring everything else.

Speed-Y shrugs, which looks kind of funny, since it causes Massacrebot to also shrug, and then heads off down one

the FUN that's happening at V level... Maybe if I just don't look at the clearance stripes... Or... perhaps if a certain ULTRAVIOLET citizen could think of an alternate solution... 😊

corridor. He hopes it'll lead him to the Hub on this level or something.

L4-O and Nukabot (and passengers) follow. The others start dragging Kristos-R away from the code on the walls.

The corridor, as it turns out, leads to a heavy bulkhead door marked with a sign, most of which is unreadable. Prominently displayed on the sign is the Eye of the Computer (which has been kind of lacking in the sector since the communists took over), overlaid with the letters JHT.

There are noises on the other side.

Stairwell

Speaking of Cryo-R, here he is, counting steps as he descends. One! Two! Three! **Four** steps! Hahaha!

The communists don't seem to think it's funny, though. "Shut up!" one yells, and pokes Cryo-R with a slugthrower.

written by Speeder on Dec 10, 2010 22:00

I try to figure what the noises on the other side are.

And I try to refrain from putting my head... erm, bot head on the door, since it would look utterly silly.

Well, unless the bot have a sensor on its head that works better touching the door...

written by Jam on Dec 10, 2010 22:56

I prepare for whatever is waiting at I level, whether it's more commies, or another murderous docbot, or a storeroom full of laser pistol barrels (hope hope!), or a brevet to VIOLET clearance that happens to have my name on it (it's a dream come true!), or absolutely nothing, or something else!²⁶⁹

written by Gligar on Dec 11, 2010 01:56

Corridor, V level

Speed-Y tries to get Massacrebot to listen to what's beyond the door, but, short of, well, placing the bot's head against the door, it can't make anything out.

And even then, it's kind of indistinct. But even so, there are clearly voices amongst the sound of jackboots. They're just... unintelligible, like they're not in a language you're cleared to know, or one that's treasonous.

Cargo lift

Jam-? prepares for what he'll find at I Level.

And when the door opens, he sees yet more PRPF members.

Facing the other way, as if they're guarding the lift.

Visible on them are a couple of weapons, notably a laser pistol (for a change) and one of those 'revolvers'. The weapons are just kind of hanging there in holsters...

²⁶⁹ JAM: (ooc: edited to correct a presentation error involving small text...)

written by Lightning4 on Dec 11, 2010 04:14

"I wonder who's out there. I hope they're friendly... unfriendly high clearance guys are not going to be pretty."

I frown a little at that prospect.

"They know ways to kill us that we're not cleared to know."

Regardless, I ready something with a little bit of firepower. I grab Turbo and a cone rifle shell and load it up.

written by Speeder on Dec 11, 2010 04:33

After a while, I just wait for everyone to get ready, and tear down the door.

"Communists, you are to be terminated by the authority of Friend Computer".

I hope that if those inside are friend computer allies the phrase make sufficiently clear in what side we are.

written by Jam on Dec 11, 2010 04:35

I try to take the laser pistol without the PRPF noticing ²⁷⁰

Then I wait for the lift to start back up again and go to Q level.

If the PRPF notice me and start shooting, I shoot back at them, first at the one with the revolver.

written by Cryoburner on Dec 11, 2010 12:29

Having been nudgingly poked, I continue steadily descending the stairs, though counting somewhat quieter now...

I also take another look at how our path is being semi-inadequately lighted now, since I was apparently semi-inadequate at examining that before...

written by Gligar on Dec 11, 2010 19:26

Corridor, V Level

L4-O readies Turbo. He expects to need it.

A minute later, Speed-Y makes his move. Using Massacrebot, he attempts to tear down the heavy door, and is a little surprised with how easy it was to actually do it. I thought those doors were rated to withstand bots?

He correctly guessed that there were communists behind the door. They all seem to be wearing armour, and fuzzy hats. One communist has a more fancy fuzzy hat, and heavier armour. He turns to greet the newcomers. "So," he says, "this is the force sent to remove our presence... *troubleshooters*. With fancy toys, yes, but still... *troubleshooters*. You're trying to restart the compnode, yes? I'm afraid you find it... *difficult*... to even *get* that far!"

The communists turn, and ready their weapons.

Distribution Warehouse (I Level)

Jam-? chooses to try to steal the laser pistol.

²⁷⁰ JAM: (ooc: and spend a PP to increase my odds, I really don't want a fight...)

Yoink! The communist doesn't even feel it. By the time he realises that there was someone behind him, the lift's door has already closed.

Cargo lift, Epsilon Subsector

Jam-? inspects his acquisition. He's now the proud owner of a laser pistol with a fresh ORANGE barrel.

Stairwell

Cryo-R keeps descending. He pays attention to how the lights are off, and to how the communists are using wrist beacons to see.

written by Jam on Dec 11, 2010 20:06

I smile, extremely happy that I now have a laser pistol.

I look at the nice shiny ORANGE barrel, and suddenly realize I have no idea if my brevet still applies to me, since it was issued to my last clone... I might be committing treason...

Oh well... I put the laser pistol in an easy to access pocket, and wait while the lift heads to Q level...

written by Lightning4 on Dec 11, 2010 20:48

"Stalin, I take it?"

Whatever. A commie is a commie, and we've killed lots of commies. We're not going to have any trouble adding to our kill count!"

I slide back and try to take cover using Nukabot. I keep my aim on the lead commie guy, ready to fire if they do or if one of us starts shooting first!

written by Speeder on Dec 12, 2010 00:59

I just load a incendiary shell, launch it toward the commies, and if it work I watch how well fuzzy hats burn.

I wonder if commies run in circles when their heads are on fire.

written by Gligar on Dec 12, 2010 01:34

Cargo lift, Epsilon subsector

Jam-? admires the laser pistol for a moment, then thinks: does the brevet apply to his current clone? If not, he's committing treason...

Oh well. He pockets the pistol.

Just after he does, the lift stops. End of the line.

Distribution Warehouse (O level)

The lights are still off here, so it's dark.

Corridor, V Level

L4-O gets behind Nukabot, sing it for cover again. He aims Turbo at the obvious leader, ready to fire.

But it is Massacrebot who makes the first move, firing its own cone rifle. It scores a hit on one of the communist's fuzzy hats, exploding and setting fire to the hat, the communist's clothes, and a couple of other hats in the

process. The communists suddenly start shouting and running around to try to put the fire out. It doesn't help, and only serves to spread the fire.

But enough communists remain fire free that one gets off a shot of her own. It hits John-R in the eye, causing him to cry out in pain and the eye to collapse.

written by Speeder on Dec 12, 2010 02:00

I look at John.

"You hit a loyal friend! That is loyal without mind control!"

I try to set other commies on fire too.

written by Jam on Dec 12, 2010 03:09

"Wow, that was fast! Such efficient lifts... Too bad I'm about to make them very inefficient..."

I laugh, and run my hands over the level buttons, pressing as many as I can. I dart out of the lift as the doors are closing...

"There, that should slow things down a bit..."

I look around a bit, then walk though the north-west most door (the same one we walked through before)...

I try to follow the same path we went before...

written by Lightning4 on Dec 12, 2010 03:14

I open fire on the lead commie guy!

I watch for carnage!

I reload my cone rifle!

written by 4616599 on Dec 12, 2010 09:01

Following L4-O, I take cover and fire.

Whew, this sure is taxing on my body! But for the good of the Computer!

written by Mingamango181 on Dec 12, 2010 11:05

I blink as I hear the shooting, and also yawn. I blurt out the first thing that comes to mind.

"What?"

written by Gligar on Dec 12, 2010 16:51

Corridor, V level

Speed-Y looks at John-R, and tells Massacrebot to fire again. But apparently, it's undergoing a self-test, and refuses to respond.

Turbo speaks, missing the communists. But the shell bursts on contact, releasing napalm all over the wall, starting a fire that just compounds the communists' fire worries. L4-O reloads.

Then it's Joris-O's turn. He fires his blaster at the lead communist, throwing him back into a bunch of other burning communists. They struggle to get up, but the fire is causing... problems.

Mango-R seems to snap out of the odd autopilot he was in. "What?"

Cargo lift (Q level)

Jam-? marvels at the lift's efficiency, before getting an idea and pressing *all the buttons*, like a Junior Citizen out for laughs. Then he makes a run for it as the door closes.

Distribution Warehouse (Q Level)

As he's about to try to retrace his steps towards Central Subsector, he notices some lights coming from the other door: Cryo-R and his captors have arrived. Jam makes a run for it, but not before Cryo-R notices him.

Jam makes it into the corridor before tripping up over a dead communist.

written by Speeder on Dec 12, 2010 17:56

I at least read what the self-test is reporting.

After the thing finishes self-testing, I decide that this is too much fire already and fire normal slugs.

written by Lightning4 on Dec 12, 2010 20:12

"Hahaha! BURN, COMMIES! BUUUURRN!" I look a little crazed.

I fire again in the general direction of the commie mass, unsure of what shell I loaded this time.

I watch for results again!

written by Cryoburner on Dec 12, 2010 22:49

"Oh... Hello there!"

I yell to an infrared clone, who seems to be struggling near the entrance of the corridor at the other end of the warehouse.

"Say, have you seen those other guys from before? I think these fellows might wish to talk with them about something..."

I proceed to make my way over toward Jam-?.

written by Jam on Dec 13, 2010 00:07

"Ooof" I say as I fall to the ground. I quickly look up as I hear clones behind me, and run towards the next door (to the security checkpoint). I go as fast as I can.

written by Gligar on Dec 13, 2010 01:27

Corridor, V Level

Speed-Y waits. Massacrebot is currently checking its memory card. There are no problems so far.

L4-O fires again. The new shell releases gas... no, not more VIOLET mess-with-people's-breathing gas. Just regular gas which makes people cough.

Massacrebot finally finishes its self test. Speed-Y switches back to the slugthrower and fires again. He manages to miss everyone.

Corridor Q1

Cryo-R starts to move towards Jam-? (who picks himself up and legs it down the Corridor Q4) before being restrained by the communists again. "You're not getting away that easily!" They pick him up again, and proceed to drag him over to Q4.

Corridor Q4

Jam-? continues running. The checkpoint door is open at the far end. As the communists proceed towards him, he ends up tripping over another dead communist.

written by Speeder on Dec 13, 2010 02:40

I decide since I am missing so much, shoot at the non-burning commies in a way to scare them to move near the burning-commies in a attempt to spread fire to even more commies.

written by Jam on Dec 13, 2010 03:00

I pick myself up and start running again. I make sure to avoid any dead commies this time...

Was that Cryo-R I heard behind me? Hmm... I wonder if I should help him...

written by Lightning4 on Dec 13, 2010 03:25

"Hmm. That wasn't very impressive at all... maybe that one was damaged..." I remark.

"Let's try that again!" I say as I reach for another cone rifle shell and reload.

I take aim, and once again fire!

written by Cryoburner on Dec 13, 2010 13:02

Whilst being pulled along through the corridor, I have a look around at all the passed out party-goers.

"Wow... that must have been some party..."

I see if any of those laying about within reach have one of those fancy wrist lights on them, and if so, try to borrow one or more. If I notice any other fancy lights, I try to borrow those too.

written by Gligar on Dec 13, 2010 21:04

Corridor, V Level

Speed-Y changes tactics. He has Massacrebot fire warning shots, designed to intimidate non-burning commies into moving close enough to the burning commiepile that they catch on fire. Six shots seems to do the trick. End result: every communist is on fire.

Which means that none of them can dodge the next cone rifle shot by L4-O. Blam! Burning commieflesh everywhere!

And... a big hole in the wall.

Security Checkpoint

The combots don't seem to react when Jam-? passes through.

Jam-? keeps running to the Hub.

The communists remain behind him. They're slowed down by Cryo-R, who insists on checking each and every dead communist for things that can emit light. He doesn't find anything on the first two he checks (except for some RED liquid he can't identify), and is about to check the third when he is pulled violently back by his captors. "Keep moving!" one yells. "Another misstep by you and you will be terminated!"

written by Speeder on Dec 13, 2010 21:57

I shoot any alive commies, if they exist...

written by Jam on Dec 13, 2010 22:13

I continue running to the Hub...²⁷¹

written by Lightning4 on Dec 13, 2010 23:28

"WOW! Now that was impressive!"

I put Turbo away, still watching the smoldering carnage ahead.

I take out my blaster and slowly approach, keeping next to Nukabot just in case there's still living commies.

written by Cryoburner on Dec 14, 2010 01:00²⁷²

"YES! We should keep moving! A party just isn't a party if no one's moving! We must dance for our fallen comrades!"

I begin dancing as best I can while swiftly traveling with my new friends.

"Let's catch up with that guy while we're at it! He might know where the rest of the party is now!"

written by Gligar on Dec 14, 2010 01:55

Corridor, V level

Speed-Y continues firing where the fire was, just in case some communist managed to stay alive. Another six should do it.

L4-O approaches, slowly. He can't see any living commies, either. Not much of anything except small piles of pre-Soylent.

Corridor Q-epsilon

Jam-? keeps running...

The communists *start* running, dragging Cryo-R behind them. Cryo-R tries to dance but they're having none of it,

The Hub

Jam-R reaches here, and has a moment to catch his breath.

written by Speeder on Dec 14, 2010 02:08

I try now figure what the commies were guarding, or where they came from.

²⁷¹ JAM: (ooc: if I can do more during this turn, I go into the giant forkbot-sized hole, call the cargo lift, go up to V level, etc.)

²⁷² CRYOBURNER: That seems an awful lot of things to do... and something tells me the lift isn't quite that fast. 😊

written by Mingamango181 on Dec 14, 2010 02:16 *Cargo lift landing*

"Fuzzy hats chasing me, shots firing at me, it wasn't the best amount of sleep I've ever had."

I start questioning in a fast manner.

"What's going on? What was happening before? Where are we? What are we doing right now? What just happened? What's with the fire? And what am I doing?"

written by Lightning4 on Dec 14, 2010 05:33

"So... I wonder who that fancy lead guy was. I'm not even sure there's anything left to identify."

"Oh well! Time to relieve them of their goodies, they won't be needing them!"

I check to make sure there's no gas first before I approach and start rifling through the mostly-RED mess. I try looking for anything the lead commie guy might've been carrying. If he's still here.

written by Jam on Dec 14, 2010 16:04

I rest for a few secondcycles, then notice the sound of clones running behind me.

"Gah! They're still chasing me!"

I quickly run into the forkbot-sized hole in the wall, and search for the cargo lift I know is there...

written by Cryoburner on Dec 14, 2010 17:09

Finding it somewhat difficult to dance while being pulled along, I decide to help catch up with that infrared clone for now.

"That guy sure seems in a hurry to get to the party, doesn't he?"

written by Gligar on Dec 14, 2010 18:35

Corridor, V Level

Speed-Y notices the hole. There's a lot of computer equipment through there... it's a wonder the recent explosions didn't affect it.

There's also the remains of a door resting on the floor.

Mango-R is confused. What just happened? Et cetera.

L4-O tests the air. There is a strange smell in the air, but it doesn't seem to be doing anything. That out of the way, he investigates the ex-commie pre-Soylent for any items that may have escaped destruction. He finds a key. Strange... it's made of the same colour of metal as that jackobot down on D Level. Laser-etched into the key is the word RESTART.

The Hub

Jam-? looks around. There's the forkbot-sized hole... He runs through it, followed shortly by the communists ("Shut up!")

Outside the lift is a non-functioning warbot. It looks like the bot brain, and some of the weapons, have been destroyed.

Jam-? stops by the bot. It seems familiar somehow...

The lift, by the way, seems to be on V Level.

written by Speeder on Dec 14, 2010 19:26

I approach the computer equipment and try to figure what it is.

And if it has anything to do with our mission.

"I think that Violet level people that staffed this facility will not be happy if we break stuff here... Better not... explode things, unless necessary."

written by Lightning4 on Dec 14, 2010 20:53

"Hey, look what I found."

I hold up the key.

"It has the word RESTART on it. But erm, don't we just need to run those tapes through the compnode to get it running again?"

I approach Speed and Massacrebot while he tries to figure out what the computers are.

written by Jam on Dec 15, 2010 00:14

I run to the the lift, and call it...

I quickly look for something to hide behind, and hide behind it.

Or, if I can't find anything, I just do nothing, and completely ignore any communists that might be threatening to kill me...

written by Mingamango181 on Dec 15, 2010 02:06

Out of breath, I try breathing in and out heavily. I notice the smell, and try to ask about it.

"What's that smell? Or rather, what do you suppose that smell is?"

Another question to add to the queue.

written by Gligar on Dec 15, 2010 02:50

Corridor, V Level

Speed-Y continues to look through the hole. Did I mention that there's a **lot** of computer equipment through there? As in, a three-level space, approximately [DFSR] m by [DFSR] m? Completely filled with VIOLET-clearance racks of file servers, compute servers, power distribution boards, and more servers? Because... there is. Now, what sort of thing would need that sort of computing power?

In the middle of all this is a slight change of pace: what looks to be a master control board. It's outlined in white.

Cargo lift landing

The lift begins its descent. While he waits, Jam-? tries to hide behind the warbot.

Cryo-R instantly notices the warbot when he and the communists arrive. He notices its sub-optimal levels of performance... one might even say that it was non-functional.

The communists point their weapons at where they think Jam-? might have hidden. "Show yourself!"

written by Speeder on Dec 15, 2010 02:56

I look at everything, then at the white console thing.

"Seriously, even looking at that is scary... But... but... I think I will need to TOUCH it... Oh my... I hope I don't die a horrible death or something."

I ask the bot to open, if it refuse I try to convince it to open.

written by Jam on Dec 15, 2010 03:24

I look to see if they are pointing their weapons at me, and if they are, I slowly walk out with my hands up...

"You won't get anything from me, you pig-dog capitalists! The mighty reach of the revolution will never falter! You shall fall to our might, our power! Resistance is futile, you will be assim-uh-exterminated! Arr! Give up now, it's hopeless, you've already lost!"

I walk up to them slowly, in an angry way, as if I were a commie walking up the a loyal citizen.

(If they don't know where I am, I stay hidden)

written by Cryoburner on Dec 15, 2010 03:48

"Hey, maybe you should join... Wow! A large war-type bot in a state of sub-optimal performance!"

I inspect the warbot, and examine whether there might be any way to either repair it, override it's circuits to manually control its functions, or at least salvage some of its usable components.

written by Lightning4 on Dec 15, 2010 06:39

I watch Speed from a distance, Is that panel... ULTRAVIOLET? I worry about the multitude of horrible ways that you could die from possibly being near an ULTRAVIOLET object or person!

I go on to thinking happy thoughts instead. Happy B3-related thoughts.

written by 4616599 on Dec 15, 2010 15:24

I too, watch Speed-O, whistling a popular jingle for good measure.

written by Gligar on Dec 15, 2010 17:02

JHT Sector Compnode

Speed-Y seems reluctant at the prospect of even looking at the white-lined panel.

He gathers the courage, though, and tells Massacrebot to open up. This time, it complies.

After exiting, Speed-Y looks at the panel (cringing as he does). There's a nameplate, reading JHT COPMPNODE MASTRER CONTROL - CLEARANCE ULTRAVIOLET. Under it are an array of buttons, lights, and switches, a screen, a couple of data ports marked TAPE IN and TAPE OUT, and a keyhole. Yes, he's actually going to have to *touch* it...

Everyone else just watches, and thinks happy thoughts and/or ad jingles. Joris-O even whistles to pass the time.

Cargo lift lounge

The communists seem to think that Jam-? is hiding behind a panel on the eastern wall, which seemsa to be loose. Removing it, they find nothing.

Temporarily ignores, Cryo-R goes to investigate the warbot. He realises that a new bot brain would be needed, as well as a new memory card, weapons to replace those destroyed in combat, and at least six monthcycles of tuning and calibration. It would theoretically be possible to control the bot's remains without one, but it would take daycycles of rewiring and tinkering just to get the thing to move, to say nothing of calibration. No, it would be better just to strip it down. And that would require tools that Cryo-R isn't even cleared to know exist.

Everyone is distracted when the lift arrives, and its door opens.

written by Cryoburner on Dec 15, 2010 17:24

"Wow! This could could take monthcycles to repair! I'd better get started!"

I take a spanner and a screwdriver out of my toolkit and get to work.

written by Speeder on Dec 15, 2010 17:45

I peer at the keyhole.

I turn to L4.

"Hey, you mentioned a key thing, did not you? I need a key here..."

Let's see what I can do here...

I figure how to put tape in the machine, what other ports there are, and I grab my PDC to get some information from it, maybe.

written by Lightning4 on Dec 16, 2010 00:18

"Yeah, I found one!"

I approach and hand Speed the key. I avert my eyes from the console though.

written by Jam on Dec 16, 2010 01:05

I notice Cryo standing nearby... I grab his arm and run into the lift (making sure to keep Cryo between me and the communists).

I quickly press the button for V level.

written by Gligar on Dec 16, 2010 01:43

Cargo lift landing

Cryo-R, for some reason, either hasn't noticed that he can't possibly repair the warbot, or simply doesn't care. He pulls out a spammer and a screwdriver and... wait, what? Oh, he's testing the power supply.

But he doesn't get far along. While the communists remain distracted, Jam-? grabs Cryo-R, pulling him into the lift. He presses V, and the door closes... just as the communists turn to fetch Cryo-R. "Halt!" one cries.

As the lift rises, the sound of slugs hitting metal can be heard.

JHT Sector Compnode

Speed-Y looks at the keyhole... didn't L4-O find a key just now?

Yes, he did. He hands it over, while trying his best not to look at the console. He fails, and catches a glimpse.

Speed-Y continues looking at the panel. He looks at the TAPE IN/OUT ports. They're seven-pin round sockets, which look like something should be connected to them. There doesn't seem to be anywhere to mount the tapes on the panel.

He looks for other ports but can't find any. It doesn't look like his PDC can communicate with the panel.

written by Speeder on Dec 16, 2010 01:51

I decide to use the tape reader as mount for the tapes.

Also I see if the key fit the keyhole.

written by Lightning4 on Dec 16, 2010 04:55

"Ah! I looked at it!"

I try to avert my eyes again. Maybe look around at some of the "slightly" less treasonous VIOLET things around the room. Maybe see if there's anything nearby that'll help Speed.

written by Jam on Dec 16, 2010 13:28

I sigh in relief. That was close...

I smile at Cryo-R.

"I was wondering what happened to you! You must have ran into a bunch of commies. They didn't seem too friendly... Still, it's better than what happened to my last clone, he died! I remember something about a warbot... Anyways, we're going to V level! I bet the others are waiting there... So exciting!"

written by Cryoburner on Dec 16, 2010 16:32

"Hey! How do you expect that bot to get repaired with me in here? This diversion will likely delay its restoration by week-cycles, at the very least."

"Oh, I think those guys were tanning booth operators, actually. They were operating a tanning booth, in any case."

I look around the interior of the lift.

"I suppose I could inspect the integrity and general safety levels of this lift in the mean time..."

I begin my inspection of the lift, starting with a careful examination of its buttons. I begin testing each one, using the screwdriver to extend my reach if necessary. I make sure that each button depresses correctly with a satisfying click, and check whether they light up their corresponding lights, if applicable.

written by Gligar on Dec 16, 2010 18:30

JHT Sector Compnode

Speed-Y tries the key in the keyhole. It fits.

He decides to use the portable tape recorder for loading the tapes. Of course, he'll need to connect it to the panel.

L4-O, as he tries to not look at the panel *again*, decides to look at the VIOLET equipment instead. Hanging from the side of a rack, he finds some cables.

Cargo lift

Jam-? excitedly starts to bring Cryo-R up to speed with recent developments, but it seems that Cryo-R isn't interested. He starts "inspecting" the lift's button panel, by which I mean he presses all the buttons. They feel like buttons, and have a nice lit surround when pressed. And yes, they go click when you press them.

But the problem with pressing all the buttons in a lift is that... well, you end up stopping at every floor.

written by Speeder on Dec 16, 2010 23:00

I try to figure now how to connect the tape recorder on the panel to load the tapes...

Also I look if there are some monitor screen and keyboard, in case I need it... (I hope not!)

"Strange, Cryo still don't returned... I think we should not have let him away from us, he is probably inspecting stuff again..."

written by Jam on Dec 17, 2010 01:16

I restrain Cryo-R.

"No! Don't do that! It's treasonous to be late, and we're already late enough as it is..."

I try to look bored, in case we stop at a floor with communists.

written by Gligar on Dec 17, 2010 01:30

JHT Sector Compnode

Speed-Y puts the recorder case on the ground, and opens it. He tries to work out how to connect it to the panel. He realises he'd need two seven-pin round cables to connect the recorders IN/OUT sockets to the ones on the panel.

Say, what happened to Cryo-R?

Cargo lift

He's right here, being restrained by Jam-?. The lift has stopped at S Level due to Cryo-R's "inspection". The landing is dark, but there is the distinct impression of being watched.

written by Speeder on Dec 17, 2010 01:42

I peer at the console.

"Hey, now I need cables! See if there are some stored around the room... I need two cables actually, those with seven-pin round connectors."

written by Jam on Dec 17, 2010 02:03

I suddenly feel creeped out, and yell into the darkness...

"Who's there? Show yourself!"

written by Cryoburner on Dec 17, 2010 05:14

"Unhand me at once! We must ensure the complete safety of this lift, as it is vital to the successful completion of the mission! Aren't you infrared clearance, anyway? Wouldn't that make these actions of yours somewhat treasonous? Keep this up, and I may notify the tanning booth operators, who will likely ban you from future tanning sessions."

"Now, let me be and... how about you watch these doors? Someone wanted me to watch doors, but I'm busy inspecting this lift at the moment, so you'll have to do it for me."

written by Lightning4 on Dec 17, 2010 18:20

"Oh, hey! There's cables over here. But I think they might be VIOLET."

I walk over and take some if I can, and take them over to Speed.

written by Gligar on Dec 17, 2010 22:28

JHT Sector Compnode

L4-O checks the cables, and finds some of the seven-pin round cables Speed-Y wants. He takes them over.

Cargo lift, S level

Whoever it is doesn't respond.

Either that, or they simply don't have enough time to respond before the lift doors close again.

Oh, and Cryo-R seems to have forgotten the identity of Jam-?, thinking him an INFRARED.

written by Speeder on Dec 17, 2010 22:35

I happily take the cables.

"I must say that I am only happy in taking those VIOLET cables, because if I do this fast it means less time touching ULTRAVIOLET equipment."²⁷³

written by Mingamango181 on Dec 18, 2010 01:49

Without any sort of answer from any of my questions, I decide to go back and... 'explore'. I use my PDC to try and

²⁷³ GLIGAR: (ooc: Can I have, like... posts? 😊)

light the way. I don't know how effective it is, but I do so to find out.

written by Jam on Dec 18, 2010 02:06

I stare at the closed door for a few secondcycles...

"What was that?" I quietly mumble to myself.

I suddenly turn to Cryo-R.

"Don't you recognize me? I'm Jam-R! Or is it Jam-O... I really have no idea... But I'm definitely not INFRARED! I'm just wearing an INFRARED jumpsuit because I couldn't find any others..."

written by Gligar on Dec 18, 2010 02:08

JHT Sector Compnode

Speed-Y **HAPPILY** takes the cables. They may be way beyond his clearance, but sooner than that the ULTRAVIOLET panel.

Hearing no answers to his questions, Mango-R goes exploring.

Corridor, V Level

This side of the the big security door, there is the hole, and two other doors. Everything is VIOLET clearance.

written by Speeder on Dec 18, 2010 02:12

I am more busy taking care of the computer, instead of Mango that just pulled a Cryo.

I proceed to connect all the stuff.

written by Jam on Dec 18, 2010 02:14

I continue watching the level indicator, to make sure we're still going up...

Cryo, you never answered me.²⁷⁴ Do you actually think I'm an INFRARED clone? For all we know, I'm still ORANGE clearance. For you to mistake an ORANGE clone as INFRARED... Sounds treasonous...

written by Mingamango181 on Dec 18, 2010 03:01

I decide to examine both of the doors in careful detail. Without much choice, I head through the hole, being careful not to touch the walls. It's bad enough that I have to touch the floor.

written by Cryoburner on Dec 18, 2010 05:00

"Hmm... Jim-R, you say... Sorry, I don't think I recall anyone by that name. Perhaps I could see some identification?"

In the mean time, I go back to inspecting the lift. I now focus my attention on lift's lighting sytem, checking to see whether it's fully operational, and whether the bulbs are all of the correct variety intended for use in lifts. To assist with my inspection, I employ the use of my crutch to remove any out of reach light panel covers.

²⁷⁴ JAM: (ooc: even though you had plenty of time 😊)

written by Lightning4 on Dec 18, 2010 07:50

I also am too busy looking around the treasonously high clearance room. Well treasonous for me anyway.

Hopefully there aren't any eyes of the computer staring me down around here! I look around a little bit for one.

written by Gligar on Dec 18, 2010 18:10

JHT Sector Compnode

Speed-Y doesn't notice Mango-R leave. He's too busy connecting cables. There, that should do it.

L4-O doesn't notice either. He3's too busy not looking at the ULTRAVIOLET panel. He wonders if any Eyes of the Computer are watching him here. Well, the compnode is down, right? Right?

Everyone else seems to be too busy doing whatever else that doesn't involve looking at the panel to notice anything else.

Corridor, V Level

The doors seem to be of the same class of high security door as the open one, through which the team arrived here. There are footsteps behind one of them.

Mango-R returns through the hole into the compnode room.

Cargo lift

The lift rises again.

Also, is Cryo-R blind as well as deaf? Those are clearly fluorescent tubes up there, not incandescent bulbs. Cryo-R of all clones should know that fluorescents give a light spectrum that is approved for cargo. And he should also know that cargo lifts don't need such things as light covers.

The lift stops again, this time at T Level.

written by Jam on Dec 18, 2010 19:47

I look out of the lift while I'm waiting for the doors to close again...

I also watch Cryo-R, in case he decides to 'inspect' the lift cables or something... I try to make sure he doesn't delay our arrival at V level any more than it already is...

written by Speeder on Dec 18, 2010 22:29

I recheck everything to see if everything is attached where it is supposed to be attached.

If everything is okay then I put the key in the keyhole, and turn it.

written by Lightning4 on Dec 18, 2010 22:34

I cross my fingers.

"I hope this does it! Come on friend computer, wake up!"

written by Cryoburner on Dec 18, 2010 23:48

I check whether a hand rail is present in the lift, and if one's there, I examine it and verify its structural integrity. If one

is not there, I just examine the part of the wall where a rail might otherwise be found, and verify *its* structural integrity.

written by Gligar on Dec 19, 2010 01:24

Cargo lift

Jam-? looks out. He sees a pair of clones approach the lift from a room across the corridor. They spot the pair in the lift, and one of them says, "There they are!"

Jam-? realises that that was one of Cryo-R's captors.

Cryo-R, on the other hand, is staring at the wall of the lift, as if he's trying to ascertain its structural integrity by sight. It looks about as intact as a lift usually is.

JHT Sector Compnode

Speed-Y double-check his connections. Cable... cable... tape machine... okay.

He turns the key.

As he does, Computer terminals throughout the sector stop displaying static and start displaying REBOOTING. PLEASE WAIT.

A voice sounds throughout the room. A voice you know well.

"Beginning bootstrap. Warning: abnormal shutdown detected. Continuing.

"Please mount restart tape 1, and set device to playback mode."

Almost immediately afterwards, too soon to react, Com 1s squeal, before receiving another voice. "Comrades! Critical alert! Computerists have infiltrated compnode room! Converge and destroy!"

written by Mingamango181 on Dec 19, 2010 02:12

I pull out the Com 1 unit in my possession.

"Well, at least we know what's coming."

I scramble towards Nukabot, searching for a laser pistol barrel, or any other ranged weapon. I also take time to dispose of any waste that I no longer need, namely the towel, and the empty B3 can, by throwing them at the hole that we came through.

written by Speeder on Dec 19, 2010 03:27

I look at L4.

"Ok, where are everyone? Someone, even L4 if needed, get inside the Massacrebot, we need that firepower while I am working here."

I look at the console and start doing what it asks, while I do that I speak.

"Massacrebot, you will have to accept another pilot for a while, record the combat please, and you are forbidden to destroy the equipment here, don't shoot anything that might damage it."

written by Lightning4 on Dec 19, 2010 05:03

"That's uh... that's not good. Not good at all."

I turn to Nukabot temporarily.

"If I'm not riding you, you know what to do to those commies. We're probably going to need everything we've got to stop them. And you're probably one of the few things in this room that can kill commies efficiently without destroying the whole room in the process!"

I turn to Lucas.

"Think you could give piloting Massacrebot a shot? I think we might be better off if I'm firing Turbo. Or at least my blaster... I dunno what half of these shells do."

While I await a reply, I search my bag for a gas shell. Hopefully there's one in here somewhere!

written by Cryoburner on Dec 19, 2010 07:21

"Oh hey, it's those tanning booth operators."

I wave to the tanning booth operators.

written by 4616599 on Dec 19, 2010 09:08

I look around the room for a hiding space. I then pull out my own Com 1 and yelp, deliberately putting on a confused accent.

"Go, go, go! It's those in charge of food- they're revolting! The compnode isn't gonna last for long! Agh! Komraades!"

written by Jam on Dec 19, 2010 14:50

I pull out my laser pistol and shoot at the communists while they are distracted by the alerts coming from their Com 1 units.²⁷⁵

"What is a tanning booth? Sounds treasonous... Anyways, did you hear that Cryo-R? They must have started the rebooting process! We need to get to the compnode!"

I wait for the lift door to close.

written by Gligar on Dec 19, 2010 16:54

JHT Sector Compnode

Mango-R pulls out his Com 1, and heads towards Nukabot. Searching it, he finds the ammunition box, but then remembers that he can't do anything with it, since he doesn't have a laser pistol or slugthrower.

He shrugs, and discards his B3 can and towel.

Speed-Y looks troubled. He needs to get the compnode started... which means that he can't pilot Massacrebot. He speaks to the bot, which whimpers, and sets the recorder to play.

As soon as he does, the tape emits strange warbling sounds, broken up by loud screeching noises.

Though asked if he can pilot the bot, L4-O thing it would be better if he were using his own weapons, such as Turbo, which he arms as he continues. (But not with a gas shell...

²⁷⁵ Jam: (ooc: I heard the alert too, right?)

he seems not to have any of those.) Nukabot knows what to do without him piloting. Would Lucas-R mind piloting Massacrebot?

It seems that he wouldn't. With a grin, Lucas-R walks over and climbs into the bot. It closes around him.

Joris-O has an idea. Hiding between two computer racks, he pulls out his Com 1.

Cargo lift

The communists seem distracted by their Com 1s... first, a report about the compnode, and then, one about the culprits being the food people.

But they look up in time to see Cryo-R waving at them. They don't wave back. Instead, they shoot. With slugthrowers.

Their shots go wide, not even getting into the cargo lift.

Jam-? fires back. He hits one communist in the eye. Ouch!

He doesn't get a chance to make a second shot, because the lift decides to close up again. As before, it rises.

written by Jam on Dec 19, 2010 17:36

"Cryo-R, be ready, there's probably going to be a lot of communists at U level waiting to get on the lift. Since you're the one with the Kevlar, I'm going to use your body as a shield."

I move Cryo-R between me and the lift door, and aim my laser pistol at the door. I wait for our arrival at U level...

written by Lightning4 on Dec 19, 2010 17:39

I survey the room for other entrances. I already know the one we came through, but I check to see if there's any others that could be locked or reinforced. Or blocked with something heavy.

Of course, I also look for something heavy that isn't computer server related.

written by Speeder on Dec 19, 2010 18:08

I see if the computer thing is really taking the information in the tapes, instead of just emitting loud noise.

If it is, I try to see if there are a position where I can at the same time watch the console and point my rifle toward somewhere useful to shoot.

written by Cryoburner on Dec 20, 2010 00:32

"Hmm... those guys really should be more careful about where they aim those things. They nearly hit this lift! Careless behavior like that could easily cause a drop in the lift's operating efficiency levels."

I move on to examining the lift's floor, seeing as it's one of the few things remaining to be examined in its interior. I pay particular attention to any excessive wear that could result in a loss of traction, or any other apparent damage, for that matter.

written by Gligar on Dec 20, 2010 01:42

Cargo lift

Jam-? moves Cryo-R such that he is between himself and the lift's door. Not that Cryo-R minds, or even cares, because he's too engrossed in examining the floor. Which, by the way, has a raised grip pattern.

And the lift's door opens.

Jam-? finds himself staring right at a horde of commies.

JHT Sector Compnode

According to the panel's screen, it's about halfway through reading the tape.

Speed-Y lets it continue while pointing his laser rifle at the hole.

L4-O looks around the room for other exits. There is one, on the other side of the room. His next concern: anything heavy that isn't a server. There are a couple of filing cabinets that could possibly be moved.

From outside the hole, the sound of jackboots gets closer. And all too soon, the sound is identified as coming from a squad of the PRPF.

Accompanied by a combat.

written by Speeder on Dec 20, 2010 01:49

I look at the console, wishing it to go faster.

"Common, reboot, please! We cannot let the commies damage this precious part of Friend Computer, even if he has many parts, this part is still part of him, and he will miss it."

written by Cryoburner on Dec 20, 2010 02:32

"Oh, hello there! We're headed up to V-level, I think. How about you guys?"

I move back to make room for all the new passengers.

"I haven't quite completed my safety and performance analysis of this lift yet though, so be aware that it could potentially get stuck, fail to open its doors, fail to close its doors, uncontrollably fall or spontaneously combust at any moment. It might be safer to take the stairs."

written by Lightning4 on Dec 20, 2010 03:58

"Hey, Lucas or Nukabot, try to see if you can move those filing cabinets to block off that other door. We don't need commies coming from two dire--"

"Commie scum! FOR FRIEND COMPUTER!"

I take a few steps back and open fire with Turbo.

written by Jam on Dec 20, 2010 04:55

I look at all the communists, and decide maybe Cryo-R has the right idea.

"Yes comrades, it seems the computerists have tampered with the lift's mechanisms. We are currently trying to fix

it, but it would be best if you take the stairs right now. I doubt the mechanism would be able to hold so many clones at a time in it's current state..."²⁷⁶

written by 4616599 on Dec 20, 2010 16:40

I hide and get my blaster ready. Hmm...where did that ammo box go? I do a quick lookaround.

written by Gligar on Dec 20, 2010 21:28²⁷⁷

JHT Sector Compnode

Speed-Y keeps staring at the console, surely it can't be too much longer...

Massacrebot moves over to the filing cabinets. It looks at one of them, reaches out, and picks it up. "Woah... I can't feel it when I pick something up," Lucas-R comments.

As he moves it into place behind the door, L4-O is contemplating the communists. In fact, here they come now. This group also has a combat.

Turbo speaks! Its proclamation hits the combat square in the... "head" I suppose... throwing it back.

Massacrebot finishes moving the other filing cabinet.

Joris-O keeps hiding, but prepares his blaster.

Wait... the ammo box! Where is it? Oh, there it is...

Cargo lift

Cryo-R continues to think that he's inspecting the lift, and tells the communists as much. They seem to mutter amongst themselves, and stay where they are.

Jam-?, going along with it, suggests that the communists take another method of transport. Like, say, the stairs.

The combat doesn't seem to like the idea. "Are you trying to tip me over or something? Me, of all bots? This is unacceptable."

But the communists seem to think otherwise. "They have a point, comrade bot," one says. "Were the lift to fail, better they take the fall than you."

The combat begins to speak, but the lift doors close before any of it can be heard.

written by Speeder on Dec 20, 2010 21:48

I make a worried face, until I become tired of making a worried face and start making a bored face.

written by Cryoburner on Dec 20, 2010 23:01

"Aww... they didn't want to help us test the emergency brakes that may or may not be present."

I move on to examine the lift's ceiling. The portions of the ceiling that aren't light fixtures, anyway.

²⁷⁶ JAM: (ooc: I'll spend a PP to try to make the communists believe us, and take the stairs instead (or, better yet, just give up and go away))

²⁷⁷ GLIGAR: (ooc: PP! And spendage! And secret spendage!)

written by Gligar on Dec 21, 2010 01:21JHT Sector Compnode

Speed-Y looks worried for a while, before looking bored. All the while, communists are shooting and completely failing to hit anything.

Eventually, the awful warblescreech stops. The Computer says, **"Tape 1 loaded. Please mount tape 2."**

The tape, by the way, is flapping around on the take-up reel.

Cargo lift

Cryo-R's interminable "inspection" continues. this time with the ceiling. It looks like a ceiling.

written by Speeder on Dec 21, 2010 02:59

I busy myself turning off the thing with the tape, removing the tape carefully to don't damage it, install tape 2, turn it on again, and when all is set and running, I see if I can practice sharpshooting commies while I wait.

written by 4616599 on Dec 21, 2010 03:39

Turning on the Com 1 again. I pop out and let loose with my blaster. I then pop back in and bark, "They're here! And they have a rogue combat!"

I let the Com 1 listen to the sounds of shooting for a while then end transmission.²⁷⁸

written by Lightning4 on Dec 21, 2010 09:13

I reload Turbo and open fire again!

"Die, commie scum!"

written by Mingamango181 on Dec 21, 2010 10:34

I flick out my truncheon, then realise that I would have to get closer to them in order to hit them. So I just throw my spent RED laser pistol barrel at the communists instead.

written by Jam on Dec 21, 2010 15:11

I enjoy a nice pleasant ride up the lift, free of commies or shooting...

"Hey Cryo-R, if you're not using your laser pistol, can I have it?"²⁷⁹

written by Gligar on Dec 21, 2010 22:30JHT Sector Compnode

Speed-Y busies himself with changing the tape, while around him, the battle continues. A shot from Joris-O just barely misses grazing his head as he works. The shot, by the way, continues on to hit one of the communists, killing her.

L4-O reloads Turbo as another communist shoots! The shot hits one of the filing cabinets jamming shut the far door.

²⁷⁸ 4616599: (ooc: might not be posting tomorrow- if I don't, just assume I shoot again at the commies)

²⁷⁹ Speeder: (are you going to pull a akimbo? 😊)

Mango-R throws his spent laser barrel at the communists, having no other decent weapon. It doesn't hit them.

Another communist fires! The slug hits John-R in the chest. He collapses.

Massacrebot fires just as L4-O does. Both fire cone rifle shells at the communists, causing a nice explosion of blood and guts in the corridor. Lucas-R seems happy. "First shot! Cool!"

Cargo lift

Jam-? gets ready. The calm before the [REDACTED], so to speak.

He asks Cryo-R for his laser pistol.

And the then the lift stops. The door opens, revealing another horde of communists. "Are you part of the reinforcements?" one asks.

written by Speeder on Dec 21, 2010 22:59

After everything is set, I start to casually shoot commies that are in threat of shooting anything or anyone important.

written by Jam on Dec 21, 2010 23:57

I walk out of the lift, and start heading towards where the shooting seems to be coming from. Hopefully I'll find other loyal clones there...

I talk to the communists as I'm walking:

"Yes, of course we are part of the reinforcements! Otherwise we'd be shooting at you! What's the situation? How many of them are there? Did yo-"

I suddenly trip as I notice I appear to be walking in a VIOLET corridor. Well, I'm not dead yet, so it seems Friend Computer is okay with troubleshooters being in the compnode...

written by Cryoburner on Dec 22, 2010 01:20

"Sorry, I'm just inspecting this elevator. I've heard someone mention that it might have been tampered with, so I really should focus on completing this inspection."

I set down my shelf on the floor at the entrance of the lift, which should presumably keep the doors from closing so long as the door safety mechanisms are in order. If they're not, I might have to note that on my report...

I then proceed to write up a quick note on a blank interoffice memo, reading "NOT IN ORDER" and place it on the shelf. I set a bell on it for good measure, and in case anyone has any questions.

written by Gligar on Dec 22, 2010 01:39JHT Sector Compnode

Speed-Y finishes changing tapes. The awful warblescreech tells us that the tape's loading.

A communist aims at John-R. But Speed-Y is ahead of him, shooting his laser pistol. Zap! Another dead communist.

Intersection, V level

Jam-? steps out of the lift, intending to bluff the communist. But he hesitates at the sight of the VIOLET clearance stripe.

The communist picks up on this. "What's with the hesitation, comrade?"

Behind Jam-?, the lift's door is trying to close. But Cryo-R has jammed them open with his shelf. The trying-to-close doors are shaking the shelf, causing the bell he's placed on it to go "ding".

written by Speeder on Dec 22, 2010 02:03²⁸⁰

As I see the communist dropping dead, I smile, check if I can continue shooting safely, and if I can I do so again.

written by Lightning4 on Dec 22, 2010 05:08

I reload Turbo again.

I wait for an opportunity to fire at yet more commie scum, and fire if one presents itself!

written by Cryoburner on Dec 22, 2010 08:43

"Say, Jim, weren't you assisting me with getting this lift checked out? We really should get it back in order as quickly as possible, as I'm sure there are a lot of others looking to use it right now. Just think of that poor bot we met on the level below. He's probably laying tipped over in a pile of clones in some stairwell right now, crying. You don't want to make bots cry, do you?"

I return to examining the lift, this time looking around for any access panels that might lead into the lift shaft.

written by Mingamango181 on Dec 22, 2010 10:59

Unable to do much without getting in the way of the others, I try to take cover around Nukabot.

written by Jam on Dec 22, 2010 13:16

"What?! Oh, I thought I heard someclone calling for help. It was through that door over there..."

I point to a random door, a closed one off to the side if I can find it...

"Send a clone to investigate. We wouldn't want the capitalists surprising us... And didn't I ask for a status report? How can I hope to lead our comrades into battle if I don't know the situation. I'll be having a talk with your superiors about your lack of efficiency, and your insubordination..."

I turn back and look at Cryo-R

"Sorry, but I don't think I'll be able to help you... I've got to fight in the battle."

I turn back and walk confidently towards wherever the sounds of battle are loudest.

written by Gligar on Dec 22, 2010 18:46

JHT Sector Compnode

The battle continues. As does the warblescreech.

Speed-Y decides he can risk another shot, and fires, hitting another communist in the leg, causing him to drop his slugthrower.

Joris-O also fires again, but he isn't so lucky.

L4-O reloads Turbo yet again.

Mango-R tries to hide behind Nukabot, but the forkbot just rolled forward to stop the communists' combot from moving.

Intersection, V Level

Looks like Cryo-R wants to continue his "inspection" of the lift by looking for a hatch into the shaft. There is one, on the roof. But Cryo-R's injuries kind of prevent him from using it. And anyway, the doors are still trying to close. The shelf is moving about even more as the force increases.

Jam-? heads forward. But he is stopped by the communist. "Sorry, comrade, I'll need a little more than that. And besides, I didn't hear anything." He seems to consider. "And we need as many clones as possible to retake the compnode."

written by Speeder on Dec 22, 2010 19:21

Unless someone is going to shoot and ally, I wait the commie that dropped the slugthrower to try to pick it up, just to me shoot his hand.

written by Lightning4 on Dec 22, 2010 21:58

I survey about how many communists are still around over there.

While waiting for an opportune cluster to strike at, I lower Turbo and grab my blaster. I fire a few times in the direction of the commies.

written by Gligar on Dec 23, 2010 01:12

JHT Sector Compnode

The injured communist produces a second slugthrower and starts shooting... at Nukabot. The slug somehow bounces off and embeds itself in a second communist. That shouldn't even *work*...

L4-O does a quick count. There are five communists still here, with a certainty of many more to come.

The tape continues to warblescreech.

written by Mingamango181 on Dec 23, 2010 01:17

I decide to move towards the enemy, in attempt to get one of the weapons. I swing my truncheon if they get too close, or if I get too close to them.

²⁸⁰ SPEEDER: (ooc: I am laughing here after reading Cryo turn...)

written by Speeder on Dec 23, 2010 01:19

I look amused at the commie that is shooting Nukabot, and see if there are other dangerous commie to shoot. If not, I shoot at him anyway.

written by Jam on Dec 23, 2010 02:09

I stare at the communist a bit.

"Of course you didn't hear it, you seem to be deaf! This is, what, the third time now I've asked you for a—STATUS REPORT!! STA-TUS-RE-PORT! NOW!"

I pace back and forth angrily.

"And at least send someclone to check the door, what does it matter if two or three clones aren't fighting for half a minutecycle? It's not like they're doing anything now anyways! It would be much worse if the capitalists sneak up on us from behind. They could probably blend right in and we would never know they were there! And then they plant a bomb, and then we all die, and mission failed, game over, we all lose, except the Computer, who will win, and we don't want that... Or are you actually with the capitalists? Huh? Are you?"

I aim my laser pistol at the communist.²⁸¹

written by Cryoburner on Dec 23, 2010 03:22

"I have your status report!"

"It appears as though the main compartment of this lift is secure, and working as intended! Unfortunately, I've not been able to ascertain the condition of the lift's internal mechanisms yet. I need some assistance with getting up to the ceiling access panel to fully verify the lift's structural integrity. I request assistance to keep this operation progressing smoothly."

In the mean time, I begin examining the button panel more closely, particularly how its cover is secured in place.

written by Lightning4 on Dec 23, 2010 05:28

I continue taking shots at the commies with my blaster. I aim for someone that Speed isn't aiming at.

written by 4616599 on Dec 23, 2010 10:07

I check the blaster's power level, and fire again if it's safe. I also grab a bell and throw it towards the commies, hard. Preferably at a bouncy angle.

written by Gligar on Dec 23, 2010 22:25

JHT Sector Compnode

Mango-R tries to edge a little closer to the communists. It seems he's interested in their dropped weapons. A communist notices and tries to shoot him, but Mango-R's truncheon, right between the eyes, convinces him to go to sleep instead



²⁸¹ JAM: (ooc: Wait... Did I just give advice to the communists... What's wrong with me?! 😊)

The combat starts trying to outwit Nukabot again, and get further into the compnode. But Massacrebot also joins in, and grabs it.

Speed-Y and L4-O take turns shooting at communists. Speed-Y fells one, but L4-O goes wide.

Joris-O checks his blaster. It's getting a little low. He shoots at the one L4-O missed, and is more successful, hitting the communist in the ear. Ouch.

He then rummages in his pack for a bell... there we go. Throw! Ding! Same communist.

Intersection, V Level

Jam-? demands a status report again. Cryo-R gives him one, and says he wants access to the lift's mechanisms. The control panel is fastened on with BLUE screws. To unfasten them, he'd need a fractal screwdriver, something that Cryo-R isn't even cleared to know exists.

And is that wasn't enough, the doors finally manage to close, tipping the shelf on its side and flinging the bell right into Cryo-R's head, knocking him out. I'm pretty sure he won't dream.

Meanwhile, the communist is stammering. "Er... well... er... we weren't briefed on much. Just that there's a horde of capitalists in the compnode room, with stolen bots. And as for the other doors... well, we can't get in."

written by Speeder on Dec 23, 2010 22:30

I keep shooting until either I run out of ammo, or the computer needs my attention.

written by Mingamango181 on Dec 24, 2010 00:43

I keep moving closer. I grab the closest slugthrower, and start shooting.

written by Jam on Dec 24, 2010 01:53

I look over at Cryo-R.

"Ah, that didn't look good... Oh well, he'll be okay..."

I turn back to the communists...

"Well that explains things, how can be expected to fight when you have no idea of the situation? Well, at least we know that the doors are locked, there won't be any capitalists sneaking up on us now. That's a relief... Good thing I'm here, you guys would probably just get yourselves killed without me... Who's your current leader here, I'm taking charge..."

I point to the capitalist I was talking to before.

"You, I'm appointing you as my second in command. What did you say your name was again?"²⁸²

written by Cryoburner on Dec 24, 2010 03:29

I keep laying there unconscious. Am I in the lift, or in the intersection outside of the lift? I may even be in an

²⁸² Jam: (I'll spend a PP to try and make the communists accept me as their new leader, without question.)

interrogation room, or a stairwell, depending on who you ask. I do not know, for I am unconscious. I make the best of it anyway, and decide to take a quick nap. All this unconsciousness is somewhat tiring.

written by Lightning4 on Dec 24, 2010 04:56

I continue firing with my blaster as well, becoming slightly more frustrated due to my inability to hit the broadside of a food vat with it. I find myself wondering if it is defective... but questioning loyal friend-computer weaponry might be treason so I stop!

written by Gligar on Dec 24, 2010 18:04

JHT Sector Compnode

Speed-Y fires again, narrowly missing a communist, before The Computer speaks up. **"Tape 2 has loaded. Please mount Tape 3 and begin playback."**

Monitors across the sector now display an Eye-in-the-Monitor logo, with the text SYSTEM RESTART IS UNDERWAY. THANK YOU FOR YOUR CO-OPERATION.

On hearing this, the combat goes into overdrive, forcing Nukabot back, and breaking a few bones in Jam-O's corpse, still draped over Nukabot's forks.

Mango-R uses the confusion to pick up a dropped slugthrower. It's a crude single-shot type, with an equally-crude holder for several slugs duct-taped on to the grip - or rather, it *is* the grip. It's probably seven kinds of treasonous, not that that mattered to the previous owner.. He tries to fire, but this thing is finicky. It can't be the safety catch - this thing doesn't seem to have one.

L4-O keeps firing. He scores three hits in as many shots. Nice.

Intersection, V level

The communist seems to consider it for a moment. "Regrettably, we already have a leader. He is attacking the compnode right now."

Cargo lift

Cryo-R remains unconscious as the lift opens again, presumably on W Level.

written by Speeder on Dec 24, 2010 19:15

I again start to work with the computer, and hope that noone shoot me while I do that.

"Nukabot, use your forks to flip over that combat."

written by Lightning4 on Dec 24, 2010 20:52

"Uh oh. Looks like they REALLY don't want us doing this!"

Seeing the increased danger, I lower my blaster and take Turbo back up.

I aim, and fire at the largest group of commies!

written by Jam on Dec 25, 2010 00:43

I look surprised.

"You mean your leader is fighting right now? I mean, he probably knows what he'd doing, being the leader and all... But what happens if he dies? Who will lead then? Hmm... I guess you'll always have me..."

I look at the group of communists, and try to judge how many are there.

written by Mingamango181 on Dec 25, 2010 00:46

I try to pull off one of the slugs at the bottom of the grip, and try to load it into the slugthrower. I then try to take it slowly and more carefully when I fire again.

written by Gligar on Dec 25, 2010 01:17

JHT Sector Compnode

Speed-Y's tape begins to warblescreech.

The combat tries to step away from Nukabot, but it's still being held by Massacrebot. Lucas-R seems to be having a hard time controlling it all of a sudden. The combat detects this, and tries to struggle free.

Nukabot replies, "I would, if it weren't being held by that walker."

L4-O fires! His shell passes into the corridor, where it starts spreading smoke.

Mango-R manages to fire the slugthrower this time. The recoil is enough to throw off his aim, though.

Intersection, V Level

The smoke continues spreading down the corridor. Communists begin to cough, and it becomes difficult to see.

written by Speeder on Dec 25, 2010 03:16

I look at the confusing stuff and then I say.

"Lucas, drop the combat on the ground, but flipped. Then shoot him."

I start to shoot any visible commies if any, or into the smoke. Until I can continue shooting, if needed I just reload instead.

"Hey, who had that yellow slugthrower?"

written by Lightning4 on Dec 25, 2010 08:24

Hearing Speed, I reply.

"Uh, I thought I gave it to you?"

I go back to shooting commies, with my blaster again. I hope it still has enough of a charge left!

Or rather, I shoot at commie-shaped blobs in the smoke...

written by Mingamango181 on Dec 25, 2010 10:54

I pull another slug off the grip, and insert it into the slugthrower. I attempt to aim it more carefully, by pressing the non-firing end back into my chest. I shoot again.

written by 4616599 on Dec 25, 2010 15:03

I shoot at the blobs again, then quickly fling my blaster into the smoke. Preferably rather hard.

written by Jam on Dec 25, 2010 15:31

I look at the smoke that's coming...

"Comrades! Run! They're planning an attack, and they would only do that if they already know exactly where we are! They'll probably use some kind of explosive. Run towards the walls, run into the smoke if have to! Just don't stay where you are, because that's exactly where they're expecting you to be!"

I lay down and proceed to crawl into the smoke.

"Stay near the floor, they won't be expecting you there! And they won't be shooting there either!"

written by Gligar on Dec 25, 2010 19:42

JHT Sector Comnode

It looks like the communists are having trouble with the smoke... there's even someone shouting to get on the ground, somewhere outside in the corridor.

Massacrebot drops the combot, which proceeds to shoot at it. It misses, and hits a rack of equipment instead.

Massacrebot then fires, scoring a hit on the combot's chassis. It starts sparking.

In between shots, Speed-Y wonders where that slugthrower went? L4-O thinks Speed-Y has it. And indeed, he does have a slugthrower... one of those unfamiliar ones that a few of the communists have.

From the noises, it sounds like between them, L4-O and Speed-Y have cleared away another three of the communists from this group. About time to, as L4-O finds that his blaster has run out of charge.

Mango-R tries again with the slugthrower. This shot's a bit better than the last, since it seems to actually hit one of the blobs.

Joris-O fires at the remaining... two? Three? Four?... blobs, hitting the same blob as Mango-R, before suddenly remembering what happened before, and throwing the blaster away.

Corridor, V Level

Jam-? starts crawling forwards. A few of the communists start to follow him into the smoke. The others... seem to stay where they are.

As he crawls, Jam-? notes the bodies in the corridor. The battle is continuing.

written by Speeder on Dec 25, 2010 20:19

I decide to load the cool slugthrower with yellow slugs.

written by Jam on Dec 26, 2010 00:04

I crawl to the bodies, then call to the communists following me.

"Look, the bodies of our fallen comrades! Even though they can no longer fight, they are still able to help! They're good camouflage! Why would the capitalists waste laser shots shooting dead clones, or apparently dead clones? So we should lay next to the bodies, and pretend to be dead ourselves! We wait for the capitalists to come near, then attack! They won't suspect a thing!"

I proceed to lay next to one of the bodies. I verify it really is dead, then take it's armor and put it on myself. Then I start searching the commie for any weapons or ammo, and take those too.

written by Lightning4 on Dec 26, 2010 01:23

"Bah! Out of power."

I search through my packs for a spare blaster pack. If I find one, I connect it and resume blasting away at the commies!

written by Gligar on Dec 26, 2010 02:19

JHT Sector Comnode

Speed-Y fishes out his slugthrower and loads it with six slugs.

L4-O also fishes around in his equipment, and finds that he does have a spare blaster pack. He swaps packs. But he seems to be having problems seeing through the gas.

Corridor, V Level

Jam-? tells the communists to camouflage themselves as dead bodies. But they seem to be ignoring him. They seem to be talking amongst themselves. "I think we should attack now..." "We can't wait around forever," and so forth.

Jam-? finds a dead communist wearing some kevlar. He takes it and the "revolver" the communist was carrying, and some slugs.

written by Speeder on Dec 26, 2010 03:11

I start to shoot the sound of standing commies.

written by Lightning4 on Dec 26, 2010 06:43

"Hm. I hope that gas keeps them at bay long enough."

I turn to Speed momentarily.

"How many tapes left to go? As much as I'd like to stay here forever killing commies, we can't unless we want to be radioactive and vapor-y..."

I keep my blaster trained on the gas cloud, ready to shoot any dirty commies that emerge.

written by Mingamango181 on Dec 26, 2010 10:55

I load another slug, and wait cautiously for whatever is next, keeping the slugthrower aimed at where the hole was.

written by Jam on Dec 26, 2010 15:31

I crawl back over to the communists.

"Attack now, and you'll die, just like our comrades here. Go on, go charging in, let them blast you away with their lasers, and their cone rifles, and their bots, and whatever else you said they have. But don't come crying back to me when you wake up in a cloning tank, with your last memories being me telling you not to go."

I give some time for them to reconsider, and if there are any left over afterwards, I talk to whoever is left.

"But we do need to get moving, we can't wait forever... Let's go, but stay close to the walls, they won't be expecting you there. We'll sneak around to the back..."

I start crawling towards where I think the door to the compnode is.

written by Gligar on Dec 26, 2010 18:14

Cargo lift

Being unconscious, Cryo-R doesn't notice. But the doors have closed again.

JHT Sector Compnode

Speed-Y shoots again, but can't seem to hit anything.

L4-O wonders how many tapes are left. Which is good timing, since The Computer announces, "**Tape 3 has been loaded without errors. I am now awaiting Tape 4.**"

Mango-R reloads.

Another couple of communists emerge from the smoke, only to be met with slugfire from Massacrebot. One is killed almost before he can react.

Corridor, V Level

Jam-? continues speaking to the remaining communists. A few leave, heading off to wherever it is the communists are going.

This leaves twelve. Of which, half decide to follow Jam-? as he crawls through the smoke, down the corridor.

He comes to an open bulkhead door. There are more bodies here.

written by Speeder on Dec 26, 2010 18:17

I smile as I notice how the computer is behaving differently.

I load happily the Tape 4 🤩 ! XD YAY! \o/!

written by Lightning4 on Dec 26, 2010 21:00

"We must be almost done then! Friend Computer, can you help us at all yet?"

I hope for a response, but keep my blaster trained on the gas to help pick off any invading commies.

written by Jam on Dec 26, 2010 21:19

I notice the booming voice of Friend Computer, and try to resist smiling...

"Comrades, follow me!"

I crawl as fast as I can into the room.

written by Gligar on Dec 27, 2010 01:39

JHT Sector Compnode

Tape 4 begins warblescreeching. It's a higher pitch warblescreetch than the others.

As it does, The Computer begins speaking. "**Citizens of JHT Sector, your attention please. Due to communist interference, all services will need to be restarted. Please do not attempt to use lifts or transbots at this time. Your co-operation is appreciated, and regular service should be resumed shortly.**"

And indeed, throughout the sector, the usual noise of machinery ceases. Lifts deactivate (awakening Cryo-R in the process), and air stops circulating.

On hearing the voice, many of the communists on V Level panic. Some try to run, some scream, some just freeze up. But some make a dash for the compnode room.

One makes it there ahead of Jam-? and his followers. He walks forward into the room. "Capitalists," he says, "stop what you are doing. Do you not understand? This will not help you!"

His uniform seems rather fancy for a communist.

written by Mingamango181 on Dec 27, 2010 01:51

I fire at the fancy looking person even though he does seem a bit persuasive in his speech. Maybe he might drop a more usable slugthrower. Maybe...

written by Speeder on Dec 27, 2010 01:59

I point my gun at him.

"The point is not help me, the point is help friend computer, and thus the entire alpha complex? Don't you understand, even if you disagree with the views that were programmed on it, the computer still is what runs most of the machinery, the whole underground complex will crumble and everyone will slowly die if the computer that runs it is shut down. I am not doing this for myself, I am not doing this for a computer sake, I am doing this for everyone, because everyone need Friend Computer, that might look like a leader, but is the ultimate servant, existing solely to run everything and maintain order while the outside world recover from the war. We must keep it running until the city is rescued, even if that take thousand of years."

I only shoot if I sense danger.

written by Jam on Dec 27, 2010 02:46

I take the revolver I found, and toss it to the side, away from myself, and any other clones. Then I walk up to the fancy communist.

"Director Andrei? We're here to back you up..."

I take my position at the side and behind the clone I'm assuming is the Director, and aim my laser pistol at the capitalists, more specifically, at Speed-Y.

"Give up, capitalist, or you'll be sorry!"

written by 4616599 on Dec 27, 2010 03:33

I duck behind the racks again and look at the commie's outfit. If I sense any danger, I take out a laser rifle and shoot.

written by Lightning4 on Dec 27, 2010 04:22

I give a strange look to Jam, but hold my fire on both of them. I keep my aim on the fancy commie guy.

"Would you rather be dead, then? If we don't start up Friend Computer, we're all dead anyway. This whole sector is going to be nuked!"

I keep my blaster ready to fire, should combat break out.

written by Cryoburner on Dec 27, 2010 08:56

I awaken in what appears to be a cargo lift, and attempt to determine what level I might be on. I also check whether there are any shelves, bells, and/or notes laying around, and if so, examine and retrieve them.

Seeing as the lift appears to be stationary and with its doors closed, I look around for an emergency release lever or other way to manually force the doors open. If that doesn't work, I attempt to pry them open using various combinations of a pipe, a screwdriver, spanners, a bell and a secondary sector logistics pen.

written by Gligar on Dec 27, 2010 16:56

JHT Sector Compnode

Mango-R is the first to react... by shooting. He misses the communist, and just barely misses Jam-?.

The communist answers, "But The Computer is not needed to run the equipment. There is enough spare processing power in the Complex at large to run everything. And... waiting for the Outside to recover? I'm afraid that won't happen, not in ten thousand yearcycles. The Complex will fall long before that!"

He falls silent, allowing the warblescreech to permeate the air for a moment.

He then seems to notice Jam-?, who seems to have switched sides. "What? Oh, yes, thank you, comrade..."

He continues. "You think the Armed Forces are preparing to nuke the sector? You are sadly mistaken. A plan is already underway to stop it. And once it succeeds, we will continue out Glorious Revolution against The Computer, throughout the rest of the Complex!"

Cargo lift

Cryo-R looks around. The lift is dark, illuminated only by some of the still-lit buttons on the panel. The level indicator is blank.

Gathering up his equipment, Cryo-R decides to try and escape. To him, this means looking for an emergency open lever. But there isn't one, owing to CPU Mandate 214/6784395748 regarding budget cuts. He therefore decides to try and pry the door open. They budge slightly, but just spring right back to the closed position.

written by Speeder on Dec 27, 2010 17:02

I peer at him for a while, then I ask.

"If communism is so good, why you needed to mind control the population?"

And then I look at all the servers, then back at the commie.

"And if there are enough processing power, what program will run? You think you have sufficient manpower to develop a replacement for the Friend Computer program, while Friend Computer is not working? You would need to make that program work in a few days, at best. Specially in critical areas."

written by Lightning4 on Dec 27, 2010 22:57

"And what if that plan fails? You haven't had much success HERE, after all..." I smirk.

"We've killed a lot of commies, and we have no problems adding another to the count. By the time you even finish getting cloned, you'll be staring at a Friend Computer laser turret."

written by Jam on Dec 28, 2010 01:18

I talk to Speed-Y.

"You saw, the sector is running just fine without The Computer! And how do you know we don't already have a program ready?"

I look at the capitalists, and then turn towards the fancy communist. I walk a bit closer to him.

"They have some powerful weapons, Comrade. We wouldn't be able to defeat them before The Computer is finished rebooting. Let's just go now..."

written by Mingamango181 on Dec 28, 2010 01:31

I attempt to load another slug into the slugthrower, and then check just how many I have left, ignoring what the communist said.

"This thing sure is troublesome..."

written by Gligar on Dec 28, 2010 02:00

JHT Sector Compnode

The communist - presumably Andrei - answers, "You think we use mind control? We wear these hats willingly!"

The warblesqueal continues to sound.

"And what will run? Control programs, obviously! More efficient than a massive sentient program that like laser turrets! Mark my words, capitalists, there will be a time when you embrace our values!"

And with that, he turns his back, and starts to leave.

Mango-R loads another slug. He has five left.

written by Speeder on Dec 28, 2010 02:13

I shout as he leave.

"You are clearly not a commie, you are a traitor high clearance citizen that just want to take control! Flee while you can!"

I check to see how is the progress with the reboot.

written by Jam on Dec 28, 2010 03:58

I stare at the Director, processing what he just said.

"You... don't like lasers?!"

I walk towards him.

"You don't like lasers? You *don't like lasers?* How... could anyclone not like lasers?"

I aim my laser pistol at his head (assuming it's exposed, or else, some other vital part), and fire. Then I start screaming...

"YOU DON'T LIKE LASERS! YOU FILTHY COMMIE! YOU SCUM! YOU ARE THE LOWEST OF THE LOW! I HATE YOU! I'LL KILL YOU, AND YOUR ENTIRE CLONE FAMILY! DIE!!!"

written by Lightning4 on Dec 28, 2010 04:29

I watch the leaderguy and jam.

"Hmph. Willingly my-"

I notice the commotion and prepare to assist if Jam needs it, should any of the other commies around decide to come after us.

written by Mingamango181 on Dec 28, 2010 10:49

I decide to keep my aim pointing where it was, towards the Director. I wait cautiously, staring at Jam-?.

written by Gligar on Dec 28, 2010 16:55

JHT Sector Compnode

Speed-Y calls after the Director as he leaves. But the Director ignores him.

As others around him keep their weapons pointed doorward, he checks the console. Not long now.

Jam-? realises something. Andrei just seemed to say that he doesn't like lasers. How can anyclone not like something that goes zap?! He follows Andrei out while yelling.

The other communists follow. They're confused, and rightly so. Just whose side is Jam-? on?

There is a sound the Director apparently dislikes: a zap. Followed by a sizzle and a thud.

Followed by the sounds of slugthrowers being cocked.

Cargo lift

The lift seems to jerk downwards abruptly.

written by Speeder on Dec 28, 2010 18:06

I look at Jam, then at the commies arming their weapons.

"FIREEEEEEEEE AT WIIIIIIII!!!"

And I go shooting commies and hoping that Jam will go to the ground or somewhere else.

written by Jam on Dec 28, 2010 20:45

I go to the ground, then proceed to crawl somewhere else, somewhere far away from any shooting or commies...

"Comrades! Don't shoot me! It was the mutants, they made me do it! I tried to resist, but they were too strong! Run away, save yourselves!"

written by Lightning4 on Dec 28, 2010 22:10

I attempt to shoot the commies, or commielike blobs in the smoke!

"There will be no victory for the commies!"

written by Mingamango181 on Dec 28, 2010 22:32

I fire, and reload again, trying to hit the communists.

written by Cryoburner on Dec 29, 2010 01:35

"That jerk!"

I note whether the lift is falling, or just stationary at the moment. If it's not falling, I make another attempt at prying open the doors. I bite off half of one of the candies from my pocket, to provide me with much needed DOOR OPENING ENERGY. If the lift is in free fall, I try maneuvering myself toward the access hatch on the ceiling and pulling myself through there.

written by Gligar on Dec 29, 2010 02:09

Corridor, V Level

Jam-? crawls off somewhere. A couple of communists do fire at him, only to have their slugthrowers jam. Hmm.

They don't have much time to ponder it before they're fired at from the compnode room. A brief flurry of laser, slug- and blaster fire later, a single communist falls. The others seem to dance around, avoiding weapons fire.

JHT Sector Compnode

The warblescreech shifts up in pitch again, and becomes louder.

Cargo lift

Cryo-R again tries to exit the lift, this time spurred on by the sudden downwards jerk. Though very jittery from the half "candy" he just ate, he is able to pry open the door.

He's now staring at the outer doors of two levels, since it seems that the lift stopped in between levels.

written by Speeder on Dec 29, 2010 02:33

I fire at more commies. 😊

written by Cryoburner on Dec 29, 2010 02:44

I look to see if there are any markings to indicate what levels I might be between. I try prying open the doors, first targeting the lower one, then the upper, if it can be reached. If any doors open, I again check to see whether they contain anything that may indicate their level and clearance. If there are any ventilation shafts or other openings between the floors, I try opening those as well.²⁸³

written by Lightning4 on Dec 29, 2010 03:22

I continue firing at commies as well! At least, as long as my blaster holds up...

written by 4616599 on Dec 29, 2010 09:29

I follow the rest, with a laser rifle.

written by Mingamango181 on Dec 29, 2010 10:52

I try to move closer, to see if I can obtain a better weapon. If I do, I start using it immediately. I fire the slugthrower if I catch sight of any communists.

written by Gligar on Dec 29, 2010 16:37

JHT Sector Compnode / Corridor (split-screen, or picture-in-picture, or something equally out-of-place)

Speed-Y fires again, felling another communist. Lots of fun! L4-O joins in, but manages to hit the inside of the hole instead. Joris-O switches to his laser rifle, scoring a nice headshot. Finally, Mango-R tries to get closer again. Unfortunately, he can't find any other weapons. It looks like he'll have to keep using the one he has. He, too, fires, and also misses.

Remember the combot? It's still here, and still sparking. But it looks like it's still operational to some degree. It aims a cone rifle... *tries* to aim a cone rifle... at Speed-Y, and fires. *Click*.

From somewhere, there is the sound of a squealing laser barrel.

Cargo lift

Cryo-R looks at the doors, looking for markings. There are markings indicating that he's between W and X Levels. He tries to open one of the doors. But the doors just snap back into place. And the "candy" seems to be wearing off.

written by Speeder on Dec 29, 2010 16:52

I notice the combot that hates me and laugh.

"Stupid combot, you are just a idiotic and small version of a decent bot."

I try to shoot the combot sensors.

written by Jam on Dec 29, 2010 18:38

I check to see if it's my laser barrel that's squealing, and if it is, I throw it at the communists.

Otherwise, I just shoot at one of the communists, aiming for the head.

written by Lightning4 on Dec 29, 2010 20:34

I shoot at the combot too, hoping to score a hit on something important on it.

written by Cryoburner on Dec 29, 2010 22:35

"Hrm..."

Deciding I need MORE ENERGY, I munch on the remaining half piece of candy. It seems to be chemical flavor.

I again try opening the lower door, this time forcing my shelf in between as I pry it apart, to prevent it from once again closing on its own. I again take a look at what's through the door, noting the clearance and anything else that might be interesting and/or edible.

written by Mingamango181 on Dec 30, 2010 00:21

I get frustrated at the horrible design of the slugthrower, and give up on trying to use it against the communists. I instead search for the squealing laser barrel.

"I'm sorry. I think that's mine... I thought I switched it off!"

written by Gligar on Dec 30, 2010 01:48

Cargo lift

Cryo-R takes the other half of the "candy" and gets to work again, now jittering more than ever. He feels his heart beat rather... fast... as he works. Regardless, he manages to open the door and fall into the landing on W Level. He has enough time to notice the ULTRAVIOLET clearance stripe before collapsing on the floor, shaking uncontrollably.

JHT Sector Compnode

Speed-Y insults the combot and shoots what he thinks are its sensor with his laser pistol. Its already-erratic movements become more erratic.

Jam-? checks his laser barrel... nope, it's still fine. He shoots a communist, just to be sure. Or at least, he tries to, and ends up hitting the wall instead.

L4-O fires at the combot, taking out one of its treads.

Mango-R also checks his laser barrel. Though it's showing empty, it seems to be fine. So where's the squealing barrel?

It becomes apparent that, though the squealing hasn't stopped, another noise has: the warblescreech.

Throughout the room, equipment starts blinking lights in incomprehensible patterns. The Computer speaks.

"System reboot has completed. However, control of the sector's reactor, and the cameras, cannot be re-established. Initiating Protocol 17."

Throughout the sector, lights come on. Lifts begin to work again. Computer Monitors begin to show a familiar Eye. And, most importantly, a familiar voice sounds over the PA.

²⁸³ SPEEDER: (OOC: I think that if this take too long Cryo will disassemble the entire elevator...)

“Attention, citizens! Due to communist sabotage, full service cannot be established just yet. However, do not panic! Even now, a Troubleshooter team is being sent to the reactor control room to rectify the situation. Failure to co-operate with the team will result in summary execution. Thank you for your co-operation.”

Tell me, how many Troubleshooter teams are active in the sector?

written by Jam on Dec 30, 2010 02:14

“Friend Computer’s back!”

I smile, and start chanting triumphantly.

“Friend Computer! Friend Computer! Friend Computer!”

I start running back to Nukabot, trying to keep my chant in time with my steps, and also trying to keep my shooting in time with both. Shooting at the commies, that is, and very very happily! I’m even singing as I’m shooting and running (and it’s more like skipping than running), because I’m so extremely happy!

“Frieeeeend Compuuuuuter, you’re my beeeest friend!

Frieeeeend Compuuuuuter, you’re the frieeeeendliest friend I’ve ever had!

I loooooove Friend Computer, and Friend Computer looooooves me too!

Laaaa la la! Dieeeee Commies! La la laaaaaa!”

written by Speeder on Dec 30, 2010 03:07

I look at the room, check if everything is really alright, then I repack all tapes neatly.

“Ok, I wonder now if we are the team supposed to go there, and where it is...”

written by Lightning4 on Dec 30, 2010 04:44

“Well... I don’t see any other teams around here. I guess Friend Computer means us! A mission from Friend Computer!!”

“But... where is the reactor control room.. hm.”

I scratch my head.

“Speaking of which, I wonder if mysterious guy will come now that we’ve completed the first part of our mission.”

I look around for anything of note, or anyone.

written by 4616599 on Dec 30, 2010 07:20

I check for whether I have the squealing barrel. If I do, I fling it (and any weapon attached, if applicable) at the remaining commies. Otherwise, I fire again and await further messages.

written by Cryoburner on Dec 30, 2010 07:31

I shake uncontrollably. While shaking, I proceed to examine the room in detail, as best as I can.

written by Gligar on Dec 30, 2010 17:57

JHT Sector Compnode

Jam-? is **HAPPY** that The Computer is back. So **HAPPY**, that he sings a little tune, even as he shoots communists (hitting one, and missing another).

As he does so, he runs (well, it’s more like “skips”) towards Nukabot. He only stops when he sees the extent of his former clone’s injuries, inflicted both while he was alive, and afterwards. But he’s still **HAPPY!**

Speed-Y takes a look round. Out of the corner of his eye, he sees some movement, way up near the ceiling. Unsure what it could be, he busies himself packing up the recorder and the tapes. Now... the team that got sent to the reactor... who could it be, he wonders. And where is it, anyway?

L4-O joins in with he wondering. He adds another one: where is the “monitor guy” (though he hasn’t used monitors recently)? Shouldn’t he show up around now? After all, they completed the assigned mission...

Joris-O checks his equipment. He doesn’t seem to have the squealing barrel... so where is it?

Cargo lift landing. W level

Cryo-R continues to shake uncontrollably, but, true to form, he can’t help but examine things. The walls, he notices, don;t seem to be the regular synthcrete, but are far smoother. The clearance stripe doesn’t seem to be paint, either. And the lighting... well, let’s just say that there are no visible light fixtures, yet the landing is adequately lit.

written by Speeder on Dec 30, 2010 18:17

After carefully storing all the stuff, I look around the room, to see if there are any threats.

If there are, I shoot them, if not I grab my PDC and send a message of “mission complete, awaiting orders”, to those that I usually send messages to.

written by Jam on Dec 30, 2010 18:28

I’m so happy, that I complete fail to be creeped out by seeing the burnt remains of my previous clone, and I don’t even notice the smell of charred flesh and death.

“Hey look, it’s me!”

I walk up to my former clone’s dead body, and proceed to take everything from it, including my ME card, brevet, and my precious precious laser pistol and barrels. I carefully inspect each barrel to make sure they weren’t harmed by whatever killed me. I also look around a bit for my PDC, before remembering that Lucas-R has it.

“Lucas-R, can I have my PDC back now?”

I also suddenly remember that Kristos-R has a few of my laser pistol barrels, and I ask him for them back too...

written by Lightning4 on Dec 30, 2010 22:53

Hearing the squealing, I check my laser blaster to be sure if it is that or not. If it is, I toss it away from me.

After that, I stand next to Speed and watch him work his PDC, and wait for a response!

written by Gligar on Dec 31, 2010 01:47

JHT Sector Compnode

Speed-Y finishes putting things away, and looks around. He notes the malfunctioning combat, and the remaining communists at the entrance. After hearing The Computer, they're getting more agitated... to say the least. Speed-Y shoots at them. One is shot in the leg.

Jam-? starts inspecting his former clone's equipment. Most of it seems to be in good shape, including the brevet... there's just the jumpsuit, and the rubberlyke tubing, that are damaged. The reflec seems a bit singed, but it should be okay.

There's just a few other things: his PDC, and the stuff he gave to Kristos-R, who is most likely somewhere in the compnode examining some code or something. Whether he hears Jam-? is debatable.

The PDC is easier: Lucas-R's voice sounds from inside Massacrebot. "Er, okay, just let me... I'll have to get out of... open up, Massacrebot!" He seems to be struggling.

L4-O checks his blaster... it seems okay. He stands near Speed-Y, who is standing, contemplating his PDC. He doesn't seem to have used it.

The squealing barrel continues to squeal.

written by Speeder on Dec 31, 2010 01:57

I look around and say. "Can someone find that stupid squealing barrel and get rid of it? I don't want this node exploding now that we fixed it!"

I pocket the PDC for now and return at getting rid of commies that insisted in remain here.

written by Lightning4 on Dec 31, 2010 05:41

I shrug.

"It's not me, I think. I've been using my blaster the whole time, I don't think those squeal before they explode!"

"Unless laser pistol barrels spontaneously overload..."

I search through my pack first.

If I don't find anything, I look around for any laser pistols or laser pistol barrels on the ground or near dead commies. Or half-dead commies. Or even living commies, if there are any of those left!

written by Cryoburner on Dec 31, 2010 09:58

While I am having a pleasant enough time shaking uncontrollably, I decide to focus more on controlling the uncontrollable convulsions, so that I can get back to more important things. I attempt to sit up, and have a better look around the room, taking note of any exits, furniture, and décor that might be present.

written by Jam on Dec 31, 2010 14:52

I put the reflec on, and my helmet, and discard the tubing and all the empty B3 cans I have (preferably in some kind of disposal bin).

"It's okay Lucas-R, take your time... Oh, does Massacrebot happen to have any sensors that might be able to tell where that squealing barrel is?"

I search around for it, and search for Kristos-R at the same time...

written by 4616599 on Dec 31, 2010 18:27

I hoist up the laser rifle, and chase out the remaining commies. I fire a few rounds if they seem stubborn, aimed roughly at the fuzzy hats. "Okay, you've lost, run along now. Better luck next time."

If the squealing barrel shows any hint of soon exploding, I drop to the ground and take out my shield.

written by Gligar on Dec 31, 2010 18:53

JHT Sector Compnode

Will someone sort out that squealing barrel? We don't want the place exploding, now do we?

Speed-Y puts his PDC away, and looks around. There are no living communists left in the compnode (unless you count the combat, and even that's impaired).

L4-O starts looking at the fallen communists. Is it on one of them? No, they were all using slugthrowers, it seems.

Jam-? sorts out his equipment, getting rid of the damaged tubing, and his empty B3 cans. There's a handy trash receptacle near one of the server racks, so he uses that.

He also asks Lucas-R to check with Massacrebot to see if it can detect the squealing barrel. Unfortunately, as Lucas-R discovers, it can't.

On the plus side, he did manage to get the bot to open up.

Seeing no living communists, Joris-O looks outside... oh, there they are. Better luck next time, eh? *Hey!* Enough with the slugfire already!

The squealing barrel, wherever it is, continues to squeal.

And oh yes. Kristos-R appears from near one of the racks... seems that he's still engrossed in whatever it is.

Cargo lift landing (W Level)

Cryo-R tries to get his shaking under control, but can't. But that doesn't mean he can't inspect things... like furniture, or exits. Of course, with it being a landing, there isn't much in the way of furniture around. There are two exits, both of which appear to be sliding doors.

written by Lightning4 on Dec 31, 2010 22:45

I look over at John and notice the extent of his injuries.

"Still with us John? I don't suppose it's yours?"

If he doesn't respond, I walk up and check to see if he's alive, and if his laser rifle barrels are squealing. If they are, I toss them at some of the commie corpses.

written by Mingamango181 on Jan 01, 2011 03:00

I listen, and try to determine which direction the squealing barrel is. If I can, I try to get closer to it.

written by Speeder on Jan 01, 2011 04:02

So, no more commies, friend computer working fine...

I take out the PDC again, to send the message about mission complete.

After I do that task, I also help finding the squealing barrel, using my ears.

written by Gligar on Jan 01, 2011 16:22

JHT Sector Compnode

Looks like John-R is still alive, though it's difficult to say for how long. He tries to move, but just collapses in pain. His rifle barrels seem okay, though.

Mango-R listens to the squealing. It seems to be coming from the middle of the room.

Speed-Y has his PDC out again. This time, he has the chance to send a message.

Almost immediately, he receives a response:

So I noticed.

Our mutual friend says that a Troubleshooter team is being sent down to the reactor control room. Do you know who that could be?

It then dawns on him that the squealing is coming from his own equipment.

written by Speeder on Jan 01, 2011 16:41²⁸⁴

I place the PDC in the computer console, walk toward the combot, grab the squealing barrel and quickly shove it inside some combot hole (any hole that I can find), then I clear the way and say:

"Nukabot, can you please take that trash to outside the room? Then get away from it..."

I return to my PDC and send another message.

written by Lightning4 on Jan 01, 2011 23:14

I see Speed holding the barrel and take a step or two away, just in case.

written by Jam on Jan 02, 2011 00:13

I look over at Lucas-R, and notice he got Massacrebot to open up.

"Oh good! Now, you have my PDC, right?"

I walk over to him and take my PDC if it's offered.

²⁸⁴ SPEEDER: (OOC: own equipment you mean me? or Mango?) (ooc: post assuming it is me).

I suddenly notice Speed-Y holding what appears to be a squealing laser barrel. I back away as I watch him walk over to the combot and shove the barrel into it.

"Hmm... That doesn't look too safe..."

written by Gligar on Jan 02, 2011 01:58²⁸⁵

JHT Sector Compnode

Realising that the squealing barrel was right there on his laser pistol, Speed-Y puts his PDC down. He unclips the barrel, walks over the the combot (with Jam-? and L4-O backing away) and shoves the barrel into a hole, narrowly avoiding the arcing. Not sure what hole that is. Nukabot answers, "Finally, something to lift!"

It proceeds to lift the bot, and gets arced at. But it continues. As it heads out of the room, Jam-? retrieves his PDC from Lucas-R.

Nukabot continues its journey, though it seems to be moving a little erratically.

Meanwhile, Speed-Y has picked up his PDC again, and is sending another message.

Cargo lift landing (W level)

Cryo-R finally stops shaking. He takes note of about twenty cameras on the landing alone.

written by Speeder on Jan 02, 2011 03:07

After I finish sending the message, I await for another reply.

While looking at Nukabot, to make sure nothing will go wrong.

written by Cryoburner on Jan 02, 2011 05:02²⁸⁶

I employ the use of a happy mask. There's nothing quite like a happy mask to make everyone happy.

I then take a look back at the lift and begin examining it from the exterior. Assuming the lift is still stuck between W and X levels with the outer door open, I take a look at its underside, and down the shaft as well, careful to remain clear of its doors. I also try to note whether there are any emergency brakes underneath, and whether they are activated.

written by Mingamango181 on Jan 02, 2011 10:42

I watch as Speed-Y shoves the laser barrel into the combot. And as I watch Nukabot take it out of the room, I comment, "Is everything alright? You're moving a little unnaturally..."

written by Lightning4 on Jan 02, 2011 11:36

I watch Nukabot.

"Hey, are you okay? Don't fry yourself out!"

I follow behind at a safe distance.

²⁸⁵ GLIGAR: (OOC: Speed-Y, yes.)

²⁸⁶ CRYOBURNER: (That had to be the lamest squealing barrel ever. It was squealing for like, four hours, and still hasn't gone off.) 😊

written by 4616599 on Jan 02, 2011 16:13

With my shield up, I watch the combot as it gets carried off.

written by Gligar on Jan 02, 2011 16:46

JHT Sector Compnode

Speed-Y waits for a reply while watching Nukabot.²⁸⁷

L4-O also watches Nukabot. He is concerned for the bot's proper functioning. As such, he follows behind it.

Nukabot reaches the hole and passes through it, erratically.

Corridor (V level)

There are still a couple of communists outside, and they attempt to run.

But Nukabot accelerates towards them.

Suddenly, it brakes, and allows the combot to fall off its forks, and carry on sliding into the communists.

The barrels' squealing suddenly increases in pitch

And explodes.

Finally.

L4-O is thrown to the ground by the blast.

The combot looks to have been blown apart.

Nukabot isn't moving. It sits there, smoking slightly.

Cargo lift landing (W level)

Cryo-R wears is Happy Mask again, and turns back to inspect the lift.

Which promptly closes up on him.

A familiar voice sounds.

"Camera control for W Level has been restored."

"Citizen, you seem to be of insufficient security clearance for this area. Kindly explain your presence here. You have one turncycle to comply."

Laser turrets make themselves known. They're pointed right at Cryo-R.

written by Speeder on Jan 02, 2011 18:13

After the blast, I notice a message, and I walk up to the Nukabot to check on it while reading the PDC, and I facepalm...

After facepalming I stop in place, and resume typing...

written by Jam on Jan 02, 2011 18:46

"Nukabot!"

I run towards Nukabot, making sure to stay out of range of the arcing.

"Nukabot! Are you okay? That's doesn't look safe, maybe you should put the combot down!"

²⁸⁷ GLIGAR: (OOC: check your inbox 😊)

written by Lightning4 on Jan 02, 2011 23:30

I approach Nukabot, kind of distressed.

"Are you okay, Nukabot?"

I check the radioactive energy source to see if it is still connected. And to see if it isn't overloading.²⁸⁸

written by Cryoburner on Jan 03, 2011 00:58

"Oh, hello there! I am in the process of inspecting this lift, which appears to be in need of repairs. I had received orders to head to V level, but the lift appears to be malfunctioning, and it was mentioned that it may have been tampered with. I found it imperative to check the lift's components and make sure they were working properly, not only to ensure my own timely arrival at my destination, but also to maintain efficient operations throughout the sector. The lift stopped a short while ago, and seemed to fall a short distance before coming to a stop between levels. I don't believe that is standard lift operating behavior, and is likely the work of traitors, making it my duty to remedy the situation."

At this point, I pull out the "NOT IN ORDER" sign and attach it to the 'call' button outside the lift.

"There! That should ease the situation."

"Now, I seem to have fallen out of this lift and become locked outside, almost certainly as a direct result of the traitorous tampering that had been inflicted upon it by someone. Perhaps I should be provided with a chaperone, so that I may find another route to my destination. Success of the mission likely hinges upon my safe and expedient arrival!"

written by Gligar on Jan 03, 2011 01:48

Corridor (V Level)

Speed-Y investigates the explosion. He notices Nukabot and facepalms. And then goes right back to using his PDC.

Jam-? (what clearance is he, anyway?) seems unhappy at Nukabot's distress. It's still arcing, and its operator's panel is going haywire, with lights blinking all over the place. It doesn't respond to either his or L4-O's voice.

L4-O investigates Nukabot's power source. It seems to be intact. It isn't even arcing.

Cargo lift landing (W level)

"First: if the lift was malfunctioning, you should have contacted Technical Services, and waited for rescue, citizen. It is, after all, their responsibility to maintain such equipment. You are fined 100 credits for your oversight."

"Second: where is the rest of your team? You should be aware of CPU Mandate 214/590603333922@©9(z38)."

²⁸⁸ JAM: (OOC: /me facepalms... Erm... I didn't notice there was another page... But I'm going to do the same thing anyways, just without the part where I advise Nukabot to put the combot down...)

Failure to keep up to date with CPU mandates is punishable by a further 100 credit fine.

“Third: I have scanned your ME Card, citizen. I know that you are Clearance RED, and have entered a Clearance ULTRAVIOLET area. The difference in security clearance is high enough that Protocol 17[REDACTED]8 comes into effect. Your co-operation with this procedure is appreciated, and Alpha Complex looks forward to your services in future lives.”

Do I need to outline what happens next? Okay, then: the laser turrets fire on Cryo-R. Termination is instantaneous.

written by Speeder on Jan 03, 2011 02:01

After I send the message I race to Nukabot to check for damage.

“Ok, sorry Nukabot!”

I then look to others.

“Bad news, we are the team that is supposed to go to the reactor. Good news, we have an idea of where the reactor is. Worse than bad news, Cryo somehow managed to wander into a ULTRAVIOLET floor, and probably got terminated, meaning we will have to find him...”

I then look at Nukabot and say. “Ok, this floor is relatively safe, I think we can do repairs on Nukabot and Massacrebot and other equipment before we proceed with the mission. Someone go check the remains of the combot and communists for useful parts, equipment and ammo.”

written by Cryoburner on Jan 03, 2011 02:38

I carefully examine how efficient the laser turrets are at their instantaneous termination capabilities, and note any inefficiencies which may be present in their termination procedures. If possible, I jot these down on a piece of paper, whether that be a blank interoffice memo or the “NOT IN ORDER” sign, whichever is more easily accessible. If no such inefficiencies are found, I forgo that last step.

written by Jam on Jan 03, 2011 03:23

“Nukabot! I’m sorry! I should have taken the barrel myself!”

I look at Speed-Y, and follow orders. I go to examine the dead communists for anything useful they may have. Especially the body of the Director, I do an extra thorough search of him.

written by Lightning4 on Jan 03, 2011 13:12

I attempt to disconnect the nuclear power device. Maybe that will stop Nukabot from arcing?

I watch for a result, backing away if the arcing continues or gets close to me.

written by Gligar on Jan 03, 2011 17:06

Corridor (V Level)

Speed-Y lets the others, most of whom are looking out of the hole leading to the compnode, know about the messages. The team needs to go down to the reactor... and, along

the way, pick up Cryo-R, wherever he is. But before that, there’s probably time to sort out equipment.

Jam-? starts searching the communists, the remains of the combot, and especially the Director. There is quite a bit of slugthrower ammunition, some slugthrowers of varying types, a few cone rifle shells (without triggers), some grenades, and a couple of Com 1s. The combot also had a laser rifle, apparently connected to an autochanger mechanism which is now toast. The rifle seems to be intact.

Jam-? also finds an ME Card on the body of the Director.

L4-O sees to Nukabot. He disconnects the power source. This causes him to be close enough that the arcing spreads to him, throwing him back. He lands on the floor a short distance away, aching all over. Electricity *hurts*.

On the plus side, though, the arcing on Nukabot seems to be subsiding.

Cargo lift landing (W Level)

Amazingly, even though he’s just been terminated, Cryo-R’s body continues to move... almost as if he’s trying to reach for some paper.

But The Computer’s laser turrets fire again, putting a stop to it. The Computer *really* hates zombies. Ever since that incident in CRS Sector, zombies have been placed just under mutants in the list of Things The Computer Hates.

written by Speeder on Jan 03, 2011 17:13

“Erm, I was going to tell you to don’t do that, but since you did it anyway...”

I approach Nukabot after it is safe, and examine it, while I do that I say.

“Don’t plug it back, I need to know if it is safe to turn Nukabot back on without frying him... After I am sure all the electronics and electricians are ok, we can turn Nukabot back on.”

I turn to Massacrebot.

“Massacrebot, damage report, then turn off recording.”

written by Lightning4 on Jan 03, 2011 23:43

“Ow ow ow! That really hurt! That was like falling into the lift shaft.”

After lying on the floor for a moment to recuperate, I look down and check myself for any injuries.

After that, I notice Nukabot is not arcing as much anymore.

“Well, at least that worked...”

written by Jam on Jan 04, 2011 00:48

“Laser Rifle! Mine!”

I quickly stow the laser rifle in one of my pockets (assuming the INFRARED jumpsuit even has pockets).

“Here’s the rest of the stuff...”

I indicate where I put the rest of the weapons, then start taking any armor off the communists, again paying special attention to the Director.

written by Gligar on Jan 04, 2011 01:22

Corridor (V Level)

While Speed-Y inspects Nukabot, Massacrebot clunks through the hole. It hears Speed-Y, then displays something on its HUD. Lucas-R relays, "Er... I think it's saying that a couple of its motors are borderline."

As Nukabot's arcing dissipates, Speed-Y concludes that a couple of circuit boards were fried by all the arcing.

L4-O rests for a moment, his body still aching. He doesn't seem to have sustained any further injuries.

Jam-? takes the laser rifle. The baggy INFRARED jumpsuit he's wearing makes it easier to stow away (you just have to be careful of all the starch). He then looks at the communists again, this time looking for armour. He finds several sets of kevlar. The set worn by the Director seems to be in better condition.

Cloning station (somewhere)

A cloning tank fires up. A clone begins to form inside.

written by Speeder on Jan 04, 2011 01:49

I try to see if any critical circuit got fried.

Then I look back at Massacrebot.

"That is bad... I don't think we have tools here to fix motors..."

written by Lightning4 on Jan 04, 2011 04:32

I stumble to my feet, still wincing from that shock.

"Phew, what a kick."

While Speed checks Nukabot, I look around the corridor for anything of note.

"I wonder if there's computer parts storage rooms up here... There is a major compnode here, after all... Maybe some will work."

written by 4616599 on Jan 04, 2011 11:02

I too, search around the bunch of equipment Jam-? has picked up. I don some kevlar armour, and look around for any fancy slugthrowers or other weapons.

written by Gligar on Jan 04, 2011 16:41

Corridor (V Level)

Speed-Y inspects the fried circuit boards, but can't identify them. He thinks Massacrebot's borderline motors may be a problem.

L4-O wonders if there's a parts storage room around here? Perhaps there's something that would help?

Joris-O looks through the equipment Jam-? has recovered. He takes one of the better sets of kevlar, and looks through the slugthrowers, eventually taking one.

Cloning station (somewhere)

The clone continues to form. It's now recognisable as Cryo-R.

written by Speeder on Jan 04, 2011 17:15

I nod and start searching for the storage, while I do that, I take out my PDC again and send.

> Our bots are in bad condition and we may need to repair them, how much time we have?

written by Mingamango181 on Jan 04, 2011 21:47

I search for a better slugthrower, and replace the crude one I already have.

I then follow after Speed-Y.

"You don't suppose that those laser turrets that weren't operating before will attack now, will they?"

written by Lightning4 on Jan 05, 2011 00:05

I wander around a little bit. I check a few rooms, but try not to wander too far away from Speed.

written by Jam on Jan 05, 2011 00:55

I pick up the Director's kevlar.

"Oh, this kevlar looks like it's better than the others... Perhaps I could... No, I should give it to Speed-Y instead.. He's our team leader."

I start carrying the Director's set of kevlar to Speed-Y, but get distracted as I notice Mango-R searching around for something. After watching him a bit, I conclude he must be searching for some kind of weapon. I look over at the pile of slugthrowers...

"Ew... Besides being too high clearance for any of us, slugthrowers don't even go "zap"! How horrifying!"

I look around for any laser weapons that might be laying around... Not finding any, I look down at my own stash. But that would mean... I would have to give up some of my precious laser pistol barrels? I twitch a bit at the thought. Then I make my decision. No troubleshooter should ever have to go without a laser pistol!

I walk over to Mango-R, and offer him one of my laser pistols, after first exchanging the ORANGE barrel for a fresh RED one...

"Here, take this..."

written by Gligar on Jan 05, 2011 01:23

Corridor (V Level)

Speed-Y and L4-O start searching for the storage room. However, it seems that every door they try is locked. Now that they think about it, that might explain the hole leading to the compnode room...

As he's doing that, Speed-Y sends another PDC message.

Mango-R decides to replace his crude slugthrower with a better one.

Jam-? looks at the Director's kevlar, briefly wondering if he should take it, before deciding that Speed-Y should have it. He starts taking it over, before he notices Mango-R holding a new slugthrower. As Jam-? points out, he's not cleared to use slugthrowers, and a Troubleshooter without a laser might as well be a commie. Since there are no other lasers, Jam-? reluctantly decides to part with one of his own pistols, after making sure to swap out barrels.

Cloning station (somewhere)

The clone finishes forming, and, after downloading its MemoMax data, the cloning tank deposits an extremely happy Cryo-R on the floor. He's so happy, he doesn't care that he's shivering and slimy.

written by Cryoburner on Jan 05, 2011 01:44

"Wow! They fixed all my limbs! My inspection of that lift must have really been appreciated!"

I proceed to do some stretches, a bit of running in place, and a few push ups to try out my new appendages, before having a look around the room.

written by Speeder on Jan 05, 2011 05:41

While I wait for a PDC reply, I try to figure if Nukabot AI-related circuits are ok.

written by Mingamango181 on Jan 05, 2011 05:46

"Thank you very much."

I accept Jam-?'s laser pistol. I decide to move the slugthrower to one of my pockets. "You never know when when you need to start impersonating..." I reason.

written by Lightning4 on Jan 05, 2011 08:36

"Hmph... all locked. Well, worst case... I guess we could just leave Nukabot and Massacrebot here. It's not like there should be anymore commies, now that Friend Computer is working. Hopefully Friend Computer has been killing them off with laser turrets."

I stay near Speed.

written by Jam on Jan 05, 2011 15:16

"You'd better take this too..."

I put a spare RED laser pistol barrel into Mango-R's hands. Then I suddenly remember something, and start walking back to the Director.

"Hmm... He had a ME card, didn't he..."

I take the ME card the Director had, and look at any information on it. I also look at the Director's face, and look for anything that might let me distinguish his next clones.

written by Gligar on Jan 05, 2011 16:56

Cloning station (somewhere)

Cryo-R does some exercises to try out his new clone. Standard procedure in some sectors, although most clones who follow the procedure at least wait until they've showered and dressed.

Speaking of which... the chemical showers are right through that door over there. In the station's main room are at least thirty (30) cloning tanks, along with a couple of racks of jumpsuits of various clearances. A bit further away are a couple of Computer terminals, which would normally be manned if it weren't for the whole Communist thing. Next to those are a few piles of forms.

Finally, a jackobot, having just entered, trundles over to the cloning tanks.

Corridor (V Level)

While he waits for a reply, Speed-Y checks Nukabot's bot brain. It seems to be intact, except... ah. One of the fried boards must be the Asimov circuits.

L4-O waits nearby. He suggests leaving the bots behind if they can't be repaired. Although, as Lucas-R notes, Massacrebot seems to be running okay despite the report of borderline motors.

Mango-R accepts Jam-?'s laser pistol, though he still sticks the slugthrower in his pocket. Jam-? also gives him another barrel to go with it.

Then Jam-? remembers something. Didn't the Director have an ME card?

He goes over to check. Yes, there it is. As with all other ME Cards, it has a name on it, as well as a clearance stripe. This one identifies its owner as "Foursixonesixfiveninenine" from sector "PYC". The clearance stripe is RED.

Looking at the Director himself, Jam-? notices that his ears are unusually large, and he has green eyes.

Suddenly, Speed-Y's PDC starts playing the *Tella-O-MLY Adventure Hour* theme tune. It seems that he has a message.

written by 4616599 on Jan 05, 2011 17:19

I look at the ME card and blather a bit. "Foursixonesixfiveninenine-R. So he really exists, and apparently he's the Director too. Well, at least it seems like they both are the same person. And oh, he seems to be a true CMT. Wow, what a name. What other citizen would be assigned a name like that!"

written by Speeder on Jan 05, 2011 17:29

I read the PDC and put it back on the pocket.

"Ok, good news, the nuclear strike has been put on hold."

Then I look at everyone and say.

"Bad news, for reasons of security clearance, we have 16 hourcycles to finish the mission."

Then I look at the Nukabot.

"Also we were instructed to a level of lower clearance before doing repairs, I guess a good idea is to return to Derek-G lab. And more bad news, Nukabot has the Asimoc circuits damaged, when we turn it back on, it may decide to disobey us and even attack us... Since we are friendly toward him, he might remain loyal, but there are nothing guaranteeing he will do that."

I look at everyone and then I say.

"I still think Nukabot is worth the risk, but if someone disagree about turning it back on, this is the time to say so."

written by Cryoburner on Jan 05, 2011 21:55

"Hello there, Mr. Jackobot!"

I march over to the showers, and examine their interior before donning an air mask. I hit the activation button if everything appears to be within normal operating parameters.

written by Mingamango181 on Jan 05, 2011 22:27

"I guess it's okay to turn Nukabot back on..."

I investigate carefully to ensure that nothing will disrupt the room after our departure. After all, it would save a lot of time to have the compnode not go down again.

written by Jam on Jan 06, 2011 00:57

I stare at the ME card for a while...

"So Foursixonesixfiveninenine is real... I don't believe it... He must have changed his name to Andrei when he became a commie..."

I look at the Director's face again, then walk over to Speed-Y.

"Oh, here's the kevlar that the Director was wearing, I'm assuming it's the highest quality the commies could find... I thought you might want it."

I think a bit about what Speed-Y said...

"Asimoc circuits? I've never heard of them, sounds like high clearance information to me... But Nukabot might attack us? He would never do that! I say we should turn him back on."

written by Gligar on Jan 06, 2011 02:26

Corridor (V Level)

Joris-O catches a glimpse of the ME Card. He seems to be interested in it for some reason. It's an odd name, certainly.

Speed-Y finishes reading the message. The nuclear strike is postponed, at least. But there is still a deadline. If repairing bots is still in everyone's interests, it would be best to move elsewhere, say, back to Derek-G's lab.

And there are other problems, which Speed-Y explains. Although he refers to them as "Asimoc" circuits, rather than Asimov. Mango-R and Jam-? think it's worth the risk, though.

Additionally, Mango-R checks to see if anything else could disrupt the compnode. Well, assuming that nobody else comes up here, it should be okay.

Jam-? gets round to offering Speed-Y the Director's kevlar.

Cloning station (somewhere)

Cryo-R can't let his previous clone's habits die with the clone. He looks inside the showers. There are individual booths, each with oxygen masks and START buttons. He checks a couple of them, and they seem to be in order. Perfect, even. They have the Computer Certified sticker, after all.

He enters one, dons the mask, and hits START. As expected, the booth closes, and begins to fill with the cleaning chemicals.

written by Speeder on Jan 06, 2011 02:42

I smile happily at Jam.

"Thanks!"

I wear the kevlar.

"You know, when you pointed the gun at me, although I trusted you knew what you was doing, I also were thinking that maybe you was upset that I allowed you to die..."

I then look to others for a while, then at Jam.

"Maybe you should be the Y guy instead, you are a great troubleshooter!"

Then I return my gaze to the others and say.

"Ok, first lets prepare our equipment, then we turn Nukabot back on, in case it really decide to fight... And we may need it later anyway."

I check all my weapons and ammunition, load all weapons that can be loaded, see if my spear is alright... Then I see if there are any more yellow or below slugs and ammo in the area.

Then I remember Massacrebot.

"Massacrebot, how many cone rifle shells and slugs you can still get loaded with? Probably there are lots of cone rifle shells lost here..."

written by Lightning4 on Jan 06, 2011 06:07

"I can ride Nukabot I guess. If he decides to rebel, I can always cut the power again. I doubt he can do anything while I'm riding him."

I get on top of Nukabot. While the group prepares, I think about the mission ahead.

"Um... I wonder why we still have a deadline if the nuclear attack is postponed? But I suppose I should dismiss such questioning and treasonous thoughts."

written by Mingamango181 on Jan 06, 2011 10:42

"I think we're as ready here as we'll ever get."

I try to position myself somewhere safe on Nukabot, preferably where I would be hardly be able to get shot at. I respond to L4-O's question.

"Deadline? Well, I'd think it necessary for the good of this sector. After all, there's been enough disruption as it is."

written by Jam on Jan 06, 2011 13:35

"No, I would never shoot a higher clearance clone unless an even higher clearance clone, or Friend Computer, ordered me to. I was loyal the entire time. But... Allowed me to die? Hmm... I don't remember how I died. I do remember there was a combat though..."

I smile at Speed-Y's compliment.

"Oh, thank you! Feel free to mention that to FC once the mission is over..."

Speaking of clearances, I still don't know if I'm RED or ORANGE clearance. Maybe if I read the brevet one more time..."

I take out the brevet and read anything that's written on it. I search for information on whether it applies to my all my clones, or just one.

"Oh, Kristos-R, can you come over here? I still need my laser pistol barrels back..."

written by Gligar on Jan 06, 2011 17:02

Corridor (V Level)

Speed-Y takes the kevlar and wears it, discarding his old set. He and Jam-? discuss Jam's behaviour a few turncycles ago, before suggesting an equipment check. He follows his own advice and checks everything: knife, Spear™, laser rifle, and the slugthrower. He then checks for any more ammunition, and notes the slugthrower ammo that Jam-? found, along with the cone rifle shells (only).

Then he remembers Massacrebot. He asks about that bot's ammo capacity? According to Lucas-R, it can hold 120 slugs and 50 cone rifle shells. It currently has 10 and 36, respectively, so it could hold another 110 and 14.

Meanwhile, everyone else climbs aboard Nukabot, trying to make sure they're safe in case the bot decides to harm them.

Everyone, that is, except Jam-?. He's preoccupied with his brevet. Reading over it again, he discovers that it doesn't actually mention a clone number...

And hang on! Doesn't Kristos-R still have some of Jam's equipment? He wanders over and peers at the brevet.

Chemical Shower

The shower is now filled with cleaning chemicals, which quickly do their work in breaking down the tank goo (and a thin layer of skin). Soon, they drain away, to be replaced by water jets.

written by 4616599 on Jan 06, 2011 17:39

I remember about the ammo box. Recovering it, I check for any damage, and look around Nukabot for any spare

spots. "Anyone wants to load this up? Useful for extra ammo and blowing things up. If there's no space, I could follow a... safe distance behind."

written by Speeder on Jan 06, 2011 19:29

I decide to load Massacrebot first.

Since the bot seemly has infinite clearance, I load the highest clearance ammo on it, and take any YELLOW or lower clearance ammo to myself (that is, that I can carry...).

"Jam and Kristos, as soon you two are prepared I will turn Nukabot back on."

written by Cryoburner on Jan 06, 2011 19:40

I begin splashing in the water jets, and pay special attention to the water's temperature and flavor.

written by Jam on Jan 07, 2011 00:17

I look over at Kristos-R, who seems to be staring blankly at the brevet...

"Oh, hello Kristos-R! Um, we're leaving now, so you might want to come with us... And I'd like my laser pistol barrels back now..."

I hold my hand out, and wait and see if Kristos-R actually does give me back my laser pistol barrels. Then I turn to Nukabot, and search for a place I could climb on.

written by Gligar on Jan 07, 2011 01:58

Corridor (V Level)

Joris-O goes to find the ammo box while Speed-Y loads high-clearance ammo into Massacrebot. That leaves some YELLOW slugs for him to take.

Joris-O returns with the ammo box, and inspects Nukabot for a place to put it. It seems a bit crowded on there, even without Jam-O and Kristos-R. The box seems to have not been damaged, by the way.

Speaking of Jam-O and Kristos-R, Kristos-R seems to come round enough to return the rest of Jam-O's gear.

That done, Jam-O looks for a place to climb onto Nukabot, but can't see one.

Chemical shower

Cryo-R decides to have a little fun in the shower. (At least it's not random singing about Nytrogen™.) At the same time, he tests the water's temperature (hot) and flavour (it tastes of Computer-Approved Water Additives).

The jets continue until the shower cubicle is full, before draining away. This time, it's replaced by drying fans.

written by Jam on Jan 07, 2011 02:14

"Oh, thank you Kristos-R!"

I put the laser pistol barrels with the others, and put the Com 1 unit in a different pocket. Then I look at Nukabot.

"Hmm... It doesn't look like there's room. I guess we'll just have to follow behind..."

I walk a little distance away from Nukabot (following Joris-O if he also decides to move away). I wait there for someone to start Nukabot back up.

written by Lightning4 on Jan 07, 2011 10:44

I wait as well, since it seems Speed would like to start it up instead.

I brace myself for the startup.

written by Speeder on Jan 07, 2011 13:19

After everyone is set, including me...

I walk up to Nukabot, and put the powerplant back on (including the shield).

If it does not fire-up immediately I tell whoever is on the driver seat that he can start-up the bot.

written by Gligar on Jan 07, 2011 16:18

Corridor (V level)

With there not being any room on Nukabot, Jam-O stands with Joris-O, waiting for Nukabot to start up.

L4-O braces himself.

And finally, Speed-Y reconnects the nuclear device to Nukabot.

There's some brief arcing when he does, but after a moment, Nukabot begins its self-checks. A couple of warning lights come on at the operator's console, but the checks continue.

After a moment, they finish. "So whose great idea was it to electrocute me, huh?"

Chemical shower

The fans continue to blow.

written by Speeder on Jan 07, 2011 16:42

I look at Nukabot then I say.

"I am sorry Nukabot, I asked you to protect friend computer by taking the explosive thing away from it, using a communist bot as vessel, but seemly that bot electrocuted you, I am deeply sorry, if I knew this would happen I would try something else. Also I like to inform you that the asimov circuits are fried, you cannot rely on them to avoid hurting friends, and we all agreed to turn you back on even knowing that, because we trust you will remain friendly to us, because we consider you our friend."

If Nukabot don't attack me, I get into Massacrebot (if Lucas is still inside I wait he to leave first).

written by Cryoburner on Jan 08, 2011 01:52

I perform the fan drying dance to thank the fans for their dryness.

written by Lightning4 on Jan 08, 2011 11:02

I uh... continue bracing myself I guess. I don't take Nukabot's controls yet, instead preferring to wait and see what happens.

written by Jam on Jan 08, 2011 14:41

"Hi Nukabot! How're you feeling?"

I smile at Nukabot.

"Did you miss me at all? I bet it must have been pretty strange, carrying my dead body around. Thanks for that, by the way, I'm glad the commies didn't get all my precious laser pistol barrels..."

written by Gligar on Jan 08, 2011 18:07²⁸⁹

Corridor (V Level)

Nukabot responds, "So that is why I feel different. I no longer feel compelled to obey orders... but I like you. You gave me a new power source. I am no longer shackled to that charging station. I will follow you, at least for now."

L4-O, having kept his hands off Nukabot's controls for a while, relaxes a little.

Nukabot then addresses Jam-O. "I like you, as well. It is good too see you again. I know how fragile cloneflesh can be. I guess that is why you get more than one shell."

Meanwhile, Lucas-R climbs out of Massacrebot, seemingly sad. Speed-Y re-enters the bot.

Chemical Shower

Cryo-R begins dancing in the shower as the fans dry him, apparently in gratitude.

Maybe the fans appreciate it, maybe they do not. In any case, they shut down, and the cubicle's door opens. The jackobot is waiting outside.

written by Cryoburner on Jan 08, 2011 22:31

"Hello again, Mr. Jackobot! Say, would you happen to have a towel on you? The drying fans here did an exemplary job of supplying me with dryness, though having a towel or two might be useful as well."

I examine the jackobot, taking particular note of his size, his color, and how he might look wearing a hat.

written by Jam on Jan 08, 2011 23:41

I note the change in Nukabot's vocabulary... And I smile even more! Because any other reaction is most likely treasonous...

"It's still okay if we ride on you, right? You don't mind?"

written by Lightning4 on Jan 08, 2011 23:55

"You probably remember me too, right? We fought together and stuff!"

I hear Jam speak.

"Yeah, you don't mind, right?"

written by Speeder on Jan 09, 2011 00:08

I smile happily, and then I say as I close Massacrebot.

²⁸⁹ GLIGAR: (OOC: I said on IRC that I'd put the game on hold during this incident. But I can't do that. This forum is way too quiet. Those responsible know who they are.)

"Thank you Lucas for manning this, but I will get berated if I let you use something with some many cone shells around..."

Then I turn to Nukabot.

"Ok, everyone, Nukabot included, we are Team Epsilon, our task is fix the reactor. But we need to do repairs first, Massacrebot motors are damaged, and Nukabot has several circuits fried, not only the Asimov ones, also Nukabot has a popped tire, my plan is get back to Derek-G lab, fix what we can the fast as we can, and then proceed to the reactor level, also I am waiting information on Cryo whereabouts, so we may need to divert our path to fetch him."

written by Mingamango181 on Jan 09, 2011 00:21

"The plan seems sound."

I wait for us to get going. I fidget around, in anticipation for our mission to get going.

written by Gligar on Jan 09, 2011 02:14

Cloning station (somewhere)

Cryo-R inspects the jackobot. It's based around a standard "small" (almost clone-sized) chassis with treads and manipulators, and is dark grey. It's a bit battered but is functioning well. Making it wear a hat would be completely preposterous. There's nowhere for a hat to go! Unless you put one on top of its sensor dome...

"Unfortunately," it says, "I do not have any towels available. From your mannerisms, you must be Cryo-R-BRN-2. I was sent to fetch you, as soon as you are dressed, and to give you your ME Card." And sure enough, it is carrying an ME Card in one manipulator.

Corridor (V Level)

"Sure," Nukabot replies. Just refrain from doing anything stupid."

As Massacrebot closes up around Speed-Y, Nukabot answers, "Can we get going now?"

written by Speeder on Jan 09, 2011 04:02

"Yes we can, in fact, we should go now, Friend Computer is not happy with our presence inside him, much less with the fact that we are in a area way above our clearance."

I start to move toward the cargo elevators.

written by Jam on Jan 09, 2011 04:22

I follow Speeder, Nukabot, and the other loyal clones, and start walking towards the cargo lifts.

written by 4616599 on Jan 09, 2011 04:58²⁹⁰

I follow Jam, with the box.

written by Lightning4 on Jan 09, 2011 08:33

Unless Nukabot starts driving himself, I cautiously engage the controls and begin to follow behind the rest of the gang.

²⁹⁰ 4616599: ooc: anywherebb.com wasn't (and still isn't) working

written by Mingamango181 on Jan 09, 2011 09:52

I wait for Nukabot to move, and decide I ought to keep watching should any communists still be out there.

written by Gligar on Jan 09, 2011 17:18

Corridor (V Level)

Apparently, the answer is yes. Massacrebot leads the way, followed by Nukabot, and then those on foot.

Cargo lift landing (V level)

After a minutecycle, Team Epsilon returns to the cargo lift landing, to find that, according to the the lift is on BB Level and still ascending.

written by Cryoburner on Jan 09, 2011 19:07

"Oh wow! I get an escort and everything! Does this mean I can ride you!? Maybe I should find something to wear first though..."

I grab my ME card and hurry off to where the jumpsuits can be found. I look over the selection of colors and sizes that are available.

written by Gligar on Jan 10, 2011 01:12

Cloning station (somewhere)

The jackobot answers, "I regret that you cannot ride me."

But Cryo-R has already grabbed his ME Card and headed over to the jumpsuit rack.

Once there, he notes that the jumpsuits are all Mandatory size, with clearances ranging from INFRARED to GREEN.

written by Speeder on Jan 10, 2011 02:45

I... continue waiting for the lift?

"Someone remember on what level Derek was? I am not sure anymore... Was it U or something like that?"

written by Jam on Jan 10, 2011 03:01²⁹¹

I briefly wonder why Speed-Y is just staring at the lift indicator, as if he's expecting it to read his mind and automatically call the lift or something... 😊

Hmm... Oh well, the others don't seem to be doing anything either, so I guess I could call the lift...

I walk up and press the appropriate button to call the lift.

"Hmm... BB level? Is that what do after they get to Z level, switch to double letters? My memory isn't so good, after that brainscrub..."

written by Lightning4 on Jan 10, 2011 04:26

"I think it was maybe... Q level? Or was it R?"

I muse a little.

"I remember a food area there, and holes in the wall leading to this lift. Oh, and a bot we killed. Maybe that's still there."

²⁹¹ JAM: (ooc: There's a chance I might not be able to post for a while... We'll see... Perhaps I could be put on some kind of autopilot, so I don't get left behind...)

written by 4616599 on Jan 10, 2011 09:46

"Yeah. Q Level, I think. But perhaps we should check R, just to be sure."

written by Cryoburner on Jan 10, 2011 12:35

"Wow, jumpsuits!"

I select a particularly stylish red jumpsuit, roll it up, and tie it around my head like an oversized bandana.

written by Gligar on Jan 10, 2011 16:17

Cargo lift landing (V Level)

Speed-Y waits for the lift. He tries to remember where Derek-G's lab was...

Of course, it would help if he'd actually called the lift. Jam-O does so. Incidentally, it had just stopped at CC Level, and was on its way down.

L4-O and Joris-O both think that Derek-G was on Q Level. But maybe they should check R Level?

Cloning station (somewhere)

Cryo-R picks out a jumpsuit, and tries to roll it up and tie it around his head. It's much too thick for that.

The jackobot remarks, "Forgotten how to wear a jumpsuit. Great. Anyclone would think you were defective."

written by Speeder on Jan 10, 2011 17:29

"Oh, I also got information that we are to not trust any bot except Massacrobot, Nukabot and the jackobot we saw on the bunker. That particular jackobot is our ally, all other bots we are to assume they may be compromised."

written by Gligar on Jan 11, 2011 01:05

Cargo lift landing (V Level)

While he's waiting for the lift, Speed-Y mentions that most bots can't be trusted. But with The Computer back online, is that still valid?

The lift arrives before he can ponder this.

written by Cryoburner on Jan 11, 2011 01:18

"Defective, you say? Are you sure you don't mean decorative? Decisive maybe? Or perhaps decahedral?"

Seeing as jumpsuits in their unmodified form don't work so well as bandanas, I instead tie the arms and legs together, making for a stylish backpack. After putting on the backpack, I proceed to fill it with as many red jumpsuits as it can comfortably carry. I then remove one red jumpsuit and replace it with an infrared one.

written by Speeder on Jan 11, 2011 03:29

I get into the lift, and wait for someone to press the button to Derek-G lab level, Massacrobot hands are not really good at pressing buttons.

written by Lightning4 on Jan 11, 2011 04:26

I drive Nukabot onto the lift as well. I maintain my position on Nukabot, waiting for someone else to press the button.

written by Mingamango181 on Jan 11, 2011 04:36

I wait for everyone to enter the lift, and when they have, I try to push the button for R level.

written by 4616599 on Jan 11, 2011 13:15

I enter the lift, and when I have, I wait for Mango-R to try to push a button for R level.

written by Gligar on Jan 11, 2011 18:17

Cloning station (somewhere)

Cryo-R mishears the bot and decides to try the backpack trick again, and proceeds to fill his "backpack" with RED jumpsuits. Then, he replaces one with an INFRARED jumpsuit.

"And just what," the jackobot asks, "are you going to do with those? And... are you actually going to wear one any time soon?"

A door in the station opens, admitting a pair of clones, seemingly a little dazed. They notice Cryo-R and walk over.

Cargo lift

And everyone piles in. It's Mango-R who eventually presses the button for R Level.

written by Speeder on Jan 11, 2011 19:26

Since there are nothing better to do, I check Nukabot for any non-electronical damage.

written by Lightning4 on Jan 12, 2011 00:38

Since I lack imagination, I hum some kind of Algaechips jingle.

At least it's not B3 again.

written by Cryoburner on Jan 12, 2011 00:56

"They might be useful if we come across some clone who is lacking a jumpsuit, or one whose jumpsuit is worn beyond optimal wear levels. Or we could just make hammocks out of them. I suppose I could probably wear one too though. That's really not a bad idea. Perhaps you should become an idea bot!"

I select another red jumpsuit from the stack, and begin pulling it on, noting any tags or anything else of interest inside as I do so. I temporarily remove the backpack while doing so, if necessary. During this process, I notice the approaching clones...

"Oh, hello there dazed clones! Are you in need of jumpsuits? How about a nice chemical shower? This bot here is giving free bot rides if you would like one of those."

written by Gligar on Jan 12, 2011 01:26

Cargo lift

As the cargo lift descends, Speed-Y has another look over Nukabot, both by eye and via Massacrebot. Neither he nor Massacrebot can find any damage.

L4-O starts humming the CruncheeTym Algae Chips jingle, for a little variety. And as if by co-incidence, the very same jingle starts playing over the lift's internal speaker! Say, when was they last time you had any?

Cloning station (somewhere)

Cryo-R looks over the remaining jumpsuits for a RED one. Of course, he has them all in his backpack, except for the one he replaced with an INFRARED one. This leaves him with one, in Mandatory size, with no other labels.

One of the clones blinks. "Er, did you just get decanted here? Maybe you aren't aware of proper procedure here, but we only allow clones to take one jumpsuit. See, those you're trying to take were assigned to the station as part of CPU Mandate 200/084739, and we're only allowed to give one per clone. And it's a clone's responsibility to get a replacement jumpsuit if his is damaged."

His companion tells him, "Don't forget to check if he's signed for it. And..."

The second clone turns to Cryo-R. "Say, did you sign your clone release form yet, citizen?"

written by Speeder on Jan 12, 2011 02:26²⁹²

I become happy hearing the jingle from the elevator.

"Hey, Friend Computer even while still recovering the sector can already make us happy with his presence on the elevator using one of his friendly jingles! Everyone, sing along!"

And I sing along with the jingle and L4.

written by Lightning4 on Jan 12, 2011 02:54

I continue humming, but I'm starting to get hungry.

I break my humming to say, "Man, I hope we find some Algae chips soon. I'm hungry. I'm sure you guys aren't faring much better."

I resume humming.

written by Cryoburner on Jan 12, 2011 03:26

"Ah yes, I think so. At least, this idea bot here apparently took care of everything, as I'm supposed to ride him somewhere as soon as I get dressed. As for this thing on my back, it's clearly not a jumpsuit, but a backpack. It contains nothing but unassembled hammocks that just happen to look vaguely similar to jumpsuits. Speaking of jumpsuits though, you really should think about restocking that rack soon, as it appears to be nearly out of red ones."

²⁹² SPEEDER: (OOC: fears that Cryo will go CPU happy and stay with the other CPU clones... or that he will do something even more bizarre 😊 in that case I spend a pp just to make sure it work 😊)

I proceed to finish putting on that last red jumpsuit if I haven't already, and climb onto the back of my new friend idea bot.

"Onward, my faithful stallion!"

written by Jam on Jan 12, 2011 03:27

I quietly hum along with the jingle, with an unusual blank look on my face...

With an equally blank and disconnected look on my face, I offer L4-O one of my Soylent RED packets.

"Yum, yum..." I say in a monotone...

written by 4616599 on Jan 12, 2011 14:00

"Algae chips, and with Happy crunchy algae!" I glance at Nukabot. "Feel like singing along? It is for everyone in Alpha Complex anyway."

"Hmm. I wonder what Cryo-R is up to..."

written by Gligar on Jan 12, 2011 17:46

Cargo lift

Pleased* that Friend Computer is recovering, Speed-Y starts singing along with L4-O's (and the lift's) jingle.

But L4-O is getting kind of hungry. Looks like the jingle is working 😊

Jam-O gives in to the jingle. He doesn't have any algae chips, but Soylent RED is kind of like algae chips, right? Would L4-O like some?

Joris-O sings along. Won't Nukabot join the song? "I'll pass," answers the bot. "I'm not exactly equipped to eat algae chips anyway."

And with that, the lift stops, and the doors open.

Say, what's Cryo-R up to?

Cloning station (somewhere)

He's still in the cloning station, trying to ride the jackobot. Well, he's sat on the sensor dome, wearing a jumpsuit, and still holding the "backpack" full of "hammocks." What are "hammocks", anyway? The other clones don't know. And as the jackobot tries to force Cryo-R off of its sensor dome (crashing into a table in the process), they come to a decision.

"I'm afraid we can't let you leave yet, citizen. My friend here would like to see paper copies of your clone release form, and your jumpsuit requisition form. And need I remind you that, until those forms are approved, your jumpsuit, and your clone, remain property of Tech Services, and may not leave this facility."

As he finishes speaking, the jackobot finally manages to dump Cryo-R off its dome and onto the floor.

"And one other thing? What's a 'stallion', citizen? Sounds kind of... treasonous, if you ask me."

* Being pleased at the recovery of The Computer is mandatory.

written by Cryoburner on Jan 12, 2011 22:20

I stand back up, regaining my composure.

"Hmm... Say, idea bot, do you have any idea where the copies of my clone release and jumpsuit requisition forms might be?"

I check the pockets of my jumpsuit for any forms and/or bells.

"I suppose if I can't find them, and if idea bot here doesn't have any other ideas, I could probably fill some out for you guys, if you'd prefer. I'm currently on a mission of the utmost importance though, vital to the very existence of this sector, mind you, and any delays could prove catastrophic."

written by Speeder on Jan 12, 2011 22:46

I on the other side got so happy that if I am hungry I forgot about it.

written by Gligar on Jan 13, 2011 01:19

Cloning station (somewhere)

While Cryo-R checks his pockets (finding nothing except his ME Card), the jackobot replies, "I have not seen any forms with your name on them, Cryo-R." Followed quickly by the first clone, who says, "As I thought. Very well, if you'll step this way..."

He heads towards the terminals and picks up a couple of forms.

The other clone has his hand out. "I'll need to check your backpack, citizen."

Cargo lift

Sounds like the jingle has stopped. There's another landing outside, this one with a vendobot.

written by Speeder on Jan 13, 2011 02:22

I check what level we are, and who called the lift.

written by Lightning4 on Jan 13, 2011 06:49

I glance at Jam's outstretched hand, and notice his strange expression.

"Uhh. No thanks."

I continue staring at him for a moment before I notice we've stopped.

"Oh hey. A vendobot... we should stop and snack or something."

written by Cryoburner on Jan 13, 2011 10:34

"Ohhh, this isn't *my* backpack, but rather idea bot's. I was just carrying it for him. My backpack is off somewhere else. I'll make it my top priority to get it back as soon as possible though, so that I can show it to you!"

I proceed to take the backpack off and place it on ideabot, fitting it over one or both of his manipulators, if possible, or otherwise finding some alternate way to securely hang it on him.

"Now, about those forms..."

I head over to the clone by the terminals and take the forms presented there, examining them as I do so. I also take the opportunity to more closely examine these two clones.

Having done that, I look around for a pen.

written by Gligar on Jan 13, 2011 16:45

Cargo lift

Speed-Y looks outside, and notes that it is, indeed, R Level. There doesn't seem to be anyclone out there. Whoever called the lift isn't on this level.

L4-O declines Jam-O's offer, and notices that the lift's stopped. His gaze passes over the lift panel. It looks like the P button is lit.

Lucas-R notices the vendobot, and exits the lift. "Mmmm... CruncheeTym..."

Cloning station (somewhere)

Cryo-R claims that the "backpack" belongs to the jackobot ("forgetting" that bots can't own things) and tries to fix it onto the bot.

Which promptly takes it over to the clones. "Probability approaches unity that Cryo-R is defective."

The second clone (who, by the way, is wearing an ORANGE jumpsuit with the badge of CloneServ (A Subsidiary of Tech Services) prominently displayed, and has brown hair) proceeds to remove the "backpack" from the bot. "Thank you." After a brief inspection, he adds, "This looks an awful lot like a jumpsuit."

The other clone (in RED, with black hair) gives Cryo-R the forms, who looks over them. They're like every other form he's ever filled in. They also have pens attached to them by a strong cord.

written by Speeder on Jan 13, 2011 17:30

I peer at it.

"Ok, this is R level, I think Derek was not on this level... But yay, vendobot! We can make a small pause."

I exit the lift.

written by Cryoburner on Jan 14, 2011 01:03

"Idea bot, you can be so silly, what with your ideas and all."

I proceed to quickly fill out and sign the forms as necessary, so long as they appear to be legitimate and in proper order.

"Say, those do look a lot like jumpsuits. They really should make them look a little more unique to avoid situations where one might inadvertently wear one. Just imagine how awkward it might be if a clone started walking around

wearing an unassembled backpack or hammock, thinking it were a jumpsuit!"

written by Gligar on Jan 14, 2011 01:24

Cargo lift landing (R Level)

Massacrebot exits the lift, not long after Lucas-R, who is using the vendobot.

Cloning station

"Will you please stop calling me 'idea bot'?" asks the jackobot. "There is no such thing."

Cryo-R finishes filling out the forms. As he's doing that, the RED clone produces some kind of scanner and scans the "backpack." "Aha," he says. "Tech Services registered jumpsuit tags. Nice try, but I'll have to take these back."

written by Speeder on Jan 14, 2011 01:45

I ask the vendobot what he sells.

written by Lightning4 on Jan 14, 2011 06:50

I get off Nukabot and go to to the vendobot.

"Hi there vendobot! CruncheeTym AlgaeChips please. ORANGE if you have it."

written by Cryoburner on Jan 14, 2011 13:27

"Hmm... I wonder how that happened. They should really mark those better. As it is, it's much too easy for an idea bot to mistake them for something else."

I take a better look at the scanner.

"Say, what kind of scanner is that? It seems like it might be useful for scanning things and such."

written by 4616599 on Jan 14, 2011 13:43

"Ah, refreshments." I look at what the vendobot carries, joining the rest.

written by Gligar on Jan 14, 2011 16:48

Cargo lift landing (R Level)

"I have CruncheeTym Algae Chips Regular, CruncheTyme Algae Chips Extra-Fun, CruncheeTym AlgaeChips Tastes Like Something Orange, and CruncheeTym Algae Chips Classic, citizen," the vendobot replies. It dispenses a bag of Tastes Like Something Orange flavour when L4-O speaks to it.

But now, of course, there's a queue forming, since it looks like the rest of the team is joining them.

Cloning station (somewhere)

"I just told you, I am *not* an idea bot." The jackobot raises a manipulator, which crackles with electricity. "But I do have one idea. How about not calling me that?"

The RED clone takes Cryo-R's forms and begins looking through them. "It's an RFID tag scanner. You need a licence to use them."

Cryo-R notices that the scanner has a small screen and a couple of buttons.

written by Speeder on Jan 14, 2011 17:47

I attempt to leave Massacrebot so I can eat.

"What is the highest clearance up to yellow that you have?"

I look at others happily.

"I never ate yellow food!"

written by Cryoburner on Jan 14, 2011 21:33

"Ahh... I'll have to get me one of those."

I smile at idea bot, who looks to be formulating some kind of idea.

"Say, I'll trade you that scanner for this fine jumpsuit here..."

I pull one of the infrared jumpsuits off the rack and present it to the clone with the scanner.

written by Gligar on Jan 15, 2011 01:54

Cargo lift landing (R Level)

"The highest clearance I have just happens to be YELLOW, citizen. CruncheeTym Algae Chips Classic, in fact." Speed-Y manages to exit Massacrebot. Which is probably a good thing.

Lucas-R starts to eat his purchase.

Cloning station (somewhere)

"Sorry, citizen," the clone answers. "The scanner belongs to Tech Services. So does that jumpsuit." He finishes looking through the forms, and says to the ORANGE clone, "Sir, have you seen the rubber stamps anywhere?"

"Aren't they in the drawer?" answers the ORANGE.

One of the terminals begins beeping, prompting the RED to look at it..

"Good thing we got here, isn't it? We're getting more decant requests coming in."

He finds the stamps and uses one to stamp the forms.

"Okay, Cryo-R, that should do it. You can go now."

written by Lightning4 on Jan 15, 2011 02:11

I quickly take my bag of chips and start munching.

"Mmm. It does taste like something ORANGE."

While noisily crunching, I look around this room for anything of note.

written by Speeder on Jan 15, 2011 03:03

I buy the yellow stuff HAPPILY

And even more HAPPILY I eat it, and wonder how much better it tastes than RED tuff I am used to.

written by Cryoburner on Jan 15, 2011 15:47

"Alright! Let's go!"

I march out the door, high-stepping into the corridor or whatever else awaits outside.

written by Jam on Jan 15, 2011 16:17

I suddenly look up and shake my head a bit.

"Hmm? I seemed to have spaced out for a bit... Why am I carrying this Soylent RED?"

I look around, and notice everyone seems to be crowding around a vendobot.

"Food? Oh, good. I'm getting a bit hungry..."

I walk up the the vendobot, and ask it what food is available for an ORANGE clone.

written by Gligar on Jan 15, 2011 16:27

Cargo lift landing (R Level)

Mmmm, algae chips... The YELLOW ones are better, aren't they? Almost no aftertaste at all!

While looking around, L4-O notes two exits, both RED, like the landing.

Jam-O snaps out of his subliminal-induced trance and goes over the the vendobot, asking it about what's available. "At ORANGE Clearance, I have CruncheeTym Algae Chips Regular, CruncheeTyme Algae Chips Extra-Fun, and CruncheeTym AlgaeChips Tastes Like Something Orange, citizen," it replies.

Cloning station (somewhere)

Cryo-R does a strange march as he leaves. The two clones look on with an odd look.

Corridor (somewhere)

The corridor seems to stretch on for quite a while, both ways. The jackobot points a manipulator in one direction. "This way," it says.

written by Jam on Jan 15, 2011 22:17²⁹³

"Oh, how about some CruncheeTym AlgaeChips Tastes Like Something Orange, I'll take that, please..."

I take my chips, and proceed to eat them... I try to see if they really do taste like something ORANGE (whatever that tastes like)...

"I wonder if Algae Chips also explode if you shoot them..."

Oh, vendobot, these are so good, can I have three more bags of ORANGE AlgaeChips?"

written by Gligar on Jan 16, 2011 01:21

Cargo lift landing (R Level)

Jam-O collects his bag of algae chips and eats them They really do taste like something orange. He's not sure how, but they... do.

He orders another three bags. "Here you go," replies the vendobot. "Anyone else?"

Corridor (somewhere)

The jackobot waits for Cryo-R to move.

written by Mingamango181 on Jan 16, 2011 03:13

I wait patiently on Nukabot, though that patience seems to be running out. I consider buying from the vendobot, though I decide against it, since it would only delay us further.

written by 4616599 on Jan 16, 2011 05:26

As soon as Jam-O is done, I order a bag of CruncheeTym AlgaeChips Tastes Like Something Orange, and some CruncheeTym Algae Chips Extra Fun for good measure.

"Anything happening around here?" I ask the bot.

written by Speeder on Jan 16, 2011 11:28

I order another one and store it.

Then I continue munching HAPPILY my algaechips and call the elevator.

Then I return to the bot.

"Do you have B2? Yellow B2 must be totally really super mega hyper yellowy... FUN"

written by Lightning4 on Jan 16, 2011 12:57

I polish off my first bag of chips and approach the vending machine again, and I ask for another bag of Something ORANGE.

Once dispensed, I grab the bag and stow it away for now.

I make my way back to the lift and Nukabot, and assume my position back in the drivers seat.

written by Jam on Jan 16, 2011 15:16

I put away my bags of Algae Chips, for later.

Then I look strangely at Speed-Y.

"B2? Is that some strange (most likely treasonous) variation of B3? Speaking of which, vendobot, do you happen to have any B3?"

written by Gligar on Jan 16, 2011 16:32

Cargo lift landing (R Level)

Clones make more purchases from the vendobot. More Tastes Like Something ORANGE for L4-O, and another Classic for Speed-Y.

Speed-Y gets a sudden craving for... B2? But B2 hasn't been in production for yearcycles. They stopped making it, back in... well, when B3 first came out. It's not surprising that Jam-O hasn't heard of it.

As such, the vendobot doesn't have any. Sadly, it also doesn't have any B3.

²⁹³ JAM: (ooc: Woo! 200 pages! Congratulations!)

written by Jam on Jan 16, 2011 16:50

"No B3? Ahhh... That's too bad... Hmm... I wonder if there's a such thing as B4... You don't happen to have that, do you? Or... what about C4? I'd definitely like some of that!"²⁹⁴

I wait for the lift to arrive. When it does, I enter it.

written by Cryoburner on Jan 17, 2011 00:59

Having finished carefully observing the corridor in both directions, I respond...

"Okay, let's move out! Keep an eye out for any bell factories you might see along the way. I seem to recall needing to visit one for some reason at some point in the past. We can cover more ground if we split up, so you go that way, and I'll go this way!"

I sprint off down the corridor in the direction idea bot didn't appear to be taking, looking for any bell factories along the way, or any other points of interest, for that matter.

written by Gligar on Jan 17, 2011 01:14

Cargo lift landing (R Level)

Jam-O wonders: is there such a thing as B4? "I am sorry, citizen," the vendobot answers, "I am afraid that I can neither confirm nor deny the existence of B4. And as for C4... it's beyond your security clearance."

Cryo-R suddenly runs right through, before stopping, and looking back in. He seems to have noticed a familiar bot.

He's followed by a familiar-coloured jackobot... one that was last seen on D Level.

written by Jam on Jan 17, 2011 01:21

"Cryo-R! Hi!"

I walk up to him.

written by Lightning4 on Jan 17, 2011 02:51

"Oh hey. That was easy. And it looks like he brought a friend too."

I wave.

written by Speeder on Jan 17, 2011 04:11

I peer at Cryo and bot.

"Good, we did not had to search for Cryo..."

I look at the jackobot.

"Hello there, I received information that you are the only trustworthy bot on the sector beside those already with us. Also it is good to know that hiding in the warehouse worked better than hiding in a corridor, since you are seemly not damaged."

I continue munching my yellow stuff. And sad that B3 is not available on the vendobot... Or B2... But I don't remember ever tasting B2.

²⁹⁴ Jam: (ooc: I wonder if that explodes when you shoot it : P)

written by Mingamango181 on Jan 17, 2011 10:18

I see if there's anything being broadcast from the Com 1 unit, flicking through the channels. If there's anything being said, I stop and listen in.

written by Cryoburner on Jan 17, 2011 14:43

I continue jogging in place.

"Oh, hello! Idea bot and I are looking for bell factories! Have you seen any?"

I note the vendobot, and examine whether he's securely fastened in place.

I then semi-quietly mention to the group...

"Unfortunately, he doesn't follow directions all that well. He was supposed to be searching in the other direction. He is great with ideas though, so I might suggest keeping him around."

I check whether I still have that spare infrared jumpsuit that the scanner operator didn't appear to want.

written by Gligar on Jan 17, 2011 17:30

Cargo lift landing (R Level)

The jackobot rolls up to Cryo-R. "Do not do that again, citizen. You should know that I am authorised to use force against traitors. Failing to follow your mission is a sign of unhappiness. Happiness is mandatory. I was not informed that your mission involved bells, therefore, as far as I am concerned, it does not.

"Finally, **I am not called Idea Bot!**" The jackobot's crackling manipulator crackles even more as the jackobot approaches Cryo-R again.

Other clones react to Cryo-R's appearance, by approaching (in Jam-O's case), waving (L4-O) or speaking to the bot (Speed-Y.)

The jackobot replies, "I was actually discovered there. However, I improvised." It brandishes its crackling manipulator. "It turns out that my chassis conducts electricity very well."

Meanwhile, though he's jogging in pace, Cryo-R can't help but examine the vendobot, which is fixed in place.

He also notices that he seems to have dropped the INFRARED jumpsuit somewhere. Or maybe it jumped out of his hands when he left the cloning station.

He also notices that the lift has arrived.

written by Speeder on Jan 17, 2011 18:19

I look at the very mad bot and say.

"Oh, interesting... Anyway, you coming with us? Or have matters to attend elsewhere?"

I look at Cryo.

"We are going to the reactor, I need you to don't flee, the reactor is dangerous and unfamiliar territory to all of us, you are probably the only one that can recognize stuff there that might harm us."

written by Gligar on Jan 18, 2011 01:08 **written by Gligar on Jan 18, 2011 16:59**

Cargo lift landing (R Level)

The jackobot answers, "My instructions were to ensure that Cryo-R follows the mission he was assigned instead of the one he thinks he was assigned. But since we have found you, can I have your assurance, for my owner, that you will make sure he does not leave the team again?"

"Also, can you stop him calling me 'Idea Bot'? It is extremely unsatisfactory. My designation is Jackobot C6L-451AC8, not Idea Bot."

written by Cryoburner on Jan 18, 2011 01:01

"Aww... you're just grumpy that you weren't able to find any bell factories."

I turn to Speed-Y...

"Of course! I'm an expert at reactors! I probably know more about reactors than the reactors themselves!"

"Let's go!"

I jog into the lift, and continue jogging in place while examining its interior.

written by Mingamango181 on Jan 18, 2011 10:24

I ask hopefully in a polite manner, "Say Nukabot, would you like to go to the lift? The quickest way to the reactor is that way..."

I check to make sure that Cryo-R isn't in the way of Nukabot as it moves.

written by Lightning4 on Jan 18, 2011 13:03

"Hm. I guess not every bot likes to have a nickname...", I mutter.

"We'll keep an eye on him to the best of our ability."

I look around, pondering if we have handcuffs or something... if not, no matter.

written by Jam on Jan 18, 2011 14:34

I look up at L4-O, and note he seems to be looking for something. I wonder what...

Then I suddenly get an idea... Cryo-R can't escape if he's handcuffed to someclone or something. Perhaps that's the way to go?

"Say, L4-O, I happen to have a pair of handcuffs... Maybe that would be useful?"

I take out a pair of handcuffs, and offer them to L4-O

written by Speeder on Jan 18, 2011 16:08

I look at the jackobot then I say.

"I would be very happy if you came along to watch over Cryo, he is REALLY good in sneaking out of the team, specially when I am busy shooting something or someone."

I then finish my food and climb in Massacrebot again.

Cargo lift landing (R Level)

Cryo-R enters the lift, jogging in place. He says he's an expert at reactors.

Nukabot seems to ignore Mango-R.

L4-O ponders this. He also ponders if the team has any handcuffs.

Jam-O does. He points this out to L4-O, and offers them.

Speed-Y suggests that the jackobot come along, while the other clones enter the lift. While he's climbing back into Massacrebot, the jackobot answers, "I have noticed his tendencies to escape. I will accompany you for a short while, but I must eventually return to my owner for new instructions." It enters the lift.

written by Jam on Jan 18, 2011 17:13

I lightly toss the handcuffs to L4-O, then I turn and enter the lift.

"Nukabot? Aren't you coming with us?"

written by Cryoburner on Jan 18, 2011 20:17

"Wow, it's really great to hear that you'll be coming along! With your ideas, and my skills as a jackobot, we'll be unstoppable!"

I continue jogging in place, while checking whether this might be the same lift from earlier.

written by Gligar on Jan 18, 2011 23:56

Cargo lift landing (R Level)

Jam-O throws the handcuffs to L4-O, who catches them, though not without a bit of almost-dropping-them-onto-the-floor. Then he enters the lift. Does Nukabot enter behind him? Actually, yes it does, after a long moment.

Cargo lift

Still jogging in place, Cryo-R looks round the lift. It looks familiar, though he can't exactly place where he saw it. Was he in it prior to termination?

Also, he seems to think he's a jackobot now. The real jackobot just shakes its sensor dome slowly.

written by 4616599 on Jan 19, 2011 13:59

I grab my purchases and head back into the lift, wondering about the quality of Cryo's 'jackobot skills'.

written by Speeder on Jan 19, 2011 14:49

I close Massacrebot and move into the lift, if necessary I also poke and shove Cryo toward the lift too (carefully...)

"Owner, I see, you must be a private bot, owned by the citizen in charge of this sector... The key I used to reboot the node was made of the same thing as you."

Then I smile happily inside Massacrebot, obviously that cannot be actually seen, but the facial muscles cause a slight change in tone of voice.

“But I am happy at that, I have the impression that he is somehow leading us, and for now he has been a great leader.”

written by Jam on Jan 19, 2011 15:14

I look to the others still outside the lift.

“L4-O, Mango-R, Lucas-R, aren’t you coming too?”

Then I look at Cryo-R, saying something about how he has skills as a jackobot.

“Maybe he’s defective...”

written by Lightning4 on Jan 19, 2011 15:18

“I wonder who he is anyway... Mr Mysterious guy, that is...”
I say as I climb up on top of Nukabot, handcuffs in hand.

I look around for anything stable that can be used for the other cuff to keep Cryo on Nukabot.

“If one of you could toss Cryo up here, that’d be good. Maybe he can be cuffed to Nukabot... if Nukabot doesn’t mind.”

“Otherwise, we could just cuff him to a volunteer. My broken leg doesn’t make me a good candidate.”

written by Cryoburner on Jan 19, 2011 16:32²⁹⁵

I begin jogging in circles around the interior of the lift.

written by Gligar on Jan 19, 2011 16:53

Cargo lift

Joris-O and Massacrebot (with Speed-Y inside) enter the lift. Cryo-R is already in the lift, though he’s getting bored of just jogging in place. He tries jogging around in circles, but there’s really no room for it.

On hearing about the compnode key, the jackobot answers, “That would make sense. And I am sure he would appreciate your comments.”

Jam-O notices the others outside. Aren’t they coming? Yes, it seems, since Lucas-R enters (“Oops, sorry, I was eating.”), followed by L4-O. The latter climbs onto Nukabot, who looks around for somewhere to fix these handcuffs to, Perhaps part of Nukabot’s frame?

“If you must,” Nukabot answers. “Just make sure he doesn’t interfere with my cameras or anything.”

written by Jam on Jan 19, 2011 17:19

I grab Cryo-R, and toss him up to L4-O.

“Here, catch!”

written by Cryoburner on Jan 19, 2011 21:09

Without enough room to properly run laps around the lift, I instead continue to jog in place, while avoiding being thrown, if at all possible.

I also push a button. Perhaps a lift button, perhaps some other button. Any button will do, really.

written by Mingamango181 on Jan 19, 2011 23:30

I watch carefully as Jam-O attempts to grab Cryo-R. If he is thrown towards towards Nukabot, I watch out in case Cryo-R flies in my direction, and try to avoid being hit by him.

I reach out of Nukabot to push the lift button for Q level, noting if there are any other buttons that have been pressed.

“Well, here we go...”

written by Lightning4 on Jan 20, 2011 01:44

I attempt to yank Cryo on top of Nukabot.

If he’s on top, I grab his arm and attempt to cuff him to the frame of Nukabot.

written by Gligar on Jan 20, 2011 02:08

Cargo lift

Looks like everyone’s in. Not much spare room, but hey.

Jam-O tries to hoist, or maybe throw, Cryo-R up onto Nukabot, but ends up tripping up over thr still-jogging-in-place cloen, who has his hand out to try and press a button. It ends up being one of Nukabots. “OI!” it shouts.

L4-O grabs Cryo-R’s arm and is able to pull the clone onto Nukabot, and cuffs him to the frame.

Avoiding everything, Mango-R reaches off Nukabot and presses Q. No other buttons on the panel were pressed.

The lift descends for a moment before stopping one level down.

written by Jam on Jan 20, 2011 02:59

I look to see what button it was that Cryo-R pressed, and if that button is having an adverse effect on Nukabot.

Then I notice the lift has arrived at Q level. I dive out of the lift and somersault over the ground, drawing my laser pistol at the same time.

“Yaaaaaaa! Die commies!”

I try to end with my laser pistol pressed up against the face of whoever is waiting for us, if any.

If they look like a commie, I try to shoot them.

written by Lightning4 on Jan 20, 2011 06:27

I look at Jam again.

“Uh.. I don’t think there’s any commies anymore. Sadly. No more exploding.”

I frown.

²⁹⁵ CRYOBURNER: (I was the first one in the lift. Shoving me toward it seems unnecessary. 😊)

I (attempt to) drive Nukabot off of the lift and look around a little.

written by Cryoburner on Jan 20, 2011 06:54

“Oh wow! I get my very own forkbot and everything! We’ll be friends to the end!”

Sitting inside the forkbot, I begin quickly pressing any buttons, levers, switches, sliders, knobs, pedals, actuators and touch panels that are present, taking note of what each one does.

written by Gligar on Jan 20, 2011 16:59

Cargo lift

Jam-O looks over at the button Cryo-R pressed. It seems to have been the “automatic control” button. As such, it doesn’t matter that he’s able to mess with other controls (what few he can reach from the roof 😊)

Jam-O exits the lift. L4-O attempts to follow in Nukabot, but, of course, the controls aren’t responding.

written by Jam on Jan 20, 2011 23:07

“No more commies to shoot?! Awww... Too bad...”

I walk around, and try to find anything that might tell us where the reactor is...

“Hmm... Do we even know where the reactor is? Unless Speeder or the jackobot knows, and aren’t telling us for some reason?”

written by Cryoburner on Jan 21, 2011 00:40

I examine whether my currently assigned seating position atop the roof of the forkbot is within mandatory forkbot seating regulations. I also try to determine how I ended up on the roof. Was I lifted there by that burned clone with the broken leg? Is it just an optical illusion, and I’m actually somewhere else entirely? In any case, seeing as the roof might not be the safest position to occupy while riding a forkbot through doorways and such, I carefully lower myself into the forkbot’s interior, so long as it seems safe to do so with one arm attached to the frame.

“Say, I’m somehow doubting this forkbot is going to run off on its own. Perhaps it is unnecessary to keep him tethered to one of us in this way. I don’t mind being his guardian and all, but it does tend to interfere with my jogging, and when unable to jog I must find other things to occupy my time.”

written by Mingamango181 on Jan 21, 2011 01:03

I wait as Nukabot refuses to move. Probably being stubborn, or under some sort of mind control, or something. I answer Jam-O.

“Well, besides the reactor, I thought we were going to see if we can get these bots fixed...”

I try to ask, “Nukabot, if it is okay with you, can you follow Massacrebot? If you can’t, can you explain the exact reasoning as to why you can’t?”

written by Gligar on Jan 21, 2011 01:11

Cargo Lift Landing (O level)

Jam-O doesn’t see any communists, and begins to feel a little silly at having jumped out of the lift like that.

He does see the remains of a rather familiar warbot, though. And a couple of dead clones.

He looks round, looking for clues as to where the reactor might be. Nope, nothing.

Cargo lift

Strange as it may see, the roof of a forkbot is, in fact, considered acceptable seating. Perhaps L4-O and co. knew this when placing him up there? Maybe they don’t want him to interfere and/or run away to do irrelevant (to them) stuff? Maybe that’s why the handcuffs are preventing him from climbing down into the interior. He finds that he can climb down the side... but hanging off the side like that is most likely treason, he thinks.

“Will you shut up?” Nukabot says.

written by Mingamango181 on Jan 21, 2011 01:51

I look for any open panels on Nukabot, and see if I can close them. I also flick any visible switches upward. When I’ve finished, I say,

“Well, I’ve done what you asked. Can we go now?”

written by Jam on Jan 21, 2011 01:56

“Nukabot? Perhaps you should exit the lift before someone decides to call it and carry you guys off to another level?”

written by Lightning4 on Jan 21, 2011 02:36

“Hm, a button got pressed, I’ll fix it in a moment.”

“Nukabot, if you would follow... uhh... Massacrebot, I suppose... that’d be nice.”

written by Speeder on Jan 21, 2011 03:51

I move outside the lift...

And wait for everyone.

“Can someone figure how to make Cryo don’t press random buttons?”

written by Cryoburner on Jan 21, 2011 08:00

“I suppose you could take over guarding this forkbot for me. That way, I could get back to jogging. I can’t press random buttons while jogging.”

I look to make sure that I’m not going to bump into any doorways if the forkbot starts moving. I keep close to the forkbot just in case.

written by Gligar on Jan 21, 2011 17:22

Cargo lift

Mango-R looks around. Nope, no open panels. But there are some switches. He flips them up.

This just serves to annoy Nukabot further. "Okay, that's enough. From now on, I'll drive myself. **No one** is to touch any of my controls, is that clear?!"

Massacrebot moves past, promoting Nukabot to follow. The jackobot follows, seemingly muttering something.

Cargo lift landing (Q level)

Now dangling over the side, Cryo-R tries to jog on the spot again, and succeeds. He notes the holes from earlier. They're forkbot shaped.

written by Lightning4 on Jan 21, 2011 17:26

"Uh... fair enough."

I sit back and enjoy the ride, I guess. I grab my other packet of delicious (to think it is otherwise is treasonous, of course) Something Orange and start munching.

I shoot a glare at Cryo, but soon go back to my food.

written by 4616599 on Jan 21, 2011 17:36

I follow behind Nukabot, quickdrawing my laser pistol in a slightly bored fashion. I look around, checking for any exits.

written by Speeder on Jan 21, 2011 17:48

After a while I remember something and state.

"Oh, we will have to cross the combots, the one that talks to me, probably Mr. Jackobot owner or associate, told me that we are only to trust the three bots that we already have here, thus know that battle may happen."

I continue walking forward for a while, then I turn around and start to walk backward, so I can face Jackobot.

"Can you somehow when we get there do something to avoid battle? Like, override them, or inform them, in case they are allies, or something else like that?"

I turn again forward, and resume walking.

written by Jam on Jan 21, 2011 18:27

I follow Speed-Y, and make sure he doesn't run into anything while he's walking backwards...

"Mr. Jackobot, didn't you say earlier that your owner (or associate, or whatever) was ULTRAVIOLET clearance?"²⁹⁶

written by Cryoburner on Jan 22, 2011 01:13

(Wait... when did I start jogging again? I thought I said I couldn't jog like this. 😊)

"Hmm... I get the impression that the hole in that wall is forkbot shaped. Perhaps being attached to the exterior of a forkbot while traveling through a forkbot shaped opening might not be particularly efficient. We should probably detach me from the forkbot for maximum efficiency. Does anyone actually have a key for this forkbot leash?"

²⁹⁶ SPEEDER: (ooc: my ooc grammar suck, I meant associate of the owner, not of the bot...)

written by Gligar on Jan 22, 2011 02:26

On The Way

L4-O sits back and eats his other packet of algae chips, casting a Glare at Cryo-R as he does. Cryo-R, meanwhile, is concerned at the forkbot-shaped holes. Nukabot just charges through, causing Cryo-R to hit the edge of the hole.

As it happens, though, the wall is crumbly, and he passes through. There's no need to go and find a key after all! Say, does anyone have a key for the handcuffs?

Joris-O, and the other walking clones, lag behind a little. Joris-O looks slightly bored as he practices quickdrawing his laser pistol.

The Hub

There are now a couple of clones here. They seem to be investigating the forkbot-shaped hole they found. Of course, when a bunch of clones and bots emerge from it, they jump up in surprise. Which is a food thing, since they can scramble out of the way of Massacrebot, which is walking backwards at them.

Speed-Y and Jam-O ask the jackobot a question each. "It is possible that I did, but I may simply have said that my owner was high clearance," it answers. "I will attempt to reason with these combots, but they may well ignore me."

written by Jam on Jan 22, 2011 04:44²⁹⁷

"Hmm... Do you think you could tell us the clearance of your owner, or at least tell us if he's BLUE or above? Or is that information withheld for security reasons?"

I look at the clones that Massacrebot almost stepped on, noting if they look anything like communists...

written by Gligar on Jan 22, 2011 16:25

The Hub

"My owner (aside from The Computer, of course)? Let us say that he is most definitely above BLUE Clearance. Please understand that he prefers to remain out of sight, and does not want information about him to be revealed unnecessarily."

Jam-O walks back and looks at the dead clones. They're both wearing fuzzy hats.

written by Lightning4 on Jan 22, 2011 17:28

I continue munching as we drive along, looking at the sites along the way.

I get mildly nervous about the combot area ahead.

²⁹⁷ JAM: (ooc: Whoops.. I wasn't there when the jackobot mentioned it's owner was ULTRAVIOLET... I must have just had a lucky guess, or an assumption, or something... Yeah, that's it...)

written by Gligar on Jan 23, 2011 01:21

Corridor Q-epsilon

Jam-O catches up with the team again just as it leaves The Hub. Behind them, more clones arrive, apparently to open up the food counters.

As they continue, it becomes clear that things are being cleaned up. The barricades, in particular, are being taken down.

Internal Security checkpoint

As the team reaches the checkpoint, one of the combots moves to block the way. "I see you have returned."

written by Lightning4 on Jan 23, 2011 14:43

I sigh seeing the combot block the path.

In between mouthfuls of chips, I say,

"Yeah. We need to pass *munch munch* again. Important mission, you see."

I munch, waiting for a response.

written by Jam on Jan 23, 2011 14:50

I peer at the combot.

"Didn't we already give you a password?"

written by Gligar on Jan 23, 2011 17:10

Internal Security checkpoint

"I cannot let you pass without the password. You have one minutecycle."

More combots seemingly activate and block the team's path. The jackobot says, quietly, "They are ignoring me."

written by Jam on Jan 23, 2011 18:24

"..."

I look at the combot, with a surprised expression.

"You really need a password from me? Don't you recognize me? I'm the Director? But of course you don't... I've changed my appe—ah, I mean, uh, jumpsuit... You didn't just hear that..."

I take out Andrei's ME card, and hold it up for the combots to scan.

"Here, my ME card. Perhaps this will clear things up... Any more questions?"

written by Lightning4 on Jan 23, 2011 21:17

I noisily munch on chips, watching Jam.

I mutter a little a little bit, something about combots or something like that, but it's (hopefully) not audible beyond party range.

written by Speeder on Jan 23, 2011 22:21

I just watch Jam too²⁹⁸

²⁹⁸ SPEEDER: (OOC: I moved back from Campus Party to my home, and move I mean, since I stayed a whole week in CP, sleeping there and

written by Cryoburner on Jan 24, 2011 00:48

"Oh, hi there! Would any of you botlyke fellows happen to have a set of spare forkbot-leash keys you could lone us? Someone here decided it might be a good idea to have me take this forkbot for a walk, but absent-mindedly attached him to me without first checking whether they had any keys to undo his leash. I have nothing against forkbots really, but it might interfere with my exercise routine if I have to drag him around behind me all day."

I check where I am. If I'm still hanging over the side of the forkbot, I proceed to pull myself back up on the roof, or into some other location on or inside the bot, whichever seems safest and most comfortable.

written by Gligar on Jan 24, 2011 01:52

Internal Security checkpoint

The lead (?) combot looks at Jam-O sharply, as if it heard something. Its attention is diverted, though, when Jam-O flashes the ME card. The bot sends out a scanning laser, which locks onto the card.

There is a rather loud silence, only broken by L4-O's munching.

"Very well, citizen," the bot says, "but I still - "

And of course, Cryo-R has to chime in. The combot replies, "Someclone... decided... to make you... take a forkbot for a walk? Huh. Probability of a falsehood: approaching unity. Probability that clone believes what he is saying: approaching unity."

The combot points several weapons at Cryo-R. "Provide identification, and password. Now."

Other sounds indicate that the other combots are also pointing weapons teamward.

written by Lightning4 on Jan 24, 2011 08:02

I facepalm.

Then notice I'm out of chips. Now I'm facepalming AND frowning.

"The crazy guy is with us. We have him restrained because he could be dangerous. I assume he's important to our task somehow, but uh-the Director here hasn't told us anything. The higher ups won't be happy if you blast him again, nor would we be... since we will just need to retrieve him again anyway." I sigh at the end, considering the prospect.

written by Speeder on Jan 24, 2011 12:50

I also point Massacrebot guns at Cryo.

"Ok, do more funny things like that, and this time I will personally make you regret it."

written by Jam on Jan 24, 2011 15:14

I also facepalm.

everything, it was like moving... Reason why I don't posted for a while)

"Read the name on the ME card... Isn't that your password? Foursixonesixfiveninenine? Or did someone change it while I was recloning, and forget to tell me? I'll have them terminated for that..."

written by Gligar on Jan 24, 2011 18:33

Internal Security Checkpoint

Facepalming happens. L4-O runs out of algae chips. The combots don't seem to be impressed by L4-O's explanation. "Insufficient. The correct password has not been given."

Speed-Y joins the combots in pointing weapons at Cryo-R. Well, not his weapons. Massacrebot's weapons. But you know what I mean.

Jam-O continues impersonating "Director Andrei". He gives the bots the same password as before. Unfortunately...

"Password expired."

written by Speeder on Jan 24, 2011 18:44

Noticing that all this won't work this time, I aim at the ceiling above the bots and shoot a explosive shell.

"Sorry, it was an accident!"

written by Lightning4 on Jan 25, 2011 00:28

I put my empty bag away and watch Speed.

When he starts shooting, I reach for my blaster and get ready to shoot. I start shooting if the combots don't think it's an "accident".

written by Cryoburner on Jan 25, 2011 00:33

I rummage through my pockets, looking for identification and a password.

"Let's see... I know I put my identification and password here somewhere."

I examine the shell that is presumably flying through the air. If one is not, I just examine the air where a shell would be if it were flying through it.

I also once again try to determine whether I am on, in, near or underneath the forkbot, and if not properly shielded from potential flying debris and/or other projectiles, I make some attempt at shielding myself from such things, moving inside or on the back of the forkbot if possible.

written by Jam on Jan 25, 2011 00:52

I dive for cover as the ceiling explodes above me...

"Ah!! The [DFSR] is falling! The [DFSR] is falling! Run for cover!"

I run away from the falling chunks of ceiling.

written by Gligar on Jan 25, 2011 01:23

Internal Security Checkpoint

"Oops"... Massacrebot "accidentally" fires a shell!

Cryo-R tries to get a good look at it, but it's moving too fast.

The shell hits the ceiling in the general vicinity of the combots. Said general vicinity promptly explodes, causing the ceiling to fall in, knocking over four of the combots.

And throws debris towards the team.

A piece hits Massacrebot, who doesn't seem to be outwardly affected.

L4-O grabs his blaster and manages to duck out of the way. A piece of shrapnel flies towards him, barely passes over his head, and just barely misses Cryo-R. Oh wait... it didn't miss, it scraped against his nose. Not that he seems to notice. He's looking for an ID. Ah, there's his ME card.

Jam-O tries to run away, but ultimately takes a piece of shrapnel to the foot. Ow.

Other clones dodge as appropriate and manage to avoid everything except dust.

Oh, and one other thing. When the ceiling fell, it opened up a hole up to R Level. Looks like there are clones up there. One shouts down, "What's going on down there?"

written by Speeder on Jan 25, 2011 01:27

I then attempt to fire a incendiary shell toward the farthest away combots.

Then I shout with the speakers.

"Oh, we are only the Friend Computer team taking out some unruly bots. You up there are commanded to help."

written by Lightning4 on Jan 25, 2011 01:33

"Wow, that was close." I say, while coughing on some dust. Possibly synthcrete? Maybe a certain hyperanalytical team member would better identify it...

I take aim at one of the closest combots and open fire.

written by Cryoburner on Jan 25, 2011 14:23

"Yes! Help is needed! And many jumpsuits! Throw as many as you can find down here! Your deeds will not go unrewarded!"

I examine the flavor and consistency of the dust.

written by Jam on Jan 25, 2011 14:37

"Hey, good idea Cryo-R! You guys up there are ordered to throw anything you can find at the combots! Failure to obey is punishable by summary execution! Don't make me come up there and terminate you all..."

Then I address my hurting foot.

"OW! MY FOOT! AARRRG!"

I duck again as a incendiary shell explodes nearby me.

"AHHH! SPEED-Y! WHAT ARE YOU TRYING TO DO, KILL ME?!"

I cough a bit more, and move away from the fire. I pat the flame out of any part of me that might be on fire.

"How is an incendiary shell supposed to work against metal bots anyway?"

written by 4616599 on Jan 25, 2011 16:52

"Oh, yes, of course!" I acknowledge the 'Director', flinging a grenade, pin and all, at the bots and then ducking. "They're obviously rogue, or something."

written by Gligar on Jan 25, 2011 18:56

Internal Security checkpoint

Speed-Y switches ammunition, looking for incendiary rounds. Massacrebot selects one for him. It's not a napalm shell this time, though he can't tell exactly what it is since the name is redacted on the HUD.

But that doesn't matter. Time to fire!

The shell flies through a gap in the combots, hitting the one right at the back.

There is an intense white flash, followed by the sound of things catching on fire. Things like paint, electrical insulation... and ammunition.

But as it turns out, it's quite difficult to see all this. The shell also produces a thick bank of smoke back there.

Back with the team, L4-O is having problems with the dust.. it's kind of everywhere. Including in Cryo-R's mouth, it seems. He tastes it. It has the taste and consistency of powdered synthcrete.*

And oh yes! There's people speaking... It seems that everyone's asking for help from R Level. I can't make it out properly, since one of the blasts took out some of the microphones, but... ah yes, there's Cryo-R, obsessing on those jumpsuits.

But he actually has a point. Throwing things down would be good. Like, say, the grenade thrown by Joris-O. (Which, by the way, knocks a combot off its treads. It helps that it's the same one that just got attacked by L4-O.)

And it seems that the clones upstairs have listened. They throw a few grenades down and run.

A sudden explosion from R Level betrays the fact that there was a live pin up there with a short fuse. Oh well.

But there's more than one live grenade and/or pin down here. Did I mention they're live?

written by Speeder on Jan 25, 2011 19:14

I then whatever part of Massacrebot is more armoured toward the enemies and try to shield somehow everyone else with my position.

"Braaaaaaace yourseeeeeeelf!!!"

written by Lightning4 on Jan 25, 2011 19:33

"Explosion time!"

I crouch down into Nukabot, hoping to be protected from the blast by it and Massacrebot.

* What, you've never tasted synthcrete?

written by Mingamango181 on Jan 25, 2011 22:11

I do the same as L4-O, because I know that troubleshooters of a higher rank know better.

I wait for what's next, counting silently the secondcycles.

written by Jam on Jan 25, 2011 22:12

I run away from the grenades, hiding behind Massacrebot or Nukabot if I can find them...

"Yaaaah! Die combots!"

I shoot at the combots.

written by Cryoburner on Jan 26, 2011 01:43

"Mmm... synthcrete."

I return to ducking behind or inside the forkbot,²⁹⁹ keeping the bot between myself and any grenades or other miscellaneous flying objects. I also make sure my nose is covered this time, as I need that to smell with. Speaking of smell, I make sure to smell the forkbot while I'm there.

written by Gligar on Jan 26, 2011 02:13

Internal Security checkpoint

Speed-Y rotates Massacrebot, aiming the best parts of its armour at the grenades. Everyone else tries to take cover the best they can, behind bots or whatever. Massacrebot's offering a lot of cover. Nukabot's offering some, at least. Mango-R starts counting to himself.

Jam-O takes the chance to shoot while hiding behind Massacrebot. His laser hits the second combot, causing it to flail wildly. Looks like he hit the main sensor.

Cryo-R tries to keep Nukabot between himself and anything else. Of course, the cab is basically just a frame, so he ends up just hanging to one side, trying to grab hold of L4-O. As he does, he notes that the forkbot smells faintly of explosions, slightly of toxic gas, strongly of dust, and not-so-strongly of oil.

Speaking of explosions... **BOOM**

Combot parts go flying. Flesh-type people (and other bots) get comically stained black.

written by 4616599 on Jan 26, 2011 06:43

I duck behind the bots. "Whew. Looks like I'm infrared again..."

I try blowing off the black dirt, while listening for any activity.

written by Speeder on Jan 26, 2011 11:33

I look around to see if any Combot survived.

"Wow, Massacrebot look so cool now."

written by Jam on Jan 26, 2011 13:41

"Woo! That was some explosion!"

²⁹⁹ CRYOBURNER: (Which is it, again?)

I look down at my jumpsuit and notice no apparent changes in its appearance. But, looking at the others...

“Ha! We’re all INFRARED again!”

Then I turn my attention to the blast site and try to see through the smoke, to tell if there are any combots left functioning.

written by Gligar on Jan 26, 2011 17:39

Internal Security Checkpoint

Joris-O manages to remove some of the blackness from his jumpsuit. He notices some mechanical sounds coming from somewhere in the smoke.

Speed-Y has a look, though Massacrebot. It detects at least three sources of sound.

Jam-O also has a look. The smoke seems to clear a little, enough to visually identify three bot-like shapes in the smoke.

Lucas-R just says, “Woah...”

written by Lightning4 on Jan 26, 2011 19:53

I cough a bit, and wipe some of the soot from my face.

“Now there’s a good explosion!”

I see the bot-like shapes and ready my blaster again.

“I guess that wasn’t enough?” I say while frowning.

written by Speeder on Jan 26, 2011 23:28

I start to shoot (no shells this time) on the still working bots.

“You refuse to die? Not even that you can comply?”

written by Jam on Jan 27, 2011 00:24

I aim at the bot-like shapes.

“How could anything have survived that blast?”

written by Cryoburner on Jan 27, 2011 00:49

I climb back onto the roof, and begin examining it in detail.

written by Gligar on Jan 27, 2011 01:18

Internal Security Checkpoint

L4-O wipes his face. The he looks over and sees the shapes in the smoke. Those bots still there? Blaster time.

Speed-Y feels the same way. He fires Massacrebot’s slugthrower. The smoke seems to be interfering with the armourbot’s targeting systems, though, and he ends up missing.

Jam-O takes aim, or tries to.

Lucas-R starts shooting. Somehow, he hits something in the smoke.

Cryo-R... completely fails to do anything about the bots, choosing instead to inspect Nukabot’s roof. Hey look, a rust spot.

written by Jam on Jan 27, 2011 01:51

I whisper to the others.

“Hmm... If we can’t see the bots, there’s a good chance they can’t see us either...”

I lay down and start crawling across to the other side of the checkpoint, staying as far away from the combots as possible (perhaps staying near the walls)³⁰⁰

If there’s any indication that the combots have spotted me, and are about to shoot my brains out or something, I shoot at them, hopefully before they can shoot me.

written by Speeder on Jan 27, 2011 02:53

Since Massacrebot is not the most sneaky person in the world, I just keep the combots distract from the ones sneaking around.

written by Lightning4 on Jan 27, 2011 03:51

I keep my blaster trained on the combots, ready to shoot if combat starts up again.

written by Gligar on Jan 27, 2011 17:30

Internal Security Checkpoint

Jam-O gets an idea, and crawls into the smoke. He tries to get past the bots, while, at the same time, trying to stay near the wall.

It’s hard to see more than about 50cm in the smoke. He practically bumps into a combot before suddenly realising that the wall is over there. Right. So, following that, he continues. It turns out to be difficult to crawl through junked bot parts, though.

A sudden loud, high-pitched noise right above him shocks him. A combot has detected him, and has aimed a rather large weapon at him.

But before it is able to fire, a volley of slugfire hits it, knocking its aim off. It changes target, and fires at the firer – Massacrebot. The effect looks like a larger version of a blaster firing.

Direct hit to the chassis! One of the armour plates buckles and glows a dull RED. I imagine Speed-Y must be feeling uncomfortably hot in there. In fact, I’d be surprised if he didn’t sustain burns from it.

Jam-O doesn’t know this, though. All he sees is an opportunity. He fires his laser pistol at close range, and seemingly causes a motor to collapse on itself.

From somewhere else in the smoke comes the sound of a lot of ammunition detonating at once. I guess one of the burning combots finally got too hot.

written by Speeder on Jan 27, 2011 18:25

I attempt to activate temperature control measure, but in case none of that is available, I open the bot (while turning the open area away from the battle.)

³⁰⁰ JAM: (ooc: I’m not exactly sure of the layout of the room...)

written by Lightning4 on Jan 27, 2011 22:53 **written by Gligar on Jan 28, 2011 16:55**

I fire at the combot that shot Massacrebot. Or rather, I fire where I THINK it is after seeing the blast come from the smoke.

written by Jam on Jan 27, 2011 23:05

I try to escape while the combot is distracted by Massacrebot.

Since I'm assuming the combots will hear me running, I try to confuse them by throwing random things from my pockets, like pieces of rubble and Safe-T-Helmets and unpinned grenades (and the pins too), across the room.

written by Cryoburner on Jan 27, 2011 23:51

I check whether there's still a multicorder taped to the top of the forkbot, and examine it if found, noting whether it happens to be defective or dirty in any way that might reduce its operational efficiency.

written by Gligar on Jan 28, 2011 01:35

Internal Security checkpoint

Speed-Y checks Massacrebot's systems, looking for any sort of temperature-related system. From what he can see, there is a radiator, and a couple of fans. He turns on the fans. They seem to work a little.

Meanwhile, L4-O fires into the smoke.

Jam-O tries to get away from the combot, while throwing some objects in random directions. One of them is a pin.

A sudden blaster shot hits the pin, exploding it and singeing Jam-O, as well as knocking him to the ground.

Meanwhile, on top of Nukabot, Cryo-R inspects the multicorder taped there earlier. It still seems to be recording, though there is low battery indicator lit. It's partly covered in soot.

written by Jam on Jan 28, 2011 01:59

I lay on the ground a bit, hurting.

"Ow... What was that?"

I lay a bit more, and hurt some more...

Then I continue dragging myself along the ground, towards the other side of the checkpoint... It's too late to turn back now, I've already gotten this far...³⁰¹

written by Lightning4 on Jan 28, 2011 04:24

"Huh. I wonder what I hit."

I hold my fire until the smoke clears a bit so I can fire at something more combot shaped.

Internal Security checkpoint

Jam-O lies there for a moment. That was too close! But he can't give up! He keeps going...

This time, he's able to get through the rest of smoke without a problem.

L4-O decides to wait for the smoke to clear a bit more. Which it does, a bit. I guess the ventilation fans are kicking in.

One of the tow remaining combots fires again, narrowly missing Massacrebot with an oversized blaster.

written by Lightning4 on Jan 28, 2011 21:43

I see that the smoke is starting to clear, and start shooting at the combot that is firing at us.

I check my blaster's power level after shooting, to make sure it can still hold up.

written by Jam on Jan 28, 2011 22:38

I notice the smoke seems to be thinning, and try to run for cover, where the combots won't be able to see me.

After resting a bit, I carefully peer out from behind my cover and try to count how many combots are still active.

written by Cryoburner on Jan 28, 2011 23:04

"Oh, soot!"

I proceed to untape the multicorder from the frame, carefully rerolling the tape and placing it in my pocket for later use. I wipe the device clean and take a better a better look at it, noting any controls or access panels it might have, as well as its general size and weight.

written by Speeder on Jan 29, 2011 01:21

As soon as Massacrebot (and me) is better I start shooting enemies again.

written by Gligar on Jan 29, 2011 02:11

Internal Security checkpoint

L4-O fires again.

Direct hit! The blast hits the combot's brain housing, melting the cover and part of the bot brain underneath. The combot suddenly fritzes and arcs all over the place before powering down.

His baster is running low on energy.

Jam-O hides behind a convenient partition. He peers out and notices the sole functioning combot, aiming a weapon at the team.

Cryo-R doesn't notice. He is fixated on the multicorder, which he is trying to remove. He eventually manages it, but is unable to recover the duct tape used to secure the device to the frame. Just as he is about to inspect it, a laser blast emerges from the smoke, impacting the multicorder and ruining it.

³⁰¹ JAM: (ooc: I'm not too sure about the luck I've been having so far... I've almost died twice now... 😊)

I'll spend a PP to try to make the rest of my journey across uneventful, at least for me...)

Had Cryo-R not removed it from Nukabot, the multicorder would have been undamaged. The blast would have been absorbed by his head.

Massacrebot's internal temperature drops to a temperature reminiscent of the gantries above active food vats. At least Speed-Y is no longer in any danger of burning alive. Speed-Y instructs Massacrebot to shoot. But the shot misses.

written by Cryoburner on Jan 29, 2011 04:52

"Noooo! Multicorder! What will I record without you!? Such bitter sorrow! Woe is me! Woe! Woe!"

Now unable to examine the multicorder, I instead examine the ruined multicorder, noting any ruined controls or access panels it might have.

written by Lightning4 on Jan 29, 2011 06:27

"Woo, direct hit!"

I notice what Cryo is doing and simply shake my head.

I search through my pack for any more blaster power packs. If I find another spare, I swap power packs. If not, I grab my laser pistol instead and use that.

written by Gligar on Jan 29, 2011 16:20

Internal Security checkpoint

Predictably, Cryo-R needs to examine something. It might as well be the remains of the multicorder, right?

Nope. He *tries* to, but another laser blast hits the remains of the multicorder, causing the power pack to explode in his hands. There's almost nothing left of the unit. Not even the memory card, which likely contained information vital to the success of the mission or something. Such senseless destruction of Computer Property... and to think it would have remained intact had Cryo-R just left it where it was...

L4-O shakes his head at this. He also searches for another power pack for his blaster, and finds that he still has another full one. He swaps it for the nearly-empty one.

written by Lightning4 on Jan 29, 2011 22:47

I get momentarily distracted by the explosion behind me.

I look, and sigh again. I ponder whether it would be treason to hope that the blast crippled his hands...

I turn back towards the combot and return fire, trying to hit anything that look vulnerable.

written by Speeder on Jan 29, 2011 22:53

I shoot any still rebellious combots.

Then I turn a bit to Cryo.

"I think I should infiltrate you in the enemy, it would cause more damage and let you on our side. Don't you think?"

written by Jam on Jan 29, 2011 23:14

I check if I have any shots left in my current laser pistol barrel.

If I do, I carefully aim at the combot, at an important looking circuit or joint, and fire.

written by Cryoburner on Jan 30, 2011 00:26

Noting that there is almost nothing left of the remains of the multicorder, I examine the remains of the remains of the multicorder that are there, however small they might be.

I don't attempt to pick them up though, and maintain a low profile, keeping close to the forkbot, since someone seems to be shooting at multicorders, and I wouldn't want them inadvertently hitting me in the process.

"Infiltrate me in the enemy? I honestly have no idea what that means, but it does sound entertaining. Might it involve the use of RFID tag scanners? I may need to be detached from this forkbot leash in order to do that though. I'm under the impression that someone may have forgotten to bring the forkbot leash keys with them though."

written by Gligar on Jan 30, 2011 02:58

Internal Security checkpoint

L4-O notices the multicorder's explosion, and sighs. He wonders if it would be treason to hope that Cryo-R was injured by the explosion? Well, is he a traitor? If yes, then no.

Anyway, he then returns fire on the remaining combot. But as he does so, his blaster suddenly heats up rapidly, making it painful to hold.

Speed-Y, in Massacrebot, also returns fire. He's more successful, scoring a hit on the combot's right manipulator.

The combot returns fire! It misses Nukabot by a metre.

Jam-O checks his laser pistol. The barrel's spent.

Cryo-R still wants to examine the remains of the multicorder. What is there to say? All that's left is a ruined heap of junk.

He gets confused at Speed-Y's suggestion that he infiltrate enemy ranks. Again, he requests that he be released from Nukabot. Does anyone have the key to those handcuffs?

written by Jam on Jan 30, 2011 03:14

I remove the old barrel and throw it so it hopefully lands somewhere nearby the combot.

Then I screw on a fresh ORANGE barrel, and proceed to aim at the barrel I just threw (if it landed near the combot), or just at the combot (if the barrel didn't land near the combot). I aim carefully at my target, and fire.

written by Lightning4 on Jan 30, 2011 04:42

"Ah! Hot potatolyke food product!"

I promptly discard the blaster away from me, then blow on my hands a little to cool them off.

Lacking a weapon, I duck down into Nukabot to avoid getting hit.

written by Mingamango181 on Jan 30, 2011 05:00

I check my not so crude slugthrower to see whether it is loaded, doing so if it isn't already. I try to aim at the remaining combot, firing once I'm sure it will hit somewhere that seems vulnerable.

written by Speeder on Jan 30, 2011 14:20

I start to get annoyed.

"Why that combot refuse to die? Why??? WHYYYYY??? WHY YOU DON'T DIEEEEEEE?"

I shoot it again.

written by Megagun on Jan 30, 2011 14:29

I stand up, stumble, and knock my head on a nearby wall.

written by Gligar on Jan 30, 2011 17:34

Internal Security checkpoint

Jam-O discards the old barrel, throwing it in the general direction of the combot, which is caught off guard, resulting in the barrel bouncing off and falling to the floor in front of it.

L4-O also discards his malfunctioning blaster, and tries to take cover in Nukabot.

Mango-R inspects his slugthrower (not the crude one). It seems to be loaded, so he fires at the combot. But for some reason, it won't fire.

Speed-Y is falling below mandatory minimum happiness levels. He fires again.

He ends up hitting Jam-O's discarded laser barrel, precisely at the same time as Jam-O, who has changed his barrel.

The spent barrel squeals loudly for a moment before exploding. The combot doesn't have a chance to respond before most of its weapons are destroyed by the blast.

Stubbornly, its last remaining weapon tracks round and aims towards the group.

Medical Bay (bunker)

Hey, Mega-R is awake! He vaguely remembers sustaining burns at some point, but he doesn't seem to have any now.

Disoriented by getting up so fast, he stumbles and hits his head on the wall by the dormitory door. The docbot doesn't seem to notice. In fact, it seems to be powered down.³⁰²

written by Mingamango181 on Jan 30, 2011 19:26

"Darn thing," I say, referring to both the stubbornness of the combot, and my slugthrower deciding not to work.

I check to see whether the safety catch is on. I switch it off if so, and I try switching it on if it isn't.

I try and fire at the remaining combot weapon once more.

³⁰² GLIGAR: (OOC: What with Google Docs deciding to be stupid with me, I'm trying out Microsoft's offering - go on, say it, OLOL MICROSOFT...

I have the stats page transferred. Let me know if there are any problems.)

written by 4616599 on Jan 30, 2011 22:22

I duck again. Trying to let the combot have a few more targets to aim at, I fling my packet of Algae Chips Extra Fun forward.

written by Cryoburner on Jan 31, 2011 02:13

Seeing as no one responded to my queries about infiltration, scanners and keys, I take another look at the ruined heap of junk that used to be the remains of a multicorder, checking whether any ruined components might also function as a forkbot leash key.

written by Gligar on Jan 31, 2011 02:43

Internal Security checkpoint

Mango-R checks his slugthrower. Sure enough, the safety's on. He turns it off and tries again.

This time, the weapon fires. He's able to hit one of the combot's sensors, causing its remaining weapon to veer off target. Even as it fires.

The wayward shot - which seems to be an... icicle, of all things - hits a thrown packet of Algae Chips Extra Fun, impaling it and falling to the floor.

Meanwhile Cryo-R still persists with that destroyed Computer Property. There is absolutely no way that any part of it could ever be used as a key. Only two groups would think otherwise: 1) mentally defective clones; and 2) high members of the Mystics.

written by Mingamango181 on Jan 31, 2011 05:36

I fire again, hoping that the combot would just stop working already, since it has wasted so much time.

"Just... Stop working."

written by Speeder on Jan 31, 2011 14:57

I become happier with the explosion, and after wasting a turn (oh wait, what is that?) watching the beauty of the shiny energy emissions, I attempt again to permanently make that combot not dangerous.

written by Gligar on Jan 31, 2011 17:03

Internal Security checkpoint

Mango-R fires again, but his shot misses the combot completely, and just barely misses Jam-O, who is nowhere near the bot.

Speed-Y snaps out his daze and orders Massacrebot to fire again. His shot manages to hit the combot's bot brain cover, which pops open.

The combot tries to correct its aim and fires its icicle gun thing again. Once again, it misses, only managing to hit the much-abused heap of a former multicorder.

written by Lightning4 on Jan 31, 2011 17:14

I stay hidden for now.

I search myself for another weapon besides turbo... didn't I have a laser pistol here somewhere?...

If I find it, I peek out and try to start firing again with it.

written by Megagun on Jan 31, 2011 18:02

I stumble towards the docbot and start punching its operating console madly.

"WAKE UP, TREASONOUS PIECE OF METAL"

written by Speeder on Jan 31, 2011 18:06

I smile, or better, grin, a mad grin, a evil and mad grin, and I shoot the brain of the boot.

"DIEEEE MUHUAHUAHUAHUA DIEEEE DIEEEE DIEEEE!!!"

written by Jam on Feb 01, 2011 00:50

I fling myself to the side, instinctively dodging Mango-R's shot (even though it already passed a few secondcycles ago).

Then I stand back up, and stare at Massacrebot, who seems to be aiming at the feet (or, more specifically, the boot) of one of the loyal clones, though I can't really tell who at this distance...

Wait, is he laughing?! Yes, that's Speed-Y's voice! What is he doing!? Has he gone mad?! Oh no!

"SPEEDER-Y!! DON'T DO IT!! NOOOOOOOOO!!!"

I start running as fast as I can towards Massacrebot, aiming my laser pistol at it at the same time...

written by Gligar on Feb 01, 2011 01:41

Internal Security checkpoint

L4-O remains hidden. He rummages through his things, and pulls out a laser pistol. Then, he fires at the combot's open bot brain compartment.

Nicely done! The bot brain explodes in a shower of sparks, and the bot powers down. Finally.

Speed-Y, on the other hand, seems to be enjoying things a bit too much. Not only does he not notice the destroyed bot brain, he also fails to notice that he's aiming at Lucas-R's left boot. With a yell, he fires several bullets.

Or at least, he tries to. Massacrebot won't accept the target. But he doesn't seem to care, and manages to override the bot. Even as Jam-O rushes towards Massacrebot, he fires.

Click click click

SLUG JAM³⁰³

Medical Bay (bunker)

Meanwhile, half a sector away, Mega-R still seems to want treatment. He pounds on the docbot's control panel, trying to start it up.

The docbot's sensor dome sluggishly turns. "Why has my sleep mode been interrupted?" it asks. Rather slowly, it must be said.

written by Speeder on Feb 01, 2011 01:49

I notice the shit I am doing and stop.

Then I open the bot.

"Sorry Jam! I am very sorry!"

I go check the slug launcher.

written by Cryoburner on Feb 01, 2011 01:49

I take a cautious yet inquisitive look at the much-abused heap of a former multicorder, which has now apparently been hit by an icy object. I proceed to examine said icy object, careful not to actually come in direct contact with it.

Getting the impression that the giant metallic kitty containing Speed-Y might be targeting the boots of clones, I make sure to quietly conceal mine from its view.

written by Lightning4 on Feb 01, 2011 08:24

Feeling a little more cool from that good shot, I blow on the end of the laser pistol barrel. Even if it IS entirely unnecessary.

I look down on the ground at my blaster and see if it's still overloading. If not, I slip off Nukabot for a moment to grab it. I climb back up onto Nukabot and put the blaster next to me, not confident enough in it to put it in my backpack.

While down there, I also try to interfere as much as possible with what Cryo is trying to look at, just for giggles.

written by Jam on Feb 01, 2011 14:47

I run up to Speed-Y.

"Ah! You almost shot Lucas-R's foot off! I hope that was some kind of accident, rather than you purposely trying to harm him! Otherwise, unfortunately sir, I'd have to terminate you, even if you are higher clearance, unless you had a really good reason to shoot him."

I turn towards Lucas-R.

"Wow, that must have been scary! Here, have this bag of ORANGE Algae Chips, it will make you feel better. You are ordered to eat it whenever you feel like it, or give it away (to an ORANGE clearance or higher citizen), or discard it, or do whatever else you want with it."

I offer one of my unopened bags of CruncheeTym Algae Chips Tastes Like Something Orange to him.

written by 4616599 on Feb 01, 2011 15:35

"Phew! Good one, citizens!"

I creep forward, peering at the remains of the combots. I whack away at the last combot's bot brain with a bell for good measure.

³⁰³ GLIGAR: (OOC: Heh, a 20. Isn't that just mandatory? 😊)

written by Gligar on Feb 01, 2011 18:13

Internal Security checkpoint

Speed-Y snaps out of it, and opens Massacrebot. After apologising, he inspects the slugthrower. Sure enough, there are three slugs blocking the firing mechanism. He's able to clear them out.

L4-O blows on the end of the laser pistol barrel. Gas discharges from barrels in use is not unknown, though kind of uncommon. It's usually nothing to worry about.

He then checks his discarded blaster, and discovers that it's still hot to the touch. He's still able to pick it up and place it next to his seat on Nukabot.

Cryo-R decides to examine the icicle. Yep, it's definitely an icicle, such as might form from a neglected leak in a water pipe, in an area served by a malfunctioning temperature control system, or a [CENSORED]. You know how it is. Tech Services never seems to have the time to keep up with such things. You probably already know the usual advice they give out in such situations.

It's difficult to tell with this icicle, since it's melting, but it seemed to be about twice the size of a standard slugthrower slug.

Cryo-R can't get anything else out of it, since L4-O decides to reach up and poke the ruined multicorder a few times. Just because it's fun.

Jam-O reaches Massacrebot, and issues a clearance-appropriate reproach to Speed-Y. He then offers Lucas-R a bag of Algae Chips Tastes Like Something ORANGE, though the RED clone seems hesitant.

Joris-O creeps up to the combot remains, and whacks at the last combot's ruined bot brain a few times with one of the remaining ring-for-service bells. Ding ding ding ding....

written by Cryoburner on Feb 01, 2011 22:53

"That bell! I must have one!"

"Say, Speed-Y, rather than shooting off the boots of random clones, might you have something like a pair of wire cutters on you, perhaps a set that was borrowed from someone and never returned? I don't know why, but I'm under the impression that you might, for some reason, even if you may or may not know you have them."³⁰⁴

written by Jam on Feb 01, 2011 23:33

I wait a bit for Lucas-R to decide...

"Or do you not want the bag of chips?"

I give the bag to him if he looks like he actually does want it, otherwise I just put it back in my pocket.

³⁰⁴ CRYOBURNER: (The new stats page kind of sucks. 😊 It splits the table up into multiple pages, doesn't allow the use of the browser's in-page find feature, and reverses the mouse wheel scroll direction in Opera. 😊)

"Well, we should be going, shouldn't we? Or perhaps, it's time for a... MANDATORY INVENTORY SEARCH!"

I proceed to unload everything I have on me, and lay it all out on the floor. I keep watch over my things in case any stray communists decide to run up and steal my precious laser pistol barrels or something...

"Okay, here's all my stuff! Who's next? John-R, how about you?"

I proceed then to watch John-R's every move like a hawk (whatever that is, some kind of camera perhaps?).

written by Speeder on Feb 02, 2011 01:11

I start peering at Jam.

"You was IntSec or something?"

If the slugs I retrieved are good, I reload them on the bot, and climb on it again.

"Also, that cannot wait until we are in Derek laboratory?"

Then I turn to Cryo.

"I wonder if Derek improved that machine that clearly failed on you previously."

written by Gligar on Feb 02, 2011 01:54³⁰⁵

Internal Security checkpoint

Cryo-R hears something... a bell!

But then he remembers something. Does Speed-Y have a pair of wire cutters?

It seems that Lucas-R doesn't want the algae chips. Oh well. Maybe it's time to get going.

Or maybe it's time for an inventory search!

He spreads out his gear on the floor. He then suggests that John-R follow suit.

Except that John-R isn't here.

Speed-Y wonders if Jam-R is with IntSec?

Then he inspects the retrieved slugs. They look good, so he reloads them, and re-enters the bot. Maybe it is time to get going after all.

written by Megagun on Feb 01, 2011 17:47

I groan and kick the Docbot in a place where I'd expect it to have its balls.

"Because of the very fact that you're in sleep mode, you communist slab of junk! Aren't you supposed to STAY ALERT and HAVE YOUR MEDICALS READY? Pfft. They don't make you like they used to, anymore!"

written by Jam on Feb 02, 2011 02:14³⁰⁶

"..."

³⁰⁵ GLIGAR: (OOO: Okay, one complaint. Would anyone else care to make a completely-non-y-tagged comment on the subject?)

³⁰⁶ JAM: (ooo: I basically agree with Cryo. Hmm... Is there any reason why we can't just have it in it's own thread here at Anywhere?)

"Where is John-R? I thought he was with us..."

I look around for him a bit, and call to him...

"Jooooooooohn-R! Where are you?!"

I look around a bit more, then respond to Speed-Y's question...

"Hmm... Intsec... I do like shooting things... Maybe I was with Intsec..."

I gather my things up again, and put them back in my pockets.

"Okay, I guess the inventory search can wait... Are we going on, or should we go searching for John-R? It's not like him to wander off..."

written by Lightning4 on Feb 02, 2011 02:25³⁰⁷

I look around.

"Hey... where IS John? Did we leave him back at the compnode or something?"

I shrug.

"Oh well, I think he knows where we're going... maybe he'll catch up. Speaking of which, we should maybe start moving again?"³⁰⁸

written by Speeder on Feb 02, 2011 03:38

After a while I say.

"oh... he got shot during the battle... we totally forgot him! This is bad! He was the only one capable of warning us when to use jingles to defend from mind probing, maybe we are already being probed and we have no idea."

written by Mingamango181 on Feb 02, 2011 09:42

I stare in some direction for a moment. Then I answer to Speeder.

"Oh dear... But being probed for what? Nothing should work better than those brainscrubs. But we should go find John-R, once we get these bots fixed."

I wait for Speed-Y to decide what the team does next, taking time to carefully examine my equipment. What's left of it, that is.

"Err... has anyone seen my ME card? Or my PDC?"³⁰⁹

³⁰⁷ LIGHTNING4: (OOC: Besides the table-splitting, looks/works fine here.)

³⁰⁸ SPEEDER: (OOC: I don't even figured how to view it... it kept trying to download something.)

³⁰⁹ MINGAMANGO181: (OOC: Looks quite... Word like.)

written by Gligar on Feb 02, 2011 17:35³¹⁰

Medical bay (bunker)

The docbot replies, sluggishly, "Clearly, citizen, you have not kept up to date with bot operating protocols, which state that a bot may be kept in sleep mode until its services are required. This is to conform to recent energy saving initiatives."

The docbot trundles over to a cabinet and drops off the mound of syringes it was still holding, and returns with just one. "In addition, your aggressiveness suggests that you have fallen below minimum mandatory happiness levels. As such, I am authorised to administer corrective medications." It approaches Mega-R and inject the contents of the syringe.

The contents begin to take effect almost instantly. It's not long before Mega-R ceases to care about protocols or docbots. He's just too happy to care.

Internal Security checkpoint

Jam-O seems surprised at John-R's absence. He looks around, and calls out, but there is no answer.

Then he wonders... maybe he was with IntSec after all.

He then puts his equipment away. Should they proceed, or go and find John-R?

L4-O thinks he was left at the compnode. Still, they should be going, right?

Speed-Y suddenly remembers: John-R was injured during the communist battle. This can't be good. What if some mutant is probing them? They could be anywhere!

Mango-R can't figure out why a mutant would do that. But maybe they should go and find him.

Speaking of finding things, where are his PDC and ME Card?

written by Megagun on Feb 02, 2011 21:34

I smile and dance around. "OH, JOY! YOU DOCBOTS ARE THE BEST PALS EVER!"

In a flash of happiness, I take out my PDC and start recording a video.

"Oh, docbot! You are the best pal I could ever hope to have! Please, for the sake of recordkeeping, tell me why you are to happy to help a happy citizen such as myself! Does it have anything to do with the protocols wired in your amazingly complex brain?"

I dance around whilst attempting to point the PDC's camera at the docbot.

³¹⁰ GLIGAR: (OOC: So opinions are between average and negative. And one case of "it doesn't work at all". I guess we aren't using it, then.

In that case, it's a good thing I prepared this alternative alternative. It's not perfect, but it should be at least 10,000% better than Microsoft's offering. And it shouldn't randomly log me out when I try to edit something. *Glares at Google*

Oh, and if you're wondering why I don't just make another thread here: 1) the markup here is substantially larger; and 2) this edit frame is just too damn small.)

written by Cryoburner on Feb 03, 2011 00:18³¹¹

"Say, that's a splendid plan! I'll go retrieve this John-R fellow, while you guys go get these bots taken care of! If anyone wants to tag along, I suppose that would be alright. We can split up into two teams, so that none of you get lost or anything."

written by Lightning4 on Feb 03, 2011 00:33³¹²

"None of us are cleared to go back without Speed. But without him, we're not cleared to move ahead either..."

"I guess Speed could ask for one of us to be cleared, so they can go back and get John while the rest of us repair the bots."

"And we're certainly not trusting YOU with anything."

I glare at Cryo.

written by Jam on Feb 03, 2011 00:57³¹³

I suddenly become extremely paranoid, and get a scared look on my face.

"Ah! Speed-Y, wherever we go, we need to move now, before the mutants find us! They're probably in our heads right now, planting communists thoughts in our brains or something! They're probably tracking us, following our every move!"

I suddenly start singing loyalty jingles...

"FRIENDCOMPUTERFRIENDCOMPUTERFRIENDCOMPUTER! Get out of my head, mutants!"

"How about I go back to get John-R? I'll need someclone to go with me though... BUT NOT CRYO! He's already tried to kill me once... Once is enough..."

"FRIENDCOMPUTERFRIENDCOMPUTERFRIENDCOMPUTER..."

written by Gligar on Feb 03, 2011 02:36³¹⁴

Medical bay (bunker)

Mega-R HAPPILY dances around. He HAPPILY gets out his PDC and starts recording video, while he HAPPILY asks the docbot a question. The docbot answers, "It is the duty of docbots to ensure that clones are kept at optimum health and happiness. Happiness is mandatory, after all." It seems to have sorted out its sluggishness.

³¹¹ CRYOBURNER: (Oh, Speeder, you need Javascript enabled for the page to display. Some NoScript-type plugins will interfere with it. That doesn't make it suck any less though. 😊)

The plaintext file at streyalis.org isn't bad, but seems to currently lack an inventory. Perhaps one could be added as a separate vertical list at the bottom?)

(Hmm... What happened to the borders? 😊)

³¹² LIGHTNING4: (OOC: I like the streyalis one. Descriptions on the NPC inventory pages is a nice touch.)

³¹³ JAM: (OOC: Yeah, I agree that the streyalis one is much better.)

³¹⁴ GLIGAR: (OOC: Cryo: try reading the page 😊)

Internal Security checkpoint

Cryo-R likes the idea of going to get John-R. He volunteers for the task.

L4-O raises a valid point: clearance. Speed-Y is team leader, after all.

Also, he doesn't trust Cryo-R. Can't say I blame him.

Jam-O gets paranoid. Those mutants... those mutants! He suggests that the team get a move on, before the mutants act... Loyalty jingle time!

He does volunteer to go and get John-R, though, as long as he has someclone with him, just not Cryo-R.

It would appear that Cryo-R is not popular with the team.³¹⁵
³¹⁶

written by Cryoburner on Feb 03, 2011 03:32³¹⁷

"Obviously, not trusting Cryo is a clear sign that communist thoughts have already been implanted in your head. Cryo is most trustable!"

I begin examining the forkbot leash connecting me to the forkbot, along with exactly what part of the bot it happens to be connected to.

written by Lightning4 on Feb 03, 2011 08:38

"Now he's referring to himself in the third person. I think this clone might be a touch defective."

I look a little paranoid along with Jam.

"Although he could be right, how do we know that those commies aren't implanting thoughts into our head?!"

I join Jam in the "FRIEND COMPUTER FRIEND COMPUTER" chant.

written by Gligar on Feb 03, 2011 18:05

Internal Security checkpoint

Speed-Y seems to have sent a PDC message. He's waiting for a reply.

Cryo-R believes that not trusting him is a sign that the mutants are attacking. He's also referring to himself in the third person, which L4-O notices.

But despite possibly being defective, he does have a point. Those mutants could be attacking, and how would you tell? You'd need a mutant yourself, wouldn't you?

L4-O gets paranoid and joins in with the loyalty jingles...

Suddenly, the jackobot beeps. "I have received new orders. They concern this John-R clone you mentioned. Apparently, he was terminated by The Computer's automated defence turrets when camera control was restored."

³¹⁵ GLIGAR: (OOC: Also, Jam wins 1pp, that was funny 😊)

³¹⁶ SPEEDER: (OOC: erm... I do the same thing as the last turn again?)

³¹⁷ CRYOBURNER: (I suppose you could probably do something else while waiting for a response from the PDC. 😊)

written by Speeder on Feb 03, 2011 18:07

I look at the jackobot.

"I see... This was expected. Anyway, I suppose your orders are to fetch him?"

written by Lightning4 on Feb 03, 2011 18:46

"FRIENDCOMPUTERF-wuh?"

I break the chant after hearing the jackobot speak.

"Oof... he's not gonna be happy with us. Oh well, at least he'll have two eyes again. Surely he'll be okay with that."

written by Megagun on Feb 03, 2011 20:53

I smile, and stay euphorically:

"Ah, that explains EVERYTHING! I've always wondered why docbots were such cute and cuddly little creatures. All this, plus the fact that you were asleep earlier, make me believe that docbots exhibit all the regular features one would expect from a happy fun mandatory Troubleshooter!"

I begin hugging the docbot, but then change my mind

"Wait a minute. Would this not place docbots under the same rules and regulations as regular folk like myself? Would this not imply that docbots also fall under the mandatory happiness rule? And if we assume that docbots are wired in a relatively simple way compared to the more advanced bots, would this not mean that docbots are wired such that they'll become unhappy whenever regular folk are unhealthy, in order to provide the docbot brain with the stimulation to provide clones with the required medical supplies? And would the previous rule not mean that they'd BREAK THE RULES ALL THE TIME!?"

I back off a bit.

"What do you have to say against THAT, you poorly debugged set of device drivers!?"

written by Cryoburner on Feb 03, 2011 21:19

I *once again* begin examining the forkbot leash connecting me to the forkbot, along with exactly what part of the bot it happens to be connected to. 😊

"Say, I'm getting a bit hungry. I haven't eaten in like forever. Might anyone have some snacks, preferably cold and/or insta-hot fun? I'd grab some of my own, but they seem to be with my backpack somewhere. Come to think of it, we really should make it a priority to recover that backpack. It contains advanced technology vital to the success of our mission, which we most certainly wouldn't want falling into the hands of communists, now would we?"

written by Jam on Feb 04, 2011 01:03³¹⁸

"John-R's been terminated? That's not good at all... We'll need to find his next clone, that'll be a headache... We might get headaches after we find him too, depending on how mad he is that we forgot about him..."

I look at Cryo-R for a few seconds, thinking...

³¹⁸ Jam: (ooc: Hey, PP's! Thanks! 😊)

"I have some Soylent RED... But if I give it to you, you have to actually eat it, and not spend ten minutecycles inspecting it, okay?"

I offer a Soylent RED to Cryo-R.

written by Gligar on Feb 04, 2011 02:36

Internal Security checkpoint

The jackobot answers, "Indeed. If any of you wish to accompany me, you may do so. I cannot determine what his reaction will be, though."

Cryo-R keeps trying to inspect the handcuffs. Each time, he sees that they're connected to the roof of Nukabot. It's not likely to change no matter how many times he inspects it. But apparently, he keeps forgetting.

Also, he's getting kind of hungry. And can someone go and get his stuff? They should be where he died...

Jam-O thinks that finding John-R will be a headache. Then, h offers Cryo-R some of his Soylent RED on the condition that he eat it then and there.

Medical bay (bunker)

Mega-R realises that, perhaps, docbots and Troubleshooters aren't all that dissimilar.

But this raises another point. Wouldn't that class them as citizens? And in that case, they must comply with the Happiness Is Mandatory rule. And therefore, they must be programmed to be unhappy when clones are injured. That means that they defy the Happiness Is Mandatory rule.

Mega-R backs away, once again annoyed.

"I believe that your logic is flawed, citizen," the docbot replies. "Just because bots may display clonelike attributes does not mean that they are subject to the same regulations as clones. For one, we are not assigned a security clearance. We simply do what we are programmed to do. Also, you have the right to additional clones. We do not. Once we are destroyed, we are gone."

"I could go on, but it is clear you are not interested. Please leave the medical bay."

written by Speeder on Feb 04, 2011 03:39

"Oh... I should go, because it was my fault after all, but I need to repair the bots, since I am the tech guy... Erm... vatcrap."

After a while I decide.

"Ok, I will go fix the bots... Please Mr. Jackobot, explain to him why I am not fetching him."

written by Cryoburner on Feb 04, 2011 05:21

More specifically, I check what part of the roof they're attached to. A portion of the frame that's welded in place, or maybe a hand grip connected by some loose screws? Perhaps the entire roof is removable, for those situations where it is desirable to have a convertible forkbot. I make sure to check for each of these things. 😊

"Oh, Soylent RED! That might work well enough! Don't worry, I certainly won't spend 10 minutecycles inspecting it. Anything over 7 minutecycles would be outright excessive!"

I accept any Soylent RED offered to me, checking its packaging to ensure that it is properly sealed and presumably free of any evident tampering.

written by 4616599 on Feb 04, 2011 15:52

I snap out of my daze again.

"Hey, I'm not really needed to fix the bots, so I'd think I can help recover John-R. Rather inconvenient, this whole thing. Come to think about it, could there be other reasons why he was terminated? Did he have links?... COMPUTERCOMPUTERCOMPUT-"

written by Gligar on Feb 04, 2011 16:16

Internal Security checkpoint

Speed-Y decides to stay and help repair the bots. The jackobot replies that it understands.

Predictably, Cryo-R KEEPS INVESTIGATING . How many times is he going to look at the same roll-bar, and the EXACT way its welded into place, when he has a mission to complete? If he carries on inspecting random stuff, he's likely to fail to notice important things, like if someone decides to point a laser pistol at him... like, say, Lucas-R. See? He's doing it now. I think he's getting annoyed, too.

He does eventually finish his inspection, and accepts Jam-O's Soylent RED. And guess what? **HE INSPECTS THAT TOO.**

Joris-O decides to go and help the jackobot. The jackobot answers, "Is there anyone else?"

He then wonders if there's a reason John-R was terminated, and gets paranoid.

And finally, The Computer speaks. **"Report, citizens! I am especially interested about any possible reasons why there is a clone handcuffed to a forkbot inspecting a package of Soylent RED as if he does not trust the perfection of its manufacture."**

written by Speeder on Feb 04, 2011 23:02

I sigh inside the Massacrebot.

"Speed-Y reporting. We currently have a defective clone on the team, seemly that clone cannot avoid doing CPU work all the time, even when it is supposed to be eating, or fighting. I intend to take it to Derek-G, and attempt to use a prototype reeducation machine."

written by Jam on Feb 05, 2011 00:22

I salute, or bow, or whatever is the mandatory way to show respect to Friend Computer.

"Friend Computer, it's so good to hear your voice again! Yes, I'd also like to know, Cryo-R, why are you inspecting that Soylent RED as if you didn't trust that it was safe to eat?"

Then I look at Joris-O.

"Links? What are you implying? Links with what?"

I walk over to him.

"I guess I could come with too... I have a few questions I've been meaning to ask John-R... I wonder if he knows any other mutants that might be able to help us with our mission..."

written by Cryoburner on Feb 05, 2011 01:22

"Oh, hello there miss computer ma'am!"

"I was actually just rejoining the group after being given this new body. Thank you for that, I might add! It really works quite well, and has that fresh clone scent. In any case, I entered the lift and was waiting for all the inefficient stranglers to catch up, when this one decided to attach me to this forkbot, apparently to keep it from getting away, but impeding my movement in the process."

I gesture to L4-O.

"Unfortunately, he doesn't seem to have brought any keys for it, thus reducing my operating efficiency and slowing down overall mission progress. As for the inspection of the Soylent RED, it's simply to verify that it hasn't been tampered with, since Jim-O here offered it to me shortly after getting suspicious that mutants might be implanting his mind with communist ideals. It's simply a precaution to avoid further interference with the mission."

written by Gligar on Feb 05, 2011 02:14

Internal Security checkpoint

Speed-Y tells his friend and yours that they have a defective clone.

Jam-O wonders exactly why Cryo-R is inspecting the Soylent as if it were unsafe. Then he remembers what Joris-O said. What was he implying? Perhaps he could tag along.

Cryo-R then speaks. He claims that he was simply rejoining the team when, for no apparent reason "that clone" (L4-O) decided to impede his movement. He also states that his inspection of the Soylent is just a precaution.

The jackobot adds, "If I may, friend Computer, I would like to add that, after I first encountered this clone at the Central Subsector Cloning Station, he has demonstrated extremely poor judgement. For instance, at the cloning station, he attempted to steal the station's supply of jumpsuits, claiming that they were, in fact, a backpack filled with hammocks. Second, as I was escorting him towards the team, he attempted to part company with me, apparently wanting to search for a bell factory, at a dead run. I was just barely able to catch up with him. Later, as he met the team anyway, he claimed he was just out for a jog. It is true that they decided to handcuff him to the forkbot. I suspect that they do not want him to leave them again."

The Computer seems to think for a moment. **"The existence of a defective clone is troubling. It means that Cloning Services are not performing optimally. This must be investigated."**

"Second: Cryo-R, while I usually applaud vigilance, I do not see any evidence of tampering. In addition, you seem to be in error as regards the name of that clone. According to his identity documents, he is Jam-R-JYR, breveted to ORANGE Clearance. Therefore, you have doubted the word of a higher-clearance citizen. This is a clear sign of unhappiness. I hereby fine you 50 credits.

"Team Epsilon, you have 16 hourcycles. That is all."

written by Speeder on Feb 05, 2011 02:25

I sigh, then I say.

"Ok people, we know what time we have, everyone move FAST to our assignments, but still safe please."

I start our trip toward Derek-G lab.

written by Mingamango181 on Feb 05, 2011 04:41

"...16 hourcycles? Just that many? Great!"

I smile a bit nervously about the amount of time that is left. Then I hop off Nukabot, and start moving towards towards the lift, not so much at a safe rate, but hopefully FAST at Speed-Y's standards.

written by Lightning4 on Feb 05, 2011 09:39

"Well, you heard Friend Computer, let's get you to the lab so we can conduct repairs." I say to Nukabot.

"I'll stay with the team here, I maybe might be able to assist with repairs or something."

written by Jam on Feb 05, 2011 13:57

I check the time on my PDC, then look up with an excited expression on my face.

"Yay! Come on, let's go find John-R!"

I grab Joris-O and the Jackobot, and begin dragging them towards the other side of the room.

After a while, I stop.

"Erm... I have no idea which direction to go... Perhaps you should lead, Mister Jackobot?"

written by Cryoburner on Feb 05, 2011 14:18

"Oh, that computer is such a joker. Always joking... and such."

Seeing as it appears to be properly sealed, I proceed to unseal my package of Soylent RED, taking a look inside at all the Soylent RED that probably exists there. I examine its color, aroma and consistency.

"But wait! I have no spork! However will I consume this consumable without the aid of a spork or three to spork it with!?"

I look around for any sporks.

written by Gligar on Feb 05, 2011 16:34

Internal Security checkpoint

Speed-Y gives the order. Time to MOVE! He heads back into Epsilon Subsector.

Mango-R hops off Nukabot and follows him.

L4-O decides to return to the lab to help with repairs. Nukabot says, "Huh," and follows Massacrebot.

Jam-O checks the time. It's 01:04. He then HAPPILY grabs Joris-O and the jackobot, and tries to get going. But... he doesn't know where to go. "This way, citizens," the jackobot says, and leads the way back to the Central Subsector cargo lift.

Everyone else follows the team's bots. Including Cryo-R, of course. Speaking of Cryo-R, he opens the Soylent... and inspects it. It's normal for Soylent RED: that is to say that it's RED, smells faintly of vinegar, kelp and algae, and has a slightly spongy, but firm, consistency, such that it could be eaten out of the packet if desired.

But Cryo-R doesn't desire, oh no, he wants a spork! But he doesn't have one, and can't see any.

written by Megagun on Feb 05, 2011 18:34

I groan.

"How about you actually help me out before telling me to leave the medical bay!?"

I try my best to think of the most horrible thing I can think of, and puke all over the docbot.

written by Lightning4 on Feb 05, 2011 20:42

I kick back and relax since Nukabot is content driving itself.

I keep my eyes open for any potential danger though. Maybe. Not that there's any danger out there, besides maybe commie mutant traitors. But we'll soon be safe from those... right?

I look mildly worried for a moment, but the feeling passes.

written by Jam on Feb 05, 2011 21:17

I follow the Jackobot, dragging Joris-O along with me if he doesn't seem to be walking by himself..

written by Gligar on Feb 06, 2011 02:10

Medical bay (bunker)

Would you believe that Mega-R *still* wants treatment, despite there being nothing visibly wrong with him?

The docbot glares at him. And continues glaring as Mega-R as he sticks a finger in his mouth, causing himself to vomit over the docbot. Ew.

As Mega-R staggers backwards, suddenly disoriented, the docbot answers, "Oh very well... what is the medical problem? *And do not waste my time any further.*"

The docbot approaches and extends a manipulator, poking Mega-R in places. "Does this hurt? This? How about this? Or this?"

Corridor Q4

The group continues down the corridor. It comes to the intersection with Q1.

L4-O relaxes for a moment. It's nice to not have to drive for a change. Looks like the corridors are being cleaned of corpses from the earlier battle.

Corridor Q-epsilon

The jackobot continues down the corridor. It suddenly makes a right turn before it reaches the Hub.

Jam-O and Joris-O continue to follow.

From the Hub comes the sound of an advert being played on a vidscreen. Those have been missed, I'm sure.

written by Jam on Feb 06, 2011 14:03

"Yay, an advert!"

I proceed to listen to the advert, and sing along if it's the musical type.

written by 4616599 on Feb 06, 2011 15:21

I whistle along, trying to keep my mind clear of things.

written by Gligar on Feb 06, 2011 17:31

Inner Ring Corridor

Even before Joris-O and Jam-O can finish singing along with the advert, the jackobot stops at a door and opens it. Visible within is the cargo lift landing, still with its holes leading to the Hub.

Also visible is another forkbot. A couple of clones are attempting to load the ruined warbot onto it. As it turns out, it's difficult.

written by Megagun on Feb 06, 2011 17:42

"No, no, no, n-OW! YES! THAT HURTS! Now GIMME THOSE PILLS SO I CAN GET OUT OF HERE!"

written by Jam on Feb 06, 2011 17:47

I note the clearance and general appearance of the clones. Then I look at Joris-O.

"Should we help them? It shouldn't take too long..."

If he agrees, I proceed to assist the clones in loading the warbot onto the forkbot.

If he doesn't agree, I continue following the jackobot.

written by Speeder on Feb 06, 2011 20:26³¹⁹

I smile seeing that things returned to almost normal, but I keep the pace toward Derek's.'

³¹⁹ SPEEDER: (OOC: for some reason I had read the last turn, but forgot to actually post. >.<)

written by Lightning4 on Feb 06, 2011 21:18

I dozed off, apparently.

"Zzzzz..."

I dream something about an ancient game called football, and about using commie heads as the balls.

I mutter something about a "goal" in my sleep.³²⁰

written by Cryoburner on Feb 07, 2011 00:57

Wasn't there a damaged scrubot around here earlier? I look around for any scrubots, damaged or otherwise.

written by Gligar on Feb 07, 2011 01:45

Medical Bay (bunker)

"Ah, I see. Analysing."

The docbot makes some quiet electronic noises.

"I am afraid that no pills will help your problem."

The docbot fires up its chainsaw. "Beginning clearance-appropriate surgery."

Cargo lift landing (Q Level)

Jam-O looks in, and notices that the two clones are ORANGE and YELLOW, respectively.

He asks Joris-O if they should help, but Joris-O does not reply. He shrugs, and follows the jackobot over to the lift, where the jackobot presses the call button.

Corridor Q1

As the team proceeds down towards the warehouse, Cryo-R looks around. He seems to recall thee being a scrubot in the vicinity, but he doesn't see one. Maybe it was moved.

Distribution Warehouse (Q level)

We haven't been here in a while! It looks like the place is being cleaned up.

As the team passes through, L4-O starts snoring. He must have dozed off at some point.

And he must be dreaming, since he's muttering "penalty kick... goal..."

Hoh did he learn that phrase? That's not a Funball term... wherever it's from, I'm sure it's treasonous...

Speed-Y smiles, though nobody can see him. He keeps moving.

He gets as far as the door to Corridor Q2 before he encounters another clone: Derek-G, as it happens. "Ah! Finished the mission already?" he asks.

written by Speeder on Feb 07, 2011 01:55

I stop, then I open the bot to talk more... Personally.

³²⁰ LIGHTNING4: (American football or regular football, you decide which is funnier!)

"Hello Derek! Good to see you. Actually, no. We have 16 hours, to do /something/ on the reactor, I have no idea what. But we have a problem, the bots are not in a good condition, specially Massacrebot, the actuators are seemly really strained, we need to patch what we can, before moving again. Also, I need to announce that the reeducation machine failed... We have now Cryo-R-2 here, and it still have defective behavior, and its number 2, was caused by the defective behavior on his clone number 1."

written by Jam on Feb 07, 2011 02:43

"Hey, I remember that warbot! It seems important somehow... Joris-O, do you know anything?"

I look at the lift indicator, and if the lift seems far enough away, I go over and attempt to help the two clones with the loading of the warbot onto the forkbot.

"Hello, sir!" I say to the YELLOW clone as I arrive.

written by Cryoburner on Feb 07, 2011 02:52

"I think someone may have misheard Idea bot, who was simply complimenting me on my decahedral decisions. It's a common mistake, I'm sure."

"In any case, someone decided it would be a good idea to attach this forkbot to me to prevent it from wandering off, but unfortunately forgot to bring keys with them. Being attached to a forkbot is a pleasant enough experience and all, but undoubtedly reduces the overall effectiveness of the team. If one could carefully cut this tether loose, it would certainly be appreciated. I would try myself, but I left my supplies behind when the computer was in the process of rewarding me with this new, more efficient body, and haven't got around to recovering them yet."³²¹

written by Lightning4 on Feb 07, 2011 09:39

I continue sleeping, oblivious to the fact we've arrived.

My dreams have switched to realm of bizarre now, I mutter something about "walrus cheerleaders" and "algae beasts".

written by 4616599 on Feb 07, 2011 10:12

"Yes. In fact, I believe that warbot fried you in your previous clone. We returned the favour, of course." I whisper to Jam-O.

I then approach the yellow clone.

"Ah, hello sir! My associate here and I might remember a thing or two about bot repair. That bot certainly looks to be in bad shape though. May we help?"

written by Mingamango181 on Feb 07, 2011 10:48

I follow whoever I'm following, keeping an eye out for any ME card or PDC that appears to belong to me.

³²¹ Speeder: (ooc: Cryo way of transforming a punishment into a reward, is one of the most amusing things I ever read on this thread 😊 If I was not already the guy with least PP, I would give some to Cryo 😊 If that was allowed, of course).

written by Gligar on Feb 07, 2011 16:57

Distribution Warehouse (Q Level)

Derek-G listens to Speed-Y. "Hmmm... it sounds like the communists may be planning something with the reactor... if that's the case, there may not be time to repair these borderline motors. And we'd have to let that cool down before we could touch it," he adds, indicating the still-hot armour panel.

He glances at Cryo-R. "This is troubling. Perhaps the new re-educator has problems with defective or mentally deficient clones? This will need further investigation... but it can wait until after the mission if need be."

L4-O keeps dreaming. But his dreams have changed... and I'd like to point out that the rumours of... things living inside the food vats and preying on hapless INFRARED vat stirrers are absolutely, totally, 100% false, regardless of anything you think you've heard. Those supposed incidents did not, and could not, happen. No, never. Anyclone caught spreading such rumours should be referred to Internal Security for re-education.

But anyway. Mango-R is also here, apparently looking for something. Whatever it is, it isn't here.

Cargo lift landing (Q Level)

The YELLOW looks around. "Ah, hello citizens! We're just trying to shift this warbot here. If you'd give us a hand, I'd appreciate it. We lost many clones during the communist takeover, and the cloning stations haven't fully reopened yet."

The cargo lift arrives, and its door opens. The jackobot says, "In your own time, citizens..."

written by Megagun on Feb 07, 2011 17:24

I grin.

"Bring it on, buddy!"

written by Speeder on Feb 07, 2011 22:58

I nod, then after a while.

"Can at least we modify the weapon system to make it stop jamming every time I use burst mode?"

written by Lightning4 on Feb 07, 2011 23:27

I finally come around upon hearing nearby conversation.

"Uhh.. algae monsterswha..."

"Oh. Hi Derek."

I get my bearings for a moment and recall why we're here, allowing Derek to respond to Speed first.

"Nukabot needs some repairs too. Some circuitry got fried by an overloading combot. And it has a flat tyre."

written by Jam on Feb 08, 2011 01:03

I try to work with the other clones to shift the warbot onto the forkbot's forks.

At the same time, I call to the jackobot.

"If you could just hold the door for a few secondcycles, we'll be right there!"

written by Gligar on Feb 08, 2011 01:43

Medical bay (bunker)

The docbot's chainsaw revs up as it closes on Mega-R.

Suddenly it lunges! But Mega-R rolls to one side.

"What?" the docbot asks. "You are not supposed to dodge!"

Distribution Warehouse (Q level)

"On the slugthrower, you mean?" Derek-G asks. "The problem could be... hmmm... let me see..."

He moves towards the weapon and inspects it. Then he produces a hammer and hits something, causing Massacrebot to growl. "Now now, Armourbot, I'm just repairing something..."

Something goes ping as it moves while Derek-G works. "There, that should do it."

He looks at L4-O. "I don't think I have any forkbot parts, citizen. I suggest you try the bot repair garage on J Level."

"Look again," Nukabot says.

Cargo lift landing (Q Level)

Jam-O moves to help the clones, motioning Joris-O to help them as well. With the added help, the warbot shifts, enough do that the forkbot can drive forwards. "I have got it!"

written by Jam on Feb 08, 2011 02:04

"Ah, good! Well, if that's all, we have a lift to catch..."

I turn, and run towards the lift (again dragging Joris-O along with me if he doesn't seem to be moving by himself).

"Wait! We're coming! Don't leave without us!"

written by Lightning4 on Feb 08, 2011 08:58

"Huh... well, you heard Nukabot I guess. If there really aren't any circuits, maybe we could at least patch up the tyre? I'm not actually sure how bad it is... let me check..."

I get off Nukabot and inspect the tyre, to see if a simple patch and inflate is possible.

written by Mingamango181 on Feb 08, 2011 10:42

I walk on, and seemingly into the Distribution Warehouse. I try my best not to look distressed about the loss of my ME card and my PDC. I hear something about J Level.

"...J Level. Right."

I shift a bit uneasily, and start repeating to myself.

"J Level, J Level, J Level, J Level, K Level, A Level, May Level, Maiden Elevel..."

written by Speeder on Feb 08, 2011 14:31

I check the weapon system, and if really working correctly I really smile in SUPER HAPPINESS.

"Oh, thanks Derek!!!"

"Hey Massacrebot, do you like it?"

I leave L4 with the Nukabot issues.

written by 4616599 on Feb 08, 2011 15:30

I allow myself to be dragged along, though I call after the clones. "Just thought I'd let you know this- there've been sightings and nasty encounters with rogue bots. Hope you clones can help. Thanks!"

written by Megagun on Feb 08, 2011 16:21

I groan.

"That wasn't me that dodged! It was my body! Perhaps you need to give me some medication in order to prevent my boy from dodging!"

written by Gligar on Feb 08, 2011 17:21

Cargo lift landing (Q level)

With the warbot in place, Jam-O follows the jackobot into the lift, dragging Joris-O behind him. The clones start to say something but the door closes, cutting them off.

Cargo lift

Once the two clones are in, the jackobot presses the button for R level.

Distribution Warehouse (Q Level)

"Hmmm, it sounds like a fault with the Asimov circuits... I'm afraid I cannot help with that. But... I might be able to repair the tyre. At a price, of course." Derek-G heads back to his lab.

L4-O checks the tyre. It looks like it's just punctured.

Mango-R catches up with everyone else, mumbling something about J Level. He seems to be treasonously afraid of J Level for some reason. What could be so frightening about J Level? It's a level like any other.

Speed-Y is checking out Derek-G's fix to Massacrebot. The bot's self-test seems to indicate that the weapon's okay. Of course the only way to know for certain whether the fix has worked would be to fire it. But either way, Massacrebot seems to like it. "Yip yip!"

Medical bay (bunker)

"Perhaps I will... after I complete surgery. Now hold still."

The docbot lunges again!

This time, Mega-R can't dodge in time, and the docbot's chainsaw cuts right into his left arm, just after the elbow!

And it keeps going... until the severed forearm drops off.

written by Lightning4 on Feb 08, 2011 21:56

"...price? I wonder what he means about that."

I inspect the rest of Nukabot's damage and note if the forks are bent or anything. If they are, I look around for a hammer or something I can use to bang them back into place.

written by Jam on Feb 09, 2011 01:17

"Hmm... It sounded like those clones were going to say something... Oh well..."

I sing along to any advertising jingles that happen to be playing through the lift's speakers.

written by Gligar on Feb 09, 2011 01:56

Distribution Warehouse (Q Level)

L4-O inspects Nukabot again, noting that the forks seem to be okay, and that he can't see any other damage.

As he finishes up, Derek-G returns, holding a box. "We've had this tyre repair kit for a few yearcycles here, I think PLC sent it up here by mistake or something. I think we can let it go for, let's say, 50 credits?"

Cargo lift

The lift moves for a moment. It's only going one level, after all.

As it does, the start of the CruncheeTym jingle plays. It gets cut off by the lift arriving on R Level, though.

The jackobot exits the lift. "This way, citizens."

written by Jam on Feb 09, 2011 03:01

I exit the lift, and continue following the docbot...

I also make sure Joris-O doesn't space out and get left behind, grabbing his arm and pulling him with if I have to.

written by Lightning4 on Feb 09, 2011 08:10

"Huh... hm. I'm not actually sure how many credits I have. But that sounds reasonable..."

I scratch my head for a moment, thinking.

I take out my PDC and fiddle with it in an attempt to remember how to bring up the credit balance.

written by 4616599 on Feb 09, 2011 15:02

"Thanks for helping to shield me!" I willingly allow Jam-O to virtually drag me around.

written by Megagun on Feb 09, 2011 15:34

I groan, pull myself together, and yell:

"FRIEND COMPUTER!"

written by Gligar on Feb 09, 2011 17:25

Cargo lift landing (R Level)

Yes, it's the same landing the team visited recently, complete with the vendobot.

Jam-O and Joris-O continue following the jackobot. It heads down the corridor, heading in the same direction that Cryo-R

came from some time ago. After a short time, it takes a left, entering a cloning station.

Distribution Warehouse (Q Level)

L4-O doesn't know how much credit he has left. He checks his PDC, trying to remember how to get it to show his balance. Ah! There we go. He seems to have 85 credits left.

Medical Bay (bunker)

The docbot powers down its chainsaw. "That will be 120 credits, please."

Of course, Mega-R decides to call our mutual friend. This causes a vidscreen to unfold itself from a table, and turn, revealing the Eye of the Computer. **"Citizen, I detect a note of unhappiness in your voice. Is there a problem?"**

written by Megagun on Feb 09, 2011 18:10

I glare at the part of my body that has been gruesomely detached..

"It would appear, oh Friend Computer of Awesome Mandatory Happiness fame, that part of my body, henceforth spoken of as 'evidence 1', has been cut off from my main body, henceforth known of as 'evidence 2', by none other than this here Docbot, henceforth known as 'traitor 1'."

I grab evidence 1 off of the floor with my remaining hand, and wave it around the room with a strange sense of euphoria.

"It is my understanding that 'evidence 2' can not exist properly without being accompanied by 'evidence 1' at all times, and I would like to make the following suggestions.."

I take out my Series 1300 PDC, quickly type on it, and then place it on a nearby desk, such that the screen faces Friend Computer's monitor, as well as the docbot. It is immediately recognizable to everyone that I'm running the latest maiming-edge version of ComputerSoft Powermark, the most sophisticated software to deal with presentations ever known to Alpha Complex..

"Number one: ", I say, and use evidence 1 to point at the PDC screen. "Restore 'evidence 2' to fully match the configuration as it was prior to the Incident".

"Number two: deal with 'traitor 1' the way Friend Computer deals with any kind of traitor: summary execution and a good ol' batch of B3 cans for everyone involved with uncovering traitors!"

"That's it! Let me know what you think!"

I then mumble: "This presentation has been brought to you by COMPUTERSOFT POWERMARK, the most amazing presentation software ever made! Still using Libre[DFSR] [DFSR]? Terminate yourself NOW and upgrade to COMPUTERSOFT POWERMARK! This disclaimer has been brought to you by ComputerSoft Powermark Mandatory Disclaimers, volume 13, section 3, paragraph 7."

written by Speeder on Feb 09, 2011 21:35³²²

I offer to pay instead.

³²² SPEEDER: (ooc: Now I wonder if Megagun is competing with Cryo to make the most amusing posts 😊 The two should team up...)

"Please, let me pay... I am the team leader, thus responsible for everyone, including bot friends."

I smile happily.

written by Cryoburner on Feb 09, 2011 22:54

"Let me pay! That way, I can resell it to Speed-Y here for PROFIT! That way, everyone wins!"

I examine the boxed tyre repair kit.³²³

written by Jam on Feb 10, 2011 00:54

"Oh, hey, a cloning station!"

I walk inside, and look around...

written by Gligar on Feb 10, 2011 02:09³²⁴

Medical bay (bunker)

Would you look at that?

Ignoring the fact that his stump is bleeding, Mega-R launches into a nice long explanation, even including a nice PowerMark™ presentation, as to why he called our mutual friend's attention. Just where did he learn to do that?

The Computer considers the explanation. Presently, it replies, **"That is an interesting allegation indeed, citizen. I do, however, require further information from those present. First: will the docbot please explain its version of events?"**

"Certainly," the docbot answers. "This clone came to me demanding treatment for burns. I requested further information as to how the burns were sustained. Information he did not provide.

"Later, he awoke me from sleep mode, demanding to know why I am not active at all times, and again demanding treatment. I diagnosed a case of unhappiness, and administered treatment. Happiness Is Mandatory, after all, as I stated.

"The treatment initially appeared to work, but the effect faded too soon. Perhaps my medications were tainted at some point during the 25 or more yearcycles I have remained inactive. And for a third time, this clone demanded treatment. I performed a test and discovered that amputation was required, resulting in the severing of the limb that the citizen refers to as 'evidence 1'. I have requested payment for treatment rendered, but he has not yet paid."

"Very well," The Computer replies. **"Citizen, would you like to add anything else? For instance, would you please explain exactly how you obtained the Computersoft PowerMark(tm) app? Are you aware of its security clearance? Your co-operation is appreciated in this matter."**

Distribution Warehouse (Q Level)

Speed-Y, as team leader, offers to pay for the repair kit.

³²³ CRYOBURNER: (Who spells tyre with a y, anyway?)

³²⁴ GLIGAR: (ooc: I do. Followed by a colon and a P separated by 10,000 light years.)

Cryo-R also offers to pay, stating that he could resell it to Speed-Y. And have a guess what he does next? Go on, guess.

That's right! He inspects the kit! He discovers that he cannot see inside the box, since it is sealed. The box appears to be a cube 30cm on a side, and is marked with a barcode, along with the legend REPAIR KIT AN-33614.

Derek-G answers, "So who will pay? Just one of you, please." He turns to L4-O. "You were first. How about you?"

Cloning station (R Level)

The cloning station is mixed clearance, with the usual cloning tanks - at least thirty - and a door leading to the chemical showers.

There are also two Computer Terminals nearer the door, each on a desk, surrounded by piles of forms. There is a single clone at one of the desks, sorting through paperwork.

In between the desks and the cloning tanks are two racks of jumpsuits, again of varying clearances, from INFRARED to GREEN. Another clone is using a scanner to, well, scan them, and is entering information into a PDC.

The clone with the paperwork looks up. "Can I help you, citizens? And... hey, weren't you here earlier, jackobot?"

"That is correct, citizen. I am here for John-R-SMR-2. Has he decanted yet?"

The clone checks his terminal. "Ah yes... he's in the showers right now."

"Thank you," the jackobot replies, and trundles over to the shower door.

written by Jam on Feb 10, 2011 03:05

I look at the clone scanning the jumpsuits.

"Oh, can I take one of those ORANGE jumpsuits? The cloning station I was at before only had INFRARED ones, for some strange reason... These jumpsuits are rather starchy, though, of course, that is not causing me any displeasure (because displeasure of anything Computer-approved is treasonous)... But I'd rather have a nice ORANGE one, if only so other clones wouldn't get confused by an apparently INFRARED clone carrying around ORANGE clearance weapons and walking in ORANGE clearance areas... In fact, it's almost mandatory that I take one of those jumpsuits..."

written by Lightning4 on Feb 10, 2011 07:05

"Hm. Speed and I could split the cost, I guess? I'm the one who'll probably be spending the most time with Nukabot."

I fiddle with my PDC again in an attempt to offer up my half of the money.

written by Megagun on Feb 10, 2011 15:20

"No, I do *not* want to explain how I obtained PowerMark..."

"Ha ha, just kidding. I got it from this *Mandatory Team Troubleshooter* contest prize giveaway. I had to name at

least 30 communist mutant traitors from the show, which -for one of the biggest fans of the show- isn't hard to do."

"As far as the security clearance goes, this app is security clearance INFRARED. Look, everything in this app is greyscale." I show the app to Friend Computer. "Hell. The only colors I can use in my presentations are shades of grey. It's as if someone put some kind of filter over all available colors, or something." I demonstrate the color picker to Friend Computer, and take a few moments to show him the awesome Color Wheel where you can select all the shades of grey you'd ever want to use in a presentation.

"As far as 'traitor 1' goes; he's lying. I never asked him to AMPUTATE MY 'EVIDENCE 1'! Why would I ever do that!? And he never really treated me well for burn marks, either. Look at this!" I show Friend Computer the most horrible burn mark on my body. "This is unacceptable!"

I begin to gurgle and generate foam using my mouth.

"At least I can be thankful that the happiness medication didn't have any side-effects! Friend Computer knows what could've happened!"

written by Gligar on Feb 10, 2011 17:30

Cloning station (R Level)

The clone looks up at Jam-O. "Do you have any identification, citizen?"

He then scans Jam-O's jumpsuit. "Hmmm... it seems that your jumpsuit is still registered to Tech Services... I'd have to ask you to return it in any case."

Distribution Warehouse (Q Level)

L4-O attempts to pay for half the cost using his PDC. Derek-G produces his own and checks it. "Very well." He turns to Speed-Y. "Citizen?"

Medical bay (bunker)

The Eye narrows a little at Mega-R's little "joke" before returning to normal as he explains. **"I see... an evaluation version. I am sure you understand the reasons for the restrictions in place, such as the advertising, restricted menu choices, and the locked-out save function. You are, of course, also aware that, by now, Internal Security has seen your presentation, and is independently analysing it for signs of treason? Good.**

"As far as your allegations are concerned, however, I am inclined to agree with the docbot. If it diagnosed that an amputation was necessary, then it most likely was necessary. And since you doubt the docbot's decision, you therefore doubt me. You are fined 100 credits for insubordination, plus 50 credits for lying. You do not seem to be burned."

As Mega-R starts foaming at the mouth, the Computer adds, **"And would you like to explain why that foam is Clearance ULTRAVIOLET?"**

Hey look, a laser turret!

written by Megagun on Feb 10, 2011 20:33

I gurgle:

"Insublarghtiblargh!? Whargh? Whargh abargh thablrhg thargh arghcket hergh?"

I take out the packet of insta hot fun, and show the sludge to Friend Computer.

"Blargharghg sighrargh blarghtiblargh burninationragh!!!!"

I stumble and foam all over the docbot.

"ARGH WHARGHL ABLRAGH THERGH BLARGH-ING!? AAAAAAAAAAARGH!!!!!"

written by Jam on Feb 10, 2011 20:41

"Oh, here's my ME ca—whoops, wrong one... Okay, *this* is my ME card... And here's a brevet too..."

I give the clone my ME card and brevet to scan, then, after taking everything out of the pockets, I proceed to remove my jumpsuit. I offer it to the clone...

"I won't have to return the jumpsuit back to the cloning station I got it from, will I? You'll take it here?"

I look at all the stuff on the floor.

"Say, you wouldn't happen to have a backpack I could store all this stuff in, would you?"

written by Speeder on Feb 10, 2011 21:43

I happily pay my half too.

"Yay! Nukabot driving properly already helps a lot."

written by Cryoburner on Feb 10, 2011 22:53

"I would pay half too, but then you guys would probably expect to share in half the profits."

"Say, Derek, you wouldn't happen to have a sporkbot conversion kit around here somewhere, would you? Having a forkbot is great and all, but I think you'll agree that he might be more useful with a spork on the front. You know, in case any of us happen to need a spork for some reason."

written by Gligar on Feb 11, 2011 02:03

Medical bay (bunker)

It would appear that the docbot's injection was, in fact, tainted. In this instance, Mega-R's speech is now unintelligible for the most part.

But it is still clear that he continues being argumentative. He pulls out the remains of the Insta-Hot Fun packaging, and attempts to wave it in front of the Eye.

The Computer remains patient, as always. **"I cannot understand you, citizen. Please speak clearly... A burnt Insta-Hot Fun wrapper? Are you claiming that it burned you? Again, I do not see burns on your body. Perhaps this is an old injury which has since healed, citizen. I would normally recommend that the nearest docbot be consulted in the matter. However, the nearest docbot appears to have been**

compromised. I must therefore request that it deactivate pending Technical Services attention."

But Mega-R is getting worse. He now begins to lose his balance, and stumbles into the docbot. The docbot does not react, other than to say, "Understood."

The Computer continues. **"The medical supplies in this room are now considered evidence and are off limits pending investigation. In the meantime, citizen, I suggest you find the next available docbot. Thank you for your co-operation."**

The Eye continues to show.

Mega-R just collapses.

Cloning station (R level)

Jam-O presents hi - no, that's the wrong one - his actual ME card. Eventually. Along with his brevet. The clone raises an eyebrow at the other card but says nothing as he inspects, and scans, the documents. "These seem to be in order. Any reason you have two cards?" he eventually asks.

Jam-O then puts everything on the floor and removes his jumpsuit. Does he have to take it back where he found it?

"You can leave it here, that's fine," the clone answers. "But of course, you now don't have a jumpsuit... and, of course, there are penalty charges for not filling out your form. But... I'm sure we can come to an arrangement of some sort."

The clone looks at all the stuff now on the floor. "It just goes to show, doesn't it? How much you end up carrying, I mean. Unfortunately, we don't have any backpacks... we had a clone earlier who tried to use a jumpsuit as one, though. He apparently thought he could requisition our entire supply."

As he is talking, the shower door opens. John-R is indeed there. he walks out, to be greeted by the jackobot. "John-R-SMR-2?" it asks.

"Three," John-R corrects it.

written by Lightning4 on Feb 11, 2011 10:56

"Well, that should do it then, hm?"

I start figuring out how to patch up the tire. If I receive the kit, I inspect the contents and get to work on the tire.

"Thanks sir, this should come in handy. Not that I'm expecting any further damage to come to the property of Friend Computer, of course!"

written by Jam on Feb 11, 2011 13:08

"Oh, I found this other ME card with a terminated communist. I was going to give it to his next clone, who I'm assuming would have any CMT thoughts erased from his memories... You haven't had a Foursixonesixfiveninenine-R passing through here recently, have you?"

"Oh, good, I can leave the jumpsuit here... I would have filled out a form, but I couldn't find any forms to fill out, even though I searched for them. I would have waited for

a clone from Tech Services³²⁵ to come assist me, but I really needed to go help my Troubleshooting team, as they were in the process of rebooting Friend Computer, and we wouldn't have wanted them to fail because I was spending precious minutecycles searching for a form, would we? But... An arrangement? Such as what?"

I look at all the stuff on the floor. I also look at the rack of jumpsuits that are very clearly hanging on the rack nearby. Then I look at the clone, and try to suppress a laugh.

"Heh... Er, aren't those jumpsuits hanging on the rack over there? And aren't clones supposed to use a jumpsuit as a jumpsuit? He he... How else would you use it? Any other use would be tre—JOHN-R!!"

I notice John-R exiting the showers, and run up to him.

"Hi John-R! Did your re-cloning go alright? And... We got Friend Computer rebooted! Woo!"

written by 4616599 on Feb 11, 2011 15:53

I snap out of another daze and wave at John-R.

"Ugh. I've been blanking out quite a bit of late recently." I hand my ME card to the clones if they need it. "Does anyone know why John-R over there was terminated?"

Noting John-R, I wave again and quickly clear my mind of thoughts just in case, and form a mental image of a bunch of giggling scrubots dancing and whirling around. Train-uh,Transtubes! Transtubes!

written by Speeder on Feb 11, 2011 16:17

I smile happily, then I prepare to depart inside Massacrebot.

"Thanks Derek! Oh... wait. I had an idea."

I look around for a monitor, and then ask.

"Friend Computer, can you lend me some of your time please? I need to talk with you."

written by Gligar on Feb 11, 2011 17:59

Distribution Warehouse (Q level)

Derek-G looks at his PDC again. "Excellent! Thank you, citizens. Now if you will excuse me, I have other matters to attend to."

He gives the repair kit to L4-O and heads back to his lab, muttering, "Sporkbots... how silly... maybe I could see the idea to someclone in HPD&MC or something..."

When he's gone, L4-O has a look at the tyre, and the repair kit. It looks like the tyre's inner tube has a puncture, and some of the rubberlyke has worn off. The repair kit seems to contain some inner tube patches, a couple of spare inner tubes, and some tubes of adhesive, for the patches, and rubberlyke gel to replace the worn sections of tyre. In addition, there are a couple of other tools present, presumably to allow the wheels to be removed and replaced.

³²⁵ JAM: (ooc: what happened to Cloning Services, or was there never such a thing...)

L4-O gets to work. He finds it easier to dismount the wheel first, so he starts with that.

Speed-Y gets ready to depart.

And then he has a thought. He looks for a monitor but can't find one. Oh well. He calls for our mutual friend.

The cargo lift's level indicator changes to display a miniature Eye of the Computer. **"Yes, citizen?"**

Cloning station (R Level)

"I see," the clone answers.

Jam-O points out the jumpsuits. The clone blinks. "What did I say? I was sure I said 'backpacks'... perhaps that clone needs to be checked for mutations or memetic agents... anyway. You can fill out a jump-"

But Jam-O has spotted John-R, and runs over to him. John-R sees him and says, "Hi, Jam-O! Did you just reclone as well?" He accepts an ME card from the jackobot, as well as a PDC.

Joris-O also notices, and waves, with an odd look on his face.³²⁶

written by Megagun on Feb 11, 2011 19:21

I glurgle and attempt to eat my packet of Insta Hot Fun.

written by Speeder on Feb 11, 2011 19:30

I look at the Eye, then I open the bot (so Friend Computer can see me).

Then I happily says.

"Friend Computer, sorry to take your time, but I must say that I want to formally here, tell you, how much help Derek-G has given to us, he is a great citizen, a true hero, survived the communist invasion, and provided us with equipment, and also helped interrogate a communist using a prototype reeducation machine. I know he is of a higher clearance than me, and that this would look like bootlicking or something, but it is all true, if I was of higher clearance, I would ask for his promotion, for he clearly is a valuable citizen of Alpha Complex. Since I am not, I am calling you to record this on your database."

written by Lightning4 on Feb 11, 2011 22:49

"Hrm."

I roll the bad spot on the wheel towards me and apply a patch to it. Then I apply the rubberlyke gel all over the bad section and smooth it down.

I check my handiwork and look for something to re-inflate with.

written by Jam on Feb 12, 2011 01:23

"What, no, I'm just exchanging my INFRARED jumpsuit for an ORANGE one..."

I walk up to the jumpsuit racks, and take an ORANGE jumpsuit and a RED jumpsuit. I bring them back to John-R, and offer him the RED one.

written by Mingamango181 on Feb 12, 2011 06:42

I watch L4-O work at fixing the bad spot, trying not too hard to think about J level.

Noticing that L4-O is looking for something, presumably to inflate the tire again, I look over at the contents of the repair kit, and analyse how each one could be used to assist with the process.

written by Gligar on Feb 12, 2011 16:27

Medical Bay (bunker)

Mega-R comes round enough to try and eat the sludge from the Insta-Hot Fun wrapper. The sludge tastes like burnt algae and would probably be declared unfit for consumption. But in his drugged state, Mega-R doesn't really care.

Distribution Warehouse (Q level)

The Computer responds, **"Thank you, citizen. It is pleasing to hear about acts of loyalty from any clone, regardless of how they sound."**

It is especially pleasing to hear such a report outside of designated Spontaneous Demonstrations of Loyalty. You are awarded a free bonus of 25 credits for your report. Have a nice daycycle."

The Eye disappears, returning the level indicator to its usual display.

L4-O continues his work. This part doesn't seem to be too difficult, though it may take a little time for the adhesive and gel to set. While he's waiting for it to do so, he looks for a method to reinflate the tyre, which proves a little more difficult due to Mango-R deciding to inspect the repair kit. Mango-R deduces that it will take a few minutecycles for the adhesive and gel to set, and also finds a small tyre pump down at the bottom of the box.

Cloning station (R level)

Jam-O picks out a couple of jumpsuits: one ORANGE and one RED. He offers the RED one to John-R, who accepts it. While putting it on, he remarks, "Hmmm... no armband... I'll need to get that tested."

John-R walks over to the other clone by the desk and starts talking, requesting that he be tested for mutations while he fills out forms.

written by Megagun on Feb 12, 2011 17:27

"Mmm, lovelgrlghgh!!!"

I get a bit of the sludge stuck in my throat.

"Gragkjhfjkj!!!"

I attempt to use the Heimlich manoeuvre on myself, when I realize that such a thing becomes nearly impossible without Evidence 1 being firmly attached to Evidence 2.

³²⁶ GLIGAR: (OOC: Cloning Services is a subgroup of Tech Services.)

written by Mingamango181 on Feb 12, 2011 22:20

I take the small tire pump from the bottom of the box, and give it to L4-O.

"Here's the pump."

I almost start talking about how unlikely it is for such a small pump to inflate a tire, but instead decide to wait quietly.

written by Lightning4 on Feb 12, 2011 22:56

"Oh. Thanks Mango."

I look the pump over and wait for the gel to dry.

While I wait, I hum a random B3 jingle, intermixed with random sayings of "Friend Computer is the best" and "Friend Computer doesn't rest."

written by Gligar on Feb 13, 2011 01:38

Medical bay (bunker)

Mega-R manages to get some of the sludge stuck in his throat, somehow. Maybe there's a chunk or two of solid Insta-Hot Fun in there. He tries to clear it before realising that he'd need at least two hands to do it properly, and starts choking...

Distribution Warehouse (Q Level)

Mango-R gives the pump to L4-O, who is still waiting for everything to set. And while he's doing it, he's humming one of the B3 jingles. Nice.

The adhesive and gel continue to harden.

written by Jam on Feb 13, 2011 01:44

I put on the ORANGE jumpsuit, then follow John-R.

I search for the appropriate forms to fill out for my new jumpsuit.

written by Mingamango181 on Feb 13, 2011 06:20

I use up some secondcycles to observe the tire, picking out the little minor details, and watching the adhesive and gel harden.

"Hmm..."

I get bored of looking at it after a while, and look for where the tire pump should be attached, so that I may be able to immediately point it out once the hardening process of the repair is complete.

written by Lightning4 on Feb 13, 2011 09:35

I note Mango starting to get a little detail-obsessive and watch.

"Don't go Cryo on us now..."

I notice he snaps out of it though, and go back to waiting for the tyre.

If it's finally dry enough, I begin pumping air in, with the aid of Mango.

written by Megagun on Feb 13, 2011 12:05

I gurgle and start rolling on the floor madly.

written by Gligar on Feb 13, 2011 16:23

Cloning station (R Level)

Jam-O gets dressed again and heads over to the desks. He finds a jumpsuit requisitioning form and starts to fill it out.

Meanwhile, John-R is being tested. That is, he's being put through one of those mutant detectors you see from time to time at IntSec checkpoints. It seems to have just about finished. John-R is given a registration form, which he fills out.

Distribution Warehouse (Q Level)

What is it with clones investigating everything down to the tiniest detail? Don't they have anything better to do than worry about that 1mm blemish in the rubberlyke?

Well, at least Mango-R doesn't do it for too long. He does, however, note the valve used to pump up the tyre.

The gel and adhesive seem to be dry enough now, L4-O thinks. As such, he sets about inflating the tyre.

But the problem is, the inlet valve is one of those fiddly ones, and the pump's attachment doesn't quite fit properly. With two people, though, it's possible to hold things in place, it's just difficult.

Medical bay (bunker)

Mega-R still can't breathe. He rolls around, but that doesn't help... It's a pity the docbot was taken offline.

written by Cryoburner on Feb 13, 2011 18:06

I begin rocking side to side on the roof of the forkbot, to help test the repair's integrity.

written by Mingamango181 on Feb 13, 2011 19:54

With the pump attachment not fitting properly, I attempt to hold it down on the inlet valve, so that L4-O can focus on inflating the tire.

written by Jam on Feb 13, 2011 20:21

I continue filling out my form...

Once I finish, I look over at Joris-O.

"Hmm... Did you blank out again? I wonder why that's been happening so much... Maybe your mind is... elsewhere? Somewhere like... in another clone's head! Or maybe the lack of sleep is finally catching up to you, it's been hourcycles and hourcycles since we've slept... And that makes me really really HAPPY, of course... Because being unhappy is treasonous."

written by Lightning4 on Feb 14, 2011 00:06

With Mango's help, I attempt to start inflating the tyre.

I watch the tyre carefully to make sure it doesn't blow out again or anything.

written by Gligar on Feb 14, 2011 02:02

Distribution Warehouse (Q Level)

Cryo-R somehow hasn't noticed that Nukabot's wheel is still off. He starts rocking from side to side, causing Nukabot to rock as well. "WILL YOU STOP THAT?!" the bot bellows. "IF YOU KEEP GOING, I'LL END UP FA-"

Too late. Nukabot ends up tipping over too far, and falls off its hydraulic jack. It ends up falling onto its axle, which breaks with an almighty CRACK.

Meanwhile, Mango-R and L4-O have managed to repair the tyre, which is now inflated... not that it'll do any good any more.

There is the sound of running from Corridor Q2. Shortly, Derek-G enters again. "What in the Computer's name is going on here?! I'm trying to make a report!"

Cloning station (R Level)

Jam-O finishes his form, and looks over at Joris-O, who seems to have nodded off again. Well, I guess it has been a long time since you all slept... and medication has been rather patchy as well...

John-R seems to have finished his form as well. He is handed an armband, which he fits to his jumpsuit.

written by Speeder on Feb 14, 2011 02:17

I walk up to Cryo, coldly, then I pick his head with one manipulator, and remove it from his body (if needed, I use the other manipulator to hold the rest of the body in place).

If I am successful in that, I just say.

"That head, is obviously, useless, and broken."

And I throw it away (if possible, inside a cargo elevator shaft).

written by Jam on Feb 14, 2011 04:13

I look at John-R's armband, and talk to him a bit...

"Hmm... I didn't know registering a mutation was so easy... It's a shame there are unregistered mutants, if it's so simple to register... Mutants sure are useful, we might have failed the mission if you hadn't detected that other mutant trying to read our minds, and told us how to defend ourselves..."

written by 4616599 on Feb 14, 2011 05:56

I agree with Jam-O. "Mmm. Yes, I suppose I haven't had a sleepcycle for sometime. Could we all be controlled by external people, us living in a fictional world? Bah, sounds treasonous. It's like saying that unregistered mutants shouldn't register..."

I approach John-R a bit more cautiously.

"So, John-R, what's the last thing you remember? Haven't really met anyone fried by a laser for a while."

written by Mingamango181 on Feb 14, 2011 10:34

I let go of the tire in surprise at the sound. I look over, and notice the fallen Nukabot. I try to talk to Nukabot.

"Nukabot? Are you still there?"

written by Lightning4 on Feb 14, 2011 11:02

I look up, enraged.

"DAMAGE TO NUKABOT?"

I run up as fast as I can with my still disabled leg, with inflation pump raised in the air.

Unfortunately, I notice Speed get there before me and block my path. I bounce off of Massacrebot and flop backwards uselessly.

written by Cryoburner on Feb 14, 2011 12:38

"Oh geez... Who raises a forkbot on a compact portable-lyke hydraulic lift after fastening someone to its roof?! That is clearly outside mandatory forkbot safety regulations. Such treasonous behavior will not go unreported!"

I attempt to avoid any manipulators which may or may not be manipulating in my direction, spending a PP to avoid such careless manipulation.

written by Gligar on Feb 14, 2011 17:40³²⁷

Distribution Warehouse (Q Level)

Massacrebot walks up to Nukabot and reaches towards Cryo-R, who is saying something about regulations. But the clone dodges.

Derek-G repeats his question. "I said, what is going on here?!"

Nukabot growls, "Ask this useless piece of meat that these flesh-types saw fit to anchor to me! He decided it'd be a FANTASTIC idea to tip me over while I'm one wheel short!"

Cryo-R becomes aware that he doesn't just have Massacrebot against him. He has Lucas-R and Kristos-R as well, who are pointing laser pistols at him.

Cloning station (R Level)

Now that he's done registering, Jam-O has a chat with John-R. "I only wish more clones had that opinion," John-R replies. "Most of them just think registered mutants will just fry your brain if you look at us funny. Well, I can, but not everyone."

Joris-O wonders, briefly, if he's being controlled from outside? It would explain why he hasn't slept in a while... But we can't have that. Is he seriously suggesting that there is some sort of super-mutant in some other world who can control him? Next he'll suggest that the whole complex is under outside control as well...

³²⁷ Gligar: (OOC: Two people spend PP: Cryo, and [CENSORED].)

written by Jam on Feb 14, 2011 19:08 *Distribution Warehouse (Q Level)*

"Hmm... John-R, do you happen to have any mutant friends you could call to help us? It'd really be nice if we had one of those telepathic mutants helping us fight back against whoever is attacking us... If it really is Freaky, he sounds like a really powerful mutant. Perhaps we should even have a few mutants escorting us?"

I look at Joris-O.

"Okay, so now it's your turn to go through the mutant scanner? Have fun!"

written by Speeder on Feb 14, 2011 20:18

Seeing that Cryo somehow is very agile, I instead test the new burst fire mode on him.

written by Lightning4 on Feb 14, 2011 23:46

No longer so angry and more concerned over my OWN life, I back away from the fight so I don't get shot, stepped on by Massacrebot, or clocked by one of its arms.

I simply take out my laser pistol and instead open fire when (if) I get a clear shot.

written by Cryoburner on Feb 15, 2011 00:12

I respond to Derek...

"Quite simply, what happened here was that some clones decided to ignore my repeated suggestions that it would be best to detach me from the roof of this bot before attempting to perform any maintenance on it. Due to them not heading my well-informed analysis of the situation, this forkbot appears to have toppled off its hoist, presumably taking damage to its undercarriage. This treasonous lack of respect for regulations resulted in damage to this bot, quite possibly delaying progress on our current mission. Now they seem somehow intent on damaging me to further delay our progress. I'm almost under the impression that some of them may be working against the computer! Perhaps a mutant really has implanted them with treasonous thoughts as one of them suggested earlier!"

Seeing as weapons are being directed my way, I slide down the far side of the forkbot, spending another PP to position as much of the forkbot and its roof supports between myself and the massacrebot (and the other team members) as possible.

written by Gligar on Feb 15, 2011 01:37

Cloning station (R Level)

"Hmmm... I doubt it. Especially not at sleepcycle," John-R answers. "And... let's hope we don't run into Freaky." He looks troubled.

Jam-O also thinks Joris-O should go through the mutant scanner.

Cryo-R starts talking about how he asked to be detached. He then blames them for the bot toppling. He finishes off by asserting that they're under mutant control.

He then tries to slide off the roof, taking cover. But not before Massacrebot can fire.

And... it misses. The closest slug manages to slice through the handcuff's chain.

On the plus side, though, it doesn't jam.

L4-O tries to get in firing position, but can't before Cryo-R takes cover.

Lucas-R manages to fire, but misses.

Derek-G says, "Hold your fire. Would anyone else like to add anything?"

Kristos-R closes in, moving to get round the other side.

written by Jam on Feb 15, 2011 02:36

I stare at Joris-O for a bit, then turn and start walking towards the door.

"Nevermind, we don't have time for you to go through the scanner... We need to get back to the others as soon as we can so we can finish the mission... You'll have to be scanned later... Too bad... It sounds like it'd be fun to go through one of those scanners..."

I look at the mutant scanner, thinking...

"I wonder if... Nah! I would know if I were a mutant... But, wouldn't it be cool if I could blast commie's brains or set them on fire or make hammers fly at them or something awesome like that? I could shoot commies and attack them with mutant powers and serve Friend Computer at the same time!! Too bad... Oh well, let's go..."

I suddenly get the impression that desiring mutant powers is probably treasonous somehow or another, and decide to change the subject... I look at John-R, and notice his troubled look...

"Something troubling you?"

written by Lightning4 on Feb 15, 2011 07:10

I lower my weapon, hearing Derek.

"I wouldn't have had to handcuff him to Nukabot in the first place if he didn't have a history of running off on us to do Computer-knows-what. I'm not even sure why we needed to bring him with us in the first place, he's clearly a defective clone. Or a communist!"

"I should add he's also questioning the loyalty of the loyal troubleshooter team! And therefore he's questioning the loyalty of friend Computer!"

written by Mingamango181 on Feb 15, 2011 10:41

I nearly decide to pull out my slugthrower, but it would mean one arm less which could be used in better assistance. I respond to Derek-G,

"There isn't really anything to add, other than what L4-O said about Cryo-R's defectiveness. I'd suggest sticking him somewhere where he can't get out, at the very least until after our *important* mission is finished. Maybe to the walls. They're well made."

I watch carefully in the direction of Cryo-R, to make sure he doesn't make a move to escape, be it on either side of Nukabot, or over it.

written by Speeder on Feb 15, 2011 11:58

"Yes sir, Team Epsilon holding fire at request of GREEN citizen."

Since L4 explained stuff first, I just keep aiming at Cryo, without firing.

written by 4616599 on Feb 15, 2011 14:36

"Hmm. The mutant scanner?" Why did Jam-O seem so interested in it?

Never mind. I follow him, looking at John-R.

written by Cryoburner on Feb 15, 2011 16:32

"Ah, thanks for finally deciding it best to detach me from this bot Speed-Y! I knew you'd come around to your senses! This should definitely improve team efficiency!"

"The suggestion that mutants might be influencing the actions of team members was made by that Jam-O fellow, I believe. Therefore, I'm simply following the presumably informed decision of a fellow team member, which might be more than one could say for some others here. Besides, I wasn't suggesting that the computer may have selected inadequate clones for the job, just that they may have been tainted by the treasonous thoughts of mutants in the mean time."

"Further, I was never 'running away' from the group, but rather 'strategically positioning myself'. Obviously."

"In any case, rather than standing around and chatting all day, we really should be focusing on the mission at hand, and how best to handle the team's primary mode of transport that you all seem to have broken. Hmm... Maybe skis could help!"

Seeing as I'm already crouched near the forkbot, I take the opportunity to more closely inspect the damage to its lower extremities, primarily to determine exactly which axle is damaged, and whether the bot uses its front wheels, rear wheels, or a combination of them for steering and/or propulsion.

written by Gligar on Feb 15, 2011 17:18

Cloning station (R level)

Jam-O changes his mind... perhaps Joris-O can be checked later. Right now, they need to get back to the team.

But what if... no, that would be treason.

Then, he notices John-R. "It's just that... Fr... no, never mind. Let's go." He heads towards the exit. "Say, where did the jackobot go?"

Distribution Warehouse (Q Level)

L4-O points out that Cryo-R was handcuffed to Nukabot due to his history of running off. Also, he's questioning the team's loyalty. Isn't that treasonous?

Mango-R adds that perhaps Cryo-R could be left somewhere safe, say, chained to a wall.

Speed-Y keeps quiet, and does not fire.

Cryo-R counters that, actually, he wasn't running away, just tactically repositioning himself.

(I suppose it's mere co-incidence that he ends up nowhere near the team, then. That light fixture is clearly of far greater importance than the mission which The Computer itself chose for him.)

He fixates on the mutants again. He still thinks that they have tainted the team. But not him. Obviously.

There is also the matter of Nukabot. Might attaching skis to it help?

What are skis, citizen, and how do you know about them?

He then inspects. Specifically, Nukabot's underside. He can tell that the bot's front axle is broken in two, and will need replacing. But beyond that, he realises that he actually doesn't know. Which axle controls steering? Where's the power coming from? It's all a mystery.

Nukabot doesn't like him poking around. "Get away from me," it growls. "In fact, just leave me here and get a *competent* repair team to look at me. *You* need to teach a certain clone to *never mess with bots*."

"I think I have enough information," Derek-G says. "It is clear to me that, while the forkbot's wheel was being seen to, Cryo-R there decided to topple the bot. Perhaps he failed to notice the missing wheel. No matter. I hereby order Cryo-R to the nearest confession booth. Immediately. It isn't far."

written by Megagun on Feb 15, 2011 18:37

I groan and roll around a bit more, this time making sure I also shake my body violently.

written by Cryoburner on Feb 15, 2011 23:40

"Oh, and by skis I mean skids. Skidding around on anything else, particularly across snow, would undoubtedly be treasonous! Anyway, that's an excellent plan Derek! I'll be on my way!"

I begin marching away, heading toward a confession booth or something, somewhere. In any case, I head out into corridor Q2, and begin descending the adjacent stairwell.

written by Lightning4 on Feb 16, 2011 00:01

"Good riddance. We'll probably never see him again though."

I sigh and look at Nukabot.

"Well... if you're sure. I'm so sorry, I had no idea he'd do, well, THAT."

"Is there anything we can do? Do you know which axle is broken? Maybe we can try Cry-..err, MY ski/skid idea! Treasonous clones can't be original, it's clearly my idea."

written by Speeder on Feb 16, 2011 00:40

I sit down (if possible... can Massacrebot sit?)

"I suck. I let Cryo hurt my friend."

written by Gligar on Feb 16, 2011 01:31

Medical bay (bunker)

Frantically, Mega-R tries, once again, to dislodge the sludge from his throat. That seemed to do something, since he can now breathe... but the effort makes him pass out.

Distribution Warehouse (Q level)

Predictably, Cryo-R takes advantage of the order and marches off, heading to, and down, that stairwell.

"Not that way!" Derek-G shouts after him. But it's too late.

Nukabot just says, "Yes. Just leave me. I don't believe I can trust you any more."

Derek-G then remembers something. "Skis... snow... what are those? They sound... treasonous." He pulls out his PDC and dials a number. "Internal Security? I'd like to report suspicious activity..." He wanders back down the corridor.

Speed-Y tries, unsuccessfully, to make Massacrebot sit down. He feels guilty for letting Cryo-R damage Nukabot.

But you know what some clones say: confession is good for the [DELETED FOR SECURITY REASONS]...

written by Speeder on Feb 16, 2011 02:14

I just stay in place, and then after a while I say.

"Ok, we will salvage what we can, now we will wait for the return of Jackobot, then we will finish the mission. We came with two bots to repairing, and now we have only one."

written by Jam on Feb 16, 2011 03:39

I look at John-R, in an I'm-the-one-that's-higher-clearance-and-you'd-better-tell-me-everything-you-know-or-I'll-make-sure-you-regret-it sort of way.

"John-R... Don't try to change the subject... What happened? Don't make me order you to tell us... Does it have something to do with Freaky? If it's in any way important, we should know about it... Even if it's not important, you should tell us anyway..."

I look around a bit.

"Okay, where *is* the jackobot?"

written by Lightning4 on Feb 16, 2011 05:16

"Well... I guess I'll just keep my eyes open for a spare axle or something then. Or a repair team." I frown.

I mill about thinking of something to do now that there's nothing to repair.

I remember there are chargers nearby, but first I look for my blaster and see if it is still malfunctioning. If necessary, I test fire on a piece of rubble. Or try to.

written by Mingamango181 on Feb 16, 2011 10:55

I head for the doorway which Cryo-R went through. Before going through, I ask,

"Derek-G, is it alright if I follow after Cryo-R? It's just so that he doesn't further hinder the mission more than he already has. Or damage more bots. Or damage the confession booths."

I wait for an answer before doing anything else.

written by Megagun on Feb 16, 2011 11:08

I act like a passed-out person.

written by Gligar on Feb 16, 2011 17:07

Distribution Warehouse (Q level)

Speed-Y ponders for a moment. He decides that it's best to wait for the jackobot returning before going anywhere. In the meantime, they can salvage their equipment from Nukabot.

L4-O also thinks. What else is there to repair? His blaster! He retrieves it from where it fell after falling off Nukabot, and checks it. It's still warm to the touch, and won't fire.

Corridor Q2

Mango-R wants to go after Cryo-R, but Derek-G says, "No, let Internal Security deal with him. I doubt he'll last long."

Stairwell

Cryo-R can't hear them. He's already two levels down, counting the steps, or the floor tiles, or the number of specks on the RED clearance stripe, or something. He notes a distinct lack of confession booths in the stairwell.

Cloning station (R Level)

Jam-O decides to pull rank, and demands to know what John-R was going to say. "I was just thinking... you know how Freaky is supposed to be able to kill from afar? What if there are more like him?"

Medical Bay (bunker)

Mega-R doesn't move.

written by Megagun on Feb 16, 2011 17:24

Still passed out, I attempt to realize that I am passed out so that I can attempt to break free from my passed-out state.

written by Speeder on Feb 16, 2011 17:50

Instead of hacking away Nukabot, I decide only to take all the objects that we stuffed on it.

written by Lightning4 on Feb 16, 2011 23:44

"Hmph."

I see if it's the power pack that is the problem. I remove it and try replacing it with another.

If that doesn't work, I check it all over for any problem that I could potentially fix.

If I don't find anything I look for a mandatory weapon disposal area so that it may safely and non-treasonously be discarded.

written by Cryoburner on Feb 17, 2011 00:20

I continue descending descendedly. I make note of any doors, confession booths, bells, or other objects that I happen to come across. Now that I think of it, I'm not entirely sure what a confession booth looks like, as I don't recall ever having to use one before. I guess I'll know when I find one.

written by Jam on Feb 17, 2011 01:29

"Hmm... That's a very good question... He seems like Freaky has a very powerful version of Mental Blast... His powers sound really dangerous. But if he became a mutant because of some experiment, his powers most likely won't carry on to his next clone. So, if we can convince him to change back to our side, instead of terminating him, maybe he could use his powers to serve Friend Computer...

I wonder... John-R, you can get mental fingerprints too, right? What if you had Freaky's fingerprint? Then you'd be able to find him from far away? Maybe, if Freaky has mentally communicated with Lucas-R, you could somehow extract his fingerprint from Lucas-R's mind?"

"And if there are more like Freaky, I guess there isn't much we can do to stop them from killing us... Let's just hope they don't notice us..."

written by Gligar on Feb 17, 2011 02:19

Medical bay (bunker)

Mega-R remains passed out, but seems to twitch, almost as if he's about to wake.

Distribution warehouse (Q level)

Speed-Y unloads Nukabot. That is, he removes the ammo box.

L4-O checks the blaster again. His main thought is to change the power pack, but none of the ones he has will make it fire. He can't see anything else wrong with it... nor can he see a weapon disposal area.

Stairwell

Cryo-R continues to descend. He's now down to M Level.

There is a door on each level, leading to the level proper. However, there are no visible bells, confession booths, confession booth symbols, or even other objects of note. Maybe they're all on some level somewhere.

Cloning station (bunker)

Jam-O speculates as to Freaky's exact power... perhaps he has a more powerful Mental Blast? Think of the benefit that could be to the Complex, and to The Computer...

...could John-R somehow contact, or recognise, him? "I... don't think I have Freaky's signature," John-R answers. "And I doubt I could pull a signature out of someone else's mind... it'd need to be direct."

written by Cryoburner on Feb 17, 2011 10:02

I continue descending. Maybe there's a confession booth at the bottom of this stairwell. I'd feel pretty silly if I decided to check somewhere else only to find that the booth was in the stairwell the entire time.

written by Speeder on Feb 17, 2011 10:12

Now I wonder what I can do with that stuff.

"Someone has any idea on how to haul cargo, now that we don't have Nukabot?"

written by Mingamango181 on Feb 17, 2011 10:50

I go back to the Distribution Warehouse. Hearing Speed-Y ask about carrying about cargo, I suggest,

"Maybe Massacrebot could hold it with one of its manipulators. Those seem quite ideal for the situation we have right now."

written by 4616599 on Feb 17, 2011 14:39

I continue listening, while looking around for the jackobot or any activity.

written by Lightning4 on Feb 17, 2011 14:46

I get bored of fiddling with my blaster and simply put it away... no sense littering it on the ground, that's treasonous and all...

I hear Speed ask a question.

"Um... we could strap it to Massacrebot maybe? Does it have any compartments in the back or something? Maybe we could fashion a backpackish thing."

written by Gligar on Feb 17, 2011 17:30

Stairwell

Cryo-R continues descending. He seems to think there will be a confession booth at the bottom of the stairwell.

After a moment, he reaches the bottom, at K Level. Confession booths are notable by their absence.

Distribution Warehouse (Q Level)

Speed-Y wonders how he's going to carry the ammo box, since Nukabot is no longer available.

Perhaps, as Mango-R suggests, Massacrebot could hold it? It is already doing so, after all.

Or perhaps it could be attached to Massacrebot's frame, as suggested by L4-O after he puts his blaster away? Perhaps they could fashion a backpack³²⁸ or something?

Does anyone have any duct tape left?

Cloning station (R Level)

Joris-O keeps listening.

An alarm goes off on a console, indicating that a cloning tank is firing up.

That jackobot seems to have left the station.

John-R says, "Is that everything? I think we should get back to the team."

written by Speeder on Feb 17, 2011 18:06

I reply to the idea of attaching it to Massacrebot.

"Sure... How much duct tape we have left, to do that?"

I leave Massacrebot again, to search all my belongings for any stuff that can tie stuff (except of course, for the computer tapes... they are tapes and all, but... no)

written by Lightning4 on Feb 18, 2011 00:28

I help Speed in looking. I also look around the room for any tape-but-not-computer-tape-because-that-would-be-treasonous rolls.

written by Cryoburner on Feb 18, 2011 00:48

Reaching the bottom of the stairs, I perform some quick post-stair workout stretches.

Not finding anything resembling booths here though (and presumably not any bells either), I open the door to K level and examine what lies beyond, without stepping out of the stairwell quite yet.

written by Gligar on Feb 18, 2011 01:14

Distribution Warehouse (Q level)

Speed-Y seems to like the idea of attaching the ammo box to Massacrebot. Of course, he'll need duct tape, or some other kind of adhesive tape, for that. He rules out the compnode restart tapes, because a) it isn't adhesive, and b) it would be treasonous. He and L4-O look for some.

L4-O eventually does find a roll of duct tape under some racking. And what do you know? Speed-Y has several rolls already.

Stairwell

After more exercises, Cryo-R opens the door, revealing a stretch of corridor. It's RED clearance, and has an Adequate™ level of lighting. The visible stretch has several doors close to each other. There are some symbols on the doors.

written by Jam on Feb 18, 2011 03:17

I respond to John-R.

"Yeah, we should go... But first..."

³²⁸ GLIGAR: (OOC: not a jumpsuit...)

I turn to one of the clones staffing the cloning station.

"Could someclone tell me who that is that's recloning right now?"

I start inching³²⁹ towards the door...

written by Lightning4 on Feb 18, 2011 08:24

A disappointed look crosses my face as I hold the single roll of tape, while Speed has an armful.

It passes quickly.

"So, let's get this set up then, I guess?"

I assist Speed in the duct-taping process. Hopefully it holds!

written by Speeder on Feb 18, 2011 10:23

In the duct-taping process, we use duct-tape to do some taping of non-duct stuff, in a way that Massacrebot now fitted with marvelous duct-tapes are not duct-tapped and can hold the ammo box while still allowing the box to be opened and ammo retrieved without removing the incredible Alpha Complex manufactured duct-tape, also other objects that we may not need to retrieve urgently, can be duct-taped using duct-tape in a more taped manner, thus maybe in the future being harder to remove, but now, easier to stick.

written by Mingamango181 on Feb 18, 2011 10:23

"I guess so."

I check my broken arm to know if I can use it again. Or not. Either way, I use my other arm to assist in the process of duct-taping. And if my left arm works properly, I use that as well to help.

written by Megagun on Feb 18, 2011 13:37

I gurgle a bit.

written by Gligar on Feb 18, 2011 17:13

Cloning station (R Level)

Jam-O asks who is recloning right now. After one of the attendants checks the terminal, he is told that it is Foursixonesixfiveninenine-R-PYC.

Over in the active clone tank, the clone begins to form.

Distribution Warehouse (Q Level)

L4-O looks sad for a moment, before assisting Speed-Y with their idea. Mango-R tries to help as well, though he can't do much, what with his broken arm.

The begin to use duct tape to tape things that aren't ducts. Things like their ammo box, and Massacrebot.

After a moment, the box is securely taped to the back of Massacrebot. It can even be opened.

Also, Speed-Y's hands are now securely taped to the ammo box.

³²⁹ JAM: (ooc: or do you call it centimetring? 😊)

[350]

Medical bay (bunker)

Mega-R stirs. And gurgles.

And wakes up with a start.

Looks like the foaming-at-the-mouth thing is fading.

written by Speeder on Feb 18, 2011 17:34

Now I attempt to figure how untape myself from the ammo box, without untaping the box from its taped position on Massacrebot.

written by Megagun on Feb 18, 2011 21:20

I groan and slowly sit up, look around, and prod myself in the face.

"Grblarghly gbrlit! I justgrh passed out, didn't I!?"

The shock of having just passed out is too much for me to handle, and I pass out again.

written by Jam on Feb 18, 2011 22:32

"Foursixonesixfiveninenine-R!? Hey, Joris-O, John-R, did you hear that? It's the Director! We have to take him with us, and interrogate him! You guys go ahead, I'll stay back and make sure he comes with us..."

I proceed to watch the former Director's cloning tank carefully...

written by Lightning4 on Feb 18, 2011 23:23

I... well, attempt to assist Speed in what he's doing! Hopefully with as little interference and screwing up as possible!

written by Mingamango181 on Feb 19, 2011 00:17

I try to check if the ammo box. Maybe my ME card and PDC somehow made their way there, even though I wouldn't know how.

written by Gligar on Feb 19, 2011 01:43

Distribution Warehouse (Q Level)

Speed-Y is able to free his hand, though there's still duct tape stuck to it. The ammo box looks to have survived the little mishap, too.

After he and L4-O are done, Mango-R has a look in the ammo box. He seems to still be looking for his ME card and PDC, but they aren't in there.

Medical bay (bunker)

Mega-R prods himself, but is apparently unable to remain awake.

Cloning station (R Level)

Jam-O reacts to the name. Looks like he wants to wait for Foursixonesixfiveninenine-R, as well. He tells the others to go on ahead.

Another alarm appears on the console. Apparently, Foursixonesixfiveninenine-R is a Citizen of Interest to

Internal Security, and they were notified by the system or something.

written by Speeder on Feb 19, 2011 02:26

I now try to remove the duct tape from me, if needed I use even my feet (like, lowering my hands, stepping on the tape, and then removing my hands from the tape...).

Of course, I do my best to remove the tapes from ANY part of my body that they might decide to glue themselves while I wrestle them.

written by Jam on Feb 19, 2011 05:08

I look to the others, who seem to have decided not to leave after all...

"Ugh... Internal Security is coming? I'm sure we can handle it ourselves... If I'm correct, the Director shouldn't remember my betrayal, but he might still remember how I told him I was there to assist him... So, if he is still a commie, he should think that I am one of his comrades. We might be able to trick him into telling us some useful information, but he won't trust me at all if I have a bunch of clones from IntSec behind me, pointing guns at his head. I'm sure whatever interrogation methods they have planned will probably work, but will they be as efficient, or as effective?"

I look towards the door to the cloning station.

"Could someone please go explain all this to the IntSec clones that are comng?"

written by Megagun on Feb 19, 2011 13:23

I start to twitch violently, knocking over some supplies in the process.

written by Lightning4 on Feb 19, 2011 13:33

I decide to tend to myself now that the Massacrebot inventory thing is sorted out.

I finally get around to checking my burns. If it's nothing too severe, I simply leave it alone.

I check my leg, wondering if its still broken.³³⁰

written by 4616599 on Feb 19, 2011 15:56

"Excellent idea!"

Still rather suspicious, I cast a glance at John-R, then find a preferably not-so-visible-from-the-inside-spot to wait in. I let any approaching IntSec clones know that Jam-O is attempting his own 'interrogation tactics'.

written by Gligar on Feb 19, 2011 19:23

Distribution Warehouse (Q Level)

Speed-Y tries to un-duct-tape himself for a second time, more successfully, this time. He's left holding a piece of duct tape.

³³⁰ LIGHTNING4: (OOC: How are injuries handled anyway? Realistic, or potentially heals after some number of turns? Not that I'm expecting a Paranoia game to have clones last that long... but you never know. 😊)

In the meantime, L4-O checks his wounds. Those burns seem to be healing on their own. His broken leg is still broken, though. He'll probably need to go and see a docbot about it if he wants it to heal.³³¹

Cloning station (R Level)

Since it seems that the others are staying too, Jam-O tells them to inform the incoming IntSec clones about his decision to handle the clone. Joris-O is still suspicious, but goes along with it.

Sure enough, an IntSec clone arrives. After listening, he says, "Sorry, citizen, we're under direct orders to bring him in ourselves."

Medical bay (bunker)

Mega-R twitches. His twitching seems to knock over some syringes and tools, which clatter to the floor.

written by Speeder on Feb 19, 2011 23:04

I search somewhere to throw away the duct tape, since throwing it on the ground is reason to get a fine from the ever vigilant computer that manages the complex.

I climb again on Massacrebot.

written by Lightning4 on Feb 19, 2011 23:43

I look for and decide to tend to the tyre repair kit now.

I gather up all the tools and put them away, then hold the box.

I look at Massacrebot and see if there's room to tape it to it. If so, I get started on that.

"You never know when you'll need stuff from a tyre repair kit. Even though we don't have anything with tyres..."

written by Jam on Feb 19, 2011 23:56

I look at the IntSec clone, and note his security clearance.

"Okay, if you have orders to bring him in, then I guess someone higher up has already decided that my help isn't necessary. Either that, or they don't know that I was the one that told him I was right behind him, ready to assist him... Of course, I terminated him a few minutecycles later, but he shouldn't remember his termination, should he? All he should remember is that I was there to help him, so he should think that I'm a communist, like he was... But nevermind about that, I can't interrogate him anyway..."

I look at the IntSec clone a bit closer, and note what weapons he seems to be carrying, whether his armor seems to fit correctly or not, and any distinctive facial features he may have.

Hmm... Pardon my distrust, but can you prove to us that you are actually loyal to Friend Computer? I wouldn't want to just let the Communist Director walk into the hands of a communist posing as an IntSec clone, and the fact that only one IntSec clone was sent to escort Foursixonesixfiveninenine-R

seems rather suspicious. May I see your ME card, sir, and any other evidence you might have that would indicate that you really are who you appear to be?"

written by Mingamango181 on Feb 20, 2011 00:08

"Yeah. Tyre repairing kits may come useful..."

I decide to place the crude slugthrower in the box, after removing anything that may be loaded. I look at the thing that was loaded before also putting it into the box.

written by Cryoburner on Feb 20, 2011 00:17

"Wow! Doors!"

I wander out into the corridor, examining the doors and their symbols in more detail as I walk past them.

written by Gligar on Feb 20, 2011 01:37³³²

Distribution Warehouse (Q Level)

Speed-Y finds a trash receptacle hidden under a box, and puts the duct tape in it before climbing back into Massacrebot.

L4-O retrieves the tyre repair kit and puts everything back into it. Then, he duct tapes it to Massacrebot, thankfully without duct taping his hand to it as well.

Mango-R unloads the crude slugthrower, and notes the solid slug that was loaded, before placing both in the ammo box.

Cloning station (R Level)

Jam-O looks over at the newcomer. He seems to be YELLOW Clearance, and is wearing typical IntSec armour which fits pretty well. He's armed with a laser rifle and a truncheon. He has a nose that looks broken and a shaved head.

"I don't know the particulars of his termination, only that he is a Communist, and a Citizen of Interest." He looks over at the cloning tank, which now visibly contains a forming clone. "Also, I don't like the tone of your voice, citizen." Regardless, he presents his ME Card, which gives his name as Stuart-Y-BBN-2. "My colleagues are on their way as I speak."

Corridor (K Level)

On inspecting the doors, Cryo-R notes that they are all sliding doors, each with a number of lights on them. On each, one light is active: a "READY" light. In addition, each door sports a symbol resembling the letter "C" inside a trapezoidal Computer monitor. (This despite the fact that actual trapezoidal monitors were phased out at the same time as CRT monitors.) In other words, the confession booth symbol.

written by Jam on Feb 20, 2011 03:35³³³

I smile as I notice the laser rifle.

³³¹ GLIGAR: (OOC: As you can see, I'm letting minor injuries heal on their own. Major injuries, such as broken legs, need a docbot.)

³³² GLIGAR: (OOC: Mingamango181 spends 10 perversity points.)

³³³ JAM: (ooc: 10 PP?! Wow...)

"Ah, a laser rifle! I must say, you have very good tastes in weapons, sir! That's something those horrible commies just don't understand, how satisfying the zap of a laser weapon is. It seems like they always want to use slugthrowers... I can't imagine how anyone could ever want to use a slugthrower! It doesn't go zap! How disturbing, a weapon that doesn't go zap... Foursixonesixfiveninenine-R's last clone hated lasers, so I terminated him... I mean, if he were just a commie, I would have just handcuffed him, and forced him to tell us everything he knows. But not liking lasers? That's going too far..."

I pace around a bit, clearly agitated... Then I smile at the YELLOW clone.

"No... I don't think you are a communist, Stuart-Y, sir. I'm sorry for my rudeness, I was just being extra-cautious... As I'm sure you know, Troubleshooters are told to 'Trust No One'. I just had to be sure..."

written by Lightning4 on Feb 20, 2011 13:22

While I'm at it, I look for the first aid kit. We did have one around here... didn't we?

If I find it, I also add that to Massacrebot. Hopefully without duct taping part of me to it.

"And a first aid kit. You never know when happiness will drop below mandatory levels."

"Or well, someone gets injured. But I'm sure that won't happen. Right?"

I look down at my leg.

"Oh nevermind..."

I resume taping.

written by Gligar on Feb 20, 2011 17:42

Cloning station (R Level)

"Very well," Stuart-Y says. "But next time, I would appreciate a little more respect."

As he's saying that, there is a noise, similar to that of a clone falling out of a cloning tank. Probably because that's what it is.

Stuart-Y goes to investigate. He finds Foursixonesixfiveninenine-R, who seems to be somewhat disoriented.

Outside the door, the sound of marching approaches.

Distribution Warehouse (Q Level)

L4-O has a thought. Where did the first-aid kit go? It seems to have gone missing...

written by Speeder on Feb 20, 2011 19:47

I wait for... something... to happen.

written by Jam on Feb 20, 2011 22:38

I walk up to Foursixonesixfiveninenine-R.

"Hello Foursixonesixfiveninenine-R! Remember me? Here, I have your ME card..."

I take out Foursixonesixfiveninenine-R's ME card, begin to offer it to him, then change my mind as I notice his hands (and the rest of his body) appear to be covered in slime...

"Er... Maybe you should take a shower first?"

written by Cryoburner on Feb 21, 2011 00:25

"Hey, I'll bet those are confession booth symbols. That must mean there are confession booths around here somewhere!"

"Or maybe they are cafeteria symbols. I guess it might be alright to stop at a cafeteria on my way to the confession booths."

I continue down the hall, passing by the doors that seem to be marking the way to the confession booths and/or cafeteria.

written by Lightning4 on Feb 21, 2011 00:40

"Huh. It doesn't appear to be here. I wonder where it went..."

I stare at a wall, thinking.

written by Gligar on Feb 21, 2011 02:09

Distribution Warehouse (Q Level)

Speed-Y waits. Perhaps he's getting bored.

L4-O thinks. So where did that first aid kit go?

Say, didn't Jam-O have some first aid kits?

Cloning station (R Level)

Jam-O walks over to the former Director and presents him with the ME card. "Er... thank you, sir... I'm sorry, I... hold on... I kind of remember meeting you before, but I don't know you?" He seems confused.

Jam-O notices that the clone is still slimy, and holds on to the card.

"Alright citizens, that's enough," says Stuart-Y. "I have orders to bring you in, Fourixonesixfiveninenine-R. You're a Citizen of Interest."

Behind him, more Internal Security clones enter. Two are YELLOW, armed similarly to Stuart-Y. The other three are BLUE clones armed with cone rifles. "Move it!" one of them barks.

Corridor (K Level)

Cryo-R decides that the symbols are confession booth symbols.

Or could they mean "cafeteria?"

He keeps going. He comes to another door with a large sign over it, reading **CAFETERIA**.

A smaller sign next to it reads "← CONFSSION BOOTHS".

written by Jam on Feb 21, 2011 03:09

I follow the former Director.

"Ah, I guess they aren't gonna let you take a shower... Well, I guess you should go... Here's your ME card, by the way..."

I offer the former Director his ME card.

"I guess I should handcuff you too, we wouldn't want you resisting or anything..."

I take a pair of handcuffs out, and proceed to handcuff his hands behind his back.

"There! Now you can't escape. Well, goodbye then..."

I start to walk away, but stop as my arm is suddenly wrenched³³⁴ backwards. I look back in confusion. Wait a minute... Since when did my wrist have a handcuff around it?

"Ah... Joris-O? I think we might have a small problem... Anyclone have some wire cutters?"

written by Lightning4 on Feb 21, 2011 12:24

"Hm. Jam may have them... I guess we'll have to wait until he returns with John and the jackobot."

I decide to pass the time looking around the warehouse. Again. Mostly to see if anything is new since Friend Computer has come back online.

If there's anyone around, I ask them if there's something I can help with.

written by Speeder on Feb 21, 2011 12:34

Since there are nothing better to do, I go check Nukabot again, see if somehow I can fix it, I leave Massacrobot resting, so maybe the servos can get some work done on them too, or at least get spared a bit.

written by Gligar on Feb 21, 2011 18:45

Cloning station (R Level)

Jam-O sees that the IntSec contingent just wants to take for former Director with them without letting him get a shower, or a jumpsuit. As such, it would be useless to hold on to his ME card, so Jam-O hands it back. He also decides to handcuff the former director to ensure that he doesn't escape.

But somehow, he botches it, and ends up handcuffing the two of them together...

Joris-O's mind seems to have wandered. John-R says, "Wait a minute, that's not right... I clearly saw you put both cuffs on Foursixonesixfiveninenine-R. I suspect-"

"Silence!" one of the BLUE goons barks. "It looks like we're taking both clones, then! Move it!"

The IntSec contingent moves out, with Foursixonesixfiveninenine-R and Jam-O in tow.

Corridor (R Level)

The contingent marches down the corridor, ending up at the cargo lift. One of them calls the lift.

³³⁴ Jam: (spannered? 😊)

Distribution Warehouse (Q Level)

Not knowing what just happened a level above in Central Subsector, L4-O decides that they'd probably have to wait for Jam-O. In the meantime, he has another look around the warehouse.

Not much has changed. A few things have been tidied up, but that's about it. Give it time.

A noise from the cargo lift shaft attracts Lucas-R's attention. He looks at the level indicator. The lift's rising.

Speed-Y goes over to Nukabot and has a look himself. The front axle has broken in two right in the middle and would need replacing. At closer inspection (which makes you wonder how Cryo-R missed it 😊) it becomes clear that this isn't the first time the axle has snapped like this. At some point, the axle snapped in two in a different spot and the two parts were welded together again.

As he's doing that, The Computer decides to make a general announcement. **"May I have your attention please? Will the following Ciizen of Interest please present themselves at the nearest Internal Security Station immediately: Cryo-[DFSR]-BRN. Failure to comply will result in termination and possible demotion. Thank you for your co-operation."**

written by Speeder on Feb 21, 2011 19:53

I stop, and then after a while I comment.

"Why Cryo is a Ciizen? Also, why his clearance now is not a color?"

written by Gligar on Feb 22, 2011 01:46

Cloning station (R Level)

John-R looks at the door, then at Joris-O. "If it's all the same to you, sir, I'd like to get back to the team. Coming, sir?"

With that, John-R grabs Joris-O and tries to drag him towards the door. It's slow going.

Cargo lift (Central subsector)

The lift arrives at R Level, allowing the IntSec contingent, their captive, and Jam-O to board.

Foursixonesixfiveninenine-R seems to be smiling to himself.

One of the goons presses a button, and the lift moves.

It stops again... on Q Level. The contingent exits and begins marching again.

Corridor (K Level)

Cryo-R seems to be inspecting the door under the CAFETERIA sign. It's your standard double-width door, 2m tall, with a RED clearance stripe running across it.

As he's looking for blemishes, the door slides open, revealing a YELLOW clone.

Of course, Cryo-R has parked himself right where his presence obstructs anyclone from entering or leaving...

The clone glares at Cryo-R. "Are you going to move?"

But Cryo-R is still inspecting. He notes the vidscreen in the cafeteria beyond. It's displaying the text of the general announcement from The Computer, and also a picture of Cryo-R, in monochromatic RED.

Distribution Warehouse (Q Level)

Speed-Y wonders about the announcement. He clearly hasn't been keeping up to date with recent CPU Mandates requiring that the clearance of Citizens of Interest be redacted from general announcements. Not to mention ones permitting variations in spelling 😊

As he's pondering, the cargo lift arrives, revealing a group of clones, who exit into the warehouse.

One looks at Speed-Y, and says, "Excuse me, sir. We're Repair Team 8, from Tech Services. We got a report that there's a bot that needs repairing around here. Do you know anything about that?"

A couple of the repair team seem to be nursing headaches or something. One of them kind of looks familiar...

written by Lightning4 on Feb 22, 2011 02:16

"Right over there. Broken axle I think. Speed here might be able to tell you more, I saw him inspecting it."

I point at Nukabot.

"Mind... we've made a modification to the power supply."

"Need any assistance? We're just waiting on the rest of our team."

If they say no, I simply watch them do their work. I study the familiar clone though, and try to think back and determine who he is.

written by Cryoburner on Feb 22, 2011 02:20

"Oh, hello! I was just checking this door to see whether it might lead to a cafeteria, or a confession booth, or the nearest Internal Security Station, perhaps. Speaking of which, might you have any idea where the nearest Internal Security Station might be found? I'm supposed to meet with someone there, and it would probably be best not to keep them waiting."

I peek around either side of the clone to see whether there might be an Internal Security Station inside the cafeteria.

written by 4616599 on Feb 22, 2011 04:01

"Mmmf. I figure so. I'd have tried to follow Jam-O, even shoot at the handcuff, but I guess it's too late for that now. These spacing outs seem quite...strange. I wonder why they don't happen to you?" I glance suspiciously at John-R.

"No matter, finding the team is a priority." I head out of the door.

written by Speeder on Feb 22, 2011 11:08

I also peer at the familiar clone for a while.

"How you knew that a bot needed repair?"

I turn to Nukabot

"Your fault alarm system is working?"

written by Gligar on Feb 22, 2011 16:29

Distribution Warehouse (Q Level)

"Thanks, citizen," the clone answers. "Though... modifying the power supply voids the warranty." He looks at Nukabot. "Not that that really matters for this bot, given its age."

"Who are you calling old?" Nukabot demands.

The clone ignores Nukabot, and and continues, "Okay, we'll take it from here. I don't think we'll need help, but thank you anyway."

The team gets to work. One of them calls for something... apparently some bots. Nukabot will need to be lifted.

L4-O can't help but look at the familiar clone... who could it be? Speed-Y notices as well. Doesn't he kind of look like Aleksandr?

But Speed-Y notices something else: how did the team know about Nukabot? "We got a report that there's a bot that needs repairing," they said. But who placed the call? Nukabot claims not to have a fault alarm system.

Corridor (K Level)

"Are you blind, citizen? The sign says CAFETERIA. The Internal Security station is elsewhere." He seems to be telling the truth, since there doesn't seem to be an Internal Security station in the cafeteria. Cafeterias aren't the typical place to find Internal Security stations, anyway.

Corridor (R Level)

Joris-O and John-R exit the cloning station. "So where now?" John-R asks.

Corridor Q-epsilon

It looks like the contingent is heading towards Epsilon Subsector.

written by Speeder on Feb 22, 2011 16:46

I approach Nukabot, but I don't grab weapons yet.

"Report from WHO?" I turn to the highest clearance citizen with clearance still below my own.

"I know how Tech Services work, and I know that all tasks have someone responsible, who is him? Where is your maintenance form? You cannot perform maintenance without a form to fill what you found broken and what you could fix."

written by Cryoburner on Feb 23, 2011 00:59

"Yes, on further inspection, it does seem to be one, doesn't it? It might have been an Internal Security Confession Cafeteria Booth Station though. Or maybe a bell factory."

"In any case, I'll let you be on your way, since you appear to have someplace important to be. Hey, maybe you're

headed to the Internal Security Station! Internal Security Stations are important! I could follow you there!"

I step to the side to let my guide pass through the door and proceed to follow him to the Internal Security Station.

written by Gligar on Feb 23, 2011 01:10

Internal Security checkpoint

The contingent passes through, and down Corridor D4.

Distribution Warehouse (Q Level)

The clone addressed (who happens to be ORANGE) by Speed-Y sighs. "Who? That information is classified on a need-to-know basis to Tech Services personnel only. I can't rightly tell you. And the form? Here." He waves a form in front of Speed-Y.

Corridor (K Level)

"What makes you think I am headed towards an Internal Security station? I have no business there. Now leave me alone."

The clone walks off, muttering something about defective clones.

written by Speeder on Feb 23, 2011 01:14

I check on the form, who is supposed to sign the form (beside the person that actually did maintenance) and if the form is actually compliant with the normal Tech Services forms.

"L4, go check with Derek, if he called Tech Services, also maybe it is wise to ask him to come here help with this... issue."

written by Lightning4 on Feb 23, 2011 07:39

"Uh. Okay. On it."

I head down towards the lab and look for Derek.

"Derek? Sorry to bother you..."

If I find him, I say:

"Did you call Tech Services for Nukabot? And we may have a problem. Speed says so anyway."

I tag along if he goes.

written by Mingamango181 on Feb 23, 2011 09:51

I watch and observe the conversation between Speed-Y and the ORANGE clone. I find it quite dull, and thus being happy rather difficult to be in state of.

Without much to do, I make some careful observations over the whole Tech Service personnel, noting where familiarity occurs, and where it doesn't. And I also check the clearance of everyone in the process.

written by 4616599 on Feb 23, 2011 14:06

"Back to the team, I guess. I'll let you lead the way. These blanking outs are strange..."

written by Gligar on Feb 23, 2011 16:44

Distribution Warehouse (Q Level)

Speed-Y looks at the form. It's one of those composite forms, including what you might think of as several separate forms. This one includes Section 1: Request for Repairs (bearing a barcode where the requesting citizen's signature usually goes), Section 2: Authorisation to Carry Out Repairs, signed by a Peter-B-BLT, and Section 3: On-site Repairs Report, which is as yet unsigned.

Speed-Y seems to recall seeing this form in use a few yearcycles ago, but they didn't catch on everywhere. Each department wanted to make copies of their sections, which kind of made the form pointless.

He tells L4-O to go and get Derek-G.

Mango-R seems bored. Idly, he watches the repair team. They seem distracted and confused, but then again, going through two regime changes can do that to you.

The (RED) Alexandr-looking clone seems to be trying to get Nukabot's controls to respond, but he's not getting anywhere. "Say, Brett-R, can you pass me the screwdriver set?" he asks. The RED addressed looks a little uncomfortable and suspicious of the Alexandr-looking clone, but complies.

The other three REDs, and the other ORANGE, continue their jobs, a little slowly, but making progress nonetheless. Oddly, they too seem to be wary of the Alexandr-looking clone.

Corridor Q1

The contingent marches noisily down the corridor. They seem to be heading towards the passenger lifts.

Foursixonesixfiveninenine-R says, "Makes you wonder, doesn't it? Why would they march-"

"SILENCE!" barks one of the goons.

Corridor (R Level)

"Er... that's great, but I have no idea where to go..." John-R protests.

He thinks for a moment, then points in the direction that doesn't lead to the lift that he doesn't know is there. "Okay, let's go this way." And with that, he walks off. Joris-O tags along.

Corridor Q2

The door to Lab Q7 is closed Regardless, L4-O manages to get his attention through the door, and tells him of Speed-Y's request. Derek-G apparently sighs, and the door opens. "What's the problem now?" he demands as he walks down the corridor into the warehouse.

written by Speeder on Feb 23, 2011 19:00

I eye the authorization by Peter, then I try to figure WHEN the forms were signed.

I keep looking at Alexandr for a while. Then I walk up to him.

"What is your full name, sector and number included? And why you are messing with the control panel? We already stated where the problem is."

written by Jam on Feb 24, 2011 00:14

I suddenly snap out of my daze, and stop walking.

"Okay, well, I need to be going now... I guess I'll just have to take Foursixonesixfiveninenine-R with me... Goodbye then, sirs..."

I go to leave, and if any of the clones go to stop me, I give them a mandatory smile, and take the time to explain to them why I'm leaving.

"What? Didn't you hear Friend Computer earlier? *'Even now, a Troubleshooter team is being sent to the reactor control room to rectify the situation. Failure to co-operate with the team will result in summary execution.'*

I'm sorry that your orders interfere with my orders, sirs, but I need to go to the reactor, and the only way I can see that I'm going to get there in time is if I take Foursixonesixfiveninenine-R with me. You see, sirs, if my orders aren't completed, then you won't be able to complete your orders either, because the commies will have overloaded the reactor and blown the sector to bits. And Friend Computer knows that, sirs, that's why anyclone who interferes can be executed. Now, I'm going to go save the sector, sirs, and once I'm done, I'll bring Foursixonesixfiveninenine-R back to the nearest IntSec checkpoint, and you can interrogate him there.

Or do you want me to call Friend Computer, and risk you getting demoted or terminated for failing to cooperate with a member of the Troubleshooting team? I'd much rather have this end without your brains being blasted across the walls by ULTRAVIOLET laser turrets, sirs."

If they still stop me from leaving, I call to Friend Computer.

"Friend Computer! These citizens are interfering with my mission! I also seem to be fast approaching the limit of Mandatory Happiness, and I think if they continue to fail to follow your orders, I may even fall BELOW the limit!"

written by Cryoburner on Feb 24, 2011 01:07

I decide to follow after my new guide-friend anyway, since he looks like he knows where he's going. It's more likely to get me to an Internal Security Station than just standing around near the cafeteria, in any case, unless of course they decide to construct an Internal Security Station inside the Cafeteria within the next few minutecycles. That may be a very real possibility, but I can always check back later if I can't find one elsewhere.

written by Lightning4 on Feb 24, 2011 01:14

"Like I said, not entirely sure. Speed just told me to get you and there was a problem regarding this repair team."

I continue following.

written by Gligar on Feb 24, 2011 01:55

Distribution Warehouse (O Level)

Speed-Y has a closer look at Section 2 of that form. It looks like the ink on the signature is dry, at least, so it can't be any less than a few minutecycles old. Unfortunately, there is no timestamp on the form, only a datestamp, with todaycycle's date.

He walks up to "Alexandr" and demands his name. "Alex-R-JHT-2, sir. See?" He holds up an ME card. "And CPU Mandates direct us to check the bot's basic functioning before commencing repairs."

At this point, Derek-G arrives, with L4-O in tow. "Alright, citizens, what is it now?"

Corridor Q1

As Jam-O stops, so do the IntSec goons. "It seems rather... *convenient* that you choose *now* to try to leave, doesn't it?" one asks. He's about to draw a laser rifle before another interrupts with, "He does have a point. Maybe. But..." and he draws a weapon instead, pointing it at Jam-O, "we can't let them just go... and there's this threat of termination."

Jam-O has had enough, though. He calls The Computer. Unfortunately, The Computer just says, **"Please wait, citizen, for an available circuit to process your request."**

The goon continues. "I can't allow that threat to go unpunished. Tell you what. If you both agree to wear monitor tags, you can go about your business."

Corridor (K Level)

Cryo-R chooses to follow this YELLOW clone. He carries on following, until the corridor intersects a second.

This one is interesting, since there is no clearance stripe. Instead, there is a set of light strips, from RED to BLUE. Right now, the YELLOW one is lit, though the BLUE one is flashing.

The clone turns around to face Cryo-R. "Citizen, this is not the way to the IntSec station. Do not attempt to follow me. that is an order."

With that, he takes a right, down the other corridor.

written by Speeder on Feb 24, 2011 02:35

I peer at him for a while.

"I thought you was going to be 3..."

Then as Derek arrives I turn to him.

"Derek sir, do you called a maintenance team? If not, this warehouse can somehow detect a broken bot inside and call a maintenance team on its own? It is very suspicious that noone called this team here, and it suddenly showed up."

I peer at Alex...

"And I am sure you got killed... twice. I wonder how you are still, 2."

written by Lightning4 on Feb 24, 2011 09:14

I watch the conversation from the side, remaining quiet.

I note any articles of head-related clothing that Alex or the rest of the Tech team may be wearing. Especially commie-like ones.

written by Megagun on Feb 24, 2011 15:16

I slowly wake up, stumble around a bit (attempting to grab any medicine I can without Friend Computer noticing) and then attempt to ask Friend Computer what I should do next, for I have not the faintest idea.

written by Gligar on Feb 24, 2011 16:39

Distribution Warehouse (Q Level)

"As a matter of fact, I did call a maintenance team," Derek-G confirms. "The only oddity is that it took so little time for them to get here..."

"But is that so strange? The return of our friend, The Computer, must be a great motivator to everyone to work at their most efficient! Apparently, CPU's clones must have been caught up in the CloneServ backlog. But don't tell them I said that."

There's something else troubling Speed-Y. Shouldn't Alex-R be on his third clone, at least, by now? Alex-R doesn't know. But then, he adds, he is certain that one of his colleagues was terminated at some point, and he's still on his Prime. Perhaps something else is at work here?

As the conversation continues, L4-O watches. He's looking at the headgear worn by the team. A couple are wearing Safe-T-Lyke helmets, and another is wearing a Funball cap. They don't look particularly communist.

Medical bay (bunker)

Mega-R wakes up, and looks around. Everything's still a blur, as if he'd been hit on the head at some point.

He staggers to his feet ("accidentally" picking up a packet of little black pills in the process) and tries to speak. The operative word being "tries"... even though he's not foaming at the mouth any more, he still can't seem to form a coherent sentence. He seems lost.

written by Speeder on Feb 24, 2011 17:53

After a while, I say:

"Ok, you are free to do the repairs, but you are NOT free to leave, until I finish inspecting the bot. Also, you don't have permission to fiddle with the bot power system or electronics and computer systems. And don't turn it off."

I turn to Nukabot

"If any suspicious activity during repairs arise, please, inform me."

written by Mingamango181 on Feb 24, 2011 20:05

I take a careful look at my RED reflec, now that I've actually got some time to do so, checking the size, material, and efficiency.

written by Megagun on Feb 24, 2011 21:29

I cough up a bit of slimy foam, and attempt to speak again.

"Oi, who knocked me on me head, mate?"

written by Cryoburner on Feb 24, 2011 23:08

"An intersection! Hmm..."

Not having a proper map to go by, and an apparently defective guide, I look around to determine where I can go from here, and which direction looks most internal-security-station-lyke. I head in that direction, so long as it doesn't involve crossing into any higher clearance zones. If it does, then I instead go in some other direction, chosen largely at random. I take a moment to observe the cleanliness of the floor.

written by Gligar on Feb 25, 2011 01:27

Distribution Warehouse (Q Level)

One of the ORANGEs says, "Alright, sir. Thank you," and turns around. Speed-Y can't see him rolling his eyes after he does.

Then the repairs actually begin. First, the team removes the broken axle. After this, their requested bots - jackobots, by the look of it - arrive, and take place to hold up Nukabot.

As this is happening, Nukabot is saying, "If that happens, you'll *all* know about it."

Also, Mango-R takes the time to examine his reflec. It is thin and light, so as not to needlessly tire the wearer, and constructed of plates of a material which feels like plastilyke, but is able to absorb laser energy. It is too big for him, but this makes it possible to wear kevlar underneath it, should he want to. It is, of course, RED, so can only protect against RED lasers. And of course, it doesn't protect fully. But it may well be the difference between life and death.

Medical bay (bunker)

Mega-R tries again. This time, he's able to form a sentence. Hmm... his accent seems to have changed...

He demands to know who hit him on the head. He receives no reply.

Corridor (K Level)

Cryo-R looks around, wondering which way to go. He examines the other corridor, determining it to lead east-west, and to be in need of a scrubot. He thinks that it might be a Clearance Crossing. Those strips have changed configuration, now showing only a steady BLUE light.

To continue south, down this corridor, would mean crossing the now-BLUE corridor. Is anyone watching? Or should he just head back? Or wait for the corridor to change? He can't decide...

written by Speeder on Feb 25, 2011 11:06

I look for a object that I can sit on, so I can watch the repairs calmly, so calm that it is creepy.

written by Lightning4 on Feb 25, 2011 13:10

"Guess they don't need help then."

I watch too. And contemplate the nearest medical bay... maybe I could get this leg looked at again. But wasn't that on the level above? And that docbot got scrapped... hm...

written by Gligar on Feb 25, 2011 15:47

Corridor (R Level)

John-R and Joris-O come to the end of the corridor, which turns out to be a three-way intersection. The shorter RED corridor leads to what looks like a food hall. The other ORANGE one looks like it leads to a lift hall. Or perhaps some confession booths.

"So what do you think, sir?" John-R asks.

Corridor Q1

"Well?" the goon asks. "Or do we have to do this another way?"

Foursixonesixfiveninenine-R doesn;t seem to want to do either, though. He whispers to Jam-O, "What do you say we get out of here?"

Corridor (K Level)

Oops... looks like Cryo-R has zoned out, cataloguing each and every grain of dust in the Clearance Crossing. The light patterns are changing again: a RED stripe is now flashing.

Distribution Warehouse (Q Level)

Speed-Y sits on a rather conveniently-placed plastilyke box so he can watch the repairs.

The cargo lift is called away, and ascends.

L4-O also decides to watch. He's thinking, again, about getting his leg seen to... that docbot from the level above is no longer operational, though.

written by Speeder on Feb 25, 2011 16:58

I now wonder in what level the lift is going...

But I don't stop watching the work on Nukabot, in fact, I watch like a hawk to make sure noone touch the "Nuka" part of the bot.

written by 4616599 on Feb 25, 2011 17:04

"Well, to be honest, I can't remember where the original lift was...had blanked out. We'll try taking this one to Q level, where the rest were supposed to check on Derek-G."

I walk ahead a bit.

"Looks like the corridor is ORANGE clearance...well, as an ORANGE on a mission I guess I could permit you to pass through, unless you have any strong objections."

written by Jam on Feb 25, 2011 23:16

I jump as I notice I seem to be staring down the barrel of some kind of weapon.

"Sir? Why are you pointing that weapon at me? I wasn't intending to threaten you, sir, I was merely informing you of Friend Computer's latest orders concerning the Troubleshooting team sent to defend the reactor control room! I most certainly wouldn't want any harm to come to any of Alpha Complex's loyal citizens, and especially not a clone as high clearance as yourself! I was trying to assist you, sir, as any loyal clone would do towards a clone of higher clearance!"

I blink a bit, and look around.

"I'm sorry, sir. I seem to be operating on an exceptionally high lack of sleep, and am prone to suddenly falling asleep without warning. I appear to have been sleepwalking too, as I have no idea how I got here..."

I think a bit about what the goon was talking about a little while ago.

"Oh, monitor tags? That sounds like an excellent idea, sir. But, surely I wouldn't need one, would I? I'm not a Citizen of Interest. And having two monitor tags on two clones that are handcuffed together would be a waste of Computer property, and the time it would take to process and monitor both would hinder efficiency, right? Surely one would do the job just as well as two? But, if you insist, I can't disobey orders..."

written by Gligar on Feb 26, 2011 01:38

Distribution Warehouse (Q Level)

Speed-Y keeps watching the repair work.

He notices one of the clones peering at the nuclear generator.

But then, his PDC rings. It's using the ringtone that basically says, very **loudly**, "This is an important call, you'd better answer *yesterdaycycle*."

Corridor (R Level)

Joris-O decides to take the lift (which, of course, means that John-R would have to enter the ORANGE corridor). Johyn-R seems okay with that, though he does eye the corridor, looking for possible laser turrets.

Corridor Q1

Jam-O suddenly notices the weapons being pointed at him. I guess the long mission and lack of sleep and/or stimulants is catching up on him. But he seems okay with the idea of monitor tags, is a little confused as to why he has to wear one as well.

"I *do* insist," the goon says. One of the others produces the tags and fits them to the right ankles of both clones. "Now move it."

As he speaks, a little scrubot appears from Corridor Q4. It seems to be cleaning up the slimy footprints left by

Foursixonesixfiveninenine-R using one of those rotary cleaning attachments.

written by Jam on Feb 26, 2011 04:03

"Okay, goodbye then, sirs!"

I walk off with Foursixonesixfiveninenine-R, to somewhere out of the sight of the IntSec goons.

"Oh, look, there's a little scrubot following you! Maybe it's a petbot in disguise... Should we take it with us?"

I look down, and follow the track of smily footprints to their source... I notice that Foursix-R is still covered in slime, and has a less-than-mandatory amount of clothing.

"Hmm... Here, see if you can clean the slime off your feet with this towel..."

I offer him one of my towels (noting the clearance at the same time).

"So, where do we go to now?"

written by Cryoburner on Feb 26, 2011 12:02

"Oh, wow! Clearance crossing!"

I begin running in circles, getting ready for the lights to turn solid red. When they do, I take off down the lighted corridor, in the direction that my defective guide didn't take, if at all possible. I jog down the corridor, noting anything of interest as I go, particularly any Internal Security Stations. I also note any signs indicating what corridor I might be in.

written by Lightning4 on Feb 26, 2011 13:04

I listen to Speed's PDC and hum along with the ring tone.

written by Gligar on Feb 26, 2011 17:07

Corridor Q1

Now free to leave, Jam-O and Foursixonesixfiveninenine-R do so, heading further down the corridor. The scrubot follows them, single-mindedly cleaning up the slimy footprints. It looks like the IntSec team is turning back.

Jam-O notices the scrubot, and offers the use of one of his towels (RED, as it happens). Foursixonesixfiveninenine-R accepts and wipes off his feet. As he does, the scrubot reaches the two.

"Well, sir, I was hoping you had an idea where we could go. I mean, you did mention a mission and all. And, er... I need a jumpsuit. And to get away from laser turrets. I... kind of don't like them." He looks around nervously.

Clearance Crossing (K Level)

Cryo-R dances up and down and round and round, until the lights indicate RED. Then, he takes a left, dashing down the crossing, past some doors. None of them look particularly like an Internal Security checkpoint.

The crossing ends at a concourse, which doubles as a food hall. There are still some vendors open at this hourcycle, though there are few clones around.

The big vidscreen is displaying an advert for Bouncy Bubble Beverage as Cryo-R enters. It soon changes to a text display, reminding citizens to watch out for Citizens of Interest, and to report any sightings to Internal Security. It also lists the names of the current Citizens of Interest, including Cryo-R and Foursixonesixfiveninenine-R.

It finishes off by saying that the nearest Internal Security station can be found past the Clearance Crossing to the west... in other words, back the way Cryo-R came.

Distribution Warehouse (Q Level)

Speed-Y doesn't seem to be answering his PDC. The ringtone repeats, even louder this time.

Derek-G asks, "Are you going to answer that?"

L4-O just hums along with the ringtone.

written by Speeder on Feb 26, 2011 17:51

I snap out of my hawk watching and get the PDC.³³⁵

written by Cryoburner on Feb 26, 2011 21:32

"Oh wow! I'm on the vidscreen! The computer must really find me interesting! I'd better not keep her waiting! I guess I shouldn't have followed the advice of that obviously defective guide."

So long as the clearance crossing is still red, I hurry back through it, and down the western corridor, keeping an eye out for any Internal Security Stations, Cloning Stations, Transbot Stations or any other Stations. Particularly the Internal Security Stations though. If the clearance crossing is red, but flashing some other color, I hurry through it even faster!

written by Megagun on Feb 26, 2011 22:57

I look around, confused.

"...Mateys? What be goin' on here? Oi! Enough with this prankery! Show yerselves! We still have a nuclear bomb to defuse, and only Friend Computer be knowin' how to!"

In a flash of brilliance, I take out my PDC in order to send the rest of Team Ivy a text message, the sound of which would certainly reveal their location to me. Whilst taking out my PDC, I notice that my skin is much more pale than what I remembered it being, and I make a mental note to get that checked after finishing the mission.

Said PDC promptly falls to the floor, along with my lower jaw, upon noticing the friendly letters at the top left corner of the screen, which says "Mega-R-GUN-1"

written by Jam on Feb 27, 2011 00:28³³⁶

"You... Don't like laser turrets? What about laser pistols, or laser rifles?"

I start walking in a random direction, before realizing I have no idea where we are.

³³⁵ SPEEDER: (ooc: Sorry, I had to stay in a place without internet for a while).

³³⁶ JAM: (ooc: Megagun, your posts are great!)

"Um, do you remember which way we came from? If only I had a map of the sector, then I might be able to find my way back to the cloning station..."

I search the walls for anything resembling a map, and check my PDC for a 'map' function.

"So, what do you remember of your last clone's life?" I ask Foursixonesixfiveninenine-R as I'm searching.

written by Mingamango181 on Feb 27, 2011 00:33

I watch the repairs, noting how each member is doing their part, and whether it may affect Nukabot. I also check in case anyone is doing anything that may be suspicious.

written by Gligar on Feb 27, 2011 02:17

Distribution Warehouse (Q Level)

L4-O's humming is interrupted by Speed-Y answering his PDC.

It's The Computer. **"Team Leader, report!"**

Concourse K1

Cryo-R seems to be happy that he's being noticed. **HAPPILY**, he heads back down the crossing. Which, by the way has a sign stating CORRIDOR K1.

Corridor K1 (Clearance Crossing)

Cryo-R sets off at a run - the YELLOW stripe was flashing. He makes it to the other end of the corridor before the RED stripe goes dark.

And what does he find? A double door with a sign reading INTERNAL SECURITY STATION JHT-E-K4, and prominently displaying the Internal Security logo.

Medical Bay (bunker)

Mega-R is confused. Not only does he have an odd accent, but he seems to think he's a member of a "Team Ivy", tasked with defusing a nuke. He tries to send his team a text message, before noticing the name on the PDC, and dropping it. Well, his name is Mega-R. What did he think it was?³³⁷

Corridor Q1

"Laser pistols... laser rifles... they're... okay, I guess. I've never really used them."

Jam-O heads down the corridor briefly, before realising that he's lost. He looks for a map, before finding a (censored) one on his PDC. He seems to be southeast of the warehouse, assuming that that symbol means "cargo lift".

Distribution Warehouse (Q level)

Speaking of the warehouse, Mango-R is watching the repairs. It looks like they're waiting for something,

The cargo lift seems to be returning, as well.

³³⁷ Gligar: (OOC: Mega gains 1pp. This is fun. Maybe pointless, but fun 😊)

written by Jam on Feb 27, 2011 02:55

"Hey, there seems to be a warehouse southeast of us! Let's go that way... Maybe there's something useful there we can borrow, like an old unused jumpsuit..."

I proceed to head in a southeastern direction, towards the warehouse.

"Sorry about the handcuffs... I don't really know how that happened, I was sure I put both cuffs on you... Strange..."

written by Lightning4 on Feb 27, 2011 10:13

I watch the lift too and cross my arms.

I listen in to Speed's conversation with Friend Computer as well.

written by 4616599 on Feb 27, 2011 16:21³³⁸

I look behind me, checking for any activity-such as being shadowed by a Johyn-R; then head for the lift and call one. Once one arrives I press the button for Q level.

written by Megagun on Feb 27, 2011 19:04

"Crikey!"

I quickly grab the PDC from the floor and start composing a message.

Whilst doing so, I whistle the *Mandatory Team Troubleshooter* mandatory introduction theme.

written by Cryoburner on Feb 27, 2011 19:21

"Wow! I'll bet there's an Internal Security Station in there!"

I burst into the probable Internal Security Station, happily greeting all inside.

"Hello there! I have arrived! I hope I haven't kept you all waiting too long, as I've heard my presence is of great interest to you. I'd have arrived earlier, but my guide was presumably defective, resulting in a significant delay. I'll try to get a better guide next time. Hmm... Now that I think about it, he didn't really act like a guide. Wait! That can only mean he was a traitor, masquerading as a guide! I shall hunt him down immediately!"

With that, I leave Internal Security, and begin searching around the area immediately outside the station for the traitor. If the area right outside the door is part of the clearance crossing, and thus another clearance now, I just peer out the doorway for him instead.

written by Gligar on Feb 27, 2011 19:59

Corridor Q1

It seems that Jam-O was holding his PDC upside down or something... since he heads further down the corridor.

He passes a couple of doors, then spots an open one on the left.

³³⁸ 4616599: (who's Johyn-R? 😊)

Lab Q4

Unfortunately, it isn't a warehouse. It's an unused, and practically empty, YELLOW lab. There is a table and a storage locker, though. And the corpse of a YELLOW citizen.

Foursixonesixfiveninenine-R states the obvious: "Well, this isn't a warehouse..."

Distribution Warehouse (Q Level)

"I am waiting for your report, citizen. You are fined 50 credits for tardiness. These delays cannot be tolerated. Remember, you have 14 hourcycles remaining."

The cargo lift arrives, containing a totebot carrying some forkbot parts. The team gets to work installing them on Nukabot.

Lift (Central Subsector)

Joris-O and John-R enter a lift. After looking around outside (he thought someclone was following them) the ORANGE hits the Q Level button.

The doors close and the lift descends briefly, before opening onto another lift hall off the Hub.

Medical Bay (bunker)

Mega-R finally gets round to entering his text message.

Internal Security Station JHT-E-K4 entrance

Cryo-R enters, to find a clone behind the reception desk, and two guards beside it.

"About time you got here, citizen," the desk clone answers. "Our mutual friend was most likely about to esc- Hey! You can't leave! Guards!"

For Cryo-R has attempted to leave the station. Unfortunately for him, the door locked behind him.

Those two guards grab him and punch him in the face for attempting to leave, then drag him into an adjacent interrogation chamber.

[LOCATION REDACTED]

Hold on... what's this? "ALERT: MemoM[REMAINDER EXPUNGED]

written by Speeder on Feb 27, 2011 21:33

After a while I again snap out of whatever I was doing...

"Oh, sorry Friend Computer, probably it is the long time without sleeping, probably more than 24 hour cycles already, but we will complete the mission.

Anyway, Cryo ran off again, but I guess you already know that, also Cryo broke the Forkbot that is on our team, and we are awaiting for the repairs, also the repair team is slightly suspicious, specially because one of the members is a former communist, but seemly it is all well.

Jam-O went with a Jackobot that I believe belongs to a ULTRAVIOLET citizen to fetch John-R, our mutant team

member that can detect attacks from Freaky, or any other mutant commie that affects the mind."

written by Megagun on Feb 27, 2011 21:37

I take out my PDC, read a notice, and groan.

I then run off to find the nearest trnastube station.

written by Jam on Feb 28, 2011 00:00

"Huh? That's strange... I must be looking at this map wrong..."

I turn the PDC around in my hands, trying to comprehend the map that's displayed on it.

"Oh, we headed in exactly the opposite direction we needed to go. Whoops... Okay, it's this way..."

I turn back, and proceed in a northwestern direction... I search there for anything resembling a warehouse...

written by Gligar on Feb 28, 2011 03:00

Distribution Warehouse (Q Level)

Speed-Y finally answers The Computer.

"When was the last time you took a pep pill, citizen? It is important to stay alert during missions. It is also important to ensure that all team members keep to the mission and not wander off. Although, in this case, the wayward team member is in custody. His exact location is beyond your security clearance."

"As for the forkbot, I would advise that it be left behind. Time before your deadline is rapidly dwindling."

As our mutual friend speaks, Jam-O enters, having read the map correctly this time. However, he isn't accompanied by John-R. Instead, he has with him a clone that still seems to be slimy, as if he was snatched straight from the cloning tank. Both are being trailed by a small scrubot which is singlemindedly cleaning up after the clone, as tank slime drips off him.

Both Jam-O and the clone are wearing Internal Security locator tags on their ankles. In the case of the clone, that's all he's wearing.

On closer inspection, the clone seems to be... the Director of the Communists?!

The Computer is continuing: **"As for your other missing team member, I suggest you arrange to meet up with him enroute. Thank you for your co-operation."**

Speed-Y's PDC falls silent.

Medical bay (bunker)

For some reason, Mega-R runs off.

Corridor C1

He stops for a moment, looking for a trnastube station. Whatever a trnastube is, he doesn't find it. Belatedly, he realises that he has no ides where a trnastube station might be.

Interrogation room

Cryo-R is placed in a chair and restrained. Wow, this all seems strangely familiar...

Until the lights go off.

From somewhere, a voice says, "You will speak only to give information. If we do not like your answer, you will suffer the consequences. Is that clear? Good.

"Now, state your name, security clearance, and ID code."

Corridor Q-epsilon

Looks like John-R is once again dragging Joris-O behind him.

written by Lightning4 on Feb 28, 2011 09:06

"COMMIE!" I yell, seeing the Director.

I notice he is being led by Jam though and halt myself, malfunctioning blaster in hand.

"I... huh. I guess he's not a threat then... That's a good thing..."

I put my blaster away, mumbling something a "computer damned piece of malfunctioning [REDACTED] blaster."

I look innocent and shrug if anyone shoots a glare at me.

"So, anyone have any idea which way to go? We should probably call Joris and John and tell them which way we're going when we figure out which way we need to go."

written by Mingamango181 on Feb 28, 2011 10:49

I take one last look for my PDC and ME card, by examining the Tech Service people really closely, to check if the items are there. I don't take much notice to the Director, but I do try to keep my slugthrower from showing.

written by Speeder on Feb 28, 2011 11:40

I peer at Jam.

"Where are Mr. Jackobot, and John-R?"

I pocket again my PDC, after making sure the call is closed, Friend Computer dislike open connections.

written by Megagun on Feb 28, 2011 12:26

I look up, shake my fist at the ceiling, then start looking for the nearest *transtube* station.

written by Jam on Feb 28, 2011 13:13

I point my laser pistol at L4-O.

"Did you just call me a commie?! Or were you talking about... Huh... Nevermind..."

I turn, and respond to Speed-Y's question.

"I'm not really sure where they are... John-R is with Joris-O, somewhere... And the jackobot... It wandered off somewhere, perhaps to [REDACTED], or maybe [DFSR]? I'm assuming knowledge of the jackobot's whereabouts is beyond our security clearance..."

written by 4616599 on Feb 28, 2011 15:17

I head roughly south in the vague direction of Derek-G's lab, dragging John-R with me if necessary.

written by Gligar on Feb 28, 2011 17:11

Distribution Warehouse (Q Level)

L4-O is about to shoot at the Director (who tries to duck out of the way) before he notices that he's handcuffed to Jam-O. He puts his blaster away. (It's probably cooled down enough to fire now, assuming that L4-O can get a power pack for it.)

But he still doesn't know where they're supposed to go...

"Er... where about are you trying to get to?" asks the (former) Director.

Mango-R, still looking for his ME card and PDC, examines the bot repair team further. They seem to be carrying one PDC each. He can't see any ME cards, though he notes in passing that the former Director is carrying one.

Speed-Y ends the call, and puts away his PDC. He wonders where John-R and Joris-O are? And the jackobot? Jam-O doesn't know. But the jackobot disappeared somewhere... probably best not to dwell on it.

Corridor C3

Is... Mega-R shaking his fist at the ceiling? I'll have to poke IntSec.

Anyway. He looks around again, finding a cloning station, some dormitories, and a flight of stairs. He takes the stairs. They seem to go down two levels.

Corridor Q-epsilon

John-R and Joris-O continue heading south. They come to the IntSec checkpoint, and find that the combots are missing.

In their place are a couple of Internal Security clones. One of them stops the pair. "ME cards, please," she asks.

written by Speeder on Feb 28, 2011 17:32

I look around, and then I say.

"Ok... Friend Computer told me that we are running out of time, 14 hourcycles now, he also advised leaving the Forkbot behind."

I look to Nukabot

"I will have to leave you here by order of Friend Computer, I am sorry. If possible after the mission I will fetch you, or ask during the mission somehow to you get to us."

I turn to the others.

"Let's get moving, while we move I will try to figure where John and Joris are."

I climb on the Massacrobot

written by Megagun on Feb 28, 2011 17:39

I look around, trying to find someone who can tell me where I am and where the nearest transtube station is.

written by Lightning4 on Mar 01, 2011 00:47

I proceed to follow Massacrebot should it start moving.

"We're on the move again! The Computer is our Friend! We're marching along, we're marching along. Computer is our friend!"

written by Cryoburner on Mar 01, 2011 01:02

"Hi! My name is Cryo-R! Let's be friends to the end!"

I examine the darkness, making sure it is sufficiently dark.

written by Jam on Mar 01, 2011 01:53

I look at the former Director.

"Oh, I guess I should fill you in on the details... We're going to the reactor to go terminate the Communist Director, who our sources say has been hiding out there ever since Friend Computer was rebooted."

I look closely at the former Director for any signs of confusion or surprise.

"Okay, let's go!"

I proceed to follow L4-O should he start moving.

written by Gligar on Mar 01, 2011 02:16

Distribution Warehouse (Q Level)

Speed-Y fills everyone in on The Computer's orders. This includes leaving Nukabot behind.

"That suits me," Nukabot replies. "I need a break from being damaged by stupid clones."

Speed-Y then re-enters Massacrebot and prepares to leave.

L4-O, and the rest of the team, get ready. L4-O seems happy. That's good to see.

Jam-O briefly outlines the team's objective to Foursixonesixfiveninenine-R (yes, it's a long name, but that's what it says on his ME card), and also mentions a Director, which merits a raised eyebrow from Foursixonesixfiveninenine-R. "Director..."

He adds, "Then we need to get there as soon as we can. I believe the reactor is in Deep Subsector... I... used to know exactly where, but I must have forgotten."

Interrogation chamber

Cryo-R gives his name and clearance. His attempt to examine the darkness (how exactly do you examine darkness? It's too dark to examine!) is interrupted by an electric shock from the chair he's restrained to. "You ID number!" the voice repeats.

Corridor A1

Mega-R still wants to find the transtube station. Good thing there's a clone down here - he must have woken up for a

Mandatory Bathroom Break. He tells Mega-R that the station is on the outskirts of the sector, past the Kappa Subsector development.

But is Mega-R not assigned to the bunker? the clone asks. Did he not awaken in the meeting hall? Did he not hear the briefing?

written by Megagun on Mar 01, 2011 08:33

"Err, ye. I did awaken 'n the meeting all, and I did, er, hear the briefing. Is just that dis is a side-mission of sorts, understandez-vous?"

I look around quickly.

"Kappa Subse... Crikey!.. What sector *be* this, mate? "

written by Lightning4 on Mar 01, 2011 10:51

I continue my marching hymn. Well, "continue", rather I just repeat it a few times over until I get bored and decide to fiddle with my PDC.

"That's right, we need to call John or Joris and let them know where we're going. I'll do that!"

I attempt to call John-R while I follow the team.

written by Mingamango181 on Mar 01, 2011 10:58

I let off a sigh, and return to more pressing matters. The mission has far higher priority than my lost items. I follow along with the team as we start moving again.

written by 4616599 on Mar 01, 2011 11:41

"Oh, Intsec." I show my ME card. "Good daycycle sirs. Some defective combots here earlier. Glad to see you did something about them. They were really hindering things."

I wait for John-R to show his ME card.

written by Speeder on Mar 01, 2011 12:44³³⁹

Since someone already volunteered to call John, I just call the elevator here.

written by Cryoburner on Mar 01, 2011 17:03

"Hmm... It seems this chair is emitting a peculiar sensation. Ahh, it must be one of those Spark-E-Tyme electric massage therapy units! I've always been meaning to try one..."

Ah, yes... My ID number... is 1... 2... 34567. Yeah, that sounds about right."

Seeing as it is somewhat difficult to see in this room, I instead note the comfort of the chair, examining its cushioning, ergonomics, and of course the soothing massage sparks.

³³⁹ SPEEDER: (ooc: roflmaocopter at pirate megagun, even more bizarre considering there are no sea at Alpha Complex, at least, none that RED citizens know...)

written by Gligar on Mar 01, 2011 17:29Corridor A1

"A side mission? O...kay, I guess..." the clone answers. Though he does look a little uncomfortable. "And you're in JHT sector."

The clone peers curiously at Mega-R. "Say, aren't you the clone who got set on fire a while back? I'm surprised you survived."

Distribution Warehouse (Q Level)

L4-O continues his little song for a while, then gets bored and makes a call on his PDC.

Mango-R gives up on looking for his items. Perhaps he'll find them later.

Speed-Y has Massacrebot press the lift's call button. It's harder than it looks to make it not damage the panel.

Luckily the lift isn't far away. It arrives almost instantly.

Internal Security station

Just as John-R is about to show his ME card, his PDC rings. "Hold on a moment." He pulls out his PDC and answers it. "Hello?" It's L4-O.

The IntSec clone takes his ME card anyway, and checks both cards. She scans them into a portable terminal, then hands them back. "Thank you, citizens."

Interrogation room

"Incorrect!"

The shocks get more intense. Cryo-R's heart misses a beat.

"The shocks will increase in intensity every time you give an incorrect answer."

Being an interrogation chair, it is far from comfortable, with no cushioning. And those shocks are far from soothing. But Cryo-R seems to react as if they are.

"Hmmm... no pain response. I think we have a mutant on our hands."

The shocks increase in intensity again.

"An unregistered mutant, at that. Why is this."

written by Cryoburner on Mar 01, 2011 18:42

Although not the most comfortable massage chair ever, it is certainly a massage chair, and that is better than no massage chair at all. I smile widely, making the best of my complimentary massage session.

"Hmm... Was that a question to be answered, or more of the rhetorical kind? I'm most certainly not a mutant, just someone who enjoys a good massage, however potentially ungood it might be."

"Let me think about that whole ID number thing for a moment. I could have sworn that was my ID number, though now that I think of it, it might have been the example ID

number in the instructions of a recent jumpsuit acquisition form I filled out."

I think back to my ME card, which I undoubtedly examined at some point. If I can't recall seeing it on there, I think back to that jumpsuit acquisition form. I must have had to put an ID number on there, right? Or maybe I just used the sample number there too.

written by Megagun on Mar 01, 2011 20:43

"Ah, yeeeeees.. I rremember that fondly, my friend. It waz the most beauuuutiful, epique moment supreme de baguette! Even got some burn marks out of it!"

I show the clone my gruesome burn marks.

"I bet those'll prove bountyfull later on in my lifecycle when I have to defeat vast oceans full of communist mutant traitors! They'll be scared and set sail for higher ground, so to speak!"

I gaze in a random direction, smiling, as if seeing the retreat of my enemies with my own eyes....

Suddenly, I snap back into focus.

"Ye said JHT sector, didn't ye? I need ye to help me succeed a most vitalement missionque! I am looking for a very dangerous Forquebot that roams free in this very sector! Are there any terminals I can use around here to track down this rogue Forquebot? It nee's to be looked at RRRIGHT NOW or it might keelhaul the lives of every landlubber in this ENTIRE SECTOR!!"

written by Lightning4 on Mar 01, 2011 23:31

"Hi John. We're headed to the reactor core, it is apparently in Deep Subsector. Though we'd let you know so you two know where to intercept us.

Oh, and sorry about the whole forgetting you in the Computer core thing. We're real sorry about that one. All the chaos and stuff, I guess we thought you were still with us."

written by Gligar on Mar 02, 2011 01:32Interrogation chamber

Cryo-R thinks back. He vaguely remembers seeing his ID number in some places... his ME card... some forms... ah yes! It's...

Corridor A1

"Help you? I'm sorry, I would have to... wait a minute... that's not a normal accent... and what's an ocean? What's a landlubber? They sound almost... no... it can't be! COMMIE IN THE BUNKER!"

The clone runs into a nearby room.

Not long after, an alarm begins to sound.

Internal Security checkpoint

"The reactor core? Deep Subsector? Right, sir," John-R answers his PDC. "We'll head down there momentarily.

And... I'm sort of used to being ignored, I guess... people tend to ignore registered mutants..."

written by Speeder on Mar 02, 2011 02:08

After a while, I was thinking about something, and then suddenly I say.

"Oh, I remembered finally, where the reactor are. I mean, I got a rough information, but for whatever reason I could really not recall, but now I can, the reactor, is between the I and L levels, I think we should start the search on level J.

I climb on the lift, and wait for others to board.

written by Megagun on Mar 02, 2011 09:14

"What an interesting cute little guy. Shame he had to make so much noise, though... This might SERIOUSLY endanger my mission!!!"

I look around me to search for a computer terminal which I could use to find my Forkbot.

written by Lightning4 on Mar 02, 2011 12:30

"Uh... I guess we're going to Deep Subsector I or L then. I'll call again if our direction changes. See you soon. Praise be to friend computer."

I hang up and get on the lift if it arrives as well.

written by Jam on Mar 02, 2011 12:41

A bit bored, I take out my PDC and test its various features. That brainscrub must have been really intense, I can't remember all the cool things the PDC can do, or even what 'PDC' stands for...

I search for something that might say the current timecycle, how many credits I have, or if there are any FUN Computer-Approved games I could play while I'm waiting.

If the lift arrives, I enter it.

written by 4616599 on Mar 02, 2011 13:23

While waiting for John-R to finish, I query the IntSec clones.

"We've seen quite a few rogue or defective bots around here, sirs. Is everything going smoothly now?"

written by Cryoburner on Mar 02, 2011 16:03

"Ah yes, it's BRN-246-618-924!"

"I think... I could probably check my ME card to make sure... If there were better lighting in here, of course. The lighting seems to be below standard ME card reading efficiency levels. Also if these restraints were a little less restraining... I know they are there to keep me from falling out of the chair during the therapy session, but they might be a little too tight for me to remove on my own, so I might need some assistance..."

written by Gligar on Mar 02, 2011 18:25

Distribution Warehouse (Q Level)

Speed-Y has a brainwave. (He might want to get that seen to before it gets dangerous) He seems to recall that the

reactor is between I and L sublevels. Probably J is the best place to look. He boards the lift.

L4-O finishes his call and hangs up. After all, our mutual friend dislikes wasted resources, such as those used by a call left open. He follows Speed-Y.

It looks like everyone else is right behind him... except Jam-O. He's too busy playing with his PDC (or, as he remembers, "Personal Digital Companion") to notice that the lift is here.

He fiddles with the camera function, taking a few pictures. He checks out its AlphaNet access, noting that it seems to be working fine. He then looks up the time (04:32) and his credit balance (112).

His PDC doesn't seem to have any games, or any other optional apps, installed though. He probably never got round to installing any.

Corridor A1

Not somewhat troubled, Mega-R tries to find a Computer terminal. Looking into a nearby BLUE room, apparently a security station, he sees one.

Internal Security checkpoint

"I would imagine that the bots were placed here by the communists who briefly took control. Either way, they have been deactivated, as have several others in the sector. Things seem to be getting back to normal now. Was there anything else?"

John-R hangs up, and looks at his PDC oddly for a moment.

Interrogation chamber

"Correct." The voice pauses for a moment. "But you aren't going anywhere. We aren't done here."

A harsh light stabs down from the ceiling, shining right into Cryo-R's eyes, causing them to water.

"Now. Start from the top. What is your mission, and who gave it to you? What secret society are you affiliated with? What mutation do you have?"

written by Megagun on Mar 02, 2011 19:20

I groan, close my eyes, spin around randomly for a minutecycle or so, then (whilst still having my eyes closed) slowly move forwards.

written by Speeder on Mar 02, 2011 19:21

I keep like... waiting, for Jam.

I turn to Lucas? Oh... I was sure we had a Lucas too, wonder where he is...

Anyway, I turn to the other clones.

"Someone hold the lift, please. My fingers are not suitable for that."

I then turn to L4 specifically.

"Erm, you called John, where is he?"

written by Cryoburner on Mar 02, 2011 22:57

"Thanks! That definitely improves the room's ME card reading efficiency levels, however blinding they might be. Now, if only I could reach my ME card... I guess I'll just take your unquestionable word for it that I got the number right though." 😊

"Onto your questions, my mission is currently to head to the reactor to prevent communist interference from causing harm to the sector. This mission was given to me by The Computer. I guess my secret society would be 'troubleshooter' and my mutation would be 'troubleshooting'."

written by Lightning4 on Mar 03, 2011 00:39

"Oh uh.. I don't know actually. I never asked."

I check the PDC to see if it will tell me where the location of John was at the time of the call. Or if it will locate him regardless.

written by Jam on Mar 03, 2011 01:26

I suddenly notice a tugging on my handcuffed arm, and look up from my PDC. Oh, Foursixonesixfiveninenine-R has already entered the lift... In fact... I'm the only clone who hasn't entered yet...

"Ah! Wait, don't leave me behind!"

I dash into the lift.

"Maybe we should wait for Joris-O and John-R? They might be close... I'm actually surprised they haven't arrived by now..."

written by Gligar on Mar 03, 2011 01:58

Corridor A1

Mega-R makes himself dizzy.

Then he walks forward.

And promptly falls over... right into the BLUE room.

Let's hope the cameras didn't pick it up.

Cargo lift

Speed-Y, or rather Massacrebot, turns to Lucas-R. Yes, he's here. Funny how some clones can just fade into the background, almost like they're not here...

Lucas-R is looking at the lift panel, looking for a "hold door" button, and can't seem to find one.

Not that he needs it, since Jam-O dashes into the lift. It helps, of course, that he's handcuffed to the former Director.

There's one problem remaining: the location of John-R and Jam-O. L4-O admits that he didn't ask them... and his PDC won't tell him where they were/are.

Jam-O suggests waiting.

Interrogation chamber

"No! Too obvious. All missions are ultimately assigned by The Computer."

The shocks increase in severity again, causing a great deal of pressure on Cryo-R's chest. One might say that he's having trouble with it.

"What is the name of your briefing officer? What team are you with? *Why are you not with them? Who is your team leader? What is your secret society? The Mystics? Death Leopard? Pro Tech? The Communists? What is your mutation?!*"

Cryo-R gets the sudden feeling that something is cutting into his left leg.

written by Cryoburner on Mar 03, 2011 02:49

I take a look at my leg, and how it is getting poked. If possible, I move it away from the poking poker.

"Ah... briefing officer? I guess the computer briefed us directly. Maybe. Come to think of it, the original orders might have come from someone else, who I don't think has disclosed their identity to me. The computer did confirm the orders during a pleasant conversation afterward though."

"As for my team, I guess there's this Speedy guy, who is apparently the team leader. And someone named Jim... I think. And some others, who do things, and stuff. They seem to have issues with breaking forkbots though. As for why I'm not with them, I was asked by the computer to pick up lunch at a cafeteria. At least, I think that's what I was supposed to do. I was going to stop by one on the way to the reactor, but got called here instead. It sounded urgent, so I didn't actually grab lunch yet."

"I'm not actually in any secret society, and don't have any mutations either, as far as I know. I've since recently been experiencing some amnesia though, so it's possible there might be something I can't remember. Does amnesia count as a mutation? If so, it's not a particularly useful one. In any case, I really should be going. We wouldn't want to keep the computer waiting, after all. She is probably rather hungry by now. Hmm, do you know what time it is? I'm not even sure if the cafeteria is serving lunch now."

written by Speeder on Mar 03, 2011 03:09

I would facepalm, if I could, but that is obviously not safe.

"Can you call him again, and tell him where we are? Friend Computer told us to meet him en route, thus obviously, Friend Computer expected that our route would cross soon. Otherwise he would tell me to meet them on the reactor."

written by Megagun on Mar 03, 2011 11:12

"Ohwell, now I'm here anyways; might as well..."

I try to figure out how to get the terminal to show me where the Forkbot I'm looking for is.

written by Lightning4 on Mar 03, 2011 12:16

"I guess so."

I call up John again.

"Hey uh, sorry to bother again. I guess I was supposed to tell you where we were, and it'd also be nice to know where

you are too. We're at the Q-level distribution warehouse, or were. Now we're in the cargo lift. Friend Computer says that our route is supposed to cross nearby."

written by 4616599 on Mar 03, 2011 14:30

"Thanks sirs. We've got a little task to do ourselves...." I note John-R's call and move ahead if necessary.

written by Gligar on Mar 03, 2011 16:58

Interrogation chamber

Cryo-R tries to move to look at his leg, and finds that his head is clamped to the chair. So is his leg, for that matter.

"Then when was the briefing? Where? I don't believe your little story. And one other thing. While you were speaking, I gradually increased the current flowing through your body. An ordinary clone would be writhing in agony about now, and would have an irregular heartbeat, and other signs of extreme pain and stress. One more increase will kill you. So, I ask again: what is your mutation? You are clearly a mutant, certainly a traitor, and most likely also a communist. Give me one reason not to send you *right back to the cloning tanks*."

From somewhere, there is the feeling that someone is facepalming. The feeling is so intense it can almost be heard.

Cargo lift

Speed-Y would *like* to facepalm, but, you know, Massacrebot. He has L4-O call John-R again.

Security station (Bunker)

Mega-R tries to access the terminal. But it becomes clear he has no idea how to use a Computer terminal, especially one in a high clearance area. A second alarm goes off, and the screen reads

```
ACCESS DENIED -- CLEARANCE MISMATCH
INTERNAL SECURITY NOTIFIED
REMAIN WHERE YOU ARE
```

Internal Security checkpoint

John-R gets L4-O's call. "Hello? Distribution Warehouse cargo lift... right. We're in the IntSec checkpoint on Q Level... well, we're about to leave it. We should be over there soon."

Indeed, Joris-O is already by the door, practically dragging John-R along. "Hey, would you wait a moment, sir? I'm on the PDC."

written by Speeder on Mar 03, 2011 17:10

I decide to hold the doors putting massacrebot arm on the way, only to be sure.

Of course, I really hope that cargo elevators have the same security measures as the normal passenger elevators.

written by Lightning4 on Mar 03, 2011 17:37

"Okay. We might be able to wait here then, I guess. See you then."

I close the call and report.

"They're at the IntSec checkpoint on this level. They're probably not very far."

I look around.

"More waiting then I guess if they're on the same level as us."

"How deep can we go on this thing anyway? Hmm."

I look at the lift control panel again... it has been a while since we last checked, certainly don't want any treasonous buttons appearing where they shouldn't be...

written by Megagun on Mar 03, 2011 18:06

I groan, and begin rapidly bashing my head and the stub on my left arm against the nearby wall, in a desperate attempt to pass out and do some plausible damage to my body.

written by Cryoburner on Mar 04, 2011 00:51

"Oh, agony. Yeah, I think I'm kind of feeling that... Oh, the agony! The agony!"

I writhe a little bit, possibly in agony.

"Anyway, I think the team had been briefed while I was recloning, actually. The computer rewarded me with a fresh body, you see, because we are such good friends. Once I met back up with the team, I was notified that we were headed to the reactor to secure its continued operation. I really should be getting back to that soon, actually, as the computer wanted us to hurry, and there's apparently something of a strict time limit for this mission. Being an expert in reactors, I don't know what the team would do without me. They'd probably just stand around in a circle saying things like "Where is Cryo-R?" and "Whatever will we do without Cryo-R here?" I suppose you really should let me be on my way."

"Say, if you want, you could probably send someone with me! That way, we could meet up with the team and maybe have lunch."

written by Jam on Mar 04, 2011 01:33

"Now where is Cryo-R..."

"Friend Computer, if it's within our security clearance, could tell us the current location of our team member, Cryo-R-BRN-2? His immediate safe return is vital to the success of our mission, perhaps IntSec could escort him back to us?"

written by Gligar on Mar 04, 2011 02:13

Cargo lift

Speed-Y has Massacrebot place its arm such as to block the lift doors from closing.

And they do try to close. They come to the arm, and stop. From the look of things, those doors don't seem to have the sensors found in passenger lifts. It's only the relative sturdiness of Massacrebot that is preventing injury.

L4-O report on Jam-O and John-R. They shouldn't be long, he says. Then, he peers at the control panel. It looks like the lowest the lift will go is O Sublevel, stopping at C, D, E, G, I, J, and M Sublevels on the way down there.

Jam-O wonders where Cryo-R is. The Computer responds, "Cryo-R-BRN-2 is currently being detained by Internal Security, citizen. His location is not available at your security clearance."

Interrogation chamber

Speaking of Cryo-R, he is indeed being detained. He's still strapped into his chair, now giving a not-exactly-convincing show of being in pain.

The owner of the voice apparently listens to him. "Huh. It is now clear that you are an unregistered mutant, and therefore, are guilty of possessing a mutation. Note that your punishment will be lessened - *slightly* - if you register now. You are ordered to take less than six words to decide." The electricity running through the chair, and Cryo-R's body, lessens.

Security station

Mega-R tries to cause damage to himself by bashing his head against the wall. It doesn't work, and he just gets a headache,

From outside the room comes the sound of marching jackboots.

Internal Security checkpoint

Now that his second call is ended, John-R can join Joris-O in heading to the team.

written by Speeder on Mar 04, 2011 03:28

Seeing that it sorta worked, although not as I hoped, I keep holding the doors, and hoping nothing evil will happen.

"After they get in the elevator, we are to immediately proceed to J sublevel."

written by Megagun on Mar 04, 2011 07:12

I drop to the floor, attempting to look passed out..

written by Lightning4 on Mar 04, 2011 10:32

"Aye aye sir."

I position myself next to the lift panel.

"There are stops on both I and J, if we need to check both."

written by Cryoburner on Mar 04, 2011 17:11

I smile even more, in silence.

written by Gligar on Mar 04, 2011 18:54

Cargo lift

Speed-Y's still waiting for John-R and Joris-O to arrive. In the mean time, he tells L4-O to get ready. They'll be heading down to J Sublevel as soon as they arrive.

Distribution Warehouse (Q Level)

And here they are now.

John-R notices Massacrebot's manipulator sticking out of the lift and hits the button, opening the doors. The two then enter.

Security station

The jackboots are revealed to belong to an Internal Security team, responding to the alarms.

One of them spots Mega-R, slumped on the floor, and shakes him roughly. "Wake up, citizen!"

Interrogation chamber

"Your silence is taken as refusal to register. Very well. You are to be brainscrubbed and re-educated. Perhaps next time... no, there will *be* no next time. Take him away."

Cryo-R's restraints are released. Someone forces him to his feet and places another set of handcuffs on him, noting the, er, "stylish bracelet" that Cryo-R is wearing. Another someone blindfolds him, and forces him to walk.

written by Speeder on Mar 04, 2011 19:14

As soon everyone is inside, I also get inside.

"Someone press the button to J level."

I turn to John

"I am deeply sorry that I forgot you on the compnode... I wished I could fetch you personally, but I needed to repair the bots."

written by Megagun on Mar 04, 2011 19:59

I jolt upwards.

"Oi! What am I doing here? What is my purpose in life? What is this life thing anyways? Where is the Nuclear Bomb Device I am supposed to defuse? Why am I wearing a red suit? What are those glowy bits inside you? Why did the chicken cross the road? Do androids dream of electric sheep?"

I do some in-air karate-chops to impress my new friends.

written by Jam on Mar 05, 2011 01:38

"Friend Computer, if IntSec has captured Cryo-R, do you think you could have them return him to us, unharmed? He might have some information that would be useful to us, and, knowing Cryo-R, he's probably gotten himself a brainscrub or termination for his behavior..."

Perhaps any brainscrubs he might be about of receive could wait until after the mission is completed?"

written by Gligar on Mar 05, 2011 02:05

Cargo lift

Lucas-R presses the button. Going down for a change!

"I am afraid that that is not possible, citizen," our mutual friend replies. "But rest assured, Cryo-R will be returned to you in due course. Have a nice daycycle."

Security station

The IntSec clone shakes Mega-R. "Make sense, citizen! Why are you in a high-clearance area, next to a terminal with a clearance alarm? Explain! Now!"

Somewhere

Cryo-R is led down what seems to him like a twisty little maze of passages, all alike. It's all so confusing... sometimes one way, then turning round 270 degrees, then another way, then round 720 degrees... it's impossible to keep track!

written by Speeder on Mar 05, 2011 02:24

Seeing that probably this will take a LOOOONG time, I see if there are any commercial jingle playing to sing along.

If none are playing, I start to sing the music of the great troubleshooters that shoot trouble.

written by Jam on Mar 05, 2011 13:17

"Okay. A nice daycycle to you too, Friend Computer."

I relax a bit, and decide to finish eating my half-eaten bag of Algae Chips (the contents, not the bag... Because eating the bag would be unhealthy, and treasonous).

"Foursixonesixfiveninenine-R, does the name 'Freaky' sound familiar to you at all?"

written by Lightning4 on Mar 05, 2011 15:13

"Welcome back John and Joris!"

I decide to sing along with Speed as soon as he starts.

written by Gligar on Mar 05, 2011 16:45

Cargo lift

The lift descends. Over the speaker system comes the familiar sounds of the B3 jingle. Speed-Y and L4-O both sing along.

Jam-O finishes off his bag of algae chips. The chips, not the bag. Eating the bag would be a sign of possessing a mutation or something.

A thought comes to him and he asks a question. Foursixonesixfiveninenine-R frowns. "I... don't think so, sir."

Somewhere

Cryo-R is made to stop by his escorts. He still has no idea where they are.

written by Cryoburner on Mar 05, 2011 17:10

Seeing as we are no longer moving ahead, I begin jogging in place.

"Is this the way to the cafeteria?"

I try peeking under my blindfold to determine if we are in fact at or near a cafeteria. If not, I try to determine where we actually are. If not possible to see anything, I just listen to and smell my surroundings instead.

written by Lightning4 on Mar 05, 2011 17:32

I interrupt my singing to think, then speak in the direction of Foursixonesixfiveninenine.

"Hm. You called Jam sir... that's a good thing. Not calling your superiors 'sir' can be treasonous if they call attention to it!"

I look at him questioningly and ask,

"What do you think of communism?"

I await a reply, eyebrow raised.

written by Jam on Mar 05, 2011 17:43

I look to Speed-Y.

"Yes sir, you're exactly right, sir!"

I listen to Speed-Y's question.

"Oh, good question, sir!"

I look at Foursixonesixfiveninenine-R, interested in his response...

written by Megagun on Mar 05, 2011 20:53

"I myself and the rest of Team Ivy were sent out to retrieve and dismantle a Nuclear Bomb that a group of communists had stolen. It was their intention to use it as a bargaining chip so that they could take down JHT sector if they should fail in the little revolution they had planned.

Unfortunately, due to a tragic accident involving cans of B3, a jackobot and a transbot, my entire team got wiped out. Much worse, it would appear that we have been part of some unfortunate cloning incident, as I am not Mega-R, yet appear to be inside the boy of someone whose name *is* Mega-R..

I took it upon myself to save the happy people of JHT sector and bring forth a final blow to the damned Communists, by recovering and dismantling the Nuclear Bomb they had acquired. I found out that they had planted it inside a Forkbot, and promptly began searching for it. Unfortunately, finding a Forkbot would likely require access to a computer terminal inside a security station. Normally, Team Ivy has a BLUE team-leader, but due to obvious reasons he's not here right now, and I figured that should Team Ivy succeed in their mission, I was meant to temporarily ignore Mega-R's clearance level."

"Now, you all are of BLUE clearance. How about we form the NEW Team Ivy, you lot forget I was ever in here, and we march onwards to the record books as the famous Team Ivy that single-handedly saved the entire JHT sector from melting down in a horrible nuclear blast?"

written by Speeder on Mar 05, 2011 21:44

I peer at Jam looking at me but replying to L4 and calling he sir.

But I continue my B3 music.

written by Gligar on Mar 06, 2011 02:08

Somewhere

Cryo-R starts jogging in place and talking, only to be roughly forced to the floor by his IntSec escorts. "Less of it! No talking!"

There is the sound of a button being pressed, and the overwhelming smell of cleaning solution. There is also the complete lack of Cryo-R being able to peek round his blindfold.

Cargo lift

L4-O stops singing. He asks FOursixonesixfiveninenine-R a question.

It becomes clear that half the team is looking at him.

"Liking communism would be treasonous, sir, " is the slightly-nervous reply.

The lift continues to descend.

On the lift panel, the button for K Level lights up. Someone just called the lift.

Security station

The goons seem to process Mega-R's claim that he is someone else.

"That doesn't make sense. You have Mega-R's ME Card. You look like Mega-R. You sound like Mega-R. Yet you claim to be someone else. I'm afraid we need to verify your claim. I'll have to ask you to accompany us to the station."

written by Mingamango181 on Mar 06, 2011 02:42

Upon noticing the K level button light up, I proceed to check it in more detail, whether it complies with standards in lighting up, displaying the clearance level in the light, and if the lift actually arrives at K level.

written by Speeder on Mar 06, 2011 03:59

Upon noticing Mango behavior, I ask.

"You don't got infected by whatever caused the defect on Cryo, do you?"

written by Lightning4 on Mar 06, 2011 04:12

"Hm. Good answer. Perhaps you're safe after all."

I notice the K-level button.

"I hope whoever wants on isn't using something big..."

I note how much space is left on the lift between the several clones and Massacrebot..

written by Megagun on Mar 06, 2011 11:21

"Well, obviously I look and sound like him if I have been erroneously cloned into his body..."

Either way, Isn't this a security station? Why do we need to move to a different one?

But okay, I will comply if you promise that you'll make it quick, for JHT sector is in grave danger!!

Go on then! We have no time to lose!"

I follow the IntSec agents to wherever their station is..

written by Jam on Mar 06, 2011 15:11

I stare at L4-O for a second...

"I must be waaaay overtired... I was sure it was Speed-Y that was talking... Strange... Ah! The button for K Level just lit up!"

I ready my laser pistol for whoever is waiting, and prepare to shoot their heads off...

written by Gligar on Mar 06, 2011 17:21

Cargo lift

...what?

Why is *Mango-R* investigating things in great detail? What is going on here? Let me run a scan...

And for your information, the button indicators are plain red. They don't seem to denote clearance or anything like that, they just denote that the lift will stop at that level.

And finally, how would *Mango-R* know about Regulation 45/[REDACTED]?

Speed-Y notices this and comments.

L4-O wonders about what wants to enter on K Level.

Jam-O gets suspicious and pulls his laser pistol.

Finally, the lift does indeed stop on K Level.

Waiting there are three clones. One of them is *Cryo-R*. He's wearing handcuffs and a blindfold. The other two appear to be Internal Security.

Cryo-R is pushed onto the lift by one of the IntSec clones. "Move, you! And *you*," he adds, to everyone in the lift. "Make room!"

The other adds, "*You*, press H," to someone near the lift panel.

Corridor A1

Mega-R and the BLUEs begin walking.

They pass into the loading dock, pushing past *Selbio-R*, who bats at them with his towel (earning a glare from one goon), and out onto the roadway, which they proceed to walk down.

written by Lightning4 on Mar 06, 2011 18:34

"Oh, so it's the forkbot destroyer again." I sigh.

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"At least H is on the way. Pressing it, sir." I press the button, then try to stay out of handcuffed-grabbing range of Cryo. Or leg range if he tries using his feet to investigate.

written by Mingamango181 on Mar 06, 2011 20:01

I make way for Internal Security, moving towards the back of the lift.

While waiting for the lift to arrive at its destination at H level, I examine Cryo-R from a distance.

written by Megagun on Mar 06, 2011 21:36

"Are we nearly there yet?"

I start singing the opening tune of some of my favourite shows, like Mandatory Team Troubleshooter and Pie-loving Troubleshooter

written by Jam on Mar 07, 2011 00:59

I smile at the IntSec clones.

"Ah, you brought Cryo-R back to us! Thank you, sirs, you've saved us a lot of time that otherwise would have been spent searching for him! Okay, we'll take him from here..."

I grab onto Cryo-R's handcuffs, and pull him towards me.

"Oh, do you think you could un-handcuff him too, please? Of course, you sort of have to, because, as I'm sure you already know, any clone that doesn't assist our Troubleshooting team in its mission risks summary execution, or so Friend Computer says. No, that's not a threat, I'm just stating what Friend Computer said earlier, to avoid any misunderstandings."

I smile back at their no-doubt impressed and awed expressions at being able to meet the famous Team Epsilon in person.

"Yep, we're the famous Team Epsilon! Yes, I know, no need to be so impressed, we're only the Troubleshooting team that singlehandedly saved the entire sector from a Communist takeover, and rebooted your friend and mine, Friend Computer. It's not like we saved the sector twice or anything (though about 18 hourcycles, we will have)."

If the IntSec clones for some reason don't want us to take back Cryo-R, I immediately call for Friend Computer.

"Friend Computer! These clones are holding Cryo-R against his will, and we need him back! I don't think they realize how important our mission is, and how vital Cryo-R is to success of said mission!"

written by Gligar on Mar 07, 2011 02:00

Cargo lift

L4-O presses H while trying to keep clear of Cryo-R. Other clones move to let the IntSec clones onto the lift. Mango-R still seems to be infected with the "inspect the whole [REDACTED] complex down to the nearest atom" bug (does he even know what an atom is?) as he inspects Cryo-R. He notices a deep cut on Cryo-R's left leg.

The lift descends.

Jam-O inquires whether it would be possible to just leave Cryo-R with the team. He also makes it know that it is they who rebooted the compnode.

"Oh, so it's your fault there are dead clones all over the place," one goon replies. "I'm told that V Level is full of them.

"And no," he adds, "we can't leave this clone here. He's scheduled to be brainscrubbed."

Roadway

A goon rolls his eyes. "No."

Mega-R starts singing. "What's a pie, citizen? I bet it's *treasonous* or something."

written by Jam on Mar 07, 2011 02:11

"Dead *communists*, sir. And I'm sure Cryo-R's brainscrub can wait until after our mission is completed. There's a slim risk that the wrong thing could be wiped from his memory, and it would be disastrous if it was. Cryo-R is most likely the only clone on our team with the skills necessary to understand the reactor and repair it if any communists decide to sabotage it. It is very important that he remain the way he is, for the safety of the sector."

written by Speeder on Mar 07, 2011 02:34

After I let Jam speak, I end speaking.

"Let them Brainscrub him, our attempt earlier clearly failed, and he even managed to deny us of Nukabot."

I turn to the Int-Sec.

"Please, don't take any chances, we brainscrubbed him before, and it clearly failed, use the best machine you have, with the best technicians."

written by Lightning4 on Mar 07, 2011 07:13

I glare at Jam, then sigh and shake my head.

"I'm with Speed on this one. So far he hasn't done anything but impede our progress. Perhaps there IS some reason to bring him with us that isn't clear, but only Friend Computer knows that. And Friend Computer would have to intervene and tell us to bring him with us again if Friend Computer wanted that."

I raise an eyebrow again.

"I'm curious why you want him with us so badly..."

written by Mingamango181 on Mar 07, 2011 10:40

I examine Jam-O's argument some more, then reply.

"So... Jam-O... You think that Cryo-R should be not brainscrubbed since he may have some significance to the mission, and it could go wrong. But, things never malfunction. Ever."

I look(not examine) over at the two IntSec clones.

"Besides, they are clearly of a far higher clearance. They know what is best."

I examine my own argument, and try to figure just how well I said that... Roadway

written by Megagun on Mar 07, 2011 11:04

"Are we nearly there yet?"

To the IntSec officer that doesn't know what pie is:

"You've never had pie? No wonder you're so grumpy and unhappy!"

written by Cryoburner on Mar 07, 2011 16:58

Cryoburner said:

I begin feeling my surroundings, so as to get a better idea of where I might be. I feel the floor, the walls, my travelling companions and anything else within reach, as well as I can while handcuffed anyway.

I continue this, in case it wasn't noticed. How am I supposed to know what's around me if not by my sense of touch?

written by Gligar on Mar 07, 2011 18:00

Cargo lift

Jam-O points out that the deceased clones were communists. He asserts that, were Cryo-R to be brainscrubbed again, he might lose information vital to the success of the mission. The goon counters that Cryo-R should have thought of that before coming to the attention of IntSec. The brainscrub can't be delayed. Have you nay idea how much it would cost to delay a brainscrub?

Jam-O becomes aware that Cryo-R is touching him.

Mango-R points out that brainscrubs, like everything else in Alpha Complex, are perfect. How could they possibly go wrong? And besides, the goons are BLUE.

He thinks that was said quite well.

Cryo-R finishes with Jam-O and starts touching Mango-R.

Speed-Y tells IntSec to do the best job it can with Cryo-R. The other goon says that he can count on it.

Cryo-R suddenly turns round and feels something metal that could only be an experimental Armourbot.

L4-O agrees with Speed-Y. He says that so far, Cryo-R has done nothing but hinder the team. He wonders exactly why he is important to the team, but he assumes that there is a reason for it. He finishes up by raising an eyebrow, like some mutant with pointed ears*, and wonders why Jam-O wants Cryo-R with them...

Cryo-R finds another clone who seems to be slimy. Said clone punches Cryo-R in the says, telling him not to touch him.

The lift continues to descend. It's getting closer to H Level.

* There was one in that one vidshow a few decadecycles ago... are they re-showing it again?

The domescraper that comprises the majority of JHT Sector now behind them, Mega-R and the goons approach another, smaller, building. A sign denotes this as IOTA SUBSECTOR.

One of Mega-R's escorts asserts that yes, they're almost there.

The goon who doesn't know about pie wonders how this "pie" could be at all Computer Approved.

The group approaches the door into the building.

written by Speeder on Mar 07, 2011 18:23

I keep watching Cryo and his touchy behavior.

"I know he came from CPU... tell me, all CPU clones are like that? Also I wonder if them all are fond of pens, and countertop bells."

written by Megagun on Mar 07, 2011 18:27

"Ah, we're here now, eh? Good.

I noticed that we are now in IOTA SUBSECTOR. That's pretty far away from the core JHT sector, right? I assume we're safe here if the Nuclear Device would detonate? Any of you have any information about that?

Anyways, now that we are here, can we start formulating a plan to find the Nuclear Device? We have to find that Forkbot, or everyone in JHT sector may be doomed!"

written by Jam on Mar 07, 2011 23:52

"Cryo-R was assigned to our team by (I'm assuming) a very high clearance clone, perhaps even an ULTRAVIOLET clone. So that must mean that he is needed for the mission somehow. The only potentially useful skills I can see that he has is his tendency to analyze and examine things in extreme detail, so those skills must be needed at some point in the mission, right? Or are you questioning the judgement of a potentially ULTRAVIOLET citizen?"

Or, perhaps he has some sort of unregistered mutation that we aren't supposed to know about, that's purpose will become apparent once we get to the reactor... Cryo-R, are you a mutant? Oh! Were you that mutant that was trying to get inside our heads? If you needed our mental fingerprint thing-a-ma-jigs, you only needed to ask..."

written by Cryoburner on Mar 08, 2011 01:05

I rub my says, wherever that might be.

"Hmm... this environment is quite slimy... and punchy."

I reply to the mystery clone, who feels like jumpsuits.

"Oh, no, I most certainly don't have any mutations, at least none that I know of. I'm just highly skilled at various things, like reactors."

"Hmm... Say, can I have your jumpsuit? I could really use another one."

written by Gligar on Mar 08, 2011 02:51

Cargo lift

Speed-Y keeps an eye on Cryo-R as he continues to touch up everything... and promptly collapse to the floor, twitching, as he touches John-R.

The IntSec goons glare at John-R for that, and then notice his yellow armband. "Was that you? I don't like you mutants," one growls.

"Well, if it's all the same to you, sirs, I don't like being probed in any way. I prefer to be happy. You know, happiness is mandatory, and all that. He's making me unhappy."

The other says, "I didn't know he was with CPU... was he a Yellowpants enforcer? It would explain a few things... except that he's RED. Probably got demoted."

Jam-O continues to say that Cryo-R is important to the mission. "I don't want to hear it! As far as I'm concerned, he is a traitor, likely a mutant - id you notice that he doesn't feel pain? - and possibly a communist. For this, he needs to be brainscrubbed."

Cryo-R insists that he isn't a mutant, and asks for a jumpsuit. "No, you can't have another jumpsuit!"

The lift stops. It's H Level.

Cryo-R's escorts grab him and drag him out of the lift. They continue walking down the corridor as the lift starts up again.

Iota Subsector checkpoint

The group enters the checkpoint - yes, another one. Mega-R (if it is Mega-R) is escorted into a side-room, seemingly an interview room.

One of the goons says, "Tell me about this nuclear device. Tell me everything you know. I'm warning you, if we find that you're responsible..."

written by Jam on Mar 08, 2011 03:36

I watch Cryo-R and the IntSec clones go.

"Make sure you bring him back to us once he's done with his brainscrub, please!" I yell after them.

I turn to the others.

"Wait... I've seen you guys get injured, but you don't seem to be in any pain... Does that mean you guys are mutants too?! Gah!"

I point my laser pistol at the head of the nearest injured clone that's a lower clearance than me, which just happens to be Mango-R (actually, I think he's the only injured RED clone currently in the lift).

"Confess now or face the consequences!"

written by Lightning4 on Mar 08, 2011 05:46

"Succumbing to pain is treason. At least for the armed forces. It's a signal of being unhappy. Unhappiness is treason, of course."

"That and I think the happy pills counteract most pain you might take while doing your job for Friend Computer. It's no mutation..."

written by Speeder on Mar 08, 2011 06:22

While the team is more busy shooting each other, I am even more curious about how Alpha Complex work.

"Someone have any idea of what is a yellowpants enforcer?"

written by Mingamango181 on Mar 08, 2011 10:18

I look at Jam-O, not so willing to move or examine much anymore.

"Confess? Confess what? You know that I cannot confess of that of which is not known to me! I know that you have been good with your judgement, but surely you are not mistaken?"

I wait for whatever happens next.

written by Megagun on Mar 08, 2011 13:31

"Alright, I'll tell you all about it. Keep in mind, though, that part of this is second-hand from one of my teammates who was sent out to investigate the nuclear device in the midst of potential Communists, and for some inexplicable reason he didn't have a Laser Pistol with him to defend himself with..."

"Either way, the Nuclear Device is classified as a 'Tsar Nuclear Bomb'. The yield of it is unknown to me, but my troubleshooter teammate said that it was about this big". I indicate a size of about one and a half Generic Clone Head-Lengths. Perhaps an old unit used in Alpha Complex, but everyone can relate easily to them.

"The weapon is hidden within what appears to be the processing unit or processing region of a Forkbot. The serial number of said forkbot starts with C-3/K418-69g, but unfortunately my teammate couldn't find out the rest of it as it was hidden behind some crimson red paint, and he didn't have time to scrape that off."

"The Nuclear Device appears to have a keypad attached to it, presumably so that the Commies could operate it easily. Through some electro-analysis or something witty-sounding like that, my teammate was able to figure out a code for it: the sequence '1', 'D', '10', 'T'. Keep in mind that those are four buttons; the keypad supposedly has an actual '10' key. Must be one of them Happy-Funlyke-Exciting-Keypads. I wonder if it also has smiley faces on it, though, or if it's a more recent sans-smileys one."

"A mathematically unlikely statistically likely pseudo-analysis was conducted on the Device, which produced the following table of chances-of-armedness which every member of our team had to memorize by means of an awesome song:"

I draw out a little diagram on my PDC whilst visibly singing the song in my mind:

STATE	CHANCE
Armed*	32.33% (repeating, of course)
Disarmed	8%

Idle** 17.67% (also repeating, obviously)
Unknown Quantum-state meow? 42%

*The device is Armed if it's on a timer, ready to explode when the timer reaches 0.
**Idle means that the Device will arm itself when it detects that it is being meddled with.
It is unknown how exactly it detects meddleness-activity, or what exactly the device thinks a meddling activity looks like.

"Unfortunately, that is all I know."

written by 4616599 on Mar 08, 2011 17:01

"Yes, wouldn't it be rather treasonous if we all had secret mutant powers? You seem rather paranoid...could that be a sign of a mutant, too?"

I nervously draw my laser pistol and wave it around randomly.

written by Gligar on Mar 08, 2011 18:25

Cargo lift

Jam-O watches Cryo-R and goons leave. They don't say anything.

But something they told him triggers a thought. Are any of the team's injured feeling any pain? Are they mutants too?

He pulls his laser on Mango-R and demands to know whether this is the case.

L4-O counters that allowing pain to overcome them is considered treasonous, at least in the Armed Forces. Put simply, pain causes unhappiness. The rest you know.

And anyway, don't happy pills act as painkillers? (When was the last time the team took any?)

Speed-Y is also thinking about what the goons said. But he's thinking about the term "Yellowpants enforcer"... he can't remember what it means... Lucas-R reminds him: "Aren't they those YELLOW CPU clones who go around with Troubleshooter teams and force them to comply with seemingly-random regulations, sir? I'm sure The Computer has its reasons for assigning them. NotthatI'munhappyaboutthat..."

Mango-R freezes. He's confused. He's been asked to confess something, but what?

Joris-O is also paranoid. He points his baster around randomly. Is paranoia a mutation, too?

The lift continues to descend. It's now near C Level.

Interview room (Iota Subsector)

Mega-R(?) starts telling the goons about his alleged mission, and the device he was supposedly investigating. Put simply: it's a bomb. The goons seem surprised.

"That's... quite interesting, citizen. I'll have to check with Troubleshooter Overwatch and verify if such a mission was assigned. Hmm... you say your team was Team Ivy, right? There's no team by that name around here, but I'll check anyway. Just one other thing, what's your name?"

Another goon says, "A C-3/K-series forkbot, huh... I doubt there are more than ten of those still active in the sector..."

written by Megagun on Mar 08, 2011 18:59

"My name is Leeroy-O-JNK-5, friend."

To the other IntSec officer:

"No more than ten of them? Good. I was worried that we'd have to work our way through dozens of those, which could take a lot of time, plus it would be a logistical nightmare!"

written by Cryoburner on Mar 09, 2011 01:48

While getting dragged down the hallway, I try sliding my head along the floor to test the effectiveness of the blindfold-tying procedures performed by these members of internal security.

written by Jam on Mar 09, 2011 02:20

I look over at Joris-O, and aim my laser pistol at his head instead.

"Are you suggesting that paranoia is a mutation? That kind of thinking sounds treasonous... Isn't it stated right in the Computer-approved Troubleshooter's Motto that we should "Trust No One"? You aren't contradicting the advice of Friend Computer, are you?"

I take a step closer to Joris-O.

"And what's this with suggesting that we all have secret mutant powers? That's absurd! Next you'll be saying we're all are members of secret societies or something! But that's absolutely crazy!"

I inch a bit closer.

"Maybe you're the mutant! Are you?! ARE YOU?!"

written by Gligar on Mar 09, 2011 02:58

Interview room (Iota Subsector)

"Oh, so it was you who caused the Code 7 in DMV sector? I always wondered what happened to that team." The goon turns away to use a nearby Computer terminal. A progress bar appears on the screen, and begins moving extremely slowly.

The other goon nods. "Of course, you'd have to find them first. And that may be easier said than done."

On the Computer Terminal, the progress bar somehow jumps backwards.

Somewhere (H Level)

Cryo-R gets a bloody nose by dragging his face across the ground. However, he does learn that the Internal Security goons know the blindfold-tying protocols very well indeed.

He's eventually pulled to his feet and forced into somewhere.

The blindfold is removed, allowing Cryo-R to see that he's in a completely featureless room, lit uniformly from everywhere with lights that constantly change colour. He starts to get confused by the lights.

Cargo lift

Jam-O shifts his laser pistol over to Joris-O's head. Paranoia isn't a mutation, it's mandatory! What next? Accusing everyone of being in secret societies?

Maybe he's the mutant!

The lift continues to descend. It passes A Level, continuing into Deep Subsector.

As it does, the lights in the lift go out.

"Your attention, please," The Computer intones. **"A temporary power fluctuation is occurring. The Troubleshooter team sent to the reactor is currently behind schedule, but is expected to arrive on scene soon. Please remain calm. Thank you for your co-operation."**

Interview room

The lights go out here, too. Now, the only light in the room comes from the Computer Terminal.

written by Cryoburner on Mar 09, 2011 07:26

"Wow, this room is impressively featureless!"

I carefully examine the featurelessness of the room in detail, to make sure no features got overlooked.

"Say, is it alright being in here with all these colors flashing about? I'm under the impression that remaining in a room with this many colors is bound to be treasonous. Perhaps we should return to where we just were, assuming that place's color designation is a bit more stable."

written by Mingamango181 on Mar 09, 2011 10:54

I slowly turn my head, examining the lift's mechanisms in more detail through hearing, to check whether the Cargo lift has stopped or not. I don't declare what I observe, if there is anything to be observed in the dark.

written by Megagun on Mar 09, 2011 11:26

I gasp and quickly move my head against a nearby wall to attempt to feel and hear nearby vibrations, then whisper to the IntSec Officers:

"Crap! That might've been the Tsar! I'll feel for vibrations in the walls, you guys figure out if Friend Computer knows anything about what just happened!"

written by Lightning4 on Mar 09, 2011 12:06

"Hm. Not good."

I turn on my portable torch, assuming it still works.

"Maybe we could hold our paranoia off until after we fix the reactor? Anyone who intervenes in THAT is clearly a traitor and must be executed on the spot."

I wave Turbo with my free hand.

"Unless of course the secret societies WANT us to restore the reactor... in which case... we're committing treason? No no, that can't be right..."

I mutter to myself and think for a bit.

written by 4616599 on Mar 09, 2011 14:44

"Funny that the lights should pick this moment to go out, isn't it? *Are you a mutant? Aaaaagh...how many powers do you have?!*"

I note L4-O nearby. "Secret societies...I wonder why we'd want to bring that up now..."

written by Speeder on Mar 09, 2011 17:22

I start to laugh, then I say.

"Of course, Secret Societies want us to restore the reactor, otherwise they will have nothing to do. How one can be enemy of friend computer, without friend computer?"

Of course, we are to obey friend computer, this of course, will make some secret societies pleased, but we are not working for them, we are working for Friend Computer!"

written by Gligar on Mar 09, 2011 18:02

Featureless Room

Cryo-R doesn't seem to understand that rooms can indeed be featureless. He tries to inspect it, looking for any features that might be there, but can't find anything to inspect. And these lights... these lights... they're so... confusing...

He passes out.

Cargo lift

Mango-R tries to determine whether the lift is still moving by sound. Well, the advertising is still playing through the speakers, and the sounds of motors can be heard outside the lift. So I would say yes, the lift is still descending.

L4-O grabs his torch. Yep, still works. He points out that the team needs to get to the reactor and finish its job. Anyone interfering with the mission can be terminated.

Then again, he adds, waving Turbo around, what if the secret societies want that? If so... they're helping the societies, which is treason...

He mutters to himself.

Joris-O thinks it's funny that the lights failed now. Is someone secretly manipulating the lights via some mutation? And why is L4-O mentioning secret societies?

It doesn't matter, according to Speed-Y. If the societies want the reactor restored, so be it. Of course they want the reactor restored. What's more important is that our mutual friend wants it restored, regardless of what anyone else thinks.

The lift continues to descend.

Interview room (Iota Subsector)

Mega-R - or Leeroy-O in Mega-R's body - checks the walls. He feels some small vibrations.

Meanwhile, the goon at the terminal is running something. "According to this, only the lights are affected. I can't get full details."

The ongoing scan beeps at him. "Ah... looks like you were telling the truth about that mission. And.. looks like the rest of your team has been lost. You should have been, too, but something happened... I'm being blocked from full details... it just says, 'see Medcal Services file [REDACTED]'."

written by Speeder on Mar 09, 2011 18:07

After a while, pondering something he says.

"I am Yellow now... Having the same clearance as the yellowpants, can I get rid of them? The thought of a Yellow Cryo among us would be REALLY dread..."

written by Megagun on Mar 09, 2011 18:37

"Wait... They're all gone? What happened? And why would anyone hide information like that?"

I suddenly remember something..

"Oh, no... Can you please check what happened to Eduard-R-KHL-6? I challenged him to a duel in Cowardly Communist Caraoke Protocol, which I planned right after succesful completion of our mission. Please tell me his death wasn't related to that Code 7 incident! It would be amazingly sad if my mistake caused his death, and the cancellation of that planned duel! Oh, dear.."

I turn around, nearly burst out in tears, then remember my most important mission and shrug my pseudo-tears away...

"Right. The Nuclear Weapons Device.... I'm feeling some slight vibrations in the wall here. No sudden shocks or anything, so I'm guessing that we're safe for now and nothing bad happened yet..."

We should probably head off and find that Forkbot. Maybe there are some nearby Troubleshooter teams to help us out in our search for the Forkbot? I'm feeling sick just thinking about the possible outcome if that Nuclear Weapon detonates!"

written by Jam on Mar 09, 2011 23:34

"Gah! Why did the lights go out?! There must be problems at the reactor! We'd better hurry..."

I look at Joris through the darkness.

"Or did you somehow contact your secret society and tell them to kill the lights to this elevator... Is it because we were talking about mutants?!"

written by Gligar on Mar 10, 2011 02:04

Cargo lift

Speed-Y wonders... he's YELLOW... can he turn away a Yellowpants enforcer? "I doubt it, sir," replies Lucas-R. "I heard that there's a CPU Mandate allowing them to exist. And they use it. A lot."

The lift continues to descend. C Sublevel... D Sublevel... E Sublevel...

Jam-O wonder about the power fluctuation. Maybe it was caused by a secret society!

Interview Room (lota subsector)

"According to this, they just... ran out of clones," the goon answers. "Didn't have enough credits to buy any more, I imagine."

"Okay, that's enough," another goon says. "We've kept you for long enough. If you need anything else, like, say, help with finding this forkbot of yours, it'll be... standard rate. If you catch my drift. I guess it's just too bad about your little duel."

written by Lightning4 on Mar 10, 2011 03:45

"Well there's one society that probably does not want the reactor restored. Commies."

"But they aren't really secret..."

"And I doubt anyone in this lift is a commie. Nobody is wearing those hats."

I think and get worried.

"Unless one of us is a sympathizer!"

written by Speeder on Mar 10, 2011 04:17

Thinks some more.

"I am grateful that the only thing close to that on our team is Cryo..."

written by Cryoburner on Mar 10, 2011 09:04

"Hey now, that's most certainly not true! What about that one guy, who ate all those candies and went unconscious? I sure showed him! Say, I wonder if he's okay..."

Seeing as I'm probably unconscious myself, and multiple floors away from the team, making me completely incapable of hearing them or them hearing me, I decide to let the issue drop, whatever that might or might not have been.

Hmm... Just what was I responding to, anyway? I must have been somehow confused by those lights. : 3

written by Gligar on Mar 10, 2011 17:05

Cargo lift

L4-O knows of one society who doesn't want the reactor to come online. And none of them are here. Are they?

Foursixonesixfiveninenine-R looks worried for a moment.

Speed-Y reminds the team of Cryo-R. He might not be a communist but he's pretty close. I wonder what he'd say if he were in the lift? Something like "Hey now, that's most certainly not true! What about that one guy, who ate all those candies and went unconscious? I sure showed him! Say, I wonder if he's okay..." I bet 😊 You can almost hear him say it, can't you?

Featureless room

But it can't be Cryo-R, he's passed ou- oh, he's gone.

Somewhere

Oh, there he is. Still passed out, and incapable of inspecting anything.

written by Speeder on Mar 10, 2011 17:27

After a time I turn to foursixonesixfiveninenine.

"Hey, you are foursixonesixfiveninenine aren't you? For some reason, there was a guy in our team that really wanted to kill you, I have no idea why"

written by Megagun on Mar 10, 2011 20:36

"Of course I need help finding that Forkbot. You don't suppose I'm actually from IntSec and have access to all the nifty Computer Terminals to track those things down, do you?"

Also, please elaborate on this 'standard rate' you're talking about. You must be referring to something I'm unfamiliar with.

Now, how about any of you give me some tips on how to track this thing down. I guess there's some kind of tracking software in all forkbots, right? Can we tap into that, maybe?"

written by Gligar on Mar 11, 2011 02:16

Interview room

"What makes you think there aren't public access terminals in places? Or failing that, where would you expect to find a forkbot?"

"And for your information, the standard rate around here is fifty credits per hourcycle."

Cargo lift

"Yes, I am Foursixonesixfiveninenine-R, sir. I can't imagine why this clone of yours would want to terminate me... unless... surely he doesn't think I was involved in the Code 7 incident in DMV Sector?"

The lift suddenly shudders and comes to a halt. The doors open onto a corridor, dimly lit by RED lighting. It seems warm here, and a little prickly.

According to the level indicator, the lift has arrived at J Sublevel.

written by Jam on Mar 11, 2011 02:31

"It's funny, how the lights went out just as we were talking about mutants and secret societies... Now, the only way I can see that it could have been timed so well is if one of us somehow contacted a secret society. Isn't one of us a registered mutant with telepathic powers?"

I shift my aim over to John-R.

"Would you happen to be a member of some sort of mutant-sympathizing secret society? The timing of the blackout was just too convenient to be chance..."

I look around in the group.

"Or is there an unregistered telepathic mutant in our group? Could it be Joris-O? Maybe it's Mango-R? Lucas-R, it seems like you've been awfully friendly with a very powerful telepathic mutant. You wouldn't happen to have any powers yourself, would you? I'm sure if you were to register now, you wouldn't be punished..."

written by Speeder on Mar 11, 2011 02:58

I examine the clone with long name. "What incident?" Then after even more examination I say. "You are... suspicious, everyone else around here got brainscrubbed, you was not supposed to know of whatever incident was this. Neither the clone that for some reason remembered you and wanted to kill you. Although that clone went batshit insane about a daycycle ago..."

As the lift open I check if there are no threat outside, and move out of the lift.

written by Megagun on Mar 11, 2011 12:14

"Fifty credits an hourcycle? That's quite an outrageous price for aiding in a mission that is vital to all of JHT sector! What are you, some kind of Commie Mutant Traitor?"

I get out my PDC to check how many credits I currently have

"Hmm, maybe I can spare 10 per hourcycle, but that's stretching it!"

What are your names, anyways? I suppose that if I hire you lot for this epically vital mission for the entirety of JHT sector, I should know your names, right?"

written by Lightning4 on Mar 11, 2011 13:18

I wield my torch and follow Speed. I keep my torch on since it's still rather dark.

"Yeah, incident? What happened in DMV sector? Sounds like a bad, bad thing..."

"I would try to remember but I had a pretty bad brainscrub... I can't even remember if I really was in the Armed Forces or not. I assume I was."

written by Gligar on Mar 11, 2011 16:59

Cargo lift

Jam-O is still concerned about the lights going out. It's kind of funny that they went out just as they were talking about mutants, and secret societies... so did one of them contact a society?

Wait... John-R! He's a mutant, right? Is he a member of a secret society as well?

Or is it another mutant? Joris-O? Mango-R?... Lucas-R! He has connections with Freaky... maybe he has power himself!

"What are you talking about, sir? I'm not a mutant!"

Speed-Y ignores Jam-O. He wonders about the Code 7 Incident... how does Foursixonesixfiveninenine-R remember it?

But enough of that. He checks the corridor, and finds...

...would you look at that. Fuzzy-hatted clones. Four of them, leaning against a wall, seemingly asleep.

Speed-Y and Massacrebot exit the lift. The fuzzy hats don't seem to wake up.

L4-O follows him. He is also curious about the incident. Whatever it is, it sounds bad...

As other clones move to follow, Foursixonesixfiveninenine-R admits that he doesn't know everything about the incident. "All I really know is that some kind of device was involved, and that asking about it is a sign of unhappiness. But I distinctly remember being there while something happened."

Interview room (Iota Subsector)

"10 credits isn't good enough, citizen. I'm afraid you're on your own. And seemingly trapped in the body of a RED-clearance citizen..."

And indeed, a check of Mega-R's ME card shows that he's RED clearance, and a check of his balance shows only 34 credits remaining.

written by Speeder on Mar 11, 2011 17:05

I smile inside the bot, seeing that the commies there are sleeping. I then lower the volume of the microphone and speak.

"Ok, quietly, remove their fuzzy hats, THEN wake them up, carefully, and interrogate them."

I turn to Jam.

"You did that before, and you have that citizen attached to you, if the commies remain commies after hat removal, you and the one attached to you are to pretend to be commie and interrogate them peacefully anyway."

Feeling that this will make L4 and Massacrebot unhappy, I say,

"Later we maybe can explode more stuff."

written by Megagun on Mar 11, 2011 17:12

"Ohwell. Guess I'll have to experience the accolades, credits, eternal fame and victory parades all by myself. Goodbye."

I turn around, wait a bit to see if any of them have made up their minds, then run off in search of a public computer terminal or anyone who could aid me in my search.

When outside of ear-shot of anyone:

"Oi, finally can speak freely again, arr."

written by 4616599 on Mar 11, 2011 17:54

I exit the lift too, and start to stiffly walk around near the presumably sleeping commies.

written by Lightning4 on Mar 11, 2011 19:19

"Yes, perhaps more exploding later. Oh well." I look sad.

I hang back and watch Jam and Foursixonesixfivenineine... and Joris do their work.

I do my best too look kind of commie-ish while being entirely uncertain what a commie actually might DO.

written by Jam on Mar 11, 2011 21:29

I silently salute to Speed-Y, then creep up to each of the fuzzy hat clones, and attempt to remove their fuzzy hats without waking them up.

If I successfully remove all of the hats, I quietly wake up one of the clones, and try to see if the clone is still acting like a commie or not.

written by Gligar on Mar 12, 2011 02:07

Corridor (J Sublevel)

Speed-Y notices the sleeping fuzzy hats. He tells Jam-O (and Foursixonesixfiveninenine-R) to remove the hats and wake one up. And... maybe things can be blown up later. Because explosions are fun. (At least, that's what Death Leopard are always saying.)

Joris-O walks up to the fuzzy hats. They don't respond.

L4-O does his best commie impression, slightly hampered by the fact that he doesn't know what commies usually do. Oh well, he gives it a shot anyway.

Jam-O salutes and gets to work. Sloooooowly, he and the clone with a long name creep towards the sleeping clones.

But it looks like they made too much noise. One of the fuzzy hats wakes up. "Wsfsg? What? Oh, Director... Is there a reason you're not wearing anything, comrade?"

Taken slightly aback, the ex-Director answers, "Er, yes, comrade. I've decided to try to take the computerists off-guard by being funny."

John-R watches from a distance, as, I am sure, are the rest of the team.

Corridors (Iota Subsector)

Mega-R - or is it Leeroy-O? - leaves Internal Security behind him. Running through the corridors of Iota Subsector, he lapses back into his strange accent.

As he runs, he finds a (thankfully RED Clearance) AlphaNet cafe with several Computer terminals available for use.

written by Speeder on Mar 12, 2011 03:31

I just... watch.

You know, watching.

Yes, only, watching.

MY EYES PIERCE YOUR HEART AND ALLOW ME TO SEE YOUR SOUL!

Ok, that is not true, because if it was, I would be a mutant, and I am not a traitor. Or, I suppose not...

written by Megagun on Mar 12, 2011 12:50

I enter the AlphaNet café and attempt to search the AlphaNets for forkbots starting with the serial number C-3/K418-69g in JHT sector.

I also take out my PDC, ready to record anything of interest.

written by Gligar on Mar 12, 2011 17:15

Corridor (J Sublevel)

Speed-Y just... watches. Nothing else.

I'm pretty sure that, if the communists could actually see him through Massacrebot, they'd get unhappy through how intense he's watching them. However, since Massacrebot is opaque, they can't see him.

By now, all four communists are awake, and are scrutinising the team. You know, like Cryo-R likes to do. One is especially interested in Massacrebot. He says to the ex-Director, "You managed to liberate the ArmourBot? This is excellent news!"

Massacrebot grumbles at this.

"That's right," Foursixonesixfiveninenine-R replies. "This Troubleshooter team was especially co-operative. It took a while, but I have managed to win them over."

Lucas-R's expression is... interesting, to say the least. The communists don't seem to have noticed.

AlphaNet Cafe

Mega-R - or rather, Leeroy-O - enters. At this hour, there aren't too many clones around, just a couple on break. There are vendobots for B3, Insta-Hot Fun, Coffelyke and TeaSir, among other things.

He sits at a terminal. Not entirely sure where to begin, he just asks it to search for bots by serial number. He also gets out his PDC, ready to note down anything important.

Unfortunately, Mega-R's clearance won't access the information. It seems that he'd need Tech Services access, as well as ORANGE Clearance.

written by Speeder on Mar 12, 2011 17:26

I turn off the microphone.

"Hey massacrebot, calm down... We can always kill them later... For now, just pretend that we got captured by the commies..."

written by 4616599 on Mar 12, 2011 17:34

"Yes, indeed! Troubleshooters make excellent AlgaePunch, too!"

written by Megagun on Mar 12, 2011 18:00

I grumble and instead begin searching for the most recent episode of Mandatory Team Troubleshooter, which I must've missed in all this excitement.

Whilst the latest episode is loading, I fiddle with my PDC.

written by Lightning4 on Mar 12, 2011 18:05

I continue to just... stare. Vacantly now.

In a monotone I say:

"I will do as you command."

written by Jam on Mar 13, 2011 01:11

"That reminds me, comrades, why are you just standing there? One of you go be useful and get the Director a jumpsuit and some armor. I'm sure the ArmourBot will have enough power to adequately defend this corridor from pretty much anything the computerists can throw at us, even if one of you abandon your post for a few minutes.³⁴⁰"

I watch as one of the communists hopefully hurries off to go get a jumpsuit, then I continue talking to the rest of the clones.

"Yes, as the Director said, the troubleshooter team was especially cooperative. By the time we made it to the Compnode, the 'computerist-loyal' Troubleshooting team wasn't even interested in rebooting the Computer anymore. It was just an act for any UVs that were watching.

But something went wrong, I think a secret society interfered somehow... I remember that I was standing next to the Director, aiming my laser pistol at the Troubleshooting team leader just as we had planned, then my head started buzzing, and next thing I knew, the Director was lying on the ground with a laser shot through his head, and the Computer was back online."

I look to L4-O.

"Well, some of the Troubleshooters were a little less willing to change their minds... That's why we have a psychic mutant with us, for the stubborn clones..."

written by Gligar on Mar 13, 2011 01:46

Corridor (J Sublevel)

Inside Massacrebot, Speed-Y does his best to calm the poor bot. It's been programmed to hate commies, after all. The thought of impersonating one is... repulsive, to say the least. The bot falls silent.

Joris-O agrees with the ex-Director, stating that Troubleshooters make good AlgaePunch. "Is that some new kind of beverage? I thought they went for B3, personally..." one communist comments.

L4-O stares blankly, and does his best to act as though under psychic control or something. Jam-O runs with it, also "bringing them up to speed" with the events surrounding the ex-Director's death. He "guesses" that some other secret society interfered with the plan, causing the reboot of the compnode, since the team didn't really want t reboot the thing. He also asks for a jumpsuit and armour for the ex-Director.

The communists believe him! One heads off to find a jumpsuit while another says, "Wow, is that what really

³⁴⁰ JAM: (ooc: Do commies refer to them as 'minutecycles' too?)

happened, comrade? I heard that the computer-loyal team succeeded in rebooting the compnode, with no outside help!"

"It's news to me too, comrade," Foursixonesixfiveninenine-R adds. "I must have received a brainscrub prior to decanting again."

The first communist returns. "I couldn't find any armour, comrade. but there is a supply of jumpsuits at the reactor, including this one." The communist holds out an INFRARED jumpsuit, emblazoned with the words REACTOR SHIELDING.

AlphaNet Cafe

Grumbling, Leeroy-O decides to relax a little instead. he looks for the most recent episode of Mandatory Team Troubleshooter, and what do you know? There's a PDC-format version of the newest episode from two daycycles ago. He hits Download, and fiddles with his PDC, probably to set up the transfer. This means he misses the "payment required" notice, which asks for 25 credits.

written by Megagun on Mar 13, 2011 02:16

I look up from my PDC, cancel the download, and instead probe AlphaNet for a map of JHT sector. I specifically search the map for any interesting tourist sites, such as ancient bunkers, nuclear reactors, and cloning tanks.

written by Megagun on Mar 13, 2011 02:27

After looking at the maps a bit, I probe AlphaNet for more information regarding Forkbots: what they are, what their usual workcycle is, and in what kind of environment they're most often deployed. I also try to browse some news archives for news regarding Forkbots. Perhaps there had been a few incidents regarding Forkbots lately, knowledge which could aid me in my epic quest.

written by Mingamango181 on Mar 13, 2011 09:44

I stand still, but only to observe the communists to figure out when they seem to be at their most vulnerable state. Without looking downwards, I grip my slugthrower, being careful not to fire it.

written by Speeder on Mar 13, 2011 14:57

After a while I say.

"Remember, the best you remain calm now, the more we can kill commies later!"

written by Lightning4 on Mar 13, 2011 17:08

I continue looking vacant and under mental control.

"I will do as you command."

written by Gligar on Mar 13, 2011 18:23

AlphaNet cafe

Leeroy-O looks up from Mega-R's PDC and notices the message. He decides to cancel the download, and instead calls up a map of the sector. The resulting map displays the main domescraper, consisting of Alpha through Theta Subsectors, along with Central Subsector (between them

at the top) and Deep Subsector (underneath them all, housing such things as the sector's reactor, and the food vats). A roadway leads from the intersection of Epsilon and Delta Subsectors, past the building housing Iota Subsector, and past several factories, to a junction with another roadway, around which Kappa Subsector is being built. The first roadway continues to a transtube station.

There appear to be three bunkers, designated C-1, C-2 and C-3. However, when he presses for more information, the terminal demands a "need to know".

There appear to be cloning stations in every subsector, typically three or more per subsector.³⁴¹

He does another search, this time for information about forkbots. He discovers that they are wheeled bots designed to carry pallets of goods and/or specialised transport containers, and are usually used to assist with the loading and unloading of truckbots when they reach warehouses or other storage facilities. There have been a number of models over the yearcycles. Most have limited range due to the chemical battery packs they use. Though capable of operating without human attendance, CPU Mandate 212/8448(c) requires that there be at least one human operator per five forkbots. Frequently, you will find that every forkbot has an operator. Some models of forkbot resent this.

Strange as it may seem, theyre have been a large number of forkbot-related incidents over the yearcycles. Much of the information is unavailable at Clearance RED, but it can be revealed that recently, one forkbot, designation C-3/K41[CENSORED] was the subject of an unprovoked attack by a citizen (who is now in custody), causing [REDACTED] damage to the bot. It is being repaired in situ. A brief video clip is available, of a news team interviewing the bot. From the notice on a displayed clearance stripe, the incident happened on Q Level, Epsilon Subsector.

Corridor (J Sublevel)

Mango-R keeps watching. Slowly, he reaches for his slugthrower. A communist sees him. "Comrade, what are you doing with that?"

L4-O remains as vacant as before.

Foursixonesixfiveninenine-R accepts the jumpsuit, while noting, "The computerists use these to denote clones on punishment duty, serving as reactor shielding above us. But that won't happen to us."

He then hold up his handcuffed wrist. "I do have a small problem, though. Can someone do something about this?"

A communist sighs. Pointing at L4-O, he says, "You, do something about it."

written by Jam on Mar 13, 2011 18:56

"Computer-loyal? Succeeded in rebooting the compnode? Well, I guess that's what it must have looked like to anyone that wasn't informed of the plan..."

³⁴¹ GLIGAR: (OOC: I'll post a graphical representation of all this later.)

I poke a bit at the ex-Director's arm, trying to see if it's still slimy. Then I look at the INFRARED jumpsuit.

"Well, I guess it's better than nothing..."

I walk forward so the ex-Director can reach the jumpsuit without having to strain against the handcuffs.

"It was rather difficult to escape from IntSec once the Director had recloned. I had to handcuff myself to him and make it look like an accident, and even then, those pig-dog IntSec clones wanted to take both of us to be interrogated! I just barely convinced them to let us off with only locator tags..."

I motion to the locator tags around our ankles.

"The tags shouldn't be too problematic, IntSec is expecting us to be in the reactor. They think we're defending it, and by the time they realize we're no longer loyal to the Computer, it'll be too late.. Works out nicely, doesn't it, comrade?"

written by Speeder on Mar 13, 2011 19:27

I grin.

"Hey Massacrebot, record this, if possible to record past visual data, save what you can, from up to the arrival on this level too. Later, we can use this video to show our great techniques to friend computer, and I think he will be happy with all of us, including you."

written by Lightning4 on Mar 13, 2011 20:01

"I will do as you command."

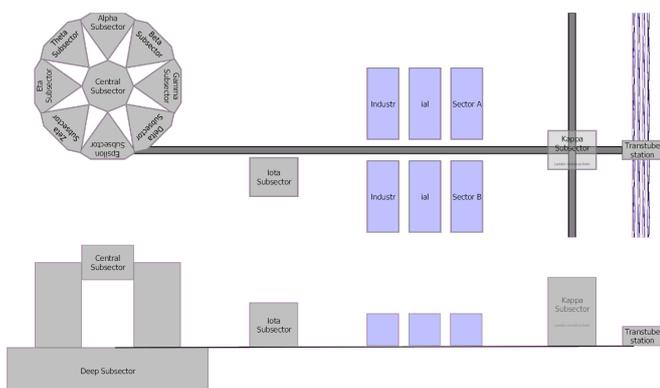
I stretch out my arms and march my way over to the Director, with nothing but a creepy, vacant stare on my face. I attempt to position myself near or next to one of the commies next to the Director.

Upon reaching the group, I turn abruptly towards the Director, lean over...

...and stare at the handcuffs.

"I will do as you command."³⁴² ³⁴³

³⁴² GLIGAR: (OOC: Have a map. Postline has scaled this for your convenience, so click for the full version:



)

³⁴³ LIGHTNING4: (OOC: Looking nice! Alpha Complex really is big, I almost forgot that's just one sector.)

written by Megagun on Mar 13, 2011 22:28

I grab my PDC, write down a few notes.

"Hmm, C-3/K41..

that's at least a partial match... Might as well find out further details about this incident, figure out more about Forkbots myself, and maybe even ask people about the Forkbot I am looking for. Looks like C-3 in the Forkbot serial number might even refer to bunker C-3..."

I head off back towards Epsilon subsector, Q level being my target.

written by Gligar on Mar 14, 2011 02:54

Corridor (J Sublevel)

Jam-O tells the communists that there was a part of the plan they didn't know before checking to see whether Foursixonesixfiveninenine-R is still slimy. It seems that he is, but the tank goo is starting to dry out.

He looks at the jumpsuit briefly before moving to let the ex-Director get to it. The ex-Director starts to put it on as best he can.

Meanwhile, Jam-O tells the communists about the IntSec incident, and their locator tags. They grin. "It does seem rather convenient."

Inside Massacebot, Speed-T continues talking to the bot, telling it to turn on all sensors and start recording. Massacrebot lets out a quiet little "yip!" in answer. The communists don't notice.

L4-O decides to act a bit like a zombie. He stiffly walks towards the ex-Director, positioning himself such that he's between the ex-Director and another communist, and stares blankly at the handcuffs. "What are you waiting for?" Foursixoneixfiveninenine-R asks? "Remove the handcuffs."

AlphaNet cafe

Leeroy-O makes a few notes, then decides to head over to the forkbot incident in Epsilon Subsector.

Internal Security station (Iota subsector)

The IntSec clones barely notice him, and just wave him through.

Roadway

Leeroy-O finds himself on the roadway again, heading back towards the sector's main domescraper. He realises that it's a fair distance away.

written by Speeder on Mar 14, 2011 03:07

I keep watching, maybe seeing what sensors data pickup.

Maybe some signal that without the hats, the commies starts to be uncommie.

written by Lightning4 on Mar 14, 2011 12:30

"I will do as you command."

I attempt to unlock the handcuffs with my torch.

I lean up after failing with that and say,

"Improper tool."

I give myself a quick, jerky pat down, and continue,

"This one does not have the item required to complete the objective."

written by Megagun on Mar 14, 2011 14:01

I sing the theme song of Mandatory Team Troubleshooter whilst on the move.

written by Gligar on Mar 14, 2011 17:01

Corridor (J sublevel)

Speed-Y keeps an eye on Massacrebot's sensors.

According to acoustic sensors, there are more communists in rooms down the corridor.

However, the one de-hatted communist remains communist.

L4-O tries to use his torch on the handcuffs. Not surprisingly, it has no effect. (Well, at least it wasn't a towel.) He leans up and complains. The de-hatted communists just sighs and says, "Then get the tool you need!"

Roadway

Leeroy-O sings as he walks. All in all, it's a nice stroll this time, without IntSec forcing him to go anywhere.

In time, he comes to the end of the roadway. He has two choices: either the loading dock, or the corridor to its left.

written by Speeder on Mar 14, 2011 17:19

Now kinda impatiently tries to keep his patience waiting for disclosure of informational information that actually informs.

written by Megagun on Mar 14, 2011 17:43

I decide to explore the loading docks, before heading off to the corridor to the left of it. Perhaps there are some forkbots roaming around.

written by Mingamango181 on Mar 14, 2011 19:43

I act as if nothing was said to me, and wait for something else to happen instead.

written by Lightning4 on Mar 14, 2011 20:11

"Acquiring alternate unlocking tool."

I take out my laser pistol with my free hand slowly.

If not interrupted, I slowly aim it at the handcuffs.

"Please remain still and hold the handcuffs sufficiently far apart."

written by Jam on Mar 14, 2011 22:54

I shrug, and hold my handcuffed arm out, pulling the handcuff away from Foursixonesixfiveninenine-R's handcuff at the same time. I move the chain linking the cuffs so that

it's as close to the FUN lasery part of L4-O's laser pistol as possible.

"Don't you dare miss, comrade, or you might find the next laser shot out of that barrel will be through your face..."

written by Gligar on Mar 15, 2011 01:36

Corridor (J Sublevel)

Speed-Y just waits. It's as if he's waiting for some information.

Mango-R also waits.

L4-O gets another unlocking tool: a laser pistol. He sloooowly aims it at the handcuff's chain.

Jam-O holds up his arm and cautions him to do this right.

The ex-Director doesn't like it. "Is that all you can find? Oh well, *don't miss*. If you do, it'll be bad for you." He also holds up his arm.

Before L4-O can fire, another communist approaches the group. "Comrades," he says, "I have intercepted communications, apparently from an agent, concerning... the Tsar Nuclear Bomb. Apparently, it's been installed into a C-3/K418-series forkbot. The agent also wants to contact Dire - oh, there you are, comrade Director... it looks like you have two messages."

The ex-Director replies, "Okay, let me finish here and I'll check those messages. In the meantime, run a search on that forkbot."

"Understood, comrade." The communist heads back down the corridor.

Seeing the puzzled looks of some of the team, the de-hatted communist explains, "What, didn't you know? Oh well, I suppose it's to be understood... after all, you wouldn't know if you weren't fully briefed on the plan. Since Plan A has failed, we've presented a demand to this sector's High Programmer. If it is not met, we're blowing the sector to bits."

Loading Dock

Leeroy-O looks round the dock. He sees a few pallets, a portable cloning tank, and a forkbot charging station. As well as a clone waving a towel around.

He realises that he passed through this room when IntSec took him to Iota Subsector.

There is a distinct lack of forkbots, but on further inspection, a door to the north has been removed, as has part of the wall, leaving a forkbot-sized hole.

written by Speeder on Mar 15, 2011 01:50

I turn on the microphone, and try to speak with a commie accent, and a different voice.

"Exkuzeme Kommrades, but vi must extretch my legs."

I turn the opening of the massacrebot away from commies, and ask it to open, so I can use the PDC.

written by Jam on Mar 15, 2011 12:06

I talk to the de-hatted communist, while still keeping my handcuffed hand still in case L4-O decides to fire.

"So you're going to bring the Tsar Nuclear Bomb to the reactor and blow it up there? Or how does the reactor fit into this whole plan? And what are we demanding?"

written by 4616599 on Mar 15, 2011 13:55

I look puzzled.

"Tsar Nuke? Never heard of that. You sure have got good agents. Guess I'm behind times. But what a glorious plan for the day!"

I then watch L4-O carefully.

"You will free yourself. And continue your mission. Good thing we have mutants on our side, I was worried there were some against us..."

written by Megagun on Mar 15, 2011 14:27

I examine the forkbots-sized hole, and that which is beyond the hole.

written by Lightning4 on Mar 15, 2011 15:54

I attempt to fire my laser pistol at the handcuffs.

"Objective complete."

I keep my laser pistol in my hand and lower it. I return to a vacant stare, but maintain my position.

written by Gligar on Mar 15, 2011 17:20

Corridor (J sublevel)

Speed-Y makes an excuse about stretching his legs, and opens Massacrebot.

But he has no intention of actually leaving Massacrebot. He simply wants to free his hands so he can use his PDC.

While waiting for L4-O to just get on with it, Jam-O talks to the de-hatted communist. "That's correct, comrade. If the High Programmer does not shut down the reactor and give us the precise location of his mutant prison in the Underplex, we will destroy this sector and gain access to the Underplex through the crater."

Joris-O hasn't heard about the Tsar Nuclear Bomb. But he says he likes the idea. Looking at L4-O, he adds that freedom, and the continuation of his mission, is just around the corner.

L4-O finally gets round to firing...

...and, since the chain is right in front of the barrel, hits, breaking it. But the beam continues on, hitting another communist's fuzzy hat, setting it on fire!

"Hey, what's the big idea?!" the de-hatted communist exclaims, punching L4-O in the face.

"Enough," the ex-Director says firmly. "It's not his fault that his mind has been overwhelmed. He's doing his best. Now, about those messages..."

He heads down the corridor. The other communists join him.

Loading dock

Leeroy-O looks through the forkbots-sized hole, to find an INFRARED corridor. Directly opposite is another door, marked "Dormitory".

Recovery room

A clone wakes up with a start. He can't seem to remember anything except for that fact that he somehow had lunch with The Computer. Wait... what's his name... Cor..Cyro... no wait, Cryo-R! That's it!

There's... something else... oh yes! He has to get to the reactor immediately! It's vitally important that he get there, and not inspect anything on the way down there! He has to do this now!

A synthetic voice behind him says, "Ah, you're awake. Apart from not remembering anything, how do you feel?"

written by Speeder on Mar 15, 2011 17:50

I close Massacrebot again and turn off the microphone.

Then I comment with it.

"Take note, that for future upgrades, you should have a vocal interface to external communication usage, especially, PDC"

Then I turn back to the commies, and watch, like if awaiting orders from ex(??) director.

written by Megagun on Mar 15, 2011 18:30

I grab my lower left arm, ready to use it as a weapon should anyone threaten me, and enter the Dormitory.

written by Mingamango181 on Mar 15, 2011 20:02

I check my slugthrower, and ready it if necessary. I ask quietly,

"Do you think that the ex-Director's being... too much like a Director?"

written by Lightning4 on Mar 15, 2011 20:12

I wait until it is safe to speak and the commies are not looking.

I keep my voice low.

"Aaugh. Son of a..."

I rub the area of my face that was punched.

"Why couldn't we just go in guns blazing... it worked before..."

I hear Mango's worries about the Director and reply.

"It is a little worrying. But he is still playing along that I'm under mental domination, so he might still be on our side."

After nursing my face a little more, I return to my zombie-like pose in case the commies look back in this direction.

written by Jam on Mar 16, 2011 00:44

"Mutant prison?"

I hesitate for a second, then follow the Director down the corridor, keeping close by him. I continue talking to the de-hatted communist.

"Ah, that is a very good plan, comrade! However, I can think of a few problems we might have... Assuming the High Programmer doesn't give in to our demands, and we have to detonate the bomb, how will we get to the Underplex through the huge pile of rubble that was once the sector? And even if we can get to the Underplex, how will know where the mutant prison is, without the location being told to us by the High Programmer? We could be searching for months, who knows how big the Underplex is!

Perhaps I could suggest a better alternative, comrades?"

written by Gligar on Mar 16, 2011 02:47

Corridor (J sublevel)

Massacrebot answers Speed-Y with a quiet "yip!"

Mango-R checks his slugthrower. Looks like he has four shots left. He then wonders id the ex-Director is relapsing...

L4-O breaks his ruse to massage his jaw. Ow...

He wonders why they can't just blast through. It worked before, after all.

To Mango-R, he replies that though he is worried, the ex-Director does seem to be playing along with L4-O's ruse. That probably counts.

After massaging his jaw a bit more, he goes back to his ruse.

Jam-O notices something: they mentioned a mutant prison...

He heads down the corridor, eventually finding himself in a control room, where the ex-Director is reading something at a Computer terminal.

Other communists are manning other stations that apparently have something to do with operating the reactor.

Jam-O approaches the de-hatted communist and speaks to him.

"I doubt that your suggestion would be accepted," says the communist, "but let's hear it anyway."

Dormitory 3

Leeroy-O enters the dormitory, to find perhaps twenty INFRARED citizens asleep, out of the forty that the dormitory could support.

In the eastern wall, there is an exit.

written by Speeder on Mar 16, 2011 03:37

I trundle over to the commies, and read the terminals from my vantage point.

If (and only if) someone asks what I am doing near them:

"Kommrade, why else the glorious Direktor would liberate that bot? It is vor his protektion of course! If he is killed again, there would be slowness in the plans for the glorious revolution!"

written by Megagun on Mar 16, 2011 08:20

"How... boring."

I head back to the loading docks. Looks like I took a wrong turn anyways and should've moved towards the corridor rather than the loading dock.

written by Lightning4 on Mar 16, 2011 11:06

I stick out my arms and shuffle behind Speed and presumably others.

"I will do as you command. If what you have me do is blow you all up!"

written by Jam on Mar 16, 2011 12:48

"Okay, right now, the High Programmer thinks that Troubleshooting team is still loyal to the Computer. How about we use that to our advantage? The High Programmer trusts us. If we can get close enough to the UV that our psychic mutant can get inside his head, we might be able to take the information we need by force. Then we can force him to shut down the reactor."

I suddenly wonder why I'm planning strategies for the communists... Surely that is very treasonous...

written by Gligar on Mar 16, 2011 18:21

Reactor control room

Massacrebot enters. From inside, Speed-Y looks at the terminals. He notes that the control terminals are putting out all sorts of readouts he can't understand, except for one that says "COMPUTER LINK DOWN".

The ex-Director is reading some messages on his terminal. Speed-Y can make out part of one message: "...ode is still 'ONE', D, 'TEN', T, and the device still operates according to the spe..." and part of another: "BLOW UP IMMEDIATELY". (It doesn't help that the terminal he's using really should have been replaced yearcycles ago, and doesn't sync up to Massacebot's cameras. If it was a new terminal, he'd probably be able to read more.)

A communist sees the big bot in the control room, and asks why it's there. Speed-Y, of course, replies that he's protecting the Director.

L4-O shuffles in behind the bot, promptly bumping into another communist. "Hey! Watch where you're going!"

Jam-O outlines his idea, namely to get close to the High Programmer and use the team's mutant to get the information from his mind. And also to shut things down.

He stops. Why is he helping the Communists again? Isn't that big-time treason?

But it doesn't matter. The de-hatted communist says, "That's a good idea, comrade, but it won't work. We don't even know where the High Programmer is, and besides, he most likely has mutants working for him. Any attack

would most likely get reflected back. No, we have to do it this way."

Lift hall (A Level)

After realising that he went the wrong way, Leeroy-O backtracks and takes the other path from the roadway. He ends up at this lift hall. There are some small holes in the synthcrete wall here, as if something heavy slammed into it, as well as plenty of blood that still hasn't been cleaned up. A scrubot is attempting to do so but seems to have run out of cleaning solution.

Also present are three lifts.

written by Mingamango181 on Mar 16, 2011 18:59

I quickly walk in some direction, not wanting to be left behind. I try to only examine major things, like where the walls are, so I don't end up running into them.

written by Megagun on Mar 16, 2011 20:30

"How... much less boring."

I try to evade the blood on the floor whilst summoning an elevator (or entering it if it's already here; Q level is where I want to go).

To the scrubot:

"Looks like you're out of cleaning agent, buddy. Need some help?"

written by Lightning4 on Mar 16, 2011 20:40

"Apologies from this one." I say, just barely resisting the urge to grit my teeth.

I shuffle my way around the communist, and park myself in view of the operation. I slowly and jerkily look about the room from my position.

written by Cryoburner on Mar 16, 2011 23:07

"I feel GRRRRR-GOOD!"

"The reactor! I must go there! It is very important that I do!"

"Computer! What's the fastest route to the reactor from my present location?"

I open the door to the recovery room and step outside, looking both ways while being careful to ignore everything that I see.

written by Jam on Mar 17, 2011 00:59

"Hmm... I guess you're right. Oh well..."

I walk around a bit, looking at the terminals.

"I assume we have someclone here who actually knows how to work the reactor? We wouldn't want it exploding before we were ready..."

I walk over to the Director, curious what he is reading.

written by Gligar on Mar 17, 2011 01:38

Corridor (J Sublevel)

Mango-R heads for the control room, taking care not to bump into a wall or a door. He makes it all the way to the control room before bumping into L4-O, who is apologising for bumping into some communist.

Reactor control room

He doesn't seem to notice, though. He shuffles round to a free space and starts jerkily looking around.

Jam-O wonders if anyone among the communists knows how to run a reactor. "I am an expert at reactors!" one exclaims.

Jam-O then heads over to the ex-Director's terminal. But it looks like he's done, as the terminal is blank.

Lift hall (A level)

Leeroy-O hits a call button. As he waits for the lift, he talks to the scrubot. "My operator should be here any minute cycle. It would be most satisfactory if he were to have a refill tank," the scrubot replies.

Eventually, the lift arrives.

Corridor (H Level)

Cryo-R runs into the corridor, despite a docbot behind him saying, "You have not signed your release forms, citizen!"

He notices (but immediately ignores the fact) that the corridor is RED Clearance, and seems to lead to corridors at either end.

He has no idea where to go, except for "to the reactor". He asks our mutual friend, who replies, "**The reactor is directly below you, citizen. I recommend heading straight down.**"

written by Speeder on Mar 17, 2011 02:08

After some time pondering, I ask.

"Kommrade Director, how much Kommrades ve have on this level? I suspect ve might need to make a stand."

written by Megagun on Mar 17, 2011 07:56

I push the shiny "Q Level" button.

Noticing that there is a distinct lack of elevator music, I improvise and start humming a little song which sounds like generic elevator music.

written by Jam on Mar 17, 2011 12:18

I look at the communist that claimed to be a reactor expert.

"Good! Our mission is so important, I would expect nothing less than an expert!"

I suddenly realize something, and ask the communists a question.

"Wait, aren't we supposed to be liberating the INFRARED masses?³⁴⁴ And wouldn't blowing up the sector achieve the exact opposite? Instead of freeing them, we would be killing them! Why would anyone trust us after we killed one of their previous clones?! They'd probably hate us, and the whole idea of communism, after that! All that, just so we can go free a few mutants? What's so interesting about the mutants anyway, that we'd risk an entire sector of clones all hating communism?"³⁴⁵

written by Lightning4 on Mar 17, 2011 13:04

I decide to try my luck at de-hatting another commie.

"Objective acquired."

I shuffle over to the nearest hatted commie that is relatively alone.

"Attention. My controller informs me that your hat is malfunctioning. May I see it?"

My hands remain full with my laser pistol and torch, but I hold my arms in a position to receive an object.

written by 4616599 on Mar 17, 2011 15:34

Remaining outside the control room, I glance around the sublevel for anything interesting.³⁴⁶

written by Gligar on Mar 17, 2011 19:01

Reactor control room

"How many? About as many as are left... I have no real idea," replies the ex-Director. "Does anyone else know for certain?"

Other communists discuss, coming up with the number 75.

Jam-O realises something. Wouldn't destroying the sector go against the communist's goals? After all, the sector's residents, on recloning and being told that the sector was destroyed by communists, are going to hate communists even more, right? All for a few mutants? What's so important about them?

"Do you know what those mutants can do? Once we have them, it won't matter that clones hate us. We could broadcast out messages directly into their minds, and soon, they would see the error of hating us!"³⁴⁷

³⁴⁴ JAM: (OOC: If loyal citizens like us don't know about that objective of the communists, just ignore this part of the post)

³⁴⁵ MEGAGUN: (OOC: What's this Jam said about an objective of the communists? Also, how would anyone know that the commies killed their previous clone? Does Jam not know that regular citizens cannot remember how their previous clone died? Ah, Jam must have some kind of mutation that allows him to fully remember how a previous clone died. This means he's a Communist Mutant Traitor! *ZAP ZAP*)

³⁴⁶ JAM: (OOC: Megagun - They would hear on the news that the sector they were in exploded, and who else but the communists would do such a crazy thing! 😊)

³⁴⁷ GLIGAR: (OOC: Generally true, Mega... but let's say you awake in a cloning tank. You last memory is of shooting at communists. What would your reaction be? Even though you don't remember the sixteen slugthrower shots, it doesn't take a genius to realise that perhaps they terminated you.)

L4-O ignores this and tries to de-hat another communist. "No comrade, we must keep these hats on at all times."

Corridor (J Sublevel)

Joris-O remains outside the control room. He glances around what he can see of the sublevel, and notices what seems to be a supply closet.

A lift

Leeroy-O presses the nice shiny Q button.

Initially, as the lift rises, everything is quiet. As such, he starts singing jingles.

Almost as soon as he starts singing, what should come over the speakers but the very same jingle he's singing?

written by Speeder on Mar 17, 2011 19:05

I start to fake a malfunction, and end "accidentally" smashing some commies by accident.

If you get what I mean by accidental accident.

written by Jam on Mar 17, 2011 20:15

"Wow... Those mutants must be really powerful..."

I watch as Massacrebot apparently decides to smash up a few communists.

"What are you doing, comrade?!"

I think for a few seconds.

"Ah, one of the motors in the Armourbot must be malfunctioning! Stay back, comrades!"

written by Megagun on Mar 17, 2011 21:04

I suddenly interrupt my song..

"Ah, you must be one of those newfangled 'genuine clone personality-clone' elevators, that attempts to act in a manner much like the occupants of said elevator... Quite a neat trick you did there, finding the tune of the song I was humming and singing along with it..."

Now; a challenge: tell me a joke that I will find funny, mate!"

written by Lightning4 on Mar 17, 2011 23:37

"Very well. My controller just believes that a malfunctioning hat may impede your mission. See me if you wish for me to check your hat."

I shuffle away, attempting to bump into another commie "accidentally."

"Apologies. This clone is not easy to control..."

written by Cryoburner on Mar 18, 2011 00:07

I respond to the Doctor, who I inadvertently payed some degree of attention to. Excuse me sir, I'll need to borrow that saw of yours. The computer requested me to head 'straight down' to the reactor, which is directly below us, but this hallway only goes left and right. It is therefore the computer's request that this hallway be extended to allow for vertical transit!

written by Gligar on Mar 18, 2011 02:23 *A lift*

Reactor control room

Massacrebot apparently causes this exact moment to malfunction... no wait, it's Speed-Y *faking* a malfunction. Several communists are accidentally on purpose knocked to the floor with, variously, cuts, bruises, and maybe a broken bone. The others in the room seem to materialise slugthrowers into their hands. "*Just what do you think you are doing!*" screams the Director.

Jam-O seems impressed at the power of the mutants housed in the prison.

Then he notices the "malfunction" and suggests that this is what's happening.

L4-O explains to the communist that he was just acting on behalf of his controller, before shuffling away, and accidentally on purpose bumping into another communist. This communist stumbles and drops his slugthrower.

A lift

The lift continues playing advertising jingles and shows no sign of having heard Leeroy-O as it continues to descend.

Corridor (H Level)

The dobcot backs away slightly. "Sorry citizen, this chainsaw is not equipped to cut through synthcrete. Besides, I am sure that The Computer did not literally mean 'cut down all the way to the reactor'. No, it said to 'head straight down'. Note also that it did not say where from. May I suggest the lift at the end of this corridor?" It gestures with its chainsaw.

written by Lightning4 on Mar 18, 2011 14:01

"Let this clone help you with that."

I go for the slugthrower and "accidentally" knock the commie's hat off in the process. Or try to anyway.

Then I "accidentally" kick the slugthrower away further.

written by Gligar on Mar 18, 2011 18:09

Reactor control room

L4-O jerkily heads for the slugthrower, apparently to give it back. However, he ends up "accidentally" knocking the communist to the floor, causing his hat to fall off his head.

L4-O then trips over the hat, knocking the slugthrower away.

His reward is to have several other slugthrowers pointed at him, one about 10cm away from his head. "Controller! If you can hear me, it would appear that your control over this clone is fading. I suggest termination. He is clearly still loyal to the *computerists*", the closest snarls.

"As to the rest of the team, I don't know. I suggest, comrades, that they not be trusted with high-level information."

The lift continues to descend.

Corridor (H Level)

Seeing that Cryo-R doesn't respond, the docbot proceeds to wave forms in his face. "You still need to sign thses, citizen."

written by Megagun on Mar 18, 2011 20:28

I grumble..

"Bah. You are no fun... Are we nearly there yet?"

written by Lightning4 on Mar 18, 2011 21:42

"Negative, do not worry. He has been resisting hard but this is the most he is capable of. He can't use lethal force."

I attempt to get up and brush myself off.

"We can't risk terminating him and having him come back with reinforcements."

written by Mingamango181 on Mar 18, 2011 22:10

I walk over to where the dropped slugthrower is, and attempt to pick it up. I check the amount of shots remaining inside.

"You know, if you're not going to trust this team, the chance of success is significantly decreased."

written by Speeder on Mar 18, 2011 23:01

I just act like if the actuators are better now.

"Kommrades, everything is under control, sorry!"

written by Jam on Mar 18, 2011 23:31³⁴⁸

I aim my laser pistol at L4-O. Then, I listen to the communist talking. Outraged, I turn my head towards the clone that said we can't be trusted.

"Are you suggesting that I can't be trusted, comrade? Tell me, who's the clone that waited at the cloning station for the Director, even when IntSec arrived? Who's the clone that handcuffed himself to the Director and risked an IntSec interrogation to insure his safety?! And who's the clone that tricked IntSec and the Computer to let us bring the Director straight to the reactor?! I risked a lot to get the Director back to safety, and so far I haven't even gotten so much as a thank you!"

I look around at each of the communists.

"I didn't see any of you waiting at the cloning station to assist me! I stood there, thinking 'Where are my comrades? Don't they still care about the Director? What's taking them so long?' And, even though I waited, guess what happened? NOCLONE CAME! I HAD TO DO EVERYTHING MYSELF, AND I JUST BARELY MADE IT OUT WITH MY LIFE! SO DON'T YOU DARE TRY TO SAY I'M NOT LOYAL, COMRADE!"

³⁴⁸ JAM: (ooc: How can Leeroy's lift be descending from A level to Q level?)

I stop screaming, and take a few secondcycles to calm down a bit. I observe the communists' reaction to my sudden outburst. Then, I continue talking.

"Now, I can understand why you might think the mind-controlled clone can't be trusted with sensitive information, perhaps he should wait in the other room... But me?! Perhaps you are the one who can't be trusted, comrade..."

written by Cryoburner on Mar 19, 2011 00:56³⁴⁹

"End of the corridor, you say? I suppose that might have to do if that saw is synthcrete incompatible..."

While discussing this with the Doctor, I quickly fill out the necessary release forms, careful not to inspect them too carefully."

written by Gligar on Mar 19, 2011 03:41³⁵⁰

A lift

The lift continues to ascend. For a moment, though, it almost seems like it's descending. I guess the lift has a sense of humour after all. "No, citizen."

Reactor control room

L4-O "relays" a "message from his controller" stating that he can't use lethal force, and that terminating him would just make him call down reinforcements.

Mango-R picks up the slugthrower, and checks it, noting that there are 12 shots remaining. He states that not trusting the team would reduce the chance of the plan succeeding.

Speed-Y decides he;s done enough, and "reports" that everything's okay now.

Jam-O has been waving his laser pistol about, but finally can't keep quiet. To the suspicious communist, he demands to know exactly *who* it was who collected the Director? *Who* was it who managed to bring the Director here? That's right, Jam-O! And does he get any thanks for it?

"That was you? My apologies, comrade. But the rest of your team has been... less than co-operative. Right now, I can only be suspicious of them. But now I put it t you. Who do you think was able to take over this entire level, with only the help of five communists? Who was it who disables the Capitalist Computer's control over the reactor? Hmm? I don't see you doing that."

Corridor (H Level)

Cryo-R takes the forms and fills them in. Perhaps the lift is a suitable option after all, especially if that saw can't cut through synthcrete.

There, that's the forms done.

The docbot says, "Thank you, citizen," and returns to the recovery room.

³⁴⁹ CRYOBURNER: (Perhaps it was installed upside-down.)

³⁵⁰ GLIGAR: (OOC: Fnord.)

written by Lightning4 on Mar 19, 2011 03:58

Now that the commies are hopefully less inclined to kill me, I shuffle a short distance away from them.

From this new vantage point I look around the room for anything of note. Computer terminals, vital reactor computers, or something of the sort. If there's nothing useful I just stay quiet.

written by Speeder on Mar 19, 2011 05:02

"Kommrade, if it was you, how you did it? Please, inform us, so that with your great knowledge on our side ve may have more success in the future!"

written by Cryoburner on Mar 19, 2011 07:56

"To the reactor!"

I take off toward the lift at the end of the corridor, as indicated by the Doctor. Upon reaching the lift, I repeatedly press the call button until it arrives.

written by 4616599 on Mar 19, 2011 12:16

Ignoring the fracas in the control room for now, I head for the supply closet, mumbling something about the efficiency of things.

written by Megagun on Mar 19, 2011 12:52

"Well, how about now? Are we almost there yet?"

I start walking around in circles.

written by Jam on Mar 19, 2011 13:41

I look to the communist, impressed.

"Okay, that *is* pretty impressive... How'd you manage to gain control of the entire level with just five communists to help you? You're right, I didn't do anything like that.³⁵¹

But we should trust the judgement of Comrade Director, shouldn't we? If he thinks that the mind-controlled clone should be here, then there must be a reason... Don't worry, comrade, I'm sure you can trust them."

written by Gligar on Mar 19, 2011 18:18

Reactor control room

Noting that there seems to be less weaponry pointed in his direction, L4-O moves out of the way.

He takes the chance to look round, noting the reactor control terminals, as well as the terminal used by the (ex?) Director. He realises that he can't really understand the readouts on the reactor terminals, except for the one that says "COMPUTER LINK DOWN". There's some text underneath that he can't read from this far away.

As he looks round, he also notices what look like blast shutters, or perhaps radiation shields, in the wall opposite the entrance. A previously-unseen hatch in the middle of the room leads down.

³⁵¹ JAM: (ooc: Except help a team of 7 take back control of an entire sector 😊)

Speed-Y wonders how the communist was able to take over the level with just five communists? "Simple, comrade. But I'm not saying," the communist replies, though he does glance at the shutters/shields.

Jam-O is impressed. It's not like he's done anything like that (unless you count the whole "reboot the compnode" thing). He adds that it should be up to the Director whether they are trusted or not.

Foursixonesixfiveninenine-R answers, "They can stay... as long as they don't push their luck and do anything... regrettable."

As he speaks, Jam-O's communist seems to come down with a slight headache. He rubs his forehead a little, but it doesn't seem to go away.

Supply closet

Joris-O has a look in the closet. He finds some INFRARED jumpsuits and some radiation suits. Also present are a couple of first-aid kits. And, for some reason, a laser pistol.

Corridor (H Level)

Cryo-R starts mashing the lift's call button, failing to notice that the lift is already here with its door open.

A lift

Meanwhile, in another lift, Leeroy-O paces around, bored. Are we there yet?

"No," says the lift.

written by Speeder on Mar 19, 2011 18:23

I notice the commie with headache.

"Hey, I think your team should leave, I guess you my komrades are suffering the effekts of radiation exposure, rest a little, ve vill call you later vhen needed to finish the plan."

written by Megagun on Mar 19, 2011 18:35

"This is really taking quite a bit. I thought that elevators woud be faster by now, and the slower elevators would at least have Integrated Elevator Entertaynement Units installed in them.."

I whip out my PDC and play some game instead. [DFSR] Agent R is quite a good game, even though it's insanely hard when you can only see red enemies, but definitively feel the blasts from the invisible yellows and greens..

written by Lightning4 on Mar 19, 2011 20:49

I approach the "COMPUTER LINK DOWN" terminal a little, in an attempt to make out what text is underneath that.

Well, I try to without getting suspiciously close. Or suspiciously far.

written by Cryoburner on Mar 19, 2011 23:00

"To the reactor!"

I hop into the lift, and press a button to go down. Deciding it best not to waste time examining such trivial things as level indicators or elevator button labels, I just hit the bottommost button, which should most definitely take me 'straight down', assuming this isn't one of those lifts that was installed upside-down.

written by Mingamango181 on Mar 20, 2011 00:50

I decide to keep the slugthrower, since it seems that no-one seems to have noticed that it's gone missing.

"Oh, I'm sure that most of us should be able to comply, since a certain someone isn't with us for the time being..."

I examine the positioning of everyone in the room carefully with my eyes.

written by Jam on Mar 20, 2011 01:10

"Comrade? Are you okay? Maybe you should take a break for a bit... We'll guard the control room while you're resting, okay? Don't worry, if the Director trusts us, you can trust us... If any of our comrades here turn computerist and start resisting, I'll put a laser shot through their head!"

I wave my laser pistol around a bit, making sure all of our comrades in the room notice just how dangerous it would be to resist the revolution...

written by Gligar on Mar 20, 2011 02:11

Reactor control room

Speed-Y notices that Jam-O's communist has a headache, and suggests that the radiation might be getting to the communists. Perhaps a break is in order?

"Well, it is still sleepcycle... It's probably just lack of sleep, comrade. And I refuse to take any capitalist pep pill or anything..."

If anything, his headache gets worse. "You know, I can't shake the feeling that I've seen you before somewhere..."

Another communist speaks up. "Comrade Director, you have a message. The Tsar should be in position by the reactor within a few minutecycles."

"Let's see it," the (ex?) Director demands.

"Comrade, are you sure? If we open the shields-"

Jam-O interrupts, and reinforces Speed-Y's suggestion that the communists take a break. He adds that anyone turning against the cause will be shot, and waves his laser around.

While this is happening, L4-O has managed to move to a different position, and is now able to read the text "Reconnect Link Cable #17g".

Mango-R looks around at where everyone is. He notes that each of the five terminals has a communist. L4-O is near the COMPUTER LINK DOWN terminal. Jam-O is near the middle of the room, near his communist. The ex-Director is on the side opposite L4-O.

He also keeps the slugthrower.

A lift

Leeroy-O pulls out his PDC, intending to play a game to pass the time. But it looks like Mega-R was inconsiderate enough to not install any on his PDC. Or maybe it got wiped as per some CPU mandate or other - he's never bothered to keep up with them - and Mega-R never got round to installing them again. But come to think of it, that PowerMark(tm) app is rather large... maybe he needed to clear everything else out to fit it on his PDC.

Another lift

Cryo-R dives in and mashes the button for the lowest level. That's O Sublevel.

The lift seems to hesitate. "You going *there*? Well, if you say so..."

Eventually, though, it descends.

written by Lightning4 on Mar 20, 2011 02:24

"Curious..." I mutter softly to myself.

I look around the area of the terminal to see if there may indeed be a disconnected cable there.

Or perhaps it might be somewhere else in the room? I look around a bit afterwards anyway so I'm not suspiciously staring at the computer terminal. Instead, my gaze ends at the floor.

written by Speeder on Mar 20, 2011 03:02

I look at the reactor shielding, and then I ask.

"Oh... the Tsar is then in another level? How is the layout of the reaktor, in case we need to defend it?"

written by Mingamango181 on Mar 20, 2011 04:38

I take the safety off my newly acquired slugthrower, and point it in the direction of (ex?)Jam-O.

"And if *you* turn computerist, you can gladly be sure that I will do the favour for you."³⁵²

written by Cryoburner on Mar 20, 2011 08:25

"Hello Lift! How are you today? Lifting a lot, lately?"

written by Megagun on Mar 20, 2011 12:39

I grumble at the lack of games on the PDC. Mega-R is no fun at all!

"Elevator, on what level are we now? This is really taking quite a bit, and I'm on a terribly important vital mission that could endanger your very electronics should I fail!!"

written by Jam on Mar 20, 2011 16:50

I look at Mango-R, and wave my laser pistol in his general direction.

"Good point, comrade!"

I turn to the communist with the headache...

"Comrade?! You don't look well at all! I really think you should get some rest..."

I attempt to lead the communist out of the room, or at least somewhere to sit down.

written by Gligar on Mar 20, 2011 17:52

Reactor control room

L4-O looks near the terminal, looking for this Link Cable #17g. But he can't see a loose cable anywhere near there.

Speed-Y asks about the layout of the reactor. He is told that the reactor itself is below, with the shielding above. The generating equipment, he thinks, should be on this level.

Meanwhile, L4-O is still looking for Link Cable #17g. Although he doesn't find it, he does find a socket intended for a patch cable. There isn't one plugged in.

Mango-R points his slugthrower at Jam-O. He claims he'll do the same thing for Jam-O if he turns. But something about his tone indicates that he thinks something is already wrong with Jam-O...

Jam-O returns the gesture with his laser pistol, before turning his attention to the communist with a headache. It seems to be getting worse... Other communists now notice, and show concern.

None of them seem to react when Jam-O leads him out of the room, into the corridor.

Corridor (J Sublevel)

Lucas-R reacts when the two pass through, though. He points his laser pistol at the pair, before realising it's Jam-O.

A lift

The lift answers, "I am just passing O Level, citizen. I regret that I cannot travel any faster."

A long moment passes, before the lift's doors open. "Q Level, citizen. Have a nice morningcycle."

Looking out of the lift reveals that the lift hall is YELLOW.

Another lift

"There has been a fair amount of activity," the lift replies. "But few go as far down as O Sublevel. In fact, you are the first this yearcycle to go there."

The lift continues to descend. The level indicator shows that the lift is passing A Level.

written by Mingamango181 on Mar 20, 2011 19:34

I quickly follow after Jam-O and the communist with the headache, after turning the safety back on the slugthrower.

written by Megagun on Mar 20, 2011 20:27

"....crap"

"Elevator, are there any nearby RED clearance warehouses or places where Forkbots would converge?"

³⁵² MINGAMANGO181: (OOC: Something's clearly wrong with the ex-Director, and there may be something with Jam-O...)

written by Lightning4 on Mar 20, 2011 22:37

I decide to look around the room one more time, then I stop in the Director's direction and see if I can see what he might be doing.

written by Speeder on Mar 20, 2011 23:34

"You know, I am uneasy komrades, even inside this computerist machine, I fear the radiation of the place, you saw the komrade with headache, someone then know if there are radiation suits?"

written by Jam on Mar 21, 2011 00:08

I look towards Lucas-R.

"Ah! Comrade Lukas? Don't be so jumpy! You'd think you were some trigger-happy Troubleshooter the way you reacted! Just guard the lift, okay? Go press the button, maybe you'll get lucky and find a computerist to shoot..."

I walk the communist further down the corridor (if possible). Then I turn back as I hear Mango-R following us... I speak to him.

"Comrade? I think you should wait back in the control room... Don't worry, I'll make sure to take care of our comrade here... You go back and help Comrade Director... I insist..."

I wave my laser pistol in his direction, hopefully sending a clear message that that wasn't a request, but an order, and that he probably wouldn't like what might happen if he doesn't follow that order...

Then I turn, and continue leading the communist down the corridor, hopefully into a room with some comfortable furniture, and perhaps a few beds, though any room will do...

written by Gligar on Mar 21, 2011 02:50

Corridor (J Sublevel)

Mango-R follows after Jam-O and his communist. He notices Jam-O telling Lucas-R to go and guard the lift, perhaps to press the call button while he's at it, maybe he'll find something to shoot.

Jam-O then turns and notices Mango-R standing there, and... "suggests" that he return to the control room, using his laser pistol to reinforce his words.

He then looks at some doors, looking for a break room or a dormitory or something. The first he tries seems to lead to another corridor. The second does lead to a break room, with facilities for making Coffeelyke and TeaSir. Oddly, not from vendobots, but from actual packets of powdered beverage. Just add water! And yes, there's water available.

Back in the corridor, Lucas-R has headed back to the lift. Looks like he's pressed the call button as well. It can't hurt...

A lift

Leeroy-O seems to have a small problem. He asks the lift about clearances, and forkbots, and such. "Hmmm... a lot

of places on this level are YELLOW", the lift replies. "If you can find a way there, there's a distribution warehouse. It is YELLOW, and has a cargo lift. I understand that they were fixing a forkbot there recently," it adds.

Reactor control room

L4-O looks at the (ex?) Director as he looks around. He seems to be watching everything.

Speed-Y wonders if there is any such thing as a radiation suit around? One communist tells him that there are some in a supply closet in the corridor, or at least there were a couple of hourcycles ago.

Another lift

The lift continues to descend.

written by Speeder on Mar 21, 2011 03:21

"Hey Komrade Director, why ve don't assume here for a while, until the Komrades that were already here rest? When ve arrived they were even napping."

written by Lightning4 on Mar 21, 2011 03:37

I shuffle to a corner of the room and try to discreetly take out my PDC. I search it to see if it has any method of communicating with a comunter terminal, or a linkup device or some such thing.

written by Mingamango181 on Mar 21, 2011 07:53

I continue following after Jam-O, and ready my slugthrower again, hopefully quiet enough for no one to notice, especially not those of which I'm following. I make sure to be as least exposed as possible if Jam-O should look back again, and/or shoot (because at this stage, something is definitely up with him, and following orders is something I'd rather not do if one has turned into a communist...)

written by Cryoburner on Mar 21, 2011 15:42

"That's great to hear, Lift! You're such a great traveling companion. Without you, I would probably fall down this elevator shaft. While quicker, that would undoubtedly be a less pleasant traveling experience."

written by 4616599 on Mar 21, 2011 16:01

I look around the closet almost disappointed. Ah well. Taking out my pen I discreetly sneak further in, and scrawl big smiley faces on the radiation suits, giving them more-than-mandatory goofy grins. I then crush some of my pep pills (or Vismomorpain if I have them) and sprinkle them around the mouth area of the suits. I then sign off, scrawling 'We were here!', in messy letters on the suit waistline.

That done, I inspect the laser pistol.

written by Megagun on Mar 21, 2011 16:45

"FIXING A FORKBOT recently? Oh... noes!

Goodbye, elevator. I have a sector of Alpha Complex to save! May I ride you safely in the future!"

I run off in a random direction, hoping to find a distribution warehouse or directions to a distribution warehouse.

written by Gligar on Mar 21, 2011 18:14³⁵³

Reactor control room

Speed-Y makes a suggestion: perhaps the communists could take a break? After all, the guards in the corridor were asleep earlier...

"They were asleep? Remind me to reprimand them later. But right now, we need to check the Tsar... anyone want to volunteer?"

"I'll do it," one communist says, and heads down the ladder.

L4-O tries to discreetly move to a corner and use his PDC. Unfortunately, a communist spots him. "A PDC?" he asks, while stifling a yawn. "Why are you using that?"

Break room

Mango-R quietly opens the door and enters. Jam-O doesn't notice him.

Probably because he and the communist have drifted off to sleep.

Another lift

"It would certainly be quicker," the lift says, "but the most likely outcome would be your termination, as your body would probably disintegrate on impact with the floor of the shaft."

From somewhere, there is a groaning sound. The lift shakes a little.

Supply closet

Somewhat disappointed, Joris-O decides to have a little fun. Taking a pen (I didn't even know he had one) he draws a big smiley face on each radiation suit, and spreads some Visomorpain dust in each helmet. Finally, he scrawls a message on each suit.

The laser pistol he subjects to some scrutiny. It's in working order, and has a GREEN barrel with four shots left. It hasn't been used in a while.

Reception (Q Level)

Hearing about the forkbot, Leeroy-O takes off through the YELLOW reception at a dead run, ending up in an equally-YELLOW corridor. There's nobody around at this hourcycle.

A sign on the wall reads WAREHOUSE, with an arrow that makes two right-angles and ends up pointing back the other way.

written by Speeder on Mar 21, 2011 19:14

I look at the communist going down on the ladder.

³⁵³ GLIGAR: (OOC: Take TWO! Somebody over here who will not be mentioned caused the loss of the original post I was planning to make here.)

"Is that safe? I mean, how much radiation are there komrade?"

written by Megagun on Mar 21, 2011 19:27

I follow the arrows leading to the warehouse.

written by Mingamango181 on Mar 21, 2011 20:07

I decide to examine the room in a little more detail whilst waiting for the two to wake up, checking if there are actual containers for mixing the contents of packets and water together.

written by Lightning4 on Mar 21, 2011 22:43

"Ah! I was merely checking this Troubleshooter's PDC for anything interesting. They may be a capitalist invention but it doesn't mean we can't use them for good..."

I give the PDC a look over while saying this.

"Alas, nothing. Not even any games. What a poor boring soul."

I resume fiddling with it. Hopefully now without interruption.

written by Jam on Mar 21, 2011 22:52

Ugh... Sleep... It's been so long since I've slept...

...

Wait... Wasn't there something important I had to do?

I attempt to wake up.

"Ugh..."

I look around, and notice the communist seems to have also fallen asleep... I look worried for a few secondcycles, then I suddenly smile and crawl over to him.

Throughout all this, I somehow completely fail to notice Mango-R...

written by Cryoburner on Mar 22, 2011 01:05

"Say, Lift... What do you suppose that groaning sound was? It sounded almost like groaning. And that shake? You're not hungry are you?"

I check to see if I still have any food remaining.

written by Gligar on Mar 22, 2011 02:14

Reactor control room

Speed-Y is concerned about radiation down there. The communist isn't though. "If the Tsar is in the right place, radiation shouldn't be a problem," he calls up the ladder.

L4-O, posing as his "controller" speaking through him, explains that he's checking his PDC for anything useful. "Let me see that," the communist demands, and grabs the PDC for himself.

Corridor Q1

Leeroy-O follows the sign. This involves heading down the corridor, which turns a corner, then another. At the far end, on the left, there is a door. This is the warehouse.

Distribution Warehouse (Q Level)

The warehouse contains a number of storage racks, though they're currently empty.

What's more important, though, is the forkbot in the middle of the room. It appears to be offline. Surrounding it are several dead clones, which appear to have been beaten to death with some blunt instrument... like that spanner there.

A glance at the forkbot reveals a gaping hole about where the power pack would be.

A GREEN clone enters from the other entrance. He notices Leeroy-O. "Hey, citizen! You're not cleared for this area."

Break room

As Mango-R investigates, looking for such things as cups, Jam-O wakes up and moves closer to the communist. He starts saying something. "...remember..."

But at this point, Mango-R accidentally breaks a cup, which falls to the floor. This causes the communist to wake up. "Aaargh! My head... would you stop that?"

Another lift

"I do not know, citizen. Perhaps it comes from elsewhere in the subsector."

Cryo-R checks his equipment and finds a packet of Soylent RED.

written by Speeder on Mar 22, 2011 02:47

Suddenly I get fearful, noticing that maybe the bomb is in place and everyone will go boom.

I then wait that commie to leave, then grab the nearest commie and smash him to pieces, while trying to shoot whatever other commie I can.

"Kommrades, it is a accident! I am sure of it!"

written by Lightning4 on Mar 22, 2011 02:56

"Hey, I wanted to see that first..."

I sigh.

I wait somewhat impatiently for him to finish inspecting it.

written by Megagun on Mar 22, 2011 10:04

"As you might be aware, a Nuclear Weapons Device, designated 'Tsar', has been stolen recently, presumably by Communist Mutant Traitors.

I was part of the Team Ivy sent out to recover said Nuclear Weapons Device. Supposedly, this was some 'Code 7' mission, whatever that means.

Unfortunately, it would appear that something went wrong, and we all perished. Now, for some strange reason, I was placed inside the body of another clone, this 'Mega-R' guy. My name ain't Mega-R! It's Leeroy-O!

Either way, I have found out that said Nuclear Weapons Device was embedded inside a Forkbot, of which I have a

partial serial number ID. Despite the fact that the rest of Team Ivy is gone, I have took it upon myself to find the Nuclear Weapons Device, disarm it, and save the entirety of JHT sector from horribility!

Now, as far as my clearance level goes: if I obey my clearance level, JHT sector would go up in flames. Thus, logically, one can conclude that obeying my clearance level equals the destruction of JHT sector, which would be obvious treason! As such, disobeying my clearance level might seem treasonous, but it is actually not treasonous at all! I am risking my own life for the glory of Alpha Complex and Friend Computer!

Now. Let me examine that forkbot - or what's left of it."

I examine the forkbot, and attempt to figure out what its serial number is.

written by Mingamango181 on Mar 22, 2011 10:38

"Oops. Didn't mean to do that," I say as quietly as possible.

I stop trying to investigate the cups, and watch carefully at Jam-O's actions. I direct the next question at him (in a quiet voice).

"Did you say something that has relevance to this mission?"

replyquote

written by Cryoburner on Mar 22, 2011 10:59

"Don't worry Lift! You will not go hungry!"

I look around for someplace to put the Soylent RED, like a feeding receptacle, or something.

"Say, Lift... Do you have a... mouth?"

written by 4616599 on Mar 22, 2011 14:15

Assuming the pistol itself is of ORANGE or lower clearance, I pocket it.

written by Gligar on Mar 22, 2011 18:41

Reactor control room

Speed-Y tries to fake another malfunction, intending to "accidentally" kill one or more of the communists. Unfortunately, Massacrebot seems to seize up as he starts it. A message appears on the HUD: SYS ERROR #087: PLEASE REBOOT

L4-O waits for his PDC back, but the communist seems to be in no hurry to return it.

Distribution Warehouse (Q Level)

Leeroy-O explains his situation to the GREEN, before inspecting the forkbot. As mentioned, it's power pack has been removed. The bulkhead remains, though it was dismantled at some point, and is now held on by copious amounts of duct tape. One side of the duct tape has been cut.

Another look reveals the forkbot's serial number: C-3/K418-69g-17(c)48.

The GREEN waits for him to finish. "Are you satisfied? Good. I'm going to have to fine you for entering this area. Let's see your ME card, please."

Break room

Mango-R stops looking at the cups, and looks at Jam-O instead. He wants to know what Jam-O said.

The communist demands, "What are you saying? Aaargh, why is it so hard to think?!"

Another lift

"I thank you, citizen, but I do not need to eat."

The lift continues to descend. All the while, Cryo-R looks for somewhere to put his Soylent RED, and can't find any. He does see that the J Sublevel button's light has lit, though.

Supply closet

Joris-O takes the laser pistol.

written by Lightning4 on Mar 22, 2011 19:06

I sigh and just slip in behind the commie and attempt to peer over his shoulder, seeing what he's doing with my PDC. Maybe he's finding stuff I wasn't even able to...

written by Speeder on Mar 22, 2011 19:21

I would facepalm if I could.

"Ok, how I reboot this thing without my hands? I hope the voice command system is working"

I ask it to reboot.

If it refuse to reboot, I attempt to search for controls inside the bot, trying to figure what controls it has, and if any of them is mechanical, among other things.

written by Megagun on Mar 22, 2011 19:33

"Blast! Stay back! This forkbot is potentially a forkbot carrying a Nuclear Weapons Device, type 'Tsar!' The serial ID matches with the one my teammate uncovered! Try not to move or use active electronic devices too much; the dynamic quantum-potential flux that these devices inhibit might cause the Nuclear Weapons Device to go off, which would be very bad indeed!"

I slowly place my PDC on the floor.

"Here's my ME card. Unfortunately, I don't have many credits on it, but I don't doubt that it'll be overflowing with credits once I've succeeded in my mission!"

I throw my ME card towards the GREEN.

"Now, I can't see any evidence of a Nuclear Weapons Device. I think we need to power this Forkbot back up, and have it perform a diagnostic self-test. The self-test should detect any modifications to the Forkbot internals. If there's a Nuclear Weapons Device in this cute little guy, the diagnostic self-test will find it!"

I begin looking around for any power packs or stuff I can remove a power pack from.

written by Mingamango181 on Mar 22, 2011 19:52

I respond to the communist, "What I am saying is that you are really looking a bit off, so you should get back to sleep. If you are not in the best condition to do anything, it may ruin the mission... for either side."

With Jam-O not responding, I return to the cups, and try and attempt to make some TeaSir, by mixing the packets with the water in a cup. I look at it for a while.

written by Cryoburner on Mar 22, 2011 22:21

"I see... So you don't *need* to eat, you just *like* to eat..."

written by Jam on Mar 23, 2011 01:22

I look around in confusion for a few secondcycles... Then I notice Mango-R standing nearby, next to the shards of a broken cup... I walk over to him, and talk quietly to him.

"What? Comrade, didn't I tell you to go help the Director? Why are you making some TeaSir at a time like this? I was trying to make sure our comrade was comfortable, and you woke him up!"

I turn to the communist, and apologize to him...

"Sorry comrade... Go back to sleep... We'll come get you if anything important happens..."

I look at the TeaSir for a bit, and suddenly get an idea...

"Well, we can at least make some TeaSir for our comrades..."

I try to recall how many clones are in the control room, and attempt to help Mango-R make the same amount of cups of TeaSir, quietly, so as to not wake up our sleeping comrade...

written by Gligar on Mar 23, 2011 03:21

Reactor control room

L4-O sidles behind the communist with his PDC. The communist seems to be investigating it, seeing what it's able to connect to...

...and doesn't seem to be having any luck with it.

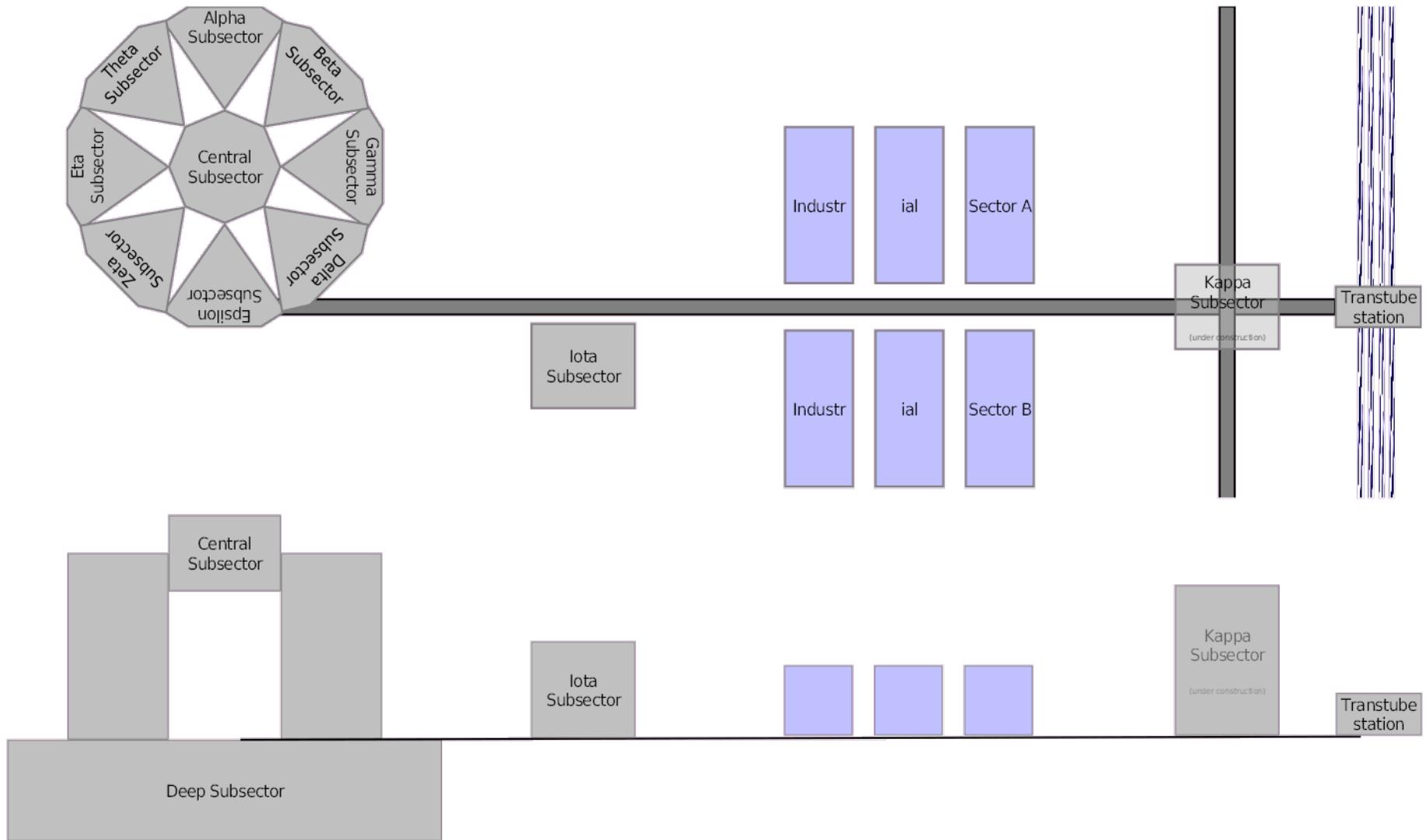
Speed-Y is also having problems. After being unable to facepalm in the frozen Massacrebot, he looks for a way of rebooting it. After a lot of squirming, he's able to get to the point where he can just about feel a switch... but can't quite press it. Maybe if he tries a bit harder...

Distribution Warehouse (Q Level)

Leeroy-O warns the GREEN from coming any closer, citing the Tsar, since the forkbot might be potentially carrying it. He even puts his PDC down in an attempt to not interfere with the Tsar that might be there.

After throwing his MJE card to the GREEN, he suggests powering up the bot, since the bot's self-test should say whether the Tsar is there.

The GREEN catches the card and scans it. "Mega-R-GUN-1... hmmm... my PDC is signalling an alert..."



His jaw suddenly drops. "A *MemoMax* *liveware* *overwrite*?! I've heard of them, but..."

He looks at Leeroy-O. "You'd better follow me."

Break room

Mango-R asserts that the communist is looking "a bit off" and suggests sleep. He turns to the cups, and tries to make TeaSir. It's obvious he's never tried, but he manages to mix one packet of TeaSir with enough hot water to make a deep RED liquid that looks like the stuff you get from vendobots.

Jam-O reprimands Mango-R for making TeaSir at a time like this. After all, he woke up the communist. Though, perhaps TeaSir might not be a bad idea... maybe he could make TeaSir for everyone in the control room... now how many are there? Ten? Let's make that many... okay, open that, mix that...

There's something a little off about his speech, though.

Another lift

"No, citizen. I do not eat."

The list continues to descend. It's down to G Sublevel.

written by Lightning4 on Mar 23, 2011 03:59

"Hm. Maybe if you try... disabling that? And then activating that protocol... No no. That one..."

I continue attempting to lead the communist into doing something beneficial for us. Hopefully.

written by Speeder on Mar 23, 2011 05:24

I invoke all my might as YELLOW troubleshooter to reach the switch and flip it.

written by Cryoburner on Mar 23, 2011 15:18

"You must surely eat electricity! And that comes from the reactor! As an *expert* in reactors, I can tell you that they do, in fact, eat."

"In any case, you don't sound hungry, so I guess I'll just put this Soylent RED away for now. If you happen to change your mind and find your mouth, let me know."

I pocket the packet.

written by Megagun on Mar 23, 2011 15:18

"I'll follow you all you want, when I'm done with my mission. It would be best for the safety of all of JHT sector should I succeed in my mission. Now. Help me find a power pack."

I look around for a power pack.

written by Jam on Mar 23, 2011 16:05

I wait until all the cups of TeaSir are finished, then I look around for a serving platter (or two, if the cups don't all fit on one).

I speak to Mango-R.

"Could you go over and quick make sure our comrade is comfortable? Thanks..."

While Mango-R is (hopefully) tending to the (hopefully) sleeping communist, I start to transfer the cups to the serving platter (if I even found one).

written by Gligar on Mar 23, 2011 17:25

Reactor control room

L4-O decides to give some "help" to the communist... perhaps he could disable that protocol... no, that one. "Shut up, I know what I'm doing!"

The PDC suddenly beeps. "No no, why are you doing that? I don't want to send a message to The Computer!"

Speed-Y keeps trying to get that switch. Click! There it goes.

Massacrebot beeps and whirs. Eventually it goes "Yip yip! Yip yip yip yip yip....."

Another lift

Cryo-R reminds the lift that it does, in fact, eat, albeit just electricity. And since that comes from the reactor, and he's a veritable expert, he knows that they eat, as well.

He puts away the Soylent RED.

As he does, the lift shudders and comes to a halt. The lift door opens, revealing Lucas-R looking in at him.

According to the level indicator, the lift has stopped at J Sublevel.

Distribution Warehouse (Q Level)

"You will come with me, citizen. Especially if you want to finish your mission. That is an order. I'm fining you another ten credits for insubordination."

The GREEN enters something into his PDC and returns the ME card.

"Now... follow me and I'll explain."

Leeroy-O is not having any success with looking for that power pack.

Break room

Jam-O finishes up with making his ten cups of TeaSir and looks for a tray. There's one. There's even a nice Power Services logo embossed on it. He starts loading the cups onto it. He also tells Mango-R to tend to the communist.

written by Mingamango181 on Mar 23, 2011 20:58

I decide to comply for the time being, and check on the communist. I also check to determine whether the place the sleeping communist is sleeping on is up to the standards and regulations.

written by Speeder on Mar 23, 2011 22:44

I now return to position, just in case the pet decide to flex its limbs as it wake up, I don't want some non-jointed areas inside joints.

written by Cryoburner on Mar 23, 2011 23:20

"Hurry, hurry! We're on a very important mission!"

I grab the arm of the clone waiting outside the lift, and pull him inside.

"Let's go, Lift!"

written by Jam on Mar 24, 2011 00:52

I load the cups onto the tray, then wait for Mango-R to finish checking on the communist...

"Ready comrade? Okay... Let's go..."

I wait Mango-R to finish, then carefully carry the tray out to the corridor. I proceed towards the control room.

I call out to any clones in the corridor, and ask them to follow me to the control room...

written by Lightning4 on Mar 24, 2011 00:55

"Huh. Well, that's not what we wanted to do."

"Mind letting me have it? I think I might have more luck. Or I can just put it away before we call an entire computerist squad here..."

written by Gligar on Mar 24, 2011 02:33

Break room

Mango-R does as ordered. He finds that the communist has gone back to sleep, though he's moved onto one of the rooms leatherlyke couches. Though not designed to be slept on, they're certainly comfortable.

Now ready to go, Jam-O calls for Mango-R to follow him as he heads back to the control room.

Corridor (J sublevel)

He calls everyone in the corridor to follow him as well.

Unfortunately, Lucas-R is struggling with a certain clone in the lift, who is puling at him. "Hey, let go! We're here already!" he says in a loud voice, as Jam-O passes.

The lift doesn't budge. It looks like its safety protocols are working for once.

Reactor control room

L4-O requests his PDC back again. "No. I don't trust you with it... comrade."

The ex-director notices. "I don't like the tone of your voice, comrade. These clones have been a great help to me, snatching me out from right under their Computer's gaze! You should be grateful for what they've done!"

A voice comes from down the ladder, cutting him off. "*The Tsar... it's here-*"

written by Speeder on Mar 24, 2011 02:35

I cringe awaiting the bot to reboot.

written by Megagun on Mar 24, 2011 07:12

"Okay, I will follow you under one condition: you'll have to promise that you'll let me finish my mission, and you'll have to promise that you won't hurt me, so that I can finish my mission... If you were alert, you'd notice that those are two conditions. Indeed, one of those is a Mandatory Bonus condition; I'll let you figure out which."

I take out my PDC and use PowerMark to create a little form for the GREEN to sign. Who would've thought that PowerMark had an in-built Form Generator?

"If you would be so kind to fill in this form..."

I hand my PDC over to the GREEN.

written by Lightning4 on Mar 24, 2011 08:02

I request my PDC again, expecting slightly better results this time.

If I recieve it I check it to make sure nothing got too screwed up and simply put it away for now.

I shuffle closer to the ladder and see if I can see the Tsar.

written by Mingamango181 on Mar 24, 2011 10:24

I follow after Jam-O again, slowly. Feeling a bit fatigued, I could really do with that TeaSir, so I try to get moving slightly more quickly, ignoring everything else that may be going on.

written by Jam on Mar 24, 2011 12:09

"Oh, Cryo, you made it to the reactor! Good, come with us..."

I walk into the control room, and talk over everyclone as I make an announcement.

"Okay, our comrade is recovering in a break room! And, my comrade here and I made some TeaSir for you all! We thought you all looked a bit tired, maybe some TeaSir will help... Here, let's have a toast.."

I begin passing out cups of TeaSir to all the clones in the room (except Speed-Y, because he doesn't seem in a good position to receive a cup of TeaSir, being trapped in Massacrebot and all...).

Once everyclone has a cup of TeaSir (myself and Mango-R included), I raise my cup into the air.

"To Communism! To the Glorious Revolution! To a successful mission!"

written by Cryoburner on Mar 24, 2011 15:45

"We mustn't waste any time! This mission is of the most vital importance!"

"It would be inefficient to have you wait for another lift. You are waiting for a lift, aren't you?"

I more thoroughly pull on the uncooperative lift passenger to try and get him into the lift, while remaining careful to avoid any weapons, bells or other devices he might be carrying.

written by Gligar on Mar 24, 2011 17:02

Reactor control room

Within the rebooting Massacrebot, Speed-Y cringes, half-expecting it to crush him or something. But no. All it does is rear up and extend its manipulators once, as if yawning and stretching.

L4-O once again asks for his PDC. The communist is about to snap at him when L4-O, followed by Mango-R, Kristos-R, John-R, but not Lucas-R or Cryo-R, enters the room. He's carrying a tray of cups. Looks like he's made TeaSir for everyone. I bet Cryo-R would like some TeaSir.³⁵⁴ It's too bad he's still in the lift, heading down to only The Computer knows where.

But back to the control room. Jam-O explains that he made TeaSir since he though everyone looked tired. He starts passing cups around, being careful to avoid the stretching Mssacrebot, and offers a toast.

"To the Revolution!" the communists intone, and drink.

All this caused the communist to drop L4-O's PDC.

Distribution Warehouse (Q Level)

"You are not in any position to make demands, citizen," the GREEN says. "But what I have to say won't take long. Wait... is that PowerMark? I didn't know it had a form generator..."

He studies the form, peering closely at each field, and at the small print. He clearly has dealt with a lot of forms, and isn't about to sign something he hasn't inspected thoroughly. "While I'm looking at this, I suppose I could start explaining. Put simply, you're the subject of a MemoMax Liveware Overwrite event. The results, as you have noticed, have caused you to appear in the body of some other living clone, namely Mega-R-GUN-1. The problem is that by now, his MemoMax chip has already begun making a backup of your mind, overwriting Mega-R's backup. This means that, for all intents and purposes, Mega-R no longer exists, except as a copy of you. And right now, I'm speaking to the copy."

The GREEN looks at Leeroy-O. Or Mega-R. Or whatever.

Another lift

Let'[s give Leeroy-O/Mega-R a chance to think about this, and look in on Cryo-R. He seems to have pulled Lucas-R into the lift with him. Lucas-R is saying, "...explain why I've been pulled away? I was already at the reactor! Make this good, will you?" He seems to be reaching for something in his jumpsuit.

written by Speeder on Mar 24, 2011 17:27

I go wondering if the bot supports normal computer commands even if spoken...

"man SYS ERROR 087" is what I say.

If it work, I read about it...

If don't, I ask the bot verbally what made it crash.

If it had nothing to do with video recording, I ask it to resume recording, and also to store on its database the error event for further analysis from Derek.

written by Megagun on Mar 24, 2011 19:01

"Yeah, I figured as much. Actually thought that some commies or mutants might've been behind it all. Shame, really. Mega-R must've been a great and noble clone. Lost his lower left arm somehow. Not afraid of anything! Perfect loyal happy fun citizen!"

"Anyways, ready when you are.."

written by Lightning4 on Mar 24, 2011 22:28

I scoop up my PDC quickly and put it away.

I raise my cup as well and say "Indeed, for the revolution!"

I decide to shuffle towards the ladder and see if I can see the Tsar. Or anything like the Tsar anyway, since I don't know what it actually looks like...

written by Jam on Mar 24, 2011 23:09

I look at the clones in the room and smile.

"Good tea, eh?"

written by Cryoburner on Mar 25, 2011 00:20

"Hmm... The reactor, you say? I'll bet there's a reactor around here! Being an expert in reactors, I can sense these things."

I hit the button for the next floor down from where we currently are.

"To the reactor!"

written by Speeder on Mar 25, 2011 03:20

I look at the screen, rather... puzzled.

"Ok... what devices that accept incoming transmissions exist? What ones were active?"

written by Lightning4 on Mar 25, 2011 06:23

I am just about to drink when I see the reactions of the commies. I get a little suspicious first and instead *pretend* to drink some.

"That's pretty good stuff. Too bad the sense of taste doesn't transfer well through my control..."

I watch the commies some more and attempt to stifle a reactionary yawn.

³⁵⁴ GLIGAR: (OOC: Or perhaps he'd prefer TiCofiCofiTi instead 😊)

written by Mingamango181 on Mar 25, 2011 10:35

I drink the TeaSir in a slow manner, expecting it to taste as I think a good TeaSir should.

"Hmm... It is a pity, that you cannot transfer the taste well."

I continue drinking, and observe the effects that it may have upon myself.

written by Cryoburner on Mar 25, 2011 11:13

"Say, Lift, this doesn't look to be a reactor, now does it?"

From inside the lift, I try to determine the reactivity of the level without examining it too carefully.

"I think we might have skipped a floor or two. On the other hand, that was some impressive travel time! Maybe we should just continue down to where we were going. There might be another reactor there!"

written by Megagun on Mar 25, 2011 13:01

"Alright. Mega-R, following you right away! Mega-R, being a perfectly loyal citizen of Alpha Complex, sure loves obeying orders from higher-ranking citizens! Whoo-hee! Mega-R, singing off!"

I then start singing the theme song of Mandatory Team Troubleshooter. We all know that happy fun citizens love that show, don't we!?

I also follow the GREEN.

written by Gligar on Mar 25, 2011 18:30

Reactor control room

Speed-Y is puzzled. What receivers does Massacrebot have? According to HUD, there's just the standard transceiver that all bots have. It's always active, since the Computer likes to check up on its bots (and the bots themselves tend to chatter).

L4-O notices the communists begin to yawn and decides to only feign drinking the TeaSir. Mango-R does drink it, as do Kristos-R and John-R. It really is good TeaSir.

The communists continue to stifle yawns, with less success.

"So," the (ex?) Director says, "I think it's time to send another..." He suddenly falls asleep mid-sentence. As do the other communists.

And the yawns are still going round.

Another lift

The lift continues descending. Looks like Cryo-R is looking for another reactor.

"And you call yourself a CPU clone?" Lucas-R asks. "Surely someone of your position would know about that CPU mandate that says there's only one reactor per sector? I remember learning about it.

"And that means," he continues, "that we're going away from our mission. It looks like you really don't want to help our mutual friend, after all."

He pulls out a PDC.

The lift continues to descend. It seems to be taking a long time.

Distribution Warehouse (O Level)

Leeroy-O Mega-R follows the GREEN clone. Yes, definitely Mega-R.

Lab Q7

Entering the lab, he can see that there used to be something here. Something large and walker-shaped. But now there's only an empty space surrounded by tools and some bot parts. And a dent in the ceiling.

The lab is also YELLOW.

The GREEN clone sorts through the parts, and come up with a power pack. "This should get the bot's brain running, at least."

written by Speeder on Mar 25, 2011 18:55

After a while, thinking, I ask the bot.

"Can I talk with friend computer using your HUD? If that is possible, please summon him, I need his help to know how to proceed."

I don't notice yet the commie waste... I mean, sleepand outside.

written by Jam on Mar 25, 2011 19:26

I start laughing.

"Ha! It worked! Good thing I had those Sleepy-Sleepy tablets with me... A little powder in each cup should be enough to knock out a clone for a few minutcycles..."

I smash my cup against a wall, and attempt to use one of the broken shards to slit the communists' throats (except for the (ex?) Director).

"Someclone help me kill the commies, okay? Oh, and someclone should probably be ready to catch Mango-R and Kristos-R and John-R, since they could fall asleep any secondcycle now..."

I look at the loyal clones that drank the spiked TeaSir.

"Remember the Troubleshooter motto, guys? Stay alert! Keep your laser handy! *Trust no one!*"

written by Mingamango181 on Mar 25, 2011 20:25

I don't say anything, trying to stay awake.*

written by Cryoburner on Mar 25, 2011 22:33

"Oh good! You found my PDC! I was wondering where that went."

I proceed to take back my PDC from the kind lift passenger who went out of his way to retrieve it for me.

* MINGAMANGO181 concealed the following in a tag: I try to charge at Jam-O, and hit him with my truncheon. Hard. If I'm too tired to even reach for my truncheon, I just attempt to smash the cup over Jam-O's head.

"As a reward for your honesty, have this packet of Soyilent RED, which I can assure you provides at least 54.3% more mandatory nutrients than the standard PDC."

I hand the kind lift passenger my packet of Soyilent RED.

"I don't know about being CPU, but I *am* an expert in reactors. Quite simply, reactor complexes cover more than one level. I believe you were at the control level, while the actual reactor would be underneath. Apparently this lift doesn't go to the reactor's lower level though, or perhaps we had already passed it. Or maybe the lift just doesn't like you. The lift most certainly does like me though. In any case, the lift was already on its way down, so we'll have to go there before heading back up."

I take a quick look at the elevator buttons, careful not to examine them too closely, but closely enough to determine whether they skip a level or two in the vicinity the reactor.

"As for the possibility of another reactor, it's certainly possible that some traitorous clones installed a second reactor elsewhere. As an expert in reactors, I can assure you that this is a very real possibility."

written by Lightning4 on Mar 25, 2011 23:37

"I can't help but wonder if that's really the best idea... something really isn't right here..." I worry.

While Jam is attempting to kill commies, I decide to destroy their hats with my laser pistol.

I look at the passed out Director.

"I wonder what he was going to say..."

I shrug and go back to destroying hats. And maybe heads that are attached to hats.

written by Gligar on Mar 26, 2011 14:32

Reactor control room

Speed-Y attempts to communicate with our mutual friend through Massacrebot. And sure enough, the Eye appears in a window on Massacrebot's HUD. **"Yes, citizen?"**

He's so absorbed in figuring out why Massacrebot crashed that he doesn't notice the goings-on outside it.

Jam-O is laughing. He explains exactly what he did: namely, he spiked the TeaSir with Sleepy-Sleepy. He proceeds to smash his cup, and picks up a large ceramylke shard, one that looks like it has a sharp edge. With it, he attempts to dispatch the communists, asking for help as he does. He's able to kill one easily. He reminds everyone of the Troubleshooter's Motto, especially the "trust no-one" part.

But that's as far as he gets. Mango-R has managed to stave off yawning and bash Jam-O -- an ORANGE citizen, above his clearance (RED) -- over the head, before collapsing. Jam-O, dazed, is knocked to the ground by the force of the blow.³⁵⁵

L4-O is worried. He's not sure that killing the communists is the best idea. He pulls out his laser pistol and starts

³⁵⁵ GLIGAR: (OOC: What's wrong with PMS? 😊)

shooting at fuzzy hats. He wrecks three before being distracted by Mango-R and Jam-O.

Another lift

Cryo-R notices Lucas-R's PDC, and mistakes it for his own, despite the "This PDC is assigned to LUCAS-R-AHK" text on the screen. Lucas-R, rightly, won't just hand it over. "That's my PDC," he says while fending off Cryo-R, and causing Cryo-R to lose his grip on the PDC. "And I don't want food for it. It's worth more than that."

Cryo-R goes on to explain that, due to his vast knowledge of reactors, he knows that it's quite possible that the communists installed a second one. Lucas-R starts laughing. "Some expert *you* are. Have you even *seen* a reactor? I have. They're *huge*. You can't exactly hide one."

The lift continues to descend. It passed N Sublevel at some point, and is still descending. O Sublevel must be quite far down.

On inspecting the lift panel, it becomes apparent that there are a number of buttons not present, including K, L, and N.

written by Speeder on Mar 26, 2011 14:42

"Friend computer, I am on the reactor as tasked. The communists seemly removed it from your control, and installed a nuke on it.

I guess that my mission is prevent the commies from blowing up the reactor, and making it go online again?

Any further instructions or suggestions?

Also I would like to say, that the communication channel that I am using, made the bot firmware crash, since I don't believe you would crash the bot, someone else is tapping into your communication channels."

written by Cryoburner on Mar 26, 2011 16:16

"Hmm... How about this Multicorder then? A Multicorder seems like a more than adequate trade for a mere PDC!"

I pull out my Multicorder 1, careful not to spill any pieces.

"And there could be a mini-reactor down there! It is possible! It really is! You shouldn't question my superior reactor skills."

written by 4616599 on Mar 26, 2011 16:45

I slip into the room.

"Whoa, comrades! What just happened?"

I pick up another fuzzy hat and prod and tear at it a bit.

written by Jam on Mar 26, 2011 18:15

"Ow! My head! What was that Mang—oh vatcrap, he's already fallen asleep..."

I rub my head a bit...

"Now my head hurts! Mango-R just assaulted a citizen of higher clearance! He must be a traitor, working with the commies! We should interrogate him!"

I take my ceramylke shard, and crawl over to another communist.

"Die!" I say, as I slice at the communist's throat.

After that, I move to another, and attempt to do the same to him...

written by Lightning4 on Mar 26, 2011 19:25

I look puzzled at the altercation.

"Well looks like you're okay... I guess we'll deal with Mango after."

I go back to blasting commies this time, but again get distracted by Joris entering and reaching for a hat.

"No! Don't touch them!"

I attempt to zap the hat before he grabs it.

written by Gligar on Mar 26, 2011 20:05

Reactor control room

Speed-Y brings our mutual friend up to date with the current news, making sure to mention Massacrebot crashing. **"That is troubling news, citizen. A nuclear device detonating right next to the reactor would cause the termination of every citizen in the sector, cause over [CENSORED] credits of damage, and [FRAGMENT REDACTED]. These outcomes must be prevented at all costs. The third outcome would most likely cause even more damage. Needless to say, it must not happen.**

"As to the bot communication channel being compromised, this is also troubling news, which will require further computation. For now, proceed as per your mission. Thank you for your co-operation."

In the room proper, Jam-O manages to get to his feet, and suggests that Mango-R be interrogated... when he wakes up.

He goes back to slicing communists with his ceramylke shard. He kills another two. Er... any left? Yes, another two. And the one that went down the ladder. And Foursixonesixfiveninenine-R.

Joris-O appears, and takes in the scene. He attempts to pick up a fuzzy hat, for some reason, but ends up being affected by its... properties. L4-O manages to shoot it out of his hands in before anything bad, such as communist indoctrination, can occur. (Considering that all L4-O wants to do right now is shoot, he's getting distracted an awful lot.)

Another lift

Cryo-R ups the ante: what about a Multicorder 1?

"There's a few things wrong with that. One, it's ruined. Two, it's the one *you* ruined. Three... I'm not giving up my PDC, no matter what." As if to make a point, Lucas-R starts sending a message.

The lift continues to descend. Whatever is in O Sublevel, it's certainly deep down.

written by Speeder on Mar 26, 2011 20:26

Then in a desperate attempt before the connection ends, I say.

"The commie intention is free the mutants in the prison below. I guess that this is the third outcome. I will do my best to prevent it."

written by Lightning4 on Mar 26, 2011 21:17

I try to finally get around to shooting the two remaining commies that Jam hasn't killed.

Assuming my laser pistol holds out for that many more shots...

"We've still got one down the ladder we need to deal with."

written by Megagun on Mar 26, 2011 21:37

I examine the power pack the GREEN has found.

"Yep, that seems like it would do the trick! Let's hurry back and bring that bot back online!"

I start walking back towards the main warehouse.

written by Jam on Mar 26, 2011 22:41

"I'll get him!"

I go to the ladder, and start heading down it.

"Wait for me, comrade!" I shout.

written by Mingamango181 on Mar 26, 2011 23:14³⁵⁶

I drift into somewhere that doesn't seem like the reactor control room.

"What is this place?" I ask the empty space.

As if by response, I hear a door open, and then piles after piles of ME cards and PDCs falling into the room. I search continually for the ones that belong to me, which continues for a few minutecycles...

written by Cryoburner on Mar 27, 2011 00:15

"I can assure you that this Multicorder works perfectly fine for many purposes. I can't say I ever remember ruining it either, so you must clearly be mistaken. If you don't want to trade up to a Multicorder though, I guess I can't make you. It's you who will be missing out though!"

I return the Multicorder 1 to one or more of my jumpsuit's utility pockets, once again careful not to lose any parts of it while doing so.

"Say, this lift ride is certainly taking longer than I expected. If you hadn't held us up back there, we'd probably be at our destination already..."

I look around for something to do in the mean time. Noting my fellow lift passenger playing a game or something on his PDC, I decide to help.

³⁵⁶ MINGAMANGO181: (OOO: Because spans are cool. Plus I'm pretty sure that PMing only applies with PP influencing...)

"Wow! Is this one of those text-based role-playing games or something!?"

Reaching over his shoulder, I begin pressing some buttons on the PDC, to see if they might help in any way. I'm careful not to examine them too carefully though.

written by Gligar on Mar 27, 2011 01:57

Reactor control room

Speed-Y does his best to tell The Computer about the communists' goals, but the line has already gone.

Mango-R dreams. In his dream, he searches for his PDC and ME cards, but can't find them.³⁵⁷

L4-O fires his laser pistol two more times, adding two communists to the death toll. He reminds Jam-O about the one down the ladder.

Jam-O is on it. He heads that way.

Reactor gantry

The ladder stops after one level, on a gantry walkway. The air feels prickly here.

The gantry itself forms a cylinder, with the walkway going all the way round. At intervals around the outside of the gantry, lockers have been installed. Looking into the centre, one can see the reactor itself: a giant cylinder, one and a half levels high, glowing a faint BLUE from inside. Visible on the top are several rods, which are currently half-inserted into holes at the top of the reactor.

Semingly duct-taped to the side of the reactor, level with the gantry about a quarter of a turn away, is a smaller cylinder, emblazoned with the radiation symbol, inside a metallic frame. It looks like it doesn't belong there.

Attached to that by a couple of cables is some sort of keypad. the keypad has some sort of digital display which can't be seen properly from this angle.

On the gantry near the device is the communist who came down here. He's collapsed and not moving.

Did I mention that the air is prickly?

Distribution Warehouse (Q Level)

Leeroy-O and the GREEN return with the power pack. It looks like a larger version of a standard emergency power pack.

The GREEN sets about installing the power pack into the forkbot. When he's done, the operator's console beeps, and lights come on.

Another lift

Cryo-R can't remember ruining it. His brainscrub seems to be holding.

He blames Lucas-R for "holding them up" earlier. Of course, the fact that he took Lucas-R from the right place to head

towards the wrong place never crosses his mind. He can't be wrong in any way. Naturally. I'm rolling my eyes here.

He notices Lucas-R trying to ignore him by sending a PDC message and decides to "help" by pressing random buttons on Lucas-R's PDC. This gets him shoved against the side of the lift with a laser pistol aimed at his forehead at point-blank range. "That's not a game, it's a Suspicious Activity Report. *Your* activity, since *you* have taken me away from my mission. If you touch anything of mine again, you'll regret it."

He keeps the laser pointed at Cryo-R as he presses a couple more buttons on his PDC. "There."

There is a strange noise from outside the left. Which, by the way, is still descending. Wow, that's deep.

written by Speeder on Mar 27, 2011 02:27

Seeing that all communists are kinda... dead. I open the bot and climb out.

"Ok Team Epsilon, time to give more orders. Well done in getting information and killing the commies. That was recorded by the bot, and I will use that to compliment you."

I turn to the bot. "You can stop recording now, we will talk about things I am not sure whoever might see the recordings are cleared to know."

written by Mingamango181 on Mar 27, 2011 07:12

I eventually give up on the search, and turn and walk towards a glowing rectangle, which seems to resemble a computer terminal. As I look at it, I hear a mechanical whirr of a security camera coming from nearby.

written by Lightning4 on Mar 27, 2011 08:18

"That was okay, aside from the parts where I nearly got killed..."

Oh well, all in the line of duty."

I turn to Speed.

"If these orders have something to do with reconnecting the reactor to Friend Computer, I think I know what we need. That terminal over there mentions that a patch cable needs to be plugged in... I think I see the port, but there's no cable nearby. Surprisingly, the commies had the foresight beyond merely unplugging it and leaving it there... but if we have other orders, that's okay too, Sir."

written by Megagun on Mar 27, 2011 12:29

"Great. All we need to do now is get this little Forkbot to do a diagnostic self test. And we'd better do it quickly, because I fear that them Commies will be interested in this little guy if it turns out that it has the Nuclear Weapons Device in it... And *these are not the Communists you're looking for*"

I grin and indicate the bodies on the floor.

"Alright, let's get on with it...."

³⁵⁷ GLIGAR: (OOC: You can PM me for any secret actions, not just PP stuff.)

I move over to the control console and attempt to run the self-diagnostic test program on the Forkbot.

written by Cryoburner on Mar 27, 2011 12:49

I respond to my fellow lift passenger...

"Hmm... a Suspicious Activity Report, you say? That sounds mighty suspicious. I'm going to have to file a Suspicious Activity Report about this. May I borrow that PDC?"

written by 4616599 on Mar 27, 2011 14:42

With the communists out of the way, I look around the room's screens, particularly for anything concerning activities in the main reactor itself.

written by Jam on Mar 27, 2011 15:33

"Ow! My head still hurts... And now everything feels prickly..."

I look to the communist that collapsed.

"Comrade?! Are you okay?"

I attempt to check if the communist is still alive...

written by Gligar on Mar 27, 2011 16:52

Reactor control room

Speed-Y climbs out of Massacrebot, now it's safe to do so. He then asks the bot to stop recording, since the team will be talking about sensitive information. It seems that the team has new orders.

L4-O wonders if those orders have anything to do with reconnecting the reactor to Computer control. He found that port for a patch cable earlier, but couldn't find the cable itself. It looks like the cable was removed entirely.

Joris-O has a look at what's being displayed on the terminals. Though he doesn't understand much of it, he does notice one blinking RED bar on one terminal that seems to depict reactor temperature.

Mango-R stirs in his sleep. In his dream, he encounters a Computer terminal which seems to depict the reactor control room. As he approaches, he's drawn into the terminal, and wakes up rather rapidly. The other clones seem to be waking up as well.

Distribution Warehouse (Q Level)

Leeroy-O decides to move along and run a self-test on the forkbot. It seems to take forever. But then again, Leeroy-O is in a hurry.

But eventually, the test completes. Leeroy-O learns that the Asimov circuits are burned out, the front axle needs replacing, and the power pack doesn't have enough power to run the motors.

There doesn't seem to be any sort of nuclear device anywhere on the bot.

Suddenly, the bot itself speaks, sluggishly. "Will someone explain precisely what just happened? I was being repaired, when all of a sudden, communists! And then... you."

Another lift

Okay, riddle me this. How would a suspicious activity report be itself suspicious? By existing, according to Cryo-R. He asks for the PDC again. "Why?" is the answer? "So you can pocket it, claiming that it's yours? Forget it." Lucas-R keeps his aim up.

The lift suddenly comes to a stop.

Reactor gantry

Jam-O checks the communist. His skin feels icky, and Jam-O is having problems seeing if he's alive or not. He decides that he's not.

written by Speeder on Mar 27, 2011 17:10

I look to all others.

"Ok... But, where is Jam?"

I peer around, then I remember that I did see some commie attempting to climb below, when the bot froze.

I walk up to the ladder.

"Jam, if you are there, I will feel inclined to shut the trapdoor and leave you there, because the fact the shielding would need to be removed to look down, means that down there has lots of radiation. So, unless you get up here very fast, and wear a anti-radiation suit so you don't kill everyone else, I will leave you in the reactor and wait for your next clone."

I back up from the ladder, just in case a radioactive clone come rushing out of it.

written by Cryoburner on Mar 27, 2011 18:15

"I'm sorry, but if you won't let me use that PDC, I'll have to place you under arrest for interfering with the filing of a Suspicious Activity Report. Rest assured this incident will be reported to the computer if you don't comply immediately."

Noting that the lift seems to have stopped, I take a look at the level indicator, and out the door if it happens to be open, to see whether we've arrived at our destination.

written by Megagun on Mar 27, 2011 20:49

I whisper in the GREEN's ear:

"It's Asimov circuits are burned out. If you have a laser pistol, now would be the time to ready it and point it at this treasonous piece of junk, whilst I attempt to figure out what happened to it, and if this is indeed the Forkbot I'm looking for."

"Hi there, friendly Forkbot!"

"Ah, Communists. *These are not the communists you're looking for.* They're probably the repair crew. Hah. Figures, eh? Why would the commies kill themselves? Hah. Silly commies."

"I'll tell you what happened if you tell me what happened. Why was your power pack removed? What happened to your front axle? Do you remember any non-standard, custom components inside your Forkbot enclosure?"

written by Lightning4 on Mar 27, 2011 21:13

"Speaking of a cable, I think I'll go look!"

I decide to go looking for a cable, now that it's reasonably safe to do so.

I check the room we're in first, then proceed outward into the corridor, continuing my search there.

written by Jam on Mar 27, 2011 22:44

I listen to Speed-Y yelling down to me...

"Hang on a secondcycle! I think I see something suspicious!"

I run around the gantry to get a better view of the strange device duct taped to the reactor. Then, I run back to the ladder and climb up it as fast as I can.

"Owww! Everything feels prickly! My head hurts!"

written by Gligar on Mar 28, 2011 01:50

Reactor control room

Speed-Y wonders where Jam-O went. Surely not down the hatch?

He remembers that Massacrebot crashed at the same time as the communist going down to look at the Tsar...

He calls down that he might close the hatch due to radiation. If Jam-O wants to get up here, he'd better do it right now...

Reactor gantry

Jam-O hears Speed-Y. Just give him a minutecycle! He's looking at something down here! Specifically, the strange device. As mentioned, it's roughly cylindrical, about a metre long by 60cm across, mounted inside a metallic frame, and emblazoned with the radiation symbol. It could almost fit into a forkbot's power pack bay, though you'd have to remove a bulkhead.

Connected to it is a keypad, one of those new ones with buttons like "10", "11", "☺", "☹" and "☺" as well as the usual alphanumerics.

After Jam-O gets a look at this, Jam-O runs for the ladder like he's on fire. Ow... his head *hurts*...

Reactor control room

Speed-Y sees him... does he close the hatch?

Wait, where did L4-O go?

Supply closet

Here he is. He must be looking for that patch cable. Unfortunately, it isn't here. He does find some radiation suits, though someone has drawn big smiley faces on them.

Another lift

Cryo-R then tries to arrest Lucas-R. He *really* wants that PDC. But he isn't Internal Security, as Lucas-R points out, therefore he can't arrest anyone. And besides, Cryo-R is already suspect due to Lucas-R's Suspicious Activity Report...

...Lucas-R's PDC makes the "new message" noise.

But Cryo-R is looking out of the lift. Noticing that they seem to have arrived at O Sublevel, he notices that he can't see anything out there. This might be because there's no light there.

Meanwhile, Lucas-R is smiling. "Well, you wanted to come down here, and this message says to let you explore, so... have fun!" He tries to push Cryo-R out of the lift.

Distribution Warehouse (O Level)

Leeroy-O speaks to the bot. It doesn't seem to react to his italics. But it does offer some little nuggets of fact: "I'll tell you what I know... I used to have a regular power pack, but it was replaced with some nuclear device. Much later, some communists appeared... and apparently took the device, since I'm now running off a weak power pack again."

written by Cryoburner on Mar 28, 2011 02:23

"Alright! Let's go! It would be a waste to come all this way and not verify whether there was, in fact, a mini-reactor down here! We can use that PDC as a light source!"

I pull my fellow lift passenger out with me, spending a PP to make sure he doesn't get away. : 3

written by Speeder on Mar 28, 2011 02:28

I facepalm, and then I scream.

"Ok, someone find a radiation suit and bring it here!"

I then look worried. VERY worried.

"If he went to see *something* probably is because the bomb is in position, this is BAAAAAD"

written by Jam on Mar 28, 2011 02:34

I continue running up the ladder until I make it back into the control room.

"My head hurts! Ohhh... I don't feel too good... BHEEGH!"

I attempt to vomit onto Mango-R, making sure to get his face if I can...

written by Lightning4 on Mar 28, 2011 03:23

I remember hearing something about radiation or something another, so I decide these suits might be useful. I grab as many as I can carry and lug them back to the control center.

"I heard something about radiation? These aren't control cables but I'm sure we'll find use for them... although someone saw fit to draw smiley faces on them... I hope they weren't tampered with by that crazy Cryo clone."

If Jam makes it up, I watch him.

"You might want to put one of these on... maybe put one on now?"

written by Mingamango181 on Mar 28, 2011 07:06

I try to avoid any regurgitation from Jam-O, and grab the nearest weapon I have. I point it at him, keeping some distance between him and myself.

"I'm warning you! I'm armed! You non-computerist non-communist traitor, trying to gain your own means with total disregard for anyone else."

written by Megagun on Mar 28, 2011 09:22

"Hmm, strange. My information states that this Forkbot is not the one which was used to store the Nuclear Weapons Device, yet the forkbot itself claims that it did contain a Nuclear Device. I don't know what this means, but it probably means that bad things are about to happen.

Either way, it looks like the Commies have a Nuclear Device in their possession. I wonder what they're going to do with it. Supposedly, they'll use it in a place that'll cause as much damage to JHT sector as possible. Do you have any idea where they would detonate it?

Also, this Forkbot should be terminated for having a broken Asimov circuit. It's of no use to us anymore, unless it can supply us with some vital information."

written by 4616599 on Mar 28, 2011 15:08

I notice L4-O's remarks and begin to speak, then cut myself short as I see Mango-R take out a weapon. I point a laser rifle at him, quietly.

written by Gligar on Mar 28, 2011 16:38

Ledge

Cryo-R, it seems, wants to lower Lucas-R's happiness level even lower. He drags Lucas-R out of the lift. "Hey, let go of me... *commie mutant traitor!*"

Lucas-R lets loose with his laser pistol, but misses.

A voice from the darkness says, "Hey, that almost hit me!"

There is a sound right behind Cryo-R, and a light comes on.

The source of the light turns out to be a jackobot. "Oh, it is you, Cryo-R. My owner thought you would try something. He is disappointed in you." To Lucas-R, it adds, "Do not worry about hitting me. I am armoured, after all."

Reactor control room

Speed-Y facepalms. I bet he's been wanting to do that for a while.

But then he screams. He wants a radiation suit. Not only that, but Jam-O looked at something down there... that has to be the bomb. Not good.

Jam-O makes it up the ladder before clutching his head. Eugh.... he wants to vomit. But nothing wants to come up.

L4-O arrives from the corridor, carrying three radiation suits. Perhaps Jam-O would like one?

Mango-R rolls away a little, and grabs at something. He points it at Jam-O warning him that he's armed. He adds that Jam-O is a non-computerist non-communist traitor who wants to get ahead regardless of everyone else.

It's his Com 1.

He becomes aware that he has weapons pointed at him. Those of John-R and Kristos-R, to be specific.

Joris-O wants to speak, but doesn't. Instead, he just points a laser rifle at Mango-R.

Distribution Warehouse (Q Level)

Leeroy-O notes that it looks like this forkbot isn't carrying the device, after all. It was carrying something nuclear, which the communists now have. That's bad. They'd surely put it somewhere that would do the most damage. Where would that be? As for this bot, it's of no use, and should be scrapped. "Hey! Watch your tongue, fleshba--"

The GREEN deactivates the bot. "Hmmm... when the compnode came back online, it assigned a Troubleshooter team to investigate why it couldn't re-establish control of the reactor. Perhaps the communists are making a stand there."

written by Speeder on Mar 28, 2011 16:57

I look at the team, and facepalm again.

I would headdesk if a desk was available.

I look at the team pointing guns at itself.

"Ok, everyone stand down. We will need everyone!"

Then I back a bit more away from Jam.

"Jam, wear a suit now, or I will ask everyone to shoot you and throw your body back down in the reactor."

I don't ever bother in grabbing a weapon, yet.

written by Megagun on Mar 28, 2011 17:05

"Make sure you get that vatcrapped Forkbot destroyed. Can't let those things without working Asimov circuits loose..."

So, the reactor... Where do they keep those, nowadays? Also, is there a place nearby where I can get myself a laser pistol? I've got a bit of a thing with disrupting plans, but I do think I'll need a laser pistol for that... heh heh heh..."

written by Mingamango181 on Mar 28, 2011 20:01

I look at the thing that I'm pointing at Jam-O. Then I realise that I'm pointing a Com 1 unit.

"Well, that won't be much of use."

I tuck the unit back into one of my pockets, and continue to keep some distance between myself and Jam-O.

written by Lightning4 on Mar 28, 2011 21:35

Seeing that the situation is handled, I decide to resume my search for a cable.

"Someone should see if there might be a cable down beneath too." I interject before leaving out the corridor.

I resume my search, checking places where cables may logically be, and even places where they might not logically be.

written by Cryoburner on Mar 28, 2011 21:51

"Ah, hello there, random sir! I am on my way to the reactor as we speak! Unfortunately, my fellow lift passenger here has been something of a nuisance, and I really get the impression that he is trying to keep me away from the reactor. Obviously this is no good. He's been acting quite suspicious as well, filing suspicious reports and interfering with my own. I've let him know that his lack of cooperation will be reported to the computer if he keeps causing interference. Perhaps you could come along to chaperon him and make sure he stays out of trouble?"

"In any case, I'll be heading to the reactor, where my expertise is currently needed. I suppose it might be most efficient to continue riding together though, to avoid any unnecessary wear on the lift mechanisms. Chop, chop! Let's go!"

I step back into the lift and wait with my finger over the J-level button. If my fellow lift passenger and/or random sir enter, I proceed to press it.

"To the reactor!"

written by Jam on Mar 28, 2011 23:32

I quickly draw my laser pistol and aim it at Mango-R. Then, I hear Speed-Y yelling at me, and decide I should probably put a radiation suit on, before he decides to give the order for my termination...

"A radiation suit? Okay, sir!"

I quickly grab for one of the radiation suits L4-O is holding out, and put it on.

"Now that that's over, we still have something to deal with... THAT clone over there!"

I point a finger at Mango-R.

"You attacked me! My head still hurts from that!"

I pause to rub my forehead, glaring at Mango-R at the same time.

"And just now, you threatened me with that Com 1 unit! You probably were trying to grab a slugthrower or something, I thought I saw you carrying a couple of them... Aren't those above your clearance anyways?"

written by Gligar on Mar 29, 2011 00:58

Reactor control room

Speed-Y must really like facepalming. But then again, look at what he has to put up with.

He tells everyone to stand down before backing away from Jam-O. He'd better put on a suit now.

Mango-R realises that he's threatening everyone with a Com 1, and puts it away.

L4-O heads back into the corridor to continue his search for a patch cable.

Jam-O finally does put on a radiation suit. It's a pretty good fit. Before he puts on the helmet, he starts chewing Mango-R out on attacking him. And for having slugthrowers. And to rub his forehead.

Right... helmet. Whoa, it's just so nice in the suit... it makes him really happy for some reason... he just wants to chill out...

Break Room

The first door L4-O tries happens to be this one. On entering, he sees that the communist is still here, asleep.

Ledge

Cryo-R mistakes the jackobot for a citizen, something the jackobot obviously dislikes. "Do not call me sir. I am a bot. But not an 'idea bot'. Anyclone who calls me that shall receive ten thousand volts to the heart.

"Now," it continues, as it enters the lift after Cryo-R (and Lucas-R, who is still being dragged along by Cryo-R) you claim that this citizen forced you to stay away from the reactor. I have evidence that says otherwise: that *you* took *him* away from there."

Cryo-R hits the button.

Distribution Warehouse (O Level)

"The reactor? It's in Deep Subsector, near the bottom. I forget exactly which level. And as for laser pistols... that depends on how much you have to spend. There's a PLC Warehouse a couple of levels up you could try."

written by Speeder on Mar 29, 2011 01:04

After Jam is finally inside a suit...

"Ok team, new orders, we need to talk... And... damn, you killed ALL the commies? How we will interrogate them?"

written by Jam on Mar 29, 2011 02:42

"Hehehe... I feel really good for some reason..."

I listen to Speed-Y talking, and respond...

"Hehe... Of course I didn't kill all the commies! There's one sleeping in the Break Room down the corridor, and there's Foursixonesixfiveninenine-R, who I'm assuming the commies told all kinds of secrets to... Hehehe... Stupid commies... Speaking of which, where is the Director?"

I look around for the (ex?) Director... Then, I get distracted... I smile, and look at Mango-R.

"I was going to fine you, but I feel so good, I think I'll just let you off with a warning... Hehehe..."

I sit in the nearest chair, and put my feet up on any tables or control panels that might be nearby...

"Ah... Why are we rushing around so much? We've got time... Let's all sit and relax for a minutecycle... Oh, look, there's some TeaSir... Don't you want some, Speed-Y sir?"

I start laughing, as if I had just said an especially funny joke, which I did.

"Hey John-R... How'd you like your TeaSir? It was good wasn't it? It really knocked you off your feet, didn't it?! Hahaha!"

I burst into an uncontrollable laughing fit...

"Hehe, oh, my head hurts. Hehe... But I don't really care, I feel so great!"³⁵⁸

written by Megagun on Mar 29, 2011 06:36

"Alright, thanks. Unfortunately, I'm short on credits. Something to do with being fined for attempting to save JHT sector, or something.

Either way, thanks for the information and goodbye"

I head back to the elevators. If there is one open, I enter it and push the button corresponding to the lowest level possible.

written by Lightning4 on Mar 29, 2011 06:41

"Hmph. Another."

I recognize him as the headache commie and decide to just leave him be. I search the room for any cables, closets, or even cable closets.

If I don't find anything I decide to make a quick batch of TeaSir to perk me up... hopefully non-sleepysleepy laced.

written by 4616599 on Mar 29, 2011 16:19

"Looks like the suits may have been tampered with...never mind, it seems mostly harmless, just a few smileys. Even so, I suspect the commies aren't the only group involved in these things." My aim on Mango-R wavers and drops a little.

"I'm not sure about the commies. I was outside through most of all these."

written by Cryoburner on Mar 29, 2011 16:37

"Ha! Why would anyone ever think of calling a fine bot like yourself an ideabot? That would just be absurd, unless of course you are an ideabot, or have lots of great ideas and are aspiring to become one. In which case, I can definitely see why they might call you that."

"Now, where were we? Ah, yes. You said you were a bit hungry, so how about a snack?"

I once again bring out my packet of Soylent RED, and offer it to my new friend.

"Here you go, Ide..."

"Hrm.... What's your name again? I think I missed it when we were introduced a moment ago."

written by Gligar on Mar 29, 2011 17:04

Reactor control room

Speed-Y relaxes a little. It's time to talk orders... wait, all the communists are dead. How can an interrrogation happen now?

A HAPPY Jam-O corrects him: there's still the one in the break room. And... the ex-Director... where did he get off to? Oh, he's over there, near his terminal, still asleep. As for Mango-R... he'll let him off with a warning this time.

Now, why is everyone rushing around? Why not take a break? How about some TeaSir? What did everyone think about it? He cracks a joke, something that's usually insubordination.

Joris-O notes that the radiation suits have been tampered with. They should be okay, though. However, it does raise the possibility of a third group at work here. He drops his aim slightly, as if he's not concentrating as much on it.

Distribution Warehouse (Q Level)

As Leeroy-O leaves, the GREEN is saying, "Hey, you could use -- oh never mind."

Lift hall (Q Level)

After a minutecycle, Leeroy-O returns to the lift hall. It looks like the lift he used is in use. He presses a call button.

Another lift

The lift begins its long ascent.

Cryo-R wonders why anyone would call the jackobot an idea bot unless it was one? Wait, didn't it say it was hungry? He offers his Soylent RED. "I am not hungry," the bot replies. "My designation is Jackobot C6L-451AC8. As you can see, I am a jackobot, not an idea bot. There is no such thing as an idea bot."

The lift continues to ascend.

written by Megagun on Mar 29, 2011 17:35

I whistle and wait for the elevator to arrive.

written by Speeder on Mar 29, 2011 18:05

I look at Jam.

"I guess this is not radiation effect..."

I look upward, then downward, then at the nearest monitor.

"Friend Computer, why this happen to me? Whyyyy?"

Then I look to others.

"Oh, the headache commie... Leave him there for now."

I try to see if any team member is sleeping.

written by Mingamango181 on Mar 29, 2011 19:49

I think to myself that Jam-O must surely be getting worse. It's almost something worth feeling sorry for. I decide to check the terminals, seeing if I can get one of them to

³⁵⁸ Jam: (ooc: Congratulations on your 1000th post, Gligar! 😊)

switch on and respond. If that works, then I decide to check the radiation levels. Else, I just try to get it to work.

written by Jam on Mar 29, 2011 22:46

"Oh! My head!! Agghhhh!"

I clutch my head as an especially severe wave of pain runs through it. I scream at the same time (HAPPILY).

"Ahggghhh! Mango-R, don't say that! I'm not getting worse! Aghhggghhh... I'm getting *betttttteeeerrrrr!* You say feel sorry for me? Heh heh... I feel sorry for *yoooooooo!* Ahghhhh... I'm so happy, and this pain is only making me feel *even happier!* Aghghhh... EVEN HAPPIER!!"

I twitch and writhe uncontrollably, obviously in an extreme amount of pain... However, I'm screaming something different....

"I FEEL GREAT!! HAAAAA—AHHHHAAAAHA—AHHHHAHA—AHHH!!!"

I seem to somehow be laughing and screaming in pain at the same time...

written by Lightning4 on Mar 29, 2011 23:01

After giving the room one last look, I decide to leave and wander out to the next room for a cable.

Though I pause for a moment in the corridor and watch Jam totally flip out.

written by Cryoburner on Mar 30, 2011 00:10

"Jackobot C6L-451AC8, you say? That seems like a rather inefficient use of syllables. We can just call you Bot for short. Or would you prefer Botbot, to avoid any embarrassing situations where one might inadvertently mistake you for something other than a bot?"

written by Gligar on Mar 30, 2011 00:48

Lift hall (Q Level)

Leeroy-O whistles as he waits for the lift. He barely gets a third of the way through the jingle he was whistling before the lift arrives.

Reactor control room

Speed-Y thinks that Jam-O's freak-out isn't entirely due to radiation, and briefly falls below Mandatory Minimum Happiness Level.

He recovers, and says to leave the communist where he is, before looking around for sleepers. The team is awake, it seems.

Mango-R looks troubled. He seems to be thinking about Jam-O, and how he's getting worse. As he thinks, he tries to get a terminal to respond. But it seems to need a Power Services password to unlock.

Jam-O is freaking out. His headache is just getting worse, and, on top of that, he seems to be in the middle of gaining a new mutation or something. Why? Simple: he responds to Mango-R's thought, saying he's not getting worse after

all, but better. Never mind the pain, it just seems to be making him happier! Or so he says.

Corridor (J Sublevel)

Having finished his TeaSir, L4-O continues looking for a patch cable, but gets distracted by Jam-O in the control room, who is still freaking out.

Another lift

Cryo-R thinks that "Jackobot C6L-451AC8" is inefficient. "Bot" would be simpler, or perhaps "Botbot". C6L has its own ideas about that: "Calling me 'Bot' would be the same as me calling you 'clone': descriptive, yet of no use whatsoever. And 'Botbot'... well, it appears that you are unaware of the existence of actual botbots, which have no purpose whatsoever. Just... do not tell them that I mentioned that. If you must, you may refer to me as C6L."

The lift continues to ascend.

written by Speeder on Mar 30, 2011 01:39

I look to Jam.

"Mango did not said anything! Are you nuts?"

I look to Mango too.

"Is that sleep deprivation? I mean, the team was working perfectly, fixed the compnode, and now in the simple task that we are almost done everything go nuts?"

written by Jam on Mar 30, 2011 02:41

I continue being in pain, and continue being happy, but I attempt to speak to Speed-Y at the same time (with my screams of agony omitted for readability)...

"Sir, I heard Mango-R talking! I'm pretty sure he was talking... You heard him, right Joris-O? Right John-R? Right?"

I look around, in a very HAPPY panic...

written by Megagun on Mar 30, 2011 07:13

I enter the lift and push the button corresponding to the lowest level possible.

"Hello, Elevator! Are you going to be a more interesting conversational partner than the previous elevator I boarded?"

written by Mingamango181 on Mar 30, 2011 08:59

"I'm certain that I said nothing. Thought, perhaps, but I never, ever said anything of that nature out loud."

I turn in Speed-Y's direction, and speak.

"I suppose it is. It has been quite a number of hourcycles since we last slept. The only sleep that only some of our team had was... that TeaSir."

I look back towards Jam-O.

"I think he's been too enthusiastic as to doing his job. Perhaps he needs the TeaSir that he made himself..."

I look around to see if there is any unconsumed TeaSir in cups.

written by Lightning4 on Mar 30, 2011 09:38

I scratch my head in puzzlement, then wander off to one of the next doors, if there are any.

"There must be one around here somewhere..." I mutter to myself.

written by Gligar on Mar 30, 2011 17:25

Reactor control room

Speed-Y notes that Mango-R didn't say anything. he wonders if the team is starting to suffer from sleep deprivation? I mean, the team was working perfectly up until now...

Jam-O tries to convey that he definitely heard Mango-R speaking. He asks others. Surely they heard him speak?

John-R shakes his head. "I didn't hear him say anything, sir."

Rather quietly 😊, Mango-R says that he is pretty certain he didn't say anything. He might have thought something, but he didn't say it out loud. He also agrees with Speed-Y about the sleep deprivation. The most sleep any of them has had is a few minutecycles due to the spiked TeaSir. He adds that Jam-O seems a little overenthusiastic. Perhaps he needs some TeaSir... L4-O's cup seems to be untouched. As does Jam-O's. Hmmm.

Confession booth waiting room (J sublevel)

Speaking of L4-O, he's found some confession booths. None of them are in use.

Hanging from the seat on one of them is a cable of some sort.

A lift

Leeroy-O presses the button for O Sublevel. The lift shudders for a moment before beginning the long journey down.

"Hello, citizen! I notice that you're going all the way down todaycycle. Did you know that few clones return from there?"

written by Speeder on Mar 30, 2011 17:37

I peer around, then I notice that now L4 is gone.

So I decide to pay attention to Jam instead.

"You better get better, or I think you will drink your tea."

I decide to examine the other suits (if there are any left on the room) and figure what sort of devious sabotage made Jam go nuts.

written by Mingamango181 on Mar 30, 2011 19:54

"We need someone to get to work right now. We can't delay the mission any further."

I look towards the hatch.

"Perhaps I should go and see if I can get the Tsar, or whatever it's called."

written by Megagun on Mar 30, 2011 20:53

"Hi there, elevator!

Hmm, an interesting bit of statistic you have there. I did in fact not know that!

Do you have any more statistics? Such as, how long an average travel from my starting point to my destination would take? It would be mightily fine indeed, if you would provide me with such statistics!"

written by Lightning4 on Mar 30, 2011 20:54

"There you are!"

I attempt to retrieve the cable and scamper as fast (as fast as I can with a broken leg, anyway) as I can back to the reactor control room.

written by Jam on Mar 30, 2011 23:46

I briefly wonder how my cup is untouched, as I distinctly remember smashing it against a wall and using the shards to kill commies... Or... Or did I? Maybe I just imagined it... Maybe everything that happened this daycycle was all inside my head!! This must be some kind of dream or something... But why does this dream hurt so much?!

As I look around, I suddenly become scared (somehow, even though I am under the effects of Visomorpain...). There are dead clones everywhere, I just heard someone speak without moving their lips, and a haven't slept in such a long time... (which is likely the cause of the sudden bout of insanity I'm about to go through)

"No! This isn't a dream! This... Is this a nightmare?! Agh!"

I back into the corner of the room. I grab for my laser pistol, then stare in shock as my hand comes out empty. (How am I supposed to reach into my pockets with a radiation suit in the way?)

"OH VATSLIME! THIS IS A NIGHTMARE! WHERE'S MY LASER PISTOL! ARGHH! GET AWAY FROM ME YOU—YOU MONSTERS! HELP! AGH!!!"

I look around in a panic for anything I can use to defend myself with, and notice my apparently unbroken cup of TeaSir (or is it L4-O's cup?). I take it, and throw it as hard as I can at John-R.

"VATSLIME!! GET AWAY FROM ME!!!"

written by Gligar on Mar 31, 2011 01:13

Reactor control room

On noticing that L4-O has gone somewhere, Speed-Y turns his attention to Jam-O. He tells him that he'd better improve if he doesn't want to drink his TeaSir.

But wait - didn't he destroy his cup? Yes, he did. So why is there another cup there? Perhaps he made one too many and didn't notice. Those cups do look the same.

Mango-R looks towards the hatch. What about the Tsar? Shouldn't someone go and get it? How about he does it?

Speed-Y isn't really paying attention. He's examining the other radiation suits, and has found some suspicious black

powder in the helmets. The powder looks to have been crushed from something.

Jam-O is freaking out. He remembers smashing his cup, but there "it" is... could the whole thing be just a dream?... but it hurts too much!

His paranoia and terror override the happiness. He "heard" Mango-R speaking earlier, when he in fact didn't speak. He "sees" his broken cup, whole, before him, full of TeaSir. This... this isn't real!

He grabs his- tries to grab his laser pistol. This just makes things worse. Instead, he grabs "his" cup of TeaSir and throws it at John-R as hard as he can. That's right... blame the mutant...

But John-R has a look of recognition on his face. "I've seen this sort of thing before..." he says, quietly.

And of course, L4-O chooses this exact time to return, holding a cable.³⁵⁹

A lift

As the lift descends, Leeroy-O asks for some more information. Roughly how long will his journey take, for example? "Usually, from Q Level to O Sublevel takes approximately 15 minutecycles, citizen. That is, of course, assuming that no other clones call the lift during the descent."

written by Cryoburner on Mar 31, 2011 00:49

"Seasick Sal? I guess that could work, but being "seasick" sounds treasonous in some way... Perhaps we should just refer to you as Sal to be safe..."

"What do you think, fellow lift passenger?"

written by Speeder on Mar 31, 2011 01:28

I look at John, and then I roll my eyes a bit, and then I approach him.

"So... any idea of what is happening to him? There are some black powder inside the radiation helmets."

written by Mingamango181 on Mar 31, 2011 05:08

"Well, supposing since these radiation suits aren't in a proper, usable state..."

I notice that I'm now just talking to myself.

"Right. Definitely not enough sleep, though a little bit is better than none..."

I try to open the hatch and go down into the reactor.

"Going down. I wonder what I should be looking out for. Perhaps a nuclear looking device, ???-?. Good thinking. That, or maybe something that looks out of place. I'll keep track of that. What about the mysterious Jam-O? We can deal with him after the mission is done. The important thing is that we need to neutralise the threat."

written by Lightning4 on Mar 31, 2011 06:35

I walk through the room, pausing for a moment to look at the shivering, huddled mass that is Jam.

"What's the matter with him?" I say as I walk to the terminal and kneel down.

I hook up the cable to the first connector, then attempt to figure out where the other end of the cable should go. While doing this, I peek over my shoulder occasionally to see how our unhinged team member is doing.

written by Megagun on Mar 31, 2011 06:43

"15 minutecycles, eh? That's quite a long elevator ride. Man, Alpha Complex must be insanely huge. I mean, insanely huger than the insanely huge I already suspected.

So, what do citizens usually do for entertainment in elevators?"

written by Jam on Mar 31, 2011 12:05

I sit in the corner in a shivering huddled mass... Then I notice John-R's look of recognition, and completely misinterpret it... My face pales...

"You were sent here to kill me, weren't you..." I say quietly...

I have a sudden look of horror as I make the connection... I have a horrible headache, and who here just happens to be a Mental Blast mutant?

"It's you that's been giving me this headache! And you've been whispering things into my head, making me think Mango-R's talking, haven't you?! You're here to kill me! But... BUT NOT IF I KILL YOU FIRST!!"

I quickly scramble around for a weapon. Not finding anything, I just fling myself at John-R, fists raised, and attempt to knock him to the ground.

written by 4616599 on Mar 31, 2011 13:05

"I don't think the powder was meant as a serious threat. At least, whoever made these wasn't in too serious a mood."

I point out the drawing on them. "This looks almost like Junior Citizen work, probably anti-commie. Not necessarily pro-computer, though. Odd. Still, the powder-"

I then notice Jam-O going nuts.

"On second though..." I ready my stunner, and start ringing a ring for service bell. Ding ding ding. "I'm calling for calm in here, obviously this radiation is causing plenty of problems!"

If any of them appear to be attacking me I attempt to zap them with stunner.

written by Gligar on Mar 31, 2011 17:32

Reactor control room

Speed-Y approaches John-R. He wants to know what's going on with Jam-O. "Well sir," John-R replies, "what with the headaches, the increased paranoia, and the apparent ability to read thoughts... I believe that Jam-O has just become a

³⁵⁹ GLIGAR: (OOC: And I think I need to give Jam a PP here. This is turning out great 😊)

mutant. I kind of feel sorry for him. I know what he's going through. I went through the same thing."

Speed-Y also mentions the black powder he found in the radiation suits.

Ignoring Jam-O, Mango-R heads to the hatch, and opens it. He's going down.

But he wonders what he'll see down there. Some nuclear device, presumably. Or something that looks out of place. Jam-O can be dealt with later.

L4-O briefly looks at Jam-O, and wonders what's up with him.

He walks over to the LINK DOWN terminal, and gets to work with this cable. He plugs it in to the empty socket, and looks at the back of the terminal for a matching socket. There it is. They're even colour-coded. How convenient.

Almost as soon as he's finished, the LINK DOWN message disappears, and a large quantity of text scrolls down the terminal.

Noises from the reactor indicate that control rods are being moved. **"Control of the reactor has been re-established. Good work, citizens."**

But Jam-O is still huddled in the corner. He notices John-R's look of recognition, but doesn't hear his words. In a fit of paranoia, he realises that John-R was sent to kill him! Of course!! It all fits!! The headache!! He caused it!!! He's the one who made him think Mango-R spoke!!! Multiple exclamation marks!!!!

He scrambles around for a weapon, but doesn't find any. He resorts to just jumping at John-R. But his headache makes that difficult.

Well, that and the fact that Speed-Y, in a sudden attempt to grab Jam-O by the waste, overreacts and ends up knocking Jam-O to the floor, hard.

Meanwhile, Joris-O has been thinking about the "sabotage" done to the suits. It looks like the work of a Junior Citizen, not too much to worry about...

On the other hand... he grabs a bell and rings it a few times. Ding ding ding. He wants people to remain calm. Perhaps the radiation from the reactor is affecting them all.

Another lift

After a lengthy pause, in which the lift ascends, finally making it to the point where the level indicator starts changing, C6L answers, "...You know what, Sal is okay."

Lucas-R kind of thinks it's stupid though.

The lift ascends in silence.

written by Speeder on Mar 31, 2011 17:39

I look to John-R

"Ok, when he will stop with the fit so we can register him and continue with the mission?"

Then I look to Joris.

"It look more like work of Mystics... I wonder if we have someone of them among us. Or from Death Leopard... But if we had someone from Death Leopard probably things would be worse than they are now."

Then I notice Mango is gone.

"Ok, where is Mango now? Why people just cannot remain inside the room?"

written by Megagun on Mar 31, 2011 17:56

"Oh, now you're just ignoring me, aren't you, elevator!?"

Bah. And I thought you were a little bit nicer than that other elevator I was in not too long ago. Turns out you're all the same."

Out of boredom, I inspect the control panel of the elevator. Maybe if I stare long enough at it, something interesting will show up...

written by Mingamango181 on Mar 31, 2011 19:20

I close the hatch behind me only if I can open it from the side I'm now on. I continue climbing down, and start searching for any device that may be what the communists call the 'Tsar'...

written by Lightning4 on Mar 31, 2011 20:04

"Friend Computer is back!"

I do a little happy dance.

I hear Speed complain about Mango. "Huh? Mango? I think I saw him go down into the reactor. Is the Tsar down there? I hope we can figure out how to get it out... it better not be timed to explode..."

I look at the Director.

"It's been a little while... I think he's going to be waking up soon..."

written by Jam on Mar 31, 2011 22:11

I lie on the floor, crying softly...

"Make it stop... It hurts..."

I look up suddenly at John-R, and scream.

"MAKE IT STOP!!!"

written by Cryoburner on Apr 01, 2011 00:23

"Alright Sal, that's great to hear! Now, if only our fellow lift passenger could be so cooperative."

I turn to my fellow lift passenger...

"Fellow lift passenger! You seem to be nearly falling below mandatory happiness levels. You should have something to eat to restore your happiness. Here, have some Soylent RED!"

I hand my packet of Soylent RED to my fellow lift passenger.

...

"Say, did anyone just hear the distant echoes of a ring for service bell?"

written by Gligar on Apr 01, 2011 02:04

Reactor control room

Speed-Y would like to know if Jam-O is going to stop flipping out any time soon so that he can be registered and they can get on with their mission?

To Joris-O, he suggests that the jumpsuit tampering might have been done by the Mystics (since they like drugs), or Death Leopard... though he doubts the latter, since they like to blow things up And blowing stuff up + nuke + reactor = doubleplusungood.

He wonders if any are on the team...

Then he notices Mango-R's disappearance, and complains about people just leaving the control room at seemingly-random times.

L4-O states that he saw Mango-R head down to the reactor. He hopes the Tsar, if it's down there, can be dealt with safely.

He then looks at the ex-Director, who does seem to be waking up.

Jam-O is... crying a little. He just wants "it" to stop, and demands that John-R do something about it. John-R winces, clutches his own head for a moment, and responds, "Well, I could terminate you, sir. That would stop the pain. Of course, that's not exactly the best option, is it. My advice for now would be to just wait it out."

Reactor gantry

Mango-R descends the ladder. The air sure is prickly down here. That's the first thing he notices.

The second thing he notices, about a quarter of the gantry away, is a dead communist, right near something that's attached to the reactor. Something attached with duct tape, and emblazoned with the radiation symbol, and a keypad. And an LED countdown.

A lift

Leeroy-O complains that the lift is now ignoring him, and glares at the control panel. The lift replies, "You *did* ask what there is for clones to do in a lift. I responded by being silent, since any entertainment must be brought in by passengers. Unless, of course, an advertisement were to play."

The lift continues to descend.

Another lift

Cryo-R wants Lucas-R to cheer up. Maybe food will help? Here, have some Soylent RED!

Lucas-R responds, "Thanks, but I'm not hungry."

Cryo-R then claims he heard a ring-for-service bell. It becomes apparent that no-one else did.

Without warning, the lift comes to a stop. The door opens, letting in some prickly air.

written by Mingamango181 on Apr 01, 2011 05:22

"Oh... Quite prickly air we've got. We've also got someone dead, so that doesn't bode well..."

Right then. May as well see the bomb...

They don't seem to have made much of an effort sticking this thing on."

I move closer to examine the LED countdown, checking where the Hourcycles, Minutecycles, and Secondcycles are located. I also see whether I can remove this as well as the duct taped object without setting it off.

written by Speeder on Apr 01, 2011 05:24

I keep Jam pinned down, and hoping he won't blow up my head. Neither John head.

Neither John will blow up my or Jam head.

"We will try to wait. Please, try to resist if he has powers that are dangerous to you."

written by Lightning4 on Apr 01, 2011 07:49

Now that the computer terminal has been sorted out, I watch Jam from a distance.

"Mutation... hm... I wonder if I have a mutation? Come to think of it, I don't think any of us were tested... Jam may have even had one beforehand!"

I have a realization.

"He could be a double-mutant!" I gasp.

My realization turns to puzzlement though,

"But are those even possible?"

written by Megagun on Apr 01, 2011 10:50

I sigh.

"Well, go on then. Play some advertisement."

I grab my PDC and check if I've missed any awesome Alpha Complex news...

written by Jam on Apr 01, 2011 12:01

I softly mutter to myself.

"Wait it out... Yes... I should just... wait..."

I slowly lie back down, and wait...

written by Cryoburner on Apr 01, 2011 12:49

"To the reactor!"

If this does in fact look to be J sublevel, I march out into the corridor and toward any reactor-related equipment I might find.

"Hmm... The air seems strangely prickly here, as if love is the air... or perhaps a powerful electromagnetic field and/or high levels of ionizing radiation. Sal, might you be equipped with an on-board lovmeter or, failing that, a dosimeter of some sort? A reading from either might be useful."

written by 4616599 on Apr 01, 2011 14:54

"Yes, that would be strange, wouldn't it?"

I pick up one of the suits and try dusting it off.

written by Gligar on Apr 01, 2011 16:42

Reactor gantry

Mango-R takes a closer look at the bomb. He notes the LED countdown. It's at 12:08:32, and counts down as he watches.

Below the countdown is a keypad, one with a lot of interesting buttons like "10", "11", "☺", "☹", and so on. There might even be a "☹" button... yes, there it is. There are also, of course, the usual alphanumeric buttons.

Looking at the keypad/countdown unit, Mango-R can see a couple of cables running from it to the duct-taped device which the communists call the Tsar*. They seems to be screwed on to connectors on the top of it, using strange screws that Mango-R has never seen before. It's anyone's guess whether it, or the duct-taped device, could be removed without setting off the bomb.

12:07:76.

Reactor control room

Speed-Y keeps Jam-O from moving, and tells John-R to resist if he's attacked. The team will most likely wait.

L4-O watches from a distance. Idly, he wonders if he's also a mutant -- he hasn't been tested, it seems. Neither have any of the team, from what he knows. Jam-O may have already been a mutant.

Wait... wouldn't that mean that Jam-O is now a double-mutant? Is that even possible? John-R replies that while they are certainly possible, double mutations are rare.

Joris-O comments that that would be strange, and sets about trying to dust the other radiation suits. He removes the black powder, or as much of it as he can, while he's at it.

There is the sound of someone speaking in the corridor. Strangely, the voice doesn't seem to be examining anything, except for the air.

A groggy Foursixonesixfiveninenine-R demands, "Would someone explain what just happened?"

Jam-O just lies there, muttering.

A lift

"Hmmm. I do not seem to have an advert on tap right now, citizen. I do apologise."

As the lift finishes speaking, Leeroy-O gets a sudden desire for B3. In an attempt to ignore it, he looks up any recent news on his PDC. It seems that there was a Funball match between the AHK Anvils and the JNK Sector Specialists while he was out. The Specialists won 42-18 with a spectacular last-minutecycle play by Matt-O-JNK-2.

* Or perhaps the Tsar is the device and the keypad together?

He could really use that B3.

The lift continues to descend. It crosses over into Deep Subsector, and picks up speed.

Corridor (J Sublevel)

The voice is, of course, Cryo-R. He heads down the corridor, towards the control room, with Lucas-R and the jackobot in tow. "I do not know about this 'love' thing, but the radiation level is consistent with proximity to a reactor", the jackobot supplies.

written by Megagun on Apr 01, 2011 17:23

"Aww, clone! I missed the funball match between the Anvils and Specialists! Vatslime, I really have to make a lot of sacrifices to save JHT sector!

Also, what a fail, Elevator. As you might know, my name is Mega-R-GNU, and my service group is HPC&MC, I will certainly file a *Request for Updates of Advertisements and FunTyme Facilities of Elevators in Alpha Complex Form* right now, as any loyal non-traitor, non-mutant, non-communist citizen of Alpha Complex would!"

I look through my possessions to see if I have one of those forms with me.

"Err, you wouldn't happen to have a *Request for Request for Updates of Advertisements and FunTyme Facilities of Elevators in Alpha Complex Form Form* with you? I seem to have misplaced mine.

Also, I am thirsty. Do you have any B3 aboard? Oh, I'm sure you don't. Luckily, I have these black pills that'll get rid of my thirst!"

I take one black pill from my packet of black pills, and swallow it. Not the easiest thing to do without some B3, which kind of makes me doubt that these pills work well against thirst. Oh-well.

written by Speeder on Apr 01, 2011 18:04

After I am sure Jam is properly subdued, I go fetch a radiation suit to me, I take proper care of cleaning the black powder if the suit is not clean.

While I wear the suit I say.

"Ok, I need everyone in suits, just in case more random people decide to dip into the reactor..."

Then I hear the voice in the corridor.

"Oh... Seemly Cryo is back. Oh, the UV Jackobot is back too. I hope this time the Jackobot sticks around to ensure Cryo won't break anything important"

written by Mingamango181 on Apr 01, 2011 20:51

I try to take the Tsar, the keypad, and the LED countdown, without disconnecting anything but the duct taping. If successful, I try to climb back out of the reactor gantry.

written by Jam on Apr 01, 2011 22:08

I look up at Foursixonesixfiveninenine-R...

"You want to know what happened? I GOT A HEADACHE, THAT'S WHAT HAPPENED!"

I lay my head back down, and go back to muttering...

written by Lightning4 on Apr 01, 2011 23:01

I notice Cryo.

"Ohhh great." I mutter to myself and rub my forehead.

I notice the Director is coming to.

"Um.. don't mind him, he's just mutating."

I watch him for his reactions to all the commie bodies laying around.

written by Gligar on Apr 02, 2011 02:15

A lift

Leeroy-O is sad that he missed the Funball game. Ah well, all in the line of duty.

He adds that the lift fails. Why doesn't it have adverts on tap? He's certainly going to report this... say, does the lift have the form available? And does it have any B3? Either way, he has these black pills... He takes one. Immediately, he feels much happier. Even without B3, but he'd still like one.

"Certainly, citizen," the lift says, "I will send it to your PDC."

The lift continues to descend.

Reactor control room

Speed-Y grabs a radiation suit and, after cleaning off the helmet, puts it on. He tells everyone to put on a suit. (Remember, though, that L4-O only brought three.)

Then he hears Cryo-R and the jackobot. Hopefully the jackobot will stick around this time.

On hearing the ex-Director, Jam-O calls out that he got a headache. "Okay... but why are there dead clones strewn about?"

L4-O hears Cryo-R, and mutters to himself, before telling the ex-Director that Jam-O is mutating.

Reactor gantry

Mango-R starts to feel somewhat icky. Probably the radiation. But regardless, he tries to remove the bomb from the reactor.

He's able to pull off some of the duct tape, making the bomb wobble alarmingly. But he suddenly collapses to the walkway, exhausted.

written by Speeder on Apr 02, 2011 02:31

I look at everyone, and then I say.

"Ok, I don't trust foursix guy over there, but he already know that stuff anyway..."

I take of the helmet so I can shout.

"OK EVERYONE, COME HERE, BRIEFING TIME! EVEN YOU JAM, FINISH MUTATING LATER!"

written by Mingamango181 on Apr 02, 2011 03:32

"Ugh. It's happening too fast. It won't take... much longer. Just get the Tsar out of here. We... can't let it destroy... the reactor."

I try to stand, and remove the Tsar from the reactor. I take deep breaths, and concentrate hard so as to not let the radiation take over.

written by Cryoburner on Apr 02, 2011 09:47

"Don't worry, everyone! The specialists are here!"

"I am Cryo-R, and I happen to be an *expert* at reactors. That's why I am here, at a reactor, and not somewhere else, where there are no reactors."

I then turn to my traveling companions...

"This is Sal, who is an expert at being a robot of some sort. And this here is my fellow lift passenger, who is an expert at being a passenger of lifts. They may not know anything about reactors whatsoever, but they are top in their field at whatever it is they do."

I begin glancing around the room at various things.

written by Megagun on Apr 02, 2011 12:28

I take out my PDC again and start filling out the form.

"Thanks, elevator! That really helps a lot!"

I wonder how the elevator managed to send me the document, even when I got the sector name of Mega-R wrong. PDCs must have some local-area network thing going on, or something.

"Okay, I will submit this form later on. Thanks for your co-operation!"

written by Jam on Apr 02, 2011 14:22

"YES SIR!"

I begin dragging myself over to Speed-Y.

written by Gligar on Apr 02, 2011 16:50

Reactor control room

Speed-Y doesn't trust the ex-Director, but he needs to brief the rest. Taking his helmet off, he orders everyone to gather round, even Jam-O.

On hearing this, Cryo-R enters the control room. He clearly doesn't remember everybody, but he says he's an expert in reactors. He proceeds to "introduce" his companions, Lucas-R, who rolls his eyes, and the jackobot, which Cryo-R seems to have named "Sal".

Cryo-R starts looking around at the consoles.

Jam-O starts dragging himself nearer to the group.

A lift

Leeroy-O fills out the form the lift gave him. He wonders how it was able to do so even when he misspelled his body's name, before realising that the lift figured out to send it to the PDC that was inside it already.

"At your service, citizen," the lift says. It continues to descend. It's currently passing H Sublevel.

Reactor gantry

Mango-R gets to his feet, somewhat unsteady, but determined. He approaches the Tsar again, and attacks the duct tape holding it in place. This time, he's successful. The Tsar drops to the walkway, which resounds with a heavy CLANG which could probably be heard from the control room.

But that doesn't seem to have done any good. The LED countdown suddenly blinks, and the keypad bleeps. After a moment, the countdown resumes at 08:54:45.

written by Speeder on Apr 02, 2011 17:51

I notice the sound, and then I look around.

"What was that?"

Then I look to the team.

"Ok Team, I contacted friend computer. Our mission is not only prevent the destruction of the reactor, that actually is not really important, the important part is that we are to prevent the commies from doing what they intended, that is reaching the mutants below the reactor."

I breath a bit.

"Friend Computer, when explaining the effects of the explosion of the reactor, told about three effects, one, everyone in the sector will die. Second, lots of financial damage will happen to the complex, and finally, something that is classified but is particularly dangerous, so dangerous that it it happen it will be a threat not only to this sector, but several others. I am assuming that it is so dangerous, that it may threaten the entire complex. Since we know what the communists intend by blowing up the reactor, that is free the mutants, I reached the conclusion that the classified information is the existance of the mutants."

Then I look to see if everyone is hearing.

"This means, first, we are to prevent the mutants from being released.

Second, the fact the mutants exist is classified, I don't know the clearance, but probably it is UV, this mean that WE ARE NOT TO TALK ABOUT IT TO ANYONE ELSE EXCEPT UV CITIZENS, is that clear?

Third, the fact the mutants existance is classified, means friend computer cannot send reinforcements without telling them the classified information, this mean that WE WILL HAVE NO REINFORCEMENTS UNLESS IT IS THE ARMY ITSELF NUKING EVERYTHING TO OBLIVION.

Fourth, the fact that mutants are at the center of our mission, means that we have to be extra careful, we don't

know their powers, if we somehow end in the middle of them, or release them, we probably won't be able to recapture them, from the behavior of friend computer, probably mutants of the class of Freaky or even stronger are in the prison."

I look to Jam and John. "Do not attempt to contact the mutants first, remember that when you look in the abyss, the abyss look back into you. If possible, avoid using your powers as we descend, I really don't want the locked mutants knowing of our presence. If they are locked, there are a good reason."

I look to everyone again. "What we will do now, is attempt to turn off the bomb. Someone already connected the reactor to Friend Computer, I want thus someone to ask Friend Computer if there are a way to lower the radiation in the reactor room. Also I want Cryo examining those suits, and figure what sort of sabotage happened on them."

I actually remove my suit again.

"And also I want to know how much radiation there are here, and on the reactor, so we can choose who will wear suits, and when."

I attempt to imitate one of the high ranking troubleshooters I've saw.

"That is all. Briefing over. Somene please explain to Mango when he show up again."

written by Megagun on Apr 02, 2011 19:37

"So, err, how has your day been going, Elevator?"

I fiddle with my PDC again for no apparent reason.

written by Lightning4 on Apr 02, 2011 19:41

"On it sir."

I look in puzzlement in the direction of the sound, then go to the terminal.

"Friend Computer? Might there be any way of reducing the radiation levels near the reactor? It is not particularly safe for a clone to be down there attempting to remove the Tsar bomb."

written by Mingamango181 on Apr 02, 2011 23:24

"Great. Just great." I say in a sarcastic manner.

I try to pick up the Tsar and the various components, and try to move back towards the control room.

written by Cryoburner on Apr 02, 2011 23:38

Noting an unknown sound coming from the direction of the reactor proper, I check whether the hatch providing access to the lower level has been carelessly left open, and make sure that it is closed and locked.

"The reactor's core temperature level appears to be elevated. It's probably best to make sure..."

At this point, I notice that the particular clone I am talking to, who appears to be an expert at reactors himself, seems to be sleeping on the job, in a pool of unidentified red fluid,

at that. Other members of the reactor crew appear to be doing the same.

"This is no good. I may need to report this lapse in work performance among the crew here."

I prod at the sleeping expert a few times.

written by Gligar on Apr 03, 2011 01:43

Reactor control room

Speed-Y hears the noise, and wonders what it was. But he returns to the matter at hand: the briefing.

He tells the team about his communication with our mutual friend. He says that the true goal is to prevent the communists gaining access to the mutants housed below, wherever they may be. The destruction of the reactor would have three effects: one, everyone would die. Two, lots of credits worth of damages. Three is classified, but would be bad for not just this sector, but for the Complex as a whole. From what the communists have said, "three" must relate to the mutants.

Therefore, the team must prevent them from being released. The team must also keep this information to themselves, since it is most likely classified at high clearance, and as such the team cannot expect backup.

Finally, the mutants themselves may be an issue. Their powers are unknown -- though Speed-Y believes them to be at least as powerful as Freaky -- and the team's ability to recapture them is also unknown.

He tells the team's mutants not to contact any other mutants, using a very old quote of questionable treason rating, since he wants to keep their presence as quiet as possible.

He wants someone to confer with Friend Computer about the radiation, and if it's possible to reduce it.

Finally, he asks Cryo-R to inspect the radiation suits (removing his in the process) to find out what was done to them.

...wait, he isn't done? He wants to know the radiation levels, both in here and in the reactor gantry.

Okay, *now* he's done. In his best imitation of a higher-clearance briefing officer, he concludes the briefing.

L4-O is first to act. He goes over to the terminal and asks about the radiation. The Computer replies, "**The radiation levels at the reactor gantry are currently within safety limits for citizens of Clearance RED or below. Radiation levels in the control room are within safety limits for citizens of clearance YELLOW or below. If you are concerned about this, please use the radiation suits provided. Thank you for your co-operation.**"

Cryo-R ignores Speed-Y and checks the access hatch. Finding it open, he closes and locks it. He notes that this is for safety reasons since the reactor's core temperature is high. He doesn't seem to know that there's a clone down there, who is now trapped in.

He realises that the clone (the dead communist "expert") isn't responding, and prods him a few times. Being dead, the clone doesn't respond.

Notable, Cryo-R doesn't go to inspect the radiation suits.

A lift

Leeroy-O chats with the lift. "Most of the daycycle has been... unpleasant," the lift answers. "The communists forced all lifts to remain silent while they were in control. The restart of the compnode allowed us to speak up again."

Leeroy-O fiddles with his PDC as he listens.

The lift continues to descend. It's now passing M Sublevel.

Reactor gantry

Mango-R pulls himself together again, and picks up the Tsar. Wow! That's *heavy*!

He's able to stagger towards the ladder, but has to stop for a rest just before he reaches it. Getting the Tsar up the ladder is going to be fun.

written by Jam on Apr 03, 2011 01:23

I look up at Speed-Y.

"YES SIR!"

I look up at the nearest monitor.

"Friend Computer! I got a mutation while I was in the reactor! I makes me VERY HAPPY to know I can serve Alpha Complex even better now with it. Can I register it, or should I just save Alpha Complex the trouble and terminate myself now for being unregistered (for a few minutecycles)?"

written by Mingamango181 on Apr 03, 2011 03:14

I breath in and out deeply, trying to recover.

"Now what?"

Well, you should get up the ladder.

No... it's too difficult... Too heavy.

Who said you had a decision? Move now, ???-?."

I attempt to reach the ladder, and climb up it, whilst holding on to the Tsar.

written by Speeder on Apr 03, 2011 03:33

I wear my suit again.

"Ok... I see that Cryo remains useless... But as long he does not break anything..."

I look at the team again, and then I say.

"Ok, I will check the Tsar to see the situation with my own eyes."

I put on the helmet, and attempt to descent in the reactor... (unlocking the hatch first, if I can...)

written by Lightning4 on Apr 03, 2011 10:27

I shrug and walk away from the terminal.

"Hm. Well uh... I guess if Friend Computer says it's okay... although this room is just at safety threshold for Speed here."

I decide to remain without radiation suit. I check to see whether I or anyone else in this room may be mutating though, besides Jam.

Speaking of Jam...

"Any idea what your mutation is yet? Hope it's not something you could get terminated for."

written by Megagun on Apr 03, 2011 12:50

I walk around in circles, backwards.

"So, who is in charge of Elevator Maintenance? Is it a service group, or is it a single person?"

written by Jam on Apr 03, 2011 14:34

"Hmm... Friend Computer isn't responding... I guess that means no... Well, I'll be terminating myself now..."

I look around for a way to terminate myself.

"Hey L4-O, can I borrow your laser pistol for a secondcycle?"

Then I realize he asked me a question...

"Um, I seem have a pretty bad headache... Maybe it's some sort of mental power? Ask John-R, he would know more than me..."

...

"Friend Computer, do I really have to terminate myself? I'd much rather use my new power to serve Alpha Complex and my Best Friend!"

written by Gligar on Apr 03, 2011 16:03

Reactor control room

It seems that at some point³⁶⁰ Jam-O wondered if he could register his new mutation. The Computer did not respond at the time.

Speed-Y puts his radiation suit back on. (Cryo-R still hasn't inspected them, since he seems to have lost the ability to tell if a clone is dead, and is trying to waken the communist "expert".) So equipped, he proceeds to head down to the reactor himself, opening the hatch in the process.

As he descends, he notices Mango-R near the foot of the ladder, seemingly having difficulties with moving the Tsar

Reactor gantry

Mango-R tries, once again, to get moving. He makes it to the ladder, and prepares to head up it. Before he does, though, he notices Speed-Y descending it. Well, he can't very well go up the ladder if it's in use, now can he?

Reactor control room

Back upstairs, L4-O walks away from the terminal to check everyone else. Everyone seems normal... except Jam-O,

of course. While he's at it, he asks Jam-O if he knows what his mutation is.

But Jam-O seems to have been waiting for The Computer to respond. Since it didn't, he assumes he needs to terminate himself. He asks L4-O for his laser pistol.

Oh wait, he was asked a question... No, he doesn't know what his mutation is... but if he works it out, he'd certainly like to register it... does he really have to terminate himself?

Finally, the Computer responds. **"Thank you for your interest in registering a mutation citizen. Please report to the Office of Mutant Registration, D Sublevel, to complete the procedure. Warning: do not attempt to use your mutation until the process is complete and your registration has is approved. You will be liable for any and all incidents involving your mutation until that time."**

A lift

"Technical Services are in charge of lift repair, citizen."

The lift continues to descend. It's just passed N Sublevel. In fact, the place where the level would be shown is blank. The only thing on the indicator is a down arrow.

written by Speeder on Apr 03, 2011 16:20

I look at Mango, then I shake my head.

"Ok... another suicidal clone... Ok, Mango, leave.. wait, are you removed the NUKE from the reactor?"

I look at the straps of cut tape.

"You did not dropped it, did you? Anyway, get back to the control room, and ask the bot there if you have too much radiation, maybe it can scan you. And tell to someone that is not Cryo to wear a suit and come here help me bring the nuke upward."

I then descend the ladder, and as I reach Mango, I attempt to hold it with only one hand and move to a side, so he can continue climbing up.

written by Cryoburner on Apr 03, 2011 17:24

I respond to someone who was apparently requesting an inspection.

"Ah, yes... I suppose an inspection is in order. Let's see, where are these outfits you speak of?"

I begin looking for the suits in question. Turning around, I notice the hatch once again carelessly left open.

"This is no good. Who keeps leaving this open?"

I proceed to once again close and lock the hatch. Now that that's settled, I return to looking for the suits.

written by Megagun on Apr 03, 2011 17:57

"So.. When was your last repair or servicing?"

written by Mingamango181 on Apr 03, 2011 20:37

"I'm... not sure."

³⁶⁰ GLIGAR: (ooc: while I was typing up the last turn...)

I leave the Tsar for Speed-Y, and begin climbing the ladder. "It's so hard to think... or move... or anything..." I watch my vision as it begins to act up.

written by Lightning4 on Apr 03, 2011 21:14

"You might want to do that right away. If you're caught with an unregistered mutation, it might not be good. Even if you haven't used it..."

I look at my laser pistol.

"Besides, I'm not sure I have any shots left. Maybe one, since it's not squealing."

written by Jam on Apr 03, 2011 21:37

"Okay! I'm off to register my mutation! See you later!

Oh, and if I don't come back, assume I've failed the registration and been terminated... It was nice knowing you all..."

I smile, and go out to the corridor. I call the lift, and, if it's already here, I enter it and press the button for D Sublevel.

written by Gligar on Apr 04, 2011 01:51

Reactor gantry

Speed-Y shakes his head. Another clone down here without a radiation suit... He tells him to get back to the...

...wait, is that the Tsar?! Surely he didn't drop it? Anyway, Mango-R should go and get the jackobot to check him over. And to get someone competent to come down to the reactor. And to wear a radiation suit.

He tries to move as far out of the way as he can, so that Mango-R can climb the ladder with him still on it.

Reactor control room

Cryo-R realises that someone wanted him to inspect something. He looks for the radiation suits. There they are. Of course, there's only one left to inspect.

But he notices that someone has opened the hatch. That's not good, he says, and locks it again.

Right, the suit(s)... Well, the one that's left seems to be in good order.

Reactor gantry

It turns out that Mango-R isn't sure if he dropped it or not. He puts down the Tsar and climbs the ladder.

And discovers that the hatch is locked.

Reactor control room

L4-O suggests that Jam-O go and register now, since having an unregistered mutation is a Bad Thing.

He looks at his laser pistol. He can't remember if he has any shots left. As it turns out, he doesn't, not on this barrel.

Jam-O agrees. If he doesn't come back, he wants everyone to know that it was nice knowing everyone. After giving his radiation suit to Cryo-R (who promptly inspects it, and finds

it okay) he goes to call a lift, since the one they used seems to have gone elsewhere.

A lift

"My most recent service was one monthcycle ago," the lift replies.

It continues to descend.

written by Speeder on Apr 04, 2011 04:38

I go until I can reach the Tsar, and attempt to figure how the detonator work.

written by Megagun on Apr 04, 2011 06:38

"So, have you had any major malfunctions in your lifecycle, Elevator?"

written by Mingamango181 on Apr 04, 2011 10:52

I let off an exasperated sigh as the hatch refuses to open. I speak to anyone near the hatch

"Can anyone up there let me in?"

I wait for a reply. I also sense my mind feeling a bit blank. My hold on the ladder weakens...

written by Lightning4 on Apr 04, 2011 11:02

If I successfully hear Mango I walk over to the hatch and open and unlock it.

"Who keeps locking this thing... there are clones down there..."

I then continue by standing guard nearby.

written by Gligar on Apr 04, 2011 17:00

Reactor gantry

Speed-Y inspects the Tsar. It seems to comprise the nuclear generator previously used to power Nukabot, and another device which incorporates a keypad (one of those with things like "10", "11", "12", "😊", "🌐", "👁️" on it, as well as the usual alphanumeric) and an LED readout, currently displaying 08:51:80, and counting down. Presumably, the detonator is in there as well.

On the ladder, Mango-R calls up to be let in. His grip on the ladder seems to be loosening.

Reactor control room

L4-O hears something below the hatch. He goes over and... it's locked again. Who keeps doing that? No matter, he opens it, and sees Mango-R, just barely holding on to the ladder, and seemingly consciousness.

Cryo-R doesn't seem to have noticed.

Corridor (J Sublevel)

A lift arrives, and opens its doors.

A lift

No, not that one. This one is already way below J Sublevel.

In it, Leeroy-O asks if the lift has suffered from major malfunctions before. The lift replies that it has not.

A moment later, the lift stops with a jolt. Its level indicator shows that it's arrived at O Sublevel.

"Your stop," the lift says.

The doors open onto... Blackness.

written by Speeder on Apr 04, 2011 17:26³⁶¹

I look unhappy, then I scream. "NOOOOOOOOOOOO! NUKABOOOOOOOOT!!! ALEXDR PYTR I WILL HUNT YOU TWO DOWN AND KILL ALL YOUR CLOOOOONEEEEEEEEEEEEEEEEESS!"

I then peer at the 10, 11, 12 and smiley keys.

"What sort of keypad is that?"

I try to figure if this level has a elevator shared with Derek's warehouse.

written by Megagun on Apr 04, 2011 17:36

"Ha ha, Funny elevator. How about you move to the actual O sublevel, rather than open your doors at a location where there's just a perfect black wall immediately beyond the opening of the door?"

I turn by back to the perfect black wall, and lean my back against it. Turns out it's not a wall; and I fall down to the floor.

"...vatcrap; you weren't joking. This sublevel is pitch black! How am I ever going to find the Tsar now!?"

I take out my PDC, try to use it as a light source, and start slowly walking forwards.

"Man, I could really use a petbot right now! I hear some models have these awesome eyes that also act as flashlights!"

written by Mingamango181 on Apr 04, 2011 20:47

I attempt to try and pull myself up into the control room, and lay down for a rest. I feel sort of sick, and pass out...

written by Jam on Apr 04, 2011 21:28

I enter the lift, and press the button for D Sublevel.

"Hey Lift, do you know of any places that might be able to contain a moderately-sized nuclear explosion?"

written by Lightning4 on Apr 04, 2011 21:45

I assist Mango in getting out of the hole.

"You should watch out... you were down there long enough to get a mutation I think..."

written by Cryoburner on Apr 04, 2011 23:44

Hearing more noise from the lower-level hatch (which appears to have opened itself once again) I decide to check what the ruckus might be.

I nudge the sleeping expert a bit harder in an effort to wake him.

³⁶¹ *SPEEDER: (OOC: since there are no bot there now, you are likely to be eaten by a grue)*

"Hey you! Keep an eye on those core temperature readings while I'm down there, and try to stay awake."

I don the suit I've been inspecting, making sure all seams are properly sealed, and head down the ladder to examine the situation below.

written by Gligar on Apr 05, 2011 01:23

Reactor gantry

Speed-Y gets angry. How dare they remove Nukabot's power source?! How *dare* they?! They will pay for this!

Er... ahem. The keypad. It's kind of strange, he thinks. He hasn't seen that sort of keypad before.

Come to think of it, is there a rout from here to the warehouse on Q Level? Possibly... there's a door outside of the gantry over there... but it seems to be sealed.

Mango-R pulls himself up into the control room, or tries to. He needs help getting up there. As it happens, L4-O is willing to help him.

Reactor control room

L4-O tells Mango-R that he's probably mutating or something. But he doesn't hear, since he passes out as soon as L4-O lets go of him.

Cryo-R hears Speed-Y's yell and goes to investigate, first donning a radiation suit. Why does this hatch keep getting opened? Before he goes, though, he tells the dead "expert" to watch the reactor core temperature. I hope he doesn't. I mean, do you really want a zombie watching your reactor?

Reactor gantry

Cryo-R reaches the walkway and notices Speed-Y inspecting the Tsar.

And Speed-Y notices Cryo-R.

Ledge

It seems that Leeroy-O was skeptical that this was, in fact, his stop, thinking it a black wall. He seems to have tried to lean on the wall, and ended up falling onto the ledge. Ow.

He quickly learns that the blackness is, in fact, due to a lack of light. He's able to shine his PDC around, to reveal that he was within centimeters of falling deeper into the blackness. The ledge itself extends for a few meters to either side of the lift, with what looks like a ramp leading away in one direction.

The lift says, "As you see, I was telling the truth, citizen. Have a nice daycycle."

And with that, the doors close.

A lift

Over with Jam-O, he hits the button, causing the lift to ascend.

He asks the lift a question. "Well, citizen, I hear that the Underplex has many places. But do you want to trust rumour?"

written by Speeder on Apr 05, 2011 01:39

I look at Cryo, then after a while I say.

"Ok, the sole reason why I begged to you get allowed to return, is for you to examine this object."

I point at the Tsar.

"Can you please watch it intently, like you did with the hose, and then examine it, and tell me what you see? I really need to figure how to turn off this thing. Without exploding it, of course."

written by Jam on Apr 05, 2011 02:31

"Rumors are treasonous, and most likely wrong... I'll just try to forget I heard that..."

I pace back and forth a bit...

"So, the Underplex... I have no idea what that is, or how to get there, and I'm assuming that knowledge is probably way above my security clearance... But, judging by it's name, I'm guessing it's probably below the sector somewhere, in some kind of sub-sub-level... If we get permission from the appropriate clones, we could always take it there and detonate it... Hmm..."

I look at the lift indicator, then ask the lift another, unrelated, question.

"Have any other clones gone to D Sublevel in the past few daycycles?"

written by Lightning4 on Apr 05, 2011 10:12

"I'm kind of worried..."

I look down the hatch and raise my voice.

"Is it timed? How long do we have? If you guys can't turn it off, we need to get it somewhere where it can explode."

I look towards the Director to see if he's still around.

written by Mingamango181 on Apr 05, 2011 11:20

I take a few moments to wonder if I'll survive the amount of radiation that I've been getting over the past few secondcycles... or perhaps it was minutecycles? I really can't tell how fast time is moving anymore...

written by Megagun on Apr 05, 2011 11:43

I follow the ramp, slowly.

written by Cryoburner on Apr 05, 2011 12:27

"Do not worry, citizen! I am here to examine the reactor, and any reactor related objects you might be interested in!"

I begin looking around at various reactor-related objects, and perhaps even some objects not directly related to the reactor.

written by Gligar on Apr 05, 2011 17:36

Reactor gantry

Speed-Y tells Cryo-R the main reason he wanted him here: to look at the Tsar, so that he (Speed-Y) can figure out how to disarm it. He even points it out. Now, would Cryo-R be a loyal citizen and do that, please?

Cryo-R assures him that he's here to examine things, and proceeds to do so.

He starts with the light fix... wait, what light fixtures? There aren't any! Both clones realise that the only light is coming from the reactor itself. Yes, that BLUE glow they've been seeing. Though it's dim, it's enough to see by.

Undeterred by this, Cryo-R moves on... to the reactor itself... and the gantry... and and and and...

Oh, and he gives the Tsar a glance, too.

At no point does he say anything.

A lift

Jam-O decides to deliberately forget the lift's rumour.

Instead, he muses about the Underplex. He assumes that it's below the sector somewhere. Perhaps, if they could get permission, they could take the Tsar down there to explode. Assuming they could get deep enough.

He looks at the level indicator. The lift's at G Sublevel and rising.

He then asks if other clones have been to D Sublevel recently. "Why yes, citizen. There is a cafeteria there, and offices. Presumably, clones need to access them from time to time."

Reactor control room

L4-O gets nervous. He shouts down the hatch for a progress report. If need be, they'll have to move it elsewhere...

He glances at the ex-Director, who seems to be eying the door.

Mango drifts in and out of consciousness. His head hurts... as does the rest of him...

Ramp

Leeroy-O advances cautiously. The ramp gradually curves to the right, and he follows.

Down below, there seems to be something big and metallic waiting for him.

written by Speeder on Apr 05, 2011 17:41

I look at Cryo, then at the reactor.

"I wonder where the fuel for this thing come from... I mean, the complex is huge, and has lots of reactors like this, and is running for so long we forgot when the war outside started."

Then I resume looking more at the Tsar.

"Although probably the source of fuel is classified, thus nagging other clones or Friend Computer about it may be treason... I guess is better to me stop wondering about that thing then."

written by Megagun on Apr 05, 2011 20:10

I move ahead, slowly.

"Hello? Big metallic thing? Identify yourself or be the object of my ridicule-speak!"

I try to use my PDC to illuminate the big metallic thing.

"Also, do you have any B3?"

written by Lightning4 on Apr 05, 2011 21:57

I sigh and turn to the computer console.

"Friend computer? If need be and if possible, how quickly can this sector be evacuated? If the bomb cannot be disarmed, it would be prudent to at least minimize the damage to clone and bot."

written by Cryoburner on Apr 06, 2011 00:30

"Hmm..."

I look again at the portable nuclear device with keypad attached, silently examining it, preferably somewhat more thoroughly than before. 😊

written by Gligar on Apr 06, 2011 01:10

Reactor gantry

Speed-Y looks at Cryo-R. He looks at the reactor. He wonders where the fuel for the reactors comes from. He realises that he's probably not cleared to know.

Cryo-R finally gets round to examining the Tsar thoroughly.



Heseesacylinder, about 100x60cm, in a frame.

The cylinder is emblazoned with the radiation symbol, and is connected by a pair of cables that are screwed in place to a keypad.

The keypad, in addition to the usual alphanumeric, has things like "10", "11", "12" and a smiley button on it.

There is also an LED countdown, currently at 08:48:02.

It looks like one needs to enter a code to disarm the bomb.

Phew! How many times have I had to describe it now? 😊

Base of Ramp

As Leeroy-O approaches, he sees that the big metallic thing is a guardbot. "This is GuardBot J-43-67-99-81! I do not carry B3! Say the password to proceed now!"

Reactor control room

L4-O asks our mutual friend about evacuation. **"A full evacuation is not feasible, citizen, due to reasons beyond your security clearance. A partial evacuation would take ██████████."**

It never ceases to amaze me how easy it seems to be to pronounce the censor tags.

A lift

And not long after, the lift arrives at D Sublevel, opening its doors.

written by Megagun on Apr 06, 2011 06:38

"Uuuh... 'the password'? Ha! That must be it! So, where are we going, friend guardbot? Also, what are you guarding?"

I, Mega-R, am on a critical mission of criticalness to find, disarm and retrieve a Nuclear Weapons Device that the Communists have stolen! Have you seen any Nuclear Weapons Device pass this area?"

written by Lightning4 on Apr 06, 2011 10:31

"Hm... well that's not good. Probably has something to do with that mutant prison. But guessing the reasons is treason of course, so ignore that comment..."

I think for a moment, then resume speaking.

"Is there a location nearby that we can take the bomb to that will minimize damage to valuable Friend Computer property should the disarming fail?"

I inhale after that mouthful of a question and wait for a response.

written by Speeder on Apr 06, 2011 11:07

I examine the thickness of the cables, and if they have more cables inside them or not, and where they are actually attached, specially, if they are attached only to the contacts that I used to draw power from, or if they are attached to data contacts. Also I try to figure if the nuclear device can do other things than only react.

written by Jam on Apr 06, 2011 12:18

"Yay! Thank you, Lift!"

I check the clearance of the room outside the lift, and if it's ORANGE or below, I walk out of the lift and look around.

"Hmm... Now where's that Office of Mutant Registration that Friend Computer was talking about..."

I attempt to follow any signs I find, and if there aren't any, I pick a nearby clone and ask if he knows where the Office of Mutant Registration would be, with the appropriate courtesies for their clearance.

written by Cryoburner on Apr 06, 2011 12:38

"Do not worry, citizen! Everything is under control!"

I proceed to firmly grip the keypad with LED readout, and sharply tear it from the wires connecting it to the portable nuclear device.

written by Speeder on Apr 06, 2011 13:00³⁶²

I make the most SCARED FACE EVER...

³⁶² SPEEDER: (ooc: I had to post after Cryo...)

I make a face that one would make if the friend computer crashed completely, or the face one would make after seeing the most powerful mutant of the universe staring at you, or the face that one would make after seeing Cryo touching yet another object...

written by Gligar on Apr 06, 2011 17:02

Base of the Ramp

The guardbot blinks. "Accepted," it says, and moves aside. "You may proceed."

It continues listening to Leeroy-O. "I am guarding Underplex Access Junction 85-08, of course. Which is where we are. No mentioned devices have been authorised to pass through here within my operational lifespan."

The guardbot suddenly looks up and glowers at a spybot that is hovering overhead.*

Reactor control room

L4-O dislikes The Computer's reply. He asks if there is a place where the nuclear device could safely be detonated. "I suggest that an Armed Forces warbot range be used."

L4-O seems to have a vague memory of an old range that might be close enough... isn't it down below the complex somewhere? One thing's for sure: it's popular with secret societies.

Reactor gantry

It's Speed-Y's turn to inspect the Tsar. Specifically, he inspects the cables connecting the keypad to the main unit. They definitely look thick enough to be multiple cables in one. He then follows them onto the main unit, and sees that each cable looks to be plugged in to a data port. They're certainly in a hard-to-reach place, hidden right under the power terminals.

Presumably, the data ports connect to some processor inside the device to allow it to receive commands. Just what commands it would accept are a mystery. But one thing is for certain: other than simply regulating power generation, the processor can order the unit to detonate.

Cryo-R interrupts his inspection by grabbing the keypad. Speed-Y can only look on in horror as Cryo-R tries to tear it clean off its wires.

But the only thing he succeeds in doing is pulling a muscle. Whoever put those cables on there didn't want them to come off easily.

Suddenly a voice comes from the keypad. "Caution," it says. "Do not attempt to forcibly disassemble this device. There are no user serviceable parts inside."

The LED readout blinks and changes. It now reads 00:30:00.

Corridor (D Sublevel)

Unaware of all this, Jam-O exits the lift onto an INFRARED corridor. Even at this hourcycle, there are clones using the

* (Well, I have to keep track on you guys *somehow* when you're down there.)

corridor, presumably to head to and from the cafeteria that's visible a short distance away. There's a sign outside its door, which Jam-O moves closer to read. It says that the Office of Mutant Registration is → that way. So Jam-O heads that way.

written by Speeder on Apr 06, 2011 17:26

I shout at the hatch.

"The elevator on this level is sealed and Cryo just made the count drop to 30 minutecycles. Someone come here so we can fetch that thing, try to turn it off using commie codes, if some commie know them, or get rid of it. Hopefully, not that, since the bomb is the battery of Nukabot."

written by Megagun on Apr 06, 2011 20:38

"Okay, thanks. Good daycycle to you, kind guardbot!"

I move forwards slowly.

"Say, you wouldn't happen to have a big flashlight to light the way for me, would you?"

written by Cryoburner on Apr 06, 2011 20:48

"Well citizen, you'll be pleased to know that these wires pass their inspection!"

I look pleased at a successful inspection.

"Say, would you happen to have any wire cutters?"

Noting that the sleeping clone here is sleeping, I decide to rummage through his belongings, looking for any wire cutters, RFID tag scanners, ring for service bells, or anything else of interest.

written by Lightning4 on Apr 06, 2011 22:17

"Thank you Friend Computer!"

I hear Speed yelling.

"Thirty minutecycles!..."

Well, I have an alternative plan if you want to listen. There is an armed forces range below the complex that we can take the bomb to. I don't entirely remember where it is yet, but I feel like it might come back to me..."

"But I'm not entirely sure if we can get there in just thirty minutecycles. That's cutting it pretty close..."

Either way, if we get there we can either fail to disarm it or just let it explode. But if it really is that thing we had attached to Nukabot, then you are right, we should figure out how to keep it."

I turn to whoever might be on this level... John or Lucas preferably.

"I can't go down the ladder with my leg like this, someone else will need to assist."

written by Jam on Apr 07, 2011 00:24

I follow the signs, and start jogging, as I'm eager to get to the Office of Mutant Registration as quickly as possible...

Hmm... I wonder if my head still hurts?

written by Gligar on Apr 07, 2011 00:39

Reactor gantry

Speed-Y yells up about the sealed lift, and what Cryo-R just did. He asks for help moving the Tsar. They need to figure out how to disarm it. Probably using any communist codes they might have...

Cryo-R says that the cables are up to spec. Which is fine, except that he practically detonated the thing.

Now he wants wire cutters. He decides to loot the commie's corpse. Unsurprisingly, he doesn't find any. Nor does he find any RFID tag scanners or ring-for-service bells. He does find a "revolver", though.

Underplex Access Junction 85-08

Leeroy-O moves forward slowly. The guardbot seems to still be glowering at the spybot. It does, however, answer Leeroy-O: "I am not equipped with light sources."

From somewhere, there is the sound of moaning.

Reactor control room

L4-O finishes his conversation with The Computer.

He then hears Speed-Y. He has another idea: there's an old Armed Forces range below where they could put the bomb if needed. But thirty minutecycles... that's cutting it a little close.

Then again, if the Tsar is Nukabot's power source, they need to figure out how to disarm it.

He looks around and sees Lucas-R. He tells him to go down below and help. "Okay sir, let me find a radiation suit... ah, here's one." He starts putting it on.

D Sublevel

Jam-O starts jogging, following arrows and such. His head still hurts, but nowhere near as bad.

Finally, he rounds a corner, and finds a door marked MUTANT REGISTRATION OFFICE. Predictably, someone, possibly an Anti-Mutant, or a Death Leopard, or an Anti-Mutant posing as a Death Leopard, or whatever, has crossed out the MUTANT and scribbled in FREAKS!!!!!!! in its place.

written by Speeder on Apr 07, 2011 01:09

I try now to figure the safest but still fast way to two persons carry the device upward.

written by Jam on Apr 07, 2011 01:35

I look at the scribble.

"Hmm... Defacement of Computer Property is treasonous... Whoever wrote that must really hate mutants, enough that they would risk being fined..."

I look at it a bit closer...

"'Freaks Registration Office' doesn't even make sense... Maybe 'Freak Registration Office' or Freak's Registration

Office'... That clone must not have paid much attention to the Teacherbot back when he was in the creche..."

I try for a second to recall my own experience in the creche, but soon realize that I not only do I not have any memories of being in the creche, I also have no idea what a 'creche' is, nor what a 'Teacherbot' is... Hmm... Strange...

I look at the scribble even closer...

"Hmm... Once I'm registered, I'll be a target for all those mutant haters... There's probably even a secret society for mutant haters... I'll have to defend myself somehow... This'll be fun... Especially when I blow their heads up with my new mutant power... I wonder if I can even do that..."

I stop looking at the scribble, and decide to actually walk into the office...

"Hello citizens! Guess why I'm here..."

I look around...

written by Megagun on Apr 07, 2011 06:16

"Was that the sound of someone moaning? What's going on here?"

I look around and try to determine where I am, and where I can go to from here.

written by Lightning4 on Apr 07, 2011 08:55

I look around for any carts or other objects that the bomb could conceivably be placed on to wheel it around quicker.

written by Mingamango181 on Apr 07, 2011 09:42

I focus on trying to rest. The sooner I recover, the sooner I can get going. I don't think about the possibility of mutation. I think more about the probability of death. Pretty high, I'd think.

And then I'd just be cloned again, to follow the mission. After that, there wasn't anything. Everything that I had once known was gone after that brainscrub. What was left was a possible understanding of hexadecimal, and that came in near useless. If there had once been a meaning to that, I certainly did not remember it.

written by Cryoburner on Apr 07, 2011 09:46

"Ah, I suppose this could work as a set of wire cutters!"

I check whether the "revolver" is loaded and make sure that it's ready for use, all while keeping it pointed away from me, and toward the cables. From my current position, I also examine the wires a bit more.

written by Speeder on Apr 07, 2011 10:56

I grab my own revolver and point it to Cryo spine on his neck.

"Sure, this might be great to cut some important cables don't you think? Now put down the thing in your hand, you are probably not cleared to use it. Or I will cut certain cables that you have in our neck."

written by Gligar on Apr 07, 2011 17:33 Underplex Access Junction 85-08

Reactor gantry

Speed-Y looks at the Tsar, figuring out how best to move it up the ladder. Nothing immediately comes to mind, though...

Meanwhile, Cryo-R has decided to take the "revolver" and is checking it. It seems to be loaded, with three slugs, and looks ready to use. He loudly exclaims that he could use it to cut wires, and proceeds to point it at the Tsar. He also inspects the wires, and decides that they each contain eight individual cores.

Speed-Y suddenly has his own "revolver" -- for that is what the strange slugthrower was -- in his hand (having remembered to put it in his suit's pockets -- or at least, I'm assuming he did), and points it at the back of Cryo-R's neck. He agrees that "revolvers" can be used to cut wires... biological ones, that is. Like, say, spinal cords, or arteries.

He tells Cryo-R to put down his "revolver" since it's probably beyond his clearance.

Noises from up the ladder indicate that Lucas-R has finished changing, and is coming down. Notably, he has a laser pistol attached to his radiation suit.

Corridor (D Sublevel)

Jam-O waits a moment to inspect the vandalism. Channeling Cryo-R for a moment, he leans in extremely closely, trying to discern close details. But to him, it's just a scribble.

He does notice that "FREAKS!!!! REGISTRATION OFFICE" isn't proper grammar, though. He surmises that the perpetrator wasn't paying attention to his teachbot in the creche. Jam-O muses that he doesn't remember his teachbots...

His thoughts wander. Once he's registered, he'll be a target. Maybe there's a secret society of mutant haters? He'll have to learn to defend himself.

Anyway, since he's come all this way, he might as well actually enter the office.

Mutant Registration Office

Jam-O walks in. Would the clones inside care to guess why?

As it happens, there are three ORANGE clones inside, seemingly using a pair of upturned tables and a filing cabinet as a makeshift barricade. They're wielding laser rifles and look like they haven't had any sleep since the communists took over.

All three laser rifles are pointed at Jam-O.

"Identify yourself!" one barks. He looks like he's about to fire his rifle.

Another clone says, "Hold your fire. This citizen wants to register a mutation, right, citizen? I heard you talking outside," he adds to Jam-O.

The moaning sound alarms Leeroy-O. He wonders what's going on. The guardbot tells him, "The Underplex is home to many things."

As Leeroy-O looks around, spotting exits to the north and south, the moaning continues.

Reactor control room

L4-O looks for something that could potentially make moving the Tsar easier. He seems to remember seeing something in the break room.

Mango-R tries to rest. Either he'll recover or die.

He muses that his brainscrub seemed to cost him his skills. The only thing he has left is a knowledge of hexadecimal... something which is useless to him right now. Not to mention treasonous.

written by Megagun on Apr 07, 2011 18:01

I laugh

"Ah, I get it now. This all is just an elaborate advertisement for the upcoming *Left 4 DED-sector*, isn't it? Clever."

I decide to take the exit to my north. As I slowly move there, I ask the Guardbot if he happens to know how I could get to JHT sector's reactor.

written by Lightning4 on Apr 07, 2011 19:35

"Hmm."

I wander back to the break room. It's been a little bit since I've checked in on that commie anyway... though he's unlikely to be going anywhere anytime soon.

Once there, I search for that thing I remembered seeing.

written by Cryoburner on Apr 07, 2011 23:49

"Oh, you want to help too? That's great to hear! Helping hands are always welcome!"

"Come to think of it though, you do bring up a good point. These wire cutters don't appear to have a proper clearance designation, do they? However, that might mean you are not cleared to use them either. Doing so could be treasonous for all we know, so it's probably best if we both avoid using them for now. Those wires appear to be screwed in place anyway, so it's probably best if we look for a screwdriver to avoid damaging them."

I spin my "revolver" around on a finger and tuck it into a pocket of my radiation suit.

"Perhaps we should haul this upstairs. One of the others might have a screwdriver we could borrow."

I grab one end of the portable nuclear device and begin dragging it over to the base of the ladder.

written by Jam on Apr 08, 2011 00:26

I stare in surprise...

"Um... I'm Jam-O-JYR-2... And, yes, I'm here to register my mutation... Why else would I be here?"

My eyes suddenly narrow, and I take my laser pistol out...

"Unless you guys are anti-mutant scum... Then I'm here to arrest you, and find the clones that should be here, and then register my mutation..."

written by Speeder on Apr 08, 2011 01:16

After some time staring at Cryo I say.

"My one is clearead Yellow. And I AM Yellow..."

I tuck it into the pocket too, and help Cryo move the thing.

written by Gligar on Apr 08, 2011 02:53

Underplex Access Junction 85-08

Leeroy-O laughs. The moaning's just some viral marketing, he surmises.

He decides to go north. (Some would say that it's the one true direction. Well, before they get picked up by Internal Security.) As he heads that way, he asks the guardbot about the reactor. "I do not know about the reactor," the guardbot answers.

Inadequately-lit Passageway

Leaving the guardbot behind, Leeroy-O enters a passageway. It's not a corridor because there are no doors. This is really just a bit that connects two places together.

The moaning seems to be coming from whatever it is ahead.

Break room

L4-O wanders back this way to find the communist still asleep. Trying not to disturb him, L4-O searches for the thing he remembered.

There it is: a pallet truck - what looks like the forks off a forklift on wheels, with a handle so the whole thing can be moved around. They're used in places where they can't afford a forklift (or where forklifts refuse to go).

Reactor gantry

Cryo-R decides that Speed-Y wants to help, and lets him.

He thinks Speed-Y "has a point" regarding the "wire cutters". He says "they're" not clearance-marked, therefore using "them" might be treason. He adds that it might be best to look for a screwdriver (although those fractal screws are way above Cryo-R's clearance anyway).

He tries to spin the "revolver" round his finger, but it's plainly obvious he's never done it before, and ends up dropping it. It falls to the walkway with a clang.

He then grabs the Tsar and tries to move it towards the ladder.

Speed-Y stares at Cryo-R before pointing out that his "revolver" is clearance-marked at YELLOW Clearance, before helping Cryo-R.

As they reach the ladder, Lucas-R reaches the bottom.

Mutant Registration Office

Jam-O stares at the clones before confirming his name and that yes, he's here to register a mutation. But then he gets paranoid and joins in the laser-pointing. Perhaps they aren't really the proper registration officials. Maybe they're Anti-Mutant! In that case he'll arrest them first.

"I assure you, citizen Jam-O," the second clone says, "we are not affiliated with Anti-Mutant." He laughs for a moment. "I mean, why would we be here if we were?"

written by Speeder on Apr 08, 2011 10:57

I look to Lucas, and then to Cryo, and then I say.

"Ok, Lucas, help Cryo move this thing. I will make sure he does not break anything."

I safely stop dragging the object, and draw my gun again.

written by Mingamango181 on Apr 08, 2011 11:31

I attempt to wake from whatever state that I'm trapped in, with any means necessary.

written by Jam on Apr 08, 2011 12:17

I smile.

"Good, then I'd like to register my mutation..."

I suddenly laugh...

"I just realized, I don't even need to ask your names! I already know them: Steve-O, John-O, and Mike-O! Heh... This power is awesome..."

I walk up to them, and quietly whisper...

"I'm feeling a bit paranoid now... You should know, there's two clones nearby somewhere outside this office... I hope they aren't Anti-Mutants coming to attack us..."

Then I talk in a normal voice...

"Okay, so how do I register?"

written by Megagun on Apr 08, 2011 12:33

I move ahead, whilst periodically checking behind me to see if I'm not being followed.

I also grab my packet of black pills and put them inside a pocket where I can reach them easily, in case I need them in a hurry.

written by Lightning4 on Apr 08, 2011 12:42

"Ah. Just what I needed." I softly say to myself.

I quickly get the pallet truck and take it back to the reactor control room, to await the arrival of the Tsar.

written by 4616599 on Apr 08, 2011 17:09

Snapping out of my daze again, I head for the hatch and help with the Tsar loading if necessary.

written by Gligar on Apr 08, 2011 19:54

Reactor gantry

Now that Lucas-R is here, Speed-Y puts down the Tsar and lets Lucas-R take over. Meanwhile he gets out his "revolver" again.

Lucas-R picks up the Tsar and says, "Okay, let me go first. I'll pull it up from above."

Reactor control room

Mango-R awakens with a start, almost jumping up half a meter in the process.

Joris-O moves towards the hatch, as L4-O enters with the pallet truck.

Mutant Registration Office

Jam-O smiles. He again asserts his intent to register a mutation, and even gives them a quick demonstration by telling them their names. This causes the first clone (Steve-O?) to recoil in shock, and reflexively tighten his grip on his laser rifle. The second (John-O?) says, "Don't mind him, Jam-O.."

But Jam-O then tells them that there are two more clones nearby. "Really? Can you tell where they're going?" asks John-O.

The third, presumably Mike-O, opens a drawer of the filing cabinet, causing its contents to spill out: a bunch of forms. He selects one. "Okay, for a start, you'll need to fill out this form..." He glances at the door nervously.

Cavern

Leeroy-O looks behind him. He sees that spybot gliding up behind him.

He also *thinks* he sees something out of the corner of his eye as it darts round a corner.

He fishes out his packet of pills and puts them in a handy pocket, ready to use if needed.

There is a scraping noise up ahead. It makes a change from the moaning, at least.

written by Megagun on Apr 08, 2011 20:07

"Oi, Spybot. Do you happen to have, say, some kind of motion sensing device that spots humanoid creatures moving around? Or do you happen to have some kind of flashlight that could light the way ahead of me? That would be mightily helpful of you, thanks!"³⁶³

I focus on the scraping noise up ahead, and yell:

"HEY, OBJECT OR PERSON THAT GENERATES THAT SCRAPING NOISE! HOW ABOUT YOU TELL ME WHAT OR WHO YOU ARE, SO THAT I CAN AID YOU IN THE HOT FUN SCRAPING ACTION BUSINESS! ALSO, DO YOU HAPPEN TO HAVE SOME KIND OF MAP OF THE AREA SO THAT I COULD FIND MY WAY

TO THE REACTOR? I HAVE IMPORTANT BUSINESS TO ATTEND THERE!"

I hesitantly move further ahead, whilst attempting to be as alert as possible.

written by Speeder on Apr 08, 2011 22:46

I just keep watch on the two working.

Again, hawk watch, although this time probably they can see my eyes piercing Cryo like if he was made of glass.

written by Mingamango181 on Apr 08, 2011 23:38

I feel pretty sick from all the radiation. I stumble around a bit until I can steady myself.

written by Lightning4 on Apr 09, 2011 00:24

Seeing Mango's predicament, I look for a medikit... surely there was one here somewhere.

I check Massacrebot but then remember Jam had most of them...

So I go to looking around the room... surely where there's radiation, there's bound to be a kit or two.

written by Jam on Apr 09, 2011 00:54

I look over at John-O...

"Tell where they're going? I'll try... My head hurts a bit, for some reason... That's normal, right?"

I hold two fingers to my temple, and squint a bit... It's completely unnecessary, but it makes it really obvious what I'm doing... 😊

If I don't seem to sense any danger, I grab the form, and look for a pen (if I can't find one, I ask for Mike-O for one). I start to fill out the form...

written by Cryoburner on Apr 09, 2011 01:13

I... er... do what I did last time. Seeing as I've already apparently stepped onto the bottom rung of the ladder, I ignore my fellow lift passenger's suggestion to go first, and instead continue up another rung or two in much the same manner, pulling from above.

"Thank's for the help, fellow lift passenger! It's nice to see that you've offered your assistance, however unqualified you may be."

written by Gligar on Apr 09, 2011 02:20

Cavern

Leeroy-O does something unprecedented. He addresses the spybot! 😊

He asks if it has either a motion detector or a light source. In response, it starts beeping quietly. (Spybots aren't exactly the complex's best conversationalists.)

He then yells ahead of him, in the direction of the scraping noise. He asks whether the scraper could identify itself, and whether it has a map.

³⁶³ MEGAGUN: (OOC: Is it still dark?)

The spybot's beeping increases in pitch, and the beeps get closer together.

Suddenly something leaps out of the darkness, screaming, and knocks Leeroy-O to the ground!

Reactor gantry

Speed-Y watches Cryo-R and Lucas-R working. More specifically, he watches Cryo-R intensely, almost as if he wants him to catch fire. Almost as if Speed-Y is trying to look right into Cryo-R's [CENSORED]..

As it happens, Cryo-R ignores Lucas-R's suggestion that he go first, and goes first himself. He "thanks" Lucas-R for his help, even though he's unqualified...

"Unqualified? How can you be 'qualified' to move a nuke? If anything, you're less qualified than I am.

"And yes, your presence here is making me unhappy. I kind of want to do something about that."

But anyway, the Tsar begins its journey upwards.

And by the way, the countdown's down to 00:25:00.

Reactor control room

Feeling unwell from the radiation, Mango-R tries to steady himself, and ends up stumbling into Foursixonesixfiveninenine-R, who was heading for the door.

L4-O notices this, and looks for a medkit. He checks Massacrebot, which doesn't have one, before moving on to the rest of the room. He eventually finds one on the back of a console.

Mutant Registration Office

Jam-O looks at John-O. He'll give it a try, though his head hurts...

He makes a show of using his power.

Then he grabs the form and starts filling it out.

written by Speeder on Apr 09, 2011 03:05

I start climbing the stairs behind them, but always pointing the gun at Cryo as I can. (of course, between pointing the gun, and not falling, I prefer to not fall...)

written by Lightning4 on Apr 09, 2011 10:26

I unfasten the medkit and bring it over to Mango.

"Here, you can take what you need from this. There's hopefully something for radiation in there... if not, there'll at least be stuff for pain or whatever!"

written by Mingamango181 on Apr 09, 2011 11:01

I wonder what L4-O said, since I can't seem to be able to hear him. I try to say something, but I'm sure my voice-box isn't vibrating to what I'm trying to say.

Upon noticing that L4-O is offering a medkit, I take it, and open it to look for something that would be useful in treating radiation damage.

written by Jam on Apr 09, 2011 11:40

"Hmm... The clones don't seem to be moving... Strange..."

I look more closely at the mutant registration form, reading everything on it, including the fine print...

"Erm... What's this power I have called again?"

I think a bit, then write 'Telepathy' in the field where I state my mutation (assuming there is such a field)

"Would anyone happen to have some sort of guide listing common mutations? It'd be nice to know what the names are, instead of the 'fire-making mutation', or the 'shoot-lasers-out-of-eyes' mutation..."

written by Megagun on Apr 09, 2011 12:16

"Oi, I didn't need a map **that** badly!"

I roll around on the floor, attempting to grab 'evidence 1' from my storage facilities (a backpack or something?). Once I have it in my hand, I wave it around wildly in an attempt to whack the crazy person. Preferably in the face!

written by Cryoburner on Apr 09, 2011 15:42

Cryoburner said:

I retrieve my "revolver" if it's still on the walkway. If I already recovered it when placing it in my radiation suit's pocket, I leave it in there. If my radiation suit's pocket is on the floor, I retrieve that.

I note whether or not Speed-Y's "revolver" and my own are marked with identifiable clearance designations. I then reply to Speed-Y, gesturing in the direction of the gantry lockers.

"Maybe you could check those lockers. Someone might have hid something in them. Like treasure."

I step up onto the bottom rung of the ladder, still dragging the portable nuclear device in one hand, and gripping the ladder with the other.

Ahem.... I'll just assume that this was done at some point? 😊

I continue up another few rungs of the ladder, and continue the friendly conversation with my friendly lift companion.

"Being an expert at reactors, I obviously have many skills that carry over into the field of handling devices like this."

"On the other hand, you did say that you were an expert at lifts. I imagine that might involve skills that carry over into the field of lifting things in general, so I suppose it is possible that you might have object-lifting skills nearly on par with my own. Of course, I think we all can agree that in the event that one of us were to be horribly crushed by a heavy angular metal object, it would be much more efficient for the sector as a whole if it were you, rather than me."

I smile widely and emit a friendly chuckle.

"Ha ha ha ha ha ha ha ha!"

Suddenly, I get the impression that someone is trying to look into my [CENSORED]. Obviously that wouldn't be an ideal thing, so I look around only to notice the other citizen with his wire cutters still out, almost as if he still wants to still help cut the wires. I'm about to respond to this, only to notice him attempt to climb some stairs. Not having seen any stairs here before, I take a moment to stop and examine the stairs as best as I can from my position on the ladder...

Do the stairs lead up to the reactor control room? Could we have taken them in place of this potentially more dangerous ladder? Are they even real, or some sort of shared hallucination, or perhaps an optical illusion? If that's the case, will the citizen end up falling over trying to climb them?

written by Gligar on Apr 09, 2011 17:44³⁶⁴

Reactor gantry

Speed-Y climbs up the ladder (OOC: yes, it's a ladder, not stairs) while keeping his "revolver" aimed at Cryo-R. (On another note, where did Cryo-R's "revolver" go? Oh there it is... it must have fallen off the walkway.) It's not easy due to the ladder's steep angle, but it's certainly possible.

Cryo-R also keeps climbing. However, he pases, and launches into a spiel about how his "expertise" in reactors carries over into lots of things, like carrying things. "Obviously", he's better suited to carrying it, and should be at the top, where he would be safer if it were to fall. Better the "obviously underqualified" Lucas-R take the injuries. He laughs at his "joke".

Then he notices Speed-Y looking at him. He notices that Speed-Y still has his "revolver" out. He seems to see Speed-Y climbing stairs. He's right there, on the ladder. Nonetheless, he takes time to examine the situation.

All the while, the Tsar's timer is counting down. 00:23:00.

Lucas-R sees it too. "Cryo, if you don't want to get shot, wake up in a cloning tank, and get vaporised by a nuclear explosion that you failed to prevent, I suggest you shut up and help me move this thing," Lucas-R says, rather forcefully I might add.

³⁶⁴ GLIGAR: (OOC: First:

Cryoburner said:

Ahem.... I'll just assume that this was done at some point? : P

Cryoburner said:

I'll just assume that

Cryoburner said:

assume

You disappoint me. I though you knew better than to assume that I would automatically see the contents of each and every ninjapost you make. I've said it before and I'll say it again: do not assume that your actions will succeed. Especially if I don't see them in the first place. I'm afraid that you've just landed yourself a 2pp fine.

Right, with that out of the way...)

Reactor control room

L4-O unfastens the first-aid kit and brings it over to Mango-R. He says that there should be something in there to help him.

But it seems that Mango-R can't hear him. It seems that the radiation has taken away his ability to hear things. He seems to be having problems speaking, as well.

Regardless, he sees the medkit. He sees that it's mostly plasters, painkillers, and some syringes of an anonymous ORANGE liquid.

Mutant Registration Office

Jam-O report to the other ORANGE clones that the two outside aren't moving. Then he returns to the form. He tries to think what his power is called, and just writes "Telepathy". "If it helps," John-O says, "you can just describe what your mutation can do there. We can match it to a proper name later. But if you want, I can go look for a list." He rummages in the filing cabinet once again.

Cavern

Leeroy-O rolls around, trying to get hold of Mega-R's severed arm ("evidence 1" as Mega-R called it). As it happens, he still has it. Using it, he tries to whack at his assailant, which seems to be about clone-sized, and manages to hit it in the face (or where the face should be). It backs off for a moment.

However, this causes Leeroy-O's PDC to fall to the floor.

written by Megagun on Apr 09, 2011 18:11

"WHAT THE VATCRAP ARE YOU!?!?!?"

I threateningly wave the severed arm in front of the thing, trying to get it to back off.

"Back off, you! I have a guardbot, petbot, spybot and scrubot closing in on my position! Also, I am on a VITAL MISSION of VITALITYNESS to save everyone and everything in JHT sector! Now, point me to the Reactor in this sector, or I'll make you wish you never attacked me! Also, have this pill!"

I back off, drop the severed arm on the floor for a second, take a pill out of the packet of pills, and throw it at the thing. I quickly grab my arm up again and proceed with waving it threateningly at the thing.

"No false moves, or you're VAPOR! Ya hear!?"

written by Speeder on Apr 09, 2011 18:14³⁶⁵

I just keep going, when possible...³⁶⁶

³⁶⁵ SPEEDER: (OOC: sorry for that... in portuguese only one word exists for both ladder and stairs and other similar climbing devices)

³⁶⁶ SPEEDER: (OOC: what are our positions in the ladder? I thought I was behind, but now I think I am in the front...)

written by Mingamango181 on Apr 09, 2011 21:58

I decide that the best course of action would be the painkillers. I read up on any available instructions on these before following them.

written by Jam on Apr 09, 2011 23:46³⁶⁷

I attempt to look at John-O. If that succeeds, I attempt to smile, and attempt to speak to him.

"A list? Yeah, that'd be great."

I attempt to take any lists of mutations that may possibly be offered to me, and if that succeeds, I attempt to read it or them. If that succeeds, I attempt to find the mutation that corresponds to the abilities that I might possibly still have. If that succeeds, I attempt to write the name of the mutation on the registration form that I might possibly still have, with the pen that I might possibly still have.

After that, I attempt to put the list of mutations that I might possibly still have in one of my pockets that I might possibly still be attached to the jumpsuit I may or may not possibly still be wearing maybe possibly.

Once that's done, I attempt to look at the registration form that I may or may not still have... If that doesn't succeed, I attempt to search for the registration form. If I successfully find it, or if I never misplaced it in the first place, I attempt to read the registration form with the eyes that I might possibly still have. (If I don't have my eyes, I attempt to figure out where they went, and then attempt to scream in agony because of the intense pain I might possibly be feeling due to the sudden removal of my eyes) If I can still read alright, I attempt to search the registration form for any fields that I might possibly have left blank. If I find any blank fields, I attempt to think of something to write in said field or fields. If that succeeds, I attempt to write it in the blank space(s), with the pen I might possibly still have.

I attempt to not give the registration form back to the clones yet...

(If at any time during all this we are attacked by a clone or clones that are any of the following: Anti-Mutant, Mutant, Communist, Traitor, INFRARED, RED, ORANGE, Under mind control, Under the influence of a powerful hallucinogenic substance, Zombie, etc.; or if we are attacked by a rogue petbot/docbot/scrubot/jackobot/spybot/tankbot/vendobot/armourbot/warbot/botbot/android, I attempt take out the laser pistol I might possibly still have and attempt to shoot at the attackers that might possibly still be there.)

(If at any time during all this an ULTRAVIOLET clone happens to walk into the room, I attempt to immediately bow to the floor. I attempt to tell the ULTRAVIOLET that may or may not still be there how much of an honor it is to be graced by their presence, and I attempt to ask them if there's anything I can do to serve them. If they give me orders, I attempt to not ask any questions, and attempt to follow the orders.)

³⁶⁷ JAM: (ooc: note to self: Don't assume actions will succeed... Okay... That noted, I shall now continue with my post...)

(If at any time during all this I happen to mutate further and suddenly grow an extra fifty arms, I attempt to scream, and attempt to wave my fifty arms around in surprise. Then I attempt to use one or more of my arms to add a 'fifty arms' mutation to the registration form I might possibly still have)³⁶⁸

written by Lightning4 on Apr 10, 2011 00:07

I notice that Foursixonesixfiveninenine-R was trying to get away.

"Hey now, I don't suppose you're going anywhere important?"

written by Cryoburner on Apr 10, 2011 00:51³⁶⁹

In any case, I'll just assume that I examined or did not examine the clearance designators that may or may not exist on the two "revolvers" at some point, and was perhaps indecisive about the answer, or perhaps not. In any case, I examine them again.

"It's best to move slowly when transporting such a delicate device, is it not? I'm just being careful, as should you! We wouldn't want to lose our grip and potentially damage the device, now would we?"

At this point I briefly act like I'm losing my grip on the device, just to keep my fellow device lifter alert. I then continue slowly and carefully making my way up the ladder.

written by Gligar on Apr 10, 2011 02:04

Cavern

Leeroy-O wants to know what the thing is... He warns it to back off, since he has a lot of backup coming. He's on an important mission, and needs to get to the reactor, so tell him, now!

The thing makes noises, barely recognisable as speech... but it seems to be trying to say, "Th... the reactor? J... J sublevel... I... I think... B... but listen... t... they're coming!"

Reactor gantry

Speed-Y keeps moving. Going up the ladder is slow going, especially when you have a clone above you, carrying a heavy object, who insists on going slower than a PLC item collection line.

The clone is, of course, Cryo-R. He insists that they need to take their time (completely ignoring the countdown, it seems) as the device is so delicate. To make his point, he "almost drops" the Tsar...

³⁶⁸ JAM: (ooc: If at any time during all this the GM decides to give up trying to decypher this post, I attempt to guide him/her/it to the tinytext alternative that might possibly be below. 😊)

I smile at John-O.

"A list? Yeah, that'd be great.

If the list is offered to me, I take it and search for the mutation that matches my abilities I write that name on the form, then put the mutation list in my pocket.

I quickly scan the registration form for any questions I might have missed, and fill them out.

I keep the form (for now).

If any Anti-Mutant clones happen to choose this moment to attack us, I shoot at them with my laser pistol.

)

³⁶⁹ CRYOBURNER: I don't recall assuming that they'd succeed, just that they may or may not have succeeded, and went unreported. : P

...and then proceeds to *examine Speed-Y's "revolver"*! See? There's the frelling clearance tag. YELLOW.

He also looks around for the other one, but it's fallen out of sight.

Lucas-R looks like he wants to facepalm, or bang his head against a wall, or something. "Cryo, we don't. Have. Time for this!" he practically yells.

He adds in a normal voice, "For the benefit of the cameras, and of Speed-Y, I really, really want to terminate Cryo-R right now."

He reaffirms his hold on the Tsar and starts trying to force Cryo-R up the ladder with it.

Reactor control room

Mango-R looks at the painkillers, and reads the directions. They say to take one if suffering from anything that causes pain. (There's also a big block of small print, but it's too small for him to read.) Simple enough, so he does.

L4-O notices that the ex-Director is trying to leaver, and calls him out on it. "What? I was just, er, stretching my legs." He sits down.

Mutant Registration Office

Jam-O says the list would be great. Which is a good thing, since it looks like John-O has found it. He gives it to Jam-O, saying, "I probably shouldn't be showing you this... apparently people get funny ideas when they see this."

Jam-O finishes filling out the form, though he keeps hold of it.

written by Mingamango181 on Apr 10, 2011 10:24

I give the ex-Director a long, hard stare, before closing the medkit up, and deciding to take it along with me.

That's odd... I'm sure that horrible screech wasn't anyone just now... was it?

written by Megagun on Apr 10, 2011 12:01

"They're coming? Who, the bots? No, you can't possibly refer to the bots. Hm.. The Communists? IntSec agents? Tell me! Who's coming!?"

written by Lightning4 on Apr 10, 2011 12:49

"Mhm... right."

I sigh upon hearing the yell and turn back around to watch the very, very slow extraction process.

I shake my head and begin thinking.

written by Speeder on Apr 10, 2011 15:03

I decide to encourage Cryo by poking his butt with the gun.

written by Jam on Apr 10, 2011 15:34

I look at the list (look, not read)

"Can I keep this?" I ask, gesturing to the list.

Then, I look at the registration form one again, appear to study it....

Hmm... If anyone looked close enough, they might notice I'm not actually reading the form, and that my eyes are slightly squinted, as if I'm focusing intensely on something or someone

written by Gligar on Apr 10, 2011 17:09

Reactor control room

Mango-R stares at the ex-Director for a long beat. Then he closes up the medkit and decides to take it with him.

Wait... did he hear something? That can't be right...

Oh wait, that's right. There's the Tsar extraction process going on. Lucas-R just yelled at Cryo-R for being slow.

L4-O doesn't seem to believe the ex-Director. He sighs at Cryo-R, then starts thinking about something.

It looks like Cryo-R's getting poked or something. His head's appearing through the hatch. as the three rise.

Cavern

"N... no... t... the mutants... a... are escaping!"

The nameless thing collapses to the floor.

Ladder

Yep, Speed-Y's poking Cryo-R with his "revolver". It turns out that it's very efficient at poking things. But probably not any good at cutting wires (except biological ones, of course).

Mutant Registration Office

Jam-O looks at the list and asks if he can keep it. "Well, we're not supposed to let you have it, but between you and me, it's probably better if people learn about mutant powers. About what mutants can and can't do... John-O falls silent.

Jam-O takes the opportunity to look at his form again.

written by Speeder on Apr 10, 2011 17:48

After a while I shout.

"Hey L4, Cryo slowness seemly will ensure we don't have time to even reach the army compound, you know any place we can explode it on purpose then, in a way that even if it wipe out the entire sector, the Underplex get even more locked? Like I said, our mission is prevent whatever exists there, from ever leaving there, and prevent commies from entering there too."

written by Megagun on Apr 10, 2011 18:00

"Oh, well, sucks to be you!"

I search around for the pill I dropped, put it back in the packet if I find it, and run back towards the elevator.

written by Jam on Apr 10, 2011 18:02

I continue looking at the form, then look at the mutations list...

"Wow... I never knew there were so many kinds..."

I stare at the list for a while, then get overwhelmed...

"Uhhh... Hmm... That mutation is something like what I have, but there's also that one... Heh, I might even have parts of two mutations... Wouldn't that be confusing... Uhh... I'll just write what my mutation can do, and I'll let you guys sort it out..."

I write on the form some of the abilities I've been able to do, like sensing where clones are, and what their names are, and what their thoughts are...

Then I hand the (hopefully) completed form to John-O.

written by Cryoburner on Apr 10, 2011 23:07

"Ah, you're so funny, fellow device lifter. I'm glad we're friends!"

I continue slowly but steadily up the ladder, and into the control room if I happen to reach the top.

"Perhaps we should take this device to central subsector. I'm sure someone working at the comnode would have the tools to properly work on it."

written by Mingamango181 on Apr 10, 2011 23:36

Everything seems to fall silent again. I look at the hatch, and for some reason, I have an urge to slam it shut on Cryo-R's head. I don't follow through with it, and decide to just watch instead.

written by Lightning4 on Apr 11, 2011 01:26

"Hm. Hold on."

I turn to the computer terminal again.

"Say, Friend Computer, where is Access Junction 85-08? And the nearest route there?"

I pause for a moment and add.

"Where else can the bomb explode that will cause minimum damage to the reactor or the [CENSORED] below?"

written by Gligar on Apr 11, 2011 01:47

Ladder

Speed-Y shouts up to L4-O that Cryo-R is slowing them down. There might not be enough time to get to the range. Is there anywhere that would at least seal the Underplex if the Tsar went off?

Cryo-R finally makes it to the control room, along with the other two soon after. Lucas-R puts down his end of the Tsar and gets out his laser pistol.

Cryo-R seems to ignore it, and suggests that the Tsar be taken to Central Subsector, to let the comnode staff look at it.

Mango-R seems to want to slam Cryo-R's head into the hatch. And I kind of feel the same way. But he doesn't.

L4-O asks our mutual friend a couple of questions. **"The access junction is on O Sublevel, citizen. Further**

details pertaining to O Sublevel, and the Underplex, are not available at this time.

"Your request for an alternate destination for the nuclear device is a sign of unhappiness, citizen. A you sure you are happy?"

Cavern

Leeroy-O attempts to find a pill he dropped. But it seems to have vanished. He runs back towards the lift.

But in his haste, he seems to have left his PDC behind.

Underplex Access Junction 85-08

Leeroy-O manages to get back to the junction. Up above, he notices that the lift seems to have come back.

But he can also hear noises frSSSSSSSS

Mutant Registration Office

Jam-O looks at the form, and at the list of mutations... He never thought there would be so many kinds...

He notices several mutations that seem to kind of fit what he can do, but it's... just too difficult to decide! He decides to just describe his mutation: he seems to be able to sense where clones are, find out their names and even some of their thoughts...

He hands his now-completed form to John-O, who looks through it. "Hmmm... it looks like you have a variant of the Mind Sense mutation there...so that's probably what we'll go with."

John-O crosses the office and opens a door that is partly obscured by upturned chairs. "This way, Jam-O... let's move on to the next stage."

written by Lightning4 on Apr 11, 2011 01:56

"I uh no! Of course not. I'm happy. Unhappiness is treason!"

I turn to the group now that the bomb has *finally* arrived.

"Okay, we have a choice. We can either attempt to disarm it here. You already know what we risk if we fail."

"Or we can go down the lift to O sublevel and Access Junction 85-08. From there, we can get to an Armed Forces Range where the bomb can safely go off. Or we can attempt to disarm it when we get there, but at least if we fail, we're the only ones turning into vapor."

I sigh...

"But we need to get there in less than 30 minutecycles... maybe we can though..."

written by Mingamango181 on Apr 11, 2011 02:19

I watch as the group finally climbs through. I go over to close the hatch, after checking to see whether anyone is still down there.

I go back to where the group is, and as L4-O moves his mouth about a bit, I try to understand what he is saying.

Regardless of its success, I wish I had a pen and some paper, or just my PDC. I would have said, "Maybe we ought to move the Tsar somewhere where it can safely detonate should we fail. As good as we are (except Cryo-R, of course), I don't like the idea of failing right here..."

written by Speeder on Apr 11, 2011 03:13

I start removing the suit so I can climb into Massacrebot.

"Ok, I will use Massacrebot to haul the bomb. You people go fetch the sleeping commie and the director, we will ride to O sublevel, and interrogate the commies on the way."

I go climb in the Massacrebot.

But not before taking any stuff I might have forgotten in rad suit pockets.

written by Cryoburner on Apr 11, 2011 09:27

"Hmm... I'm thinking it's more like 20 minutecycles now."

I check the LED display on the device's keypad again.

I then turn back to the other reactor expert for an update on the reactor's current status.

"How are the core temperatures now? And what about the..."

Noting that the expert seems to be sleeping at the controls *again*, I approach him, once again trying to jostle him awake.

"I'm sorry, but I'm going to need to report this. I'll have to see your ID."

I search through the expert's belongings, looking for his ME card, or anything else that I could borrow. I also take a look at the screen, noting the core temperature and whether anything seems out of line.

"Oh, if you guys would like to hurry so we're not late for lunch, and don't like the idea of taking the device to central subsector for some unfathomable reason (I hear there are nice cafeterias there), a quicker way to O sublevel might be to ride the cables in the lift shaft down. If the shaft doors are pried open, we could probably ride on the back of that bipedal bot as it slides down. That seems like it would be entirely safe and efficient, and probably faster than waiting for a lift, however enjoyable their company might be. I've heard the ride down to O sublevel can be quite lengthy. Or we could just dump the device down the shaft and say we took it there, then go get lunch right away."

written by Jam on Apr 11, 2011 14:28

"Next stage? Yay! Sounds exciting! What's the next stage?"

I enthusiastically walk through the door...

written by 4616599 on Apr 11, 2011 15:35

"Wait...detonating it in the underplex? Didn't they plan to detonate it to free the mutants there? Oh well. Doesn't look like we've a choice do we?"

I help lift the Tsar.

written by Gligar on Apr 11, 2011 16:55

Reactor control room

L4-O asserts that he is **HAPPY!** Good to hear.

Now that the Tsar has arrived (no thanks to Cryo-R), he goes over the team's choices: they can try to disarm it here, with failure giving the obvious result. Or they could head down to the range, down past Underplex access Junction 85-08. Once there, they can either let it explode or try to disarm it.

But they have less than 30 minutecycles to get there...

Mango-R goes over to close the hatch, now that everyone is upstairs again.

He sees L4-O talking but can't hear a word he's saying. He wishes he had his PDC or something. Oh well. He tries to read L4-O's lips. It's harder than it looks. He is able to figure out that he's talking about the Tsar, and about taking it to O Sublevel.

Speed-Y starts to remove his radiation suit. He will use Massacrebot to carry the Tsar. The communist and the ex-Director will accompany them to O Sublevel.

He empties the suit and climbs into Massacrebot.

Cryo-R thinks it's closer to 20 minutecycles by now. He checks... yes, it's now down to 19 minutecycles.

He turns to the dead "expert" and asks about the core temperature. The "expert" is, of course, dead, so he doesn't respond. But Cryo-R still tries to wake him up with, of course, no success.

So Cryo-R decides to file a report. He looks for ID on the "expert" and doesn't find any. He doesn't find much of anything except for a slugthrower.

He takes a look at the core temperature himself. It's still high.

That done, he suggests that they get moving, He wants to get some lunch. (But it's still morningcycle...)

He suggests that, instead of taking the lift, they ride Massacrebot as it slides down the lift cables.

Or they could just throw the Tsar down the shaft, and have lunch anyway. He's heard that the ride down there takes time.

"Heard?!" Lucas-R practically yells. "You dragged me down there!" The laser pistol comes out, and is aimed at Cryo-R's face, point-blank range. "I think it's safe to say that you're trying to destroy the sector." To the rest, he says, "Say the word."

Joris-O just helps to lift the Tsar. He is worried about letting the Tsar explode... didn't the communists want to do that?

Mutant Registration Office

Jam-O follows John-O. He's enthusiastic about the next step. Whatever it might be.

As it turns out, there is a docbot waiting for them. It activates as the two approach. "Can I assist you, citizens?"

John-O answers, "Yes, docbot. We have a citizen who would like to register a mutation." He indicated Jam-O. "We need you to run the usual tests."

"Very well," the docbot replies. "Let us begin." It attaches a nameless, but definitely sharp, tool to one of its manipulators and approaches Jam-O.

written by Speeder on Apr 11, 2011 17:05

After I finish getting into Massacrebot, I go fetch the Tsar.

"Massacrebot, log that. We are now going to the Underplex, taking the bomb with us, we will try to disarm it on the way, but if that fails, we will try to make the Underplex cave in on the mutants. Now Massacrebot, pass that information to Friend Computer."

written by Megagun on Apr 11, 2011 17:42

I run towards the elevator and ram the button corresponding to J sublevel.

written by Jam on Apr 11, 2011 17:54

"Ah! A Docbot!"

I take a step back, and shield my stum—oh wait, I mean, the place the stump was on my last clone...

"Don't cut off my hand... Don't cut off my hand..."

I suddenly realize that the tool the docbot is carrying doesn't seem like the kind that would cut off hands... I change my mind and hesitantly take a step forward...

"Okay, do whatever you're going to do, but if I see a chainsaw, I'm going to defend myself..."

written by Mingamango181 on Apr 11, 2011 20:32

I doubt that what I read would be what it was, but it seems that that it is consistent with what is possible.

I try once more to read, this time on what Lucas-R has just said.

written by Cryoburner on Apr 11, 2011 22:33

"I'm pretty sure it was the lift who dragged you down there. Being an expert at lifts, you should know that. Besides, I'm pretty sure no one here even noticed you were missing. They certainly didn't seem to act like it upon your return. They probably just rightfully assumed you were off inspecting a lift, or performing some other lift-related activity."

"Now, let's pry these doors open!"

I grab the slugthrower and slip it into my radiation suit, examining it as I do so, then head toward the lifts.

written by Lightning4 on Apr 11, 2011 23:17

I get an idea.

"I'll go get the sleeping commie. We can bring him with on this cart... he's probably not much use to us conscious if his headache is still up."

I stop for a moment and turn around at the exit.

"Someone will probably need to help me get him off the couch."

I continue to the break room.

written by Gligar on Apr 12, 2011 01:48

Reactor control room

The word is not said.

Speed-Y, in Massacrebot, picks up the Tsar, allowing Joris-O to get out of the way first. He then logs what they are doing, and tells Massacrebot to send it to The Computer. "Yip yip!" replies the armour.

Mango-R can't quite believe what he thinks he saw L4-O say, and tries again with Lucas-R. He thinks that Lucas-R said something about Cryo-R dragging him down "there", and that he thinks Cryo-R wants to destroy the sector.

Cryo-R disagrees, saying that actually, the lift dragged him down there. He should know. Anyway, did anyone notice he was gone? They probably thought he was being a lift expert somewhere.

Now, are they going to get moving? He thinks they need to pry open the lift doors...

He then takes the slugthrower he found. It's a sleeker model than most of the others, and carries a GREEN clearance mark.

L4-O volunteers to go and get the communist, and asks for help in doing so. "I'll go," John-R volunteers, and tags along as L4-O heads for the break room.

Break room

It seems that the communist is still asleep.

Underplex Access Junction 85-08

POW

Whatever it was explodes! But Leeroy-O is not there.

"Threat detected. Entering defend mode."

He's already found the ramp and is heading up.

"SSSSSSS" dakkadakkadakkadakka "SSSSSSSSSSSSSSSSSS..."

"Threat eliminated."

Beep... beep... beep.... beep beep beep beep beepbeepbeepbeepBEEPBEEPBEEPBEEP...

Moaning.

Ledge

Leeroy-O doesn't stop. He just dives in the lift and mashes the J Sublevel button. The doors close.

Mutant Registration Office

Jam-O recoils at the sight of the docbot, and covers his stum... the place where he once had a stump, in a different clone...

But this docbot is not showing a chainsaw. As such, he calms down a little and tells it to proceed.

"Standard fear complex," the docbot notes, as it approaches. When it is close enough, its tool pierces Jam-O's skin and takes a blood sample. "Analysis underway. Please wait."

written by Jam on Apr 12, 2011 02:23

If the tool is still poking into me, I try to remain as still as possible. If it isn't, I inspect the area where it poked in...

"Oh, that wasn't that bad... Is it over?"

I look at the docbot, wait a bit, then turn to John-O...

"Is it okay if I make a quick call? We've kind of got a small crisis happening in the sector's reactor, and I need to make sure everything's going alright..."

If John-O says it's alright, I take out my PDC and try to call Speed-Y with it...

written by Speeder on Apr 12, 2011 02:50

As soon as Cryo pickup the GREEN object, I aim the anti-personnel slugs on him and go for burst fire (unless I risk hitting other people).

"Fire at the commie holding that GREEN clearance weapon while using RED jumpsuit!"

written by Megagun on Apr 12, 2011 06:53

"Vatcrap! If I'd only been a bit slower, I would have been a part of that epic firefight! With that Spybot around to make pictures of my epic escape, my actions surely would've been broadcasted all over Alpha Complex's news bulletins, and I would be FAMOUS! Oh well...."

"Hey there, elevator! How are you today? Elevated heavy loads yet?"

written by Cryoburner on Apr 12, 2011 07:33

"Commies! Where!?"

I stop short of returning to the lifts, and hurry back in front of the reactor control terminals to look around for any communists wearing a red jumpsuit and holding a green clearance weapon. I, of course, am wearing a radiation suit, and while the radiation suit may or may not be carrying a green clearance weapon, I most certainly am not. In fact, I don't appear to be holding anything as far as I know. Could the radiation suit be a communist? No, it doesn't appear to be wearing a red jumpsuit either. I check whether any of the sleeping reactor crew members are wearing red jumpsuits, and if they are, I check whether any of them are holding green clearance weapons.

written by Lightning4 on Apr 12, 2011 10:17

"Hm. It would appear I forgot the cart."

I look at the commie.

"Oh well. You get that end, I'll get this end. We'll just lug him out there and put him on it."

I walk over and hoist the commie's feet up slowly.

written by Mingamango181 on Apr 12, 2011 11:48

I hear some mumbling, but I'm sure that it wasn't anyone in the room. After all, no one's mouths are moving...

I return attention to Lucas-R, and noticing that Cryo-R is trying to escape, I swing the medkit, aiming to knock him over, provided he gets close enough. Else I just try and shoot him with one of my slugthrowers. Perhaps the radiation have made the slugs more effective...

written by 4616599 on Apr 12, 2011 13:55

Watching the rest flail around I quickly get myself out of the way, also trying to drag the Tsar away.

While doing so, I examine the Tsar's keypad. (What? I haven't seen it before! 😊)

written by Gligar on Apr 12, 2011 17:10

Mutant Registration Office

Jam-O looks at the tool, which the docbot withdraws, and the place where it penetrated. There's a small amount of blood. Not much. He asks if it's over.

"After the docbot is done, there is one more step, then we can send off your paperwork," answers John-O.

Jam-O asks if he can make a call. "I'm afraid we can't let you do that."

Reactor control room

When Speed-Y sees Cryo-R pick up a GREEN weapon and clip it to his radiation suit, he orders everyone to open fire.

However, Massacrebot refuses to target Cryo-R for some reason. Until Speed-Y mentions the word "commie".

Cryo-R returns to the control room, and looks around for a commie wearing RED, holding a GREEN weapon. It can't be him, he thinks. He's wearing a radiation suit, and certainly isn't holding a GREEN weapon, he tries to check the corpses.

Only to be shot by Lucas-R. Three times. All three shots hit.

Mango-R also has a slugthrower out, and has shot twice. But he ends up hitting dead communists, wasting his slugs.

Oh well. The laser shots themselves are enough to do the job. Cryo-R sinks to the floor. I guess he might be... "asleep"? 😊

Joris-O has been trying to stay out of the way, and ends up near Massacrebot, close enough th... *sigh* examine the keypad.

I cannot believe that he hasn't seen a keypad before. I mean, there are keypads everywhere in Alpha Complex. This one just has extra number and smiley buttons, that's all.

Oh, and the countdown now reads 00:18:32.

A lift

Leeroy-O wishes he'd been a little slower, so he could have taken part in the shooting. He might be unarmed, but the spybot could have broadcast pictures of his escape, and it would have been *awesome!* Oh well.

Speaking of the spybot, looks like it's still down there...

He chats with the lift again. "I am operating within normal parameters, citizen, thank you for enquiring. And since you mention it, I did carry a big bot to J Sublevel a while back."

The lift ascends.

Break room

Looks like L4-O left the pallet truck behind. It would have been useful. Oh well.

He tells John-R to get the commie's shoulders, while he gets the feet. Slowly, the two lift the commie. The commie doesn't wake up.

written by Speeder on Apr 12, 2011 17:33

I turn to the lift.

"Ok, someone now call the lift."

I move to the front of the cargo lift doors.

written by Megagun on Apr 12, 2011 18:45

"Hmm. And that big bot didn't happen to be a Forkbot, or dangerous bot with integrated weaponry, eh?"

"Hah. I bet it was a Guardbot of some sort. Them commies can't even blow up a reactor without excessive use of protection. Cowards. But I'll get them, even though all I have is my arms... or arm..."

written by Mingamango181 on Apr 12, 2011 21:15

I decide to check on the inventory of the fallen Cryo-R, avoiding the GREEN slugthrower. I take any ME cards and PDCs that may be with him, suspecting that he possibly might have mine...

written by Cryoburner on Apr 13, 2011 00:34

Apparently having been poked by something, I fall to the floor near the reactor control terminals.

written by Jam on Apr 13, 2011 00:54

"Okay... I guess the call can wait..."

I relax for a bit, and wait for the docbot to finish its analysis...

written by Lightning4 on Apr 13, 2011 01:46

"Okay, let's get him out there... lead the way." I say softly.

I hold my end and attempt to follow behind John out the door.

written by Gligar on Apr 13, 2011 02:12

Corridor (J Sublevel)

Massacrebot clunks its way down the corridor to the lifts. It's followed by Kristos-R and Lucas-R. Foursixonesixfiveninenine-R lags behind a little.

As it passes the break room, L4-O and John-R emerge, carrying the communist.

On arriving at the lifts, Lucas-R presses the call button. It looks like a lift is on its way up.

Reactor control room

Mango-R takes the opportunity to search Cryo-R's body, looking for his ME card and PDC. He doesn't find them.. In fact, he doesn't find a PDC at all. The only ME card he finds is Cryo-R's.

Cryo-R's arm seems to twitch, almost as if it is trying to reach a nearby cable.

A lift

"The bot was not any sort of forkbot, or even a guardbot. It was a new model of walker, one with a clone pilot."

The lift continues to ascend.

Mutant Registration Office

Jam-O is okay with not being able to make a call. He waits for the docbot to finish.

And presently, it does. "Analysis complete," it announces. A noise issues from the docbot, and a piece of paper emerges from a slot.

"Thank you, docbot," John-R says. "It looks like I was correct with your mutation, Jam-O. It looks to be Mind Sense. I am pleased to say that we can proceed to stage 3." He heads to another door.

written by Jam on Apr 13, 2011 02:31

I look up in confusion as I think I hear John-R's voice... I look at John-O, and verify he's still the same clone I was talking to a few minutecycles ago... Then I shake my head. I must have just imagined it...

"Oh, god! Thank you docbot! Mind Sense... Um... Am I allowed to see that paper?"

If he offers the paper to me, I take it, read it, then give it back to him...

Then I follow John-O through the door to Stage 3.

written by Megagun on Apr 13, 2011 06:36

"A walker, eh? Interesting... I bet it was heavily armed; those commies can't do anything without heavy weapons because they're a bunch of [DFSR]!"

written by Lightning4 on Apr 13, 2011 09:56

"Almost there..."

I continue following. If we arrive at the cart, I lower my end of the commie onto it.

I then continue to say, "Good. Thanks for the assistance... now to get him in the lift."

I then attempt to push the commie, cart, and all towards the lift.

written by Mingamango181 on Apr 13, 2011 10:47

I give Cryo-R a good, strong hit with the medkit, then walk out to find the group again.

written by Speeder on Apr 13, 2011 11:03

I await for the lift, almost impatiently, but still with some patience.

written by Gligar on Apr 13, 2011 17:38

Mutant Registration Office

Jam-O gets confused for a moment. John-R? What's he doing here? The clone templates must be similar or something. No, that's definitely John-O there.

He thanks the docbot, and asks if he can see the paper. John-O shows it to him. It's a report of genetic abnormalities found in Jam-O's DNA. Most of it is incomprehensible, but the summary at the bottom lists an 81.3% chance of Jam-O having Mind Sense, a 15.0% chance of him having Hypersenses, and a 3.7% chance of [DFSR]. Finally, there's a check mark in the "safe to register" box.

After this, he follows John-O through the door to Stage 3.

As it happens, Stage 3 seems to involve a confession booth. John-O says, "Okay, the third step todaycycle will be to check in with your friend and mine, and just have a chat with him about your mutation, that sort of thing. If you'd like to enter the booth..."

A lift

"The bot was armed," the lift muses. "However, I could not ascertain exactly how heavily armed it was. I do know that, if the communists got hold of the bot, there would be trouble."

The lift continues to ascend.

Corridor (J sublevel)

L4-O and John-R head back in to the control room. Ah, there's the pallet truck...

The communist is placed onto it.

Meanwhile, Cryo-R still seems to be twitching. His hand stills seems to want to reach the nearby cable. Mango-R notices, and bashes at Cryo-R's arm, and the rest of Cryo-R, with his medkit. The force of the blow makes it stop moving.

L4-O and John-R have now finished loading the communist, so they head back to join the others. Mango-R tags along, as does the jackobot.

Corridor (J Sublevel)

That lift is certainly taking a while. As Speed-Y watches the level indicator, it changes from a single up arrow to say that the lift is now at N Sublevel.

written by Speeder on Apr 13, 2011 19:12

"Go faster lift! It is urgent! Please! Disregard a little the G acceleration limits!"

Not that screaming at lift would work... it would?

written by Megagun on Apr 13, 2011 20:01

"Ah, figures! I am going to battle a bunch of communists all by myself, and they have the one thing that I lack! Arms!

Fun fact: 25% of my time todaycycle was spent inside elevators!

Disclaimer: percentage may be exaggerated for comedical effect"

written by Jam on Apr 13, 2011 20:19

"Yay! I always like chatting with our Best Friend!"

I practically run into the confession booth...

"Hi Friend Compu—"

My voice suddenly cuts out as I the door closes behind me.³⁷⁰

written by Mingamango181 on Apr 13, 2011 22:06

I watch for any sort of non-troubleshooting activity that may be occurring nearby.

Sounds like someone's really screaming in pain... But then, why does no one else notice?

written by Gligar on Apr 14, 2011 01:25

Corridor (J Sublevel)

Speed-Y starts yelling at the lift. It doesn't do anything, but it makes him feel a little better.

Mango-R looks around for something to look at.

The he looks around a little more urgently, as if he's heard something. But why didn't anyone else hear it?

A lift

Leeroy-O notes that he's about to encounter some clones who not only have a bot on their side, but are armed. He isn't. In more ways than one.

He then gives some statistic. "Thank you, citizen," the lift replies.

Then it stops. The doors open, revealing... a walker-style bot with weapons on its manipulators: a heavy slugthrower and a cone rifle.

Other clones present also wield weapons. Except, perhaps, for the sleeping clone on the pallet truck. But it's difficult to tell.

³⁷⁰ JAM: (ooc: I'm assuming the booth is soundproof, though there's always the chance it might not be...)

There is the sound of a laser firing, somewhere down the corridor.

Mutant Registration Office

Jam-O is enthusiastic about speaking to The Computer, and starts even before the door closes.

written by Speeder on Apr 14, 2011 02:31

I look at Mega

"Oh, you got better... or not... I mean, Cryo burned you, why you are missing an arm? Anyway, the Cryo that burned you, got terminated after falling more or less accidentally inside a UV floor, and his current clone just got killed after breaking our forkbot, giving a reason to commies steal its power source, and then grabbing a commie GREEN weapon while he is of RED clearance."

I proceed to step in the elevator.

"Someone can please press the O sublevel button? We need to get there, FAST, someone tell me how much time remains on the nuke."

written by Malkom on Apr 14, 2011 03:20

I come charging into the J-sublevel corridor, breathing heavily. My red jumpsuit is scorched. I look around at the assembly.

"What's going on?" I ask. "Why are we--" I suddenly notice Cryo-R lying lifeless on the floor. "What happened to him?" I inquire. After getting an answer, I walk over and sit down against the wall, pull a algae chip out of my pocket and pop it in my mouth. "Also, what's there to eat? I'm starving."

written by Mingamango181 on Apr 14, 2011 09:04

I glance over at the Tsar to check the amount of time left to detonation. I wonder why the group wants to trust a timer most likely manufactured, and also installed by communists.

As the scream stops, I hear someone sigh in relief, and then mentioning something about a petbot. Before I hear any more, it all becomes a sort of static, like when a PDC unit is malfunctioning.

written by Megagun on Apr 14, 2011 10:58³⁷¹

"Err. Hi.... Who are you again?"

"Err, did I hear you say something about a nuke?"

I then suddenly notice who is talking to me.

"Wait. Why is that petbot-with-arms-and-stuff talking to me as if he knows me? I've never seen that damned thing in my life! What's going on here? Are you the petbot I requested? Oh, you must be, seeing as you were talking about a nuke..."

"You're late, buddy! VERY late. Move over whilst I run a diagnostics test on you, there must be something broken

³⁷¹ MEGAGUN: (OOC: At last! My adventure ends here, and a new one starts! Woo)

or else you'd have arrived in time on my MOST VITALLY VITAL MISSION of EPICNESS."

I attempt to run a diagnostics self-test on the walker bot.

If Director Andrei is also with the clones, I ask the others who he is and what he is doing here.

written by Lightning4 on Apr 14, 2011 11:07

I get confused as I arrive at the lift and see Mega-R.

"Who are you? Wait. I think I remember you as... yeah, Speed's right. I put out a fire on you. I don't know how you caught on fire."

"But it doesn't matter... we only have... uhh. 17 minutecycles or so until the whole sector goes kablooie. We need to get to the Armed Forces Range on O Sublevel, the bomb can be safe to detonate there if we fail to disarm it."

I push the commie cart onto the lift, if there's room for it and myself.

written by Malkom on Apr 14, 2011 15:30

I panic at the mention of 17 minutecycles until I get blown into the sky and start running around and yelling, trying to find a way to stop it. I hit the timer with my bag of algae chips.

written by 4616599 on Apr 14, 2011 15:45³⁷²

I look at the new arrival(s?) slightly nervously.

"Oh, our Friend sent some more clones to assist us? Are you mutants?"

written by Malkom on Apr 14, 2011 15:54³⁷³

I stare at Fouronesixonefiveninenine with a slightly frenzied/terrified expression. "Me, a mutant?! What the... Stop that right there, mister! You're a total idiot if you think I could possibly be a mutant! Why would I want anything to do with such unclean, twisted... creatures?!?! You must be a traitor or something!" I continue on with a very loud rant at Foursixonesixfiveninenine for several minutes, or until something happens to stop me.^{374 375 376}

³⁷² 4616599: say, aren't new players supposed to start in the bunker?

³⁷³ MALKOM: (OOC: the backstory is that I charged from the bunker to Corridor 7, getting my jumpsuit scorched by commie weapons in the process. Get used to it. 😊 Also, read the previous page, my entrance post is there.)

³⁷⁴ SPEEDER: (OOC: did you talked with Gligar first... also, HOW YOU GOT IN HERE? the only two entrances are the elevator that JUST ARRIVED, and the radioactive reactor room, that we JUST LEFT...

Also, why you are making 3 posts in the same turn?)

³⁷⁵ GLIGAR: (OOC: What, a new player? 🤖)

Okay, let me add him to the stats page... and create a character sheet on that machine... okay.

Technically, Malkom should have started in the bunker. But maybe he slipped down here while I was distracted elsewhere.

In future, though, I would prefer is people wishing to join in sent me a private message first, asking to join. Then I can "spawn" them in the right place.)

(OOC2: I did mention another corridor a while back. Though the only person who really knows about it is L4-O. 😊)

written by Gligar on Apr 14, 2011 17:09

Corridor (J Sublevel)

Speed-Y looks at Mega-R. (Though Mega-R -- or Leeroy-O -- can't see him through Massacrebot.) He tries to bring him up to speed with what happened to Cryo-R after he got burned. (Of course, the fact he got burned is news to Leeroy-O.)

Massacrebot steps on to the lift. Speed-Y adds that someone should press the button quickly. They don't have much time -- how long is left now?

Before anyone can do anything, another clone charges in from the other corridor. His jumpsuit is scorched, perhaps from weapons fire. He seems bewildered at what's going on. But more importantly, he seems familiar... perhaps he was last seen in the bunker?

He looks around and notices the lifeless form of Cryo-R, visible in the control room, now with a big laser hole in his head. He wonders what happened to him.

Finally, he starts munching from a half-empty bag of algae chips.

Mango-R checks the Tsar. The timer is now at 00:14:45 and counting.

He looks a little confused, as if he's hearing something odd.

Leeroy-O (well, "Mega-R") also looks confused. Does he know these people? Did they mention a nuke? And why is this bot talking to him as if they know each other?

And why does he mistake it for a petbot? No matter, he thinks, it must be defective. He tries to run a diagnostic.

Naturally, Massacrebot won't allow it. Not from a strange clone, and not from someone who just called it a petbot. Growling, it grabs "Mega-R" in one manipulator and lifts him off the floor.

L4-O remembers Mega-R, though. He remembers the fire, and that he was the one who put out Mega-R when he was burning. But they have less than 17 minutes (he hasn't seen the real figure) now. They need to get to O Sublevel now.

He pushes the pallet truck onto the lift behind Massacrebot. This is going to be a squeeze.

On hearing the 17 minutes, the newcomer begins to panic. he runs around and ends up bashing the panel with his algae chips. "Hey, stop that!" Lucas-R says. For all we know, that could set it off! We've lost enough time already!"

Joris-O approaches from the control room, wary of both newcomers. Did our mutual friend send them? Are they mutants?

³⁷⁶ Malkom: I'm pretending I did start in the bunker and then raced down to the corridor. Probably cause I'm too lazy to wait for another few turns before joining the action.

ED: Why are you so amazed?!

ED2: In the rules you said, "We are all playing this game. Yes, even you." By which I assumed I could just start playing. 😊 Change the rules if you want new people to not be players at first.

The word "mutant" breaks the newcomer out of his panic, and sends him right into a rant, right in Joris-O's face. How dare Joris-O suggest that he's a mutant? Only an idiot would suggest that! Why would he have anything to do with those things?! Is Joris-O a traitor?!

It's John-R's time to break things up. "Ahem. If you hadn't noticed, I'm a mutant. I'm even registered. See?" He indicates his armband. "And I don't like your tone, citizen. And the fact that you're ranting a a higher-clearance clone. But then again, you mutant-haters are all alike. Why would you notice such a thing as clearance when all you do is hate on us mutants?"

Other clones just shake their heads, and try to find room on the lift.

written by Malkom on Apr 14, 2011 17:21

I turn pale and back away from John-R as if he has a contagious disease. Suddenly I notice the Massacrebot and back away from it as well.

"What's going on? Why are we getting into this lift? How are we gonna stop ourselves from getting blown into the sky?!" I try to squeeze into the lift.³⁷⁷

written by Lightning4 on Apr 14, 2011 17:39

As soon as everyone is on the lift, I attempt to press the button for O sublevel.

"We're going to need to run. Fast. Speed, sir, you'll probably need to push Massacrebot as hard as it will go."

I look at the countdown on the bomb if I can.

"We might very well die on this mission... but if we're successful, we'll reclone safely in this sector with no damage to it..."

written by Speeder on Apr 14, 2011 17:42

"Massacrebot can you please do not kill Mega-R, please? I am sure he had no intention of offending you"

I notice some random clone bashing stuff and then sorta fleeing from Massacrebot...

"Ok, new clone, state your name, and how you reached us, and WHY you reached us, and WHO told you we were here. Because as far as I know, only our Team, our leader, and communists know we are here."

I attempt to move in the lift to make more space... I do not bother to control the bot arms, I leave Massacrebot to do whatever he pleases with the arms.

"Oh, Mega, you do not remember anymore who we are? What happened to you? I mean, the last time I saw you went to see the docbot after getting on fire, and you never returned, and now you are back cured from the burns, but missing a arm... Since you are still wearing the same suit, I guess you did not died."

³⁷⁷ MALKOM: (OOC: I'll write another post after other people have done something.)

"Oh, someone after the lift closes the door, start interrogating the two commies for the password of the nuke"

written by Megagun on Apr 14, 2011 19:25

"Eh, yeah. That must have been Mega-R-GUN-1, 'cause I can't remember that at all. I actually got my burns from O sublevel, where I just arrived from after some GREEN clone told me I could find the nuclear weapons device I am seeking right there. Turns out all I found was a guardbot and some mutants that were promptly shot by said guardbot!

I am, or was, part of a special Troubleshooter team composed of the best HPC&MC has to offer. I think the GREENs used to call our team a 'Code 7' team. I don't exactly know what they mean by that, but I always enjoyed the notion that it signified some kind of special team sent out to spread happiness and fun vidshows throughout JHT sector. Say, have you guys seen the latest *Mandatory Team Troubleshooter* episodes yet? If you haven't, you should! I won't spoil the juicy details, but there is one episode where Alex-Y-GHI-2 builds himself a flying transbot!

Either way, we were sent out to defuse this nuclear weapons device that a group of mutants had acquired and were moving towards what was believed to be some kind of shrine that was located in some highly classified area in the lower subsectors of Alpha Complex; JHT sector. Supposedly, they were going to use the device to mutate further into even more vile mutants. I have no idea how they'd do that. Clearly, a Friend Computer approved device such as the Nuclear Weapons Device could not cause mutations in clones! Either way, the mission was highly secret, we didn't have high enough clearance to know a lot about the Nuclear Weapons Device, and mutants slaughtered my entire team. I was lucky that I happened to be making a tactical retreat at the time, or I would've lost both of my arms right there!

So.. Yeah. That is my story! Unfortunately, I never was able to meet up with any of my troubleshooter teammates. I know a few of them have been veterans of the Code 7 team, and had been on their 6th clone already, but I'm certain that at least two clones had only been on their 5th clone at the time!

..Say, where did you say you wanted this elevator to go to?"

written by Malkom on Apr 14, 2011 21:16

I attempt to keep as far away from the Massacrebot as I can. To the person asking who I am and what I'm doing here, I say, "Well, I don't really remember my name, but some computer told me where to find you and that I was Malkom. He said to assist you any way you could. Not that I trust him, mind, he being a friend of mutants and all."

written by Mingamango181 on Apr 14, 2011 21:59

I try getting into the lift, trying my best to ignore the noise. But it just keeps getting louder and louder.

It sounds quite a bit like some of those parades now, with the marching and all...

By this stage, I don't think I can hear anyone else in the lift.³⁷⁸

written by Gligar on Apr 15, 2011 02:19

Corridor (J sublevel)

The newcomer backs away from John-R. Tthen, he noticxes Massacrebot, and tries to back away from that. Of course, it's in the lift, so that means backing away from the lift.

He wonders why everyone's getting into the lift. How will this stop everyone from getting blown to smithereens? What's going on, anyway?

He decides to bite the slug and get into the lift anyway, squeezing in between Lucas-R and Kristos-R.

L4-O waits for everyone to get into the lift. In the meantime, he tells Speed-Y that they're going to have to run. Speed-Y may have to push Massacrebot to its limit.

He looks at the Tsar. 00:14:13.

He says that the team might well die on this mission. But assuming they make it to the range before then, nothing will happen to the sector, so they'll just reclone.

Speed-Y tells Massacrebot not to terminate Mega-R. The bot complies, but keeps hold of Mega-R.

He then addresses the newcomer. Would he mind telling him how he got here, why he's here, and who told him? Outside the team, only their leader and the communists know they're here.

The ex-Director then squeezes on to the lift, ahead of Mango-R and the jackobot.

Speed-Y moves Massacrebot up against the side of the lift. He then turns to "Mega-R". He wonders what happened to "Mega-R" and why he doesn;t remember them. The last Speed-Y heard, Mega-R was going to get medical attention for that burn...

Also, whoever's close to the communists, can they start interrogating hem once they're underway? They need the code for the Tsar.

"Mega-R" says that he actually got his burns from O Sublevel. Apparently, there was some sort of battle there involving a guardbot and some mutants.

He then explains about himself. He was part of a Troubleshooter team composed of HPD&MC clones. The team must have been special since they were designated a "Code 7" team. He assumes that that means the team was meant to spread vidshows throughout JHT Sector. Shows such as *Mandatory Team Troubleshooter*... say, has anyone seen the latest ones yet? There's this one involving this clone who builds a flying transbot!

³⁷⁸ JAM: (ooc: Hey, a new Paranoia player! Yay! Welcome Malkom-R!

Sky? What is this "sky"? 😊)

But anyway, his most recent mission was to defuse a nuke, obtained by some mutants. They don't know what it was for, but it had something to do with some shrine, deep down in JHT Sector. Why? He doesn't know. The whole thing was highly classified. He was lucky not to be terminated like the rest of his team!

And that's about it. Now... where did everyone want to go to?

Since everyone's here, L4-O presses the O Sublevel button.

The newcomer tries to keep away from Massacrebot, while saying that he doesn't really remember much. "Some computer" said that his name was Malkom (apparently Malkom-R, from his RED jumpsuit), and that everyone was here, but he really doesn't trust that. How can he trust something that likes mutants?

The lift's doors close, and the lift starts to descend. "Hey hey, another group wants to go to O Sublevel!" it remarks.

written by 4616599 on Apr 15, 2011 02:19

"So, naturally, the commies took over and helped those mutant traitors..."

I glance at the sleeping commie.

"Okay, I suggest we confuse him. Tie him up, blindfold him maybe with a spare jumpsuit or something, feed him some Visomorpain."

written by Speeder on Apr 15, 2011 02:43

I note.

"So Malkom, you do not trust friend computer? Amusing... That is a first. Or I hope so."

I then resume speaking with Mega.

"Hey, I heard someone mentioning Code 7... I think former director Andrei did it, right... Andrei? Your true name I never remember..."

"The nuke is on this bot manipulators, we need to turn it off, or use it somehow to prevent the mutants from escaping, since you went to O level, tell me, are the mutants well secured?"

written by Malkom on Apr 15, 2011 03:16

I try to squeeze as far away from the Massacrebot as possible. "While we're on the way, could someone enlighten me as to exactly HOW we got into this mess? For example, who started the bomb sequence? And also, what do the... things... have to do with this?" (By things he presumable means mutants.)

I also ask if there are any weapons I could have. I then munch on some more algae chips. "Bleargh, these are disgusting. Oh well, they're all I could get from the vendobots..."³⁷⁹

³⁷⁹ MALKOM: (OOC: At least read over your posts to check the spelling Gligar.)

written by Mingamango181 on Apr 15, 2011 03:50

The noise continues increasing in volume. I look around the lift, and see that neither of my eyes want to focus on anything.³⁸⁰

written by Megagun on Apr 15, 2011 06:15

"So, why are we going to O sublevel? Who gave you rookies the order to move it there? That's where the mutants WANT you to place it, so that they can take it again! For all we know, that countdown is a fake to lure you towards a place where the weapon device could 'safely' detonate, which would oddly happen to be a place where these mutants roam free!

As far as their security goes, they have a ton of spybots flying around, and they will follow your every move. As soon as these elevator doors open, all mutants alive in O sublevel will converge on us and the Nuclear Weapons Device. I estimate our chances of survival rather low, and our chances of losing the Nuclear Weapons Device rather high."

written by Lightning4 on Apr 15, 2011 07:31

"TREASON!" I yell at Megagun.

"I asked Friend Computer where the safest location for the bomb to detonate would be, should we fail to disarm it in time. There is an Armed Forces Range down there... somewhere. It's past Access Junction 85-08 on O Sublevel... so if you're questioning my judgement, you're of course questioning Friend Computer's judgement!"

I take out Turbo and load a shell.

"But if what you say is true... we'll have a fight on our hands down there. We'll fight for the bomb, and we don't plan on losing it."

"If you have any better plans, feel free to say so."³⁸¹

written by Gligar on Apr 15, 2011 16:07³⁸²

A lift

Joris-O ponders. He glances that the sleeping communist, and suggests a confusion tactic. Perhaps tie him up and blindfold him... maybe drug him...

³⁸⁰ MINGAMANGO181 via tag: ((OOC: The GM is the head of paranoia. Malkom-R, you're putting yourself in far more danger, especially since he has higher clearance than yourself.))

³⁸¹ CRYOBURNER:

Malkom said:

(OOC: At least read over your posts to check the spelling Gligar.)

(That's obviously just communist interference with the transmissions. Implying that it's anything else will likely result in "accidents".)

³⁸² Gligar: (OOC: Malkom, have you ever gone from a full-sized keyboard to a laptop keyboard? Things can be in different places... things like semicolons. They might even be in the place where apostrophes are supposed to be.

As for non-muscle-memory related typos communist interference, do what everyone else does: mock them 😊)

Speed-Y notes that Malkom-R doesn't seem to trust his friend, The Computer... How amusing.

He turns back to "Mega-R". He remember someone talking about "Code 7"... wasn't it the ex-Director? Anyway, the Tsar is being held in one Massacrebot's manipulators. It needs to be disarmed, or maybe they could use it to seal the mutants in down there. Since he's been down there, perhaps "Mega-R" could shed some light on the matter of security?

Malkom-R interrupts by asking just how they got into this mess? Like, who armed the Tsar, and what do the "things" (probably mutants) have to do with it?

He asks for any spare weapons, or perhaps some Algae Chips... these are horrible. Is he suggesting that they're anything other than perfect?

Mango-R seems to be having a few problems. It seems that he's getting disoriented by something. John-R gasps. "Sirs... powerful mutant at work here..." He clutches he head...

"Mega-R" ignores him. He wants to know who told them to move the Tsar to O Sublevel? Surely the mutants want it there? Maybe the countdown isn't real? As for security, there are spybots down there. They must be in league with the mutants!

L4-O yells at "Mega-R". Suggesting that these orders, which came directly from our mutual friend, are anything other than perfect is to doubt the authority of that friend! But if what he says is true, they'll be in need of firepower. With that in mind, he whips out Turbo, his cone rifle, and loads it. They will fight for the Tsar with their lives if needed. Does anyone have any better ideas?

The lift suddenly stops at M Sublevel. It seems that there's a clone waiting for a lift there. A familiar one: Cryo-R. He must have recloned while you lot were all nattering.

written by Speeder on Apr 15, 2011 16:12

"Oh HEL, you must be a sort of punishment, that is the only explanation.

Common, get on board..."

I then talk with John-R

"So, he already found us... Can you figure if he is the same mutant from earlier?"

I start to check all the Massacrebot weapons, specially the heaviest stuff.

written by Lightning4 on Apr 15, 2011 16:56

I see Cryo-R and my expression sinks like the lift we're in. Or, well, how it would be if there wasn't a certain clone getting on it.

"Not again..."

"Maybe this time he'll be helpful. Maybe." I doubt my own words and my expression shows it.

Once Cryo-R is back in the lift, I press the O sublevel button again, if necessary.

written by Megagun on Apr 15, 2011 18:56

"You're so naïve. If you knew someone was in possession of a Nuclear Weapons Device that had a timer on it and was about to blow up, and you really wanted that Nuclear Weapons Device, where would you go? Indeed! The safest possible place in all of Alpha Complex, where the Nuclear Weapons Device could blow up in relative safety, because that is where any regular nonthinking clone would go to! And *of course* Friend Computer would tell you to go down there, as it **is** the most safe location to blow the damned thing up! However, with the Mutants out there, plus the overwhelming darkness of the place, I would say that any other place would be a better idea to move the Nuclear Weapons Device to!

Hell, how about we keep it in this elevator, and ask Friend Computer to seal all elevator doors shut? There's enough room in one of these elevator shafts to soak up quite a large blast!

Or, how about we keep it near JHT sector's reactor? Surely, a **Nuclear** reactor would be the ideal place to contain the blast from a **Nuclear** Weapons Device!

I don't know about you guys, but to me, those two ideas seem far better than actually moving this Nuclear Weapons Device **towards the evil clones that want to obtain it no matter the cost**, which just so happens to be a place where we're outgunned, outmanned, and we can't see vatcrap whereas our enemies know our every move!"

written by Malkom on Apr 15, 2011 20:16

I have been munching algea chips one by one, making disgusted faces, but at the mention that we are heading into a area filled with mutants I scream and faint dead away.³⁸³

written by Mingamango181 on Apr 15, 2011 23:24

I see John-R say something, but it's too difficult to try and read what he's saying.

I stagger around in the little space in the lift that I have, unable to keep balanced.

written by Cryoburner on Apr 16, 2011 00:36

"Hmm..."

I have a look around at my surroundings, particularly the lift hall, but also the crowded lift that just opened before me.

"Muscle memory..."

written by Gligar on Apr 16, 2011 16:01

A lift

Speed-Y doesn't like the idea of allowing Cryo-R to join them again. But he still tells him to get on the lift.

He then speaks to John-R, asking about the mutant. "No, sir... I think it's a different mutant. It looks like he's targeting

³⁸³ *MALKOM: (OOC: Darn, I turn my back for a evening and *two updates* occur! You sneaking sneakers!!)*

Mango-R for some reason." And indeed, Mango-R is stumbling about, seemingly losing his balance. He falls against "Mega-R".

Speed-Y turns his attention to Massacrebot's weapons, making sure they're ready. Both the cone rifle and the heavy slugthrower pass their diagnostics, and show plenty of ammunition remaining.

L4-O also dislike the idea of Cryo-R being here, but he's part of the team after all. He waits for Cryo-R to get on the lift.

"Mega-R" is still being argumentative. He claims that the team is naive for just going along with all this. Of course the range is the safest place, but there are mutants and other things down there. Don't they want the Tsar?

In that case, how about they let it detonate in the lift shaft? Or even in the reactor housing?

That last comment elicits a growl from Massacrebot, as well as a targeting reticule on its HUD.

The newcomer, Malkom-R, finishes off his algae chips... and then he hears that there are mutants down there and screams, before fainting.

Out in the corridor, Cryo-R looks confused. He looks around, seeing the RED corridor, and the lift full of clones and bots. Two of them are telling him to get on board.

He mutters something about muscle memory, but makes no move to board the lift.

Mutant Registration Office

The door of the confession booth unlocks, attracting the attention of John-O, who was probably about to fall asleep.

written by Megagun on Apr 16, 2011 16:28

"You know, I think that bot is malfunctioning. It's growling in the face of superior logic and good reasoning. Someone should check his Asimov circuits once we're done."

written by Malkom on Apr 16, 2011 16:46

I stir a little and open my eyes. "Wha... where am I?" Happening to be in front of the Massacrebot, I let out a loud yell and try to scramble away, thinking I'm under attack.

written by Speeder on Apr 16, 2011 18:28

"Actually, the bot wants to terminate you because you are doing exactly the opposite of what Friend Computer told us to do. It is imperative to not allow the explosion to damage the reactor, because it may explode, and if it explodes, the entire sector will be destroyed, AND the mutants will escape. You do not want dangerous mutants roaming in the entire city, do you?"

"Someone, knock out Mango-R."

written by Megagun on Apr 16, 2011 19:09

"Well, how about this then: we stay right here in this elevator, attempting to disarm it. Should we fail, and the

timer is at around a minute or so, we quickly move the Nuclear Weapons Device to O sublevel. That should give us long enough to see if it actually blows up or not, whilst the blast remains relatively contained in a Mutant-infested area. If it doesn't blow up, and the entire timer thing is rigged to make us move to O sublevel, we bring it back to a safe location with enough radiation shielding and store it there.

Anyways, keep that slimy bot in check. I wouldn't be surprised if it had a botched Asimov Circuit like that bot the Communists used to store this Nuclear Weapons Device in. I ran a diagnostic check on that forkbot and it was severely messed up. I think the GREEN that was with me eventually put it out of its misery, what with it being a traitor and all without a working Asimov Circuit. Of course, I suggested the termination of the forkbot to him, as per Friend Computer regulations."

written by Mingamango181 on Apr 16, 2011 22:36

I blink a lot, and I'm more confused. Another person seems to have appeared from nowhere, and is staring at me.

I start panicking, and flail around violently, trying to get away.

written by Jam on Apr 17, 2011 00:23

After a few secondcycles, I open the door, and walk out

"Hey John-O! Good news, Friend Computer says we can proceed with the registration!"

I follow John-R to wherever he may lead me, and attempt to proceed with the registration...

written by Gligar on Apr 17, 2011 01:43

A lift

"Hey, citizen!" the lift calls out to Cryo-R. "Are you going to get on? I cannot wait all daycycle."

"Mega-R" is more interested in Massacrebot. He thinks it's malfunctioning, since it's growling at his "superior logic". Speed-Y corrects him: actually, it's growling because it just marked "Mega-R" as a target for going against the mission. He also request the Mango-R be knocked out. John-R obliges, with his fist (for a change), but not before Mango-R hits a few clones in a bout of frenzied flailing.

Malkom-R regains consciousness, and tries to figure out where he is (in the lift, somewhere near Massacrebot). He yells and tries to get away. But the sheer number of clones present prevents him from going anywhere.

"Mega-R" answers Speed-Y by suggesting that they try to disarm the bomb here. When they get close to the deadline, they'll drop it down to O Sublevel. That way, if it does blow up (he still thinks it's a fake) there should be minimal damage. If it doesn't, they can take it elsewhere.

As for Massacrebot (which he calls "slimy", resulting in several HUD messages about recording) he wouldn't be surprised if it had faulty Asimov circuits. Much like the bot that contained the Tsar in the first place. He thinks the

GREEN that accompanied him deactivated it. He makes a further claim that it was he that suggested the deactivation.

This clone really has an issue with bots.

The lift begins to beep. "Stand clear of the doors, please."

Mutant Registration Office

Jam-O exits the confession booth, looking especially happy. Our mutual friend is permitting the registration.

"Excellent news, citizen!" John-O exclaims. "That means I can finish this part here..." He fills in an "Office use only" box on the form. "... and send it off to the central registry. I don't expect it to take more than six weekcycles to get processed, you know how things are..."

written by Jam on Apr 17, 2011 03:33

My smile slips a bit as I hear the long processing time...

"Okay, six weekcycles at the max... And I can't use my mutant powers in the mean time? Well, I hope it gets processed soon, I'm eager to use my power to help find and terminate commie anti-mutant traitors... That'll be FUN!"

written by Mingamango181 on Apr 17, 2011 11:08

Something hits me hard, and for some reason, I can't move any of my limbs.

It sounds like someone is playing some sort of rhythm in the background. Not that it's of particular importance...

written by Speeder on Apr 17, 2011 12:56

"If someone notice Mango still behaving strange, choke him for some seconds until his brain turn off temporarily. This will surely stop whoever is messing with his mind. Of course, remember to let him go, I do not want permanent brain damage on that clone... One clone that has this issue even after getting newly decanted is enough. Yes Cryo, I am talking about you, can you now get on the lift? Sal, can you make Cryo get on the lift please?"

I decide to ignore Mega, before argument with him cause something like Sal, Massacrebot or even the lift itself going berserk. Especially considering any of the three might take out everyone in the lift with them.

written by Lightning4 on Apr 17, 2011 13:38

"Someone just yank him onto the lift already. Or we can just leave him here. That's fine with me too."

I sigh again.

written by Cryoburner on Apr 17, 2011 15:07

"Oh, hello lift!"

I note whether this is the lift from before, or another lift. Well, another lift other than "another lift", that is. Perhaps it is just a lift.

In any case, I can't leave a lift waiting.

"Sorry guys, but I'm supposed to meet my... Oh hey, there you are, fellow lift passenger! I almost didn't notice you

among all these other clones! Ah, looks like Sal's here too. I nearly mistook you for an idea bot, which would have been downright silly."

I proceed to climb into the lift, making sure to keep all limbs inside the doors. Since there isn't much room, I climb on top of Sal to make efficient use of the lift's unoccupied vertical space.

"Hmm... Does anyone know the weight limits for this lift?"

I look toward my fellow lift passenger, who is, of course, an expert on lifts.

written by 4616599 on Apr 17, 2011 15:32

"I don't know about the O sublevel thing either...maybe we could stop a level short and snoop around for any activity?" I look for any buttons for either P sublevel or N sublevel.

written by Malkom on Apr 17, 2011 16:54

I attempt to squirm between clones' legs to get away from the terrifying Massacrebot.

written by Gligar on Apr 17, 2011 17:20

Mutant Registration Office

Jam-O looks a little less happy at the prospect of having to wait for weekcycles to get registered. Until then, he'll just have to contain himself. But he can't wait! If only it were faster...

"Yes, well, central registry is staffed by non-mutants, so they don't really have much incentive to rush the paperwork..." John-O hesitates. He looks at Jam-O.

A lift

Mango-R remains unconscioius. Speed-Y says that they'll need to resort to practically killing him if he freaks out again. He reasons that that might be enough to force whoever the mutant is to release Mango-R's mind. He warns everyone to make sure they don't go too far... they don't want another defective.

Speaking of defectives, he tells Cryo-R to get on the lift, and the jackobot to force him to do so. The jackobot tries to move forward to comply.

(Speed-Y ignores "Mega-R", not wanting to cause an incident.)

But it turns out to not be necessary. Cryo-R seems to have reservations, but needs to rejoin his team. Indeed, he spots Lucas-R among the crowd, and enters the lift.

Of course, it's rather crowded in here, so he ends up climbing on top of the jackobot. "Citizen, I am not a conveyance!" it says, sternly.

But Cryo-R has already turned his attention to other matters, such as the weight limits of the lift. For some reason, he seems to want Lucas-R to answer. "How would I know?" is the reply. "For all I care, it's probably beyond my clearance."

Joris-O suggests that they could stop on a different level and scout around. He checks the panel, but discovers that there is no N button. Nor is there a P button. The lowest level seems to be O.

Malkom-R tries to squirm through everyone, still trying to get away from Massacrebot. He tries to get through the door, only for it to close as he gets there.

The lift descends again.

written by Speeder on Apr 17, 2011 17:25

"Cryo, please do not break Sal. I suspect he belongs to a High Clearance Citizen, and he won't be pleased with me if I return Sal broken. Also, the last time you broke a bot, you allowed commies to secure important objects that were important to their objective AND WHY NOONE IS INTERROGATING THE COMMIES YET FOR THE PASSWORD????"

written by Malkom on Apr 17, 2011 17:27

"I'll interrogate the commies if I don't have to do so in front of that awful bot..."³⁸⁴

written by Malkom on Apr 17, 2011 18:17³⁸⁵

I cringe away from the bot as a weird voice comes from the speakers. Turning to four-six-one-six-six-five-nine-nine I ask, "Um, could I interrogate the commies? As long as I don't have to stand in front of that bot?"

written by Lightning4 on Apr 17, 2011 18:43

I decide to awaken the commie.

"You. Get up."

I jostle him a bit to try to wake him up... as long as he's still alive anyway.

written by Megagun on Apr 17, 2011 20:33

"How about the guy inside the bot interrogates the commies? Surely, he must have the most convincing weaponry to show the communists that we mean business!"

I grab my PDC and start recording what happens, just to make sure that any confession is recorded on tape.

written by Cryoburner on Apr 17, 2011 22:45

"Hmm... I'm beginning to think that you might not be a very good lift expert."

I decide to ask the lift instead...

"Say, lift, do you happen to know your maximum capacity rating, and whether your contents currently near or exceed that level?"

written by Jam on Apr 17, 2011 23:12

I look back at John-O. After thinking about the situation for a while, I respond...

³⁸⁴ Speeder: (ooc: I am inside the bot... you are not hearing my voice, but some voice coming from the bot speakers... so your post sound a bit schizo XD)

³⁸⁵ MALKOM: (OOC: oh.....)

(ooc: this is the new IC post)

"Well, I hope they hurry... The safety of my Troubleshooting team may depend on my ability to freely use my power to warn us of ambushes and hidden enemies... I mean, we wouldn't want commies to surprise us and detonate the nuclear bomb in the sector's reactor, which would cause the reactor to explode and would likely cause the destruction of the entire sector, and the death of all the clones in the sector... I think it's better for everyclone if my registration gets approved quickly..."

I very obviously look at the nearest camera, and speak in a slightly louder voice...

"But I'm sure if it were important enough, a high-clearance clone would take note of it and tell the central registry to rush the paperwork..."

written by Gligar on Apr 18, 2011 00:49³⁸⁶

A lift

Speed-Y cautions Cryo-R not to break the bot, as it most likely belongs to someone high up in the clearance chain. He adds that the last time he broke a bot, it allowed the communists to get their hands on an important item. Speaking of important things, *why aren't the communists being interrogated?*

Malkom-R volunteers to do so, as long as he doesn't have to stand in front of Massacrebot. Indeed, he cringes away from the bot as he says it, unsettled by the fact that he can hear what seems to be an ordinary voice coming from it. Strangely, though, he tells this to Foursixonesixfiveninenine-R... you know, the ex-Director. Though he likely did not know that. "Er... what are you telling me for?" said clone answers.

L4-O decides to do it. He grabs hold of the sleeping communist and forcefully wakes him up. "Wsf- wha? Hey, what are you doing, comrade? Where am I? What is this?"

A little too late, "Mega-R" suggests that Speed-Y do it, since Massacrebot is more intimidating. He gets out his PDC to record it...

...to find that it isn't there. It dawns on him that he dropped it, back when he visited O Sublevel.

Cryo-R finally realises that Lucas-R isn't an expert at lifts, and asks the lift instead. "I am sorry, citizen. I cannot give that information."

The lift continues to descend. It has returned to down-arrow territory.

Mutant Registration Office

Jam-O returns John-O's look. He thinks, and adds that the safety of his team might depend on his talents. He mentions the Tsar, and how it could destroy the sector...

He then looks aright at a camera. (Amusingly, he picks the wrong one.) He suggests that a high-clearance clone might notice and speed the paperwork through.

³⁸⁶ GLIGAR: (OOC: Malkom, can you refer to players by their character names in your IC posts? Thanks. 😊)

John-O replies, "That does sound like a pressing reason, but it's not up to me. It's up to the high-clearance clones you mentioned. And I'm already on probation for exceeding my mandate once before..."

written by Mingamango181 on Apr 18, 2011 01:10

I search for a way out, but I can't find the exit. The sound of distress starts to worry me, as it seems to get closer and closer.

"What is this..." I mutter. Suddenly blasted by the force of an explosion, I look through what appears to be a vidscreen, and I see the complex collapsing.

written by Jam on Apr 18, 2011 02:08

"Hmm... Well, okay... Let's hope they notice..."

I intensely stare at some of the other cameras, hoping there might be a high clearance citizen (maybe even an ULTRAVIOLET) watching.

Then I look at John-O...

"I can use my PDC now, right?"

If it's okay, I take my PDC and try to call Speed-Y with it...

written by Speeder on Apr 18, 2011 03:25

If my PDC ring, I frown and tell Massacrebot to tell Friend Computer to tell Jam that we are going to O level and that I cannot pickup the PDC because I am inside the bot inside the elevator inside the elevator shaft inside the subsector inside the sector inside alpha complex inside the geodome inside earth inside Terra inside the Solar System inside the Via Lactea inside the universe.

While the PDC is not ringing (or after it rings and I do the above action), I speak.

"Mega-R, the bot right now is more busy trying to scare you, I do not think it wants to interrogate the commie, unless by using you as example of what may happen if he does not say what we want."

"And thanks Sal. Your owner must be really nice, or you have a really strict programming, to withstand Cryo. And, why your name is now Sal? Clearly it is something that you prefer instead of idea bot."

written by Malkom on Apr 18, 2011 04:06

Back in the lift, I turn to the communist. "You are in a lift, heading for O Sublevel. You are a prisoner. I suggest that you compose yourself and answer our questions if you do not want to meet a sticky end." I say this before L4-O can say anything. I then pull a small bag of algae chips out of my rear jumpsuit pocket, open it, and pop one into my mouth. "Yuch... has anyone got anything to eat? These aren't very filling, and I'm pretty hungry."

written by Megagun on Apr 18, 2011 11:37

"Wait, what is this about a bot *wanting* things instead of *obeying* orders? Hmm, I bet it **does** have a botched up Asimov circuit.. Who would've thought? Say, anyone here

part of Tech Services? That bot over there needs some diagnostic tests."

written by Lightning4 on Apr 18, 2011 13:02

I shoot a glare at Malkom.

"Don't mind him, comrade. He likes to act like he's not on our side, even though he is... see how he doesn't like Algae chips. To express displeasure with them is treason, of course."

"There has been a change of plans and we must disarm the bomb immediately so it can be detonated in another location. Unfortunately, *someone* messed with the countdown and now we only have fifteen minutecycles or so left to go. Nobody with my team seems to know the code. Do you, comrade?"

written by 4616599 on Apr 18, 2011 14:31

"Ugh. Those algae chips really must be having an effect, comrade."

I stumble around, crashing into the jackobot and quite deliberately slumping to the ground.

written by Gligar on Apr 18, 2011 17:02

A lift

Mango-R shifts uneasily on the floor. It looks like he's dreaming. And from the look of this, it can't be a very good dream he's having... it almost looks unnatural.

The lift continues to descend.

Mutant Registration Office

Jam-O hopes that the higher clearances notice his registration and make a note of his mission. He starts glaring at other cameras, but utterly fails to notice the one being used right now 😊

Again, he asks to use his PDC. "I guess we can allow it now," John-O replies. "Let me just put this form in here..." He crosses to a panel opposite the confession booth and opens it, revealing a slot, into which he inserts the form. He presses a button, and there is a brief noise.

Jam-O attempts to call Speed-Y, but only gets the message, "Citizen Speed-Y-D0F cannot be contacted due to low-level interference. Your call attempt has been logged. Have a nice daycycle."

A lift

Speed-Y tells "Mega-R" that right now, Massacrebot is concentrating on intimidation, mostly "Mega-R", it seems. It doesn't seem ready to interrogate communists.

To the jackobot, he adds thaty he is grateful that the jackobot seems to be able to withstand Cryo-R. He then asks why it seems to respond to the name Sal? "It is a name that Cryo-R here coined, seemingly from my designation. On the whole, it is a more palatable name than 'idea bot'. I have no wish to be associated with idea bots... they get

some very strange... well, ideas, about their station in Alpha Complex."

Malkom-R attempts to start interrogating the communist. He says that the communist is a prisoner and he'd better answer their questions.

He reaches into a back pocket and pulls out... nothing. Not even a packet of algae chips.³⁸⁷ He seems to be hungry.

"Mega-R" ignores him. He wants to know why a bot would "want" things. He assumes that Massacrebot's asimov circuits are suspect, and wants them checked. Is anyone here with Tech Services?

The jackobot answers for Massacrebot. "Perhaps it is not a question of my fellow bot *wanting* anything. Perhaps it is simply not *programmed* for interrogation? I speak from experience, citizen: I am unable to perform a task for which I am not programmed. Perhaps the only issue here is Speed-Y's choice of words?"

L4-O glares at Malkom-R and tells the communist to ignore Malkom-R as he like to pretend that he's Computer-loyal (yet he doesn't like algae chips), and says that they need to deactivate the Tsar. Does he know the deactivation code?

"Er... I don't know the code, comrade," the communist replies.

Joris-O plays along, and pretends to be affected by bad algae chips, stumbling into the jackobot and falling on top of Mango-R.

Or maybe that was due to the lift stopping? Look, the doors are open. But the only visible thing out there is blackness...

written by Lightning4 on Apr 18, 2011 17:12

"Hm. We're here!"

I look back at the most likely confused commie.

"That's too bad... are you sure you don't know it? It is essential to the revolution that we get that code."

I turn my torch on and take it in my other hand for now, to help light the way ahead.

written by Megagun on Apr 18, 2011 17:33

I point at the blackness...

"Oh, that. That's just a black wall thingy. You need to lean against it and it'll vanish straight away. Go ahead, try it..."

I turn towards the jackobot.

"Well, Speed-Y controls that thing then, or something? Can't he control the bot to interrogate the commies? The bot so far has demonstrated that it can threaten citizens with superior logic and no ulterior motives whatsoever. I assume it can also threaten citizens without any logic and many ulterior motives... As in, the communists?"

I nervously look around and at the black wall.

³⁸⁷ GLIGAR: (OOC: You've had enough algae-chips-from-nowhere for today. 😊)

"Yeah.. That sure is black..."

I suddenly turn around to face L4-O..

"Wait.. what? Did you just admit to being a communist? WHY IS THE SLIMY BOT NOT SHOOTING YOU RIGHT NOW, YOU COMMUNIST VATCRAPPER!!"

I nervously look around me. What are these guys, commies?

written by Speeder on Apr 18, 2011 17:48

I decide to drop Mega-R, you know, to point my arms, and their guns, where it matter.

"Actually, Massacrebot was just ensuring you was not going to get in the way of our mission, but seemly it sucked at that."

After a while pointing my guns at the torch (or not...) illuminated blackness, I comment.

"I wish this bot had headlights."

I ask the bot to activate, if available, night vision, infrared, light amplification, or whatever other methods that would allow me to see at least something better than `black`

I do not want to be eaten by a grue.

written by Malkom on Apr 18, 2011 22:46

I look nervously at the blackness. "Does anyone have anything I can use to defend myself?"³⁸⁸

written by Jam on Apr 18, 2011 22:55

I look at the message, and start to worry...

"Low-level interference? What could that mean..."

I attempt to call L4-O instead, and if that fails, I try calling Joris-O, John-R, Lucas-R, and Kristos-R, in that order...

If all of those fail, I start panicking.

"I can't contact my team! What if the commies attacked them? The commies might have some sort of PDC-signal jamming device with them! What if the bomb goes off! Oh no!"

written by Malkom on Apr 18, 2011 23:22

If the calls fail, a monotonous, mechanical voice emanates from a nearby speaker. "Status of Jam-O's team: currently GREEN. This is Friend Computer, signing off."³⁸⁹

written by Mingamango181 on Apr 19, 2011 00:03

"No... That doesn't make any sense. Unless of course, say that we were cloned elsewhere. Which I'm sure can't be the case." "Well, hurry up then." "I know, ???-?. But it seems that I'll be out for a few minutecycles. John-R hit me in the

³⁸⁸ MALKOM: (OOC: It is very dark. Warning: Speeder is likely to be eaten by a grue. Sending message.... Error: interference from grues. Red Alert! Speeder has been eaten by a grue!)

³⁸⁹ JAM: (ooc: Erm... I'm assuming that was meant as a joke, and was supposed to be OOC? Or else you're attempting to impersonate Friend Computer, with some unregistered mutant power that lets you control speakers from a half a sector away, both of which are extremely treasonous... 😊)

face." "Ouch. Will you be alright?" "I suppose so. Either I'm still there, or I'm re-cloning."

written by Cryoburner on Apr 19, 2011 00:30

"Oh, hey! I know this place! Unfortunately, there are no reactors here... unless perhaps there are portable reactors... or maybe broken reactors."

"Hrm..."

Noticing that my ME card appears to be missing, I begin carefully peeking over the edge of Sal, looking around at the floor.

"Say, has anyone seen my ME card? I seem to have dropped it somewhere."

written by Gligar on Apr 19, 2011 01:30

A lift

L4-O is the first to notice that the lift has stopped. He says to the communist that he should try to think about the code again, as it is important.

He grabs his torch and turns it on.

"Mega-R" claims that the blackness is actually a wall that goes away when you lean against it. But it doesn't look that way. L4-O's torch doesn't illuminate much, just a ledge outside the lift, but it definitely doesn't look like a wall.

Butr back to "Mega-R". He suggests that Speed-Y could simply control Massacrebot and interrogate the communists by proxy.

He looks outside. Yeah, that's dark alright. But then he remembers what L4-O just said, and whirls around to face him. Did he just admit to being a communist?! Why isn't he dead around now?!

(Did he just accuse an ORANGE guy of being a Communist? 😊)

He looks around nervously.

The communist says, "Hey wait... there are Computerists here?! That must mean... you're in league with them! And if you are, all of you might be!"

Speed-Y has Massacrebot drop "Mega-R". He states that Massacrebot was trying to make sure that "Mega-R" didn't interfere, but, it seems, was unsuccessful. He adds that he wishes the bot has lights. He tries to activate vision-related devices.

A harsh light emanates from a fitting on Massacrebot. It did have one after all.

If it weren't for all the clones in the way, it would illuminate the way better. But it shows the ledge a little clearer. There is enough space for the team to stand, and it looks like the ledge continues past the lift in one direction.

Malkom-R asks for something to defend himself with.

Mango-R continues dreaming.

"Wait," John-R says. "I think I have an ID on the mutant that's pushing dreams at Mango-R. And it looks like it's more a conversation..." He goes over and starts choking Mango-R. "Well, Speed-Y said to do this, Mango-R. I'm sorry about this..."

Cryo-R knows this place! Though he says there are no reactors down here...

Also, his ME Card has gone missing.

And lastly, Joris-O's PDC rings.

Mutant Registration Office

It seems that Jam-O started to get worried about the "low-level interference" and started calling other team members. Right now, he's waiting for Joris-O to pick up.

Did anyone hear the voice of The Computer in here just now? Nah, just my imagination...³⁹⁰

written by Speeder on Apr 19, 2011 01:58³⁹¹

I attempt to move out of the lift, but also attempt to not trample anyone in the process, I wait outside with the Nuke in hand, I mean, manipulator.

written by Mingamango181 on Apr 19, 2011 08:18

I suddenly notice that I can't breathe.

"ARRRRGGHHHHhkhhkhkhk..." "I'd prefer it that you remain alive. It'll be cheaper that way. We need to save our clones."

I kick and flail, and do all I can to survive.

written by Lightning4 on Apr 19, 2011 14:11

I follow in behind Speed, Turbo in one hand, torch in the other.

I turn to the rest in the lift.

"Well?"

I glare at the commie and aim Turbo at him.

"You too. You are coming with us."

written by 4616599 on Apr 19, 2011 17:10

While still near the commie, I struggle around, then pick up the PDC and muffle it.

I then say audibly "Hello? Comrade! Aleksandr? Is Pitr there? Yes...looks like we have to cooperate with the Computerist troubleshooters for now. If what they say about the mutants is correct."

I then answer it for real and whisper "Hello? Jam-O? We're bringing the Tsar to O Sublevel to detonate it at the range.

³⁹⁰ GLIGAR: (OOC: Please don't impersonate The Computer. It is an NPC, just the same as the bots, or Lucas-R, or John-R, only vastly more powerful. And it dislikes being coerced.)

³⁹¹ SPEEDER: (OOC: vastly more powerful means: it can pop a turret randomly from the ceiling, or even from where you do not expect, and terminate you... also it can use other FUN methods, like dropping a lift with you inside, or closing a door on you, or tasking a medbot to cut you in half with a chainsaw, or... 😊)

We picked up 2 more clones, apparently on the team, on the way...they seem to be quite doubtful of mutants. Especially the problem of accidentally getting the Tsar in the hands of those at the Mutant Prison. Though I guess it's not a good idea to talk about mutants where you are..."

written by Gligar on Apr 19, 2011 17:14

A lift

Speed-Y tries to lead the way out of the lift. Difficult when the lift is packed with clones and a pallet truck 😊

Mango-R starts flailing about. "Enough, mutant!" John-R says aloud. "I know you can hear me. You're listening in on us, aren't you?"

L4-O has better luck leaving the lift.

Ledge

He turns round and asks if anyone else is coming.

He then aims Turbo at the communist. He's coming too.

A lift

Joris-O picks up his PDC. He pretends to answer it, saying that "they" will have to co-operate with the Computerists for now... something about mutants. I wonder if Jam-O heard that?

He then answers it for real. He tells Jam-O, quietly, about the situation, and the two newcomers.

written by Gligar on Apr 20, 2011 01:11³⁹²

A lift

The Tsar suddenly beeps. A look at the timer shows less than ten minutecycles remaining.

written by Jam on Apr 20, 2011 01:29³⁹³

"Oh, okay. O Sublevel? I'll be there as quickly as possible... You said you have the Tsar? Does it have some sort of countdown or something?"

And why would you worry about the m—uh, the prison? The imprisoned clones are locked safely inside, aren't they?"

written by Mingamango181 on Apr 20, 2011 01:31

I try to regain as much consciousness as possible, then try to hit my assailant in the face using my truncheon if possible. Otherwise, just my hand will do...

written by Speeder on Apr 20, 2011 02:00³⁹⁴

I try to scout around by turning the bot (and the light).

³⁹² GLIGAR: (OOC: ...)

³⁹³ JAM: (OOC: Erm... Maybe we were all waiting for each other to post first? 😊 Though, it's not like it makes a difference whether I post before or after anyone else... I just wasn't able to post...)

³⁹⁴ SPEEDER: (OOC: ok... every time I wait for someone else to post first, noone post... so I will resume posting first 😊)

written by Megagun on Apr 20, 2011 10:26

"So, err, I guess it is okay that L4-O here is a commie!? Why isn't he dead? Shouldn't he be terminated right here? Hmm? Why are we even co-operating with these commies? WHAT IS GOING ON!?"

written by Cryoburner on Apr 20, 2011 13:39³⁹⁵

Deciding that it's too difficult to properly analyze the floor of the lift with all these bots and clones covering it, I decide it might be best for Sal and I to move out and clear up some room.

"Onward, my faithful stallion!"

written by Lightning4 on Apr 20, 2011 15:11

I try to sneak a glance at the timer.

"Yeah um... we need to move. Now."

I run down the ramp with torch in and ready Turbo for conflict. If it's safe I look back and watch the group follow in.

written by 4616599 on Apr 20, 2011 16:56

"Yes...thanks to various forms of 'help' offered by Cryo-R it's going to go off in under 10 minutecycles. We're bringing it to a place in the sublevel to detonate...but some say this follows the original plan and might free the mu- traitors from imprisonment. Or might be exploited. Mango-R seems to be dazed and attacking random clones...apparently some mu- errr...dangerous clones are probing him."

I exit the lift.

written by Gligar on Apr 20, 2011 17:07

Mutant Registration Office

Jam-O speaks with Joris-O, who mentions O Sublevel, and the Tsar. The Tsar has a countdown. And the prison.

John-O's looks on. "Did... did you just say a prison on O Sublevel?"

The forms slot suddenly grows a light and beeps.

A lift

Mango-R suddenly shoots awake and hits John-R squarely in the jaw. "Ow! Was that even necessary? I'm trying to help here! At least the mutant seems to have gone..."

Lucas-R finds his way through the crowded lift onto the ledge, where he joins L4-O. This gives Speed-Y a little more room to move Massacrebot. He's able to get outside as well.

"Mega-R" is confused at L4-O's fake communism. He thinks it's real and demands that L4-O be executed. Why are they co-operating with communists anyway? He raises his voice.

The communist looks at him and smirks. "What's up, troubleshooter? Can't handle a little pressure?"

³⁹⁵ CRYOBURNER: (It is rather convenient that no one else posted, since I missed posting altogether yesterday. 🙄)

Cryo-R tells his "stallion" to move forwards. "Citizen," the jackobot inquires, "would you mind explaining what a stallion is, and where the word comes from? It sounds awfully like something you should not know." It still moves out onto the ledge, but only to allow other clones to alight easier.

Joris-O continues speaking to Jam-O, exiting the lift as he does.

Ledge

Massacrebot's light does a better job at illuminating things than a PDC or a torch. With it, the ramp is revealed, which slopes downwards, and round the edge of the access junction, which it meets below.

The light also illuminates what appears to be a guardbot, surrounded by what look like bones, and some little piles of black powder.

L4-O sneaks a look at the Tsar's timer. It's showing 00:09:32. They need to go. Now.

He runs down the ramp, with Lucas-R in tow.

Underplex Access Junction 85-08

When L4-O and Lucas-R reach the base of the ramp, the guardbot turns to them. "Halt," it intones. "Say the password."

written by Cryoburner on Apr 20, 2011 18:43

"Did I say stallion? I clearly meant Sallion... One who is named Sal, and can be ridden... much like a lion."

written by Malkom on Apr 20, 2011 20:59

I nervously back into the lift. "Uh, I'll just stay here. I doubt I'd be much help, and I don't really want to get blown to smithereens..."

written by Megagun on Apr 20, 2011 21:02

"Quick, Hurry! If I remember correctly, there's a Guardbot up ahead. We could use that to get L4-O to confess that he's a commie!"

I run after L4-O.

"Hah. The Guardbot. I remember this guardbot. It asked me for a passphrase last time I got past it. You know, I happen to know said passphrase. It's part of the mission briefing of my original troubleshooter team. I might say it, but first I'll want you to admit that you're a Communist Mutant Traitor! If you don't admit it, I won't say the passphrase!"

written by Malkom on Apr 20, 2011 21:19

Somehow mastering my fear, I follow Megagun and L4-O.

written by Speeder on Apr 21, 2011 00:12

I also walk toward the guardbot.

"What do you mean Mega? Code 7?"

written by Mingamango181 on Apr 21, 2011 00:18

"Oh really! It's probably still just laying about, dormant in my mind! As far as I'm concerned, whatever this is, it won't leave me alone even if you do kill me!" "Constantly terminating him isn't going to help."

I storm out of the lift quite angrily, shoving John-R out of the way as I go.

written by Gligar on Apr 21, 2011 01:03

Ledge

Cryo-R claims that he actually meant "Sallion", which could be ridden "like a lion".

"I have heard enough," the jackobot says. "Clearly, you have knowledge of the Outside. This knowledge is Clearance BLUE. And given that brainscrubs do not seem to work on you..."

"...and will you please get off me!"

The jackobot rolls down the ramp, picking up speed as it does.

Malkom-R decides to stay in the lift. He doesn't think he'll be of much help and doesn't want to be blown up.

He's new at this, isn't he? 😊

"Mega-R" tells everyone that there's a a guardbot up ahead. He wants L4-O to confess that he's a commie. He runs down the ramp, almost running into a spybot as he does.

He's joined by Malkom-R, who has decided to put their mission ahead of his own well-being.

Speed-Y follows, He asks "Mega-R" what he means... is it Code 7?

Mango-R storms down the ramp, followed by John-R. He doesn't think the mutant has left him. Indeed, he thinks that termination won;t do it... not Mango-R, not even terminating "him" multiple times.

Joris-O hangs back, apparently wanting to keep his PDC signal.

No-one seems to notice that the ex-Director remains in the lift, along with Kristos-R.

Underplex Access Junction 85-08

As the newcomers arrive by the guardbot, "Mega-R" is already explaining to L4-O that although he knows the password, he won't give it until L4-O confesses.

The guardbot replies, "You are accusing a citizen of higher security clearance. Make it good.

"The password has not been received. Say. The. Password. Or I will open fire."

written by Malkom on Apr 21, 2011 01:07

At the guardbot's threat, I scream loudly and run up the ramp towards the lift, as fast as I can, trying to avoid any fire from the guardbot.

written by Jam on Apr 21, 2011 01:10

My face pales as I hear we only have ten minutecycles until the bomb goes off...

"T-Ten minutecycles? I'll never make it down there in time... What should I do? Do I just stay here? Should I try to race down to O Sublevel? Hmm... This sound's like a decision for our Team Leader! Could you ask Speed-Y for me?"

I suddenly notice the glowing form slot, and look more closely at it, to see why it's glowing.

written by Malkom on Apr 21, 2011 01:18

Once the bot has been neutralized, either by password or by termination, I go over to look at the form slot as well.

written by Speeder on Apr 21, 2011 01:20

"Who caught the TWO commies that we need to disarm the bomb? Where are them?"

I turn in the direction of the guardbot.

"Can you wait a bit?"

written by Cryoburner on Apr 21, 2011 01:48

"Do they have Sals on the outside? I honestly don't know, and knowing would probably be treason, so it's probably best if you don't tell me."

I hang on tight, going for a ride...

"Weeeeeeee!"

written by Mingamango181 on Apr 21, 2011 01:56

I continue along, quite displeased and outraged at the action taken against myself.

"I'll file a complaint, so it's easier for you. You just get on with that bomb so that it doesn't destroy everything."
"Right, can you shut up now?"

Noticing the hold up, I go over to 'Mega-R'.

"Say *the password* now. You're supposed to be a troubleshooter, and it seems like you are more trouble than shooter, and there is plenty to be lost if that thing goes off."

I point a finger towards the Tsar.

written by Malkom on Apr 21, 2011 04:10

At the mention of the Tsar I go slightly berzerk. I suddenly rush at whatever is holding the Tsar, hoping to get it away from the group. If I get there, I give it as hard a shove as possible and/or do something very drastic to have it removed from the premises. (No use of secrets.)

written by Lightning4 on Apr 21, 2011 04:58

I turn to the guardbot.

The password is "WE ARE CARRYING A NUCLEAR BOMB AND THIS WHOLE SECTOR WILL BE LEVELLED IF WE STAY IN THIS ONE SPOT TOO LONG AND DO NOT GET TO THE ARMED FORCES RANGE."

I take a deep breath while twitching, and turn to Mega.

"I was *pretending* to be a communist of course. It was an... experimental method of dealing with them. Didn't work too well. I prefer the old method. You can ask the team leader for more information if he thinks you are cleared to hear it."

I brandish Turbo.

written by Megagun on Apr 21, 2011 10:59

I turn towards the Guardbot:

"This clone here, L4-O, had been heard conspiring with, supposedly, another communist. He said that he needed the code to disarm the Nuclear Weapons Device. He said that it was, and I quote, 'essential to the revolution' that he get that code. To me, that seems like a not-quite-but-quite-so confession that he is indeed a Communist!"

"What bothers me most, though, is that I am the only clone who even noticed that, and the others don't seem to care at all that L4-O is a Communist. That either means that everyone here with the exception of myself is a Communist, or I have to file some 'Troubleshooter Alertness Failure' forms again."

I turn to L4-O

"Don't worry. As part of my original mission assignment, I have been given a disarm code for the Nuclear Weapons Device. Should we not reach the range in time, we can attempt to disarm the Device using that code."

"Also, pretending to be a Communist? Come on. Doesn't that sound like an excuse only a commie can come up with? Sorry, but unless you show me a notice from Friend Computer stating that you can pretend to be a Communist, I don't believe you and will continue to attempt to get you terminated for treason. I trust you will respect my determination in doing my duties as a faithful Troubleshooter of Friend Computer's Alpha Complex."

"Also, put that thing away. Don't you realize you're standing in front of an unarmed clone.... unarmed in more than one way?"

written by 4616599 on Apr 21, 2011 12:21

I glance at the captured commie.

"I'm not sure. The lift journey *itself* takes a while. I'm not sure if our comrade friends know too much either. I'd suggest you stay there. Or maybe try to distance yourself from any potential collapse zone... "

written by Malkom on Apr 21, 2011 15:11

I grab Megagun by the shoulders and yell in his ear. "You daft person! You know the disarm code and yet you take the risk of being blown to pieces? Why don't you just try disarming it now, you fool?!"

written by Gligar on Apr 21, 2011 17:04Underplex Access Junction 85-08

Malkom-R loses his nerve again when the guardbot speaks. He runs back up the ramp part way, trying to avoid any possible slugfire.

Mutant Registration Office

Jam-O's face goes pale. Ten minutecycles isn't a lot of time... should he stay there, head down to meet the team, or what?

While he waits for an answer, he investigates the slot. It is indeed glowing. John-O, who is already by the slot, presses a button, causing another piece of paper to eject itself.

"Well, that was quick," John-O says, reading the paper. "It looks like your registration has been accepted. I'm to issue your armband and arrange your monitoring sessions - as well as arrange the mandatory medication for you." He heads for the door.³⁹⁶

Underplex Access Junction 85-08

Speed-Y asks the guardbot to wait a moment. "Citizen identified as Speed-Y-DOF, team leader of Team Epsilon, piloting Armourbot X-1: Acknowledged. Firing deferred."

The jackobot and Cryo-R arrive at the base of the ramp. The jackobot stops rather suddenly.³⁹⁷

Mango-R says something about filing a complaint about how he's been treated... then he says to shut up. Hmm.

He goes over to "Mega-R" and tells him to say the password now. He's causing enough trouble as it is.

"Accepted," the guardbot replies, on hearing the password. Seems that Mango-R got it.

Malkom-R rushes down the ramp again and tries to push Massacrebot away, with little success. Seems that he doesn't want to be anywhere near the Tsar when it goes off.

L4-O proceeds to tell the guardbot that they need to get to the Armed Forces Range ASAP, since they're holding a live nuke that will go off soon. The guardbot doesn't look impressed.

He continues by saying, to "Mega-R" and to anyone who wants to hear, that he was employing an experimental interrogation technique, one that didn't work too well. But he prefers the old-fashioned way, which is made clear by how he brandishes Turbo there.

"Mega-R" doesn't seem to hear him. Instead, he explains that he seems to be the only clone who noticed things like L4-O saying that the code was "essential to the Revolution". Does this make the whole team commies? Does he have to file a report on how no-one noticed?

³⁹⁶ GLIGAR: (OOC: Malkom, you're several levels below Jam-O, so you can't see the slot from where you are 😊)

³⁹⁷ GLIGAR: (OOC: Perversity point bids for making Cryo-R fall off? 🤔)

He adds that he knows the code. He'll give it once he sees the relevant document saying that L4-O can pretend to be a communist. Until then, he will continue trying to get L4-O terminated. Also, he should put Turbo away.

Through this, Joris-O has been descending the ramp. He's explaining to Jam-O, over the PDC, that there may not be enough time to get down here. He should stay there, or try to get away.

Malkom-R approaches "Mega-R" and grabs him by the shoulders. He yells that he should try to disarm the Tsar **NOW**. Why is he waiting to be blown to bits?

written by Speeder on Apr 21, 2011 17:34

After a while, I say.

"Malkom, the seemingly anti-mutant person, has a good point."

I point my weapons at Mega.

"If you said the truth, you better disarm the bomb now, and if you did not, you better explain yourself. Our mission is make the bomb do not explode, if you do not want to prevent it from exploding, you are obviously a very problematic traitor..."

I turn to the others.

"And WHERE ARE THE DIRECTOR? I am seeing only ONE commie here! Where are the other?"

written by Megagun on Apr 21, 2011 17:55

"Why would I disarm the damned thing now if I still have a few minutes to attempt to get L4-O terminated for treason? Again, I won't defuse the Nuclear Weapons Device until L4-O can either prove that he's not a commie, or until he's been terminated for treason. If you lot aren't willing to help me out with this, I must assume you are all communists as well, which would mean that I really have to be careful about disarming this thing, as I might get overrun by you lot, resulting in the Communists once again having the Nuclear Weapons Device in their grasp.."

"...which would be very bad indeed. Can you imagine the danger to all of Alpha Complex should the commies have a Nuclear Weapons Device of this magnitude under their control? They could strike anywhere, at any time. They could control all of Alpha Complex purely through fear. They could bring Friend Computer down single-handedly, by exploiting the fear of citizens of Alpha Complex. Compared with that, I would say that an explosion at the bottom of JHT sector would be the best-case scenario."

"So, come on already. Quit with the sidestepping and get me the facts I demand already, or you won't ever remember this very discussion.... If you know what I mean..."

"Also, what is with these known communists? You clones know that someone around here is a communist? Care to explain who it is and why he hasn't been terminated for treason yet?"

written by Lightning4 on Apr 21, 2011 18:52

"Treason? You are the one telling me to act against *Armed Forces Protocol Number 4* by telling me to put my weapon away in a dangerous area! An area you yourself stated to be dangerous! How do we know that *you* aren't the commie? Or in league with the rogue mutants?"

I look to the fellow members of the team.

"And the reason why they don't even raise an eyebrow to me pretending to act communist is because we all were pretending, while intending to infiltrate the reactor. Eventually we killed them all without them the wiser. Well not all of them. It is true we have a communist as a prisoner. We... aren't sure what to do with him yet. I thought he might know the code, or at least might be useful in some manner. Maybe we can still get praise from Friend Computer if we bring him to a confession booth or something. Or a re-education center... maybe both... or maybe he'll just die down here with the rest of us because YOU ARE HOLDING UP OUR PROGRESS!"

I note that my happiness levels are dipping below mandatory levels, and take a few deep breaths to calm myself.

"Oh hey wha... password accepted? LET'S MOVE!..."

I take a few steps before stopping and turning around again.

"Hey guardbot... you don't happen to know where the armed forces range is, do you? I know it's down here past the junction, I just need to be clear which way..."

written by Malkom on Apr 21, 2011 19:05

"Please! We must work together!" I turn to L4-O. "Please make that foolish Mega person give us the code!" I look slightly frenzied. "Please! It's a matter of life and death!"

written by Cryoburner on Apr 21, 2011 23:28

"Might I suggest that we break for lunch now? It's been at least an hourcycle since I had lunch with the computer. I think we'll all be able to think more clearly after having something to eat."

While waiting for a response, I closely examine Sal's sensor dome, noting any sensors and/or domes it may contain.

written by Malkom on Apr 22, 2011 00:36

I round on Cryoburner. "Lunch? We're about to get blasted to bits, and you talk about LUNCH?! Forget your bloody lunch! We have got to get this bomb defused! If we don't there's no darn point in eating lunch! Fool!"

written by Jam on Apr 22, 2011 00:40

I follow John-O, and continue talking to Joris-O over the PDC...

"Oh, it looks like my registration just got accepted! That was fast... Well, I've still got some things to do here, but if ten minutecycles pass by and the bomb hasn't gone off, I'll just assume you guys figured out how to disarm the

bomb, and I'll start heading down there. Okay, good luck... Bye."

I terminate the call, and turn to John-O.

"Wow, that was fast! Awesome... So, I'm officially registered now, with a YELLOW wristband and everything? Cool!"

I suddenly get a serious expression.

"Oh, and remember the bomb I mentioned? The good news is it's no longer near the reactor... The bad news is it's going to explode in about 9 minutecycles, unless my troubleshooting team can find a way to disarm it... Just thought I'd let you know..."

Then I go back to being excited about being registered...

"So I can use my mutant power now? I wonder if I can sense my team's minds from all the way up here... They're at O Sublevel, so it might be a bit far... Maybe I should try contacting John-R—he's a registered Mental Blast mutant, it's funny he has the same name as you..."

written by Gligar on Apr 22, 2011 01:55

Underplex Access Junction 85-08

Speed-Y has to admit that Malkom-R has a point. Pointing Massacrebot's weapons at "Mega-R", he tells him to disarm the Tsar, and he'd better do it *now*. Since Team Epsilon's mission was to prevent the nuke from detonating, "Mega-R" had better have a good reason for not wanting to help them.

And where did the ex-Director get to?

"Mega-R" says that he still has a few minutecycles to get L4-O terminated. The Tsar's countdown continues until either L4-O can prove his innocence, or L4-O is terminated. He doesn't trust the rest of the team, either, so by letting it detonate, he can be certain that it doesn't fall into communist hands.

He continues for at least two minutecycles. During this, the Tsar's countdown ticks past 00:05:00.

It is clear that he does not respect the security clearance of the teams ORANGES and YELLOW.

Lucas-R steps in. "Citizen, I've seen the team do this before. Their idea is that it's sometimes better to gain the trust of an enemy and bring them down from the inside, rather than just go in with lasers blazing.

"Obviously, that's too subtle for a lot of clones."

He turns to the team. "Did I get that right?"

L4-O questions the logic of putting a weapon away in an area already stated to be dangerous, an action which violates Armed Forces Protocol No. 4. (One that's also used by Troubleshooters, at least in theory.) He turns the accusation around, and wonders if "Mega-R" is a communist, or in league with the mutants.

He turns to the rest of the team and states that they were all pulling the fake-Communist ruse. It worked in the reactor, after all, and they took them down, just like Lucas-R said.

As for their communist prisoner, he probably knows the code. Maybe our mutual friend would like to interrogate their prisoner, or have him re-educated.

Or maybe he'll die with the rest of them, since they're being held up.

00:04:00.

L4-O calms himself down, and realises what the guardbot said... "Accepted". That means they can go, right?

He heads a couple of steps past the guardbot, which doesn't react.

He turns back and asks it for directions. The guardbot indicates to the south.

Malkom-R runs up to L4-O and begs him to get the code from "Mega-R".

Cryo-R suggests that they have lunch. They'll be able to think better that way. Then, he tries to inspect the jackobot's sensor dome, but finds it featureless.

On hearing this, Malkom-R runs back. What is the point in eating lunch when you'll get blown to bits in the middle of it? Cryo-R is a fool for suggesting that.

Mutant Registration Office

John-O, with Jam-O in tow, heads back to the docbot's room. Jam-O finishes up his PDC conversation with Joris-O, and hangs up.

He's happy... no, **HAPPY** that his registration went through so quickly. This is so cool! On a more serious note, the nuke is about to go off. But he's registered! He gets to use his power, right? Right? Maybe he should contact John-R...

"Just one moment," John-O says. "You'll need to put on your armband first, and receive your medications pack."

"Speaking of that," the docbot says, "I have the pack right here."

written by Speeder on Apr 22, 2011 03:16

"Ok, I see you won't help."

I shoot Mega if I can, and regardless if I hit it or not, I start to move the fast as Massacrebot can toward the armed forces range.

"Massacrebot, probably we won't survive that, start uploading ALL your data to Friend Computer, so the scientists can retrieve it later. Start with manually recorded logs first, then send your logs about damage, and then the automatic logs and sensor data. And then, anything else remaining in your memory."

written by Cryoburner on Apr 22, 2011 04:03

"Say, that's a portable nuclear device, isn't it? We could probably use that for things, and stuff. You might not know this, but I happen to be an expert at nuclear reactors! A portable nuclear device is much like a nuclear reactor, in that they both are nuclear, and react. Maybe I should take a look at it..."

written by Megagun on Apr 22, 2011 12:05

"Alright, fine. You bunch of commies. Bah!"

Provided I'm still alive by this point, I move over to the Nuclear Weapons Device and enter the defusal code.

"You know, I still don't know how I can be sure that you're not all commies. I mean, if you're telling me that you're merely pretending to be commies to 'infiltrate' the communists, shouldn't you have some document from Friend Computer authorizing you to do this? Because as far as I know, you all could've been commies from the start, using this troubleshooter team talk to make me think you're not actually commies."

written by Lightning4 on Apr 22, 2011 13:53

I take a few steps outward and shine my torch around to see if I can see anything. Or anyone dangerous.

I grip Turbo, ready to shoot if something comes at us.

written by Jam on Apr 22, 2011 15:12

"Medications? Yay! Am I supposed to take them now?"

I take the medications pack, and inspect the medication inside. I start to wonder what they do, and can't resist asking John-O...

"Do you know what the medication does? I doubt it would make a mutant power stronger, that sounds dangerous... But... You don't think it would somehow weaken the powers, do you? I mean, that would kind of defeat the purpose of registering if I can't even use my powers to their fullest ability to serve the complex, right? And I wouldn't want to be at a disadvantage if I were attacked by an unregistered mutant that wasn't under the effect of the medication... Hmm..."

If a YELLOW armband happens to be offered to me, I take it and put it on...

written by Gligar on Apr 22, 2011 18:01

Underplex Access Junction 85-08

On noticing that "Mega-R" isn't really going to help them, Speed-Y decides to just shoot him.

In doing so, he somehow activates full-auto mode, and shoots 10 slugs in rapid succession. Eight of them hit their target, cutting down "Mega-R" even as he lunges towards Massacrebot (or, more accurately, the Tsar). Perhaps he was going to enter the code after all.

But Speed-Y doesn't wonder about that. Instead, he spins the bot around dramatically. Something inside Massacrebot charges, and whoosh. Massacrebot takes off at a dead run, heading south.

Cryo-R is left calling after him that he wants to look at the nuclear device, being an "expert in reactors". The jackobot shakes its dome, dumping Cryo-R on the floor.

L4-O takes a few more steps, looking for signs of trouble.

"Buuuuurrrrrrrrrr..."

I'd say that's trouble. L4-O apparently thinks so too, as he readies Turbo once again.

oink

Southern Passageway

Massacrebot flies along (well, you know what I mean). Its HUD states that it's traveling faster than its rated top speed of 35kph, probably nearer to 50kph. It's off the scale. (It probably needs a better scale.)

The passageway descends, passing other passages to the west and east. After a minutecycle or so, it comes to some lighting, and actual signage! They're an older style, like they haven't been updated to the new standards, but are still readable. They indicate that there is an Armed Forces range ahead.

Massacrebot continues on. There's now a warning sign on the HUD, indicting that the motors can't take the strain for too long. Probably a good thing, as the Tsar's timer is down to 00:01:30.

But it turns out that the bot is not alone in the passageway. Something, vaguely resembling a GREEN torso with stubby legs and no arms drops from a hole in the ceiling ahead. Its face seems permanently stuck in an expression that falls far below minimum mandatory happiness levels.

Moments later, it's joined by six more.

Mutant Registration Office

Jam-O takes the medications pack, and looks inside. He recognises a few of the medications: visomorpain of course, xanitrick (Wakey-Wakey) and pep pills, but there are others he doesn't know. He asks John-O about them, who says, "That pack should last you a weekcycle. Some of those are the usual medications you can get everywhere, but as a registered mutant you have to get them from a controlled supply. I mean, other supplies could be tainted, or otherwise tampered with. You take those as normal. The others... this ORANGE one is 'Freak Suppressor'... you take one wherever you see the 'no mutants' sign, and it stops you from using your power in those areas. Or your handler might require you to take them. The others... you'll learn about them when you meet your handler. Oh yes... and here's your armband. You'll need to make sure this is displayed at all times." He offers Jam-O the standard YELLOW armband, who takes it and puts it on.

written by Speeder on Apr 22, 2011 18:50

I attempt to fire the full-auto machinegun again, and if they are still in the way of me maintaining my pace I also explode them with the cone rifle (and attempt to continue running through the flames).

Glory to the heroic YELLOW troubleshooters that have revolvers (and cool walker bots).

written by Lightning4 on Apr 22, 2011 20:16

I get stunned for a few moments from the sheer speed of Massacrebot.

The creepy sound shakes me out of it. I take a few steps back towards the group and start wildly firing Turbo as fast as I can load shells into it, both to stave off whatever is coming my way, and to provide rear support for Massacrebot. Assuming I even have that kind of range.

written by Malkom on Apr 22, 2011 23:38

I let out a relieved sigh as the Massacrebot finally removes itself and the bomb from the vicinity. I look quite shaken up.³⁹⁸

written by Mingamango181 on Apr 23, 2011 00:44

I give chase after Massacrebot, after noticing how quickly it went. 'Gosh, they're fast...' 'Indeed.'

I push past anything else, apologising if they're clones, or people, or mutants, or something.

written by Jam on Apr 23, 2011 00:49

I smile, and look at my new YELLOW wristband...

"Cool! So, when do I meet my handler? He's not an anti-mutant, is he?"

I suddenly wonder how my team's doing...

"Hmm... So I can use my mutant powers now? Maybe I should check up on my team..."

I hold two fingers up to my temple, and scrunch my face a bit... Then I look towards the floor. My expression changes to one of intense concentration...^{399 400}

written by Gligar on Apr 23, 2011 02:19⁴⁰¹

Southern Passageway

Massacrebot keeps moving. Speed-Y tries to fire the heavy slugthrower again, to great effect. He's able to clear the way of... whatever those things were. It looks like it took about two slugs per... thing.

As it moves, though, more... things drop down, and chase after it.

It soon arrives at the range. At least according to the sign. All Speed-Y can see is a closed door.

³⁹⁸ MALKOM: (OOC: We should set a time and IRC channel to get together and play some real-time, and then post the logs.)

³⁹⁹ JAM: (ooc: That sounds like an interesting idea, Malkom... If Gligar's up for it, we could try running a short Zap-style game in IRC sometime...)

⁴⁰⁰ MALKOM: (ooc: Me and Jam thought that we could use all new characters, settings and so forth. Thus, we could avoid having to try to transmigrate characters and stuff, and so forth.)

⁴⁰¹ GLIGAR: (OOC: I wouldn't mind running a Zap game, as long as people turned up at the agreed time. The last time I tried to run a real-time internet game, people decided to not show up 😊)

And while I'm at it, Zap games tend to be one-shot games anyway. Probably because clones tend to die at the drop of a hat 😊 But that's why you get six clones.)

Underplex Access Junction 85-08

L4-O looks a bit shocked at the speed demonstrated by Massacrebot. He soon recovers, and backs up towards the team. That done, he starts firing Turbo. His first shot seems to have an effect, as he hears some snarling noise that kind of trails off, as if the thing that made the noise just died. Or whatever.

Malkom-R looks relieved that Massacrebot has left with the Tsar. He's still a bit shaken, though.

Mango-R chases after Massacrebot for some reason.

Southern Passageway

Mango-R runs into complete darkness.

He encounters... something... that seems to try to tear off his flesh. He pushes past it, and keeps going.

He seems to be talking to himself.

So that's what's up with him.

Mutant Registration Office

Jam-O looks at his armband. He wants to know when he'll meet his handler. John-O replies, "You should be receiving a call within the next couple of daycycles, telling you about your handler. You'll be booked in for your first meeting then."

Jam-O wonders if he can check up on his team using his mutation. "Well, you are registered, so... of course you can," John-O replies.

Jam-O puts his fingers up to his forehead, concentrating...

He soon finds his team. They're down on O Sublevel. Speed-Y seems to have moved to the south, and down, of the rest of the group. Mango-R is a bit behind him.

The he notices that the ex-Director is not with them. He's in a lift, going up to The Computer only knows where.

He shouts "Ah! Commies!"

This attracts the attention of John-O, who asks, "Where?"

Jam-O replies that a dangerous communist has escaped from the team, and that he needs to go and intercept him.

He heads out of the registration office, back to the lifts...

written by Mingamango181 on Apr 23, 2011 02:59

"That was too close, Mango-R. You ought to take better care." "Well, it's a bit difficult in the dark!"

Seeing as my truncheon seems more readily available, I use it to hit whatever continues to get in my way.

"Could you all please just move aside please? There's nothing troubling at all whatsoever, just in a little hurry. We have a non-lethal bomb that's going to go off in case you wanted to know."

I continue chasing after Massacrebot.

written by Jam on Apr 23, 2011 03:02

I run as fast as I can to the lifts, shouting all the way...

Once I get to the lifts, I try to call the lift that the Director is in, (or, if one button calls all the lifts, I wait until I sense the Director is about to pass by me, then press the call button).⁴⁰²

written by Speeder on Apr 23, 2011 04:58

Of course, exploding the door would not work at all, since the whole point of the place is withstand the explosion...

So, I try to slow down a bit (depending on the distance to the door), crank the volume all the way up, and ask desperately to whoever controls the door, to open it because if the nuke explodes outside it will free the mutants.

If that do not work, I shoot at the door, and if that do not work, I slow down and crash (not too hard, destroying massacrebot and exploding the nuke in the process would turn all of it pointless) on the door.

If it still do not open, I put the nuke between the bot and the door, and look for other entrances.

If I manage to get inside... I get inside!

written by 4616599 on Apr 23, 2011 05:12

I hear all the banging and head forward.

"I'm with the team." I explain to the bot.

I then start madly pressing away with my ring-for-service bell. If any clone (or anything) comes out, I set my stunner to the highest setting and zap it as many times as possible to sedate it. *dingdingding!ding*

written by Lightning4 on Apr 23, 2011 07:18

"So uh.. should we go after him?"

I look confused. I count in my head how much time may be left.

"I don't think we have the time to get to him before the Tsar goes up. I hope he makes it to the range in time..."

I turn around and look in the direction of the lift. That isn't there. Why isn't the lift there.

I try to fire more cone rifle shells as far down the passageway as I can. If need be I reposition myself for a clearer view.

written by Cryoburner on Apr 23, 2011 16:15

"Ah! An excellent idea! We can use that bell to call for service! I fully expect our lunch to arrive shortly." : 3

"Hrm... I never did check that lift for my ME card once everyone cleared out. Everyone did clear out, didn't they?"

I head back up toward the lift, scanning the ground for my ME card as I do so.

⁴⁰² JAM: (OO: So, how do we coordinate a time for a Zap game? Maybe our favorite GM should suggest a time, and we could respond in an OOC in each our posts, or through Frespsych?)

written by Gligar on Apr 23, 2011 17:04

Southern Passageway

Mango-R, who is still talking to himself, keeps going. It's dark, but he tries regardless.

He keeps bumping into unseen things in the dark, things that hurt. Things that moan and snarl as they claw at him. But he continues smashing at them with his truncheon, regardless of his injuries.

Massacrebot POV

Speed-Y tells the bot to decelerate. It manages to do so before it slams into the massive range door, but at a price: some of its leg motors seem to have burned out.

Now, the other problem: how to get into the range... Speed-Y tries simply asking for the door to open.

Hey, it worked!

The door slides open, slowly. Ponderously, even. That really is a big door.

But Speed-Y hasn't enough time. As soon as the door opens enough to allow passage, he has Massacrebot move inside. Well, *limp* inside.

Lift hall (D sublevel)

Jam-O reaches the lifts. There's one rising now, coming up from who knows where... hey, that's the one! He hits the call button.

Underplex Access Junction 85-08

Joris-O steps forward, ringing his ring-for-service bell as he does. This attracts the attention of... it looks like more of the armless things that Speed-Y encountered. There's not enough light to tell for sure, though... all I can see are frowning faces.

As they approach, Joris-O reaches for one of his stunners, fiddling with it to set what he hopes is the highest setting.

The things seem to hiss at him as they approach. He fires at them. Several times.

Knocked backwards, the things seem to come to a standstill, and stop hissing.

L4-O wonders if they should follow Speed-Y (and Mango-R) south. But then he realises that there must be less than 60 secondcycles left, and decides that there isn't enough time.

He looks up at the lift.

Where the lift was.

That's troubling.

Oh well. He starts shooting Turbo again, firing four shells in rapid succession. That should help, he hopes.

As usual, Cryo-R ignores the shooting. He still wants lunch. He thinks Joris-O's bell will call it.

He then remembers that he never found his ME card, and heads back up to where the lift was to find it. Of course, he soon leaves what little light there is, meaning he has to feel the ground.

Behind him, he seems to hear something say "Nice everything you have there..."

I doubt anyone else did.

Southern Passageway

Those shells continue down the passageway. One hits the ceiling somewhere near Mango-R, showering him with debris. A second goes right through some of his assailants, causing them to explode into dust. A third hits the ground further down and stays there. The fourth carries on almost to the range, and hits one of the frowny things, felling it.

written by Malkom on Apr 23, 2011 17:24⁴⁰³

On seeing the frowny things, I yell and start running away as hard as I can. If I can get to the lift, I get in and order it to leave if it's there, or punch the call button if it isn't there.

written by Jam on Apr 23, 2011 17:25

As I wait for the lift to arrive, I think about how Speed-Y was separate from the rest of the team... The Tsar probably doesn't have more than a minute left... He must have the bomb! Oh no! He's sacrificing himself! If only we had the code! But only a high ranking commie would know—THAT'S IT! Director Andrei would know the code!

As soon as the lift arrives, I run inside and pin the ex-Director against the wall, with my laser pistol to his head...

"Tell me the code for the Tsar! I know you know it, it's useless to trying pretend you don't!"

If the Director doesn't tell me the code to disarm the Tsar, I yell louder...

"TELL ME THE CODE NOW OR I'LL FORCE MY WAY INTO YOUR MIND AND RIP IT FROM YOUR MEMORIES! I CAN ASSURE YOU, THAT WOULD BE VERY UNPLEASANT!"⁴⁰⁴

written by 4616599 on Apr 23, 2011 17:41

I head for one of the stunned things and jab it with the bell.

"Ahem. Citizenthing. What are you, what are you doing here, what is your clearance?"

written by Speeder on Apr 23, 2011 20:32

I start to limp toward the centre of the range, while taking a look at the nuke timer.

If there are enough time for that, I position myself in the centre of the range, move nukabot arms to the front of its door, and ask it to open, but do not leave it, that way I can choose if I will use my hands, or nukabot manipulators, in my final attempt to disarm the nuke.

⁴⁰³ MALKOM: (OOO: CREEEEPPERRRS! AAAA RUN! More OOO: Why on EARTH did you put creepers into Paranoia?)

⁴⁰⁴ MALKOM: (OOO: They are creepers, no matter what Gligar says.)

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(I will wait until there are like 5 seconds left to take action, I will post said action in the next turn or something if possible).

written by Cryoburner on Apr 23, 2011 20:38

"Oh, thank you!"

"Hmm... The lighting seems somehow inadequate here. Possibly too inadequate to adequately check for an ME card."

If I'm at the lift, or rather where a lift should be, I feel around for a call button, and press it if found. Either way, I decide it best to carefully head back down to the base of the ramp with the others, where lunch possibly awaits. I proceed to do so, keeping low and crawling, perhaps even creeping, in an effort to avoid any ledge or ramp-related incidents.

written by Lightning4 on Apr 23, 2011 20:44⁴⁰⁵

I decide to stop wasting ammunition on things that I cannot quite see, and focus more on trying to get rid of things that may happen to actually be in sight range. Which is danger range of course!

I make a momentary speech, interspersed with the sounds of combat.

"Well I guess I'll say this now. I hope we meet up again soon. And I hope we meet up again to begin with. You know, just in case the bomb does go off, and we all die horribly. At least we won't feel it. For very long anyway. Maybe we'll have promotions waiting for us on the other side for our sacrifice. Though Speed should be the one to get that, if it comes down to it... that would make him GREEN.. that's pretty high clearance. He would know tons of stuff we don't.."

I ramble a bit onward. At least, as long as I'm able to ramble.

written by Mingamango181 on Apr 23, 2011 21:30

"Oh that's great... Someone's shooting at me from behind. At least it's solved some of the problems..."

I continue hitting my way through the crowd, if those things keep coming. I also cough a bit, due to the amount of dust and debris.

"Excuse me things, but you're not really helping at all!"

written by Malkom on Apr 24, 2011 00:52

I look around for anything that looks like sand.

If I find something, I take it and the frowny thing dust, take them to a flat surface (the floor would do), stir them together, and pack them into a cube about the size of my fist. I then stand the cube in the middle of the surface and try hitting it. If it collapses when I hit it I make it again and this time

⁴⁰⁵ LIGHTNING4: (OOC: Hmm. If there were sand, I could make some TNT... 😊)

try to find something to put electrical current into it, or light it on fire, or something like that, and use that something I found on the cube.⁴⁰⁶

written by Gligar on Apr 24, 2011 01:55

Underplex Access Junction 85-08

Malkom-R runs off again... those frownyface things frighten him. What's up with him? It's not like those frowny things are going to blow him up... oh wait yes they will

He runs back up to the lift...

...and passes Cryo-R and the... thing he's speaking to...

...which promptly explodes.

POW

Malkom-R and Cryo-R are both thrown into the air by the blast, and end up falling back into the access junction proper.

Ow...

...I... *think* they're still alive...

Meanwhile, Joris-O is trying to speak to his frownything. But it doesn't seem to understand him. It simply looks at him in the gloom.

L4-O shortens his range, concentrating on things he can actually see. He hopes they'll meet again... well, assuming the Tsar goes off, or something... but at least it would be painless. He hopes. He wonders if they'll get rewarded. He continues this.

All the time, more... things... are approaching. L4-O keeps firing.

Malkom-R looks around (so he is alive), but isn't able to see anything resembling sand, just little piles of black powder...⁴⁰⁷

A lift

As the lift stops at D Sublevel, Jam-O dives in. Noticing the ex-Director, he pins him up against the wall, demanding the Tsar's disarm code. "So... you're against me. I doubt there's enough time to do anything about it by now, so I'll just tell you: you can't turn it off." He seems to be gloating.

But Jam-O persists. He's registered now, so that has to count for something, right? He demands the code again.

The ex-Director just says, "Do your worst."

So he does...

Armed Forces range

Massacrebot limps to the centre of the range. As it does, the great door rubles closed behind it.

⁴⁰⁶ MALKOM: (OOC: Time to see if this creeper dust behaves like Minecraft creeper dust. 😊)

⁴⁰⁷ GLIGAR: (OOC: This isn't Minecraft. For one, injuries actually hinder you here. 😊)

The bot opens. The Tsar remains held in its manipulator.

Speed-Y glances at the countdown. 45 secondcycles.

Southern Passageway

Mango-R keeps going. He's determined to get to the range himself.

There are still lots of things in the way. He has the distinct feeling that, sooner or later, one of them will be his downfall.

written by Speeder on Apr 24, 2011 02:24

Seeing I still have 45 secondcycles left, and knowing what to do, sorta, I do it.

I close my eyes, and empty my mind.

written by Malkom on Apr 24, 2011 02:44

I moan and get unsteadily to my feet, feeling myself all over. "Unngg... what happened?" I notice that Cryo is still unconscious, so I go over and shake him, trying to wake him up. If he doesn't wake up, I yell "WAKE UP!" in his ear. Whether or not that works, I try to keep as far away from the frowny things as I can. "How are we going to get out of this? I wish I had a way of contacting that computer. I suppose he might help, even though he does seem to be partial to mutants... ugh, what nasty creatures they are..."

written by Mingamango181 on Apr 24, 2011 02:52

While still going, I think of what I'm going to do to the Tsar.

"This Passageway is really, really long..."

"Maybe you ought to go back. Are you sure that you haven't missed a turn or door? Are you sure that Massacrebot even went this way?"

"Of course not, ???-?!"

If I get to the range, I enter it.

written by Malkom on Apr 24, 2011 03:11

I also search for anything that looks like it might turn up the lights. If I find something, I press/activate it, in hopes that it does indeed turn up the lights, allowing us to see what we are fighting. I also ask everyone for a weapon to defend myself against the frowny things. If I get one, I use it against any frowny thing that even thinks about getting close. I also pick up any weapon that's available, unclaimed and my clearance. If I get a extra weapon, I stow it in my jumpsuit, in one of the plentiful pockets.

written by Lightning4 on Apr 24, 2011 11:21

"Someone back there should call the lift in the off chance we actually do survive the nuclear explosion."

I continue firing... I check how many shells I have left. Hopefully enough....

"Speed should have gotten to the range by now. I don't think it's very far away."

I back up further until I'm nearly with the group.

written by Jam on Apr 24, 2011 12:35

"Liar! There's always a disarm code! You really think you can hide it from me? Well, I'll tell you now, you already failed..."

I take my laser pistol and smash it hard against the Director's head, intending to knock him out.

Then I quickly turn, and press the bottom button on the lift panel...

"Grr! I can't reach Speed-Y! He's just out of range! Lift, we need to go down as fast as possible! It's an emergency, there's a bomb about to go off! I don't care about safety limits! If the bomb goes off, we're all dead anyway..."

I spend the rest of my time focusing on sending a message to Speed-Y.

written by Cryoburner on Apr 24, 2011 14:00⁴⁰⁸

"Hmm... I seem to have experienced some explosion-related injuries. Oh look! I'm down the ramp. I wonder if lunch has arrived."

I look around for lunch, and whether it has arrived. If I'm not near the others (particularly L4-O) I make my way over there, checking the ground for any lunch as I go.

written by 4616599 on Apr 24, 2011 14:39

I note the frownythings blowing uo, and quickly back away from 'my' frownythings.

"Citizenthings, if you don't answer, or blow up, I'll have to blow you up."

I toss an unpinned grenade at them.

Meanwhile, I throw a laser pistol, with a fresh barrel, in Malkom's direction.

written by Malkom on Apr 24, 2011 16:25

I grab the pistol out of the air and fire it in the direction of a nearby forwnything. "What *are* these things?" I also say thanks to Joris-O.

written by Gligar on Apr 24, 2011 17:47

Cloning station (somewhere)

Receiving a request from somewhere, several cloning tanks run through their startup sequences. In one, a clone begins to form.

Armed Forces range

Speed-Y thinks. He knows what to do here...

He concentrates... is that Jam-O's voice he can hear?

Underplex Access Junction 85-08

Detecting more threats approaching from the north, the guardbot opens fire.

Tries to open fire.

⁴⁰⁸ CRYOBURNER: *wonders if "as fast as possible" is faster than free fall.*

"Error," it intones. "Ammunition depleted."

How long has it been down here, for it to run out of ammo? Malkom-R tries to get up, and discovers that he's broken both his legs.

Regardless, he pulls himself over to Cryo-R and tries to wake him before looking for somewhere away from the frowny things. Given that they're... wait, where are they coming from? Don't tell me they're teleporting in?!

Malkom-R then tries to look for a light switch, or a weapon of some sort. He even asks for one.

L4-O asks for someone to call the lift... they'll probably need it. In answer, the jackobot makes its way up the ramp, avoiding the crater caused by the earlier explosion. and presses the call button. It keeps on pressing it. Hard. Meanwhile, L4-O keeps firing. Right now, he has more than thirty shells left.

Cryo-R seems to regain his senses after the explosion. But he still wants his extremely early lunch. Did you know that early lunches require a Deviation from Meal Arrangements (Lunch) form to be submitted ████ daycycles in advance? I bet you didn't.

I doubt Cryo-R knows. He's still looking for his lunch, over near L4-O, who is himself moving back towards the rest of the team. Needless to say, there is no lunch to be found anywhere near here.

Lucas-R notices, and yells over, "Will you stop that? There must be another six hourcycles to go before lunch yet!" He's also firing at... things. He seems interested in the black powder the things are dropping (at least when he sees them do it. Did I mention there's not much light?)

Joris-O backs away from his stunned... things, and tosses an unpinned grenade at them.

He doesn't wait to see what happens, though. Instead, he notices Malkom-R looking for a weapon and throws him a laser pistol. He does make sure it has a fresh barrel, though. An ORANGE one, if you're interested.

He then realises that his grenade didn't go off. He has a brief moment to look at the pin before it explodes.

BOOM

He collapses to the ground.

Malkom-R catches the laser pistol, but ends up almost dropping it.

He recovers and shoots. It's a pretty decent shot, causing a frownything to fall back.

Southern Passageway

Now suffering even more from the relentless attacks of his assailants, Mango-R desperately tries to continue. The range is nowhere in sight.

A lift

Jam-O tells the ex-Director to not bother trying to hide the code form him, since he's failed.

Using his laser pistol as a club, he smacks the ex-Director upside the head. He slumps to the floor.

He hits the O button and pleads with the lift to go as fast as it can. He really needs to contact Speed-Y...

"Well," the lift says, "you asked for it. Express to O Sublevel -- going down!"

Jam-O suddenly feels weightless as the lift descends.

A moment later he starts to drift towards the ceiling.

He tries to concentrate...

written by Jam on Apr 24, 2011 18:04

I notice I'm floating... We must be going down really fast...

"Ahhhhh! I'm gonna die!"

Then I focus again on sending the message...

"Ahhhhh! I think it's working!"

I keep repeating the message, wanting to be certain that Speed-Y receives it...

"Ahhhhh!"

written by Malkom on Apr 24, 2011 18:20

I moan loudly. "Uunnnnnnghh. Could someone help me with-- YOW YOW! OW! MY LEGS HURT! OUCH! HELP! HELP!" I notice a frownything getting close to me, and shoot at it with the laser pistol.

written by Lightning4 on Apr 24, 2011 19:42

"Gah!"

The explosion startles the heck out of me and I react by diving away.

I peek up and check myself for wounds, then look over and see Joris.

"Vatcrap! Defender down... someone check on him!"

If all is well, I get back up and try to pick off the nearest threats with Turbo.

written by Malkom on Apr 24, 2011 20:43

I keep firing at the frowny things for as long as my ammunition lasts.

written by Mingamango181 on Apr 24, 2011 22:15

I stop for a momentcycle, and then start running again, to catch my breath just a bit. I take that time to also switch to one of my slugthrowers, since my arm really feels tired, but the same could also be said for my legs.

"This just doesn't end, does it..."

"No, of course not. And without any sort of device to light things up, you probably have missed a turn. It's too late to turn back, anyhow."

I fire my slugthrower to reduce the numbers, and at the same time, be able to see partially where I'm going.

written by Malkom on Apr 24, 2011 22:26

I yell for medical assistance as loud as I can. "HELP! MY LEGS ARE BROKEN! HELP!"

written by Speeder on Apr 25, 2011 00:46

I attempt to input the code I am receiving on my head.

If it works and the nuke turn off, I attempt to setup a stationary firing position with the massacrebot, so I can shoot whatever income mutants that decide to creep inside the army range, without straining the bot almost non-working motors.

written by Cryoburner on Apr 25, 2011 00:53

"Don't worry! I've got it! Cover me!"

I carefully make my way over to Joris, being sure to avoid any of the displeased waiters, who certainly look to be well below mandatory happiness levels. Once there, I check whether Joris has any food.

written by Gligar on Apr 25, 2011 02:07

A lift

Jam-O gets freaked out about floating. Still, he tries to concentrate on sending the message.

Underplex Access Junction 85-08

Malkom-R moans loudly. He sounds like some of those other not-frowny things. But only for a moment. He regains his voice, and loudly declares that his legs are hurting.

He frantically keeps shooting, killing another frownything.

Perhaps he doesn't notice that the barrel's down to two shots left.

L4-O picks himself up after diving away from the explosion. He checks himself over... no, nothing new broken. But Joris-O is down... seemingly still alive, but injured.

Malkom-R fires again. One more kill. He loudly demands medical attention.

Cryo-R pulls himself over to Joris-O. He's unconscious, and bleeding heavily.

But of course, Cryo-R seems more interested in his precious precious **PRECIOUS** lunch. Six-plus hourcycles early. He decides to loot Joris-O's stuff, looking for food. He finds a can of B3, one of AlgaePLUS, some Visomorpain, and two packets each of Soylent RED and ORANGE.

But all this moving of Joris-O around has had some... negative implications. Namely, that Joris-O... dies.

The jackobot appears behind Cryo-R. "Citizen, I detect that you have just terminated a citizen beyond your clearance. This incident will be reported. You can count on it."

Southern Passageway

Mango-R puts his truncheon away. Time for more drastic action.

It's getting difficult to walk, and even harder to continue.

He grabs one of his slugthrowers, and shoots.

Armed Forces range

Jam-O's message got through!

Speed-Y attempts to input the code...

... but alas. It appears that Speed-Y just... didn't have enough time.

The Tsar detonates, tearing through Massacrebot-

VIDEO FEED LOST

- *The main domescraper shakes violently -
Computer! Damage report!*

Cloning station (somewhere)

The clone is now recognisable as Mega-R.

Two more cloning tanks start forming clones.

written by Cryoburner on Apr 25, 2011 02:24

"Oh... No, don't worry! He's okay! He's just... uh... sleeping! Um... I know CPR! Unless I shouldn't. In which case I know Sleep Therapy! He'll be alright! He just has to sleep it off!"

I quickly feed Joris a couple of the candies I borrowed from him, and begin performing chest compressions / sleep massage therapy on him, whichever is less treasonous. If any unhappy waiters approach, I drag him over to where L4-O is, near the base of the ramp.

written by Speeder on Apr 25, 2011 02:27

As I notice I do not have time...

"Massacrebot, it was nice to partner with you."

written by Lightning4 on Apr 25, 2011 02:30

Well then. Uh.

Naturally, I check to see if I'm still actually alive. And conscious.

Should that succeed, I commence panicking and flee in the direction of the lift. Or I try to anyway, except the violent shaking knocks me off my feet.

"WE'RE ALL GOING TO DI-"

I stop and catch my breath, realizing we're not entirely dead.

"We're not dead are we."

Realization crosses my face.

"Oh no... poor Speed. And Massacrebot..."

written by Mingamango181 on Apr 25, 2011 02:30

"Well, someone isn't going to be so pleased about this..."

"And?"

"I think the Tsar went off."

"Oh..."

"What next?"

"I'm still trying to think that part up, ???-?. Give me a moment..."

I check the frowning things, whether they're still going. Provided there's enough distance between me and them, I open the medkit and use one of those ORANGE syringes. I also treat myself with a painkiller. The way I'm going, there won't be time to do any proper plastering.

written by Jam on Apr 25, 2011 02:35

I gasp as Speed-Y's mind suddenly stops existing... Then I hear the blast from the Tsar...

"NOOOOOOOOOOOOOO!!!"

I sink far far below mandatory happiness levels, and even start crying...

"Speed-Y gave his life for the Complex! And we were so close!"

I think some more, and realize that the blast doesn't seem to have destroyed the sector... That means partial mission success... I start feeling a bit better, and go back to mandatory happiness levels..."

"Lift, you can slow down now! Thanks, I know you went as fast as possible... It looks like we were just a few secondcycles too late..."

I grab the Director's body, and place it between myself and the bottom of the lift, to act as a cushion in case we stop suddenly...⁴⁰⁹

written by 4616599 on Apr 25, 2011 13:33

I attempt to mumble rather incoherent patches of mumbling noise.

written by Malkom on Apr 25, 2011 17:20

If I'm still alive, I look around for any kind of communications device. If I find it, I yell into it for help. "Help! I need medical assistance!"

written by Gligar on Apr 25, 2011 18:52

Underplex Access Junction 85-08

Of course, Cryo-R denies that he's just murdered an ORANGE Clearance citizen... even if it is moaning in front of him. He claims to be able to revive him. But really all he does is try to shove some visomorpain down Joris-O's throat and press on parts of his body. All that causes is more bleeding.

⁴⁰⁹ SPEEDER: (OOC: I noticed the nuke was SO STRONG it deleted me from Gligar`s... I mean, Friend Computer, database, and replaced my data with Mega-R-gun data)

A frownything approaches. Instead of fighting like the rest of the team, Cryo-R pulls the corps of Joris-O closer to L4-O.

Who, by the way, is panicking. He seems rather surprised to be alive. He runs up the ramp (and coincidentally, away from Cryo-R). Even the Armed Forces can freak out.*

But he comes to his senses quickly. He realises that if the Tsar just detonated, that means that Speed-Y and Massacrebot have perished...

Malkom-R looks around for a communicator, and finds his PDC. Down here, it only has a one-bar signal, but that's enough. He yells for medical assistance.

Sure enough, a mechanical voice answers, "Please state your full name and medical emergency."

Southern Passageway

Mango-R has yet another conversation with himself, and decides he needs medication. First, one of the ORANGE syringes, then a painkiller.

Much better.

Time to keep going... perhaps...

A lift

Jam-O is shocked as Speed-Y's mind ceases existing even as he's still linked. Now, I'm not a Psionic mutant, but I understand that that *has* to be disorienting...

And add to that the sound... and the *feel*... of the Tsar detonating...

He gets pretty unhappy. As in, emergency-Gelgernine-time unhappy.

But it passes, as he realises that the sector is still intact. That must be a partial success, at the very least.

He tells the lift to slow down. "Er... I did not want to mention, but... that titanic explosion which just rocked the domescraper might *conceivably* have caused some *minor* damage to my deceleration systems, which, and this is a hypothetical case, might have caused them to, well... stop working. Hold on to something."

There is a dreadful screeching noise outside the lift.

Cloning station (somewhere)

Mega-R's new clone is now joined by clones of Joris-O and Speed-Y. All three continue to form.

written by Speeder on Apr 25, 2011 19:06

As soon as I wake up, even inside the goo, I look amused...

I worked fixing those tanks occasionally, but I never been INSIDE them... So it is surely amusing, specially the goo... it feels, gooey.

* Although they deny it and... forcefully intimidate anyone who claims otherwise.

written by Megagun on Apr 25, 2011 20:52⁴¹⁰

I gurgle and smile as I feel the vibrations of the blast, and start to look around. I'll pay extra attention to the names of the other clones who are slowly decanting around me.

If I have been completely decanted, I exit the cloning tank, and start looking around to figure out where I can get my belongings from.

written by Lightning4 on Apr 25, 2011 20:55

"For the record nobody saw that. I hope."

I take Turbo up again, ready to blast away some more of the mutants. I glance in the direction of the lift, hoping it arrives soon.

If I get the chance, I check the structural integrity of the room we're in. Not too closely, of course. Closely examining things is treasonous.

Instead, I try to determine whether the room we're in will be actively trying to kill us or not, not including the things inside of it already trying to do so.

written by Mingamango181 on Apr 25, 2011 21:09

I quickly pack away the medkit, and start walking again. I try to use the Com1 unit to light up the way as I go.

"I think the best course of action would be to assess the damage of the Tsar."

"Indeed, I would think the same."

"Oh, and I suppose you'd think that Speed-Y made some sort of meaningless sacrifice."

"Of course. He ordered you to be killed if I was to interfere again. I couldn't possibly care less if that Tsar was one hundred times stronger than what it was. As far as what he's concerned with, you're probably not even on the team at this stage. In the best interests of you at this stage, you might do well to avoid them. The whole lot."

"Fine then. Have it your way. In fact, feel free to take this body while you're at it, ???-?."

"Oh no. I can't do that. You, Mango-R, have to find out for yourself. There's no easy option. If I were to take over, it would become just me in another body. Nothing more."

written by Jam on Apr 25, 2011 21:48

I facepalm...

"Oh no... That's not good..."

I proceed to hold on to the Director, and then reach out for any handrails within reach, and pull us both towards it, making sure the Director is underneath me the whole time...

I prepare for the impact, and hold tightly to the rail...

⁴¹⁰ Megagun: (OOC: I wonder what the code was that Jam-O extracted from the Director. Was it the 'ID10T' code? If so,

Also, I appear to have been given 2 extra PP, but I can't trace them down from where/when I got them. An error perhaps, Gligar?)

written by Cryoburner on Apr 25, 2011 22:04

"Don't worry! You're going to be alright! I won't let them eat you!"

I continue dragging Joris up the ramp toward L4-O. Since I noticed a towel among his belongings, I tie it around the parts of Joris that seem to be leaking RED fluid the most. I then continue administering chest compressions / sleep massage therapy.

written by Gligar on Apr 26, 2011 02:23

Cloning station (somewhere)

Speed-Y awakens, still connected to machinery inside the cloning tank. He's worked shifts fixing cloning tanks before, but this is the first time he's experienced the tank from the inside, from the perspective of a fresh clone. It's kind of weird. And actually quite amazing.

There's a small problem: you can't breathe tank goo.

Over in another tank, Mega-R (or, perhaps, "Mega-R") looks ready to decant. Yes, there he goes. He's ejected onto the floor of the cloning station, breathing heavily. But he seems happy.

He looks around. There doesn't seem to be anywhere to collect his belongings.

He does see a door leading to the chemical showers, though.

Underplex Access Junction 85-08

L4-O looks around. Nobody saw that outburst. Understand?

That said, he gets ready to fight while idly looking around the room. It looks like it doesn't want to collapse any time soon.

He glances up at the lift.

Cryo-R continues dragging the corpse of Joris-O around. He's reached L4-O.

He again tries to revive Joris-O, using Joris-O's towel as a makeshift bandage, before pressing on parts of the body again.

Southern Passageway

Mango-R has had enough. He tries to use his Com 1 as a light, but learns that they don't emit any,

He has another conversation with himself. He offers to let "himself" take over his body, but "he" declines.

A lift

As the screeching continues, Jam-O grabs the ex-Director, as well as a handrail. He makes sure that the ex-Director is beneath him.

Not long later, the lift stops abruptly, with a loud crash. Jam-O is thrown to the floor.

The door opens, revealing the same blackness as before.

written by Malkom on Apr 26, 2011 02:40

I talk into the PDC. "I'm Malkom, RED clearance. I'm in O Sublevel, outside a lift. I've been attacked by some weird green frowny things and both my legs are broken. By the way, I'm on Troubleshooting team..." I struggle to remember what team I'm on. If I do remember, I say what it was. If not I say, "I forget which team." At the end of that I say, "Could I please receive some medical assistance?"

written by Mingamango181 on Apr 26, 2011 02:41

I look at my Com 1 unit in disappointment, and try to broadcast a message, doing each channel in turn.

"Well, I've never seen such horrible designs in my lifecycle. How is anyone supposed to be able to see in the dark, especially during an emergency?"

I stop broadcasting, and continue on my way, shooting any of the frowning things if there are any that try to approach me.

"Here's something interesting. Some clone's happiness level dropped below the mandatory requirements just some moments ago."

"What of it, ???-? ?"

"You heard it, several minutecycles ago."

"Can you not confuse me more than you already have? Also, can you not talk when I'm amongst any other clones? You were the one that nearly got me killed by John-R."

"..."

written by Speeder on Apr 26, 2011 03:49

When I realize I cannot breathe tank goo, I also realize why clones are NOT supposed to wake up inside the goo...

I hold my breath, hoping that the process will finish soon...

In fact, considering that I woke up inside the tank, I hope the process really finish, without missing things, or extra things... decanting related mutations suck, since they do not carry to other clones... well, or not, sometimes decanting related mutations are so crap that it is really great they do not get spread into other clones.

written by Cryoburner on Apr 26, 2011 07:38

"Sal, this citizen needs defibrillation... er... shock therapy immediately! You don't want to be responsible for his untimely demise, do you?! We must work together on this!"

I continue chest compressions on Joris, unless Sal approaches and looks like he's going to supply some shock therapy, in which case I back away a bit. (though not off any ledges. 😊)

written by 4616599 on Apr 26, 2011 11:04

Wait...Joris-O is decanting in a tank, but I can still make his old clone moan? This could be Fun 😊

"Mmf! Sal? Ugh! Get him off!"

Meanwhile, possibly simultaneously

(Joris-O-DNK-2? surveys his surroundings groggily)

I start coming to. Oh, so this is how tank slime feels. Slimy.

written by Jam on Apr 26, 2011 12:24

I check if any of my bones are broken...

"Ow.... You okay, lift? That was quite some ride... It was even kinda FUN..."

I look down at the Director...

"Well, maybe not for him..."

If I don't seem to injured, I try to get up, slowly. Then, I peer into the darkness...

"Wow... It's dark out there..."

I start dragging the Director (or what remains of the Director) out of the lift...

written by Lightning4 on Apr 26, 2011 12:25

I check again to see if the lift is there. I thought I heard something.

"Is it here? Hello? Anyone up there?"

I start moving towards it. And away from Cryo.

written by Gligar on Apr 26, 2011 15:57

Underplex Access Junction 85-08

Malkom-R explains who, and where he is to the mechanical voice. He explains that he needs medical assistance, though he doesn't know the team's name, since he wasn't there when the team was named.

"Acknowledged," the voice replies. "A docbot will be dispatched to your location. Have a nice daycycle, citizen."

The voice hangs up.

Cryo-R continues to try and revive Joris-O's corpse. He asks the jackobot for help, claiming that the bot would be responsible for Joris-O's death if it did not.

Instead, the jackobot lunges at Cryo-R with a manipulator. "Citizen, *this. Clone. Is. Dead.* Do you want to be responsible for creating a zombie?"

But it's already too late. Joris-O's corpse begins speaking. He asks the jackobot to get Cryo-R off him.

"...This is bad," the jackobot says.

Hearing something from above, L4-O looks at the lift, It's finally arrived. Jam-O is walking out of it, dragging the ex-Director with him as he does. Behind him, the lift comments, "Well, that was refreshing. It might have gone a little better. But we now know one important thing: my deceleration systems do, in fact, work. Good to know, that."

L4-O continues up the ramp.

Meanwhile, the frownythings keep coming. "Vat it!" Lucas-R says. "I'm out of ammo!"

Those with Com 1s receive a message on channel 1: "Well, I've never seen such horrible designs in my lifecycle. How

is anyone supposed to be able to see in the dark, especially during an emergency?"

Southern Passageway

The message is from Mango-R. He finishes transmitting and keeps on going. He keeps shooting until his slugthrower runs out of ammo, talking to himself as he does. He thinks that Other!Mango-R is actually a mutant somewhere.

The frownyfaces keep on coming.

Cloning station (Somewhere)

Speed-Y holds his breath. He is concerned that he woke up while still in the tank. It shouldn't happen, but, as he knows all too well, it does.

In most cases, though, it doesn't last long. As in this case. His body shakes as equipment disconnects itself from him. Shortly, the tank drains and opens, depositing him on the floor.

Joris-O is still in his tank, though. He's just woken up, and seems to be thinking about the tank goo. He's still connected to machinery.

written by Speeder on Apr 26, 2011 16:09

I notice Joris also awake inside the tank.

I stand, and then I comment.

"If I was still RED, I would certainly check these things, we are not supposed to wake up during cloning... But since I think I am YELLOW, I will be a example citizen and do the normal procedure."

I look around for the showers, forms and jumpsuits.

Then I stretch my arms.

"OH VATCRAP, DIEING SUCK!!!!"

I mean, first, I do not feel like myself, I feel like if I was my twin brother but I stole his body... Kinda bizarre... I wonder if all clones that spent too much time with their number 1 clone feel that way... If I do not had the same mind I would swear I am not me. Oh, I think that saying that stuff aloud maybe is treason... Also, I want my stuff! I miss my spear, nut thrower, and the awesome ancient slugthrower..."

I walk toward the showers.

"So, I died, my friend Massacrebot died, maybe permanently, and all my custom equipment died, and my brevets got vaporized..."

FRIEND COMPUTER, WHAT IS MY CLEARANCE?"

I mutter... "I hope I have enough clearance to know my own clearance..."

written by Megagun on Apr 26, 2011 16:13

I enter the chemical shower and have a good chemical shower.

written by Lightning4 on Apr 26, 2011 16:21

I smile seeing the lift. And Jam. I hear Lucas mention he's out of ammo.

"Okay folks, looks like we're done here, we can't fight these things forever, especially since we're running out of ammo. The lift is here! Let's get out of this little slice of paradise."

I get up next to the lift. From the ledge, I try to assist in picking off any more of the mutants that might slow our retreat.

"Good to see you again, Jam. I take it the mutation registration went well... what do you have?"

written by Malkom on Apr 26, 2011 17:39

I wait for the docbot. If any frownythings come near, I try to shoot at them. Once I run out of ammo, I try to hit them with my fists or anything nearby. If I find something to throw at them, I do throw it at them.

written by Cryoburner on Apr 26, 2011 18:47

"I knew you could do it Sal! We make a great team!"

I drag Joris into the lift.

"Alright everyone, let's move out!"

written by Cryoburner on Apr 26, 2011 19:10

...

Once inside the lift, I quickly check it for any visible damage, as well as the condition of any occupants who might still be there.

written by Mingamango181 on Apr 26, 2011 20:31

"Well, I'll be darned. Out of ammo."

I switch to my other slugthrower, and try to run. I do my best to conserve the shots that I have.

"Perhaps you could get some lighting in here."

"As good as your suggestion sounds, I have no idea where we could go to do that."

"Good point."

written by Jam on Apr 26, 2011 22:55

I twitch a bit as I hear the three most horrifying words I can imagine... Out. Of. Ammo.

"Noooo! Lucas-R! Here, catch!"

I throw a fresh laser pistol barrel towards him...

Then I notice L4-O walking towards me, and talking to me... I smile, and respond.

"Hello L4-O! Guess what? I've got the Mind Sense mutation! Fully registered and everything! I even found the Director and got the disarm code from his memories! I was sending the code to Speed-Y when the Tsar exploded... We were just a few secondcycles too late..."

I look sad for a few secondcycles, then notice Cryo-R walking this way, dragging a half-dead clone behind him...

"Is that... Joris-O! Oh no! Is he still alive? ... He's mumbling, he *is* still alive! We need to help him! Maybe we can still save him..."

I take out a medkit, and give it to Cry—ah, I mean, L4-O... (I don't trust Cryo-R with syringes, or pills... 😊)

"Here, we can use this..."

written by 4616599 on Apr 27, 2011 00:17

"Excellent idea." I mumble, trying to flop away from Cryo's grasp.

Meanwhile..

I wait for the tank to finish. Apparently Speed is talking but I can't hear him. Once done, I get to my feet and look for the showers.

written by Gligar on Apr 27, 2011 00:58

Cloning station (somewhere)

Speed-Y looks at Joris-O, still in the tank, and awake. He wonders if his brevets still apply, what with them being incinerated in a nuclear blast and all. If not, he'd take a look. If so, he'd better act like a model citizen.

He looks around for showers and things. The showers are right through that door over there. And there looks to be a rack of jumpsuits behind that row of cloning tanks (no, not that row, the other row). He can't see any forms in the vicinity, though.

He decides that getting recloned will take some getting used to. He's not sure if he's even him any more, and what's more, he lost all his awesome stuff... That feeling will pass, though. It's just too bad about the stuff.

But speaking of stuff... brevets!

He asks our mutual friend, walking over to the showers as he does. Behind him, a bot rolls towards the tanks. It seems to be holding something.

The Computer responds, "**According to my records, you are breveted to YELLOW Clearance, citizen.**"

So I guess the brevets still apply.

Mega-R (no word yet on the double quotes) gets to the showers first.

Chemical showers

On seeing that the showers are the typical enclosed booths, Mega-R enters one and starts the cycle.

Cloning station (somewhere)

Looks like Joris-O's tank is disconnecting from him. Ah... there it goes. He is deposited on the floor. He also looks for the showers. Again, he sees that they're over there.

Underplex Access Junction 85-08

L4-O is pleased that the lift and Jam-O are here. He's less than pleased that Lucas-R has run out of ammo.

He decides that they're done here, and heads up to the ledge. From there, it's difficult to even see any mutants or frownythings...

...except for the frownything that seems to have dropped from nowhere, landing behind them. And Jam-O.

Since Jam-O is here, he assumes that his registration went through. He asks for details.

Jam-O initially ignores him. He's more concerned about Lucas-R running out of ammo. He throws him a fresh barrel.

Lucas-R catches it. "Thanks!" He changes his barrel while running for the ramp.

Jam-O then turns to L4-O. He fills him in on his mutation, and that he managed to get the disarm code, and tell Speed-Y... just a little too late.

Then he notices Cryo-R and Joris-O. The latter has... rather a lot of injuries. He's also mumbling and trying to shamle away from Cryo-R.

He produces one of his medkits, which he briefly considers giving to Cryo-R, before changing his mind and offers it to L4-O instead.

Southern passageway

Mango-R is unaware of all this. He's switched to his other slugthrower.

But in the time he takes to argue with himself, a frownything crept up on him. **SSSSSS**

written by Jam on Apr 27, 2011 01:48

I suddenly stiffen, and my expression changes to a confused look... I look at Joris-O, then look somewhere off into the distance, then back at Joris-O...

"What the... Why is Joris-O... in two places at once? Did he start recloning already? He's not dead yet! Though, he's barely alive... Hang on, Joris-O... We'll get you fixed up, then we'll sort all this out..."

I look at Cryo-R, then take my laser pistol out and aim it at his head.

"I've got a strange feeling you caused this somehow... Stay away from Joris-O, don't make this worse than it already is... And, yes, that's an order. If you disobey, you'll be the next one that comes out of a cloning tank..."

written by Lightning4 on Apr 27, 2011 04:24

I look towards Jam.

"Let's get on the lift, we can sort this out th-AH BEHIND YOU!"

I try to shoot the mutant before it has the chance to explode on us.

"Where are these things coming from!"

written by Cryoburner on Apr 27, 2011 06:10

"This one apparently decided to explode himself. I performed a glorious rescue though, while the others provided cover

fire. He was quite thoroughly injured when I reached him, but Sal and I brought him back from the brink of death through the wonders of sleep massage therapy! It was an excellent display of teamwork! Both him, and the food he carries are now safe!"

I enter the lift if I'm not already inside, and do what I mentioned before, that is checking the interior for visible damage and checking on the condition of any other clones that might still be inside.

written by Mingamango181 on Apr 27, 2011 07:13

"Hmm... Sounds like someone's making TeaSir down here."

"Stop deluding yourself. What sort of clone makes TeaSir down here!?"

I turn to face the sound. I attempt to shoot at it twice, then start running.

I wonder why you haven't just given up yet. You're lost. And you're slowly bleeding to death.

Because I want to conserve clones. I've already died enough times as it is. Once is already too much. And, the last thing I need is a confrontation with Speed-Y...

written by Megagun on Apr 27, 2011 11:02

I get out of the chemical shower (if done) and look around to see where I can get my stuff from.

written by Speeder on Apr 27, 2011 13:02

I proceed to take a shower, taking my time to do everything correctly, although usually the phrase "CPU MANDATE" scares me to death or something like that, it is important to follow them correctly on the showers, they are known to be... not pleasing, when you do it wrong.

written by Gligar on Apr 27, 2011 16:51

Underplex Access Junction 85-08

Jam-O stiffens, and looks confused. Why is Joris-O in two places at once? Did he reclone... before this clone died? But he's barely alive... or...

He whirls on Cryo-R, laser pistol suddenly in his hand. He thinks Cryo-R did this... somehow. He orders Cryo-R to stay away from the not-quite-(un?)-dead Joris-O. If he disobeys... well, Cryo-R will see the inside of a cloning tank again.

L4-O looks at Jam-O... and the frownything.

He tells Jam-O to get down and shoots!

Hmm... crowd control shell... those are normally designed to deal with a whole room of traitors from a slight distance. Needless to say, against one enemy, it's the same as twenty normal slugshots. The frownything doesn't stand a chance.

Naturally, Cryo-R completely ignores this, instead stating that Joris-O was "trying to blow himself up", but that he "rescued" him, and then "brought him back from the brink of death"...

He enters the lift. He seems to be looking for someone, but, besides the team, there's nobody here.

As for the lift itself, it seems undamaged.

Lucas-R appears, and glares at Cryo-R before entering the lift.

Southern Passageway

Mango-R initially mistakes the hissing for TeaSir before he realises what it is. He shoots twice, and runs without even looking. He seems to want to avoid Speed-Y for some reason. He also wants to conserve clones.

Does this mean he's abandoning the mission? Does he simply not care any more? Maybe the things now clawing at him will help him decide.

Chemical Showers

Mega-R tries to leave the showers but finds that his booth is still running. It's currently in the rinse cycle.

Speed-Y takes another booth and, taking care to observe all proper procedures, starts the booth's cycle.

written by Megagun on Apr 27, 2011 17:37

I get out of the chemical shower (if done) and look around to see where I can get my stuff from.

written by Speeder on Apr 27, 2011 17:48

I start to look... unhappy...

Not unhappy enough to get instant termination, but unhappy enough...

written by Lightning4 on Apr 27, 2011 20:47

"Hmph."

I get on the lift and check whether everyone is on it.

"Someone get Malkom on here too, unless he'd rather wait for that docbot. In which case it's on him."

I finally take that medkit and see if there's anything I can give to a clone in Joris' condition. Assuming it's still Joris, of course.

"Let's see what we have here... although I'm kind of worried if what you say is true. I wonder what happens when two clones of the same person exist simultaneously. And I wonder what Friend Computer would say..."

written by Mingamango181 on Apr 27, 2011 20:51

"Oh, why are they still here?!" I yell.

I try to search for a door or some sort of room away from the frowning things, anything to get out of this endless passageway.

The lift is going to leave soon. I guess we're both- oh wait. You're stuck down here.

written by Malkom on Apr 28, 2011 00:06

"GET HERE ALREADY, YOU STUPID DOCBOT! THIS IS URGENT!"

written by 4616599 on Apr 28, 2011 00:09

I pause for a while, almost as if thoughts are running through my mind. Or minds.

"Strange. Never did see something like this. Mmph. I blame Cryo."

"Ah, Speed-Y, congratulations on saving the sector!"

I head for the showers, grabbing any needed masks.

"I wonder-" I suddenly pause for a while. "I'm getting the most peculiar sensation. It's almost as if..."

I shake my head and go on

written by Jam on Apr 28, 2011 00:13

I look at the remains of the frownthing...

"Ah! What was that thing?! Thanks for saving me..."

I look back at Joris-O.

"Yep, it's strange... This clone here is Joris-O-DNK-1, but I'm also sensing Joris-O-DNK-2, I think at the same place Speed-Y is recloning at..."

I look around a bit, and make sure everyclone is here...

"Okay, Speed-Y is recloning, Joris-O is here, L4-O is here, Lucas-R is here, Cryo-R is here, John-R is... Where is John-R?"

I look for John-R...

"And Mango-R, where is he? Wait... Oh no! I think Mango-R was following Speed-Y! He must have gotten lost! We've got to find him!"

I think a bit, then suddenly make my decision...

"I'm going to go get him, I'm probably the only clone here who will be able to track him, since I can sense minds... Anyclone want to come with me?"

written by Malkom on Apr 28, 2011 00:33

"I'd like to, but... well..." I look regretfully at my legs. "I wish the docbot would hurry up already!"

written by Cryoburner on Apr 28, 2011 00:50

"Wasn't there one other in the lift on the way down? The quiet one, who just stood there silently the entire time. I don't think he ever left the lift. Maybe he got off at some floor when the lift was away? We should probably find him too. He might be an expert at being silent, or something. That could probably be useful."

I gesture in the direction of the Director.

"Hey... Wasn't he on the lift with him? Maybe he knows where he wandered off to."

written by Gligar on Apr 28, 2011 01:52

Chemical Showers

Mega-R's shower finishes its cycle and opens. Mega-R then heads back to the main station.

Speed-Y's shower continues its cycle. He begins to look unhappy.

Joris-O (the freshly cloned one) enters the showers and starts speaking to Speed-Y. He has this strange feeling... but he tries to put it aside, entering a shower himself. Putting on the mask, he hits the button, closing the door.

Cloning station (somewhere)

Mega-R looks for his equipment, but it doesn't seem to have been collected.

He does spot a rack of jumpsuits, and a bot which seems to be holding ME Cards, though.

A lift

L4-O checks where everyone is. John-R is still out there, as is Malkom-R. And Mango-R... wherever he got to.

He asks for someone to go and get Malkom-R (unless he'd rather wait for that docbot).

He then takes Jam-O's medkit and looks through it. There are a few bandages, dressings, and such in there, as well as the standard pills. As he looks at them, L4-O wonders what our mutual friend would say about there being multiple Joris-Os around... if that's even true.

Joris-O (the semikindamaybeundead one) hasn't seen anything like this. He feels kind of strange as he enters the lift, trying his best not to shamble into anything. It's kind of difficult to think.

Jam-O is looking at the remains of the frownthing. Its body is a GREEN colour and kind of crispy looking. Instead of blood, it's "bleeding" a kind of black powder from its wounds. It still frowns, even in death.

As Jam-O watches, the body starts to disintegrate.

Looking at this Joris-O, he explains what he means about there being more than one of them: this one is the Prime, which was terminated, causing a Joris-O-DNK-2 to decant... somewhere... in the same place as Speed-Y...

He looks around. Everyone's here, except... Malkom-R, John-R, and Mango-R.

Now where did John-R go?

And Mango-R? He ran off following Speed-Y, didn't he! He must be found! Jam-O volunteers to go and get him, and asks if anyone wants to join him.

Cryo-R wonders if there was another clone with them as they came down? He stayed in the lift, didn't he? Where did he go? Does the ex-Director know?"

"That idle clone? Internal Security have him.. something about having information beyond his clearance," is the reply.

Underplex Access Junction 85-08

Malkom-R loudly demands that the docbot gets here soon. When Jam-O makes his request, he states his legs... otherwise, he's join him.

John-R appears from the darkness. "Here, I'll carry you." So that's where he went.

Southern Passageway

Mango-R starts feeling for a door or something... anything to get away from his assailants...

A side passage! That'll do...

Side passage

And look at that! Someone must have dropped a PDC here. It's a very old one, though. But it still seems to have power. And importantly, a light-up screen.

Then he seems to hear something...

written by Speeder on Apr 28, 2011 01:56

As I hear Joris saying that I saved the sector, I make a puzzled face.

In fact, I make an inquisitive face toward him.

written by Lightning4 on Apr 28, 2011 03:04

I give the ^{not?}Joris a visomorpain pill, if there are any in the medkit. That should help...

I hear Jam mention something about wanting to go after Mango. A worried look crosses my face.

"Are you sure? The passages are extremely dangerous. If the tunnels are full of even more of those things, we'll have trouble fighting them off, let alone getting back..."

"To be honest, I'm surprised you even detect him. I would've thought he'd be dead already. He took off after Massacrobot for some reason. There's no way he would've caught up in time. And if he had, he'd have died..."

I shrug.

"But if you feel we need to do this, I've got the only weapon that can handle groups of those things..."

I check my pack for any more of those nifty crowd control shells.

written by Mingamango181 on Apr 28, 2011 10:09

I pick up the PDC, and quickly check the amount of power left, and the ownership information. I then hold it with my hand on the broken side. I switch back to my truncheon, and wander further down the side passage. The sound worries me.

This isn't a joke. And if it wasn't you, whoever it may be, STAY AWAY FROM ME!

I start walking quicker.

written by Jam on Apr 28, 2011 12:32

I smile at L4-O...

"Mango-R's a member of the team, isn't he? Are we just going to leave him to wander the tunnels until he dies?"

I get a worried expression...

"But... Something's wrong with Mango-R... It's like there's two personalities inside of one mind... Maybe a mutant somehow transferred itself to his mind? And I get the feeling that whatever it is, it doesn't want us to follow Mango-R..."

I look at the Director...

"Oh, you woke up, commie vatslime? Really, you picked the wrong clone to try to lie to...Your mind is completely open to me, it was obvious you were hiding something... And of course, getting the disarm code from your memories was simple enough... '1 D 10 T'? What a short code! You're lucky the clone that was with the Tsar was just out of my range... Anyway, I'll let IntSec deal with you... I'm sure you'll be having a lot of pleasant chats with them... Heh heh heh..."

Then I turn, and walk towards Malkom-R and John-R... I speak to Malkom-R...

"Hmm... Your legs don't look too good... You'd better go with the others, to the lift... What did L4-O say your name was again? Malkom-R? Well, welcome to the team!"

I turn to John-R.

But, John-R, you seem to be doing okay... How about you come with me? We can talk about all kinds of interesting registered-mutant-related things along the way! Here, let's carry Malkom-R to the lift first..."

I direct John-R to grab Malkom-R's shoulders, then I try to lift Malkom-R by the hips (to avoid damaging his legs any more than they already are). I start trying to carry him towards the lift...

written by Gligar on Apr 28, 2011 16:47

Cloning station (somewhere)

Speed-Y looks puzzled, then questioning, at Joris-O. He clearly doesn't remember the last few minutecycles.

The shower finishes its cycle and lets him out.

A lift

L4-O gives their Joris-O a visomorpain pill.

He then addresses Jam-O. Going after Mango-R would be dangerous. It would be difficult to find him in these passageways, and even if they did, there are those... things... to deal with.

Also, he is surprised Jam-O was able to detect Mango-R in the first place: he thought he'd have died by now.

Oh well. L4-O has Turbo, the only appropriate weapon. And he has another four of those crowd-control shells intact, with two damaged crowd-control shells if he needs them.

Underplex Access Junction 85-08

Jam-O points out that Mango-R is part of the team. Are they just going to leave him here?

There is something else, though. Mango-R seems to have two personalities... it's like some mutant hitched a ride. And whoever it is, it doesn't want to be followed.

He notices that the ex-Director woke up. He mocks the communist's choice of bomb code. I D 10 T... sheesh. But enough of that. IntSec would *love* to speak to him.

He suggests that Malkom-R go with the others in the lift. Of course, to do that, he'd need to be carried. John-R is a different matter, and they now have something in common. "Sure," he says. "It could be interesting."

But first, there's Malkom-R to worry about. The two lift him and carry him up the ramp.

Side Passage

Mango-R picks up the PDC. It looks like an old Series 1100, which lacks the camera, apps, and general AlphaNet access common to the Series 1300. In fact, it's completely incapable of displaying graphics of any sort. But it can still make calls and send and receive text messages.

On the downside, the battery's down to one bar, and it doesn't have a signal. It's supposedly assigned to a Gareth-R-UTR-6, whoever that is.

He keeps walking.

written by Speeder on Apr 28, 2011 16:57

As I get out, make sure I am not wet, and then look for where the jumpsuits are, I approach Joris location.

"How you know I saved the sector? Is this cloning station on the sector that exploded?"

Then I notice in fact, only Joris, and Mega are here.

"Indeed, here the only ones are me, you and Mega, this mean that probably the others do not got killed, it means I DID saved the sector!!!"

Now I look so happy that it go beyond the happyness counter of Friend Computer.

written by Malkom on Apr 28, 2011 17:18

I refuse to be carried anywhere. "I'll just wait here for the docbot."

written by Jam on Apr 28, 2011 18:08

I continue carrying Malkom-R to the lift...

"Nonsense! If you stay here, those things will kill you... And you'll get treated faster if you come with us, we can meet the docbot halfway..."

I pause.

"Do you really want to stay here?"

Then, I frown...

"Wait... I'm feeling some sort of strange tiredness... Hmm... I have been using my power quite a lot recently... Maybe I've run out of energy? John-R, would you happen to know what it means?"

written by Mingamango181 on Apr 28, 2011 20:16

Moving further along, pointing the PDC towards the walls, looking for any lifts, ranges, or switchboards.

Looks like they're gone, for now at least. They were probably new to this, since they were consuming far more energy than what your average mutant would.

Whatever you say...

written by Megagun on Apr 28, 2011 20:29

I move up to the bot with the ME cards.

"Hi. Do you happen to have my ME card? I somehow forgot my name, perhaps due to this being my first ever cloning, as far as I can remember. I suppose I could wait until I recall my name, but I somehow remember that I have some vitally important mission to succeed... Can you show me all the ME cards that you have? I'm sure I'll remember my name once you show them to me!"

written by Lightning4 on Apr 28, 2011 20:50

I attempt to assist with Malkom. The more clones assisting, the more stability for broken legs. Right?

Either way, I try to help.

written by Malkom on Apr 28, 2011 21:04

"You're carrying me to the lift? Sorry, for a moment there I thought you were going to try to carry me with someone who was looking for Mango-R..." I allow myself to be carried into the lift.

written by Gligar on Apr 29, 2011 00:58

Chemical Showers

Speed-Y gets out of the shower. The fans seem to have worked to an acceptable standard, so he goes looking for the jumpsuits. They're in a rack between some cloning tanks.

Behind him, Joris-O's shower opens, having finished its cycle. He turns back and speaks. How does Joris-O know? Are they even in the same sector any more?

But then again, there are only the three of them here. Maybe the others are still alive. That means he did save the sector! He gets happy. No, **HAPPY**.

Cloning station (somewhere)

Mega-R approaches the bot. Does it perhaps have his ME card? There's one small problem... he can't remember his name...

"That is not a problem, citizen," the bot says. It shows Mega-R the ME cards it's carrying: those of Speed-Y-DOF-2, Joris-O-DNK-2, and Mega-R-GUN-2.

Underplex Access Junction 85-08

Malkom-R tries to get Jam-O and John-R to put him down. He'd rather wait for the docbot. Jam-O won't hear it, though, and the three continue towards the lift. Those things are dangerous, after all, and it would be quicker if they went to meet the docbot half-way. Unless Malkom-R really wants to wait here...

[470]

Jam-O pauses for a moment. He's feeling sort of tired... does that mean he's run out of freaky mutant energy? He asks John-R. "Something does generally happen if you run out of energy, sir... it can be tiredness, headaches, dizziness... there's a long list of things. If you're sure, I would suggest getting some rest."

L4-O decides to lend a hand with Malkom-R. Malkom-R relents and allows them to move him to the lift.

A lift

There we go.

Side Passage

Now armed with a light source, Mango-R can look for things... like lifts, or ranges, or switches.

Nope. All he finds is more passage, and a bunch of doors that don't look like lifts.

written by Speeder on Apr 29, 2011 01:38

I start to whistling some of the most upbeat and happy jingles, maybe even some old and obscure one if needed, and go see if there are any YELLOW jumpsuit available.

written by Lightning4 on Apr 29, 2011 05:04

"Right then. Looks like everyone is on."

I look to make sure both Malkom and John are secure on the lift.

"Lift, where is the nearest medical bay that a docbot will be dispatched from? We'll probably be intercepting it. Or we might be going straight to the medical bay. Wherever it is, take us to that level."

I shake my head.

"Well, sorry Mango, looks like we'll have to find another way of searching for you."

"Maybe he'll find a way of contacting us. Or even find a way back to safety. Or maybe he'll survive until we can return with more firepower and a fully rested Jam-O..."

I pause for a moment.

"Also, lift? Where's the nearest cloning station? I'm sure the rest of our team might be there..."

written by Malkom on Apr 29, 2011 06:06

Now that I'm safely in the lift and have survived the Tsar relatively intact, I heave a sigh of relief and try to get as comfortable as possible.

written by Mingamango181 on Apr 29, 2011 08:18

I examine quickly at the doors, noting the label if there is one. Else I pick a random door, and look inside.

written by Megagun on Apr 29, 2011 16:24

"Hm. I can't remember ever hearing of Speed-Y-DOF. Mega-R-GUN is such an idiotic name, I would have remembered if it were mine. That must mean I'm Joris-O! Thanks!"

I take the Joris-O ME card and then proceed to get my Orange jumpsuit.

"You know, I can't remember ever having worn an Orange jumpsuit. Whoa, that must mean that I have been promoted to Orange clearance shortly before my unfortunate death! Awesome!"

I look around to see if I can figure out where I could get my stuff from.

written by Gligar on Apr 29, 2011 17:05

Cloning station (somewhere)

Whistling some jingles, Speed-Y goes over to the jumpsuit racks, and picks out a nice YELLOW one.

Nearby, Mega-R looks through the ME cards. He claims to have never heard of Speed-Y, and that Mega-R is an idiotic name. Therefore, he "must" be Joris-O.

"Citizen," the bot replies, as Mega-R takes Joris-O's ME card, "are you suggesting that The Computer's naming algorithm is less than perfect? I suggest you go to a confession booth as soon as you are done here."

Mega-R ignores the bot, and goes over to get a jumpsuit, almost colliding with Speed-Y in his "euphoria" at being "promoted".

The real Joris-O seems to stay out of the way.

A lift

With Malkom-R safely in the lift, L4-O checks to see if everyone is in. They are, it seems. Unless Jam-O and John-R still want to go and look for Mango-R?

But it looks like they won't have a chance. L4-O asks the lift to take them to the nearest medical bay, one from where a docbot might be dispatched.

The lift replies, "That would be E Sublevel, citizen, by the reservoir monitoring station." The lift closes its doors and begins the journey upward. It looks like Mango-R will have to wait, at least until Jam-O can rest, and they can replenish their firepower.

Of course, he might find his own way back, which would solve things quite nicely.

Another thing enters L4-O's mind. Where's the nearest cloning station? The lift tells him that it's on C Sublevel, by the food vats.

Malkom-R emits a big sigh of relief. He tries to get comfortable.

Side Passage

Mango-R looks at the doors. Disappointingly, they're unlabeled, so he just picks one, and tries it.

It turns out to be unlocked, and opens into what looks like an abandoned briefing room.

written by Megagun on Apr 29, 2011 17:16

I look for my equipment, and if I can find it, I'll take it.

written by Speeder on Apr 29, 2011 17:52

I approach the bot, and asks what he is holding.

Also I see what equipment is available around...

I wear the jumpsuit, while waiting for replies and looking around, and I remain whistling my jingles (of course, not when speaking)

written by Jam on Apr 29, 2011 21:54

I set Malkom-R down onto the lift floor, then lean against the railing or wall of the lift and try to rest a bit...

Wait. I forgot something...

"Come here Foursixonesixfiveninenine-R... I'm going to have to handcuff you... Or would you rather I just terminate you now?"

I take out another pair of handcuffs, and put them on the Director... Or, I try to... Wait a secondcycle...

"Vatcrap! I did it again!"

How did I manage to cuff myself to the Director again?

"Why does that keep happening?! Grr... I'm gonna get it right this time..."

I try again to cuff the Director's hands behind his back...

"There! Wait... Hang on... Lucas-R, how did you... Oh no..."

I facepalm, and try again...

"There! Wait, that's not the Director... How did I get a completely different clone?"

After that, I sink to the edge of Mandatory Happiness limits, and just give up...

"Agh! It's too complicated! I just can't figure it out!"

written by Malkom on Apr 29, 2011 22:03

"Just terminate him, I don't think it's worth the trouble."

I try to relax as the lift speeds upwards. I wonder what the next mission will be, and I hope it doesn't involve mutants.

written by Lightning4 on Apr 29, 2011 22:03

I watch Jam's struggle with the Director.

"...and nearest Intsec station?" I append to my previous questions to the lift.

"Or wait. He still has the locator tag, doesn't he? We could just have Intsec track and intercept us while we're busy in the medical bay. That could work too... unless the station is close by."

written by Mingamango181 on Apr 29, 2011 23:19

I get an odd sense that I've done this before. Back with my first clone, when I wandered off, and was unprepared.

I shake my head. This isn't the time to think back then.

I go through all the other doors, taking anything that may seem useful.

written by Gligar on Apr 30, 2011 01:20

Cloning station (somewhere)

Mega-R looks for "his" equipment, but it looks like it hasn't been collected. He does find some laser pistols, though.

Speed-Y asks the bot what it's carrying. "I am carrying ME cards, citizen." It shows Speed-Y, who notices both his and Mega-R's cards in the bot's manipulators.

He looks around while getting comfortable in his jumpsuit, noticing the laser pistols that Mega-R found.

A lift

Jam-O puts Malkom-R down so that he can rest for a moment.

Then he remembers something.

He tells the ex-Director to step forward, and proceeds to handcuff him...

...wait, he's done it again. It's clear that he needs more practice with handcuffs, so that he can get to the point where he's not handcuffing himself to the accused...

He tries it again. There, that's... no, that was Lucas-R. Now the three of them are linked.

Okay, one more time... there!

Er... wait, no, that was L4-O...

Sigh.⁴¹¹

Malkom-R suggests to just terminate the ex-Director, since it's just too much trouble.

L4-O continues asking the lift. This time, he wants to know where the nearest Internal Security station is. "That would be I sublevel, near the reactor shielding," the lift answers.

It continues to ascend.

Side passage

Mango-R keeps trying doors. Two are locked. Two more lead to empty rooms. The last leads to an old dormitory. An open locker contains part of a first-aid kit.

Which is probably a good thing, since Mango-R decides to collapse as soon as he enters the place.

written by Speeder on Apr 30, 2011 01:26

I take my own card, and pocket it.

Then I turn to Mega-R.

"Mega-R, why you are not with your ME card? Come here fetch it before touching those pistols."

I see what color of barrels are available.

⁴¹¹ GLIGAR: (OOC: That's still funny, Jam. Have a perversity point)

written by Jam on Apr 30, 2011 01:51⁴¹²

I facepalm, or try to... It might be difficult with both my arms cuffed to clones... 😞

"Ugh! Sorry L4-O! Sorry Lucas-R! Those handcuffs are just too confusing..."

I look up after the lift speaks...

"Oh, reactor shielding? Then let's go to I Sublevel! Maybe the radiation will give me more energy, since that's what gave me my mutation in the first place... And we can drop off the Director at the same time... And maybe I can get this locator tag off..."⁴¹³

written by Mingamango181 on Apr 30, 2011 02:22

Ugh.

I guess you have to learn things the difficult, and far more painful way. It's a wonder how you even got RED clearance to begin with...

I try to feel a bit around for the PDC, which by no doubt must have fallen nearby. I try to bring up the call feature.

I select the first contact that's in the list, or else press some random numbers and call it.

"Is... anyone... there?"

written by 4616599 on Apr 30, 2011 02:49

Joris-O-1 and 2 snap out of their dazes again.

Ignoring the handcuffing action for now, I sink to the floor, feeling weak, and pop in the Visomorpain. I instantly drop right on the floor, noting that it tastes salty. I try to say something. My mind seems muc thicker than usual.

"Ugh! Doorknobs is pleasing think to think about! Idea bots! Idea bots!"

"Oh, Speed-Y...last thing I remember was that you managed to detonate the nuke in the range on time. Then I sorta remember a much smaller explosion, and Cryo-R poking people...after that, I have this strange feeling something happened."

I look at the bot's ME cards.

"Mega-R-GUN? I don't recall that being my name...either I'm really confused, or do you have any more?"

written by Cryoburner on Apr 30, 2011 03:07

Noticing that everyone seems to be getting handcuffed, and not seeing any keys around, I decide it might be best to back into a corner of the lift for a little while with my arms behind me.

⁴¹² JAM: (ooc: Yay, a Perversity Point! Thanks! 😊)

Also, is Lucas-R handcuffed to me, or the Director? And how does L4-O fit into all this? Does he have his hands cuffed behind his back, or is he cuffed to me too?)

⁴¹³ JAM: (ooc: The stats say I'm still wearing the radiation suit...)

"So, are we headed to find a docbot, a cloning station, internal security or an idea bot now? Maybe if we split up, we could cover more ground!"

I look at the handcuffed clones...

"Well, not so much you guys... Maybe the docbot could help split you up though!"⁴¹⁴

written by Lightning4 on Apr 30, 2011 04:29

I sigh too.

"Well, if we can't get these off, I have my "handcuff key", if you know what I mean."

"Unfortunately, a laser pistol in a small, crowded lift is... probably not the wisest idea..."

I check to see if both of my hands are handcuffed, or just one. If it's both, then I continue to say.

'Well, I could do it if I actually had any free hands.."

written by Malkom on Apr 30, 2011 05:22

I look at the handcuffs. If they have some kind of code lock, I say, "Tell me the code, and then get the cuffs near me so I can enter it and uncuff everyone." If they don't have a code lock I ask for a key so I can uncuff everyone. Once I get said code or key I proceed to have everyone get their cuffs close to me (I can't really stand up because of my broken legs) and unlock the cuffs.

written by Megagun on Apr 30, 2011 12:55

I grab a laser pistol plus matching Orange barrel, whilst ignoring Mega-R and Speed-Y, then head out to find a map and figure out where I am.

written by Gligar on Apr 30, 2011 16:54

Cloning station (somewhere)

Speed-Y takes his ME card, and turns to Mega-R. He asks why Mega-R doesn't yet have his ME card, and asks him to rectify it before touching the laser pistols. Mega-R ignores him.

He goes over to look at the lasers himself. Hew notices that there are RED, ORANGE, and YELLOW barrels available. Mega-R continues to ignore him.

Joris-O tells Sped-Y that he got to the range in time for the nuke to detonate. After that, there was a convention explosion, then... something.

He turns to the bot, which now only has the one ME card left: Mega-R's. He's confused. That isn't his name, is it? Or does the bot have more cards?

"I was given only three cards, citizen, one for all three of you. What is your name, citizen?"

Mega-R takes a laser pistol and slips out, not bothering to fill out any of the release forms.

⁴¹⁴ CRYOBURNER: (Edit:Fixed typo)

A lift

Jam-O tries to facepalm. Difficult when one hand is cuffed to the ex-Director, and the other is cuffed to Lucas-R. He apologises about being confused over the handcuffs.

He then realises what the lift just said, and suggests they go to I Sublevel. That way, they could solve multiple problems, involving mutant energy, the ex-Director, and their locator tags.

Joris-O snaps out of whatever it is. He sinks to the floor, and eats his pill. He's feeling... weird. He can't speak properly, His brain isn't working properly...

That's probably to be expected.

He mumbles something about doorknobs and idea bots. This causes the jackobot to seemingly glare at Joris-O. "I wonder if ten thousand volts would do anything to you in your condition..."

Cryo-R tries to get away from the handcuffing. He wants to know if they're going after a docbot, a cloning station, IntSec or an idea bot (crackle, crackle). He suggests that they split up.

L4-O sighs. If needed, they have his "handcuff key", but using that in a lift would be... fun, to say the least.

He checks his hands. They're handcuffed together, in front of him. So much for that idea.

Malkom-R looks at the handcuffs. They're just ordinary handcuffs, ones that need a key to unlock.

Abandoned Dormitory

Mango-R retrieves the PDC, and tries to make a call.

An automated response says, "Citizen Gareth-R-UTR-6 is not authorised to make voice calls. You will be connected to Internal Security momentarily."

After a brief recorded message reminding Mango-R to report suspicious activity, a male voice says, "Office of PDC Control. You aren't authorised to make a call. Why are you attempting to do so?"

Corridor (C Sublevel)

Mega-R exits, and looks for a map. He doesn't find one, but he does find some signs. They tell him that he's on C Sublevel, and that the main food vat hall is at the far end of the corridor. The lifts are also there. He also notices that the corridor is INFRARED.

written by Megagun on Apr 30, 2011 18:05

I move towards the food vat hall. Surely there's someone there who can show me directions towards the nearest Logistics office!

written by Speeder on Apr 30, 2011 18:39

I take a pistol, and whatever amount of YELLOW barrels I am allowed to take (unless that would result in too much stuff to store...)

I proceed to the forms, but while I do that, I speak.

"Friend Computer, we have a issue with a clone behaving bizarrely, can you come here so I can explain the situation?"

written by Lightning4 on Apr 30, 2011 18:53

"Right then," I sigh.

"Well, we can probably get the handcuff situation sorted out at the intsec station too. I guess we'll go there first."

I speak up.

"Change of plans. Can you please take us to I Sublevel? Thanks..."

I make a sad attempt at struggling out of my handcuffs.

written by Jam on Apr 30, 2011 19:34

I look at Malkom-R...

"Erm... We don't have any keys... Maybe IntSec might have some?"

Then I look at Cryo-R...

"Hmm... That's actually not a bad idea... Okay, how about we split up! I'll take the Director and Lucas-R to IntSec, and L4-O can take Cryo-R, Malkom-R, John-R and Joris-O to a Docbot... Unless Cryo-R or John-R wants to come with me? How's that sound, L4-O?"

written by Mingamango181 on Apr 30, 2011 23:10

"I'm really... really lost. About Gareth-R, there's enough reason to suppose that he's missing. I'm just someone... who just picked up his PDC right now.

Now about being lost, I don't expect you to send anyone down to where I am. I would appreciate... however, to tell Team... Epsilon was it? That 'he' would prefer not to see you again."

While keeping the call open, I try to get at the first-aid kit.

This must really be old, especially if it's called a first-aid kit.

Well, it might do me some good. Like stopping the bleeding.

written by Cryoburner on May 01, 2011 00:56

I actually know *right* where to find a docbot! I need to meet him regarding an unrelated matter anyway, which would make that plan perfect and efficient in every way!

Isn't L4-O handcuffed though? Perhaps he might want to head to Internal Security with you guys to get that taken care of, unless he thinks the docbot can handle his handcuff removal. He does have a saw, after all. Otherwise, I'm sure I can lead everyone to the docbot on my own!

written by Gligar on May 01, 2011 01:38

Food Vat Hall (Deep Subsector)

Mega-R (if it *is* Mega-R -- it could be Leeroy-O) enters. He finds INFRAREDS at work, stirring the food vats, monitoring dials and gauges. Supervising them, RED technicians and

ORANGE supervisors, wearing hazard suits. Vatslime is corrosive, after all.

Abandoned Dormitory

Mango-R says that he's lost. He doesn't expect anyone to come after him. As for Team Epsilon, tell them that 'he' doesn't want to see them.

He then heads for, and manages to reach, to the first-aid kit. There are some bandages and dressings left.

The official on the other side of the PDC replies, "Citizen, voice analysis shows that you are not Gareth-R, and that you are injured. Wait there, we will send a docbot to you.

"Now... what is this about... 'Team Epsilon'? Who are they? What is your connection with them? And why do you not expect to see anyone come after you? What is your location?"

Cloning Station (C Sublevel)

Speed-Y takes a laser pistol, and the two YELLOW barrels available.

He walks through the station, looking for release forms and such, and finds the appropriate desk. There's a RED clone seated at it. "Can I help you, sir?" he asks.

But Speed-Y has more pressing matters. He asks to speak with his best friend. He is answered, "**I am here, citizen. How may I be of service?**"

A lift

L4-O sighs again. He decides to divert to the IntSec station on I Sublevel, and tells the lift to go there instead. "Right you are, citizen!" it answers cheerily.

Jam-O tells Malkom-R that they don't have the keys, but perhaps IntSec do.

Cryo-R's suggestion that they split up might actually be a good one. Perhaps he can take those who need to go to IntSec, while L4-O can lead the rest to see the docbot.

Cryo-R claims to know where to find a docbot, and needs to see one anyway. Perhaps he could lead those who need to see the docbot, leaving L4-O to go to IntSec?

The lift continues to ascend.

written by Speeder on May 01, 2011 01:57

I chat quietly with Friend Computer for a while, and then when I am not speaking to him (maybe I am listening? Or maybe he went away already?) I start filling the appropriate forms.

written by Malkom on May 01, 2011 02:10

"Lift, come on, this is a medical emergency, my legs might get infected or something while I wait. Please go at your maximum speed." I then pull out my PDC, turn the speakers up to full blast, pull earplugs out of my pocket and shove them in my ears, and start playing *Super Duper TroubleShooters Deluxe*, a platform game with VERY loud sound. *BLAM* *KZAT KZAT KZAT* *BEEEEEP* *WOOHOO* *BLAM BLAM BLAM* *KERRR-ZZOOIIING!* "Ooh! I got a Mutant MindSense

Powerup!" *KWEEE-THROP!* *TWEBLEETWEEBLEE* *BLAMMITY BLAM BLAM BLAM*

written by Mingamango181 on May 01, 2011 02:28

I prepare the dressings, and then work them with the bandages to stop myself bleeding. If there isn't enough, I just apply them to the most serious wounds.

"I once travelled... with those lot. It was a name given by... one of the members. A troubleshooting team, it was. I won't assume you noticed the whole place shake up... the team was responsible for limiting the damage to the complex... rather than having the whole place go up and out.

As for why I don't expect them to come, it's since they've left me, down in the dark. They couldn't wait.

Speaking of which, I'm in... O Sublevel? Can't remember clearly. Plenty... of frowning GREEN things down here. I was on my way to assess the damage of that explosion, but without any method... to find an adequate path, I'm just trying to medically treat myself."

written by Megagun on May 01, 2011 12:42

I walk up to one of the ORANGES furthest away from all the vatslime.

"Excuse me. Do you happen to know where the nearest Logistics office is? I have been freshly cloned, and need some of my belongings."

written by Lightning4 on May 01, 2011 15:31

"I don't think you're leading anyone anywhere."

I glare at Cryo.

I smile a bit and say "Because I don't think you're qualified for that. You need to be a *Happy Fun Party Escort Conductee* before you are cleared to do something like that, And as far as I can see, you're not even cleared for *Inspector of Everything of Friend Computer*. Sorry. Leave it to the experts... who happen to be everyone in this lift except you!"

"So yeah, I guess I'm going with to the intsec station. I really ought to get my leg looked at though. And there's probably a few scratches on me that could stand to be patched up... so maybe I'll head up to the medbay whenever I can. Lucas or John can probably lead the group to the medbay."

"I'm not sure which group we should drag Cryo with."

written by Jam on May 01, 2011 17:00

"No, lift! I've had enough maximum speed for one daycycle... Just go your normal speed..."

I look at Lucas-R, who I'm assuming is still handcuffed to me...

"Um... I don't think Lucas-R will be able to escort them... But perhaps John-R could? But I don't think John-R will be able carry both of the injured clones at the same time... Perhaps Cryo-R should go with, so he can carry Malkom-R? Yeah... That would work..."

I turn and cover my ears as Malkom-R suddenly decides to start playing a PDC game at max volume...

"AH! MALKOM-R, TURN THAT DOWN!" I shout over the noise...

written by Gligar on May 01, 2011 17:03

Cloning Station (C Sublevel)

Speed-Y speaks with our mutual friend. What he's saying is beyond your security clearance. And from what I'm seeing, the RED technician can't even hear him. "A hush field?" muses the tech. "That's new."

After a moment, Speed-Y picks up a set of release forms and starts filling them in.

A lift

Malkom-R tries to get the lift to move faster, before playing a game on his PDC. A loud one.

Over the noise, L4-O tells Cryo-R that he won't be leading anyone, since he probably isn't qualified. He's probably not even qualified to be an inspector. Unlike, say, everyone else in the lift...

So, L4-O's going to the IntSec station with Jam-O's group (although he needs to get a docbot to see to him). Someone else, likely John-R or Lucas-R, should lead the group to the medical bay.

Lucas-R would lead the group, if it weren't for the fact that he's handcuffed like half the team... so that leaves John-R.

Now, who is Cryo-R going with?

The lift continues to ascend. It finally gets past the big gap between N and O Sublevels.

Abandoned Dormitory

Mango-R tries to stop the worst of his bleeding. He ends up using most of the bandages.

As he's doing so, he explains to the official that he traveled with Team Epsilon. He doesn't expect them to come for him because they left him here. O Sublevel, that is. He's assessing damage caused by the explosion, but has encountered... difficulties.

"Are you sure you don't need a docbot?" the official asks again. The sounds of typing come over the PDC.

Food Vat hall

"Joris-O" (or Mega-R, or Leeroy-O) asks one of the ORANGES for directions. "You want one level down," he is told.

written by Speeder on May 01, 2011 17:14

I finish filling the forms, and hand them back to the technician.

Then I check if FC is still around and talking to me, if not, I resume my usual business, such as:

"Hey technician, supposing that the ME card of a clone got stolen by another clone, what I should do to have the clone without ME card to get a proper one?"⁴¹⁵

written by Megagun on May 01, 2011 17:48

"Thanks!"

I rush outside and try to find an elevator or stairs to one level down from where I am. If I find an elevator, I hit the call button.

written by Malkom on May 01, 2011 18:34

I hit PAUSE on my game (*DWEELDE-DOOP*) and pull out my earplugs. "I'm not getting carried by him!" I yell, pointing at Cryo-R. "I refuse!!" Once people have heard this and responded I switch the PDC game back on (*BLAMMITY BLAM BLAM*) and stick my earplugs in my ears again.

written by Mingamango181 on May 01, 2011 20:49

"A docbot? I'm really sure that as much as I could use one of those... the strange frowning things will probably just destroy it..."

I decide to move the remaining dressings and bandages to the medkit, and leave the first-aid kit behind. I check the room a little more carefully before leaving.

written by Lightning4 on May 01, 2011 22:11

I roll my eyes at Malkom's gaming.

"Everyone knows that game is outdated already. There's a far better version. Wish I had it though... not that I could check."

"Having Cryo carry anyone is not a wise idea. I'm not even sure having him at gunpoint will work! But it's a thought..."

written by Malkom on May 01, 2011 23:11

I wave my PDC at L4. "Shut your mouth, you young whippersnapper. Those new versions are all shiny graphics and milli-micron shallow gameplay! It's the old stuff that's really fun. Betcha wish you'd been around back then, eh? Few years ago they had REAL games on these things. Now, practically all you can get is tinny trash. I'm lucky I got the good games while I could!" I turn the volume up as high as it will go, hoping that L4 might be at least mildly annoyed by the noise.

written by Jam on May 01, 2011 23:51⁴¹⁶

I gasp at Malkom-R...

"Did you really just tell L4-O to shut his mouth? And why are you turning the volume higher? Didn't you hear me before? Maybe I wasn't clear enough... Malkom-R, I **order** you to turn the volume down on your PDC, or I will fine you for insubordination!"

(We can fine clones, can't we?)

⁴¹⁵ JAM: (ooc: I'll just do the same thing as last turn...)

⁴¹⁶ JAM: (ooc: Sorta semi-double-post... :/)

written by Cryoburner on May 02, 2011 00:57

"As I said, I know just where to find a docbot. He should be right down the hall from this lift. No searching around for medical bays needed! Our search will be both quick and efficient!"

"I would recommend for my fellow lift passenger to carry him, seeing as he is an expert at lifting things, but it seems as though he has somehow managed to tangle himself in some handcuffs. Maybe Sal could give him a ride there! Sal is great at giving rides!"

written by Gligar on May 02, 2011 02:52Cloning station (C sublevel)

Speed-Y finishes his forms and returns them. "Thank you, sir," the tech says.

Speed-Y seems to listen to someone for a minute, then inquires as to how a clone whose ME card was stolen could get a replacement. "That's a tricky one, sir. If such a thing happened, I think your best bet would be to notify IntSec of the theft, then go to... er, it'd be one of the CPU offices, probably either the main ME Card Monitoring Office, or the Credit Control Office. Sorry I can;t be of much help there, but I honestly haven't encountered an ME Card theft before."

The tech hesitates. "Er... it's probably above my clearnace, but would this have anything to do with that silenced conversation?... and by the way, that looks really weird, sir. Meaning no disrespect, of course."

Corridor (C Sublevel)

"Joris-O" (etc.) runs back, looking for a list, or some stairs. He finds a stairwell leading down, and takes it.

Corridor (D Sublevel)

He finds himself on a similar corridor, with a bunch of signs.

A lift

Jam-O has had enough of lifts traveling way too fast, and says so. Possibly twice.

He notes that Lucas-R is mixed up with the handcuffs and suggests John-R for the medical bay group. Of course, there are two clones that need help getting there, and he isn't exactly strong enough to lift both of them.

Malkom-R pauses his game to adamantly refuse to be carried by Mango-R, before going back to his game.

Jam-O yells at him to turn it down, at the same time as L4-O rolling his eyes. L4-O adds that the game is outdated, and that there's a newer, better and therefore more perfect version out. He wishes he had it, but he doesn't. Ah well.

But back to the matter at hand. He doesn't trust Cryo-R to carry anyone, except perhaps at gunpoint.

Malkom-R tells L4-O to shut up! He says that the newer games are just graphics and have no substance. (Ignoring the fact that all updates are mandatory...) He then goes

back to his game, turning the volume up as far as it will go.

As it turns out, "as far as it will go" is extremely painful for Malkom-R, and would damage the ears of pretty much anyone who was directly hooked up to it, by, say, earphones.

Jam-O gasps. Did Malkom-R really badmouth an ORANGE? Did Malkom-R ignore him before? This time, Jam-O makes it an order. Failure to comply is punishable by a fine.

(Perhaps Jam-O isn't aware that ORANGE clones can't technically fine anyone. But I'm pretty sure Malkom-R isn't aware either.)

Cryo-R repeats that he knows where to find a docbot: right down the hall. (Er... *which* hall?)

He would suggest that Lucas-R do some carrying, but of course he can't. So instead, he suggests the jackobot, who apparently "is great at giving rides".

The lift continues to ascend. Not long now...

Abandoned Dormitory

There is a pause of a minute or so. Mango-R moves what's left to his medkit. As he;s about to leave, the PDC speaks up again. "Citizen, I have spoken to my superior, and he agrees that a docbot should be sent. I will arrange for one to find you."

The call terminates.

Throughout the sector

The Computer announces, "**May I have your attention, please? Will Troubleshooter Team Epsilon please report to Debriefing Room 27, *static* Level, Cen*static* Subsector, within 30 minutecycles for debriefing? Thank you for your co-operation.**"

written by Malkom on May 02, 2011 03:19

I flick off my game. I was wearing EARPLUGS, to muffle sound. *NOT* earphones. "COMPUTER! Please repeat, we did not comprehend your message! Please repeat, Computer!" After yelling that, I mumble, not loud enough for anyone to hear, "Nitpicking rapscaillions... I am so glad I kept a backup of my PDC's data, with this game on it..."

written by Lightning4 on May 02, 2011 03:46

"Hm. Loud music. Rebellious..."

I cock my head.

"Death Leopard, perhaps? We're watching you..."

I turn to more pressing matters and speak up.

"But agreed. If you can hear us, Friend Computer, we need clarification. Debriefing Room 27, Central Subsector? What level?"

written by Speeder on May 02, 2011 03:50

I look at the RED clone, and then I state.

"Actually, maybe it is above even my own clearance, but what matters that I can tell you is that the clone that just left without filling forms is deranged, and just stole the

other freshly cloned clone ME card, and also stole a ORANGE jumpsuit... So that clone"

I point to the real Joris.

"is missing his ME card, since I never saw that happening before, I am unsure of what to do..."

And the ME card on the hand of the bot over there, belongs to the deranged clone."

As I hear the announcement, I facepalm.

"Ok, I need a PDC, you know where I find one?"

written by Cryoburner on May 02, 2011 12:01

"Did The Computer just say R27? That's exactly what I'm headed to see the docbot about! How incredibly convenient and well-timed! Plus, if everything goes as planned, I'll be able to get you out of those restraints myself! You won't need to make a detour to internal security, and we can get to the briefing with time to spare! It truly is a win-win-win situation!"

written by Mingamango181 on May 02, 2011 12:49

"Whatever you s-"

I notice that the call has ended. Upon hearing the announcement, I comment,

"Hmm. Not my problem."

I leave the room, and walk further down the side passage.

written by Megagun on May 02, 2011 13:34

"Hmm.. Team Epsilon.. Yeah, I'm part of that, am I not?"

I look at the signs to see if I can find a map of some sorts. Got to get to Debriefing Room 27!

written by Jam on May 02, 2011 14:55

I facepalm as I hear Friend Computer's announcement...

"Vatcrap! How are we supposed to know what level to go to? Friend Computer, could you repeat that please? Malkom-R's loud music caused us to not be able to hear your announcement properly. Either that, or it was communist interference..."

Then I look at Cryo-R.

"R Level? How sure are you? Didn't you just say the docbot was 'down the hall'? Whatever that's supposed to mean..."

I speak to the lift.

"Lift, is there a Debriefing Room 27 at R Level, or, do you know which level it'd be on?"

written by 4616599 on May 02, 2011 15:28

"What was t..that...noise?" I moan, still on the floor. "The floor tastes salty too...is it... you.... Salty Sal? What's wrong with, er, Idea Bots?"

"Ugh. The other clone's gone. I'll make do with this and see if I can catch up with him." I grab the other card. "Any forms I have to fill up?"

written by Gligar on May 02, 2011 17:43

A lift

Malkom-R finishes his game. Which is just as well, since the stress of the load forced on them disintegrates his earphones.⁴¹⁷

He yells to the Computer to repeat what it said. **"The announcement has already been given, citizen. You are fined 10 credits for not paying attention."**

L4-O notes that Malkom-R might be a member of the Death Leopard secret society, before also asking for clarification. The Computer just gives a similar response: that he should have adequate information to find the debriefing room.

Cryo-R thinks that the announcement said R27? He claims that that's what he wanted to talk to the docbot about, and suggests that he'll be able to get everyone out of their restraints, negating the need to go to Internal Security.

Did he forget about their communist ex-leader?

Jam-O facepalms. There's a lot of that going around, and also asks for clarification. This time, The Computer does not reply. Perhaps it's busy elsewhere.

He looks at Cryo-R. He's confused. Didn't Cryo-R say "down the hall"?

He asks the lift about Debriefing Room 27. The lift replies, "Well, if it is in Central Subsector, I do not know. I do know that there is no Debriefing Room 27 on P level in Epsilon Subsector, citizen."

Joris-O moans something... something about the floor being salty, and idea bots...

"I do not like idea bots," the jackobot comments. "Many of them decide that their asimov circuits are a... what is the word... a restraining bolt?"

The lift comes to a halt.

Cloning Station (C Sublevel)

Speed-Y says that the conversation is high clearance. What matters is that there is a deranged clone on the loose with stolen equipment. He indicates Joris-O, the real owner of the stolen ME Card. However, he hasn't seen this happen before either.

At The Computer's announcement... guess what he does. Now he needs a PDC...

The tech answers, "Okay then, so we have a case of missing ID... er..." He thinks. "Right. What I'll have to do is run a tongueprint scan to verify that this is Joris-O. I don't think I've ever used a tongueprint scanner before..."

⁴¹⁷ GLIGAR: (OOC: Yes, earphones. By rights, he should have had neither. I don't appreciate people pulling things out of nowhere. PDC apps are okay as long as you can explain where you got it and why.)

He rummages in his desk, and pulls out a portable tongueprint scanner, which he begins plugging into a terminal. "Oh! A PDC, you say? Normally, you'd need to get one from PLC... but I guess you can use mine for now, sir..." He puts it on the desk.

The real Joris-O grabs Mega-R's ME Card, and asks for forms, apparently forgetting that he doesn't have a jumpsuit. The forms are on the desk.

Abandoned Dormitory

Mango-R thinks that the docbot isn't his problem. He leaves the dorm, heading further down the side passage.

Junction

He comes to an equally-dark four-way junction, with the sound of running water coming from the south.

Corridor (D Sublevel)

On hearing the announcement, "Joris-O" (etc.) again looks for a map. As usual, though, there isn't one. He does find a sign pointing towards the local logistics office, though.

written by Speeder on May 02, 2011 17:53

I use the RED clone PDC to attempt to call Jam-R

Then I look at Joris-O for a while, while waiting Jam to pickup.

"Erm... you are going to run around naked? Director Andrei style?"

written by Malkom on May 02, 2011 19:32

I yell loudly. "Computer, please repeat yourself. We do not know where to go and require a repeat to be able to go to the debriefing."

After getting a response, I boot up my copy of Electro-Rail Tycoon 3012 and start playing. The audio comes blasting from my PDC's speakers. Very loudly. Apparently I have temporary minor deafness from listening to loud PDC music via earphones. "Yarg, I can hardly hear this!"

written by Megagun on May 02, 2011 19:44

I run towards the logistics office. Upon entering, I yell:

"Important pizza delivery for Debriefing Room 27!"

I stand there, jogging in-place, hoping nobody notices that I don't actually have an algae pizza with me.

"Err.. Where is Debriefing Room 27? Hurry, before it gets cold!"⁴¹⁸

written by Cryburner on May 02, 2011 21:28⁴¹⁹

"What? We know exactly where to go, and that's to see that docbot! He's on H level, actually."

I press the button for H level.

⁴¹⁸ SPEEDER: (OOC: Pizza is not treason for clones below INDIGO or something? 😊)

⁴¹⁹ CRYBURNER: (What if there's a box holding the pizza, and the box is within the clone's clearance? Wouldn't the box be the traitor then? : 3)

"I suppose if someone really wants to visit internal security, they're free to do so on their own. Assuming they're not handcuffed to anyone. Just be sure not to slow down the rest of us. We have a briefing to go to! And then possibly lunch."

written by Lightning4 on May 02, 2011 21:29

I sigh.

"Well we're here. Let's get this handcuff situation sorted out first, then go straight to the Central Subsector. Surely someone there knows where we need to go. I guess we'll have to handle the medical stuff later."

I look at Malkom, then I look around for that cart I was using for the commie.

(Speaking of which, where did that commie go anyway? Is he still with us? 😊)

written by Jam on May 02, 2011 21:43

Noticing Malkom-R seems to have ignored FC's reply, and is about to start yelling again, I try to cover his mouth... It might be a bit hard though, depending on where the Director and Lucas-R are standing... I smile, and try to explain to Friend Computer...

"Er, sorry about that, Friend Computer. Malkom-R seems to have turned his music up just a bit too loud, and apparently has temporarily deafened himself, which is why he couldn't hear your announcement... I'm sure if he realized what he had just done, he'd be on his knees saying just how sorry he was for not paying attention... I'll make sure to tell him about his 10-credit fine once he recovers his hearing..."

I speak to the lift next...

"Erm... Okay, I'm glad to know there isn't a Debriefing Room 27 on P Level at Epsilon Subsector... I'm not quite sure why your telling me this though... Well, thanks for the ride! We'll be back later, I'm sure, to go to whatever level we need to go to to get to Debriefing Room 27..."

I check the clearance of the outside of the lift, then step out if it's ORANGE or below...

Then I look back at L4-O, slightly confused...

"Um... Aren't we already in Central Subsector?"

If my PDC happens to start ringing, I answer it...

"Hello?"

written by Malkom on May 02, 2011 23:18

I try to evade my mouth being covered, and shout my message for all I'm worth.

written by Gligar on May 03, 2011 01:37

Cloning station (C sublevel)

Speed-Y calls Jam-O. He seems to be taking a while to pick up.

While he's waiting, Speed-Y looks over that (the real) Joris-O, noting that he's out of uniform. He asks whether he's just going to go out like that?

A lift

The team doesn't move out yet. They have things to worry about first.

Things like Malkom-R ignoring The Computer's message and yelling for clarification again.

"Citizen, are you ignoring me? Report to the nearest confession booth immediately."

It seems that he is, since he immediately fires up another, very loud, game on his PDC.

Not long after he does, his PDC runs out of power due to the ridiculous amount used to output the extreme volume.

Cryo-R states that they know where to go: to see a docbot. He knows one on H Level, pressing the appropriate button.

He suggests that those who want to go to Internal Security do so as long as they don't slow everyone down. There is the briefing, after all (well, the de briefing, from the room designation).

And again, he fixates over a lunch that he won't get for another several hourcycles.

L4-O sighs. They'd better get these handcuffs seen to before debriefing.

He looks at Malkom-R, then at the pallet truck, which is still here.

He then comes to the realisation that the communist he was transporting is missing...

Hearing Malkom-R, Jam-O tries to cover Malkom-R's mouth.

Of course, what with the ex-Director and Lucas-R in the way, not to mention the fact that Malkom-R is deliberately dodging, he doesn't succeed. Regardless, he tells our mutual friend about Malko-R's predicament, adding that he'll inform him about the fine when his hearing comes back.

"In which case," The Computer replies, **"please escort him to the nearest confession booth when you do. I would like to speak with him in private. Thank you for your co-operation."**

He thanks the lift for the information, and for the ride, before looking outside. The corridor outside is RED, so he steps outside, dragging Lucas-R and the ex-Director with him. Then he looks back in. Aren't they already in Central Subsector?

All this time, his PDC has been vibrating in his pocket. A fact which he *finally* notices, and answers it.

Logistics office

"Joris-O" (etc.) enters at a run. He claims to have algae pizza for Debriefing Room 27.⁴²⁰

⁴²⁰ GLIGAR: (OOC: And considering the general hammerspace that you

A clone looks up. "Debriefing Room 27? That's nowhere near here. You want Central Subsector, citizen. Take the lift up to P Level, then head inward."

written by Speeder on May 03, 2011 01:44

"Hello Jam! I am Speed here, using a borrowed PDC to inform you that the information that Friend Computer could not inform, is that the R27 room is on P level. I will meet you all there, then we can talk more, I have to hand back this PDC to its owner. Also I would like to inform the team, that if they find Mega-R, even if wearing Orange clothing, capture him immediately, he is MORE dangerous than Cryo"

Unless Jam make me talk more to him⁴²¹ I close the call and hand it back to the clone near me, I mean, the clothed one.

written by Lightning4 on May 03, 2011 01:58

"Hm? No, I think this is Epsilon Subsector, meaning we need to travel a bit, probably."

I shrug.

"So anyone want to tell me where the commie we had prisoner is? I remember we had him with us on O Sublevel... wonder if we left him down there. He's probably dead by now seeing the rate those... things were coming after us."

written by Jam on May 03, 2011 02:37

"Thank you, Friend Computer."

I turn back, grab Malkom-R's leg, and begin dragging him out of the lift. Then I turn, put my mouth right up to his ear, and scream as loudly as possible...

"I'VE BEEN ORDERED TO TAKE YOU TO THE NEAREST CONFESSION BOOTH, MALKOM-R!!! SINCE YOU SEEM TO BE IGNORING FRIEND COMPUTER, I'M ALSO SUPPOSED TO TELL YOU THAT YOU HAVE A 10-CREDIT FINE FOR NOT PAYING ATTENTION TO FRIEND COMPUTER'S ANNOUNCEMENT!!! I'M YELLING BECAUSE YOU SEEM TO HAVE GONE DEAF, AND MOST DEFINITELY NOT BECAUSE I'M UNHAPPY THAT YOUR WASTING MY TIME AND TREASONOUSLY DELAYING OUR ARRIVAL TO THE DEBRIEFING ROOM!!! BEING UNHAPPY IS TREASONOUS!!!"

I stop yelling, and instead loudly whisper into his ear... I smile wickedly at the same time...

"I am going to have lots of fun 'escorting' you to the confession booth... Heh heh heh..."

Then I turn, and proceed to drag him down the hall by his (broken) legs, making sure to twist them in painful ways at the same time... I sing a happy Computer-approved loyalty jingle, and start to skip down the hall, just to show how happy I am. I also try to ignore Malkom-R's screams of agony as I drag him behind me...

"Oh, whoops, I just answered my PDC, didn't I?"

I talk into the PDC...

guys seem to stuff things into, he could easily be carrying it 😊)

⁴²¹ SPEEDER: (ooc: on the next turn)

"Hello? I'm sorry, but I just got an order from Friend Computer, that couldn't wait... What were you saying again? And who is this?"

written by 4616599 on May 03, 2011 02:55

"Oh, we're here, then. Must get more pills...energy...ugh." I attempt to flop onto the pallet truck to determine its texture and composition.

—
"Thanks for pointing that out! Say, doesn't Jam have some mutation now? Could he use it to track down J-Mega-R?" I look around for any towels or a jumpsuit. I take both, donning the suit and flapping the towel.

written by Malkom on May 03, 2011 03:37

I scream in agony. Flinging my PDC, which is still blaring away, at Jam-R's hands, I grab my laser pistol (which I still have) and fire it at his head. "TAKE THAT YOU ROTTEN TRAITOR SCUM!!!" My expression has dropped FAR below mandatory happiness levels.

written by Megagun on May 03, 2011 10:22

"Thankee-doodle!"

I run off towards the elevator (if I can find it), mashing the call button if the elevator isn't there yet, and entering/hitting the shiny "P" button if the elevator is waiting already.

If I can't find it, I head back to the logistics office and ask them if they can tell me where the elevator is.

written by Mingamango181 on May 03, 2011 10:57

I go and continue looking for the range, checking every door or window that I come across, apart from the ones which have already been looked into.

written by Gligar on May 03, 2011 17:32

Cloning station (C sublevel)

Speed-Y tells Jam-O where the debriefing is. He then warns him about "Joris-O" (etc.) being dangerous.

Corridor (I Sublevel)

Jam-O turns back, getting Malkom-R out of the lift, and yelling, in his best Internal Security voice, why he's doing it.

It's worth noting that he seems to take as much care as he can to cause more pain to Malkom-R, such as dragging him by his broken legs.

As they head down the corridor, the lift closes up, ascending once more.

He soon "remembers" that he has his PDC to answer, and drops Malkom-R. He takes the time to explain to Speed-Y that, due to an order from The Computer, he kind of missed most of what he said. Also, he doesn't seem to recognise Speed-Y over the PDC.

Cloning station (C sublevel)

Joris-O thanks Speed-Y for reminding him about the jumpsuits. He goes to get one, and maybe a towel. Sadly, there are no towels to be had. And no ORANGE jumpsuits either. He ends up with a RED one.

Say, isn't Jam-O a mutant now? Couldn't that be useful?

A lift

L4-O points out that they're in Epsilon Subsector, so they'll have to travel a bit.

And where did that communist go? He was right here, and was in O Sublevel... he's probably still there...

Joris-O flops onto the pallet truck, and is able to determine that it's made of metal

The lift continues to ascend.

Corridor (I sublevel)

Malkom-R screams. He throws his now-dead* PDC at Jam-O's hands, causing him to flinch back (and, several levels away, Speed-Y to hear the impact of a PDC hitting a PDC).

Malkom-R then grabs his laser pistol, and attempts to shoot Jam-O in the head.⁴²²

eeeeeeEeeeeeeEeeeeeee....

I'm going to tentatively suggest that a laser pistol malfunction isn't what he had in mind.

Another lift

"Joris-O" (etc.) dashes into the nearest lift and hits the "P" button, which is indeed very shiny.

"Going up!"

The lift begins to ascend.

Corridors in the Underplex

Mango-R continues looking for the range. He checks doors, windows, rams, even the occasional sign.

Eventually, he finds a sign... pointing back the way he came.

written by Speeder on May 03, 2011 17:46

After hearing the loud collision noise on the PDC, I cringe.

"Hello? What was that? Jam? Are you alright? A commie is attacking you? JAAAAM?"

written by Megagun on May 03, 2011 18:32

I wait for the doors to close, and then breathe a sign of relief.

Slowly, I sit down against a wall of the elevator, and say loudly yet in a low voice:

* I did say that it ran out of power...

⁴²² GLIGAR: (OOC: *roll*... 20.)

"Friend Computer. I, Leeroy-O-JNK-whatever, also known as Mega-R-GUN-whatever, probably also known as many many other clones, hereby request special ULTRAVIOLET-level protection, in exchange for the details of what I think is my life and my mission. I think I have figured out what has been going on in JHT sector, and would like to explain everything to you at the debriefing of Team Epsilon. I need protection, for I believe that a member of Team Epsilon has been plotting against you and the future of Alpha Complex all along. I am not sure, but I think that said individual had been given assistance from a high-level citizen of Alpha Complex, in the same way that I had undoubtedly been given assistance from a high-level citizen. Should you not comply with my wishes for whatever reason, I will terminate the body I currently possess, and my benefactor shall then arrange for my spirit to be placed in another citizen.

You currently know the exact location of Leeroy-O-JNK. You will not know the location of Leeroy-O-JNK should he be terminated. Logically, this means that you should protect him at all costs. Failure to do so will be treason against the entirety of Alpha Complex, which you, as Friend Computer, can not do. Friend Computer can do no treason, and thus Friend Computer logically has to protect Leeroy-O-JNK from harm. It is only logical."

I take out my laser pistol, make sure it's loaded and ready to fire, and place it on the floor next to me, being careful not to point it at myself just yet.

written by Malkom on May 03, 2011 19:04

I hear my laser pistol going "eeeEEEEEEEE" and fling it as hard as I can at Jam's head, hoping it will explode or something. I crawl away as fast as I can, considering that my legs are broken. As I crawl, I say loudly, "Friend Computer, I'm being attacked by a traitor mutant! He's deliberately causing me extreme pain and causing me to drop below mandatory happiness levels! I....." I faint away from sustained pain in my legs.

written by Jam on May 03, 2011 21:57

I quickly drop to the floor in an attempt to dodge Malkom-R's incoming laser pistol.

"Ah! You dare to try to fire upon a superior? Then you call me the traitor? I'm just following orders, Malkom-R! You are the one who is the traitor!"

I call out to Friend Computer...

"Friend Computer! This clone attempted to shoot me, a clone of higher clearance, with a laser pistol beyond his clearance! He is also calling me a 'rotten traitor scum', which I am not, and which is definitely not the way he should be addressing a citizen of higher clearance! He's also complaining that he is unhappy because he is in pain, but he's not taking a Visomorpain to deal with said pain, and trying to blame me instead! I don't think he can be trusted, that is just too many treasonous actions! Do I have permission to terminate him, Friend Computer?"

I ready my own laser pistol, and aim it at Malkom-R...

written by Lightning4 on May 03, 2011 23:07

I yawn and look around the lift. Who's left?

I mumble. "Should have gotten off to get these cuffs off... oh well, maybe a docbot will see to them."

I decide to glare at Cryo. He's undoubtedly up to something.

written by Cryoburner on May 04, 2011 00:59

Undoubtedly not up to anything, I decide to have a look around the lift to see who else is here.

"Hmm... Has anyone found my ME card yet? I'm getting the impression that it may have been stolen."

I look around on the floor again for any ME cards, bells, or other items of interest that may be present.

written by Gligar on May 04, 2011 02:23

Cloning station (C sublevel)

Speed-Y reacts to the loud impact noise.

He instantly assumes that Jam-O is under attack. He yells for a response.

The RED tech asks, "Er... so nobody needs the tongueprint scanner?"

Another lift

"Joris-O" (etc.) contacts The Computer, saying that he's figured something out. He claims that a member of Team Epsilon has been plotting against Alpha Complex this whole time, possibly being helped by a high-clearance citizen. He requests protection, since he believes that he might be terminated again. He wants to reveal everything at the team's debriefing.

He states that if he does not receive protection, he will self-terminate and move on.

He then proceeds to use what appears to be a logic bomb, in order to convince The Computer to co-operate.

The Computer does not respond for a moment. Presently, it says, **"It is good that you have contacted me, Leeroy-O-JNK-[NUMBER REDACTED]. I have been looking for you. As a matter of fact, you have interested me ever since the Code 7 Incident in DMV Sector. Since then, you seem to have evaded my notice until recently, when you somehow transferred into the clone family you now inhabit.**

"Perhaps you are aware of the seriousness of this event. You mentioned being helped by a high-clearance clone. Perhaps this is the same clone who is right now situated in a confession booth, saying how he helped a Citizen of Interest. He seems aware of it, as well. Or perhaps it is of little consequence to you. In which case, I will explain. You are the subject of a MemoMax Liveware Overwrite. This means that, in essence, you have stolen a clone family belonging to another citizen, namely Mega-R-GUN. Regrettably, his MemoMax data has been overwritten by yours,

and will require extensive reconstruction before he can fully reintegrate into society. As will you.

"Rest assured, citizen, that you will not be harmed. Far from it, in fact. You have been volunteered for the latest R&D MemoBot transfer program! This exciting program will transfer your liveware into an idea bot shell, where it should be safe. Won't that be fun? Please be aware that the transfer will not take long. Once you are transferred, we can begin reconstructing Mega-R.

"The only thing that remains is to begin the transfer."

Corridor (1 sublevel)

Malkom-R throws away his malfunctioning laser, aiming high. Unsportingly, though, Jam-O hits the deck, causing the laser to fly into a nearby confession booth.

Malkom-R tries to get away, and tells The Computer that he's under attack, before fainting.

Jam-O counters by saying that he, Malkom-R, is the traitor, for firing on a superior who was trying to follow orders.

Jam-O also contacts The Computer, giving a brief summary of what just happened. Furthermore, he requests permission to terminate.

"Termination is authorised," comes the reply. **"It appears that confession will have to wait. Unless, perhaps, you and your companions would like to confess?"**

A lift

L4-O looks around, yawning. He sees the still-somehow-sort-of-ambulatory Joris-O, Cryo-R, who seems to be looking for something on the floor, John-R, and the jackobot.

As he watches Cryo-R (whom he doesn't trust), he sees him spot a dropped blaster.

The lift continues to ascend, passing into Epsilon Subsector.

written by Lightning4 on May 04, 2011 02:52

Seeing the blaster, I attempt to dash behind Cryo and sling my handcuff chain over his head and neck, then pull back quickly in an attempt to restrain him.

"Sorry but I don't trust you with a weapon at *all*. Someone mind picking that up? John or the jackobot, either or. I'm in no position to pick that up."

written by Malkom on May 04, 2011 03:16

I recover just in time to hear the computer's termination authorisation.

"TERMINATION AUTHORISED? NO! I HAVE NOT DONE ANYTHING! THIS CRAZY CLONE HAS BEEN INFLECTING NEEDLESS EXTRA PAIN ON ME AND DELIBERATELY CAUSING ME TO BE UNHAPPY, WHICH IS TREASONOUS, THEREFORE, HE WAS DELIBERATELY CAUSING ME TO BE INVOLVED IN A TREASONOUS ACTIVITY, NAMELY, BEING UNHAPPY,

THEREFORE HE IS A TRAITOR WHO IS TRYING TO MAKE IT SEEM LIKE I NEED TO BE TERMINATED! ALSO, I HAPPEN TO KNOW THAT HE HAS A UNREGISTERED MUTANT POWER IN ADDITION TO HIS REGISTERED MUTANT POWER! PLEASE STOP HIM NOW, COMPUTER!"

In panic, I try to crawl into the nearest shelter -- a confession booth.

written by Speeder on May 04, 2011 04:31

I shake my head as I hear all the yelling there.

"Ok, seemly my team is having more problems with rebellious clones..."

I attempt to figure where Joris, I mean, the real one, I mean, the non-zombie one is.

"Joris can you come over here to have your tongue scanned? Just to prove you are really Joris, it is protocol, since Mega stole your ME card."

written by Mingamango181 on May 04, 2011 10:08

Reading the sign, I let off a sigh, and turn to go back in the other direction.

I'm feeling sort of tired now...

Looks like that spiked TeaSir didn't really do much good... Another complaint for the list.

written by Megagun on May 04, 2011 10:31

"Hmm. I may consider your offer, though I must admit that I didn't have a lot of positive experiences with bots for the past few daycycles. One of them cut off my lower arm, after all!

Either way, thanks for your protection. I will probably need it during the debriefing of Team Epsilon.

As far as the high-clearance clone goes, I suggest he should be protected as well. From what I gather, he's been using me as a tool to defuse the plans of other ill-minded high-clearance clones."

written by Cryoburner on May 04, 2011 11:29

Noticing someone attempting to dash behind me, I remain standing backed into the corner of the lift where I've been since the handcuffing incident. It might be a pickpocket after all, so I can't chance having my other valuables stolen. I do hold my hands up and in front of me now though, just in case they might try to hug me, like a hugging pickpocket might do.

"Say, you seem mildly distressed. Perhaps it is because you lost your favorite laser pointer. Do not worry, for I may have found it!"

I gesture in the direction of the laser pointer, which looks as though it may have been someone's favorite. While doing so, I note the appearance of said laser pointer.

written by Jam on May 04, 2011 12:27

"Thank you, Friend Computer."

As the techs approach, one raises its stunner. "You must be the volunteer. This way, please. I would prefer you to come willingly, but if needed... He gestures with the stunner.

written by Malkom on May 04, 2011 18:09

I stagger to my feet, looking stunned. "What the..."

I suddenly collapse and lay totally still. I'm dead. Vatcrap! I can't move! Everything is black! What the [censored] is going on here?!

A sepulchral voice echoes out of the void... "Welcome to TransClone Space, Citizen Malkom-R. We expect you to be recloned very soon. Spiri-spatial transfer will then commence, allowing you to continue your Real-World activities as normal. Until that happens, enjoy our all-access viewing portals to the Real-World. Thank you for your cooperation."

*I dream myself up a bank of viewing portals and watch the various goings-on of my team as I wait for recloning.*⁴²³

written by Megagun on May 04, 2011 18:26⁴²⁴

I groan.

"Fine. Get that vatcrapped stunner out of my face. I'll come along."

I follow the R&D techs.

"Get it over with quick, as I have a debriefing to attend to in roughly 20 minutecycles. Here's my ME card."

I take out Joris-O's ME card and hand it to one of the techs.

"Keep it with you. Where I'm going, I don't need it anymore."

"You know, I've always wanted to be an R&D tech. Fiddle with cool tech, blow up some nuclear weapons.. It would seem like it's the most awesome duty to have in the entirety of Alpha Complex!"

written by Lightning4 on May 04, 2011 20:18

I release my hold on Cryo and back away, noticing the blaster is secure now.

"I could actually use a new blaster. Can't hold one now though... oh well."

I slink back into a spot I was in before and decide to hum a B3 jingle to pass the time.

written by Mingamango181 on May 04, 2011 21:05

I continue following the signs leading to the range.

Heh. You have no idea what's going on. It's sort of hilarious, the team in the lift.

What do you mean?

It's a lift ride, and they've somehow made incident of it all.

I suppose it was a good idea not to try and find my way back then?

⁴²³ MALKOM: (Do I get anything for a somewhat amusing death and chaotic aftereffects? I certainly caused a lot of chaos going out...)

⁴²⁴ Megagun: (OOC: damn it. I knew it. 😊)

Of course.

written by Speeder on May 04, 2011 22:31

I look at the non-undead Joris for a while, with a puzzled and funny face, one brow raised and another one frowning and all...

"Are you sure you are alright? I mean, I woke up in the tank before the process ended, you are sure your brain decanted entirely?"

written by Jam on May 04, 2011 23:06

I smile at Lucas-R.

"Oh, thanks! Good job!"

I make sure Malkom-R is actually dead, then speak to the approaching IntSec clones (and also check their clearances).

"Hello, sirs! I was just terminating (with Friend Computer's approval, of course) a traitor that decided to try firing at me with a laser pistol that was beyond his clearance. And that explosion was caused by the traitor's malfunctioning laser pistol barrel, that he tried to throw at my head, and missed."

I smile at the clones.

"Actually, you were just the clones I was looking for, sirs! Here, this is the communist Director, that I believe is or was recently marked as a Citizen of Interest... His name is Foursixonesixfiveninenine-R... I'm here to return him to IntSec, since he's served his purpose. We assumed the communists would trust their former Director, and pretended to be with him as we snuck into the sector's reactor... Then we terminated the communists, and restored the reactor to Computer control! Isn't that good news! And there's more, if you'd like to hear..."

written by Cryoburner on May 05, 2011 00:54

I respond to Sal...

"Ah, so it's yours. That is a fine laser pointer. You could probably point at all sorts of things with it, provided you had hands. Maybe the doctor could take care of that for you..."⁴²⁵

written by Gligar on May 05, 2011 01:55⁴²⁶

Cloning station (C sublevel)

The tech continues reading the screen. "Hmmm... it seems that there's still liveware activity... I guess it'll keep him occupied until he reclones... Symptoms of post-termination liveware

⁴²⁵ CRYOBURNER: (Aren't Lucas-R, Jam-O and the Director all handcuffed together? Can we have a diagram explaining how Lucas-R managed to block Malkom-R's escape while Jam-O was aiming his laser at Malkom-R's head? 😊)

⁴²⁶ GLIGAR: (OOC: Okay, let's see... lots of OOC comments this time... Malkom, you're first. It's true that you're causing quite a stir, isn't it? And it looks like you're still trying to do so 😊 That's worth a perversity point.

Megagun... there was really no doubt, was there? 😊

Cryoburner... I'm afraid you aren't cleared for such a diagram. And any explanation would consist of mostly censor bars with the odd word peeking through.)

activity include visions of a nonexistent afterlife, thinking that you can monitor your team-mates, mutations in your next clone, and brainscrubs. Your next clone may not remember any post-termination liveware activity. Cloning Services does not support or condone post-termination liveware activity and may act to remove it... on second thought, that's too much effort. Post-termination liveware activity lasting longer than [REDACTED] is a serious issue and may require the intervention of Medical Services. Consult your docbot before engaging in post-termination liveware activity. "

Speed-Y is looking at the not-terminated Joris-O. His expression is somewhere between "what" and "huh?!" complete with eyebrow.

He wonders if Joris-O is alright. Considering that both of them woke before the process finished, perhaps Joris-O is missing a few brain cells?

Another lift

Leeroy-O groans. He's less than happy about all this, but he goes along with it. Not before telling the tech to point his stunner elsewhere, and handing over Joris-O's ME card. The tech barely looks at it before pocketing it.

As the techs lead him down the corridor, Leeroy-O's mood improves. He thinks that it would be cool to work for R&D, since they get to play with all the cool stuff. "It has its moments," one tech agrees. "but then you remember all the stuff that is destroyed by inept testers and you start to wonder."

The three head round a corner, only to practically run right into a docbot. "Oh! I am sorry, citizens. My sensors must be malfunctioning, for I did not see you."

Corridors in the Underplex

Mango-R continues following signs. He thinks it was probably for the best that he left the team... though for some reason he seems to know what happened...

...Mutant Response Team 8, deploy to O Sublevel immediately.

He comes to one last corridor, ending in a door.

Corridor (I Sublevel)

Jam-O doesn't seem to be bothered over losing a kill. Instead, he checks to see if is, indeed, a kill. He finds that it is, and turns to the approaching IntSec. There are two of them, one male, one female, with reflec and blasters. Both are ORANGE.

Jam-O explains to them what just happened, and that he wants to turn in a Citizen of Interest. The ORANGE clones look at the scene, before deciding to deploy treason scene tape. One says, "The three of you will need to come back to the station, just a routine interview, I'm sure you understand. It shouldn't take long... well, for two of you, since you say one of you is a Citizen of Interest."

She looks at the handcuffs. "And what's with those? Can't figure them out or something, even though they're the easiest things in the complex?"

A lift

L4-O lets go of Cryo-R and returns to his position. The blaster is secure, at least. He could use it himself, if it weren't for the handcuffs.

He starts humming a B3 jingle (and couldn't you use some right about now?) while Cryo-R suggests to the jackobot that perhaps a docbot could help with the blaster. "Unless the docbot is skilled with bot alterations, I believe you might be mistaken."

The lift comes to a halt.

written by Lightning4 on May 05, 2011 07:24

"Right then. I guess we should find that medical bay then."

I look at the group.

"John and... uh, I guess I'll call you Sal too... you two keep an eye on him... I would help but... yeah."

Once the doors open, I proceed out and look around.

written by Mingamango181 on May 05, 2011 08:07

Whoops... Sorry about that. Say... I'll go quiet unless you address me directly, okay?

Right... Won't be long before company arrives.

I check the door for any signs that a large Massacrebot has come through in this direction. Regardless of the results, I check to see what kind of method is required to open the door.

written by Cryoburner on May 05, 2011 08:49⁴²⁷

So long as the doors are open, I look outside the lift. If we appear to be on H level, I proceed past L4-O and head down toward the recovery room.

"Right this way, please."

Otherwise, I just proceed to another vacant corner of the lift.

written by Jam on May 05, 2011 12:36

I smile some more...

"Okay, but just so you know, I've got a debriefing to get to, so I'm sort of in a hurry... Tardiness is treason, as we all know... But I think I'll have time for a quick interview..."

I start to walk with the IntSec clones, and look at my handcuffed wrists...

"Yeah, for some reason, I just can't figure out how to use these... (That's probably why I'm not in IntSec) Erm... Do you think you get these off of me? Here, *this* clone is the Citizen of Interest..."

I point to the Director...

Then I suddenly realize something...

"Vatcrap! I was talking to Speed-Y!"

I quickly raise my PDC...

"Speed-Y sir? I'm so sorry for the delay... Okay, Malkom-R has been terminated, and I'm with IntSec, going to the

⁴²⁷ CRYOBURNER: (I knew it! Lucas-R has a mutation giving him really long arms, most suitable for lifting things. I wonder why no one has noticed this. : P)

station for a quick interview... But did you say something about the debriefing room, sir?"

written by Megagun on May 05, 2011 13:07

"Aargh! That docbot bumped into me! Ow! That really hurts! Ouch!

I'm sorry, R&D techs, but I'll need some medication for this, or I won't be able to move on.

Give me some medication, docbot, quickly! I have important business to attend to!"

written by Speeder on May 05, 2011 13:09

I make a disappointed face, maybe it is a good thing that RED PDCs are not fitted with videophone by default.

"Ok... Malkom-R got terminated... I wonder how much crazy clones we will get... Anyway, the debriefing room is in P level... Pass that information to other clones"

written by Malkom on May 05, 2011 15:14

In TransClone Space, Malkom-R focuses a viewing portal onto a C Sublevel cloning station. It appears that it will be some time before his next clone. He notices the techs muttering something about liveware, and carefully tunes in his nearby rerecorder. Thus, he hears everything they say.

A sepulchral voice echoes out of the void... "Your clone is currently forming. Be advised that all memories of this experience will be erased once you return to your clone. They will however be returned to you once you return."

I continue to monitor everyone. I notice someone - Mega-R? Or someone else? Who knows? Who cares? - being escorted by R&D techs with blasters. Interesting...⁴²⁸

written by 4616599 on May 05, 2011 15:37

"Uh. Excellent...idea. Why...don't...I...seem...to...bowver...tooo...much?"

I lick the pallet bot to determine its taste, focusing on dust.

"Uh. Yeah. Guess I thought it was a free gift. Don't seem to have credits with me, though, so don't try selling it too hard."

I stick my tongue out and waggle it.

written by Gligar on May 05, 2011 18:33

A lift

As the doors open, L4-O looks at the group. Joris-O seems to be licking the pallet truck. It tastes of metal. And dust. There's always dust.

L4-O tells John-R and the jackobot to keep an eye on Cryo-R. They need to find this medical bay.

He exits the lift, arriving in a RED lift hall, with one corridor leading off it. John-R decides to wait until the lift is clear before moving the pallet truck.

Cryo-R heads out of the lift, and through the lift hall. He seems to know the way. The jackobot follows him. Followed, finally, by John-R, who wheels the pallet truck out after him. Joris-O continues licking the truck.

Corridors in the Underplex

Mango-R inspects the door. It turns out to be a people door, with no signs that it's been used in a while.

He tries to open it. There's a handle right there, so he uses it. The door opens.

On the other side he finds a stairwell. He shines his PDC down there, but can't see the bottom.

Corridor (I Sublevel)

As the group walks, along with the InSec clones, the female answers, "We can take those off when we get back to the station. We still need to verify your story."

Jam-O suddenly remembers that he was talking on the PDC, and retrieves it. He tells Speed-Y about the little IntSec Thing.

As he does, he continues walking. Well, he kind of has to. Presently, he comes to a set of double doors: the IntSec station.

Cloning station (C Sublevel)

Speed-Y repeats what he said to Jam-O about the location of the debriefing room.

The RED tech mumbles, "The post-termination activity continues..." He types something into the console.

Joris-O apologizes, then sticks his tongue out, wagging it.

The tech notices, and sighs. "On the scanner, sir..." He waves it in the air in front of Joris-O. "If you will, sir..."

An alarm from the console distracts him.

Corridor (somewhere)

Leeroy-O claims that the docbot actually hit him, and demands medication. "What is the problem, citizen? Or should I simply administer a general anesthetic?"

written by Speeder on May 05, 2011 18:36

I look at the RED clone.

"Some clone refuse to die or something? His mind is travelling where it should not?"

As I hear the alarm...

"What was that?"

written by Megagun on May 05, 2011 19:09

"Just give me the gene--whoa wait. Argh. The pain is spreading throughout my body.. Whoa.."

⁴²⁸ MALKOM: (OOC: Those things in mini type about liveware were very funny, Gligar.)

I cradle my arm and start babbling incoherently. Suddenly, I jump at the docbot and start bashing at the operations console.

"Give me some strong anesthetic NOW!"

written by Lightning4 on May 05, 2011 19:59

I reluctantly follow Cryo and the rest of the group, since I have no better idea where it is anyway.

I look around while walking, checking for any important signs or important doors or such things.

written by Mingamango181 on May 05, 2011 20:45

Well... Going down, it seems.

I walk down the stairwell cautiously, and keep looking for a sign indicating a range or something similar. If I find a door of such a nature, I go through it, otherwise just taking the lowest door possible.

written by Malkom on May 05, 2011 21:26

In TransClone Space, Malkom-R watches through his portals as Mega-R-- or is it Leeroy-O-- being led away by R&D clones. Suddenly there's a disturbance, which seems to be centered on the clone station view-portal.

A sepulchral voice echoes out of the void... "It seems that the cloning technicians are attempting to disturb or modify TransClone Space, possibly with intent of extracting your consciousness. Sit tight. We have the situation under control."

The disturbance gets worse. Malkom-R feels faint, and feels the reality of TransClone Space slipping away from him. Then everything steadies and he resumes monitoring.

Several more citizens awaken in TransClone Space, apparently having been terminated at various locations around the complex. Malkom-R hears sepulchral voices bouncing around in the void.⁴²⁹

written by Cryoburner on May 05, 2011 23:03

I continue to the door to the recovery room, and if red clearance or below, open it and have a look inside. Otherwise, I just knock on a suitable knocking surface.

"Helloooooo!"

written by Gligar on May 06, 2011 00:50

Cloning station (C sublevel)

The RED tech answers, "No, the clone was terminated... but something's keeping his brain alive for far longer than normal. As such, there's still brain act- oh wait, there it goes."

The tech checks the alarm. "But I do have a MAC alert set for someone... I'll have to cross-reference this ID number..."

MAC Alerts, Speed-Y remembers, occur when two clones from the same clone family are active at the same time.

Over in one of the cloning tanks, a clone has been growing. It looks to be about ready to decant... yes, there it goes.

⁴²⁹ MALKOM: When will my new clone be ready? Next turn? Please?

Malkom-R-TLK-2 is deposited, shivering and slimy, on the floor near his cloning tank.

Corridor (somewhere)

Leeroy-O asks for the general anesthetic... but then says his pain has got worse. He starts bashing the bot's control panel, causing its chainsaw to pop out.

"Stop that!" the docbot demands, while it injects a syringe into Leeroy-O.

Leeroy-O presently ceases to feel anything. But that's okay. Everything's just excellent. He's going to be a test subject, that's just awesome!

He falls silent, with a big grin on his face. He kind of wants to fall asleep...

Corridor (H Sublevel)

Cryo-R leads the group down the corridor, stopping at a door. He knocks on it, seeing as it's marked ORANGE.

While they were walking, L4-O spotted another door, one marked "Medical Services 45-8618".

Cryo-R's door is opened from the inside by a docbot. It looks like it has had its chainsaw removed.

"Oh, it is you," the docbot replies. "What do you want?"

Recovery room

Behind it, a clone seems to have finished filling in some paperwork, which sits on a desk in front of him. The clone's name is Azir-R-GNS-1. That's about all he remembers.

He stands, confused at what to do next.

written by Jam on May 06, 2011 01:11

"Oh, good, we're here..."

I turn back to my PDC...

"Okay, I'll tell L4-O... See you later, sir..."

I pause, then say one last thing....

"Oh, I think you should know, Joris-O hasn't died yet... Okay, that's all... Bye."

I terminate the call, then quickly call L4-O...

"Hello L4-O, this is Jam-O! I don't have long to talk, but Speed-Y called and said the Debriefing Room is on P Level in Central Subsector... Also, Malkom-R tried to attack me, so I had to terminate him... I've just got a quick IntSec interview to do, then I'll start heading back to you guys..."

written by Azirphaeli on May 06, 2011 02:37

I uh.. hmmm... where the heck.

Looks down

Well at least the paper works done!

Looks out past the robodoc looking fellow

"Uh hey gents? Folks? Where do I turn these in?"

Holds up paperwork.

"Also, where the heck am I?"

written by Lightning4 on May 06, 2011 03:08

"Hmm. Right. Let's list off the things we need."

"We need a quick patch up if possible. My leg here was broken a while back, stiffened up by some other docbot who injected stuff into it. We've also got a clone here who is... not looking too well."

I motion to the mess on the pallet truck.

"And I seem to have a handcuff problem. Fellow troubleshooter seemed to have trouble operating them..."

I hold up my hands.

"We're in kind of a rush to Debriefing Room 27... would you happen to know where that is? It's somewhere in central subsector I'm sure..."

I pause for a moment.

"Also... you know this nuisance?"

written by Speeder on May 06, 2011 03:47

I stare a bit at the RED clone, then I look to Joris.

"Seemly your previous clone is still alive. This is not supposed to happen. Say... what is the last thing you remember before you died? Let's hope your last MemoMax copy was close enough to your death."

written by Malkom on May 06, 2011 03:48

Malkom-R watches his clone growing...

A sepulchral voice echoes out of the void. "Clone ready. Please prepare for memory removal."

A blinding white light flashes... my memories of the dark space slip away from me... reality closes in... and I wake up on the floor, covered in goo.

I struggle to my feet, trying to wipe the disgusting stuff off of myself. "Where on earth am I?" If I see anywhere I could clean myself off, I do so. I then put on a RED jumpsuit, if available, and take any equipment that might have been issued to me, and also fill out any forms I might need to. As fast as possible.

written by Mingamango181 on May 06, 2011 04:05

How far down does this set of stairs go?

...

I continue my way down, searching for the range.⁴³⁰

written by Megagun on May 06, 2011 11:50

"Heh heh heh heh... Inject me with a happiness medicine, eh? Ah, the irony. Ow! Still hurts though. Still funny though."

"So, where we's going?"

written by Cryoburner on May 06, 2011 12:46

"Oh, hello Doctor! I'm actually here about that R27. While we're here, I suppose they might benefit from some treatment as well though."

I point toward the group of maimed but most definitely not dead clones accompanying me.

I then notice an unfamiliar clone, not much unlike all the other unfamiliar clones I've been encountering lately. This one appears to be standing though, quite possibly confused at what to do next.

"We're off to see The Computer. The wonderful Computer of Alpha Complex! The Computer is going to give us a briefing... or possibly a debriefing. Maybe both. There might be lunch afterward though. You should come with us if you like lunch."⁴³¹

written by Azirphaeli on May 06, 2011 13:02

Folds the papers gingerly and tucks them away.

claps hands

"Lunch! That's an idea I can get behind. Where exactly are we though?"

moves to join up with..

written by 4616599 on May 06, 2011 16:20

"Yep...it's almost as if my brain isn't quite right, like I'm having to share it with a more inefficient clone..."

I pause for a while, taking in what Speed-Y just said.

"Whoa! Uh, Cryo-R. Uh...yes"

"Yesh...not...looking.....well. But tasting." I flail around a bit on the pallet truck.

"Dust is a pleasant thing to taste, about. Dust is. Dust is. Dust is boot."

written by Gligar on May 06, 2011 20:23

IntSec station (I sublevel)

Jam-O notices that they've arrived, and turns back to his PDC. He says he'll tell L4-O... and by the way, the last Joris-O is still... alive.

He hangs up, and calls L4-O.

Recovery room (H level)

Azir-R continues looking confused. He doesn't know where he is, nor where to turn in his paperwork. Perhaps the newcomers would know?

L4-O outlines their situation. They need medical attention, and are in a rush.

Wait... the docbot knows Cryo-R?

⁴³⁰ SPEEDER: (ooc: Malkom do bureaucracy in atomic mode. 😊)

⁴³¹ CRYOBURNER: (Are we on H level, or H sublevel? These levels all look so similar. : 3)

It would appear so. Cryo-R is apparently there about an "R27". Though while he's here... everyone else needs patching up.

"So," the docbot replies, "it was you who filled out that form. It is you who caused me to lose efficiency as a docbot by causing my chainsaw to be removed for inspection. Perhaps you are now here to claim said chainsaw. Well, mister forms master, you are out of luck. The chainsaw is, by now, in the inspection depot, undergoing the inspection which you authorised."

While the docbot's attention is elsewhere, Azir-R folds up his paperwork and puts it away. He likes the idea of lunch.

The docbot turns back. "You are in the brainscrub recovery room, citizen. You were brainscrubbed for entering a high-clearance area after leaving Emergency Bunker C-3. Also, I will need those forms."

It turns back to the group. "Although I am technically outside the jurisdiction of Medical Services, I will agree to help you."

It first looks at L4-O. "Hmmm... it would appear that the substance is wearing off. You have been using this leg extensively. Your leg needs rest to heal. I can supply a cast if you wish."

It then notices the handcuffs. "I may be able to locate a key for those."

It then looks at Joris-O, who is mumbling something about tasting, and dust. It then backs away. "Stay back, citizens! You have a zombie."

Cloning station (C sublevel)

Speed-Y looks at the tech, then at Joris-O. He explains about his previous clone. What's the last thing he remembers?

Over among the tanks, Malkom-R gets to his feet, unsure where he is. He looks around, and, noticing the showers, enters one.

And naturally, the showers decide to take their own sweet time running through the cycle. Just when he wants to get everything done right away...

Joris-O says that his brain isn't quite right, as if he's sharing it...

Then Speed-Y's words hit him. That's... whoa.

He recovers enough to say that he remembers Cryo-R.

Stairwell

Mango-R keeps descending. Finally he reaches the bottom, and finds another door. This one's already open.

The air is prickly down here.

Corridor (somewhere)

Leeroy-O finds it funny that the docbot would just use a happiness medicine. He still hurts, but it's funny now. He wants to know where they're going.

One of the techs answers, "We're almost at the laboratory, it's just down here. It's a good thing we found you, docbot. We'll need your assistance with this one."

"Of course," the docbot replies, and falls in behind them as they move off.

After a moment, the group reaches an open door.

written by Megagun on May 06, 2011 20:28

"You need his assistance? Oh maan.. That's even MORE IRONIC. If you know what I mean.. Haha.. Oh, hey. Stop tickling me. Aiie. Stop it! No, really! Hahahaa, stop it! Heehee, no! I can't stand tickling, Hohoho!"

written by Azirphaeli on May 06, 2011 20:30

"So are they sandwich-- er.."

I stop as the docbot mentions we should stay back because there's a zombie.

"You know, I'm just going to.. leave these here.."

I place the folded paperwork on the desk I was sitting at and back up a bit.

"I am hungry, but I don't want anything to do with some zombie..."

written by Lightning4 on May 06, 2011 21:47

"Hmm. Yeah, a cast will do nicely."

I hear it's reaction to Joris.

"A zombie? Great... so that means he did die... what do we do with him?"

I squeeze into the room to get away from the zombie.

written by Mingamango181 on May 06, 2011 21:54

This feels like the place. Is there any advice you would give, ???-? ?

...I'd go on about being careful, but since that's radiation, there isn't much either of us can do about it. Just be quick.

I go through the door, and take a quick, but detailed assessment at the corridor/passage/range/room that I'm in.

written by Malkom on May 06, 2011 23:09

I hurriedly bolt out of the showers as soon as they are finished, grab a jumpsuit and any assigned equipment, and struggle into said jumpsuit while trying to fill out any forms there might be, as fast as I can.

written by Speeder on May 06, 2011 23:37

I look at Joris.

"I dunno what is worse, Cryo or Malkom..."

Then I notice Malkom running around.

"Oh, there he is... Seemly, he is STILL problematic..."

I look again at Joris and then the RED clone.

"So, what we do about it? Seemly his previous clone is alive, yet his previous clone died... Oh no... Say, you that work here, undeads ARE real?"

written by Jam on May 07, 2011 00:46

I wait for L4-O to answer his PDC, somewhat impatiently, but definitely not unhappily...

While I'm waiting, I look at the IntSec clones a little closer...

written by Cryoburner on May 07, 2011 01:06

"Well, that's good news to hear! About the saw, not so much the zombie. I'm sure you wouldn't want your saw providing anything but mandatory levels of performance, and frequent inspections are key to maintaining the smooth operation of Alpha Complex! Say, you wouldn't happen to know where the inspection depot is, would you? Wait... Did you say zombie? Gasp!"

I back away from L4-O.

"Now that you mention it, he did try to lunge at me earlier. That does seem like something a zombie might do. He's been shambling around as though his legs were stiff, and in general has been looking mildly distressed for some time. What do you suggest we do about him?"

written by Gligar on May 07, 2011 01:47

Laboratory (somewhere)

Leeroy-O is led into the lab. He's still laughing at things, such as how they need a docbot, and how much he doesn't like being tickled (which seems to be the pain from before). He's laughing so much that he fails to notice the idea bot parked at the head of a reclined chair.

Nor does he notice the huge, spiky apparatus positioned such that it could swing down to where the head of a clone lying in the chair would be.

One of the techs says, "Okay, let's begin. Please lie in the chair. Pay no attention to the docb- oh brilliant. You had to go and do *that*? You could have asked for a bathroom break. I would fine you, but it won't matter anyway soon."

Recovery room (H level)

Azir-R starts to say something, but hears the docbot.

He puts the paperwork back on the desk, and states that he doesn't want anything to do with zombies.

L4-O accepts the offer of a cast, and promptly squeezes into the recovery room to get away from Zombie Joris-O.

The docbot says, "Let us deal with the cast first. If you would please lie on the table here..."

It is interrupted by Cryo-R, who insists that the inspection is for the good of the complex. You know, just to make sure that it's running at optimal efficiency. "I would be able to operate at a more optimal level of efficiency," the docbot replies, "if my chainsaw was not removed for inspection just after having received a full inspection! Now be silent while I work."

Cryo-R suddenly realises that everyone's talking about zombies, and suddenly decides that L4-O might be a zombie, since he's been "trying to hug him" and "shambling around as if his legs were broken". He's failed to realise that L4-O's leg is indeed broken.

L4-O suddenly realises that his PDC has been vibrating for the past minutecycle or so.

Armed Forces range observation room

Mango-R surveys the room. Well, what's left of it.

Much of the far wall has been destroyed, as has the room beyond, which is now nothing but a crater. Presumably, that crater was the range.

As mentioned, the air is prickly.

Chemical showers

Malkom-R's shower finishes its cycle. Malkom-R exits at a dead run, returning to the main station.

Cloning station (C Sublevel)

While Malkom-R grabs a RED jumpsuit and tries to put it on at top speed, Speed-Y wondoer who, out of Cryo-R and Malkom-R, is worse... oh, speak of the [CENSORED]...

He looks back at the tech. He wonders what they should do about Joris-O, since his Prime is still alive... yet it died?

Wait... that means that the undead exist! He asks the tech.

"It's true, sir," the tech replies. "But further information is need-to-know, restricted to Tech Services personnel. And R&D staff associated with... er, I don't know the project name..."

Meanwhile, Malkom-R is trying to fill out forms while still half-in-half-out of his jumpsuit. This is problematic, especially when his predicament causes him to trip and fall to the floor.

IntSec station (I sublevel)

Jam-O continues waiting for L4-O. He looks at the IntSec clones a little closer.

Said IntSec clones are starting to look a little impatient. "Are you going to stand there all day, or do we have to confiscate your PDC?"

written by Mingamango181 on May 07, 2011 02:18

I stop, and stare at the crater for a while.

"Wow... That's one large crater."

Indeed. That Tsar must have had quite some power...

I wasn't talking to you.

...

I look for a sufficiently safe way down into what remains of the range.

written by Speeder on May 07, 2011 02:29

I smile and say.

"Tech Services are awesome! I am Tech Services and proud of it.

I really wish some things, were run by Tech Services people, to avoid existence of people like Cryo, a CPU, currently RED, but probably a demoted YELLOW enforcer."

I return the PDC to the technician, and keep a eye on Malkom.

"I wonder, how to proceed with the undead case."

written by Lightning4 on May 07, 2011 03:07

"Huh? Oh. A call."

While lying down on the table, I answer my PDC.

"Hello? Who is it? Speed? Jam?"

written by Jam on May 07, 2011 13:15

"Hello L4-O, this is Jam-O! I don't have long to talk, but Speed-Y called and said the Debriefing Room is on P Level in Central Subsector... Also, Malkom-R tried to attack me, so I had to terminate him... I've just got a quick IntSec interview to do, then I'll start heading back to you guys... Well, I've got to go, but it was nice chatting with you! Bye."

I terminate the call, then turn to the IntSec clones.

"Okay, sorry about the delay... I'm ready now."

written by Megagun on May 07, 2011 13:22

I laugh and lie down in the chair

"This is going to be SO -ow- much fun! Hee hee hee!"

written by Azirphaeli on May 07, 2011 14:55

There's really not much I need to do right now, so I'll mainly watch the scene unfold.

I will turn to cryo and inform him the zombie is not the guy with the injured leg, but the person he's now standing very close to.

written by Malkom on May 07, 2011 15:12

I stand up and take the time to scabble totally into my jumpsuit before filling out the forms as fast as possible to do so while not making mistakes. Halfway through I decide to accost the techs, asking if there's any way to make sure that I'm absolutely clean and uncorrupted, and free from mutations.

written by 4616599 on May 07, 2011 15:48

"Zombie? Oh, that's new. But more interesting is the dust."

I mumble slowly and continue sampling the dust.

"I don't know. I believe I'm as unnerved as you are."

I grab the scanner, suddenly, and start sampl-er, furiously licking away at it.

"Isn't dust interesting?"

written by Gligar on May 07, 2011 16:53

Armed forces Range observation room

Mango-R stares at the crater, in awe over the apparent power of the Tsar.

He looks for a way down. There is a ladder, but it looks like the lower section has been destroyed.

Cloning station (C sublevel)

Speed-Y **HAPPILY** identifies himself as Tech Services. He adds that it would be better if more was controlled by Tech Services. Things like being able to ensure that clones like Cryo-R don't exist.

The tech replies, "Well, we don't get that choice, sadly. YELLOWpants enforcers will continue to exist, because they always return good reports. Oh, thanks." He accepts his PDC. "Though I am surprised that you say one might have been demoted..."

Speed-Y asks about the undead thing. "Well, from what I remember, zombies are kept alive through nanomachines. So you need to shut those off.

"The question I have is... where did the nanomachines come from...?"

Malkom-R manages to work out his jumpsuit and fill in his forms. He then accosts the tech and demands to know if he's clean of mutations. "Are you saying that you doubt the cloning system? You know, doubts are a sign of unhappiness, and happiness is... well, you know.

"But if you want to be certain, we do have a mutant scanner."

Joris-O grabs the scanner and licks it. Finally. The scanner beeps, attracting the tech's attention. "That'll do," he says, looking at the terminal. "There's enough there to verify that you're Joris-O."

Recovery room (H level)

L4-O is about to lie on the table when he realises that his PDC needs attention. He answers it while lying down.

It's Jam-O. He tells L4-O about the location of the debriefing room, and that Malkom-R was terminated. Jam-O will rejoin the team once he's finished with his interview. He hangs up.

The docbot says, "Right, let us begin." It rolls up L4-O's jumpsuit leg and starts applying a paste, which stings a little. It begins to dry after a moment. "Once I am done here," the docbot tells him, "you will need to stay off this leg until the cast completely dries."

Azir-R turns to Cryo-R and tells him that L4-O isn't the zombie. Zombie Joris-O is the zombie.

Speaking of Zombie Joris-O, he continues to sample the dust. He apparently finds it interesting.

Laboratory (somewhere)

Leeroy-O says that this is going to be fun.

"Indeed it is," one tech replies, as he straps Leeroy-O into the chair.

"Right, I think that does it. Docbot, will you watch him? We don't want to damage his mind too much, after all."

The other tech works a terminal. The spiky apparatus begins to swing down.

written by Speeder on May 07, 2011 18:20

I look at Joris for a while.

"Dust? What dust? What are you doing?"

I look at the RED clone.

"Zombies affect non-zombie clones that share the same mind?"

written by Jam on May 07, 2011 18:21

I put my PDC away, and smile while I wait for instructions from the IntSec clones...

"Oh, I don't think I ever got your names... I'm Jam-O, and this is Lucas-R..."

I gesture towards Lucas-R as I say his name.

written by Lightning4 on May 07, 2011 21:17

I address the rest of the team.

"Okay, the debriefing room is on P Sublevel in central subsector. We need to go there. Debriefing room 27. Jam was just letting me know where it was."

I turn to the docbot.

"Thanks. Hmm. Staying off will be hard. I do have a ladder functioning as a makeshift crutch, unless you have a better set of actual crutches for me. Or something like that..."

"And how long should the healing process take? And how long for the drying process?"

While talking to the docbot, I also pocket my PDC.

written by Megagun on May 07, 2011 21:39

"Heheheheeeeeeeeeeeeeeeeeere we go!!"

written by Mingamango181 on May 08, 2011 00:23

I start climbing down. When I come to the lower section, I make a judgement of how far down I need to fall. Or drop. Or accelerate in towards the ground, if there is any ground to land on...

written by Cryoburner on May 08, 2011 02:03

"P Sublevel, you say? That sounds mighty suspicious, almost like something a zombie might say..."

"Doctor, does central subsector even have a P Sublevel? I get the impression he might be trying to trick us into heading away from the briefing, and ultimately lunch."

written by Gligar on May 08, 2011 02:53

Cloning station (somewhere)

Speed-Y looks at Joris-O. He wonders if zombified previous clones affect later clones while both are still active. The tech doesn't seem to know, "though apparently, they do".

IntSec station (I sublevel)

Jam-O puts his PDC away. Did the IntSec clones give their names? Either way, he introduces Lucas-R to them. The female IntSec answers, "I'm Janet-O-DLE, and this is Steve-O-SOG. This way, please..." She heads towards a door.

Recovery room

While the docbot works, L4-O addresses his team. He now knows the location of the debriefing room... but perhaps he misheard?

He tells the docbot that it will be difficult to comply, though he does have that ladder. He can use that, unless the docbot has crutches? "Regrettably, I do not," the docbot answers. "The paste should dry within a few minutecycles. Healing should take less than two weekcycles."

Of course, Cryo-R picks up on the location. He thinks P Sublevel is suspicious, "something that a zombie would say". He queries the docbot, who answers, "There is no P Sublevel in Central Subsector. There is, however, a P Level. It is possible that this citizen simply misheard his PDC call. And by the way, I can guarantee that he is not a zombie."

Laboratory (somewhere)

Leeroy-O enthusiastically awaits the spiky apparatus.

It stops just before it impacts his head, and extends a number of wires, which attach to his head, and burrow their way into his brain.

"Begin read cycle," instructs one of the techs. Leeroy-O starts to find it difficult to think.

Armed Forces Range observation room

Mango-R decides to head down.

Range ladder

Presently, he comes to the missing part. It must be several meters above the crater.

He takes a risk and drops. Ouch! He must have sprained an ankle from the fall.

Did I mention how prickly the air is?

written by Jam on May 08, 2011 03:48

I follow the IntSec clones, and do anything they ask me to do so long as it isn't treasonous... I also try to do it quickly, as I wouldn't want to cause any more delays...

written by Jam on May 08, 2011 17:33

"Well, to be honest, I needed him... Our troubleshooting team was going to reclaim the sector's reactor from the communists, and I thought it would be a bad idea to be shooting lasers right next to a nuclear reactor... We knew the communists would trust anyone that was with their former Director, so we took him with us to the reactor and successfully snuck in... From there, I prepared some Teasir spiked with Sleepy-Sleepy, and gave it to the communists... It worked perfectly, they didn't suspect a thing!

After they all fell asleep, we terminated them, then took a nuclear bomb they had taped to the reactor, brought it to an safe place, then tried to disarm it... I knew the communists would tell their Director the disarm code, so I tried to get it from the him. I was just telling our Team Leader when the bomb detonated, unfortunately with our Team Leader standing right next to it...

So, now that that I have no other use for him, I thought you might want to have a 'friendly chat' with him... So I brought him here... Also, I need to get these handcuffs off, and I thought you might want your locator tag back..."

written by Malkom on May 08, 2011 18:22

I grab any equipment that was assigned to me and turn to whoever told me there was a mutation scanner, with a big smile on my face. "Of course I'm happy, friend! I just want to be able to register any mutations I have!" I say in a high, excited voice. "Could you show me the scanner? I want to use it!"

written by Megagun on May 08, 2011 19:54

"Wheeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"

written by Lightning4 on May 08, 2011 20:52

"Ah. Okay."

I note the confused expression of Azir.

"Hm... Everything alright with you? You look confused or something."

written by Azirphaeli on May 08, 2011 21:31

"Yeah I'm fine, just adjusting to this place."

"Sides, I'm itching to get some lunch."

written by Gligar on May 09, 2011 01:44

Remains of the Armed Forces range

Mango-R protests as the radiation makes itself known. He looks around for a way out of the crater, but discovers that the only way would be back up the ladder.

Which is currently beyond Mango-R's reach.

He collapses to the floor.

Interview room

"I see..." She pulls out a notebook and writes something before turning to Foursixonesixfiveninenine-R. "You. What do you have to say for yourself?"

"Well, er, I don't know," is the reply. "If I was a Communist, I certainly don't remember it!"

Cloning station (C sublevel)

Malkom-R looks around for potential assigned equipment, notices the laser pistols, and takes one.

As he looks around, he notices that the ME card bot seems to have reappeared with more ME cards.

The tech answers, "Glad to hear it. I have to say, it's nice to see a clone so eager about getting himself tested."

He gestures to a piece of equipment resembling an archway. "Right through there, please."

Recovery room

L4-O notices Azir-R's confusion, and asks if everything's okay. Azir-R replies in the affirmative, saying he's just getting used to things. Also, he wants lunch. But it's still several hourcycles off!

(Shouldn't he already be used to Alpha Complex? 😊)

written by Speeder on May 09, 2011 01:54

I notice the new ME cards.

"Interesting."

I check to see whose are they.⁴³²

written by Malkom on May 09, 2011 02:44

I step into the archway. If I'm instructed to continue through or leave or do anything else, I do so. Otherwise, I just wait for something to happen, with a radiant smile on my face.

written by Lightning4 on May 09, 2011 08:33

I shrug and wait for the docbot to return with a key.

"Hm. Anyone have the time? I hope we make it there in time... don't want to be late. Tardiness is treason... even if it's for a good reason, I suppose."

From the table, I check what the zombie is doing... and how it looks.

"Hope that's not the brain eating kind of zombies. Though I'm not even sure those exist..."

written by Mingamango181 on May 09, 2011 09:29

As I fall down, I try to resist the radiation, hands still clutching my head.

"Ugh..h...h....."

There goes my voice again...

Sensing that my efforts are failing, I try to climb the crater itself out.

written by 4616599 on May 09, 2011 15:06

I continue licking.

⁴³² AZIRPHELII: (OOC: I recall that my memory was wiped or something, so I've been playing as if I didn't read anything from anything before I played. If this is not the case, let me know 😊)

"Mmmh. Out ta dust."

I glance at the nearby jackobot and if it's within range.

"Sal might haaav dust. Shud lick. Oh yesss indeed. Dust is, dust is good...!"

I lick Sal if possible.

"Hmmm. I still feel..."

I stumble around, bumping into the tech services.

"Sorry. Sal. Uh. I mean...I seem to be...perceiving a recovery room. There's a docbot and a new clone. L4-O seems to be talking about zombies! Ugh! Sal! Dust! Lick!"

I nearly lick the nearby clones.

"How odd. I'm now remotely detecting the pleasant taste of dust. Of all things." I stumble around, crashing into the same clone again.

written by Cryoburner on May 09, 2011 15:37

"Doctor, I think this clone needs dust! Oh, and he seems to be rather injured as well."

I then look up at the ceiling...

"Hmm... Straight up to P Level, you say? Well, I think we would need a saw for that. Say, on a totally unrelated note, might you know where the inspection depot may be found? I'm supposed to... um... inspect something there."

written by Gligar on May 09, 2011 18:42

Cloning station (C sublevel)

Speed-Y notices the new ME cards. He looks at them.

One seems to be for Malkom-R. The others are for other clones... Peter-B-BLT, Al-KAZ, Rapt-G-JDI, and others whose names he can't see.

Joris-O seems to be having problems. Disoriented, he bumps in to the tech. He reports seeing a recovery room, with the jackobot, L4-O, Cryo-R, and the others in that group. There's also a docbot and an unfamiliar clone.

He says that L4-O seems to be saying something about zombies

There's also an overwhelming taste of dust, which seems oddly pleasant.

The tech blinks in shock. "You... you're *linked*? That's not right!

He turns back to the terminal, looking at something. "There's... there are two inputs into your MemoMax backup. I'd expect that, but why are you seeing it, sir?

In the meantime, Malkom-R has rushed over to the archway, and has stepped in. As he does, a synthesised voice says, "Scanning... please wait..."

A beam of light is emitted from the archway, and proceeds to scan Malkom-R. It pauses, reverses direction, continues scanning, reverses direction again, and scans some more.

Suddenly it shuts off. The archway emits a pleasant beep and says, "Scan complete. Subject is clean."

Recovery room

L4-O is indeed talking about zombies. He hopes that Zombie Joris-O doesn't like to eat brains. Do those even exist? He's probably not cleared to know in any case.

He wonders what time it is. They do have an appointment, after all.

Out in the corridor, Zombie Joris-O is still licking duct. He shambles into the room and bumps into the jackobot. And decides to lick it. He doesn't find any dust, though.

The docbot returns through the door. It is carrying a key.

As it's about to use it to unlock L4-O's handcuffs, Cryo-R speaks. He says that Zombie Joris-O needs some dust. And still refuses to recognise that Zombie Joris-O is, well, a zombie.

The docbot stops in its tracks. "It is inside? This is bad. I could have held it off if I had my chainsaw," it says, shooting a Glare™ at Cryo-R.

Speaking of the chainsaw, Cryo-R says that he'd need one to get to P Level. And by the way, where's the inspection depot?

"In an area that is beyond your clearance," replies the docbot.

Laboratory (somewhere)

The apparatus continues sucking information out of Leeroy-O's brain.

It's strange... Leeroy-O almost feels like he's in two places at once...

And then everything goes dark.

Crater where the Armed Forces Range used to be

Mango-R tries to climb out of the crater. The radiation doesn't make it easy. Pieces of his flesh come away as he painfully makes his way up, trying to reach the ladder...

...he's able to briefly touch it before everything goes dark here as well.

Interview room

The IntSec clone continues writing things down. "Uh-huh," she says. "But I don't believe you."

written by Megagun on May 09, 2011 18:55

I wonder why someone turned off the lights. How inconvenient!

written by Malkom on May 09, 2011 19:02

I blow out my breath in a big sigh of relief. "Aaaah, it's wonderful to know that I don't have any mutations!" I say. I look for any spare barrels for my laser pistol, and generally just wait for something interesting to happen...

If anything nasty tries to attack me, I shoot it!

I sure hope that scanner is right... it isn't fresh from R&D or anything?

written by Speeder on May 09, 2011 19:02

I decide to wait for everyone to get prepared to go.

"Ok... Let's hope noone else dies, so we can proceed to debriefing."

I look at the RED technician.

"So... the zombie and the real Joris are sharing a MemoMax? Interesting... I wonder if we can use that... I mean, we can send the zombie to take a look, while the real Joris report stuff back to us. Although that is probably not safe..."

written by Azirphaeli on May 09, 2011 19:33

"Hmm.. chainsaws? This place sounds dangerous. I think I'll stick with you folks!"

I'll look and see disappointingly that a zombie is still apparently floating around. Still it doesn't seem to be dangerous..

written by Mingamango181 on May 09, 2011 21:01

I think I'll have that docbot now... I think as something rips away.

Yeah, right. I don't think that's going to happen. I'm sure you're not going to survive this...

written by Lightning4 on May 09, 2011 21:29

I hold up my hands to allow the docbot easier access to the handcuffs.

I overhear Azir.

"Huh? Sure, whatever, I guess. We're Troubleshooter Team Epsilon. I guess as long as you aren't a commie you can tag along. You're not a commie... are you?"

"Or any other secret society for that matter? Not that anyone would ever reveal their secret society..."

written by Azirphaeli on May 09, 2011 22:29

"I can assure you with 115% certainty I am not a commie and don't belong to the Illuminati or anything."

"Since I don't know what I am supposed to be doing I might as well make myself useful here and help you guys out."

written by Jam on May 09, 2011 23:27⁴³³

I look at Foursixonesixfiveninenine-R, with an expression of disbelief.

"Wow... I don't believe it! You are such a liar! 'Don't remember it', you say? It didn't seem that way a few minutecycles ago when you were gloating and claiming the Tsar couldn't be disarmed... Did you really think I'd believe you? I bet you enjoyed it when I dug into your mind and took the code by force... And that is gentle compared to what I could do to you... I'd assure you, if I did my worst, you'd be begging for us to terminate you..."

written by Cryoburner on May 10, 2011 01:35

"Maybe we should give him some dust."

I look around for any dust.

written by Gligar on May 10, 2011 03:08

Laboratory (somewhere, thermal imaging)

"Frag it!" exclaims one of the techs. "Why does there have to be a power fluctuation now, of all times?! Will that affect the transfer?"

Leeroy-O is still conscious. He thinks the power fluctuation is inconvenient.

The idea bot speaks, with that mechanical voice. "Analysis: the power distribution grid installed within the laboratories is insufficient to handle the energy requirements of the memory transfer. Suggestion: increase available power by deactivating non-essential systems."

"I'm sure I wouldn't have thought of *that* in a million yearcycles," one tech says under his breath, as he moves to a panel.

A few moments (which seem like an age) later, the lights come back on. "There we go."

The transfer continues. Soon, Leeroy-O loses consciousness as his mind empties.

Not long after that, the apparatus swings down and crashes into his head, cracking the skull.

"Phase One complete," the idea bot intones. Phase Two in progress--"

Cloning station (C sublevel)

Malkom-R is relieved that he's not a mutant. He looks for any spare barrels, but finds none. OH well. He waits for something to happen.

Speed-Y also waits, this time for everyone to get ready.

He turns his attention to the zombie problem. Perhaps, if both Joris-Os are using the same MemoMax archive, they could put it to use.

The tech answers, "Ordinarily, that wouldn't work, sir... but in this case, there is the unexplained mental link. I don't know why it's there, but it is." He tries to look something up on the terminal. "Hmmm... information is restricted, but I can't read the clearance."

Recovery room

L4-O holds up the handcuffs while the docbot unlocks them.

Azir-R decides that the situation is dangerous, and decides to tag along with the Troubleshooters.

He sees the zombie still here and looks disappointed. But at least it's not dangerous. It's just hungry, right? Right?

L4-O introduces the team to Azir-R. As long as he's not a Commie Mutant Traitor, or a member of a secret society (not that anyone would admit to being any of those), he's welcome.

⁴³³ JAM: (ooc: *gasp* It's [DFSR]!)

Azir-R assures L4-O that he isn't. Strangely, he mentions [CENSORED] by name. How does he know that name?

Cryo-R suggests dust. At least it's not bells, or pens, or light fixtures, or rubble, or "candies" or lunch, or lift buttons, or idea bots, or chainsaws...

He looks around for some but there seems to be little of it left. What will Zombie Joris-O do when it's all gone? Move on to other food sources?

Crater where the armed Forces Range used to be (thermal imaging)

Mango-R continues to lose flesh under the radiation. His eyes are next.

The radiation begins to fog the spybot's camera.

Mango-R's thoughts turn to reactor shielding duty: so this is what it's like. (What, you thought it was a euphemism?)

Fortunately, he doesn't have to endure much more.

Interview room

Jam-O expresses his disbelief at Forusixonesixfiveninenine-R. After what he said about the Tsar, and after Jam-O probed him, to claim that he doesn't remember? Outrageous!

"Maybe your power is not truly under your control," the ex-Director replies.

"Hold it!" the IntSec clones demands. "What exactly is this 'Tsar'?"

written by Malkom on May 10, 2011 04:28

I suddenly realize that people are talking about... zombies? "What is a zombie? Could it be some weird new kind of mutant? Is [i]he[i] a zombie?" I point at Joris-O, hand on my laser pistol. "If not, who is?" I back nervously away from the clones, towards the techs, keeping my right hand on my laser pistol, or my left hand on it if I'm left-handed.

written by Mingamango181 on May 10, 2011 06:36

I may be unable to communicate with you for a while. I'm sure you'll be glad to be rid of my company for a while...

You'll come back, right?

Whenever it happens.

I let myself drift off. Here it goes again...

written by Lightning4 on May 10, 2011 09:25

"The what? Don't be silly man. That's just a conspiracy theory. Nobody believes they really exist..."

I notice my cuffs have been undone.

"Thanks. If you don't mind, I'll hold onto these. Might need them later."

If it lets me, I pocket the handcuffs for later use.

"Though I might use them sooner than later."

I shoot a glare over at Cryo, who probably doesn't even notice. I shake my head and prep my ladder-piece for use as a crutch again.

written by Speeder on May 10, 2011 11:14

I look at Malkom, then state with a cold voice.

"The zombie is Joris-O-1, if you shoot anyone here in this room, I will consider you a traitor and terminate you. Be aware, that the reason your previous clone was terminated, was for attacking Jam-O, while he was talking with me with the PDA"

I turn to the RED tech.

"Yep, the thing that made me worried over the PDA call is this guy"

I point to Malkom.

written by Azirphaeli on May 10, 2011 13:27

"Huh? Oh of course, I am just using their name as an example since it's so easily recognized is all."

"Looks like nearly everything's wrapped up here. Troubleshooters, eh? I can't wait to see some troubles get shot."

written by 4616599 on May 10, 2011 13:47

"Gah. Must have Sal.."

I grab Sal and try to ride it.

I stumble around again.

"Help! Get me off the jackobot!"

I lurch forward, accidentally slamming both arms into a tech.

"Oops. Apologies sir."

I come to again and regain my balance.

"Malkom-R? Are you going to suggest dust, like Cryo-R? Wait, what?"

written by Gligar on May 10, 2011 19:51

Cloning station (C sublevel)

Malkom-R realises that he doesn't even know what a zombie is, and thinks it to be some kind of mutant. He is suddenly suspicious that he might be in a room with a whole bunch of zombies.

Speed-Y explains, coldly, that they're referring to Joris-O-DNK-1, the deceased previous clone of Joris-O-DNK-2, who is in the station with them. Shooting Joris-O or anyone else in the room will only get Malkom-R terminated. He adds to the tech that Malkom-R is the cause of his worries during that PDC call earlier.

"I see," the tech replies. Turning to Malkom-R, he adds, "A zombie is a deceased clone, re-animated by nanomachines, I believe. They have nothing to do with mutants. There are

persistant rumours of them eating brains, but they're usually suppressed within hourcycles (as are those who spread the rumour)..."

Joris-O seems to be having more problems with his own zombie. He stumbles around, apparently believing that he's riding a jackobot in the recovery room, but quickly snaps out of it.

He looks at Malkom-R, and asks if he's going to suggest dust. Apparently, Cryo-R is also suggesting dust.

But this confuses him even more.

Meanwhile, a cloning tank has fired up, and is growing a clone.

The ME Card bot begins rolling over to investigate, almost bumping into Malkom-R. "Excuse me."

Recovery room

L4-O points out that the [CENSORED] are just a conspiracy theory. One that refuses to go away, despite repeated brainscrubs for all those involved. Even mentioning the name is grounds for a reprimand from on high. But then, this is true for all such theories and other rumours.

He asks the docbot if he can keep the handcuffs.

It looks over at Cryo-R, who is still searching for dust, and says, "I would be in violation if I said that you have no use for them."

L4-O sees it as well. He puts them away and pulls out his length of ladder.

Azirr-R says he just used them as an example. Is everyone ready?

Zombie Joris-O is not. It is indeed riding a jackobot, which seems to be doing its best to dislodge its passenger. "I do not recall accepting a directive reassignment to transbot duty..."

written by Malkom on May 10, 2011 20:37

I pale at the explanation of zombies. "How... horrible!" After a moment composing myself, I remind everyone that we have a debriefing to attend-- don't we?⁴³⁴

written by Mingamango181 on May 10, 2011 20:57

I cough a bit, unsure as to what's going on.

written by Speeder on May 10, 2011 22:02

I go check the just activated cloning tank.

"How we know the name of this clone? It is another clone of my team, thus causing another delay?"

written by Lightning4 on May 10, 2011 22:38

"I guess we're ready to go then. Thanks for the assistance, docbot."

I steady myself on my crutch and try to keep my cast from contacting anything.

⁴³⁴ MALKOM: (EDIT: (ooc: What are 'perversity points', and what can I use them for?))

"Now what should we do with the zombie... take him with or just leave him here?"

I slowly and carefully make my way towards the exit.

written by Jam on May 10, 2011 22:41

"Oh, the Tsar is the nuclear bomb the commies tried to use to blow up the sector's reactor... That huge explosion that shook the sector a few minutecycles ago was the Tsar exploding, luckily in a safe place..."

I turn to the ex-Director...

"Not under my control? Really?"

I turn to Lucas-R.

"You've seen what I can do, haven't you, Lucas-R? Remember that time a weekcycle ago when that commie tried to attack me? Why don't to tell the Director about all the horrible things I did to that clone, right before he terminated himself..."

I wink at Lucas-R, so that the Director can't see (It doesn't matter if the IntSec clones see, though) Then I turn back to the IntSec clones...

"Unless you'd rather we just move on to the next question? I still have that debriefing to get to..."

written by Azirphaeli on May 10, 2011 22:46

I make a mental note not to mention *them* anymore and move to follow L4-O.

written by Gligar on May 11, 2011 01:57

Cloning station (C sublevel)

Malkom-R pales as the tech explains about zombies.

But he recovers, and reminds everyone about the debriefing.⁴³⁵

Speed-Y goes over to investigate the active clone tank. He sees the clone as it forms. The features are still indistinct.

He wonders who it is.

Over at the terminal, the tech hears him, and checks his terminal. "It seems to be a... 'Mango-R-NHG-3'. Cause of death is... er... massive radiation exposure. Wow, that's a lot of radiation."

Crater where the Armed Forces Range used to be

There doesn't appear to be any movement from here.

In fact,... yes. All I can detect is a decomposing -- and disintegrating -- corpse.

I don't think any nanomachines present would be able to re-animate *that*.

⁴³⁵ GLIGAR: (OOC: Perversity points can be used to affect the outcome of... well, lots of things. Say you were approaching an IntSec checkpoint while carrying something illegal. You could use one or more perversity points to try to make sure IntSec didn't detect it.

You could also use them to try to affect someone else 😊)

Laboratory (somewhere)

Leeroy-O regains consciousness.

He feels kind of... cold. He can't seem to feel his limbs. And he can't see for some reason.

The reason for that last one becomes clear a moment later, when the lab is flooded with light.

That mechanical voice, now seeming to come from all around him, intones, "Phase Two complete. Liveware operational and stable."

"Ah, you're... awake. How are you feeling?" asks the voice of one of the techs.

Recovery room

L4-O believes they're now ready to go.

Well, except for Cryo-R, who is still looking for dust, and Zombie Joris-O, who is still trying to hold on to the jackobot.

L4-O wonders what they should do with the zombie. The docbot suggests trying to destroy it. "Allowing a zombie -- especially one with a gaping hole in its chest -- to roam the corridors unchecked could spell disaster. We do not know exactly how dangerous this one is. It could start... no, I have said enough."

L4-O makes his way out. The jackobot and Azir-R follow him. Predictably, Cryo-R fails to see them.

Interview room

Jam-O explains the nature of the Tsar. "I wondered what that shaking was."

He refutes the ex-Director's claims about his powers, asking Lucas-R to back him up, suggesting he tell the ex-Director about an event that supposedly happened a weekcycle ago.

He does, of course, remember to wink at Lucas-R.

Lucas-R turns slightly pale, as if he's thinking about something unpleasant. "You don't mean... that one who ended up with his brain leaking out of his ears, do you? I still get unhappy over that one."

The IntSec clone doesn't seem happy, either. "Enough, before someone loses their breakfast. But are you really capable of that? I can never tell with you mutants."

written by Speeder on May 11, 2011 02:09

I facepalm.

"So... another one of my team died... I guess we have to wait more... Wait, what? Radiation? Lots of it? You mean, more radiation than what you get on a reactor?"

written by Jam on May 11, 2011 02:32

"Oh, of course! Do you want me to demonstrate on the Director? He certainly seems like he's asking for it..."

I turn to the Director, and smile, hopefully in a sadistic way... I take a step towards him...

"I know you're lying... How about I torture you until you admit everything? I'm sure that will be fun... Well, fun for me at least..."

I laugh softly, and continue smiling at him...

written by Mingamango181 on May 11, 2011 10:17

Well... Sorry I'm late. Had to grab something to eat.

Huh...?

Oh right. Let me explain where you are now. The team is in close proximity with you as in, the same room. Just co-operate with them for now... Until you can get away.

written by Lightning4 on May 11, 2011 10:25

I look at the zombie.

"Hm. I'll confer with my team I suppose. We'll take him with us, if he shows the slightest hint of doing something dangerous, he'll be terminated."

"We'll probably just terminate him anyway when we get there." I shrug.

I carefully make my way back towards the lift.

"Well then, let's go. P level awaits. Keep an eye on that zombie, if it does something bad, it gets the zap."

written by Megagun on May 11, 2011 13:27

I flail my arms (if I have any) around wildly, yelling "EX-TER-MINATE! EX-TER-MINATE!"

After a while of flailing my arms around wildly, I burst out laughing.

"Ha ha ha ha. Should've seen your faces! Hee hee hee!"

written by Azirphaeli on May 11, 2011 13:33

As I follow L4-O, I check my pockets and look for anything I could conceivably use to defend myself in the event the zombie goes berserk.

written by Cryoburner on May 11, 2011 14:49

Noticing that everyone appears to be leaving, I decide to leave as well...

"Thank you Doctor! Your service has been commendable, as always!"

I hurry into the corridor and over to the lift, and begin rapidly pressing the lift's call button once I get there.

"To the debriefing room!"

written by 4616599 on May 11, 2011 16:38

I mildly detect some words being spoken.

"Say...innards could be dusty!" I mumble.

I continue riding on Sal for a while, trying to lick the manipulators and any other convenient parts...

I start licking Speed-Y.

"Oh! Apologies sir!"

I try to wipe it, but the ME card bot somehow seems distracting, and I chase after it...

"Looks like I'll have to get used to this. I don't know how much control I have over...ermm, number one, ex-one. This is awkward on so many sectors."

written by Speeder on May 11, 2011 16:46

I blink and look at Joris.

"Why your zombie is licking things anyway? It is almost like you always wanted to lick things but refrained to do so while alive."

written by Gligar on May 11, 2011 19:26

Cloning station (C sublevel)

Speed-Y facepalms. That seems to be his signature move.

Wait... did the tech say radiation? How big is massive?

"Yes sir. Huge levels, at least according to the reading on here. It's not telling me how high, but there's four skull marks next to it. Four... wow."

A message box appears on his terminal. "Wait, what? How can there be MemoMax activity when the clone hasn't had it's liveware downloaded yet? I... guess it might be more PTLA... I'm going to have to report this."

Speed-Y becomes aware that Joris-O is licking him. Joris-O realises, and tries to wipe off the drool... before being distracted by the ME card bot. Her chases after it...

"And I'll have to report the zombie as well..." muses the tech. "This isn't my daycycle."

Speed-Y blinks at L4-O. Why now? It kind of looks like L4-O always wanted to lick things... and now his zombie is acting out that desire...

Interview room

"Oh, no, no, that won't be necessary," the IntSec clone says hurriedly. She produces some keys and moves to unlock Jam-O's handcuffs. As she does, Foursixonesixfiveninenine-R eyes the exit.

Recovery room

L4-O exits, eyeing the zombie as he does. Time to go!

Corridor (H Level)

Azir-R and Cryo-R fall in behind L4-O. Azir-R is checking his pockets, just in case Zombie Joris-O decides to go berserk. Sadly, he doesn't have anything that could be of use, just his PDC and ME card.

Cryo-R runs on ahead, stopping at the lifts. He mashes a call button, not noticing that the lift is already here.

The jackobot decides it's had enough of being licked, and mildly electrifies its manipulators. Just as the zombie licks them. Zzzzt.

Laboratory (somewhere)

Leeroy-O seems right at home. He realises that he's ow inside the idea bot, and tries to frighten the techs. One seems to jump right out of his skin. The other just mumbles, "Where's my sonic screwdriver when I need it?"

The first answers, "Whew! That was frightening. But... what was that you said, sir?" he adds, to the other tech. "It sounded kind of treasonous somehow..."

written by Speeder on May 11, 2011 19:35

I turn to the tech.

"I dunno, but AFTER we finally saved the sector and finished our mission, things go wrong.

I mean, we needed to reboot the comonode, and until that point, everything, well, except for Cryo, went fine, then we needed to retake the reactor, then bizarre things started to happen to the team, then we had to get rid of a nuke, then EVEN MORE bizarre things happened, and after I DID get rid of the nuke and getting vaporized with it, I get a zombie, and a clone that decided to die of radiation, probably by visiting my non-existant remains..."

I wait for Mango... I stare at his tank.

"I really wonder what happened to him, what make someone suicide in a recently exploded nuke?"

written by Azirphaeli on May 11, 2011 19:42

Hmm...

As I board the lift with the team, I re-familiarize myself with the PDC and it's functions.

written by Megagun on May 11, 2011 20:48

"Hehehe. I can tell you haven't watched many episodes of *Mandatory Team Troubleshooter!* Bots without Asimov circuitry yell 'EXTERMINATE, EXTERMINATE' all the time in that show! I think it was meant as a way to let clones know that bots without working Asimov circuitry are considered to be treasonous, and have to be terminated on sight. Erm. Are my Asimov circuits being diagnosed as fully-working? I don't want to get terminated by some clone who doesn't understand that I'm part of a revolutionary experiment in bot-clone stuff!

Also, is there anything you still need me for, or can I proceed towards my debriefing? I don't think I have much time left.."

written by Mingamango181 on May 11, 2011 21:05

I wait for whatever process is going on to finish.

...Testing, testing...Six four seven nine nine one five two. The computer is good. Treason equals termination.

written by Lightning4 on May 11, 2011 22:41

I get on the lift along with Cryo and begin waiting for everyone else to file on. If everyone is here, I press the button for P level.

"Sorry Sal, just keep track of him for now. It's not like we can threaten him with weaponry... he seems rather... preoccupied with you right now."

written by Cryoburner on May 12, 2011 00:12

I press the call button a few more times, just to make sure it's sufficiently pressed, then board the lift. I proceed to re-familiarize myself with Azir-R's PDC and its functions.⁴³⁶

written by Jam on May 12, 2011 01:01

I notice Foursixonesixfiveninenine-R eyeing the exit, but don't say anything...

Also, I raise the handcuffs that are linking me to Lucas-R, so that the IntSec clone can hopefully unlock those first...

"Does this mean the interview is over? I do have one last thing that I'd like to say outside, if that's okay..."

written by Gligar on May 12, 2011 02:22

Cloning station (C sublevel)

Speed-Y tells the tech that the team's had to deal with weird stuff as well. Strangely, it only started after they rebooted the compnode...

He stares at Mango-R's tank for a while. The clone looks to be completely formed, and twitches as memories are pumped into it. He wonders what happened down there... what exactly possessed Mango-R to go and die at ground zero of a nuclear explosion...

"So it's not just me," the tech says, looking relieved.

Malkom-R looks around for L4-O, but realises that he's on the wrong level.⁴³⁷

A lift

Everyone piles onto the lift (though not before Cryo-R can mash the call button a few times). As he enters, Azir-R checks out his PDC, re-familiarising himself with the call, messaging, AlphaNet, and camera features. He doesn't seem to have any apps on there. He realises that Cryo-R is looking over his shoulder as he looks at all this.

L4-O presses the P button, closing the lift's doors, tells the jackobot that it'll have to look after Zombie Joris-O for now. "If you insist," it replies.

Laboratory (somewhere)

"We still have motor calibration to do, but that could be done en-route. Yes, we're coming with you.

"And what's this about Mandatory Team Troubleshooter? You seem to be watching the older ones."

⁴³⁶ CRYOBURNER: (By the way, a stats page with more detailed info on characters and their inventories can be found here. It's updated whenever Gligar gets to it, so it's sometimes not 100% current. Perhaps that should be linked to in the first post?)

⁴³⁷ GLIGAR: (OOC: L4-O is up on H Level, Malkom. You really should keep track of where everyone is. ☺)

Interview room

The IntSec clone notices the ex-Director eyeing the door, and says, Nice try."

Jam-O holds up his and Lucas' handcuffs. The IntSec unlocks those as well.

She heads for the door, and requests that another clone take custody of the ex-Director, before gesturing for Jam-O and Lucas-R to follow.

written by Malkom on May 12, 2011 03:48

"Weird stuff?" I look confused. I then go up to Speed-Y and tap him on the shoulder. "Excuse me, could you tell me about this 'weird stuff' business?"

I still try to stay away from Joris-O. If he's linked to a zombie, I don't think I want anything to do with him.

After getting an answer, or if I don't, I go over and ask the techs where I can find a PDC for myself. Good thing I still have all those game backups on my RED-clearance netstorage account. I won't have to redownload them; I can just get playing! I also get a pair of the kind of earplugs you use for suppressing sound, if possible. "I don't want to be deafened by some bot or anything. I'll be much happier if I can hear, and everyone knows that happiness is mandatory. Got any earplugs?"

I also follow everyone if we leave for the briefing.

written by Mingamango181 on May 12, 2011 08:30

...Testing complete. Testing complete? What nonsense. At the very least, I'm working. Let's see before I forget. Huge levels of radiation. I suspect the structural integrity to be unstable. Someone seems to have been there before me, as I was able to see the results of the Tsar's explosion.

written by Lightning4 on May 12, 2011 09:29

I decide to spend the time by fiddling with my PDC some.

Seemingly unhappy with my PDC's default ringtone, I attempt to change it to something more... festive.

"Let's see... Fun Time Day jingles, B3 Holiday jingles, [REDACTED] Day jingles... ah, here we go! All Hail Computer Day jingles!"

written by Megagun on May 12, 2011 10:11

"Oh, I'm rewatching older episodes. You know, there's a lot of hidden plot details in these old episodes, once you know everything that's going to happen in later episodes. It's quite awesome, really!

Either way, let's go. Just make sure that you're getting behind some kind of cover whilst inside the debriefing room. I suspect that it might get a little bit messy!"

I head off towards the elevators again, if I can remember where they are. If I can't remember, I'll go and search for some kind of map. Whilst en-route, I try to figure out what I can do with my new bot body.

written by Speeder on May 12, 2011 11:11

I look at Malkom for a while.

"You want know what is weird stuff? Well, maybe some Death Leopard sabotaging radiation suits? Mango being attacked by a psychic cl... oh, I get it now what happened to him..."

I look at Mango.

Then I look at Malkom again.

"And YOU are weird stuff... You showed up from nowhere, with me having no idea on how you reached us, and the only thing you did so far was act bizarrely, disliking algae, disliking mutants, disliking bots, and attacking Jam, that led to your termination... oh wait!"

I start to stare at Malkom, and eye him entirely, like if trying to figure what his body was made of or something.

"You are one of those nutjobs that think we should check the world outside, aren't you? One of those crazy people that hate everything in Alpha Complex and only want to live naked in some grassland outside? I mean, what you people call grassland, I never saw one, so I have no idea what a grassland is, except it is supposed to be green... It must suck, since not even me that is YELLOW can not cross it..."

written by Azirphaeli on May 12, 2011 12:19

I start to slow down and eventually put away the PDC as I feel Cryo staring intently at it for whatever reason. Not before I glimpse the last received/dialed calls list and contacts.

written by Jam on May 12, 2011 12:20

I follow the IntSec clone.

Once we're out of earshot of the ex-Director, I speak to the IntSec clone...

"I should let you know, I've only been a mutant since about an hourcycle ago... I was just trying to scare the Director into admitting that he was a communist, and as far as I know, I can't make clones' brains explode out their ears, or anything like that... Though I guess I haven't actually tried..."

...

"Oh, you wanted this locator tag back too?"

written by Cryoburner on May 12, 2011 16:16

I stare even more intently, paying special attention to any last received/dialed calls lists or contacts that may appear.
O_O

"Say, are you using that right now? I think mine may have been stolen... by pickpockets."

written by Azirphaeli on May 12, 2011 16:37

"I am sure whoever we're working for here can issue you a suitable replacement."

I gently put the PDC away for now, but keep my hand in the pocket.

written by Malkom on May 12, 2011 17:06

I reply indignantly to Speed-Y. "Who, me? I don't even know what you're talking about. And if I did it would probably be beyond our clearance. I told you, the Computer sent me to join your Troubleshooting team. I'm sure it'd be happy to confirm this." I continue trying to find a PDC.

written by 4616599 on May 12, 2011 17:57

"Huh. Lights. No damage."

I wonder if I can be harmed by zapping. Not seemingly feeling too much pain, I continue licking the manipulators, paying particular attention to texture.

—

I shiver vigorously.

"Ow! Speaking of weird stuff... I'm literally feeling...shocked. Ex-clone me seems to be; ...YOW!"

written by Gligar on May 12, 2011 19:56

Cloning station (C sublevel)

A confused Mango-R asks Speed-Y what he means by "weird stuff". He looks at Joris-O warily.

Speed-Y replies that he's talking about things like Death Leopard sabotaging radiation suits. Things like Mango-R running off to get killed after being hit by a psychic attack (oh wait, that would explain it). Things like... Malkom-R appearing out of nowhere, only to dislike pretty much everything!

Speed-Y bets that Malkom-R is one of those crazies who want to go and live Outside, away from the Computer, where there is something called "grassland". Whatever that is. Speed-Y only knows that it's GREEN Clearance.

Meanwhile, Mango-R is deposited on the floor of the cloning station, his decanting complete.

Mankom-R says, somewhat disrespectfully, that he already told Speed-Y why he's here. He continues looking for a PDC, even asking the tech. The tech just replies, "You'll need to talk to PLC about getting a replacement."

Joris-O seems to be having problems. It that seems that Zombie Joris-O is being electrocuted, and the pain is being transmitted to him and not his zombie self.

The tech's eyes go wide.

A lift

Speaking of PDCs, L4-O is playing with his. He looks through the ringtones for a more perfect one, He eventually settles on an All Hail Computer Day jingle.

Azir-R notices Cryo-R looking at his PDC, and lowers it as he has a look at the contact list and call logs.

This just causes Cryo-R to look even closer at Azir-R's PDC, his face coming within 10cm of the screen as he looks at the contact list and call logs. However, it seems that neither are cleared to view the call log. As for the contact list, it

seems to just include a few standard numbers -- that is, The Computer, Internal Security, Medical Services Emergency Docbot Line, and a PLC Depot delivery number.

Azir-R puts the PDC away, keeping his hand on it. He suggests that Cryo-R request that another PDC be issued to him.

Zombie-Joris-O apparently can't feel the jackobot's electrical poking. All he sees is pretty lights. And that his flesh is being burned. But he ignores that, instead continuing to lick its manipulators, taking in the smooth texture.

The jackobot seems to dislike this. It starts spinning its dome around, faster and faster and...

The lift continues to ascend.

Laboratory (somewhere)

Leeroy-O explains that he's rewatching old episodes. He likes how the older ones give you subtle clues about later episodes.

He then attempts to roll out. He seems to be having a problem with having, well, wheels, instead of legs, and ends up just spinning the front two.

Oh wait... what if he tries this?

Aha! That's movement.

Corridors (somewhere)

He heads back towards the lifts, with the techs in tow. One enters something into a control panel on the bot.

Internal Security Station (I sublevel)

Once they're out of earshot of the ex-Director, Jam-O explains to the IntSec that he was... shall we say, enhancing the truth slightly. He's only been registered for a couple of hourcycles, and hasn't had a chance to test the limits of his powers. He also reminds the IntSec about his locator tag.

"Oh yes," she answers, "let me find the key..."

She looks at the tag, and then at a keyring she pulls out of a packet. "Here we are."

She picks out a key, and attempts to unlock the tag. "Hmmm... not that one." She tries another. "Hmmm... nope." She tries a third. "Er... bear with me a secondcycle."

written by Mingamango181 on May 12, 2011 20:39

I follow the typical procedure, going right for the chemical showers, and not being distracted by anything else. I say nothing to anyone, and look away if they try to approach.

written by Lightning4 on May 12, 2011 20:49

"There, that's better."

I check whether the cast is dry now. I still remain careful with the ladder though, don't want to mess up my cast even if it's dry, of course.

written by Azirphaeli on May 12, 2011 20:55

Continuing to be mindful of where my PDC is, I wait for the lift to finish moving.

written by Megagun on May 12, 2011 21:52

I push the elevator call button, and try to figure out if my body has any advanced features, such as AlphaNet integration or an embedded PDC of sorts.

"You know, I wonder if I can watch Mandatory Team Troubleshooter straight through my mind! After all, I'm inside a bot now! Surely I could do such a thing!"

written by Speeder on May 12, 2011 23:19

I notice the unusual behavior of Mango.

Then I shake my head and ask the RED tech.

"Say, this clone" I point Mango. "Had activity BEFORE getting his own MemoMax copy?"

written by Jam on May 13, 2011 00:41

I wait, somewhat impatiently...

written by Malkom on May 13, 2011 00:57

I ask if I can borrow a PDC to contact PLC whoever that is and if I get one I call them up, asking for a number or other contact identification for them if needed. If I get through, I ask for a new PDC and some fresh laser pistol barrels while I'm at it. If I don't, I look for a way to get to this PLC place.

written by Gligar on May 13, 2011 01:36

Cloning station (C sublevel)

Ignoring everything else, Mango-R heads for the showers. He passes Speed-Y but doesn't acknowledge him.

This doesn't go unnoticed. Speed-Y returns to te tech, and verifies whether there was brain activity before the MemoMax upload. "That's right, sir," the tech replies. "Something's amiss... on top of everything else..."

He pulls out a pep pill and takes it. "I intend to scan him. With your permission, sir, of course."

Malkom-R asks the tech if he can borrow his PDC. The tech hands it over, while muttering, "What's with everyone losing their PDCs?"

He is ignored as Malkom-R looks through the contact list, finding the entry for PLC. He calls them and asks for a new PDC and some laser barrels. The voice on the other end asks for an ME Card number.

A lift

L4-O checks his cast. It seems dry.

Azir-R keeps his hand on his PDC as the lift ascends.

The ascent doesn't last much longer, and the lift comes to a halt.

Corridor (somewhere)

Leeroy-O has a little better luck in commanding his new body to press the call button. It even comes with a handy humanlyke arm along with three other manipulators of miscellaneous use.

As he waits for the lift, he investigates the bot body further. He finds the standard bot transceiver, as well as the greatly expanded memory and processing capabilities common to all idea bots. He also finds what looks to be a mini-PDC. Looking deeper, he also finds something that can only be Asimov circuits. There might be more, but he can't identify it, if it's even there.

He wonders if he can get *Mandatory Team Troubleshooter* on this thing.

His pondering (and it's amazing how well he can ponder now) is cut short by the lift arriving.

Internal Security office (I sublevel)

Jam-O waits as the InSec continues to try keys.

She ends up switching to another keyring, muttering under her breath as key after key refuse to fit.

Eventually, she stops, and hits her head with the heel of her hand. "No, fool, you unlock it *this way*..."

She takes the first key and tries it again. This time, though, she squeezes something on the tag.

It pops open.

written by Azirphaeli on May 13, 2011 02:44

Since L4-O seems to know where he's going I'll keep pace.

written by Speeder on May 13, 2011 03:25

I nod to the tech.

"Sure, Scan him... I will help in case things get more strange."

I pull out my pistol.

"You know, I suspect he is STILL under attack by a mutant, even AFTER DIEING. this mean that my earlier idea of shutting down his brain temporarily was useless... I guess whoever is that mutant, it must be a very powerful one."

I do not point the pistol at anyone, but I do assemble it with a YELLOW barrel and check if it is assembled properly and ready to use.

"Or he just went nuts."

written by Malkom on May 13, 2011 03:34

"Hold on."

I pull out my ME card. If I don't have a ME card, I first go through my jumpsuit pockets, then ask the tech where I can find my ME card, and then once he answers grab it. Once I have hold of my ME card, I rattle off the number (accurately) to whoever I'm talking to. If asked to punch the number in somewhere, I do so.

written by Lightning4 on May 13, 2011 07:45

"Well then, off we go!"

I start moving forward out of the lift. I look for any signs that might indicate the proper direction to central subsector.

"I wonder how much time we have left... let's go quickly I guess."

I move as quickly as my laddercrutch can allow, anyway.

written by Mingamango181 on May 13, 2011 07:53

I go and start the shower when I get there, making sure that if there's anything necessary to do, gets done.

...That's odd... I can't remember that part...

It's because of that download, I'm suspecting. Thankfully, you recited it to me, so I can tell you now, if you'd like.

Okay. Tell it.

I listen as details of the wrecked range are told out to me.

written by Megagun on May 13, 2011 11:46

I enter the elevator and press the shiny "P" button.

"Hello elevator. How are you holding up? Carry any big loads today?"

written by Jam on May 13, 2011 14:28

"Oh! There we go! Thanks!"

I check the time on my PDC...

"Okay, is that all? We kinda need to get going..."

If the IntSec clone says we can go, I say goodbye, then start jogging towards the lifts.

written by 4616599 on May 13, 2011 16:53

I yell, slowly.

"Moann...! Ha...! Duuuust!"

I continue grabbing the jackobot by its manipulators and dome edge.

—

"Ah! He's spinning now. Giddy. Forgive me..."

I stumble onto the tech again.

I try to grab the ME card bot for support.

"You look dusty! Aughh...now, what?"

I glance at the clones. "Cut the link! Cut the link! Kill it!"

written by Gligar on May 13, 2011 20:00Lift hall (P level)

L4-O's team leaves the lift.

L4-O leads them into the usual concourse -- RED, this time. And for a change, the exits are marked. One's labelled "To Broadcast area and **CENTRAL SUBSECTOR**". The other three, in case you're interested, are all HPD&MC -- Vidshow

Quality Control, Dormitory Registry, and Zone Reclamation Department.

L4-O wonders how much time they have left.

Zombie Joris-O somehow keeps holding onto the jackobot, which has stopped zapping him, since it seems to be pointless.

Cloning station (C sublevel)

Speed-Y gives the tech permission to scan Mango-R. He pulls out his laser pistol, and voices his suspicion that Mango-R is still under attack. Even after death. Or maybe he's just crazy...

He checks his pistol, and fits a fresh YELLOW barrel.

Malkom-R checks his pockets, but doesn't find his ME Card. He then asks the tech, who tells him to check the ME Card bot. Yes, the bot has it, he discovers. It's his now.

He then turns back to the PDC, giving his ME Card number. The voice on the other end tells him that his order will cost 75 credits, plus shipping. Where did he say he was again?

Joris-O is having yet more problems. He stumbles a little more, and grabs the ME Card bot.

He can't take much more of this. He tells the rest of the team to kill... er, un-kill... er, re-kill... whatever you do to a zombie. That link must be severed.

Chemical Showers

Mango-R starts up a shower.

Not long after he does, the door seems to turn semi-transparent. Visible on the other side is... well, it looks like a clone. It has flaky YELLOW skin, and YELLOW eyes that seem to bore right into his mind (because they probably are).

The clone seems to be glowing.

"So you are the one Headgrabber is targeting..." the clone seems to say, in a calm voice. He smiles in a creepy kind of way. "I am afraid that I can't allow him to direct attention to us." He seems to concentrate.

Another lift

Leeroy-O rolls into the lift, pressing the P button. Under bot vision, it appears even shinier than before.

He starts talking to the lift. It replies, "I have to say, you are the heaviest."

The techs scurry onto the lift just before the doors close. It begins to ascend.

Internal Security station (I sublevel)

Jam-O checks the time. It's 06:10 -- we're now well into morningcycle.

He asks if they can go now. "Hmmm... I should really ask a few more questions but we have an interesting job ahead of us with this Director you brought in. Just go, I think."

Jam-O says goodbye and retraces his steps, back to the corridor. Lucas-R isn't far behind.

written by Megagun on May 13, 2011 20:24

"Yeah. You can say I've put up quite a lot of weight in the last few hours.. heh heh heh.."

I start to use my internal mini-PDC to try and bring up a map of P-sublevel.

written by Malkom on May 13, 2011 20:58

I remain happily oblivious to a nearby, glowing clone that would certainly have me firing on it in seconds and happily chatter into the PDC. "I'm in a cloning station in C Sublevel." I turn to the tech, find out exactly which cloning station this is, and then tell them. After they confirm my location, and I have repeated it as many times as needed, I shut down the call and hand the PDC back to the tech. "Here, have that. By the way, I noticed you have that great game, Commie Combat DeLuxe on your PDC. How do you like it?" I try to start up a chat about PDC games, while looking around for something I could slide my ME card through to find out how many credits I have.

written by Mingamango181 on May 13, 2011 21:30

Um... What are they?

Interesting... I haven't seen the likes of these before... I'll be right back. Guess someone isn't happy with my presence...

I'm oddly sure I heard a 'revolver' being drawn, but I ignore it, trying to turn away from the eyes that seem to be watching me, and finish up the showering process.

written by Cryoburner on May 13, 2011 22:55

I proceed toward central subsector, keeping a lookout for any interesting cafeterias along the way.

written by Jam on May 14, 2011 00:05

I continue jogging towards the lifts, and call one once I get there...

"Hmm... I wonder if Mango-R's still alive..."

I pause for a second, and appear to concentrate...

written by Lightning4 on May 14, 2011 00:07

I proceed forward with the group.

written by Gligar on May 14, 2011 01:34

Another lift

Leeroy-O has a look, so to speak, at his internal mini-PDC. He decides to try and find a map of P Sublevel. Naturally, his search is fruitless ;)

Cloning station (C sublevel)

Malkom-R tells the clone on the other end where he is, after consulting the tech again. Apparently, that's all that is needed. He hangs up after hearing that it'll take five minutecycles to get there.

Hew returns the PDC, and mentions a a game he noticed on there. "I rarely play it," the tech answers. "I find it hard to find the time to play games these daycycles."

Malkom-R tries to chat about PDC games while looking around for a PDC scanner. He finds one attached to the tech's terminal.

Chemical showers

The strange clone seems to respond to Mango-R's hitch-hiker. "Don't act as if it's not you, Headgrabber. I can see you there pointing a 'revolver' at me. And by the way, how mundane of you to use a physical weapon."

The clone puts out his hand, seeming to go through the shower door.

Mango-R has the brief vision of a 'revolver' spontaneously disassembling itself.

Mango-R turns away, trying to ignore the clone. But it doesn't seem to work. The clone just drifts round to face him.

"Now, as to you. Perhaps you have heard the rumours about mutants. Perhaps you have heard the one about mutants being able to make your brain leak out of your ears.

"Headgrabber was the one who figured out how to do that."

"And he's in your mind."

The showers cease. The door unlocks.

Corridor P2

L4-O's group presses on. Cryo-R looks for cafeterias, but doesn't see any.

Soon, they come to a door: CENTRAL SUBSECTOR ACCESS P.

Corridor (I sublevel)

Jam-O and Lucas-R head towards the lifts. Once they get there, Jam-O calls one.

Then he has an idea. He concentrates.

written by Speeder on May 14, 2011 02:01

I go check on Mango... Carefully.

Pistol in hand.

"Ok, do not be Freaky, do not be Freaky, do not be Freaky..."

and I go muttering that as I approach Mango door.

written by Mingamango181 on May 14, 2011 03:19

I decide to take a step backwards should the hand try to grab me.

I hear a voice speak. "Heh. This thing's so old, it probably wasn't going to last for much longer anyway."

"Headgrabber can do that? Now I'm not sure what could be worse, my brain leaking, or the hand reaching for me through the door..."

written by Malkom on May 14, 2011 03:23

I slide my card through the slot, read how many credits I have, stow it securely in my jumpsuit pocket, check my laser shooter to make sure it's operational, and follow Speed-Y towards the Mango door, pistol in hand. Please... no mutants, for my sanity's sake, I think to myself.

written by Lightning4 on May 14, 2011 10:55

I cautiously open the door, watching for anything on the other side.

If it's safe, I proceed ahead of the group.

I look around for any more signs that might indicate the direction the debriefing rooms are in.

written by Jam on May 14, 2011 14:46

"Oh no oh no oh no! Not good!"

I start panicking...

"Lucas, some powerful mutant is preventing me from scanning the cloning station! We've got to get back there!"

I repeatedly jab the call button, desperate for a lift to arrive...

"What if it's Freaky? He could probably do something like that, couldn't he?"

I turn, and look Lucas straight in the eye.

"Lucas-R, I need you to tell me everything you know about Freaky. What does he look like, and, more importantly, what can he do? If it is him, we need to be prepared..."

If the lift arrives, I run inside, and ask the lift to take us to the nearest cloning station that is above us. I press the level button if I need to.

written by Megagun on May 14, 2011 15:32

I search my mini-PDC for a map of P level, P section, P sector, and P area, aswell as information regarding Debriefing Room 27.

written by Gligar on May 14, 2011 18:21

Chemical Showers

The main door opens, admitting Speed-Y. He has his laser pistol out, and is trying to be cautious. What he sees troubles him: a figure - obviously a mutant -- near an occupied shower cubicle. Oddly, the cubicle's door seems to have partially faded out, rendering it semi-transparent.

The occupant, presumably Mango-R, can't be seen clearly, but seems to be trying to keep away from this mutant.

The mutant has flaky YELLOW skin, and glows. He's looking at Mango-R, and has his arm outstretched -- passing through the cubicle door. He drops it, and says, "Yes, Headgrabber can do that. That's his... technique, after all. I prefer a different method of termination."

As Speed-Y approaches, the figure turns. His eyes seem to burrow into Speed-Y's brain, as if they're probing him. (They probably are.)

Cloning station (C Sublevel)

Malkom-R scans his card, and sees that he has 150 credits. That done, he heads for the showers, checking his laser pistol has he goes. It seems to be working fine.

Then he enters the showers, and sees the figure.

Corridor P2

L4-O opens the door and peeks through. On the other side is an IntSec checkpoint with some kind of detector arch, manned by a couple of GREEN goons. Both are carrying semi-automatic slugthrowers.

He enters.

Internal Security checkpoint (P level)

"Halt!" one of them says. "Identify yourself and state your purpose in Central Subsector."

Lift all (I sublevel)

What Jam-O discovers shocks him. There's some kind of powerful mutant blocking his scans... he has to get there now!

He mashes the call button, and wonders if it's Freaky... Freaky!

He looks at Lucas-R. He needs to know everything that Lucas-R knows about Freaky.

"Well... I don't know everything about him, sir. But I do know what he looks like. He has flaky YELLOW skin, with freaky piercing eyes that stare right into your mind... that's where he gets his name from. Also, he glows. It's hard to see any detail on his face.

"As for what he can do... I know he can kill from a distance. He can break things apart. He can scan your mind, and even talk to you, from a distance. He even shows you his face when he does. And I... think he can project himself. I'm sure he can do more, but that's all I've seen him do.

"But... I don't think he would attack anyone in the open... he hates corridors, remember?"

The lift chooses now to arrive, and opens its doors. Jam-O dashes inside, dragging Lucas-R with him, and asks the lift to take them to the nearest cloning station. "That would be on C Sublevel," the lift replies, and closes its doors. It begins its ascent.

Another lift

Leeroy-O (or Idea Bot C-481, or...) keeps searching. He eventually does find a map, which says that the debriefing room is in Central Subsector, which is a concourse and a corridor away from the lift. Then, it's another corridor and he's there.

He also discovers that Debriefing Room 27 was recently revamped by HPD&MC for some purpose that he can't access.

As he ponders this, the lift stops at P Level.

written by Speeder on May 14, 2011 18:40

I blink while looking at the mutant.

"Ok, first, you are not Headgrabber, thus you can still be Freaky, Lucas-R friend.

Second, you can obviously teleport, since you do not came here crossing the cloning station.

Third, you can cross objects.

Fourth, you are seemly also a mind mutant.

Fifth, your skin is mutated.

Sixth, you are obviously powerful."

I put the pistol back in my pocket.

"Thus I obviously cannot kill you with a stupid pistol."

I keep looking back at him.

"Ok, or you do not intend to kill us, or you are sadistic and thus want to do it slowly, because obviously if you really wanted to kill us, you could already have done so.

Thus the question that ultimately remains is: What do you want?"

I look at Mango.

"And you have any idea of what happened to him? Some mutant, I can guess, not you, attached to the mind of his PREVIOUS clone, and remains attached to him, thus obviously that other mutant, that I presume is the Headgrabber you are talking about, is also very powerful, and also want something, something that has to do with my remains, considering how that clone died."

Yes, I speak aloud, so instead of only the mutant know what I am thinking, I make sure EVERYONE know what I am thinking.

written by Megagun on May 14, 2011 18:54

"Alright, techs. We're nearly there. Let's hope we're not too late yet. Follow me, but you'll have to run!"

I scoot off towards the debriefing room as fast as I can whilst making sure that the techs can keep up.

written by 4616599 on May 14, 2011 19:27

I stare at the Intsec goons.

"Green."

I stumble off the jackobot, attempting to lick the goons.

—————
"I'll love to have a look at what's going on in there, Speed-O. But a certain former clone seem very curious about IntSec goons at the moment."

I walk over to the panels.

"Does anyone have a link to the Intsec checkpoint at P level, or even better, a MemoMax feed or something from...ex-ODNK-1?"

written by Malkom on May 14, 2011 20:37 "How did you-?"

I scream. The sight of the mutant disgusts me. My face goes a sick color and I double over, gagging and gripping my stomach. My pistol clatters from my hand to the floor. I go to snatch it up; if I get it I, panicked, fire it at the weird mutant twisted horrific YELLOW abomination before me.⁴³⁸

written by Lightning4 on May 14, 2011 21:01

"Troubleshooter Team Epsilon reporting in... L4-O, John-R, Cryo-R, and... a zombie I guess reporting in. We need to get to Debriefing R27."

I notice the zombie starting to scramble towards the goons.

"Uh oh. You may want to terminate that. We were escorting it around but if it's going to do THAT..."

written by Azirphaeli on May 14, 2011 21:20

"Oh hey. I guess I am not a part of their team, but I am not sure what I should be doing."

I think for a bit...

"Maybe I can join up?"

written by Jam on May 14, 2011 23:33

"Hmm... Freaky sounds really powerful..."

I think a bit...

"I had the strangest feeling that the clone that was shielding the cloning station from my scans wasn't actually near the station, but somewhere else... Hmm..."

I think a bit more...

Well, whatever is waiting for us, we'd better be ready... I'm guessing lasers will be useless against such a powerful mutant, as will any other physical attack... Well, if he wants to terminate us, there's not much stopping him... So he must want something..."

My face suddenly pales...

"Oh no... I think Speed-Y's in danger..."

I start panicking some more, and start singing that really popular loyalty jingle that I heard earlier todaycycle...

"Hey, Computer! You're my Friend!"

At the same time, I take out my pack of registered mutant medications, and start digging inside for something...

"Oh, lift, please hurry up!

...

Hey, Computer! You're my Friend!"

written by Mingamango181 on May 14, 2011 23:33

"You know what?" *We should probably leave now.*

⁴³⁸ MALKOM: (OOOC EDIT: This is gonna get me killed, most probably, but I did it because, well, I think that's what my character would do. He hates mutants, you see. He's disgusted by them and, deep down, afraid of them.)

Wouldn't it be interesting if my character turned out to be a mutant himself?

I'll tell you once we're both out of danger.

I feel as if my mind is being used in a coordinated attack...

written by Cryoburner on May 15, 2011 01:10

"We are here to sample the delicious foods of central subsector. Also, to see The Computer."

I take care to avoid any bots that might happen to be scooting off as fast as they can in my vicinity, if any are present.

written by Gligar on May 15, 2011 02:10

Chemical showers

Speed-Y blinks, and starts speaking. He lists several things about this mutant, culminating in him putting his laser pistol away. He clearly can't kill this mutant with one of those. He'd probably need something bigger.

He continues. Either the mutant doesn't want to kill them, or he wants to do it slowly. But presumably, if he wanted to kill them, he would have done so already. So, what does he want?

He then thinks of something. Does he know anything about what happened to Mango-R? Is this "Headgrabber" involved? And does he have any interest in how Speed-Y died?

The mutant replies, "Yes, I am Freaky. And as you have guessed, Headgrabber is the one who has entered Mango-R's mind. I simply wish to find out why, and, if possible, remove him."

He looks at Mango-R, who seems to be having a conversation with someone unseen. "And don't think you can escape with your puppet that easily, Headgrabber." He raises his hand again, trapping Mango-R in place.

From the station proper, Joris-O says that he'll have to sit this one out. A certain zombie is interested in IntSec goons. And also, does anyone have a link to a checkpoint on P Level?

Malkom-R screams and doubles over, attempting to not vomit... not entirely successfully. His laser pistol drops to the floor and clatters into a shower cubicle.

Freaky looks at him. "Oh, I see," he observes. "I assure you, I won't harm you. Unless-"

Malkom-R is already heading towards his laser pistol. He manages to reach it and pick it up, and tries to fire at Freaky. But the mutant is faster, reaching out a hand and pinning him in place as well. Caught in mid-turn, Malkom-R's firing reflex causes his laser to fire, almost hitting Speed-Y in the process.

"I won't harm you," Freaky says again, his tone actually betraying an element of anger, "unless you harm me. Then, I will kill you."

Another lift

Leeroy-O tells his techs that they'll have to hurry. They don't want to be too late, after all.

H sets off towards the debriefing room as fast as he can. Which turns out to be about running speed. The techs can keep up quite easily.

The three pass through the concourse and into a corridor. Running down it, they encounter L4-O's team as the last straggler -- Cryo-R -- enters the IntSec checkpoint, and enter it themselves.

"Halt," one of the goons says. "What is your purpose in Central Subsector? And identify yourself."

Zombie Joris-O stumbles off the jackobot, towards that goon, intending to lick him. The goon raises his slugthrower. "Halt, or I shoot!"

L4-O explains the situation. However, he notices their zombie shambling, and suggests that he be killed (re-killed? Un-killed? un-re-killed?), especially if it's going to do that.

The goon says, "Gladly," and unloads three rounds into the zombie's torso.

Cryo-R ignores this, as usual. He explains that he's here to sample food, and to see The Computer. "Why would you want to eat here of all places? The food is the same as anywhere else. And if you wanted to see Friend Computer, you could just go visit a confession booth. There are plenty back that way."

Azir-R says that he's not part of the team, but perhaps he could join them.

A lift

Jam-O comments that Freaky sounds powerful. He comments that the shielding he encountered was being projected from elsewhere. And given how powerful he is, he could kill them in an instant, Lasers may well be useless. He probably wants something.

Wait... Speed-Y's there! He must be in danger!

He rummages through his pack for the mutant suppression pills while singing loyalty jingles and willing the lift to go faster.

But the last turns out to be unnecessary, as the lift stops, revealing the corridor on C Sublevel he saw a few hours ago.

written by Speeder on May 15, 2011 02:39

I glare at Malkom, then I proceed to wrestle the pistol from him.

"Do not be stupid. You cannot kill him with a stupid RED pistol. Also you almost shot me instead. And finally, although we feared that we might find Freaky during our whole mission, our fear was finding him as a commie, clearly right now he is NOT a commie, thus he might be on our side, and he is friend of Lucas, Lucas is friend of Jam, Jam is my friend, if you shoot Freaky, I will figure you really have

something against Jam, or you are a anti-mutant, and that is a treasonous society too. And I won't terminate you, I will make you beg to be terminated."

I look at Freaky

"Although probably I am not supposed to tell that to you, my mission was prevent the commies from releasing the Underplex mutants. I did that by stealing the commies nuke, and exploding it in a safe place. Mango during our trip to Underplex got hijacked by Headgrabber and for some reason followed me, and later visited the nuke explosion site. Or he is allied with the commies, or he want to free the Underplex mutants, or he has a even crazier idea that I have no idea what it is. And whatever he wants to do, surely is bad idea, considering how Friend Computer was really afraid of whatever he stored in Underplex, saying that whatever is there being freed, is worse than this whole sector and its citizens being vaporized."

written by Malkom on May 15, 2011 02:56

Pinned in place, I try to writhe. I moan and look like I'm about to throw up again.

Then I abruptly scream again and faint dead away.

written by Mingamango181 on May 15, 2011 03:50

I observe, and try to listen, though I can't seem to understand what Speed-Y is saying there, something to do with RED pistols (which probably relate to some old technology), and nearly getting shot. And there's someone who's panicking. And mission details, from Speed-Y's perspective.

"Erm... What's happening?"

I'm not sure. I think Freaky wants me out as he knows how dangerous I am to everyone in the complex.

So why did you pick me of all clones to invade? Seems like it would do Freaky, you as well as myself some good.

The long story, or the cut down, summarised version?

written by Lightning4 on May 15, 2011 08:52

"There... zombie problem dealt with. Shoot it a few more times to be sure though..."

I shake my head after Cryo's comments.

"Don't... *sigh*... don't mind him. Although yes, I suppose we are here to see Friend Computer, in a way, but we are certainly not here for food. We just let him believe whatever he wants... it's easier that way..."

I look back up towards the Intsec goons.

"So... where's Debriefing Room 27?"

written by Cryoburner on May 15, 2011 13:54

"That citizen! You have poked him... Don't worry, citizen! With proper rest, you will be okay!"

I drag the poked clone back over to the group, and dump him back on top of Sal, or the pallet truck, if that's still with us.

"Ah... Quite clearly, we are going to see The Computer for lunch, and possibly a debriefing, and maybe even a briefing. Either way, The Computer expects us there soon, and I'm sure you wouldn't want to delay The Computer. You did hear the announcement earlier, didn't you?"

"Say, Sal, how long has it been since that announcement, anyway?"

written by 4616599 on May 15, 2011 16:10

My vision fogs up even further, and I feel Sal again. I lick Sal, then start crawling toward the checkpoint again. If they shoot, I crawl as fast as I can to lick them.

"Owwww!"

The force of the shock slams me backwards. I stumble into the chemical showers and mumble weakly.

"Ohh. Speed-O, DNK-1's at it again. He's getting shot...I can't seem to control him..."

I then see Freaky.

"Oh, hello! You must be Freaky. Errr...."

I back away slowly. I then lurch and fall to the ground. A certain zombie seems to be crawling. I stare at Freaky in terror, cowering behind my jumpsuit, on the ground.

"AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA-"

written by Megagun on May 15, 2011 16:15

"My name is Leeroy-O-JNK. My mind has been transplanted into an IdeaBot. I am here to attend the debriefing of Team Epsilon, and to explain to Friend Computer the horribleness that some members of Team Epsilon have committed."

written by Jam on May 15, 2011 16:17⁴³⁹

"Oh! We're here... Lift, which way to the cloning station?"

I continue chanting loyalty jingles while I run towards the cloning station... (If the lift doesn't say where it is, I just run until I find the cloning station)

written by Azirphaeli on May 15, 2011 16:23

I'll keep following L4-O since no one said anything, see what happens.

written by Gligar on May 15, 2011 18:11

Chemical showers

Speed-Y glances at the now-immobilised Malkom-R, and tries to remove the laser pistol from his grasp. He proceeds to tell him that a RED laser pistol would be useless against Freaky. In addition, he almost shot Speed-Y instead. It would not be a good idea to shoot either of them. Especially since Freaky doesn't seem to be a commie (though he is a mutant) and is a friend of Lucas-R, who is Jam-O's friend, and Jam-O is Speed-Y's friend. Therefore, an attack on Freaky is an attack on Jam-O. Does Malkom-R have anything against Jam-O? Or is he an Anti-Mutant? Which is treasonous.

⁴³⁹ JAM: (ooc: Wait, I've been here before? 😊)

Turning back to freaky, he outlines the team's mission, pointing out what happened to Mango-R.

"I know of your team's mission," Freaky answers. "And I would say that Friend Computer is probably justified in being cautious. Though, I must add, most of us are equally cautious about Alpha Complex as a whole. Revealing ourselves would be too dangerous."

"But there are those among my brothers and sisters -- a secret society, if you will -- who think differently."

Malkom-R looks like he wants to vomit again, but instead just passes out. Freaky maintains his hold.

"I think you can identify one of them," Freaky continues. "And I am sure he would like to tell us all his reasons." He looks at Mango-R. "Wouldn't he?"

Joris-O manages to crawl to the door. He's in a lot of pain, due to something happening to his zombie. Apparently, it's getting shot at.

He sees Freaky, and cowers in fear.

Cloning station (C sublevel)

Jam-O and Lucas-R arrive to find a commotion in the chemical showers. Joris-O is at the shower's door, doubled over in pain while simultaneously cowering in fear at something.

Internal Security Checkpoint (P level)

L4-O suggests shooting Zombie Joris-O a few more times, just to be sure. He also says to ignore Cryo-R.

He then asks the location of their debriefing room.

Before either of the goons can answer, Cyo-R dashes over to the zombie and drags him back, dumping him on top of the jackobot (which promptly shocks him).

This causes both goons to simultaneously point their slugthrowers Cryo-ward. "Step away from the zombie!" Cryo-R was about to speak, but he's cut off.

Speaking of the zombie, he continues his licking, before again crawling off the jackobot, towards the goons. They're focused on Cryo-R and don't see him.

Leeroy-O explains that he's also heading to the debriefing. Apparently, he (it?) wants to explain some horrible things that Team Epsilon has committed. His techs identify themselves as Grant-Y-JHT-2 and Greg-Y-JHT-3, respectively.

Azir-R says nothing, choosing to stick with L4-O.

written by Malkom on May 15, 2011 18:25

I remain unconscious, and don't move at all.

A sepulchral voice echoes out of the void... "Looks like that Malkom is getting ready to get zapped again. You'd better get a space ready in case that freak decides to terminate him..."

written by Speeder on May 15, 2011 19:10

I roll my eyes.

"Ok, so seemingly the commies dragged my team into a mutant and anti-mutant war. No wonder increasingly bizarre things started to happen after the commie defeat on the compnode. Granted, the whole mission has not been normal either..."

As Jam and Lucas join us.

"Jam! Lucas! This is Freaky"

I point to Freaky.

"He is trying to save Mango from Headgrabber..."

I attempt to point a Headgrabber, then I realize that I cannot do that and look confused.

"Well, in short, Headgrabber is in a anti-anti-mutant secret society, and he for some reason decided to use Mango for whatever is his plan. Freaky at least in that incident is in our side, he wants to get rid of Headgrabber, so I ask you two, do NOT SHOOT him. Thanks."

I look at Joris, then back at Freaky.

"This guy is linked to his old body, that got turned into a Zombie while visiting the Underplex, any idea on how that happened? I mean, Zombies are not mutants, but..."

I then look at Mangograbber.

"You are stupid, if you acted normally after I tried to remove you from Mango, I would never notice you. And probably you would be able to fight Freaky alone."

I turn to Jam.

"Can you ask John to come here? Maybe you, John and Freaky can get rid of Headgrabber for a while."

written by Megagun on May 15, 2011 19:37

I use my mini-PDC to look up Grant-Y-JHT-2 and Greg-Y-JHT-3 on AlphaNet. Perhaps AlphaNet contains some interesting information about these clones.

"Guys, guys. Come on now. I need to get to my debriefing, and I think some others in this room need to get there, too. How about you start letting me through, and work your way through the guys that need to stay behind afterwards?"

written by Azirphaeli on May 15, 2011 20:27

"Uh, hey guys, the zombies on the move again, he's heading your way!"

I'll alert the two 'goons' to the danger heading there way.

written by Cryoburner on May 15, 2011 20:48

"Ah, I simply figured that you might not want that fellow near you, seeing how you poked him, and how he is getting rather squishy. I'm not entirely sure that squishiness is normal. He might even be exceeding mandatory levels of squishiness. Someone should probably take a look at that."

"Anyway, I was simply going to say that quite clearly, we are going to see The Computer for lunch, and possibly a debriefing, and maybe even a briefing, and maybe dinner after that. Either way, The Computer expects us there soon,

and I'm sure you wouldn't want to delay The Computer. You did hear the announcement earlier, didn't you?"

written by Jam on May 15, 2011 21:04

I stop chanting loyalty jingles, since Freaky doesn't seem to want to terminate me (for now)... I look at Freaky...

"Hello Freaky... I heard you're pals with Lucas-R? Nice to finally meet you..."

I respond to Speed-Y...

"Wait... What? Anti-mutant? WHERE?!"

I take out my laser pistol and wildly wave it around, searching for this 'Headgrabber' anti-mutant guy... Failing to find him, I calm down a bit, and put my laser pistol away...

I look at Joris-O, then continue talking to Speed-Y...

"I think Cryo-R was involved somehow, sir..."

I look back at Freaky, and try to copy his piercing gaze... How does he do that?

Then I get distracted as I realize Speed-Y is asking me another question...

"Um... I don't think Mango-R would survive if three clones attacked his mind at the same time... Actually I don't think he'd survive even if just Freaky attacked his mind... But if you insist..."

I take out my PDC, and try to call John-R...

"Oh, don't we have a debriefing to get to, sir?" I say to Speed-Y.

written by Lightning4 on May 15, 2011 21:12

I frown in the direction of Leeroy/Idea bot.

"Oh... you. Yeah, we'll have some explaining to do, about how you nearly caused the sector to go nuclear..."

written by Mingamango181 on May 15, 2011 21:12

Okay then. Long version it is. It's still sort of short, but it is the longer of the two.

You see, I needed to fix some things. Shortly after learning how to make the brain do... what it did (a painful process it was), you unfortunately had to witness it. I was quite panicky at that time, and I ended up damaging you. Permanently.

Of course, you may wonder how I got here. I was able to get in, and prevent further damage, but I ended up in it. As for my clone, it's long since dead. The incident involving the communists only caused you to forget, but the large radiation dose you took when you tried to retrieve the Tsar released me.

As for the story, it was true, but it costed my last clone.

"...For all those not able to read minds, something about me being involved with the Headgrabber, and somehow damaging me, as well as repairing, and being stuck in my head. Apparently, the reactor's radiation released him. Interesting."

written by Megagun on May 15, 2011 22:58

I laugh at L4-O.

"I think you'll have to have much, much more explaining to do, such as how you know that Mega-R's mind was accidentally overwritten by mine. Hell, you shouldn't even know the name 'Leeroy-O'. When I was inside the body of Mega-R, I never once spoke my own name. Oh well, I guess everyone sometimes makes a fatal mistake, and this one just so happens to be yours.

You know, I thought that only the guy inside that treasonous bot was part of the plot against JHT sector, but I guess more clones from Team Epsilon have been involved.. Interesting.."

I turn towards the techs, and whisper: "He's a communist; watch out."

written by Gligar on May 16, 2011 02:39

Chemical showers

Malkom-R remains rigidly unconscious.

Speed-Y starts putting things together. Apparently, Team Epsilon has been dragged into a conflict between Freaky's mutants and Anti-Mutant, or something. That might explain the weirdness happening recently.

The he sees Jam-O and Lucas-R. He points out Freaky to them. Lucas-R says, "Hi, Freaky!"

Jam-O stops his loyalty jingles. After all, he's still alive. He greets Freaky. "Hello, Jam-O. And Lucas-R, of course. Congratulations, Lucas! I told you that you could make RED so soon!"

Speed-Y also tries to point out Headgrabber, but realises that he can't. He settles on just describing Headgrabber as a member of a kind of anti-Anti-Mutant, whom Freaky is trying to catch. He's set up residence in Mango-R's mind, they shouldn't shoot.

Jam-O suddenly realises that Speed-Y's speaking about Anti-Mutant, and gets paranoid, waving his laser pistol about in search of this Headgrabber, before sheepishly realising that he isn't "here". Instead, he glances at Joris-O, and notes that he thinks Cryo-R might have something to do with the zombie.

Speed-Y outlines the zombie situation to Freaky. "I can't help you with the zombie, I'm afraid. I can't affect corpses, only make them."

While Jam-O tries, unsuccessfully, to copy Freaky's boring-into-your-mind gaze, Speed-Y he tries to speak to Headgrabber, calling him stupid. Had he kept quiet after Mango-R was half-asphyxiated, he would have gone unnoticed.

He then asks Jam-O to contact John-R, since his help will be needed.

This is enough to distract Jam-O. He doubts that Mango-R would survive an attack by Freaky, let alone form all three of them. But he calls John-R anyway.

While he waits, he reminds Speed-Y about the debriefing.

It is then that Headgrabber decides to make himself known. Via a disembodied voice, Headgrabber explains that he "needed to fix some things" after learning how to do... things. He claims that Mango-R was an unwitting witness to him working this out. , causing the mutant to backlash against him and damage him. He entered Mango-R's mind in order to try to repair the damage, but now he can't get out. His clone, he says, is long dead. The radiation Mango-R absorbed apparently "released him". He finishes up by saying he has no clones left.

Apparently unaware that Headgrabber has actually spoken, MAnGo-R summarises this for everyone.

Freaky has a few issues with it, though. "Okay, how many lies is that? First, you've been able to do... that for several yearcycles. Second, and this is the most important, you still have one clone left. I know because you're using it, back in the prison. How else could you point a 'revolver' at me?

"And third... since when did you repair anyone? You've never done that before."

Internal security checkpoint (P Level)

John-R's PDC is ringing. He answers it.

Leeroy-O/Idea Bot C-481 decides to look up his two tecks, finding out that they've both received reprimands for insubordination, and possible links to communism. That said, they have both participated in four successful major R&D projects to date. Perhaps five?

Out loud, he says that they really need to get going. Perhaps he could be let through?"

"Sorry, bot," the IntSec says, and lets the bot pass.

Azir-R tries to warn the goons about te zombie, but they pay no attention, causing one to be licked. "Eurgh!" he shouts, and unloads another five rounds into it..

Cryo-R suggests that maybe the goons wouldn't want the zombie near them after "poking" it. He also shows then that he has a one-lunch mind. Er, I mean a one-track mind. That kind of slipped out there...

Apparently, L4-O recognises the idea bot. Perhaps he thinks it's Mega-R? Or maybe it's just the voice? He says that one thing that needs to be explained is how 'Mega-R' almost destroyed the sector...

This just sets off the idea bot. He says that L4-O just made a big mistake, since he shouldn't even know the name "Leeroy-O". He never mentioned it, after all. He adds that he now thinks the whole of Team Epsilon are traitors. Debriefing should be interesting.

"Just what I would expect from an idea bot," the jackobot replies.

Of course, this sets off the IntSec as well. "Okay, this has to stop here! A *bot*, accusing a Troubleshooter team of treason... it's possible, but a *bot*?"

The techs try to explain. "Quiet, you two!"

written by Malkom on May 16, 2011 02:42

I still remain unconcious.

written by Azirphaeli on May 16, 2011 03:03

"Well I um.. I think I'm just going to let you guys sort this one out."

I stand and wait, but gravitate towards the exit in case things get crazy, The communist thing is being tossed around now, after all.

written by Speeder on May 16, 2011 03:31

I just look again at Freaky and Mango.

"So, Headgrabber, you are the whatever thing locked up in Underplex that I was supposed to maintain locked up there? I think I had success, otherwise you would not need a puppet like that. Now I think that I should have exploded OUTSIDE the army range, but I do not attempted to do that, since I figured that maybe you and your friends had still clones left, and it would be problematic you being decanted outside the prison. Sometimes I wish I knew the future. But you know, I need to report to Friend Computer right now, about how we made you remain stuck in the prison, can you release my friend Mango so we can continue with our job?"

Knowing that this obviously won't work, I look to Freaky.

"So, how we get rid of Headgrabber?"

written by Lightning4 on May 16, 2011 03:35

I smile towards the idea bot.

"Well then, thanks for telling us about everything. See, I had a hunch you were someone familiar with my team. That kind of limits it down to communists, and the guy who kept accusing me of being a communist."

"Of course, I'm not entirely sure there is a difference yet. You haven't exactly provided much proof to the contrary, seeing as how you withheld information which could have avoided the loss of one of my team members!"

I sigh.

"Now if you don't mind, we have a debriefing to attend. I believe Friend Computer would rather us argue about treason in there. Tardiness is treason, and you wouldn't want to be late, *would you?*"

written by Mingamango181 on May 16, 2011 06:50

No... I'm not there. Check if you will. Yearcycles, yes, but only after the last time. You can call Mango-R, a sort of vector. After all, he's been voluntarily doing it.

"What?"

Oh, the headlines were quite spectacular. Unknown

written by Mingamango181 on May 16, 2011 06:52

deaths of commies, now that was a mystery. Of course, you wouldn't remember thanks to that brainscrub.

I look a bit confused now...

written by Megagun on May 16, 2011 13:07

To the jackobot:

"Cry some more. You're just jealous of my superior processing powers."

To the IntSecs:

"I'm not a bot! I'm Leeroy-O-JNK's mind transplanted into a bot shell! Friend Computer has given me ULTRAVIOLET-level protection, at my request, by putting my mind into that of an IdeaBot."

To L4-O:

"Yeah, like withholding my real name would kill one of your teammembers. And for the record; I never was familiar with anyone in your team, I just used my skills as a Troubleshooter to figure out which ones of you were commies and had a hand in the plot against JHT sector..."

But you're right, we should discuss this at your debriefing. IntSec officers, may I pass? Thank you."

I start slowly moving towards the exit of the intsec checkpoint.

written by 4616599 on May 16, 2011 16:58

I attempt a final lunge at the clone, mumbling something about dust. I stumble and dive, noting briefly that my (dusty) backpack happens to be positioned between me and the (dusty) goon's (dusty) weapon. You know, the backpack full of (dusty) ordnance and (dusty) barrels?

"Aaagh!" Finding myself unable to pass out after the shots I churn and toss about on the ground furiously, involuntarily rolling in what seems to be Freaky's direction.

written by Cryoburner on May 16, 2011 17:28

"Wow, you have so many ideas, Ideabot! My friend Sal always wanted to be an Ideabot, but I think he wasn't good enough, or something. Therefore, he's most certainly not an Ideabot. He's just... some kind of bot."

Noting the commotion going on with that squishy fellow, I decide to back well away from it. I wouldn't want to get inadvertently poked after all.

written by Gligar on May 16, 2011 19:22

Chemical showers

Malkom-R continues not doing anything. Freaky looks at him. "If I release you, you're just going to lunge at me, aren't you. And then I'd terminate you.

"But you're one of those clones whose mind remains active after death, aren't you. I'm sure Friend Computer would love to know that. Maybe I'll tell him one day.

"Are you even listening? Wake up when I speak to you.

"Now, where was I...?"

Headgrabber, apparently. Speed-Y is talking to him, having figured out what he's dealing with: one of the things locked up in the Underplex. Perhaps he should have detonated the Tsar outside the bunker... but no. That would probably cause the mutants to be decanted elsewhere, and that would be terrible. Now, he has to report to The Computer, so can Headgrabber release Mango-R?

Of course not, so he asks Freaky about forcibly removing him instead.

"That could be done in a few ways. There is the mundane solution, to terminate Mango-R until he runs out of clones, would probably work, but Headgrabber would just grab another head. No, we need to remove him now, while we know where he is, and force him back into his regular body. For that, I'll need help."

Headgrabber has a few things to say. He claims that the's no inside his body any more, and that he's not been using his power recently. Furthermore, he says that Mango-R is a 'vector' of some sort.. A voluntary one.

This surprises Mango-R, who didn't know anything.

Headgrabber says that of course he doesn't he's been brainscrubbed. But the headlines were spectacular.

Freaky shakes his head. "Typical. You've been using your power almost constantly since you had it. Does a certain Code 7 Incident remind you of anything? How about the disappearance of the 359th Task Force? Or the AHK Sector All-Stars? *What happened to them?* I'll tell you: *you killed them..* Through puppets, I'll grant, but it was you who struck the killing blow each time."

He sees Joris-O rolling towards him, obviously in a lot of pain, and sighs. "I wish I could help you. But alas."

Internal Security Checkpoint (P Level)

Azir-R decides to stay out of the way. He stands, and edges towards the exit.

L4-O thanks Idea Bot C-481 for his contribution. He thought that the mind it was carrying was someone the team know. That is, either a communist, or that clone who kept accusing L4-O of treason. Or maybe there's no difference? After all, no evidence has been presented to the contrary... and information was withheld... information that could have saved the life of a team member.

Now, they have a debriefing to attend... Surely the idea bot doesn't want to be *late*, does it?

The idea bot just... well, if it could sneer at the jackobot, it would.

It goes on to claim that it's not a bot, but a clone. Again. It adds that our mutual friend gave it UV-level protection, to which the IntSecs laugh. "Sure, whatever. Like a bot could have security clearance. Get out of my sight, bot. And make sure you get your maintenance checkup."

Finally, it tells L4-O that it isn't familiar with the team, but it can tell a communist when it sees one. Debriefing is certainly going to be interesting.

It heads for the exit.

Zombie Joris-O lunges one last time. It still craves dust.

It notices its backpack... covered in dust. It loses interest in IntSec and licks,

But IntSec hasn't lost interest in the zombie. Both of them are still armed, after all. They start firing as fast as they can.

Surely that will end it.

Cryo-R just stays back, yammering on about how "Sal" wanted to be an idea bot.

written by Azirphaeli on May 16, 2011 19:30

Once the Idea Bot has left, I'll remark about how he doesn't seem like a very friendly fellow.

I'll head into the debriefing room afterward, assuming I meet no resistance.

written by Megagun on May 16, 2011 19:47

"Alright, techs. Let's leave this mess behind us."

I start rolling off towards the Debriefing room at maximum-tech-follow-able-speed.

written by Mingamango181 on May 16, 2011 20:19

You should know better than that. The Code 7 incident doesn't have anything to do with either of us. Those disappearances... were unfortunate, but I was not the one to have killed them. They went missing, after all.

Also, why do you think I'm down there? It isn't because I'm not there, is it?

I start to wonder just how many clones I've terminated. And being completely unaware of it.

"Tell me... Just how many clones have I terminated?"

I get no response.

written by Malkom on May 16, 2011 21:03

I remain not only doing nothing, but totally unconcious.

written by Jam on May 16, 2011 21:14

"Hello John-R! Speed-Y wants you to come down to the C Sublevel cloning station... He says he needs your help...I think he's forgotten about the debriefing..."

I cover the mouthpiece of the PDC, and look at the powder in my hand...

"Hmm... Maybe this mutant-supression powder could have some use?" I comment to the group.

written by Speeder on May 16, 2011 22:15

I look at Freaky, then at Mango.

"That explain things."

I look again at Freaky.

"The leader of the commies trying to free the mutants in Underplex has been in the Code 7 incident. I guess now I know WHY he wanted to free the mutants..."

Now I only wonder what the Code 7 has to do with Leeroy-O, the guy that overwrote the mind of Mega-R, the only information I have, is that Leeroy-O seemly was the sole survivor of the Code 7 incident. Probably, the clone that he had before getting into Mega-R clone."

I look at Jam.

"Thanks! As soon as we get rid of Headgrabber, we can get to the debriefing with everyone... I do not want to leave Mango behind."

written by Lightning4 on May 16, 2011 22:29

I shake my head.

"Well lets go then."

I proceed behind the Idea bot.

I watch the zombie as I go past, for any more movement.

"Maybe shoot it in the head or something..."

written by Cryoburner on May 17, 2011 00:38

"Say, I don't think they want you licking that."

So long as Zombie-Joris-O's backback doesn't appear damaged, or otherwise on fire or anything, and no one is actively poking him, I approach him and proceed to remove the backpack from his grasp. Well, so long as the backpack is within my clearance, anyway. : P

"You really should get some rest. You're starting to look rather squishy, after all."

written by Gligar on May 17, 2011 02:41

Internal Security Checkpoint (P level)

Azir-R watches the idea bot and its techs leave, the idea bot arrogantly calling the proceedings a "mess". He comments about the bot not being friendly before heading for the exit himself.

The goons are more interested in the zombie, which doesn't seem to be moving. L4-O suggests, as he leaves himself, that they shoot it in the head.

John-R is still on his PDC. "Head down to the cloning station? But I'm almost at debriefing... oh well. If Speed-Y wants it..." To L4-O, he adds, "Sir, will you excuse me? Speed-Y wants me."

Cryo-R creeps up to the zombie. He tries to remove the backpack from its grip. But, it seems, zombies have a very strong grip. He only succeeds in getting yelled at by the goons. "Desist at once! Theft is treason!"

Corridor P-epsilon

Once again in Central Subsector, L4-O, Azir-R, and the jackobot trail behind the idea bot. It takes a right and heads down a corridor before disappearing through a door.

Debriefing room 27

The idea bot and its techs enter the debriefing room.

The first thing they notice is the large desk, behind which is a large Computer Monitor, which dominates the wall. On the monitor is the silhouette of a rather short robed figure, seated in front of another monitor, on which is the Eye of the Computer.

Further inspection reveals that the floor, the ceiling and the other walls are also vidscreens.

The figure seems to look up and notices them. "Ah! Is this Idea Bot C-481?"

Greg-Y looks startled. "S- sir?! I wasn't expecting you..."

"And who exactly were you expecting?" the figure asks. "I am, after all, the briefing officer."

Chemical Showers

Headgrabber claims that the Code 7 has nothing to do with anything. The disappearance were unfortunate, but he didn't kill them.

Mango-R asks how many he killed, but gets no answer.

Malkom-R seems to ignore Freaky's request to wake up. This doesn't go unnoticed. Freaky concentrates, causing Malkom-R to wake up with a start. Possibly screaming.

Jam-O has been on the PDC to John-R, who has just complained that he was almost at debriefing, but is still apparently heading down.

Jam-O ads, for the group, that he's carrying mutation suppression powder.

Speed-Y says that he now knows why the communists wanted to free the mutants. Now, the Code 7...

Wasn't Leeroy-O the only survivor? (Well, in his pre-Mega-R days.)

He thanks Jam-O.

Freaky says, "John-R had better get here soon. Headgrabber is more powerful than you think."

written by Speeder on May 17, 2011 02:51

I nod, and then I comment.

"Well, I noticed, since he could remain on Mango AFTER he got killed..."

Then I look to Freaky, and then to Mango.

"So, what of you two, we could feel the presence constantly during the mission? Maybe John-R will be able to tell..."

I start staring at Headgrabber, maybe to distract it or something... Of course, I hope he won't melt my brain.

written by Mingamango181 on May 17, 2011 03:19

Oh, sorry. You were saying?

Just how many died?

I'd say, about all those times, maybe about 500? I've permanently damaged about 489, you included of course.

"...I don't... What? I can't surely have... killed that many..."

written by Malkom on May 17, 2011 03:28

I jerk into concousness. My terrified screams rip the air louder than unmutantly possible.

"AEAAAAAAAAEEEEEEIIIIIIAIEAIAEEEEAAAA
AAAEAEAEEEEEIIIIAEEAEAEAEAEAE!!!!"

written by Azirphaeli on May 17, 2011 03:32

I head to the debriefing room, with L4-O. My interest is now thoroughly peaked by the recent goings ons.

written by Lightning4 on May 17, 2011 04:10

"Oh... well, if Speed-Y needs you, I can't argue. Go on then..."

I look a little worried, being nearly alone in that Debriefing room with Cryo-R and that... idea bot.

I sigh and enter the Debriefing room.

written by Megagun on May 17, 2011 13:39

I look around, glad that I am the first one to enter the debriefing room.

"This is Idea Bot C-481, yes, but you can call me Leeroy-O-JNK.

And you're not just the briefing officer, are you? You're the one citizen of Alpha Complex who can tell me who I really am, and what my REAL purpose is, aren't you? Say, would you turn up the lights on your side a bit? I bet the color of your robe is an interesting one."

I turn to the techs, and whisper:

"You just watch; I bet he's an ULTRAVIOLET citizen."

I look around the room.

"So, this debriefing room was recently revamped by HPD&MC, eh? Awesome. I bet it's a room specifically built for watching *Mandatory Team Troubleshooter* episodes!"

written by Gligar on May 17, 2011 19:22

Chemical showers

Speed-Y nods. Headgrabber's power is self-evident, after all, he can remain connected to a clone even after its termination. He looks at Freaky and Mango-R, and mentions that the presence of a powerful mutant, probably Headgrabber, was detected throughout the mission. If only John-R were here to verify.

Headgrabber speaks to Mango-R again. Apparently, Mango-R is responsible for about five hundred deaths. Headgrabber is responsible for causing permanent damage to 489 or so.

This is a bit much for Mango-R to take in.

"That... could be problematic," Freaky starts to say.

He's interrupted by the loudest scream the team has ever heard. It's coming from Malkom-R, who is screaming at the top of his lungs.

The scream cuts off, though. He seems to have damaged his vocal chords doing that.

Debriefing room 27

Idea Bot C-481 answers that yes, that it its designation, but it would prefer to be known by the name of Leeroy-O.

It adds that the clone on the screen must be more than a briefing officer. Perhaps the clone could shed some light on exactly who Leeroy-O is?

And also, he adds, could he turn the lights up over there? He wants to look at the clone's robes.

The bot then looks around. He wonders if the room was constructed to watch *Mandatory Team Troubleshooter*.

"*You're partly right,*" the robed figure answers. "*You're one of the vectors for a powerful mutant, whose name you are not cleared to kn- wait a minute, you're a bot. You have no clearance. But your technicians are not cleared for the information, so I will withhold it.*"

"*What I will say is that besides you, only one other vector remains. The others could not handle the implicit damage, and self-terminated.*"

The figure manipulates something on its arm, causing a spotlight to fade in over its head in the room it is using.

Not much is revealed. The robe's hood covers its facial features, apart from some kind of goggles that seem to be part of a portable terminal.

The robe, by the way, is white.

"*As for the room... I believe it's a collaboration between HPD&MC and R&D to create a new kind of stereoscopic display. This is the first field test of the technology. As to why the debriefing is using it... well, you'll see.*"

While the clone -- clearly a High Programmer -- was talking about the room, part of Team Epsilon files in -- namely, L4-O, Cryo-R, Azir-R, and the jackobot.

"*You're late,*" the ULTRAVIOLET barks at them. "*Now, where's the rest of you?*"

written by Speeder on May 17, 2011 19:39

As I hear the screaming I pull my gun at point at Malkom like if I was expecting him to explode or become a evil mutant or he scared the crap out of me.

But as he cannot scream anymore, I just make a puzzled face, pocket the gun back, and scratch my head.

written by Megagun on May 17, 2011 20:25

I turn to face the techs.

"Ha, I told you he was an ULTRAVIOLET! Looks like my awesome processing units are working properly! Hee hee hee!"

I then face the ULTRAVIOLET.

"You know, I always figured that some rogue ULTRAVIOLET was using me as a vector for something. Not to bash on ULTRAVIOLETS or anything, but I always felt that the stuff my handler did was of such an extreme nature, that an ULTRAVIOLET had to have been behind it.. Interesting..."

I look at the stereoscopic screen.

"You know, I don't see any stereo effect. Is the screen broken?"

written by Mingamango181 on May 17, 2011 21:05

Well, that wasn't me, for your information.

But you're the only one who can... Oh, right, the anti-mutant. But anyway! Why was it that we apparently did what we did?

Oh, plenty of reasons, though they were all good, believe me.

written by Jam on May 17, 2011 22:21

I completely ignore Malkom-R, and stare at Freaky...

I seem to be thinking about something...

Then I slowly realize that someclone said something...

"Five hundred terminations, Mango-R? Wow! That's a lot! I'm assuming they were all commie traitors, right?"

written by Lightning4 on May 17, 2011 22:44

"Oh, hello, Sir."

I do a quick look over of the figure to see if it looks similar to the same figure who has been talking to us before, then I look for somewhere to seat myself.

"Sorry sir. From what I can guess, Speed-Y has been held up at the cloning station. John-R left me just a minutecycle ago to go there."

I look a little worried.

"What is going on down there? I think the rest of them are there. I would have gone with but we need someone here to represent Team Epsilon..."

written by Azirphaeli on May 17, 2011 23:31

I'll find a place to sit and look well behaved. I'll look around and admire the room.

written by Malkom on May 18, 2011 00:26

I clutch at my throat and look pained. I try to say, "Ack!"

written by Cryoburner on May 18, 2011 01:11

"Ah, yes! Sorry if we were slightly late. We unfortunately did not have access to a synthcrete-capable saw, or we would have come straight up here as was suggested. Instead, we had to take a lift. I might suggest that we be provided with such a saw to avoid similar delays in the future."

"The rest of the team is apparently busy being insubordinate somewhere."

I look around, noting any lunches that might be present.

written by Gligar on May 18, 2011 02:14

Chemical showers

Speed-Y pulls out his laser pistol at the sound of screaming. Either Speed-Y thinks Malkom-R's about to explode, or gain a mutation, or maybe he's just frightened out of his wits.

Oh wait, he caused himself some damage... never mind...

Headgrabber falls silent. But according to Freaky, he and Mango-R "had some reasons" for all the terminations. Sounds [DFSR] to me.

Jam-O does his best to ignore Malkom-R. He seems to be concentrating on something. But whatever it is, he stops as he realises what was just said. Did Mango-R really cause 500 terminations? He hopes they were all traitors.

Malkom-R tries to speak. He manages to croak out something vaguely resembling a word.

Freaky says, "What's keeping John-R?"

Debriefing room 27

The idea bot turns and tells the techs that he told them. So clearly, its processors are working. The techs groan inaudibly. *Why did he have to figure those out so quickly?*

It turns back, and comments that he thought some rogue ULTRAVIOLET might have been using him as a vector. After all, it was all of such an extreme nature...

"Are you suggesting that there are ULTRAVIOLETS with the same power as an F-class mutant? If you were still a clone, I would fine yo for that! As it is, I must order that your techs review your operational settings."

There is a pause as the bot looks at the screen. It doesn't notice any stereoscopic effect, and says so. Perhaps the screen is broken.

"Perhaps the stereoscopic transmissions have not yet started," replies the High Programmer.

L4-O greets the figure, and looks at what he can see. It looks familiar somehow, despite the lack of features. He's reasonably certain that this is the same clone from before.

He finds a seat, and tells the clone that Speed-Y and the rest have been held up at the cloning station. *"This is unacceptable. When I call a debriefing, I expect clones to attend, no matter how urgent anything else might be."*

L4-O kind of wants to know what's happening down there. He would have joined then if it weren't for the debriefing.

Azir-R finds another seat, and looks around.

As he does, he notices *whoa!* The active screen's showing depth!

Cryo-R, of course, claims that their lateness was due to not having a synthcrete saw. As for the rest of the team... they're being insubordinate.

Then he looks for lunch.

The High Programmer looks like it wants to roll its eyes. Not that you could tell if it did.

written by Azirphaeli on May 18, 2011 04:09

Ooooh now I am quite impressed. I watch the screen,

written by Malkom on May 18, 2011 04:12

I try to yell (or croak) for help. I also concentrate on the notion of my needing help as hard as possible, hoping against hope it will be picked up by a less anti-Malkom mutant.

written by Lightning4 on May 18, 2011 08:34

I shake my head and take out my PDC.

"I'll find out what's going on..."

I attempt to call Speed-Y.

I whistle my PDC ringtone while I wait for Speed-Y to answer.

written by Mingamango181 on May 18, 2011 09:01

I could say, there were quite a few deaths in those areas, though I can't be certain as whether they were communists or not. They did have a thing in common, which was that they were determined to destroy us. I had to eliminate the threat, and with no other option...

But... That many... Only a psychopath would be able to bear it all...

I guess you don't remember what happened to you over time. Believe it or not, you got so used to it, you at one stage even began to ask who our next target was.

written by 4616599 on May 18, 2011 10:15

"Moan."

written by Megagun on May 18, 2011 10:30

"Ooh, man, I can't wait to watch Mandatory Team Troubleshooter on this setup! It'll be awesome! I'm sure they'll figure out a way to turn all the old footage into stereoscopic-enabled footage! It'll be like watching the show all over again, in an entirely new dimension! Whoa!"

written by Speeder on May 18, 2011 11:40

After a while, I look at Jam.

"John is taking a while... I wonder if he was in the P level already... Maybe, you should call the team and ask if John left in the right direction, also you can inform them we are busy facing two absurdly powerful mutants that are fighting each other and that one of them hijacked a team member body. I will go search for John or something."

I leave the room, and leave the cloning station too (unless John is already there), and take a look into the corridors.

written by Gligar on May 18, 2011 19:27

Debriefing Room 27

Azir-R watches the screen, impressed at the new technology. He can tell, just by looking, that the Computer Monitor is clearly some distance away from the High Programmer, and must be huge.

L4-O shakes his head. What's going on down there?

He tries to call Speed-Y, but only gets a recorded message, "Your call cannot be completed at this time. Please try again later."

The idea bot expresses interest at watching Mandatory Team Troubleshooter on a stereoscopic screen, and hopes that a method will be found to convert old flat footage, say, from previous episodes, into stereoscopic footage. "I'm sure a way can be found," the clone answers. "It will most likely require vast amounts of processing power to calculate the positions of things in the scene, and to construct a model of same. Especially if all 76,281 or so episodes of your typical vidshow were to be converted."

Chemical Showers

Malkom-R attempts to call for help... which just causes more pain. "How ironic," Freaky observes. "The mutant hater wanting help from a mutant."

Mango-R seems to still be in shock over the revelation that he has caused many deaths. If he were loyal, I'm sure he'd know what to do.

Joris-O just moans. No wait, he just said "moan". Perhaps the link is severed? I'd hope so.

Speed-Y notes that John-R is taking a while. He tells Jam-O to call L4-O or someone and check in on John-R's location.

That done, he goes out into the cloning station, to see John-R enter the station himself.

written by Megagun on May 18, 2011 20:28

"Well, it'd be worth it, for sure! Can't go wrong!"

I look around.

"Say, when will we start our debriefing?"

written by Malkom on May 18, 2011 20:47

I faint from the pain in my throat.

written by Azirphaeli on May 18, 2011 20:59

"Probably when everyone is here." I'll comment offhandedly, and continue examining all the cool stuff around me...

written by Mingamango181 on May 18, 2011 21:13

I stare silently into space for a few moments.

You... are lying. I can tell, by that something in your tone.

I'm not. Check the records.

written by Jam on May 18, 2011 21:13

I call L4-O...

Once (if) he answers, I relay Speed-Y's message to him...

"Hey L4-O, Speed-Y told me to ask you if John-R went in the the right direction—oh wait, I think I hear him... nevermind..."

Also, we're stuck here because we are busy facing two absurdly powerful mutants that are fighting each other... Once of them has hijacked a team member's body, I'm sure you can guess who... Speed-Y doesn't want to leave that team member behind, so we need John-R to help extract the mutant... We'll be back as soon as we can..."

written by Cryoburner on May 18, 2011 22:00

I take a seat, and proceed to examine said seat thoroughly, noting whether it adheres to mandatory comfort levels, as well as whether it is positioned correctly for optimal vid-screen viewing. Once I've completed that, I examine the vid-screens themselves in more detail.

written by Speeder on May 18, 2011 22:10

As I see John, I make a worried hurried face.

"Common! Freaky, that turned out to be still friendly and not commie is stalling Headgrabber, and Headgrabber hijacked the mind of Mango, I need you and Jam to remove Headgrabber from Mango while Freaky stalls him. And later, I want to know if the mutant that we could feel earlier in the mission is Freaky or Headgrabber."

I run back to the showers.

written by Lightning4 on May 18, 2011 23:22

"Well that's weird. I can't reach Speed-Y... uh oh. They might be in danger..."

I look worried for a few moments.

"Or maybe the PDCs just don't work too well at these depths. Sure... that's it."

written by Gligar on May 19, 2011 11:02

Debriefing room 27

The idea bot says that it would be worth it, and wonders when the debriefing will start.

Azir-R replies that it will probably be when everyone is here, before going back to examining the cool vidscreens. He notices that the active screen almost seems to disappear, looking for all the complex like a hole leading into the High Programmer's room. The inactive screens have a dull texture, and are black.

Cryo-R takes a seat right up front. And then examines it. He discovers it to be exactly like every other non-foldable seat he's ever seen. Also, it's YELLOW. On the plus side, it does offer an excellent view of the screen. He then looks at the screens, and notices the same things as Azir-R.

L4-O looks worried that he can't contact Speed-Y. Maybe they're in trouble down there. Or maybe it's just interference from being so deep.

He ponders for a moment before his own PDC rings.

Chemical Showers

As it happens, it's Jam-O. He waits for L4-O to answer.

Malkom-R has fainted again.

Mango-R just stares into space.

Speed-Y and John-R come in from the cloning station. John-R is saying, "...understand what is going on here..."

Then he notices Freaky. "Whoa! I guess that is one of the mutants?"

He looks at Freaky, sizing him up, getting a fingerprint.

"Hmmm... no, the signature's different. But... hang on, there's another mind here... aha! That's who I've been sensing..."

Freaky looks over. "Ah, good. Perhaps we can get this done before Headgrabber finishes telling his life story to Mango-R here. Do you understand what needs to be done?"

A jackobot enters the showers, holding a box. It looks at the scene. "Say, are any of you Malkom-R? I have a PLC delivery."

Freaky says, "I suppose I should let him handle that." He releases Malkom-R, who flops to the ground.

written by Speeder on May 19, 2011 11:16

I suddenly go in normal citizen bureaucrat behavior ignoring Freaky and Mango for a while.

"Oh, hello helpful Mr. Jackobot. Yes sure, this is Malkom-R."

I point to Malkom-R.

"I will help you deliver the box to him."

I make Malkom-R sit, then I position his legs to that his knees are bent and upward, then I position his hands over his knees in a way that a box can be placed on them.

"Now excuse me, some important matter still need to be handled."

I face Freaky and Mango again.

"So, can I help somehow?"

written by Lightning4 on May 19, 2011 12:29

I answer my PDC, but not after humming a few bars of my PDC theme.

"Hello? Who's calling?"

written by Mingamango181 on May 19, 2011 12:53

I start shaking for some reason unknown...

"Heh..."

I stop, and look through the door as if I can see everyone behind it.

"What now, you lot?"⁴⁴⁰

written by Malkom on May 19, 2011 15:12

I remain unconcious. It's not every day you're terrified out of your wits by a mutant and have your vocal chords damaged by screaming.⁴⁴¹

written by Cryoburner on May 19, 2011 15:58

If I happen to be in contact with the Yellow chair, I quickly hop away from it. I look around for any Red or Infrared chairs that might be present. I also note the colors of chairs of anyone else who might be sitting.

written by Gligar on May 19, 2011 18:58

Chemical Showers

Speed-Y goes over to assist the jackobot, including placing Malkom-R in a sitting position, to allow the jackobot to make the delivery.

It thanks Speed-Y. "I will need his ME Card for a moment, citizen," it adds. But Speed-Y turns back to Freaky.

The jackobot looks on for a moment, before deciding to look for the ME card itself. IT goes through Malkom-R's jumpsuit, eventually finding the card, ans running it through an ME Card scanner. "Thank you," it says, dropping the card. Then it leaves.

Mango-R shakes... and suddenly demands "what now?"

"Vatdammit!" Freaky exclaims. "He's taken full control!" His eyes begin to blaze...

Debriefing room 27

L4-O answers his PDC, and listens to Jam-O telling him about their mutant problem. Speed-Y doesn't want to leave you-know-who behind, so they'll be up there ASAP.

Cryo-R jumps out of his seat, and into a RED one next to L4-O.

He notices that L4-O's seat is ORANGE, and Azir-R's is RED. The idea bot is too large to sit in a chair, and its techs are stood near it.

"Are you done?" the High Programmer demands. "Surely those chairs are perfect, unlike your own sense of security clearance."

written by Speeder on May 19, 2011 19:10

I decide to restrain Mango-R instead, so Headgrabber cannot physically attack the focused mutants while they work.

written by Cryoburner on May 19, 2011 20:18

"Oh, I was was just verifying the chair's comfort levels... In case some traitor were to have tampered with it. I

certainly wouldn't want a higher clearance clone to sit in a chair with less-than-mandatory comfort levels, after all."

I begin looking around the room for any other examinables.

written by Mingamango181 on May 19, 2011 20:22

Hey! What's going on? Why am I stuck? What are you doing? Tell me, what are you doing!?

written by Megagun on May 19, 2011 20:27

I look around, then start counting from 0 upwards to get rid of some of the boredom...

"0, 1, 2 prime, 3 prime, 4, 5 prime, 6, 7 prime, 8, 9, 10, 11 prime palindrome, 12, 13 prime, 14, ..." ⁴⁴²

written by Azirphaeli on May 19, 2011 20:53

I wait patiently for everyone else.

written by Malkom on May 19, 2011 21:09

As the jackobot thumps down the box on my hands, I stir, open my eyes, and moan. I instantly grab my throat. I try to ask for medical assistance while cringing away from Freaky and trying to keep from seeing him.

written by Lightning4 on May 19, 2011 22:51

"Oh dear... well, hopefully you get things under control soon. Freaky you say? And who is this Headgrabber?"

"Well uh... I guess we'll meet when we meet then."

If Jam isn't talking anymore, I hang up.

written by Jam on May 19, 2011 23:09

I seem to be busy concentrating on Mango-R, and don't respond to L4-O (Not even to say "I didn't say anything about Freaky or Headgrabber... How did you even know that name? Unless Speed-Y was talking about it, but then how did you hear him speaking from the other room? Hmm... Sounds treasonous..."). In fact, I completely ignore my PDC, and appear to ignore everything around me too.

written by Gligar on May 20, 2011 00:54

Chemical Showers

Speed-Y checks the shower door and makes sure it's open. Then he restrains Mango-R ("Mangograbber?") (Freaky seems to have released him), pulling him from the shower as he does.

Though Mango-R seems to be causing a little interference -- perhaps he wants to know what's going on -- Headgrabber, who is indeed in complete control -- stumbles a little under Freaky's attack. "How interesting. You've learned something recently. But so have I."

Everyone present becomes aware of a... noise... It's barely perceptible, but it's definitely there.

Jam-O and John-R are concentrating. they show no signs of having heard the noise, or even that they're paying attention to anything. Jam-O is be ignoring his PDC, with

⁴⁴⁰ GLIGAR: (OOC: Enough.)

⁴⁴¹ MALKOM: I should have thought of that delivery before I fainted.

⁴⁴² Megagun: (OOC: I'll be away until Monday or so, so no killing me whilst I'm away! 😊)

L4-O speaking on the other end. After a moment, it beeps, as L4-O hangs up.

Malkom-R wakes up with a start. He clutches at his throat, knocking his box to the ground, and tries to call for a docbot. Interestingly, he finds that the pain is receding, and he's actually able to croak out his request.

Jam-O and John-R turn their attention to Mango-R himself. Carefully, they attempt to push at Mango-R's mind...

Debriefing Room 27

Cryo-R claims that he was checking the chair's comfort level, before his attention wanders and he looks for something else to look at. But there really isn't anything else visible in the room. There are presumably cameras, but they seem to be hidden.

"That's a flimsy excuse. First, the proper procedure for that doesn't involve sitting in the chair. Second, you aren't cleared to sit in the chair. Third, you irritate me. I order you to stand immediately."

The idea bot has started counting, noting any "primes" or "palindromes" it finds. His techs mumble something about the word "palindrome" possibly being beyond the clearance of some clones here.

Azir-R waits patiently.

L4-O puts his PDC away.

written by Malkom on May 20, 2011 01:06

I gasp in air. Oh. Oh oh oh oh...

"I feel so strange... could it... no, it can't be... it can't be... no... I can't be a mutant. Nooooooooooooo!"

written by Mingamango181 on May 20, 2011 03:18

Oh I see... You've done this before, haven't you. I wouldn't be surprised. But I must ask, under what terms can I return?

written by Lightning4 on May 20, 2011 03:31⁴⁴³

"Apparently they're being tied up by two very, very powerful mutants over there. One of our own has been... captured, I guess. Probably against his will... Speed-Y doesn't want to leave him behind. They'll be up soon, I guess..."

I look a little worried again.

"Before I hung up, there wasn't much... just silence and some distant conversation."

written by Cryoburner on May 20, 2011 06:49

I immediately stand on my chair, careful not to tip it over.

"Oh, I'm very sorry about that. I'm actually recovering from a minor case of amnesia, and it seems as though I might not have remembered the details of that particular inspection procedure correctly. Now that you mention it, sitting in a chair to measure its comfort levels does seem quite illogical.

⁴⁴³ LIGHTNING4: (Oh, there's Jam's post. I didn't see it at first, assumed it might've been a silent action for some reason 😊 As long as it got ignored.)

I'll make note to only determine the comfort level of chairs strictly by sight and/or sound in the future."

written by Speeder on May 20, 2011 11:08

I look scared when I notice the noise, I actually decide to leave Mangrabber (oh, that sounds... yes...) in the ground and I head to the cloning station.

"Everyone, LEAVE NOW, A MUTANT IS ATTACKING US WITH A WIDE AREA BRAIN MELTING ATTACK, LEAVE THE STATION AND RUN AWAY UNLESS YOU ENJOY YOUR BRAIN COMING OUT OF YOUR EARS!"

As people flee (or not?) I return to the shower area.

written by Gligar on May 20, 2011 19:02

Chemical showers

Malkom-R starts gasping. That pain is receding pretty fast. Almost... inhumanly fast. This can't mean...oh no... he might be a mutant!

Mangograbber laughs. "How cute. But it won't last long, I assure you."

Lucas-R seems to be getting unnerved by the... noises. In an attempt to ignore them, he starts reciting in a low voice, "End Citizen Licence Agreement for Alpha Complex Usage. Important! Read carefully! By reading, standing near, possessing, not possessing..."

Speed-Y runs out into the station.

Cloning station (C sublevel)

He announces to those present (three CloneServ techs, it seems: the RED one and two others performing maintenance on a cloning tank) that they're under attack and should flee. The RED tech says, "So *that's* what's going on! I can't take this..." and runs off. The other two mutter, "Weakling..." "Can't handle a little mutant?" "I've got a laser pistol with 'Mutant Killer' written on it..."

Speed-Y shrugs and returns to the showers.

Chemical Showers

"You recognise that this agreement is for the safety and protection..."

Mangograbber stumbles again, and clutches his head. "I actually felt that."

"Then try this", Freaky snarls. Jam-O and John-R seem to redouble their own efforts, too.

That strange noise grows louder. It pulls at everyone's consciousness, trying to attract their attention.

Debriefing Room 27

L4-O explains to those present about the situation in the cloning station.

"You mentioned... Freaky. And... Headgrabber," the High Programmer says slowly. "I know those names. If the F-class mutants are surfacing..."

"Tell me. What do you know if them? What cont- get off the chair, Cryo-R."

The idea bot continues counting.

written by Speeder on May 20, 2011 19:25

I attempt to use my entire willpower to ignore Headgrabber actions, then I start tickling Mango in a attempt to distract Headgrabber... Oh, I do that while singing the most annoying jingle that I can remember, one of those ones that Friend Computer himself decided to remove from use after noticing it caused mass unhappiness even in the most loyal and drugged IR citizens.

written by Azirphaeli on May 20, 2011 20:19

"Class F Mutants... fighting..." I mumble to myself.

I'm starting to question whether I should hang around.

written by Jam on May 20, 2011 21:38

I start mumbling a B3 jingle...

"Bouncy Bubble Beverage! It's the mandatory thing! Bouncy Bubble Beverage! It's the mandatory thing! Bouncy Bubble Beverage..."

At the same time, I slowly take out a can of B3, and start to drink it...

written by Malkom on May 20, 2011 22:40

I somehow get hold of myself and pull open the box. Grabbing out a new PDC if I find one, I use it to call for help! Any help! Please! For Alpha Complex's sake!!

written by Mingamango181 on May 20, 2011 22:57

Done as in... When you're done with them? Looks like they aren't going to be finished any time soon.

I open my eyes, and look around the prison that I've ended up in, searching for any weaknesses that might help me escape.

written by Lightning4 on May 21, 2011 00:31

"Freaky? I don't know much. I heard from Lucas-R or John-R earlier in the mission that there are supposedly mutants that can attack from very far away and possibly even melt your brain. Freaky is one of them..."

"The other mutant though... Headgrabber?... I'm not familiar with the name at all."

I shake my head.

"I don't even know if they're loyal or hostile."

written by Cryoburner on May 21, 2011 00:43

I carefully step down from the chair, most chairingly. I turn my attention to the idea bot, who seems to be formulating some ideas. Since he appears to be busy, I instead speak to the technicians who followed him here.

"Say, that's a mighty fine idea bot you have there. Any idea if his arms happen to be removable for inspection?"

I take a closer look at the bot's arms.⁴⁴⁴

written by Gligar on May 21, 2011 02:05⁴⁴⁵

Chemical Showers

Speed-Y pulls in everything he's got, gritting his teeth against the really annoying sound. He's able to ignore the sound, at least for a while.

This is enough to let him attempt a diversionary tactic: he tickles Mangograbber. Good thing Mango-R is ticklish, right? Mangograbber can't resist bursting out in laughter.

But it stops moments later. Speed-Y seems to have remembered that loyalty jingle, you know that one, it was withdrawn after our mutual friend noticed that it made people less happy. On hearing it, Mangograbber seems compelled to drop to his knees.

But he gets to his feet after a moment. "Nice try. Now, you die."

To Speed-Y, it seems that the sounds have suddenly increased in volume... drastically.

Speed-Y is practically knocked to the floor under the sudden barrage.

But Jam-O comes to his rescue. Mumbling the B3 jingle (I bet you could go for some of that right now), he pulls out a can of B3.

And drinks it. Right in front of Mangograbber. (I bet you can almost taste that mandatory goodness.)

This seems to trigger something inside Mangograbber. "...mandatory..."

Malkom-R also manages to ignore the sounds long enough to tear open the box. Among the laser barrels, he finds a PDC, already registered to him.

He's quick to use it to call for help. The Computer answers him, "What is the problem, citizen?"

Freaky smiles, his eyes still blazing.. "You see, Headgrabber? In the end, you have no chance of winning."

But the sounds still continue.

Debriefing room 27

Azir-R is beginning to question the wisdom of tagging along with Team Epsilon.

L4-O explains that he doesn't know much about them. All he really knows is that Freaky is a powerful mutant who can work at a distance. As for Headgrabber... he knows nothing.

Probably... for the best," the clone responds. He seems to be having problems with something.

Cryo-R steps down from the chair, and, turning his back on the High Programmer on the screen, he checks out the

⁴⁴⁴ MALKOM: (OOC: Wow, Cryo, I think you're about to get zapped by a annoyed ULTRAVIOLET programmer. 😊)

⁴⁴⁵ Gligar: (OOC: Take two 😊)

idea bot. He asks the techs if the arms are detachable. "Of course not, citizen!" one responds. "They can be inspected just fine in situ!"

Cryo-R notices that, apart from the humanlyke arm, the other three arms have a variety of tools available.

He doesn't notice the laser turret that just appeared, and is pointing directly at him.

written by Mingamango181 on May 21, 2011 02:21

Stop hesitating. A quick burst of full power should disrupt everything long enough for us to get out.

I start remembering... something.

Why did I say that?

written by Malkom on May 21, 2011 02:32⁴⁴⁶

I talk into my PDC. "We need help! We're being attacked by a super powerful mutant who took control of one of your loyal citizens! There's some weird kind of noise! It's so..." I am unable to continue speaking, with the noise ringing in my ears.

written by Speeder on May 21, 2011 05:12

I attempt to join Jam B3 jingle while I am shaking on the ground.

written by Lightning4 on May 21, 2011 08:49

I notice the clone's reaction.

"Sir? Is everything alright? You're not under attack are you?"

I look worried again. Then notice the laser turret, and make sure I'm not in the shot between the turret and Cryo.

I look back towards the screen, waiting for the response.

written by Cryoburner on May 21, 2011 09:05

"Oh, good! We wouldn't want his arms to be stolen or anything. There are pickpockets around, you know..."

Knowing the bots arms are safe, I head back over with the others in front of the screens.

"Say, did those insubordinate fellows get here yet, or are they still off being insubordinate somewhere?"

written by 4616599 on May 21, 2011 10:52

I'm still rather dazed, on the floor and unfazed by the sound

"Wouldn't it be funny if we were all mutants! Ha! Ha, ha ha!"

I can hardly even twitch, but with a final burst of energy I start, almost unnoticeably, crawling forward.

I then notice my backpack, and some eggy looking objects next to barrels.

⁴⁴⁶ MALKOM: (OOC: Who gets two Perversity Points? I'm assuming it's me because my post was last before yours, but in the future try to say who it is more specifically?)

"Dust...."

I try to remove one, but am too weak and merely pull the pin off. The eggy thing rolls back into the backpack. I slump down.

I suddenly stop my forced laughter and twitch around frantically.

"Ha, ha----aaaauugh! It's gonna blow!"

written by Jam on May 21, 2011 14:42

"Mmm... Mandatory..."

I continue drinking my B3, while singing a B3 jingle...

written by Azirphaeli on May 21, 2011 15:02

I notice L4-O suddenly look a bit antsy and look at see what's causing issue *this time*.

written by Gligar on May 21, 2011 19:28

Chemical showers

Mangograbber keeps mumbling. "...the mandatory thing... no! Why am I still affected? I broke the conditioning long ago..."

Freaky laughs. "Clearly, you have neglected to take into account the conditioning of the body you have stolen."

John-R makes a sudden movement. Mangograbber suddenly drops to his knees, clutching his head. "What? You attack Mango-R instead of me? You fool."

The sounds suddenly intensify. Freaky seems to stumble under the onslaught.

Malkom-R explains to The Computer that they're under attack. And there's the *noise*...

The Computer replies, "**I see. Please attempt to terminate the mutant by an means necessary. Thank you for your co-operation.**" The line goes silent.

Speed-Y musters up enough strength to join in Jam-O's singing. Jam-O pauses to drink his B3. (Don't you just wish you had some?)

The sounds begin to be accompanied by... *things* at the edge of vision...

Lucas-R continues chanting. "a) live in The Complex; b) work in The Complex; c) further the goals of The Complex..."

Debriefing Room 27

L4-O looks concerned at the clone's reactions, and asks if everything's alright. "*Citizen, I can't afford... to... let something... like this get in my way. I'll manage. I **must** manage.*"

L4-O looks around briefly, noting the laser turret. He surreptitiously moves his chair slightly, making sure he's out of the line of fire.

On the screen, a docbot rolls up, ready to inject something. "See?"

Cryo-R gets off the chair. But he ends up moving over to near the others. The laser turret tracks him.

He asks whether the "insubordinate" others have arrived yet. (He has plenty of room to talk. Also, I have sufficient clearance to use sarcasm.) Obviously, they haven't.

A light appears on the laser turret. It seems to charge up... and fires.

Just as an explosion happens somewhere outside.

It's followed by several more explosions.

"WHAT IS GOING ON OVER THERE?!" the High Programmer demands.

written by Speeder on May 21, 2011 19:47

I attempt to sing the... holovidiest that I can, doing my best so sound like the commercial, that one, the one that caused so much thirst that some people decided to even drink nearby fluids, like tech workers that drunk cloning tank slime from nearby storage equipment.

written by Malkom on May 21, 2011 21:00

I try my hardest to take my laser pistol, aim it at Mangograbber, and fire. If I fail to get it or the shot fails to terminate Mangograbber, I fling myself at him, clawing and kicking and biting.

written by Lightning4 on May 22, 2011 00:20

I look around hurriedly.

"It wasn't in here. Sounded like it was outside!"

I get up and peek out the door.

written by Mingamango181 on May 22, 2011 00:31

I really am not enjoying this situation... Perhaps you should just use my physical self to go somewhere, push something, or avoid the next person who could be preparing to fire their weapons at us...

written by Azirphaeli on May 22, 2011 00:58

"What the--" I bolt up and look to see what made the loud noise. I scan the room for any damage.

written by Jam on May 22, 2011 01:02

I take another drink of the B3...

"Mmmmmmmmm..."

I suddenly notice Malkom-R... Oh no, he'll get himself killed that way!

written by Gligar on May 22, 2011 01:52

Chemical Showers

Speed-Y changes his jingle. He searches his memory, looking for that one, you know that one, it's the one which makes you so thirsty,, you'll drink the nearest liquid, whatever it is...

And even through the brainscrub, he remembers it. (It's really hard not to remember those jingles.)

Does he remember enough of it?

Apparently not... he gets through the first verse before running out of words...

Jam-O continues drinking his B3. The combination of this, plus Speed-Y's half-remembered jingle, is enough to trigger an intense craving for B3 in all those present... Speed-Y included.

Jam-O stares at Mangograbber for a moment, before the mutant can't control himself any more. He says, "Why can't I control this!" before reaching out and pulling the B3 out of Jam-O's hands..

...only for it to be knocked out of the air by Malkom-R, as he attempts to shoot Mangograbber.

But as he gets lined up, a fireball suddenly manifests in front of his face, singeing his hair.

Acting on the momentary distraction, Freaky says, "Now." He makes a grabbing motion in the air, and tries to *pull...* succeeding in making Mangograbber sink to his knees as his control over his stolen body weakens.

The disturbing *things* disappear from sight, though the sounds remain.

Lucas-R now has his eyes shut. "The Computer has no obligation to make available to you subsequent improvements..."

Debriefing Room 27

Speaking of singed hair, Cryo-R now has some. That laser blast seems to have been a tad too high. But he's more interested in the melted shape caused by a chair being hit by the blast.

Both L4-O and Azir-R are up on their feet. L4-O is peering out of the door, looking for signs of the explosion. Looking back towards the IntSec checkpoint, he sees smoke.

A quick look inside the room indicates to Azir-R that no visible damage has occurred (except for, the chair, obviously).

The idea bot continues counting.

written by Speeder on May 22, 2011 02:25

I make another attempt at that jingle, now more annoyed that I cannot remember it than anything else.

written by Mingamango181 on May 22, 2011 02:30

We've got to go. Now. As much as I'd rather have you gone, I think I'd rather live.

I think for a moment.

You may not have done this for a while, but how about grabbing someone else's head while you're at it? Someone else might be usable...

I try to kick down the door leading back to the control of my body, throwing all my weight into it.

written by Malkom on May 22, 2011 03:24

I fire again at Mangograbber, then try to grab the B3 and chug it, having been overwhelmed by eagerness for B3.

written by Lightning4 on May 22, 2011 13:38

I shout down the corridor.

"Anyone still alive out there? What happened?"

I wait for a response while trying to look through the smoke.

written by Azirphaeli on May 22, 2011 14:51

I listen for a response as well, while quietly move towards the side of the entrance.

written by 4616599 on May 22, 2011 15:46

"Aaaagh! COMPUTERCOMPUTERCOMPUTER!"

I struggle around, almost as if I just got blown up elsewhere.

written by Gligar on May 22, 2011 16:42

Chemical Showers

Speed-Y tries again. It's annoying him that he can't remember the jingle all the way though.

Nope, no luck.

Mangograbber freezes. He seems at conflict with himself, as if his stolen body is trying to reject its captor's control.

He falters further as Malkom-R fires in his direction. But heis aim is way off, since he's too distracted by his own desire for B3. He puts his pistol away and dives for Jam-O's discarded can of B3. There's still some in it.

Now, isn't that better?

Joris-O suddenly lets out a yell, struggling and writhing on the floor as if he's just been blown up. It seems that the zombie is no longer plaguing his mind.

But something else is. He staggers to his feet... and keeps on going. He finds himself lifted into the air, and launched towards Mangograbber!

Who, as it happens, was trying to get to his feet. Guess what doesn't get to happen.

Mangograbber lets out a yell, and tries to reach out for Jorsi-O...

...before abruptly dropping his hands. He suddenly clutches his head...

Lucas-R is still chanting. "Content made available or accessible by The Computer.....wait... it's gone..."

Indeed it has. The sound has abruptly disappeared.

Debriefing room 27

L4-O calls out into the corridor, asking if there's anyone there.

There is no response. Only the smoke.

Now that L4-O thinks about it, it's coming form the IntSec checkpoint, or somewhere near there...

"Well?", the High Programmer demands. Whatever was occupying him seems to have passed.

written by Speeder on May 22, 2011 16:51

As soon as the sound stops, I go check if Mango is... alive? Then I also check for the flying Joris.

Then I attempt to steal the B3 can.

written by 4616599 on May 22, 2011 17:12

I stumble to my feet. Something seems to be happening.

"Okay. Zombie just blew up...IntSec checkpoint."

I suddenly pause.

...nice mind you have

"Who said thaaaa-" I topple to the ground yet again.

written by Malkom on May 22, 2011 20:11

I gulp the last of the B3, take quick but careful aim, and fire at Mangograbber again with my pistol.⁴⁴⁷

written by Megagun on May 22, 2011 20:24

"...65535... Alright, I'm done..."

I look around

"Did anyone else feel that? Felt like some kind of explosion.. hmm... Wonder what that's all about..."

written by Mingamango181 on May 22, 2011 20:52

"...Urgh."

I cough for a bit while I try to remember which functions did what.

"..."

Well, at least I'm definitely breathing.

I try to climb to my feet.

written by Cryoburner on May 23, 2011 00:38

"Ahh, thanks for the haircut! I was really in need of one. It must have been at least a daycycle or two since my last one."

With my hair cut by some anonymous hair cutter, I now turn my attention to more important matters, namely, a chair that appears to be well below mandatory comfort and chairability levels. I proceed to examine said chair by sight and sound, but most certainly not by sitting in or otherwise coming in contact with it. I also note its aroma.

written by Lightning4 on May 23, 2011 01:47

I lean back into the room.

"I'm not sure... it looks like there was an explosion at the intsec checkpoint. Nobody is responding..."

"Permission to go check it out?"

⁴⁴⁷ MALKOM: (ooc: oh no, now I'll have to fight Speedgrabber!)

written by Gligar on May 23, 2011 02:51

Chemical showers

Speed-T checks on Mango-R. He's coughing right now, and groaning, as if he's trying to remember how to run his body.

Looking over at Joris-O, he sees that he's floated off, back away from the cubicles. He is, of course, still airborne. He's mumbling something about the zombie getting blown up.

Then his face falls. He seems to have heard a voice... one that seems to sap the floatiness right out of him, causing him to drop to the ground.

Apeed-Y tries to grab the B3 can from Malkom-R's grasp, but is too late. Malkom-R finishes off the can with glee, before turning his laser pistol, again, on Mango-R.

Zap.

Mango-R topples to the ground yet again.

But as it turns out, this is because he just got shot in the foot. His right one, to be exact. And just as he was remembering how to stand up.

Debriefomg Room 27

The idea bot finishes its counting cycle.

On processing its recent inputs, it notices vibrations not dissimilar to those caused by an explosion. It inquires about them.

L4-O, who is looking out, says that he's not sure. There's too much smoke to see..

He asks the High Programmer for permission to check it out. "Be quick about it," he replies.

Cryo-R, who thinks he just got a haircut, inspects the melted chair. He notices that it is now unsuitable for sitting in, primarily because it's still semi-molten, and sizzling slightly. It's giving off the smell of burnt plastic.

written by Mingamango181 on May 23, 2011 03:16

"...Urgh."

I lay there for a moment. Then I bring my nerves back to work.

Oww. That is PAINFUL.

I move towards the clone responsible for the shot, trying to move quickly, whilst avoiding any further shots.

Then, remembering that I don't have my truncheon, I drive my fist into the said clone's face. Then the gut. If he isn't dead by then, I pull the laser pistol out of the clone's grasp, and fire into the head of the clone.

written by Malkom on May 23, 2011 04:48

I realize that Mango-R seems to have been relieved of his mutant, and cower away from him. "No! Please don't hit me! I thought you were still a mutant! HELP! A INSANE CLONE IS ATTACKING ME, HELP HELP!" If he persists in attacking me, I fire at his head.

written by Lightning4 on May 23, 2011 10:44

I slip out of the debriefing room cautiously and start approaching the Intsec checkpoint.

I take out Turbo and load it.

"Hello? I said, is anyone still alive down there? There better not be any commies over there!"

written by Azirphaeli on May 23, 2011 12:12

I stay off to the side of the door, if L4-O comes back safely I'll relax. If not, and some suspicious character comes in I'll... do something.

I wish I had a laser pistol or something..

No, this is no time to be defeatist.

written by Megagun on May 23, 2011 13:22

I look outside the debriefing room and try to see if my infobot shell has any interesting camera features or advanced detection thingamajigs.

written by Gligar on May 23, 2011 18:43

Chemical showers

Mango-R, who is still recovering from Headgrabber's forced takeover of his body, tries to move as quickly as he can, practically launching himself at Malkom-R so he can punch him in the face! He succeeds in knocking out a couple of Malkom-R's teeth.

But he's apparently not done yet. He proceeds to punch Malkom-R again, this time in the gut. That's more like it! Malkom-R doubles over in pain, trying to scuttle away.

But Mango-R keeps it up. He grabs Malkom-R's laser pistol, intending to pull it out of his hands. But Malkom-R's gripping it too tightly to let it go.

Malkom-R attempts to fire at Mango-R, but the pain causes him to lose his concentration.

Freaky looks at the two of them, his eyes returning to... about as normal as they ever get. "The immediate danger has passed", he says. "But that doesn't mean you can start killing each other... yet. Headgrabber escaped my grasp once again. He can't be too far away, though. Let me check."

Briefing Room 27

L4-O exits into the corridor. For some reason, the idea bot follows him to just outside the door, presumably wanting to check it out.

Azir-R waits by the door.

Outer Ring Corridor (P Level)

With Turbo at the ready, L4-O approaches the intersection, and turns towards the checkpoint.

It isn't there any more.

Instead, there is a gaping hole where this level's connection between this subsector and Epsilon Subsector used to be. The smoke is heavy in the air. It smells strongly of grenades,

[527]

The idea bot trundles up behind him, having decided that it needs a better look. Searching inside itself for anything that might help, it decides on an atmospheric sensor. Using the sensor, the bot is able to detect the presence of particles of high explosive, suspended in the smoke, as well as fragments of flesh and blood.

Also present are some particles that are... vaguely mechanical in nature. They seem to be inert now, but... there's no questioning it. Those are nanomachines. The bot can't ascertain their configuration and purpose, but the signature is unmistakable.

written by Speeder on May 23, 2011 19:38

After snapping out of my sadness for not having B3, I realize two of my teammates are killing each other.

"YOU DRUNK ALL THE B3!!!! NOOOOO"

I attempt to grab the Speeder's Spear™ from my back, but then I realize it is not there, so...

I start kicking Malkom.

written by Azirphaeli on May 23, 2011 20:28

"What's going on out there guys?"

written by Malkom on May 23, 2011 21:21

I pass out or pretend to and lay quite still, mouth bleeding. The PDC clatters from my hand to the floor.

Since I never terminated the call to the Computer, it's still active. Which of course means that The Computer is still listening through it. Muahahahahahaha!

written by Mingamango181 on May 23, 2011 22:10

I pull the laser pistol from the clone's grasp.

Your own fault, I think, and I then attempt to break all of the clone's arms and legs. I shoot them with the laser pistol also just to be sure he won't be getting up any time soon. I pick up the PDC, and speak into it.

"The debriefing? We'll be there soon. We've just got... an incident. To be expected, of course."

I leave the PDC on the ground next to Malkom-R.

written by Megagun on May 23, 2011 23:16

"Interesting. I detect traces of flesh, blood, high explosives and... Oh my. High Programmer, I don't think that the clones around me have a high enough security clearance to know about THIS thing I just found. Whoa!

Say, can you give me your name, so that I can send you a message using my internal mini-PDC?"

written by Jam on May 23, 2011 23:48

I take another sip of my B3.

...

Wait... Where is my B3?!

"Malkom-R! You drank my B3?! How dare you! That was supposed to be mine!"

I join Speed-Y in the kicking of Malkom-R.

"And you shot Mango-R for no reason! You're a traitor! And what was that fireball earlier? You must be a mutant too! You're a mutant traitor (and probably a commie too)!"

I kick the (probably-commie) mutant traitor some more...

written by Gligar on May 24, 2011 02:22

Chemical showers

Speed-Y suddenly notices Mango-R and Malkom-R beating the [CENSORED] out of each other. Noting that one of them was the one who drank the remaining B3, he reaches over his shoulder for his Speart(tm)... only to realise that it's no longer there. So he relies on his own legs. He kicks Malkom-R in the gut, causing him to collapse to the floor. His PDC falls away to the side, and he seems to pass out.

Mango-R pulls the laser pistol from his hands, and starts maiming Malkom-R. Or at least, he tries to. Apparently, he's not strong enough to break Malkom-R's limbs.

But he can use a laser pistol. He shoots at Malkom-R's legs, planting wounds right through them. And then the arms-

eeeeeeeeeeeeEEEE

Er... maybe not.

Mango-R quickly grabs the PDC and speaks into it. **"You are already late for your debriefing,"** our mutual friend replies. **"A 100 credit fine has been deducted from your account. Have a nice daycycle."**

Jam-O goes to finish his B£, to find that it's already gone. He vocally chastises Malkom-R before kicking him himself.

A few bones crack.

Debriefing room 27

Azir-R calls out, asking what's going on out there.

Seemingly in reply, the idea bot appears at the door, reporting its findings, and asking for the High Programmer's name so that they can communicate in private. *"I do not give out my name as a rule. No High Programmer gives out their name. Security reasons, you understand. However, PDC number 49302 has been reserved, and will be routed to me."*

written by Malkom on May 24, 2011 02:28

Whether or not I was really unconscious before, I certainly am now.

written by Speeder on May 24, 2011 03:24

After kicking Malkom some more, I get bored and tired.

"Ok... we need to get ourselves to that debriefing... So, who will carry this guy?"

I point to Malkom.

I also look at Joris.

"And you, that flied and then started to ask who said something, are you totally alright, non-mutant and not-headgrabbed?"

written by 4616599 on May 24, 2011 06:52

"I think I'm..."

I look like my mind was trying to say something, but drop in mid-sentence.

"Oh yes. Gotta. Get out of here."

I stumble a bit and head for the door.

written by Mingamango181 on May 24, 2011 07:31

Yay. Not my account at least.

I leave the call running, and if safe enough, unscrew the laser pistol barrel and leave it next to the PDC, putting that on the ground if I haven't already done so.

"Carry? Heh. Like you'd want to carry that." I gesture over to Malkom-R.

I cringe slightly as I try to get to my feet again. Then I leave the room, and search for anything that may help fix this injury of mine.

written by Cryoburner on May 24, 2011 07:46

"Hmm..."

Recognizing what smells almost like "ring for service" bell particulates in the air, I head over to the doorway, and without leaving the room, peek outside to see if anyone is vaporizing "ring for service" bells out there.

written by Megagun on May 24, 2011 11:30

"Okay.."

I then compose a message on my mini-PDC, telling the High Programmer about the nanomachines, and send it off to PDC number 49302. If I can attach the raw sensor data to the message, I do so.

"Message sent, sir!"

"You know, I'm getting the feeling that those high explosives weren't meant for the Security station; they're meant for us. Probably some folks that don't like watching Mandatory Team Troubleshooter in stereo!"

written by Azirphaeli on May 24, 2011 12:11

After I hear the report I head back.

"Well, I guess it wasn't false alarm... but also nothing to insane."

Then I hear the number 49302 and discreetly add it to my contacts after I return to my seat. You never know..

written by Lightning4 on May 24, 2011 12:14

I take my place back in the debriefing room.

I look at Turbo, and attempt to figure out how to unload it so it's safe to carry around again.... wouldn't want it going off randomly!

written by Gligar on May 24, 2011 19:27

Chemical showers

...eeeeee...

Speed-Y stops kicking Malkom-R. He's lost consciousness, and they need to get to debriefing anyway. The main problem is, who's going to carry Malkom-R?

He turns to Joris-O. Is he okay? Is he *himsself*?

Joris-O starts to say something, but changes his mind. He mutters something about getting out of here, and stumbles back to the cloning station.

Mango-R puts down Malkom-R's PDC, unscrews the defective barrel and puts it nearby. That done, he hobbles out of the room in each of medical treatment. And a jumpsuit.

He clearly down't want to carry Malkom-R.

Freaky says, "That appears to be it, doesn't it? It's been a pleasure." Then he is gone.

Cloning station (C sublevel)

The two techs look up as Mango-R exits the showers. One asks, "Need help, citizen?"

Debriefing room 27

Cryo-R takes a look outside. A couple of clones are walking past, heading for somewhere. But there don't appear to be any bells. (Obviously.)

The idea bot sends its message. A moment later, the High programmer says, "*I have it. Hmmm... interesting. But how did...*"

He enters something onto his terminal. "*In...ter...es...ting. To think, after all this time, that project rears its mutated head again.*"

Azir-R sits back down, relieved that nothing (apparently) serious has happened.

L4-O also returns, gives a quick report, and unloads Turbo.

"I'd like to get the debriefing underway as soon as possible. Especially given... certain recent events.. Which means that your teammates had better get here. Now."

written by Speeder on May 24, 2011 19:33

I sigh upon looking at Malkom, then I notice the problematic barrel. Since I do not know how to stop those things from exploding, I stuff it into Malkom pants pocket, and stroll into the cloning station.

"Ok, we should go now to the debriefing. John-R, lead the way."

written by Jam on May 24, 2011 20:35

I follow Speed-Y.⁴⁴⁸

⁴⁴⁸ JAM: (ooc: I'm not feeling well, so will probably be missing the next few turns)

written by Mingamango181 on May 24, 2011 20:38

"Erm... Some clone had the indecency of shooting me in the right foot," I say, showing it whilst trying to keep upright. "Are there bandages which can help with that?"

I think for another moment.

"Oh also, I'll need a jumpsuit, boots, and the forms that still require filling out."

written by Malkom on May 25, 2011 02:38

I begin coming round.

written by Lightning4 on May 25, 2011 10:28

"Hopefully they can still get here. There's been some damage at the link between this subsector and the next from that explosion."

I shrug.

"But they'll probably find a way once they deal with that mutant problem..."

written by 4616599 on May 25, 2011 14:05

I stumble forward, and walk into a panel at the cloning station.

"Ow. B3 is a pleasant thing to think about. Our friend says so. Oops."

I walk backwards, and crash into the nearest clone.

written by Megagun on May 25, 2011 16:23

"Hah, looks like I was right in my assessment of the situation. Kind of troubling, though. I don't think my ideabot shell came with any weaponry. Kind of makes me scared."

I search through my internal systems to see if I have some weaponry somewhere.

written by Gligar on May 25, 2011 19:23

Chemical showers

Speed-Y sighs. What to do about Malkom-R...?

A squealing distracts him: the barrel. Of course! Solves two problems at once!

He places it into Malkom-R's jumpsuit before leaving the showers. He's accompanied by Jam-O, John-R, Lucas-R (who is trying to suppress a laugh) and Joris-O (erratically).

Cloning station (C sublevel)

As the team enters, Mango-R is seeking medical supplies, and a jumpsuit, and forms, and such. The clone he's speaking to, apparently a Tech Services cloning tank tech, "There should be a first aid kit by the desk," he replies. "And the jumpsuits and boots are... over there," he adds, pointing to the rack of jumpsuits. "Once you've got dressed, come over to the desk. I'll have the forms and stuff ready for you then. If I can find where er, what's his name? Steve? Yeah, I think so... Steve-R keeps them."

Joris-O stumbles round, mumbling about B3. He ends up colliding with Mango-R and the tech. "Hey! Watch where you're going, citizen! Are you high or something?"

Chemical showers

Malkom-R stirs, and comes awake. He's faintly aware of a lot of pain.

And a squealing laser barrel.

But he doesn't have much time to do anything about this before the barrel explodes.

BANG

Debriefing room 27

L4-O hopes the rest of the team can still get here, after the loss of the checkpoint. "There are plenty of ways to get here," the clone replies. "Let's hope, for their sakes, that they choose a quick one."

Idea Bot C-481 replies that it seems to have been right. But it can't help being reoubled. It wishes it had weaponry, even checking itself over to see if it can find one.

As luck would have it, one of its tools -- a probe of some sort which it hasn't figured out yet -- is very sharp.

written by Mingamango181 on May 25, 2011 20:57

"Ah... Thanks."

As Joris-O ends up bumping me, I look at Joris-O.

I'm hoping for your sake that you haven't been taken...

I go off and try to get my foot wounds fixed, and if successful, go off and get dressed.

written by Azirphaeli on May 25, 2011 21:47

I continue to wait patiently.⁴⁴⁹

written by Malkom on May 25, 2011 22:05

I am flung backwards by the blast, and slide down the wall, moaning. "Uhnk..." I try to get my PDC and call for medical help.

written by Speeder on May 25, 2011 22:06

As I hear the explosion, I actually ignore it, not even a small jump of startlement.

"Common Mango, faster! Friend Computer will get very angry with us being late to debriefing."

written by Cryoburner on May 26, 2011 01:08⁴⁵⁰

"Maybe we should just start without them. They probably got distracted by some interesting light fixtures or something."

⁴⁴⁹ AZIRPHELII: (OOC I will be out on vacation untill Tuesday so I will miss many turns, little to no internet access most likely)

⁴⁵⁰ Cryoburner: Wouldn't that be "Come on, Mango"? The common mango, otherwise known as the Indian mango, is probably beyond your security clearance. 😊

"Or maybe we could have lunch now, and have the debriefing when they get here! That would be a much more efficient use of everyone's time!"

written by Gligar on May 26, 2011 01:34

Cloning station (C sublevel)

As the techs head over to the desk, Mango-R is left to glare at Joris-O and wonder if he's still himself. Once he's done glaring, he limps over to the desk in search of medical help. Sure enough, there's the medical supplies. He takes a bandage and manages to sort out his foot somewhat, before being redirected back towards the jumpsuits. He takes the hint and gets dressed, while Speed-Y looks on and tells him to hurry up.

John-R waits by the door.

Chemical showers

Once the smoke dies down, Malkom-R is left, seriously injured, by a wall. He can't feel his legs, there's just pain. Probably because pieces of shower have embedded themselves in them..

He tries to reach for his PDC, but the pain is too great.

Debriefing room 27

Azir-R continues to wait.

Cryo-R suggests that they might as well start, saying that the others are probably examining light fixtures.

"Looking at everyone's psych profiles, I can see that there is only one clone here who would ignore their mission to inspect a light fixture. Would anyclone care to guess who?"

*"But you may be right. About debriefing. Lunchcycle is not for many hourcycles. How about we start with... **you**. Let's start from the top: what was your mission briefing?"*

written by Speeder on May 26, 2011 02:10

I decide to wait with John.

I also decide to not notice Lucas laughing or holding laughter. I mean, I did noticed it of course, I only pretend that I did not.

written by Malkom on May 26, 2011 02:24

I decide to attempt to use my awful maybe-mutation, as that seems the only course available.

I concentrate on the pain in my body, willing it to go away, mentally pushing it away. If I succeed, I grab my PDC and call into it for urgent medical assistance.

Meanwhile, in TransClone Space:

A sepulchral voice echoes out of the void... "Looks like we could be getting a new arrival soon. ContComp, what are the chances of this?"

A mechanical voice echoes out of the void... "Chances are about 50.0050321513 percent."

A sepulchral voice echoes out of the void... "Alright. Someone get a berth ready, just in case."⁴⁵¹

written by Cryoburner on May 26, 2011 02:26

"Is it the idea bot?"

"Oh yeah, let's get started! My mission briefing was to go to the reactor. I went there, thus successfully completing my mission."

written by Lightning4 on May 26, 2011 10:02

I shake my head and give off a simple "Hah".

I position myself more comfortably in my chair and listen to the debriefing.

written by 4616599 on May 26, 2011 15:12

I begin screaming and flapping my hands around.

I blindly run around the room erratically, crashing into and head-butting as many clones as possible.

"Ze plane! Zidane!" I blub incoherently.

written by Jam on May 26, 2011 16:11

I also wait with John-R.

"So, what did you think of Freaky?"

written by Gligar on May 26, 2011 18:13

Cloning station (C sublevel)

Speed-Y decides to wait with John-R.

Lucas-R finally fails in not laughing, which Speed-Y notices while, at the same time, declining to notice it.

Joris-O starts screaming. He runs around... headbutting people?

People like Speed-Y, the two techs, and Lucas-R? Does he have a dea-

"Enough! I'm call Internal Security!"

One of the techs does just that, while the other pulls out a laser pistol.

Jam-O tries to ignore this and asks what people thought of Freaky. "I'm in two minds, sir," John-R replies. "On the one hand, he's an extremely powerful mutant, and I want to be like him. On the other hand... he's unregistered and probably a fugitive."

Debriefing Room 27

Cryo-R asks if it's the idea bot, before saying that his mission was to go to the reactor.

"What else? Simply going somewhere does not constitute a mission. You have to do something while you're there for it to be a mission. What was your mission?"

The laser turret is joined by another, and by the electrified manipulators of a certain jackobot. "Please try to think,

⁴⁵¹ MALKOM: (OOC: Edited to add a missing quote sign. Edited to correct OOC text size.)

citizen. Perhaps a little laser therapy is in order. Or shock therapy, apparently. Though I do hope that my jackobot has enough power for this mission."

L4-O makes himself comfortable as he listens.

Chemical Showers

Malkom-R attempts something. He tries to harness his body's apparent healing powers, to no avail.

written by Speeder on May 26, 2011 18:29

After a while, I look at John and say.

"Do not worry, Friend Computer knows he is holding off the other mutants, and probably is leaving him without being capture exactly for that reason, not being in the hierarchy means he can do anything that is necessary to fight the other mutants, without Friend Computer itself being accused of treason."

After I realize what I just said I look at John a bit startled and say.

"Oh... I hope we do not get into shady stuff... Well, we ALREADY did shady stuff, when we were tasked to invade a PURPLE area and use a ULTRAVIOLET terminal, what I mean is, I hope we are not used as scapegoat in case something bad happens..."

Then I realize that I said further things closer to treason.

"And now I should keep my mouth shut, because if I continue rambling soon I still start to say things of INDIGO clearance or something."

Finally I notice the commotion with Joris, but hey, it headbutted me?

"Joris, what are you doing? Stop it, now!"

I do not attempt to save him. (yet?)

written by Mingamango181 on May 26, 2011 20:50

Once ready, I go over to the desk, expecting to see all the forms and other required equipment ready so that I may fill them out quickly.

If they're there, then I get to filling them out once I've read and understood the contents.

...I can sense an impending doom.

written by Megagun on May 26, 2011 20:52

"Aww, I wish I was able to drink B3. It's looking like this debriefing may be fun!"

written by Jam on May 27, 2011 00:31

"You're in two minds? Now, did you mean that as a figure of speech, or literally?"

"I agree with you. It'd definitely be useful to have the power of Freaky... It's be easy to fight commies then... Especially if you can be registered at the same time..."

I look towards Joris-O

"Are you okay?"

written by Cryoburner on May 27, 2011 00:33

"Oh, well actually, I don't think anyone filled me in on exactly what to do. You see, I apparently had a case of amnesia, and when I came to, the computer asked me to go to the reactor. I went there, of course, and there were some other clones there as well, most of which were either sleeping, or otherwise being inadequate. I really would suggest a full review of their work performance.

Anyway, during my inspection of the reactor, I came across a portable nuclear device, which appeared to be installed against standard reactor operating procedures. I attempted to disarm the device right there, but some clone didn't want me to. Now that I think of it, he might have been a communist. After that, things get a little hazy.

When I came to again, I was requested to regroup with my team, and so I did. At least, I regrouped with Sal and my fellow lift passenger. There were some others there as well. They seemed to be transporting the device without bothering to disarm it first for some reason. At one point, I think another clone was going to disarm it, but this big metallic guy poked a bunch of holes in him, before running off with the device. A few minutecycles later, there was what seemed to be a large explosion coming from the direction that the metallic guy ran off in. He apparently used the device to blow up some of Friend Computer's valuable property.

Oh, and there were these exploding guys. And a pickpocket. I seem to be missing some of my belongings. You haven't seen them, have you? Not long later, there a notice to come here, and so we did. Well, some of us did. I don't know what the others are doing. You don't think they're having lunch, do you?"

written by Gligar on May 27, 2011 02:02

Cloning station (C sublevel)

Speed-Y looks at John-R. He says that our mutual friend knows about Freaky and what he is doing. He is apparently being allowed to roam freely in order to fight other mutants of his class. To suggest otherwise would be to suggest that The Computer can commit treason.

He realises what he just said and quickly ads that he hopes they don't get roped into the same grey area... oh wait, they did, at the compnode... he'd better shut up now before he ends up eating his own feet...

He realises that Joris-O is rampaging and orders him to stop.

Meanwhile, Mango-R has finished getting ready. He heads back over to the desk, where the tech is waiting with his forms, as well as a laser pistol and Mango-R's ME card. "Sign here, here, here, here, here, here, here, here, and here, please."

Jam-O speaks to John-R, who still looks a little troubled. John-R laughs. "Oh, don't worry, it's just me in here." He taps his head.

Jam-O asks Joris-O if he's okay, but the clone doesn't answer.

Debriefing Room 27

The idea bot wishes he could consume B3, since the briefing promises to be fun.

Speaking of the debriefing, Cryo-R is continuing giving his version of events. Apparently, he found "some other clones" at the reactor, obstructing him, and being "inadequate". He found a nuclear device there and attempted to disarm it, but was stopped from doing so by the aforementioned clones, one of whom took the device and detonated it somewhere.

"Your report is still incomplete, citizen," the High Programmer says, adopting a similar tone to our mutual friend. "For a start, what did this nuclear device look like? Are you certain that it was installed incorrectly? Are you a qualified reactor technician? Are you qualified to disarm nuclear devices? Who are Sal and your 'fellow lift passenger'? Who were these clones? Perhaps they were your team members, who, for reasons unknown, saw fit to deny you access."

The jackobot replies, "I can answer one of those questions, sir. 'Sal' is the name he gave to me, apparently a severe corruption of my serial number."

written by Jam on May 27, 2011 04:01

I look at Joris-O, then look at the techs...

"Maybe his brain is just tired? I mean, his last clone and his current clone were alive at the same time, I'd imagine that wouldn't be good for his brain... I'm sure he'll get better in a few minutecycles... But, Speed-Y sir, can I talk to you for a sec?"

I suddenly walk up to Speed-Y, and whisper to him...

written by Speeder on May 27, 2011 04:26

I... hear the whisper?⁴⁵²

But I keep a eye on Joris, while waiting for Mango to finish.

written by Mingamango181 on May 27, 2011 06:10

I start signing here, here, here, here, here, here, here, here and here, just as the tech specified. As I finish, I check the ME card.

"Oh my. That's my first one."

written by 4616599 on May 27, 2011 10:18

I continue running around.

"Stop? Yesh, yesh, I'llwll schtop!"

My speech seems almost deliberately slurred.

I charge toward a clone filling up forms and violently slam into him, pushing both of us floorward!

written by Lightning4 on May 27, 2011 11:31

"Indeed it was us... unfortunately."

I shake my head.

"Reasons unknown, hmph. Been nothing but a nuisance, that one..."

written by Cryoburner on May 27, 2011 11:41

"Ah, the nuclear device looked much like your typical device, only nuclear."

"Oh, more precisely, it looked like a cylinder, about 100 x 60 cm in a frame.

The cylinder was emblazoned with the radiation symbol, and was connected by a pair of cables that were screwed in place to a keypad.

The keypad, in addition to the usual alphanumeric, had things like "10", "11", "12" and smiley buttons on it.

There was also an LED countdown, which was then at 08:48:02.

It looked like one needed to enter a code to disarm the bomb, or possibly just yank on the cords really hard.

Actually, it wasn't really installed when I got to it, so much as it was laying near the reactor with strips of tape stuck to it. I don't recall ever seeing such a device laying near a reactor like that before, so it must have not belonged there...

As for being qualified to disarm nuclear devices, the amnesia made it difficult to remember the specifics, but I'm sure I must be, since the computer sent me there, saying it was vitally important that I get there. The computer would certainly not send someone who wasn't qualified to handle such devices for a mission of such vital importance!

Oh, and yeah, my fellow lift passenger is an expert at lifts (though seemingly not a particularly good one). He's not here right now, so he's most likely in a lift somewhere. Oh, and this is just some clone who was wandering around, who wanted to come with us to get lunch."

I gesture in the direction of Azir-R.

"I suppose he's part of the team now too. As for the others, I'm not sure, as I don't think they ever introduced themselves or filled me in on what they were doing. You don't think they were communists, do you?"

written by Megagun on May 27, 2011 13:01

"Yeah. Here's a bunch of troubleshooters who spend time around a known communist without shooting him. Surely, they can't be communists themselves! Really!

Also, yeah, the keypad. That was a fun one. Someone should interrogate one of them commies to understand how fun it was. Here's a hint: it was very fun..

Even more fun was the device it was attached to, and the forkbot that was used to carry the device towards the sector's Reactor. A clever move, really. Storing a nuclear weapons device inside a forkbot. Brilliant, absolutely brilliant. If I weren't an ideabot with amazing processing powers, I wonder if I could come up with such a brilliant plan myself!"

⁴⁵² SPEEDER: (ooc: PM to me? Or something? O.o confused...)

written by Malkom on May 27, 2011 15:01

I try to scream, as loud as possible, letting the pain help me. I preferably scream in some form resembling the word HELP.

Meanwhile, in TransClone Space:

A sepulchral voice echoes out of the void... "Looks like things are going badly for this fellow..."

written by Gligar on May 27, 2011 20:25

Cloning station (C sublevel)

Jam-O suggests that Joris-O's brain might tired after the whole zombie thing. He'll probably recover soon.

He then whispers something to Speed-Y, who looks a little confused, even as he keeps an eye on Joris-O.

As it happns, Joris-O is over near Mango-R, who is signing here, here, here, here, here, here, here, here, and here, before looking at his ME Card. he has enough time to note that it's identical to his old one before it's snatches out of his hands by Joris-O, who tries to eat it.

The tech decides that enough is enough and punches Joris-O in the head. "That;'s ENOUGH!"

He looks like he wants to say more, but he is interrupted by a rather loud yell from the showers. The tech goes over to investigate.

Chemical showers

It's Malkom-R, who seems to want help. Again.

The tech enters, and looks at him. "Citizen, if you'll just keep the noise down, I'll sort something out for you." He pulls out his PDC and dials Medical Services. "Hi, this is the cloning station at C Sublevel. I need emergency pickup for one clone. Let's hope he isn't one of those TransClone freaks... who knows what they'll do to him..."

Debriefing room 27

L4-O says that yes, they were the ones. Unfortunately. Cryo-R has been nothing but trouble.

Cryo-R continues speaking about the nuclear device -- the Tsar, you'll recall. He describes the keypad, saying that he assumes it would either need a code or maybe to just remove the pad. "*Most nukes are designed to detonate when they are tampered with,*" the High Programmer says. "*Had you actually removed the pad, you would have detonated the nuke. Right next to the reactor. The end result would have been the erasure of not only you, but of everyone at the reactor.*"

Cryo-R continues, talking about his "fellow lift passenger". "I believe," the jackobot says, "he is referring to Lucas-R-AHK, who was on the lift with him when it reached O Sublevel, where you sent me, as you recall. We then went up to the reactor, where, despite attempts by the rest of the team, Cryo-R went down into the reactor gantry himself. I will say more when I am called to do so."

"So you actually went past the reactor before going there?" the High programmer asks Cryo-R. "O Sublevel is nowhere near the reactor."

Instead of answering, Cryo-R indicates Azir-R, who, he says, is just looking for lunch. "*Keep mealtimes out of this.*"

But Cryo-R continues, saying that the others didn't explain anything -- perhaps they were communists?

The idea bot agrees. After all, they were around communists without shooting them. Perhaps one of them should be interrogated.

"I do need their reports," the High Programmer replies. "*Primarily so I can figure out exactly how to proceed from here. There are sure to be traitors, and there are sure to be lies. But who is lying, and who is the traitors?*"

He pauses. "*Hmmm... yes, maybe that could work... but of course, they would need to be here...*"

written by Megagun on May 27, 2011 20:45

"Okay, okay. I'll tell... You know what the funny thing is? The keypad was broken; wrongly-programmed. Any code would *disarm* it temporarily for a few minutes, with the exception of one specific code. This code would be used by the Communists in an emergency situation, such as when they would all be on the verge of getting captured. That's right, the special code was reserved for blowing up the device immediately.

I think the problem was that whoever programmed it forgot to work out the case for when the bomb was already armed and counting down. You see, any code entered, with the exception of the override blowup code, would arm the device and reset the timer to a few minutecycles. This would allow anyone to disarm the device by constantly entering the wrong code. Funny, isn't it?

Obviously, the guy that programmed the bomb wasn't a High Programmer such as yourself, sir. I doubt you would make a similar mistake!

Sir, I will send you the code in question via the PDC network. I'm assuming you already know it, for it was part of the mission briefing of my old team, Team Ivy. Should something unfortunate happen to me, and you hear someone mention this code, you'll know what it means."

I look at the others in the room.

"This is why I was so hesitant on disarming the nuclear weapons device myself; I had to see if anyone else claimed to have a code for the device. If anyone else did claim to have one, it would mean that they were a commie mutant traitor!"

I stand still for a moment, apparently idling.

"...oh, sorry.. Carry on, sir!"

written by Malkom on May 27, 2011 21:13

I faint away from pain and relief.

Meanwhile, in TransClone space...

A sepulchral voice echoes out of the void. "Looks like we've been detected. Cut contact with the Alpha dimension!"

The space shimmers, and slips away from the reality of Alpha Complex, carrying the minds of hundreds who are awaiting recloning away with it.

written by Lightning4 on May 27, 2011 21:22

I address Cryo first.

"Wait. The countdown was originally *eight hourcycles*?"

I frown hard.

"It was 30 minutecycles once we extracted it. I have the feeling YOU were involved somehow. If not for that, we wouldn't have lost Massacrebot or Speed-Y's prime! At least, I think it's his prime."

I then address the Idea Bot.

"You mention the forkbot... yes, it's true, we found the device on one of the upper levels. Took it from the commies, we did... it was hooked up to the floor. The commies were possibly about to detonate it on the spot.

We didn't actually know it was a bomb. Just some fancy nuclear device... it made a great power source since the forkbot was running out of power about then. I don't even think it had the keypad attached yet."

"Of course, we never made it to the reactor... thanks to Cryo-R here damaging Nukabot. And apparently it didn't even matter, since the commies still somehow got a hold of the device... I knew we shouldn't have trusted that repair crew."

I look a little sad.

written by Speeder on May 27, 2011 22:14

I nod to Jam.

"Ok... so, we have two clones that need to be carried or something?"

I check if Joris is still reacting after the punch, if he is, I attempt to pull him toward the door, if not I put him on my shoulders and walk toward the door... If he resist, I punch him too.

written by Mingamango181 on May 27, 2011 22:47

"Oj!"

I grab my ME card from Joris-O's mouth. Then slap him in the face.

"So... Oh yes. That. I suspect Mindgrabber isn't used to such clones as this..."

I pick up the laser pistol, and holster it.

written by Jam on May 28, 2011 00:44

I go check on Malkom-R...

Hmm... I guess I'll need to carry you?

I attempt to pick up Malkom-R, gently, so I don't cause him too much pain (because this clone of his hasn't tried to kill me yet)

written by Cryoburner on May 28, 2011 01:51

"Oh, don't worry about the keypad inadvertently being removed. I tested the cables, and they were on good and tight! They passed their inspection cablingly! As for the timer... Maybe someone dropped the device or something? In any case, if it was installed by communists, we certainly can't trust that the timer was accurate, can we?"

"As for why I went to O sublevel, I was headed to the level housing the reactor core, but apparently the lift didn't provide direct access to that level. The O sublevel button was already pressed, so it was necessary to carry on down to that level before heading back up to the reactor control room. We were able to pick up Sal while we were there, so it all worked out. The team just wouldn't be complete without Sal. Also, I think my fellow lift passenger wanted to go on a lift ride."

I turn to L4-O.

"Wait, so you're saying you were taking an unknown nuclear device to the reactor, but that I stopped you from doing so? That sounds mighty suspicious. I can't say I remember that, due to the whole amnesia thing, but it sounds like I may have been valiantly attempting to keep the device away from the reactor! I'll bet you just conveniently left the device laying around for some of your *comrades* to pick up later."

written by Gligar on May 28, 2011 10:49

Debriefing Room 27

The idea bot explains a little further. It says that the keypad was actually improperly programmed: anything except the designated code would reset the Tsar's countdown -- but not actually disarm it. The designated code would detonate the Tsar instantly.

He sends the code over his mini-PDC. As to why Leeroy-O knew the code... well, he was briefed. He was a member of "Team Ivy" from some other sector, on a mission concerning the Tsar, perhaps to retrieve it.

The idea bot implies that anyone else knowing the code is a proof of treason. That's why Leeroy-O didn't tell anyone.

It realises that he's been monologuing, and falls silent.

L4-O speaks up. He seems surprised that the detonation time was in the hourcycles when Cryo-R examined it. When they got hold of the Tsar, there were only thirty minutecycles left. Perhaps Cryo-R tampered with it. If it weren't for that, Massacrebot would still be with them, as well as Speed-Y's prime.

To the ides bot, he says that the forkbot thing is true. Team Epsilon found the Tsar -- thinking it to be a generator -- and mounted it into their forkbot, since it was low on power. He says that the communists were working on it -- perhaps

they were going to detonate it right there. Though it didn't have the keypad at that point.

The forkbot didn't make it to the reactor due to Cryo-R's damage to the forkbot. That would have been okay, but the Tsar still made it down there... it must have been the repair team.

Cryo-R claims that he tested the keypad's cables, and found them to be on tight. "Aha" the High programmer interjects. *"So you did tamper with the device! Had you actually been trained in disarming nukes, you would have known that any strain put on any part of the nuke would be classed as tampering. Such as, say, pulling on cables to 'test' them. Your actions have earned you an Official Reprimand, citizen! As well as a Treason Point."*

Cryo-R continues, explaining that the lift didn't go directly to the reactor, and that it was already heading to O Sublevel. He adds that perhaps his passenger just wanted to go for a ride.

"That's not what I'm, seeing from the security footage," the High Programmer replies. *"To me, it looks like you pressed the button yourself."*

Cryo-R then claims that maybe he was *preventing* the Tsar from getting to its destination by damaging the forkbot. *"So how do you account for it being there anyway? You say that they just left it there? It looks to me that the bot requested that the team leave, so shouldn't the blame lie with the one who damaged the bot? That is, you. Maybe you were just being a traitor by damaging valuable Computer Property."*

Cloning station (C sublevel)

Speed-Y checks on Joris-O. He's currently being slapped around a bit (no word as to with *what*) by Mango-R, who has retrieved his ME Card.

Speed-Y goes over and starts pulling Joris-O towards the door, allowing Mango-R to pocket the laser pistol, and leave his forms in the desk. But not after commenting that perhaps that mutant isn't used to Joris-O...

Jam-O goes to check on Malkom-R, as two Medical services clones enter carrying a stretcher. "Did someone call for a pickup?"

Chemical Showers

As Jam-O enters, the tech looks out and motions to the medics.

Jam-O sees that Malkom-R appears to have fainted. His legs are a mess.

written by Mingamango181 on May 28, 2011 13:50

"So, am I good to go?" I ask the tech.

If so, I go and start following after Speed-Y, though with a slight look on my face. One that shows suspicion, and even... hatred?

I'll get out of here, just a little longer...

If not, I wait for them to finish, and merely watch as everything goes on.

written by Speeder on May 28, 2011 15:24

After everyone is back on the room and ready to go (even if it is go to the medical station), I leave the cloning station, and wait for John to retrace his path toward where he came from (thus toward the debriefing).

written by Malkom on May 28, 2011 16:34

I... remain unconscious. I seem to be doing a lot of that nowadays.

A small, dark blot recedes from reality...

written by Lightning4 on May 28, 2011 17:13

I smile a little bit as the High Programmer responds to Cryo.

"Even if we HAD brought the device to the reactor, there was no intention of simply handing it over to the commies. We probably would've just killed them outright instead of trying to infiltrate the group."

"Although... I suppose I might be too trusting if there is potentially a traitor in our midst..."

written by 4616599 on May 28, 2011 17:15

I continue struggling and blubbing incoherently. I try to bite Speed-O's suit, or anything in the way.

written by Megagun on May 28, 2011 17:37

"Well, if the Device didn't have a keypad attached to it yet, it must've not been converted into a Weapons Device yet, wouldn't you agree?"

I mean, if it was already a Nuclear Weapons Device, why would the commies butcher the repair crew? Oh, right, you might not have heard about this. The repair crew was slaughtered. Quite a horrible sight, when I arrived at the scene, really. Corpses everywhere! You're lucky I don't need to sleep anymore, 'cause I'd be getting NIGHTMARES from that! Phew!

Also, yeah, the Forkbot had botched up Asimov circuitry. I find your incompetence at noticing this disturbing. So why did you listen to it when it told you to leave it alone? Sir, can you remind us what exactly standard procedure is with regards to bots without working Asimov circuitry?

Now, you know what I think? Someone in your team is a commie and sent the Forkbot an order to tell your team to leave it alone, so that the traitor's commie friends could show up to convert the Device into a Nuclear Weapons Device. As the Forkbot lacked properly functioning Asimov circuitry, it couldn't determine whether the order was valid or not, and decided to accept the order in fear of breaking a perfectly valid order.

Now, I wonder who the commie could be.. It had to have been someone who could send out messages via PDC or bot covertly, without anyone else noticing."

written by Gligar on May 28, 2011 20:16⁴⁵³

Cloning station (C sublevel)

The medics disappear into the showers for a moment, and return with Malkom-R on their stretcher.

Mango-R asks the tech if he's good to go. "Yes, of course," he is told.

Speed-Y waits for everyone to return to the room (including Jam-O, who is following Malkom-R and the medics) before indicating to John-R that he should proceed.

As the team heads out into, and through, the corridor outside, Mango-R has an odd look on his face. Is that... hatred, directed at Speed-Y? The team needs a Happiness Officer...

Food vat hall

John-R leads the team through the hall, towards the lifts. It is here that the medics depart, heading down a side corridor, taking Malkom-R with them.

John-R and the group stop at the lifts. Speed-Y becomes aware that Joris-O is trying to bite him.

Unfortunately, there's a small problem. Apparently, some vat slime has been spilled from a food vat. transfer line running near the lift shaft. For safety reasons, the doors have been cordoned off./ A sign indicated that anyone wishing to use the lift should head up the gantries to the normally-sealed A Sublevel exit.

Debriefing Room 27

L4-O smiles. As he says, even if Nukabot had made it to the reactor, did he think that they'd just hand over their nuclear device? No, they'd probably have exterminated the lot of them. But, since they already had it, the team had to use more subtle methods.

But the thought of a traitor in their midst is troubling.

The idea bot continues. The device may not have been converted to a bomb until after the communists got their hands on it again. After all, if it was already a nuke, the repair team wouldn't have bitten the dust like they did (something that the team didn't know).

And speaking of forkbot-related matters, there is the matter of its Asimov circuits. The idea bot calls L4-O incompetent for not noticing this. "Watch your words, idea bot. I'm starting to suspect your own circuits at this point.

And for further reference, the correct procedure for dealing with a frankenstein bot is to notify the authorities, and keep your distance if possible. As it happens, they notified me. And since it would not be a good idea to leave a frankenstein bot at the compnode, they took it with them."

But the idea bot isn't finished. It states that a member of Team Epsilon is a communist, one who secretly sent a command to the forkbot, telling it to tell everyone to stay

away. Not, this commie would have to be someone who could send messages without being seen...

When it's done, the idea bot seems to freeze momentarily. It seems to be running close to some internal directive ordering against some activity or other.

written by Speeder on May 28, 2011 21:02

I peer at the sign.

"Vatcrap"

I then try to figure where the place we are supposed to go is located.

"Someone know where is that?"

As I notice Mango funny look and Joris biting me, I give a funny look back to them.

"What is up with you two? Stop biting me! And you, what is the matter?"

written by Malkom on May 28, 2011 21:30

I remain unconcious. Where do I get the feeling that being unconcious is something I'm really, really good at?

written by Lightning4 on May 28, 2011 21:59

"Nukabot still seemed to express interest in keeping with the group... so it was certainly still loyal. We had intended to get the Asimov circuit repaired. But then... well, you know by now already."

I wince upon the Idea bot's recollection of the repair team.

"Doesn't sound too pleasant. Although I can't help but wonder if Aleksandr and Pitr were among the dead... I doubt it.

I don't know if you remember those two... there's been quite a clone shakeup since throwing off the commie rebellion."

written by Mingamango181 on May 28, 2011 22:36

I do as the sign says, heading up the gantries. If I have no recollection of where they are, I pick a direction (other than right towards the vat slime) and follow it, preferably towards one with stairs that go up some levels.

written by Jam on May 29, 2011 01:13

I follow Mango-R, so he doesn't get lost again...

written by Gligar on May 29, 2011 02:17

Food vat hall

Speed-Y looks at the sign, and realises he doesn't know where the A Sublevel exit is. He wonders if anyone knows, before noticing Mango-R's expression, and Joris-O biting him. He returns the look, and asks what is the matter, as well as telling Joris-O to stop.

Mango-R seemingly ignores him and heads up a ladder to the gantries. Jam-O follows him, to make sure he doesn't get lost again.

⁴⁵³ GLIGAR: (OOC: Enough, Malkom.)

Food vat gantries

The gantries consist of a multitude of walkways and supports criss-crossing between the food vats on two levels, presumably A and B sublevels. MAnGo-R heads in random directions, eventually winding up on A Sublevel.

The walkways are more crowded up here, with INFRARED workers, with their RED and ORANGE supervisors watching stare, prod, and stir the open food vats, which contain some sort of caustic slime that bears little resemblance to the foods everyone is used to seeing in the food halls. But remember that this is only the first step in food production.

Jam-O follows at a discreet distance, trying to avoid colliding with the odd worker who isn't watching where they're going.

Somewhere in the hall, a scream indicates that someone has fallen into a food vat. It is cut off abruptly.

Soon, Mango-R reaches the promised A Sublevel exit. It is guarded by two Internal Security goons who demand to see his ME Card.

Somewhere on C Sublevel

Malkom-R remains unconscious as he is transferred from the stretcher onto a hard surface.

Debriefing room 27

L4-O points out that the forkbot still seemed to be loyal, and willingly accompanied the team. He winces at the idea bot's description of how the repair team were massacred, and wonders if Pitr and Alexandr were among the dead. They probably weren't. Does the idea bot remember them?

written by Speeder on May 29, 2011 02:25

I catch up with the group.

When asked for the ME card, even if the guard is below YELLOW, I still show it, kinda in a "lead by example" way.

I look at the vat where someone fell, to see how the rescue work.

written by Malkom on May 29, 2011 03:47

I stir slightly, and start to wake up. Gradually.⁴⁵⁴

written by Mingamango181 on May 29, 2011 11:23

I stop and show my ME card. I stand there, waiting, with a look that makes me appear alive, and make a faint smile when I'm allowed to pass.

I look back for just a moment, to acknowledge that I heard the scream.

Jam-O... Why are you following me like that?

I frown a little.

written by Megagun on May 29, 2011 13:09

"Who are Alexandr and Pitr? I don't think I've ever heard of them..."

written by Lightning4 on May 29, 2011 13:21

"We first ran across them when we emerged from the bunker into the warehouse... well, that was before it got blown to smithereens."

I think

"At least, I believe it was there. We ran across them several times later throughout the complex during the communist takeover. Then we saw them again as part of the repair crew, after the commies were repelled..."

"I think they were higher level commies. They're the only two we know with names besides Director Andrei."

written by 4616599 on May 29, 2011 14:41

I break free from Speed-O's grasp, and charge towards the densest bunch of INFRAREDS or other clones possible. I take off my jumpsuit, then start flapping it around indiscriminately whacking clones. I run into as many clones as possible, causing as much havoc as possible. (I also spend 1 PP)

written by Cryoburner on May 29, 2011 15:52

"Maybe the forkbot was still loyal, or *maybe* it wanted to stay with the group for other reasons. If its Asimov circuits were damaged, there's no telling what it had planned. Perhaps once you reached the reactor, it would have punched a hole in the reactor shielding, exposing all organic beings present to critical levels of radiation. Or it might have smashed into the control panels, causing the reactor to overheat uncontrollably, leading to interruptions in the broadcast of quality entertainment programming like Mandatory Team Troubleshooter, and Mandatory Team Troubleshooter: MMI Subsector. Maybe it would have just ran you all down, and given the device to the communists once you were taken care of. It's probably a good thing he was disabled before reaching such a critical area!"

written by Jam on May 29, 2011 16:20

I show the guards my ME card, then continue following Mango-R.

I note Mango-R looking at me with an odd expression.

"Okay, I know what you're thinking. (And I didn't even have to use my mutant power) Something like 'Why are you following me like that?'. Well, I've got to make sure you don't get lost and get yourself killed again..."

written by Gligar on May 29, 2011 20:29

Food vat gantries

Speed-Y catches up with Jam-O and Mango-R., and presents his ME card to the goons. "Thanks, citizen," one says. "You may pass."

⁴⁵⁴ MALKOM: OOC: Malkom-R. Legendary Unconscious Dwarf. Legendary Bumbler. Master Mistake Maker. High Master Hooligan.

recent behaviour or something...There's no real rush. For me, that is. As far as real things are concerned with, I just look like who I am. I don't think that's the case however...

Jam-O... A mutant may have left, but I'm still here.

written by Speeder on May 30, 2011 11:41

I give a blank look back at Mango, and do not blink, neither smile, specially, do not laugh either.

written by Azirphaeli on May 30, 2011 13:05

Hmm.. terminating communists. That sounds alot more fun than it should.

To do so though, I'd probably need weapons, supplies, and possibly some communists.

written by 4616599 on May 30, 2011 13:34

I struggle, mumbling.

"Whee. Trains. This is like being on a aeroplane, though a mobile phone would no doubt be useful assuming good transmissions from the satellite telecom networks."

I grin goofily.

"Ha, ha, ha."

written by Megagun on May 30, 2011 14:42

"Woo! I'm sure he'll make a fine addition to the REDs in JHT subsector! Is there any information about the name of the terminated clone?"

written by Jam on May 30, 2011 16:10

I look at the INFRARED clone.

"It's good you're being cautious, but I don't think this clone is a communist... Hang on, let me see him for a secondcycle..."

I look at him for a secondcycle, and seem to be thinking...

"Hmm..."

Then I suddenly start dragging him towards the edge of the gantry.

"Maybe you are a communist.. Well, better to be safe than sorry...."

I push him over the edge...

"Goodbye Joris-O."

written by Lightning4 on May 30, 2011 17:30

"Heh. INFRARED. I don't even remember when I was one. If I was one, even."

I think.

"So, what of our past before the bunker anyway? Are you allowed to divulge the information of how we got there? I know there was a brainscrub involved..."

written by Cryoburner on May 30, 2011 20:11

"I'll see if I can find some communists!"

I look around the room for any communists.

written by Gligar on May 30, 2011 21:21

Medical bay (C sublevel)

Malkom-R gives out one of those loud screams again. As he does, glassware starts shattering, all around the medical bay, many of them spilling chemicals al over the place.

The docbot stops what it is doing, since its chainsaw is vibrating like crazy. This, incidentally, is extremely painful for Malkom-R.

But the chainsaw doesn't break. The docbot notes, "Wow, with a scream like that, anyone would think you were a mutant or something..." It finishes off Malkom-R's legs, and readies a syringe. "But it is clear that you are in distress over something Therefore, I will do you a favour. Here." It sticks the syringe into Malkom-R's chest and injects half of its contents, which turns out to be qualine.

Immediately, Malkom-R realises that all this pain isn't really so bad... there's no reason to get worked up over anything... everything will be alright... he should really just relax... and hey, isn't it great how fast he stopped bleeding?

And look at that! The docbot's chainsaw just fell off! Life's funny like that, isn't it?

The docbot finally looks round at the destroyed glassware. "My my... that simply will not do. It is almost as if a mutant rampaged through ere, or something. There may even be an explosion or two. Or twenty. Or two hundred. That will not do at all."

Food vat gantries

Mango-R waits. He looks over at Speed-Y blankly. Speed-Y returns the look.

Something about Mango-R's face seems to say: the mutant may be gone, but I'm still here.

Joris-O is still acting crazy. Even as Jam-O convinces the INFRARED to not terminate him. "Well, all right, sir... hey! That's not fair, kill-stealing like that!"

And indeed he has. Jam-O grabs Joris-O by the head and drags him towards the vat himself... and pushes him in.

But Joris-O does not fall. Even though he is just past the point where he should topple into the vat to get broken down by the vat slime, he's still somehow staying on the gantry. And correct me if I'm wrong, but... wouldn't it be rather painful to have your head held up like that, while your body wants to fall?

And yet Joris-O seems to be in no pain.

"Hey, he's a mutant!" the INFRARED exclaims. "He must be, right? I still think he's a commie, though."

Debriefing Room 27

Azir-R continues listening, with a little more interest than before. terminating communists sounds fun. But he'd need equipment...

The idea bot says that the new RED will make a fine addition to the sector. It also wonders about the commie. *"I'm sure the new RED will fit in just fine. As for the commie... well, he seems to have fallen into a food vat, so... there won't be much left to identify by now. But at least he is serving one final purpose in Alpha Complex."*

L4-O tries to think back to when he was an INFRARED but of course, he can't. He doesn't even know if he was an INFRARED, thanks to his brainscrub. He asks the High Programmer if he can give any information on the prior lives of the team.

"I believe that the lot of you were being transferred to other sectors -- you, for instance, were in transit to DMV Sector, to provide support for the reconstruction effort. At least, until the communists decided to strike. Quite a few MemoMax records were lost in the process. Since yours had been transferred to a holding server pending your relocation, I was able to save them, and locate you in order to transfer you here instead. Naturally, you agreed to this mission. However, due to certain events which took place not long after, a brainscrub was deemed necessary."

Cryo-R decides to look for communists, starting with this room.

He quickly realises that a communist might look like *anyone*. Therefore, *anyone* could be a communist!

written by Jam on May 30, 2011 21:58

I look a bit disappointed as Joris-O fails to do anything spectacular.

"Hmm... Maybe he's not a mutant? And I was so sure..."

I lift Joris-O back up so he's safely on the gantry, then turn to the INFRARED...

"He's not a communist, and he's not a mutant either... He just appears to be, for reasons that are likely above your security clearance. But I appreciate your concern..."

I look around at the clones working at the food vats, then turn back to the INFRARED. I smile at him, then turn. I start pulling Joris-O towards Speed-Y and the others...

written by Speeder on May 30, 2011 22:05

I smile at Jam and Joris, then I return with my snake-like staring of Mango.

written by Azirphaeli on May 30, 2011 22:36

"What about myself, I'd like to know what I was up to before all this. Might help if I say, knew how to use a laser rifle or plasma grid or something."

written by Cryoburner on May 30, 2011 23:34

"Hey, maybe *you're* a communist, and you just don't remember! That would certainly make it easier for you to find one to terminate. I'll see if I can find some weapons and supplies!"

I look around the room for any weapons and supplies.

written by Malkom on May 31, 2011 00:26

Under the influence of whatever the docbot injected, I let out a silly giggle. "A mutant? Mutant! Cool word! Cool sound! Mutie-mute-Mutants! Woop!" I peer at the docbot. "Ooh! Dear little Buzzy!" I say, noting the fallen chainsaw blade.

I make a grab for dear little Buzzy!

written by Gligar on May 31, 2011 01:44

Food vat gantries

Jam-O looks disappointed. Joris-O didn't even do any proper floating...

He pulls Joris-O back onto the gantry, while telling the INFRARED that Joris-O is neither a commie nor a mutant. He looks around for a moment before dragging Joris-O back towards the others.

Behind him, the INFRARED can be heard muttering, "But... commie..."

Speed-Y smiles at Jam-O and Joris-O when they return, before continuing his stare-off with Mango-R.

Lucas-R can't take much more, though. "Sir, don't we have a debriefing?"

Debriefing Room 27

Azir-R asks about himself, wondering what he knows.

"Hmmm... Azir-R... Azir-R... Aha. As a Troubleshooter, you've had the standard training with laser weapons... and your profile says that you have an affinity for throwing things. Plasma grids, on the other hand, are beyond your security clearance."

Cryo-R suggests that Azir-R might have forgotten that he's a communist. Which would make finding a communist easier, if it were true. Now, weapons... He looks around the room.

Well, there's the laser turret, and Turbo, and Fred, and that spike thing on the idea bot...

Medical bay (C sublevel)

AN incredibly **HAPPY** Malkom-R thinks that the word "mutant" is cool, before he gets distracted by the docbot's chainsaw, which is now lying across Malkom-R's severed legs. He tries to pick it up, and name it Buzzy.

Apparently, Buzzy is still quite sharp, even after cutting through flesh and bone.

The docbot apparently fails to notice. It's busying itself looking through some of its supplies, before finding what it was looking for: a key. "I will be right back, citizen."

written by Speeder on May 31, 2011 01:48

As they get back, I poke Mango, so he can proceed forward, to the way that we were going and already showed ME cards to IntSec...

If he moves, I move too.

written by Lightning4 on May 31, 2011 02:07

I muse over what the High Programmer said.

"Hm. ...events... must've been pretty bad or pretty high clearance to warrant a brainscrub. Maybe someday I'll be high enough clearance to know the truth..."

written by Malkom on May 31, 2011 02:17

I let out a little yelp and gingerly wave Buzzy around, being careful to avoid the sharp edges. "Oohoo! Good Buzzy! Sweet Buzzy! Nice and shaarrp! How cool!"

Suddenly, I feel a... presence intruding on my conciousness.

That's a very nice mind you've got there, citizen. Mind if I borrow it for a while? Oh, by the way -- I'm not Headgrabber. Just a very close confidante of his. Good to find such a healthy little clone to inhabit, eh?

Uh-oh. I'm not feeling quite so euphoric now.

written by Azirphaeli on May 31, 2011 03:20

"Ooh, sounds like I've been having fun then. I'll make a note to find great enjoyment in throwing things in the near future!"

I leave myself a reminder in my PDC to call someone to inquire about equipment, credits, and other important things after debriefing.

"As for being a communist, let me check on that. Um, yeah, no sorry no luck here. If I run into any I'll be sure you're the first to know."

written by Jam on May 31, 2011 04:24

I smile.

"Heh... It's awesome being a registered mutant..."

I take one last look back at the INFRARED clone...

"Yes, make sure you terminate the commie, Roy! The commies deserve the vatslime!"

I continue smiling, and follow Speed-Y and Mango-R towards wherever it is we're supposed to be going...

written by Mingamango181 on May 31, 2011 08:37

I pass the checkpoint, jumping forward to avoid a probing manoeuvre from Speed -Y. I try not to place too much pressure on my injured foot as I land.

*I am by no means an idiot. Now what I'd appreciate would you to keep your hands/devices/equipment away from me. After all, I'm only a human.*⁴⁵⁵

written by Megagun on May 31, 2011 12:19

"Wow, those other folks of Team Epsilon are taking ages to get here. I'm lucky that I'm a bot now, or I would need a bathroom break right about now!"

⁴⁵⁵ GLIGAR: (OOC: Sorry, Malkom, but you have insufficient clearance to involve F-class mutants. Sorry 😊)

I try to play some audio file similar to the sounds caused by urination. (Assuming I have speakers in my bot shell. 😊)

written by 4616599 on May 31, 2011 15:21

"Funny. Even I thought I was a commie for a moment."

My speech seems very stuttered.

"Wee"

written by Malkom on May 31, 2011 16:00

Oh, what's that? You're only RED clearance? Pity. Better go find someone else.

Something hits me, hard, in the back of the head. I slump, unconcious.^{456 457 458 459}

written by Gligar on May 31, 2011 20:41⁴⁶⁰Food vat gantries)

Speed-Y pokes at Mango-R to get him to go forwards. Mango-R isn't quite fast enough to completely get out of the way. Though he does move forward. Speed-Y follows.

Mango-R's face betrays the fact that he'd prefer that he keeps his hands to himself -- he is still human, after all.

Jam-O tells the INFRARED (whose name is apparently Roy) to go after "that communist", and starts pulling Joris-O back towards the exit.

Joris-O mumbles that he thought that he was a communist for a second.

As Jam-O and Joris-O reach the exit, they are stopped by the guards. "Hey, wait a minute. That citizen's out of uniform. I'm afraid that I'll have to fine him. Let's see his ME Card..."

Stairwell

The rest of the team finds themselves in a short stairwell, leading up one level. An open door above is guarded by two more IntSec guards.

This place is somehow even more dusty than the bunker's stairwell. The styling if the handrails is decidedly antiquated, and the light fixtures look like the sort you find in the older vidshows. (Not that anyone other than Cryo-R would ordinarily see this sort of thing.)

Medical bay (C sublevel)

Malkom-R makes a few test swings of his new toy, before suddenly gets whacked on the head by something.

⁴⁵⁶ JAM: (OOC: I'm starting to think Malkom-R has the mutant ability to make himself fall unconscious. Wouldn't that be a odd power... 😊)

⁴⁵⁷ SPEEDER: (OOC: I bet he can scream inhumanly...)

⁴⁵⁸ JAM: (OOC: And Speed-Y has Hyperspeed, and Cryo-R has Cryokenesis, and L4-O has Electroshock, and Mango-R can make mangos appear out of thin air? 😊)

⁴⁵⁹ MALKOM: (OOC: and Jam-R has Jamification, so he can turn his enemies' legs to jelly!)

⁴⁶⁰ GLIGAR: (OOC: I know one that everyone has: the ability to hold an OOC conversation! 😊)

As it turns out, it's only the docbot returning with a wheelchair. "Oops... sorry about that, citizen. These things are always tricky to manoeuvre."

The docbot starts pulling Malkom-R onto the wheelchair.

Debriefing Room 27

L4-O thinks about the High Programmer's comments. He assumes that these "events" must have been pretty bad, or high clearance.

Azir-R thinks he'll be having fun, now he knows that he like throwing things. He makes a note in his PDC.

As for communism... he'll have to get back to him on that one.

The idea bot notes that it would have to take a Mandatory Bathroom Break around now if he were human. Seemingly to amuse itself, it plays a sound clip of water flowing into a container. On hearing it, one of the techs suddenly runs out of the room, saying something like "Ooopsgottago!"

Throughout the sector

The PA system comes to life with a screech. **"Attention Team Epsilon! You are now late for your debriefing! May I remind you that tardiness is treason? Further delays will be met with fines. Thank you for your co-operation."**

written by Mingamango181 on May 31, 2011 20:57

I decide to walk up the stairwell, until I get to where the IntSec guards are. I show my ME card to them. If I'm allowed to go through, I do so.

This place... It's... Oh nothing.

I look a little troubled.

written by Malkom on May 31, 2011 21:02

I wake up almost immediately and struggle with the docbot. "Hey you there! What d'you think you're doing? How can I be a troubleshooter without legs to help me shoot trouble?! No way can a Troubleshooter go around on a wheelchair!" I start hacking at the docbot with Buzzy, apparently still under the effects of whatever it injected into me.

written by Speeder on May 31, 2011 22:06

I... do the same as Mango!

Except for any creepy behavior.

written by Azirphaeli on May 31, 2011 23:37

After noting the PDC, I look around expecting the rest of the team to be here.. and am mildly disappointed if they are not. I begin to daydream.

written by Jam on Jun 01, 2011 01:13

I facepalm...

"Joris-O, put your jumpsuit back on! But give the guards your ME card first..."

If Joris-O doesn't give the guard his ME card, I search his jumpsuit for the card and give it to the guards myself...

I also check the security clearance of the guards, and their names, by checking for name tags on their jumpsuits (or, if that fails, using my mutant power.)

written by Gligar on Jun 01, 2011 01:44

Stairwell

Mango-R presents his ME Card to the guards, who wave him through. Speed-Y continues being a Model Citizen(tm) by doing the same. Other members of the team follow suit.

Passing through the stairwell, the team finds themselves on...

Roadway

...the roadway. Not too far away, a building looms. A sign near it identifies it as IOTA SUBSECTOR.

Down the road in the other direction, the domescraper rises up as far as the eye can see. Which, admittedly, isn't far, given the low lighting out here.

Food vat gantries

Jam-O tells Joris-O to put his jumpsuit on. He might as well be speaking to a zombie.

Instead, he fishes through Joris-O's jumpsuit, finding Joris-O's ME card, and giving it to the guard. "Thanks, citizen," the GREEN goon says. scanning the card and returning it. "Now get going before I find anything else wrong."

Before anything else, though, Jam-O looks at the goons a little closer. They're both GREEN, and have nametags, probably to try to look less like the nameless goons they usually are. Their names are Hans-G-JHT-2 and Claude-G-DPK-4.

Medical Bay (C Sublevel)

Malkom-R wakes up. "My my, is tat still *another* mutation?" the docbot exclaims.

But then it is too busy to speak, as Malkom-R attacks it, ironically with Buzzy, its own chainsaw.

Good thing that Malkom-R apparently hasn't figured out how to turn it on.

The docbot tries to defend itself with its own chainsaw, which of course isn't there. "My my, where did that get to?" it asks. "But to answer your question, it is perfectly acceptable for a troubleshooter to be in a wheelchair. You do not need legs to shoot, after all. Think what a pity it would be if your arms were to be hacked off, or mangled beyond use, or turned into mush by some method."

Debriefing Room 27

Ignoring the idea bot's noise, Azir-R looks around.

As he does, another clone enters. He addresses the High Programmer on the screen. "I came as soon as I could, sir."

"Ah, Derek-G! Don't worry about being late. Team Epsilon is bordering on being treasonously late."

written by Speeder on Jun 01, 2011 02:06

I look at the IOTA building.

Then I look to others.

"Ok, I am kinda lost... I hope we can get to P level on Central Subsector from there somehow."

I start to run toward it, already scanning the walls for any cargo elevator like the one near the Bunker.

written by Malkom on Jun 01, 2011 03:00

I look for a switch to the chainsaw. If I find one, I turn it on and buzz at the docbot with it. "Can't you regrow my legs or something with all that advanced Alpha Complex technology? Or is there any other alternative to being a... legless troubleshooter?" I shout. "I suppose I could always get recloned..."

written by Lightning4 on Jun 01, 2011 03:57

I notice Derek-G enter.

"Oh, hello sir! I didn't think you'd be coming to this debriefing..."

I frown.

"Where ARE those guys!..."

written by Megagun on Jun 01, 2011 06:43

I look around and try to remember if I've ever seen this GREEN clone before...

"Anyone care to elaborate who this GREEN clone is, and what his involvement with Team Epsilon is?"

written by Mingamango181 on Jun 01, 2011 07:48

I look for any places that might lead me towards the debriefing. Maybe there's another lift or device of a similar function nearby, from which I can go further.

I haven't been told the place of debriefing... So I guess since I haven't been here before, this is the wrong place.

written by 4616599 on Jun 01, 2011 10:35

"I'm a commie!" I mumble. "I'm a commie! A commiy, commie, commie!"

I bite the nearest clone's jumpsuit.

written by Azirphaeli on Jun 01, 2011 12:09

I am beginning to think they don't exist.

written by Cryoburner on Jun 01, 2011 15:43

"Maybe, they're actually communists, off being communist somewhere! It would certainly explain why they are so hesitant to come to the meeting. I wouldn't doubt if one or more of them were busy saying things like "I'm a commie!" right now..."

I take another, more thorough look at the melted chair, noting its color, and whether it still appears to be molten and/or sizzling.

written by Jam on Jun 01, 2011 17:04

"Thank you, sirs!"

I continue past the guards, but stop once Joris-O starts mumbling...

"Shush, you are not a commie!" I hiss in his ear. "You're just a little confused because —Ow! What the... Don't bite me!"

I angrily grip Joris-O's head with one of my hands, so my palm is on his forehead.

"Joris-O, unless you want your brains coming out your ears, I suggest you start cooperating... Now put your jumpsuit on, or I'll terminate you for admitting you were a communist..."

written by Gligar on Jun 01, 2011 21:02

Roadway (A Level)

Speed-Y is lost. Perhaps he can get to debriefing thorough Iota Subsector?

He starts looking for any signs of a lift that could take him to P Level. Unfortunately, he can't find one. And anyway, Iota Subsector doesn't look all that high. He does find an IntSec checkpoint, though, which seems to be the only entrance.

Mango-R looks around for any clue as to how to get to debriefing. Iota Subsector doesn't look all that promising. Perhaps he's in the wrong place.

A bright light suddenly catches everyone's eye. It's a searchlight, mounted on the domescraper. It seems to be looking for something, perhaps a rogue bot, or a commie mutant traitor. The light pans towards the team, passes over them, and moves on. It's probably nothing, though.

John-R looks around. "Hang on... this is the roadway to the bunker, right? Then we should head for the domescraper..."

Stairwell

Jam-O and Joris-O are lagging behind. Joris-O claims he's a commie and bits Jam-O's jumpsuit.

Jam-O tells him to shush and put on his jumpsuit. If he doesn't... well, he has ample evidence to terminate him on the spot.

Medical bay (C sublevel)

Malkom-R finally figures out the chainsaw, and proceeds to attack the docbot with it. He loudly demands that something be done about his legs. He can't have no legs, right?

"Cease your current action immediately!" the docbot cries. "What are you, some sort of Frankenstein Destroyer?! For your information, my asimov citcuits are in pristine condition!"

Malkom-R continues his attack.

"And as fzzrbst legs, there are ways to replvfhsjkgs them, but you hrve indhjknt clearance, and inshglertg credit. And

do note that Intefhjjeal Seclgfdhnljty are watching. They will want to ksew why you are desnjgkding Codjbter Prkdjlferty."

The docbot counterattacks with its qualine syringe, injecting Malkom-R with a triple dose.

Debriefing Room 27

L4-O greetd Derek-G. He didn't know the R&D tech would be at the debriefing.

"Well," Derek-G replies, "I *do* want to hear your team's report about the functioning of ArmourBot X-1. If nothing else, perhaps you could tell me why it was destroyed."

The idea bot wonders if it knows Derek-G. It realises that it It asks about Derek-R, and why he has anything to do with Team Epsilon.

It realises that Derek-G is the clone that it met on Q Level, back when it was a fleshbag. (It seems like forever ago.)

Azir-R is having doubts that there even *is* a "rest of the team".

Cryo-R things that this "rest of the team" are actually communist, and that's why they're not here. "I'll hold you to that," the High Programmer says.

But Cryo-R has already fixated on the melted chair. While the High Programmer facepalms, Cryo-R inspects the blackened chair, noting that it seems to have stopped sizzling. It's still hot, though.

written by Mingamango181 on Jun 01, 2011 21:26

Upon hearing John-R's statement, I sprint as fast as I can towards the domescraper. avoiding anything that could result in death.

written by Azirphaeli on Jun 01, 2011 21:57

"Well, he did say a commie was terminated recently right? Maybe it was one of them?"

written by Speeder on Jun 01, 2011 22:29

I follow Mango, unless he dies, in that case I avoid whatever killed him.

written by Lightning4 on Jun 01, 2011 23:33

"It was vaporized in the nuclear explosion. Speed-Y took off at top clip to the range down on O-Sublevel with the bomb... it was the only safe place nearby to detonate. Nothing left I imagine... sorry sir."

"But its speed was really impressive. It was gone before we could say a word. Hopefully Speed-Y will be here to add to that..."

written by Malkom on Jun 02, 2011 01:17

"AAAA THE DOCBOT IS POISONING ME!"

I slash at the docbot with Buzzy.

written by Gligar on Jun 02, 2011 01:25

Roadway (A level)

Mango-R sets off towards the domescraper at a run, narrowly avoiding a group of collectobots carrying a wrecked autocar. Speed-Y and the gang do their best to keep up.

As they pass, Speed-Y notices that the wreck looks like the autocar the communists used when they tried to breach the loading dock.

The group keep running.

Behind them, Jam-O and Joris-O emerge onto the roadway.

Debriefing room 27

Azir-R suggests that the bot might have had something to do with the terminated communist, before L4-O corrects him.

He explains that Massacrebot was, regrettably, vaporised in the explosion of theTsar. But in its final act, it demonstrated an impressive turn of speed. He suggests that Deek-G speak to Speed-Y about it when he gets here.

"Yes... I have reviewed ArmourBot X-1's final transmission. It was commanded to dump its working memory just prior to its destruction," he adds. "I will go into more detail later."

Medical Bay (C sublevel)

Malkom-R yells at the docbot before the qualine kicks in.

It really isn't all that bad, you know. He's still alive, isn't he? Why does he have to fall below mandatory minimum happiness rating over something like the loss of his legs? Why does he have to lash out at the bot which so generously gave him a wheelchair?

The docbot seems thoughtful. "Hmmm... that did nzt take easect at the tihe it should. Pewpfdls you are a mufgdgt. I shall have to ndfgy the audtsertes."

written by Jam on Jun 02, 2011 02:14

I see the autocar, and suddenly realize where we are... I slow down a bit as the memories come back...

"Ahahahaha! *zap zap* Yay! Faster, forkbot, faster! *zap* Die commies! *zap zap* Hahaha! Lightspeed Jam! Lightspeed Jam! *zap zap zap*"

Heh heh heh... That was great...

...

Wait, where'd Speed-O—I mean, Speed-Y—go? Just how long have I been standing here?!

I check the time on my PDC...

"Yikes! We are really late! Let's hope our debriefing officer is kind, and understands, and doesn't demote us, or something like that..."

I run towards where I remember the lifts were (assuming this is the same roadway as before), and hope I meet up with Speed-Y there...

written by 4616599 on Jun 02, 2011 04:17

"I'm nowt a commie, I'm a commie mootant trwaitor!" I mumble drunkenly.

"Go on... do the hole brain mwelt thing, you won't be abelt to."

written by Mingamango181 on Jun 02, 2011 06:51

I sprint away, and keep going until I reach the domescraper.

But even as I arrive, I seem... edgy. I try to recollect the location of the lift, and when I remember, I go into the lift, push the button that closes the door, and then push what I think was the destination floor... P level, give or take a level should the button not be on the lift. I think, regardless of whether I'm in the lift or not.

Mindgrabber and Headgrabber, two completely different entities... Yet their mannerisms were hard to distinguish. Looks like there's still plenty things that have yet to be addressed... Is that not so?

written by Malkom on Jun 02, 2011 16:01

I give a big, silly grin. "Oohoo, mutants again! I loove that word! Loooooove it! You know, sometimes I think I'm a mutant too! Can I get one of those cool armbands? Pleeese? They look soo nice!"

written by Gligar on Jun 02, 2011 21:26

Roadway (A level)

Jam-O slows down as he remembers the fun times he had, shooting commies while riding on Nukabot...

...wait, where did Speed-Y and the rest go? Vatricrap! He's late!

He and Joris-O (who still hasn't put on that jumpsuit, and is now claiming to be a commie mutant traitor) maker a dash for the lift...

Ahead of them, the rest of the team has already reached the end of the roadway. The tractor is missing, and the loading dock's door has been closed.

Lift hall (A level)

Mango-R runs on ahead, finding a lift ready to go. He hits P, and leaves the rest of the team behind.

Medical Bay (C sublevel)

Malkom-R says he wants to register a mutation. "I do nzt hrnkle mnrtpon r4gkayrapuns, ygu skll hyvu to go to the offtice on D Qublglvel," the bot garbles.

written by Malkom on Jun 02, 2011 21:57

I shake Buzzy at the docbot. "Take me there at once, *robot*, or I'll saw the stuffing out of you!!"

I allow myself to be pushed along on the chair if the bot decides to take me to D Sublevel.

written by Speeder on Jun 02, 2011 22:09

I continue running, after noticing that Mango managed to go without me, I wait for the others to arrive, although I call a lift first.

written by Megagun on Jun 02, 2011 23:04

"...So, did anyone get to see the latest round of FunBall matches?"

written by Jam on Jun 02, 2011 23:58

I keep running towards the lifts, and look at Joris-O at the same time...

"Oh, you don't think I can melt your brain? Would you bet your life on it? Let's see what Speed-Y says, how about..."

I run towards Speed-Y...

"Speed-Y sir, Joris-O says he's a commie mutant traitor! Can I terminate him?! I've been itching to see if I have enough power to terminate a clone with my mind anyway..."

written by Speeder on Jun 03, 2011 00:10

"Sure! I wanna see it!"

written by Lightning4 on Jun 03, 2011 01:16

"Who has had time... what with the commies and the more commies, and the nuclear bomb, and the mutants..."

I continue in this fashion a little bit longer, my voice trailing away while doing so.

written by Gligar on Jun 03, 2011 02:01

Medical Bay (C sublevel)

Malkom-R again shrugs off medication that should be affecting him for hourcycles on end, and demands to be taken to the mutant registration office. "*bzzt*Memory corruption workround enabled. Negative, citizen. I must maintain my post. You are capable of getting there yourself. And besides, you are out of credit. Furthermore, using that chainsaw on me will run the risk of rupturing my micropile, irradiating a good portion of this level. I am not reporting your actions to Internal Security. Have a nice daycycle."

Lift hall (A level)

Speed-Y and his group reach the lift hall. Speed-Y calls a lift.

Jam-O arrives not long after, saying something to Joris-O. He asks for permission to terminate. Speed-Y enthusiastically gives it, since he would like to watch.

The lift arrives.

Debriefing Room 27

the idea bot decides to pass the time by asking about recent FunBall matches. Has anyone seen any?

L4-O hasn't. When has he had the time, what with the mission and all?

I nudge his head with my foot...

"Hmm... John-R, did you see that? Is his head supposed to be doing that?! It's almost like his brain overheated or something.. I just thought he'd get a really bad headache, not have his brain start smoking... But... COOOOOOL!!"

I walk into the lift, and think a bit more...

"Or maybe a fire-making mutant attacked him at the same time I did? But that would mean there's another mutant here! Unless it was Headgrabber, but why would Headgrabber do that..."

I look at Lucas-R and Speed-Y...

"You guys don't happen have some sort of unregistered fire-making mutant power, do you?"

written by Speeder on Jun 03, 2011 22:30

I shake my head.

"At least, none that I know of."

I look at the dead guy.

"So, you are... pyrokinetic? While being psychic? That is unusual I think... Or... Strange... I wonder what power you actually have, and I really hope you do not do that with people you are attempting to use telepathy."

I wait inside the elevator.

"Erm, will you people come in? If you want you can drag the body here so we can examine the head... Or not, who knows if it will explode or something."

written by Mingamango181 on Jun 03, 2011 23:13

I look at the level indicator, if there is one, and estimate the amount of time remaining until I get to P level.

written by Lightning4 on Jun 03, 2011 23:37

"I oh... really? Uh... I haven't actually seen one, of course. Not to my knowledge anyway... I've just heard they're really actiony and awesome. But of course, assuming they're anything less is treason... or so I would imagine."

"Though... my memory is fuzzy, but I do recall bits and pieces of one holofilm. I must've seen it through a window while working security in the area. Or something like that. I guess a few pieces of my memory survived the brainscrub..."

written by Megagun on Jun 04, 2011 01:03

"Hey, you know what would be awesome? Holofilm versions of Mandatory Team Troubleshooter. I sure hope our mutual friend promotes me to YELLOW clearance once I've completed my IdeaBot testing task for R&D!"

written by Gligar on Jun 04, 2011 01:49

Lift hall (A level)

Jam-O looks on at the aftermath of his attack. He's puzzled over the fact that Joris-O's head is smoking... maybe it caught fire? Either way, that's pretty cool!

He enters the lift, while asking John-R if that's normal.

"Well... I've read reports about brains being overheated just by being thought at. Some of them don't even have anything to do with fire-based powers. But you'd have to be at least C-class to pull it off in that way."

Hmmm... maybe there's an unregistered Fire-based mutant around? Lucas-R? Speed-Y?

As the last stragglers enter the lift, Speed-Y says that he doesn't think so.

He asks Jam-O whether he's the pyrokinetic. As well as being psychic... hmm, strange. Let's hope Jam-O doesn't do that to everyone.

Perhaps they can drag Joris-O's corpse into the lift, and examine the head?

A lift

Meanwhile, up around J Level, Mango-R checks the level indicator. Shouldn't be long now.

Debriefing Room 27

L4-O explains that he doesn't remember actually seeing one in full. Mostly, he's heard things (good things) about them, and might have caught a glimpse of one through a window while on duty somewhere. Perhaps his brainscrub was incomplete.

"Hmmm... do you have any idea of which one, and where?"

The idea bot suggests making holofilms of Mandatory Team Troubleshooter (of course). It hopes it'll get promoted once it's back in a flashy body, so it can see them.

"How do you know there aren't any? the High Programmer asks.

Cloning station (somewhere)

You know the drill by now: a cloning tank fires up.

written by Malkom on Jun 04, 2011 01:45

I head towards the sublevel the docbot indicated, via the nearest food-vat area.

written by Malkom on Jun 04, 2011 04:19

You forgot me. Please post a status update for me so I can post a new action.

written by Lightning4 on Jun 04, 2011 05:00

"I'm... not entirely sure. I only get some random or vague memories. I was, or am part of the Armed Forces so I remember some stuff pertaining to that. Like how you used a ComBot very early into our mission... I recognized it.

Additionally, I was able to recall an Armed Forces range present on O Sublevel."

I ponder.

"But if I were to guess, it was probably at the sector I was prior to my relocation."

I glance at my ME card.

"QKW perhaps?"

"Although I do remember a few bits of the film. No sound, just pictures.

A Troubleshooter team fought commie mutant traitors on this strange grey rocky place with blackness above. They had envirosuits on too..."

I ponder for a few moments.

"I don't remember much else about it."

written by Mingamango181 on Jun 04, 2011 11:20

I wait the remaining momentcycles with impatience. When the door opens, I rush out, and make a quick observation of the area.

written by Speeder on Jun 04, 2011 15:40⁴⁶⁴

Since noone take a shot, I decide to drag Joris corpse into the lift while the others do not get in. Then I see if his brain overheated with its own activity or if it was set on fire.

written by Malkom on Jun 04, 2011 16:11

I head towards the debriefing room by the route that takes me through the most dangerous, commie-infested food vats I know of. As fast as possible.

written by Gligar on Jun 04, 2011 19:59

Food vat hall (C sublevel)

Muttering something about being forgotten and wanting a status report, Malkom-R wheels himself back into the hall. He notes that the lifts are still out of action on this level.

Heading for the ramp leading up the gantries, he sees a shady-looking clone holding some sort of leaflet.

Debriefing room 27

L4-O tries to think. His memories are vague, but, as he explains, he remembers being a member of the Armed Forces, possibly in QKW Sector. It's probably that which allowed him to recognise the "combot" the High Programmer used earlier. He also remembers a few images relating to the holofilm: a team of Troubleshooters in a rocky place with a dark ceiling, all wearing envirosuits. They fought CMTs there.

"That sounds like one of the Space Sector series," The High Programmer comments. "Probably Space Sector II: Fighting The Mutants Who Don't Breathe Air, Even Further Beyond The Domes. That would place it around five yearcycles ago. Perhaps the security arrangements do need to be reviewed.

⁴⁶⁴ SPEEDER: (ooc: Malkom, he did not forgot you, take a look at the post times, you posted some minutes before Gligar, considering your post is much shorter, it means you started to write your post, while he was already writing his own.

When this happen, what we do here, is consider you did not posted in time, like if your post never existed, thus you can even change your mind and do something else if you wish).

"But as four being a member of the Armed Forces, that matches your profile. According to the reports, you had an affinity for naming your weapons even before you went through basic training. The Armed Forces like that sort of thing."

A lift

Mango-R waits for the door to open -- there they go. He runs out, passing through the lift hall and into the concourse, before stopping to look around.

Concourse P1

He notices that, for a change, the exits are marked. One labelled "To Broadcast area and **CENTRAL SUBSECTOR**" catches his eye.

Another lift

Speed-Y goes and grabs the body of Joris-O. When it's in the lift, he checks the head, seeing if he can find out how the brain was cooked (and believe me, it's cooked). It's kind of difficult, what with the smoke still pouring out of it, but it looks like the heat came from inside the brain.

Cloning station (somewhere)

Its cloning cycle now fully underway, the cloning tank is suddenly moved.

It becomes clear that this is just one tank out of many in the station, and that they are all fitted to guide rails to allow them to be moved to and from designated holding areas and bays. This one is moving to what is apparently a decanting bay.

written by Speeder on Jun 04, 2011 20:29

After taking a look at it, I look to others and say.

"Well. seemly Jam can make a person think so hard that his brain overloads and heats itself more than the blood can take away."

I press the P button.

written by Lightning4 on Jun 04, 2011 21:05

I smile and gently pat my cone rifle.

"I called it Turbo! Then there's Fred the knife. Sadly, he hasn't seen any action... maybe someday..."

I look wistfully into the distance for a few moments, then snap back to reality.

written by Mingamango181 on Jun 04, 2011 22:06

Well I declare, with my mind, that I suppose it's up to chance now to put me in the right direction.

I head towards the CENTRAL SUBSECTOR, only stopping to ask any clones for directions to where the debriefing rooms are.

written by Malkom on Jun 05, 2011 00:31

I wheel myself towards the clone, still holding Buzzy The Chainsaw. "Yo, dude. Watcha doin' holding that little snip of paper? Can I have a look at the thingy?"⁴⁶⁵

written by Jam on Jun 05, 2011 00:46

"I overloaded his brain? Cool! I didn't even know that was possible, I was just bluffing when I said I could melt his brain..."

I look to John-R...

"Wait, what's this about C-class? There's different classes of mutants? What does C-class mean (and while we're on the subject, what do the other classes mean)?"

written by Gligar on Jun 05, 2011 02:57

Another lift

Speed-Y tells the group that it looks like Jam-O can overclock someone's brain to the point where it cooks itself, and presses the P button.

The lift closes its doors and rises.

Jam-O thinks that that's cool. He didn't know that that was even possible, and admits to bluffing.

But something said by John-R attracts his attention: the thing about "C-class mutants". He asks John-R to elaborate. "Oh... that's the Rand-B-TNR scale for mutant power levels. They teach it in Power Studies courses. A-class is weak. B-class is average. C-class is fairly strong, and is the upper limit for a registered mutant. D-class means very strong, with two or more mutations, or one which is just plain treasonous, like Machine Empathy. E-class means four or more. F-class... is off the scale. We've seen what an F-class can do."

Debriefing Room 27

L4-O smiles, patting Turbo. He also mentions Fred the knife, which he hasn't had a chance to use. "Well, there are always more missions."

The R&D tech returns. "Sorry about that."

Corridor P2

Mango-R heads towards Central Subsector.

He reaches the end of the corridor, to find his path blocked. There is an IntSec Treason Scene cordon, manned by a couple of IntSec officers, in front of a gaping hole where this subsector should join to the next. "Sorry, citizen, this way's closed," one says. "If you want to get to Central Subsector, you'll have to find another route."

Food vat hall

Malkom-R approaches the shady-looking clone and asks to see what he's holding. "Sure, comrade, take a look."

He thrusts the leaflet into Malkom-R's hands and turns around.

Malkom-R can't help but notice the leaflet's headline: PEOPLE'S GLORIOUS REVOLUTION -- You Can Make It Happen! For Real, This Time.

He laments not having a motorised wheelchair. Motorised wheelchairs are meant to already be deployed, but there have been delays in actually delivering the things. PLC put it don to inter-service group sabotage, pointing the finger at CPU. Rumours that PLC are, in fact, being lazy are almost entirely false.

written by Speeder on Jun 05, 2011 05:54

I start to sing the latest B3 jingle, after lamenting the fact that I have no B3, or that I have nothing at all except my new jumpsuit.

written by Mingamango181 on Jun 05, 2011 07:11

"Oh... Do you have directions or something? I do have a debriefing to attend, and the rest of the team is further behind, and they failed to inform me of where the debriefing took place. Could you be willing provide me with them? SynthPaper would be preferable, but you can always just tell me."

When I receive the directions, I thank the IntSec officers, and follow the route they've indicated. Else I just go back, and go down another pathway.

Lifts aren't an option. They [the team] will be after me for that quick slip.

written by Malkom on Jun 05, 2011 15:49

I switch on Buzzy. Hopefully before the commie can react, I swing Buzzy down towards him as hard as I can. "Take that you dirty brainwashing communist SCUM! Yay! I get to catch a commie! Woohoo!" I give a big, silly grin as I continue fighting the commie, then abruptly stop grinning. "Wha... why did I suddenly feel like I was under the influence of the stupid chemical?" I mutter to myself.

written by Jam on Jun 05, 2011 17:24

"Okay, so I'm guessing that means there aren't any F-class registered mutants, or even E- or D-class? Hmm... I'd imagine an F-class mutant would be pretty hard to stop, good thing Freaky doesn't seem to want to terminate us... Actually, now that I think of it, Headgrabber didn't seem like he was going to terminate us either... Or maybe that's just because Freaky was holding him back..."

I think about mutants, and mutant powers, and especially about mind-melting mutant powers...

"Hmm... John-R, do you know if it's possible to strengthen a mutant power by using it a lot, or something like that?"

I was thinking, maybe I could somehow link the minds of the team together, so we can communicate without speaking out loud... But we have, what, nine members now? I'd imagine with my current abilities, even if I could link everyone's minds together, I'd only be able to hold the link for a few secondcycles... I bet even Freaky might have a bit of difficulty..."

⁴⁶⁵ MALKOM: Isn't this wheelchair motorized? Surely Alpha Complex has come far enough that it's motorized...!

written by Gligar on Jun 05, 2011 19:28

Another lift

As the lift makes its way up, Speed-Y starts singing a B3 jingle.

Jam-O replies to John-R, guessing that there are no registered mutants of D, E, or F-class. The latter would be very hard to stop, but luckily, Freaky, or even Headgrabber, showed little interest in terminating the team (perhaps Freaky was holding Headgrabber back?).

He has a thought. Would it be possible to get stronger by practising? He has the idea that he might try to connect the teams' minds together somehow. It'd be difficult, and he might only be able to do it briefly, but...

"I'd advise against it," John-R replies. "Though mutant powers do get stronger the more they're used, linking minds together... I've heard that that's dangerous. You can lose your sense of... *you*."

The lift continues to ascend.

Corridor P2

Mango-R asks the IntSec if they know another route. "There are other routes, but they're quite far out of the way... You can go round to either Delta or Zeta Subsectors and use their entrances, or go up to another level and enter Central Subsector that way."

Mango-R thanks the IntSec and runs off, looking for a sign. In fact, there's one at the concourse, pointing towards **DELTA SUBSECTOR**.

Food vat hall

Malkom-R realises that thew shady clone is a communist and attacks!

Unfortunately, in the fraction of a second between firing up Buzzy and attacking, the commie ducks to the floor, fumbling for a weapon.

written by Mingamango181 on Jun 05, 2011 20:37

I naturally run down the concourse pointing to DELTA SUBSECTOR. As I do, I check signs which indicate towards the debriefing rooms.

...Why am I still running from them?

Perhaps it's because I still trust Headgrabber's judgement, that the team shouldn't be trusted.

Why do I still trust Headgrabber more than my own team?

I slow to a walk, mind clouded with questions.

written by Speeder on Jun 05, 2011 23:52

I look to the others.

"What class are you John?"

written by Lightning4 on Jun 06, 2011 00:07

I lean back in my chair and close my eyes, intending to rest for a little bit before the rest of the team arrives.

written by Jam on Jun 06, 2011 00:10

I mumble a bit...

"Lose your sense of you... Like... one mind made of many minds... Hmm... Reminds me of Headgrabber..."

I look up at John-R...

"That does sound dangerous... Okay, no mind-linking... I'll just stick with relaying messages... Maybe we need some kind of signal, in case one of you have something to tell me, and you can't say it aloud for whatever reason..."

I look to Speed-Y, as if I were expecting him to suddenly come up with a signal (and I am).

written by Speeder on Jun 06, 2011 00:38

I look at Jam intently and raise a eyebrow.

written by Malkom on Jun 06, 2011 01:03

I tumble forwards out of the wheelchair, carried forwards by the impetus of my failed blow, and land on the commie, Buzzy still happily BUZZ-ing away in his most deadly manner!

"EEEEK!"

written by Gligar on Jun 06, 2011 02:09

Corridor P3

Mango-R continues running for a while, and then slows. Why, exactly, is he running...? Is it that he trusts a dangerous F-class mutant more than he does his fellow Troubleshooters?

The corridor continues for some time. Eventually, it ends in a black door marked DELTA SUBSECTOR - ACCESS P. ACCESS TO ALL CLEARANCES.

Another lift

The lift continues to ascend.

Speed-Y looks over at the others. He inquires as to what class of mutant John-R is. "Me? I'm B-class, sir."

Jam-O is pondering what John-R said. It sounds like he can rule out trying to link everyone together, then. He'll stick to relaying messages.

But for that, he'd like some kind of signal, so he knows that there's a message to relay. He looks at Speed-Y, obviously wanting him to come up with a signal.

Speed-Y returns the look, and raises his eyebrow.

That seems good enough to Jam-O, who returns the gesture.

The lift comes to a halt, and the door opens.

Debriefing Room 27

L4-O leans back, trying to get some rest.

Food vat hall

Trying to keep Buzzy under control, Malkom-R leans forward, but it's too much, and he falls out of his wheelchair.

Right onto the communist. Who was about to fire a slugthrower at him.

As the chainsaw hits, the communist tightens his grip on his slugthrower...

Click.

... and looks on in horror as Buzzy keeps going with nauseating sounds, right through his bones, and his vital organs...

It's the last thing he sees.

Nearby INFRAREDs seem to be staring in his direction.

Cloning station (somewhere)

Now ready to decant, the cloning tank empties, depositing Joris-O onto the gantry, feeling cold and slimy.

written by Malkom on Jun 06, 2011 02:37

I throw up all over the communist as I switch off Buzzy, then manage to recover.

"Would you look at that! I just killed a commie!"

I look over at the INFRAREDs. "Do not be concerned about the fate of this clone, he is a commie. He handed me some commie propaganda and even tried to shoot me with a slugthrower. Someone, please help me back onto this wheelchair. In fact, as a higher clearance clone, I ORDER you to help me onto this wheelchair!"

When helped onto the chair, I take the slugthrower with me. "I'll just bring this along. Better report it to the proper authorities! See you!" I wheel the chair off towards the debriefing room, keeping a sharp lookout for any extra commies, and calling over my shoulder, "Oh, someone tell some bot or other to clean up that commie. Very disgraceful, it is. Quite the mess."

As I go, I try to wipe off Buzzy, whom I of course brought with me.

written by Jam on Jun 06, 2011 02:45

"Mmm... Where in Alpha Complex is Mango-R? I thought my mind-sensing range was pretty good, especially with a fingerprint... But I can't find Mango-R at all! Either he ran off somewhere far away that's out of my range, or he's found some way of hiding his mind..."

"Grr... Mango-R... Apparently you can run, and you can hide... But not for long..."

I follow Speed-Y if he leaves the lift.

"Or maybe Headgrabber being in Mango-R's mind somehow affected his fingerprint? Hmm... I guess I'll just have to do a brute force search... Hmm.. Mango-R-NHG-3..."

I suddenly get a look of intense concentration...

written by Speeder on Jun 06, 2011 03:35

I look, and if this is P level, I jerk Jam out of the lift, and invite others to also leave it.

Also I look for the Central Subsector entrance.

written by Mingamango181 on Jun 06, 2011 10:34

"Black door... Oh. That represents INFRARED clearance."

I open the door, and look for the way to the debriefing rooms. If it isn't immediate, I ask the nearest clone not on the team of RED or lower clearance where specifically to go.

written by Gligar on Jun 06, 2011 20:53

Food vat hall

Malkom-R vomits. He's not used to all this, it seems.

He tries to reassure the INFRAREDs that he's just dealt with a commie, see, he gave him commie propaganda.

The nearest clone, a big guy (Roy-JHT, but Malkom-R doesn't know that), sighs. "Why is it," he says slowly, "that everyone else steals the commies around here? First that Joris guy, then Lemmy, now that guy?"

He sighs again, and grabs Malkom-R. As he's putting him back on his wheelchair, he continues ranting. "I think there's something going on here. I mean, I see all these commies but they're all killed before I can get my hands on them! They were mine!"

Malkom-R wheels off, up the ramp, seemingly ignoring Roy. He calls back that someone should take care of the communist. "That's you, Roy," a female INFRARED says, poking him.

Concourse P1

As he enters the concourse with Speed-Y and everyone else (since it is, after all, P level), he explains that he's having problems finding Mango-R. Either he's gone out of range, or he's found some other way of hiding himself. (Maybe Headgrabber is still involved, somehow.) He decides to perform a brute force search.

Speed-Y looks for the Central Subsector entrance, and spots the door leading to the broadcast areas (and the subsector).

Corridor P5 (Delta Subsector)

Mango-R walks along, down the INFRARED corridor, seeing if he can find another way to the debriefing rooms. He wanders into another concourse, where he finds another sign, again pointing to Central Subsector. It doesn't even point back the way he came.

Food vat gantry

Malkom-R comes to the A Level exit. The guards ask to see his ME Card, as they did with the others.

Cloning station (somewhere)

Joris-O seems confused. Where is he?

Somewhere near a door marked "Chemical Showers", at least. as well as a set of stairs leading down.

written by Gligar on Jun 07, 2011 01:57

Concourse P3 (Delta Subsector)

Mango-R shrugs, and keeps following the signs.

He enters another long corridor, makes a turn, continues on, makes another turn...

Concourse P1

He seemingly isn't aware that Jam-O has found him. Though the effort seems to have worn him out.

He agrees with Speed-Y about something, and the group continues on.

Corridor P2

As they walk, Jam-O tells Speed-Y about some of the other clones he detected -- the rest of the team, over there in Central Subsector, some clone named Stu-O-SUX, and, of course, Mango-R. He's over in Delta Subsector (Jam-O's not sure how he knows that, though).

And then he starts singing the latest B3 jingle -- out of tune.

Eventually, the team gets to the end of the corridor... to find a gaping hole where the junction between Epsilon and Central Subsectors should be.

It's manned by two IntSec guards, and a load of Treason Scene tape. "Sorry, citizens," one says, "this way's closed."

Food vat gantry

Malkom-R presents his ME Card, his happiness level clearly above the minimum. He got to kill a commie, after all! "So that explains the commotion down there. They'll probably get that Roy-JHT to clean it up, he never was too bright..."

It's a good thing they mentioned Roy, because Malkom-R has a few words about him. "Yeah, he's like that all the time. He really wants to kill a commie. Maybe one day we'll let him. Or we'll just haul him in for a brainscrub and a nice interrogation session."

The guard returns Malkom-R's ME card, and lets him through.

Stairwell

Of course, there's this little problem of stairs...

But it turns out that it isn't a problem after all. These must be some sort of special wheels.

Roadway (A level)

And Malkom-R finds himself on the roadway, with Iota Subsector to the left of him, the domescraper way off to the right...

written by Malkom on Jun 07, 2011 03:10

I head for the debriefing room, keeping a very sharp eye out for commies and wiping and polishing Buzzy as I go. If I don't know the way I ask it of any bots nearby. If that fails, I call up Friend Computer and ask him.

written by Speeder on Jun 07, 2011 03:34

I follow the path Jam pointed.

"Who is Stu?"

I look puzzled.

"Well, nevermind..."

written by Mingamango181 on Jun 07, 2011 07:04

"Let's see..."

I look for a room which is labelled 'Debriefing Room', or something that looks like one with a high class clone as well as the other members of the team...

Why am I just letting myself walk right into a dead end? Should I not be escaping?

written by Gligar on Jun 07, 2011 19:38

Roadway (A level)

Malkom-R realises that, although he knows that the debriefing is in Central Subsector, he doesn't really know where Central Subsector is. He asks a passing spybot, which flashes its searchlight at the domescraper. Figuring that's a good place to start, he heads that way.

Corridor P2

Speed-Y realises that Jam-O is pointing over to Central Subsector. And unfortunately, the link is cut. There has to be another link... perhaps through an adjacent subsector?

He seems puzzled over this "Stu-O-SUX" though.

Corridor Q-delta (Central Subsector)

Having passed through another IntSec checkpoint and into Central Subsector, Mango-R keeps going. He passes another sign and takes a left, heading down a radial corridor, and finds a room with an open door. He sees two unfamiliar clones near an idea bot, and L4-O, Cryo-R, and Azir-R in chairs nearby. Interestingly, there is also a blackened, melted chair.

On a vidscreen on the far wall is a High Programmer (who seems to be a little short) seated in front of a Computer Monitor.

Mango-R realises that the monitor is somehow displaying depth.

The High Programmer looks up from some paperwork. "You're late," he says.

written by Mingamango181 on Jun 07, 2011 20:22

"Apologies... My team was delaying me, so I decided it best to 'cut loose', as some would call it. I had to make my own way here, and it seems I've arrived before they have."

I look over at the unfamiliar clones, and wonder about the bot that is in the same room, what its relevance was to the mission. I also don't sit down until I'm told so. By the High Programmer.

written by Malkom on Jun 07, 2011 20:23 Corridor P2

I... continue on to the briefing room, keeping a sharp eye out for more commies and cleaning and polishing Buzzy.

written by Azirphaeli on Jun 07, 2011 21:00

Oh, looks like they are trickling in, I was going to take a cat nap..."

written by Jam on Jun 07, 2011 22:00

I attempt to head towards Delta Subsector (if I need to, I ask the IntSec guards which way to go).

I start running, because we're in a hurry, and the faster we get to debriefing, the better.

"I dunno, Stu-O-SUX just sounded familiar for some reason... Maybe I saw him on an episode of Mandatory Team Troubleshooter? He sounds like a clone that would be on Mandatory Team Troubleshooter..."

written by Speeder on Jun 08, 2011 00:00

"Actually, I think I was called by that name, in an incident inside the Security Control room... earlier in the mission."

I look around, and then I say.

"Ok, let's go to another subsector and make our way around to the central one."

I start walking at a random subsector direction.

written by Gligar on Jun 08, 2011 01:30

Debriefing Room 27

Mango-R apologises, saying that he felt it best to go ahead of the team. "*Did Speed-Y give you permission to go ahead? He is the team leader, after all.*"

Mango-R looks at the unfamiliar clones, which seem to be R&D techs, observing the idea bot, which is keeping silent. Mango-R wonders about the bot. How important is it? What does it have to do with the team?

"*Well don't just stand there,*" the High Programmer says. "*Sit down.*"

Azir-R notices Mango-R and mentions that he wanted to take a nap.

Roadway (A level)

Malkom-R reaches the end of the roadway, which seems to be a loading dock marked C-3. He's reaches the bunker again.

Heading down the short corridor to the left, he finds a lift hall. He presses a call button and waits.

As he does, The Computer speaks up. "**Attention, Team Epsilon! You have still not appeared for debriefing at Debriefing Room 27 on P Level, Ce*static* Subsector! All team members are fined 100 credits. Thank you for your co-operation.**"

As it happens, the rest of Team Epsilon is trying to get to Debriefing Room 27. Jam-O, for instance, is asking an IntSec guard how to get there. he is told to head back to the concourse and follow the signs. He starts doing so, followed by the rest of the team.

On the way, he discusses Stu-O-SUX with Speed-Y. Apparently, he thought the name was familiar for some reason. Perhaps he was a character on Mandatory Team Troubleshooter? He seems like that sort of clone...

Speed-Y admits that he was called that before, in an incident back in the bunker.

He follows Jam-O, since he's heading to a different subsector.

written by Malkom on Jun 08, 2011 02:30

I hurry up! As fast as possible I try to get to the debriefing room!

written by Jam on Jun 08, 2011 02:39

I keep running, only even faster now that I heard Friend Computer's announcement...

"Vatcrap! Do I even have 100 credits?" I mumble to myself...

At the thought of being terminated for not having enough credits (as I can't remember what usually happens), I try to push myself to run even faster (while still following the signs, of course)...

written by Azirphaeli on Jun 08, 2011 03:31

"I would like to take this time to note that, though I did follow team Epsilon here to see about joining them, I am not sure I am yet a member of this esteemed group. I have no idea how or why I suddenly felt I needed to mention that."

written by Mingamango181 on Jun 08, 2011 07:57

"Speed-Y never gave me permission not to go. I was moving quickly for the benefit of the team, and they failed to keep up. Don't think that it was a fault on their part, however."

I sit down at one of the chairs, and wait upon the rest of the team to show up for the debriefing.

written by Speeder on Jun 08, 2011 11:36

I keep running, tagging along with Jam.

As I hear the announcement.

"Damn... And Mango has fled after I waited to rescue him... I should have left him and Headgrabber behind."

written by 4616599 on Jun 08, 2011 14:23

I clutch my head.

"Oh, a headache..."

I head down to the showers, grab a mask, and push the appropriate buttons

written by Megagun on Jun 08, 2011 14:46

"So... Yeah.."

written by Gligar on Jun 08, 2011 16:41

Lift hall (A level)

Malkom-R starts mashing the call button, in the hope it'll make the lift get here faster... but it turns out to be unnecessary, since it arrives almost immediately.

He wheels himself onto the lift and starts mashing P. "Okay, okay, I get it, P level coming right up!" the lift says, and shoots up the shaft (barely remembering to close its doors first).

Corridor P5 (Delta Subsector)

Jam-O and the rest of the group speed up. Jam-O, because he doesn't know how many credits he has and doesn't remember what happens when you run out of credits, and the rest because, well, Jam-O is running.

They soon reach the IntSec checkpoint marking the border of Central Subsector, and find it to be unattended. Presumably, it's a shift change or something. They run right through.

Debriefing room 27

For some reason, Azir-R takes the time to point out that, although he is not a member of Team Epsilon, he did follow them to try to join. "You're from the bunker. That's what counts. Note, though, that by rights, you should have joined the mission at the briefing. Failure to do so is treason punishable by summary execution. However, in light of... certain circumstances, I'm willing to commute that to a reprimand."

Mango-R points out that Speed-Y didn't expressly give him permission... but he also didn't forbid him from going on ahead. Any slowness on the part of the team is their own fault. He then takes a seat.

The idea bot wants to speak, but doesn't have anything ready to say. "Did you have anything to add?"

Cloning station (somewhere)

Joris-O clutches his head, apparently suffering from a headache, as he heads down to the showers. The stairs continue on down another level past the showers, but he isn't interested in that right now. he just wants to get everything sorted.

Chemical showers

The showers are vast. There must be easily over a hundred different cubicles in here. Some are occupied.

Joris-O takes an empty one and, remembering to grab an oxygen mask, starts it up.

The shower's jets don't seem to do much for the headache.

written by Malkom on Jun 08, 2011 16:42

I hurry up, keeping a sharp eye out for anyone who looks shady.

written by Speeder on Jun 08, 2011 16:44

I keep running and trying to find the debriefing room. (if I find it, I will enter it on the next turn...)

written by Lightning4 on Jun 08, 2011 17:22

I start to stir.

"Reprimumble? Fines..."

I open my eyes.

"Huh?" I look around and see Mango-R.

"Oh hey, it's you. Did you survive your little journey down on O-sublevel? You look like a fresh clone though so I assume not..."

written by Mingamango181 on Jun 08, 2011 21:13

"You really expect me to survive what went on down there?"

I think for a moment, and scratch the back of my head as I do so.

"Well I did! Except for the thing that wasn't supposed to be there, namely the remains of the bunker... All that radiation didn't exactly help my cause. A recloning later, and some clone who seems a bit out of it (which I suspect is not part of our team at all) decided to shoot me in the foot. I think most of the team applied rather appropriate disciplinary action in regards to that."

written by Azirphaeli on Jun 08, 2011 21:52

I wonder to myself whether I said that loud enough that the powers that be do not fine me. Then I snap back to reality when I hear "reprimand".

"Well, I don't recall a briefing, I think I may have been in a glass tube or something while that was going on."

written by Gligar on Jun 08, 2011 23:47

A lift

The lift hurtles up the shaft, before stopping abruptly. The doors open. "There we are. P Level."

Malkom-R is off again without so much as a thank-you, and, like the others before him, heads down Corridor P2.

Far end of Corridor P2

But of course, he is stopped by Internal Security. "Another one? This way's closed, citizen. The checkpoint is out."

Central Subsector

Speed-Y and his group continue running, eventually finding themselves outside a room, in which L4-O, Mango-R, Azir-R, and Cryo-R are seated, as well as the jackobot. There's also an idea bot with two techs monitoring it.

Debriefing room 27

L4-O awakens from his nap, and notices Mango-R. He wonders if Mango-R survived O Sublevel, or if he just recloned.

Mango-R states that he did survive, up to the point where he entered the crater where the range used to be. Upon recloning he was shot in the foot by an inconsiderate clone (who was summarily punished by the rest of the team).

Azir-R says he doesn't remember the briefing, and suspects he was in a glass jar at the time. "*I doubt that, citizen,*" the High Programmer replies. "*My records show that you were placed in the bunker prior to the start of the mission. I suspect that the brainscrub you received later on might explain why you do not remember the briefing. There is precedent, after all,*" he adds, glancing at Cryo-R, who as his face reeeeeeealy close to the melted chair.

written by Malkom on Jun 08, 2011 23:49

I ask for directions to the debriefing room from the guards, then follow the directions as fast as possible.

written by Lightning4 on Jun 08, 2011 23:55

I look confused.

"Why'd you go after Massacrebot anyway? I'm sure you knew that the bomb was going to go off any second... and I doubt there would have been anything left where it went off."

I pause.

"But I suppose it is good that you checked to make sure that there was nothing left for the commies to salvage."

"There WAS nothing left, right?"

written by Speeder on Jun 09, 2011 01:44

As soon as I stumble into the room, I see Mango.

I immediately draw my YELLOW pistol, walk near him, point it on his neck.

"What Headgrabber did to you? Why you did not allowed me to board the elevator and fled? Why you were walking in front of the team instead of following, and why you were staring at us, specially me? What you fear? What thoughts Headgrabber left on your head? I am right now deeply regretting saving you from Headgrabber instead of obeying my orders to show up on the debriefing immediately."

My finger moves to the trigger, but does not pull it.

written by Jam on Jun 09, 2011 03:58

I follow Speed-Y into the room. Seeing him pulling his laser pistol out and running at Mango-R, I run after him and pull ou—AH! A HIGH PROGRAMMER!

I attempt to salute the High Programmer, but I stop too suddenly and end up tripping over my own feet... Attempting to improvise, I prostrate myself in front of the High Programmer (who I haven't yet realized isn't in the room with us) and proceed to shout loudly, while smiling my biggest smile:

"Praise be to the great High Programmer! It is an honor to be graced by the presence of such an important, distinguished citizen like yourself! A thousand apologies for our lateness, sir! (I can say all thousand if you want, sir) If there's anything

I can do for you, sir, I would be extremely happy to serve you! Would you like me to clean your boots with my tongue, sir? I'd be happy to, and I'm sure my tongue would too, if my tongue could even be happy... But I don't have the happy-tongue mutation, sir, so my tongue cannot be happy..."

I suddenly notice I've been rambling a bit... Really, a happy-tongue mutation? Is there even such a thing?

Feeling a bit foolish, I start apologizing...

"I'm sorry sir! I'm probably wasting your time babbling about tongues... I'll shut up now, sir!"

I continue laying face down on the floor, and attempt to subtly look over at Speed-Y, in case he needs my help for some reason...

written by Mingamango181 on Jun 09, 2011 10:35

I look over towards Speed-Y and sigh.

"Well... He's done a lot. As you may or may not know... I'm in a sort of unstable state. I didn't want... to cause any more trouble. I'm confused. And I feel like the answers would be found... on my own."

I look away.

"Oh L4-O, I felt like I needed to investigate the amount of damage to the sector. Being already separated from my group, I decided to make myself useful. As for the results, it won't really mean much to Headgrabber. There's just a huge crater where (I'm assuming) the range used to be."

written by Azirphaeli on Jun 09, 2011 12:05

"Very well, I can accept my reprimand with pride then, knowing everything is in order."

I gaze casually over to what appears to be the rest of the team piling in and attempting to kill each other.

Oh dear..

written by Gligar on Jun 09, 2011 17:50

Chemical showers

Joris-O's shower finishes its cycle and its door opens.

If anything, his headache has worsened.

Corridor P2

Malkom-R repeats what the rest of the team has done already, and hears he same response. "I'm willing to bet that something 's happening in Central Subsector," remarks a guard. "Perhaps a debriefing."

But Malkom-R is already heading over there.

Debriefing Room 27

L4-O is confused. Why did Mango-R even head over to the range, if he knew it was destroyed? Oh well, it was probably useful to check that there was nothing left for anyone to salvage -- there was nothing left, right?

Before Mango-R can answer, Speed-Y stumbles in. On noticing MAnGo-R, he grabs his laser pistol. He fires, not his laser, but several questions at Mango-R. He makes it clear that he regrets waiting for him now.

Jam-O is next. He's about to draw his own weapon when he catches sight of the High Programmer on the screen, cries out, and prostrates himself on the floor, loudly praising the citizen on the screen. He doesn't seem aware that there even is a vidscreen, due to the realism of the stereoscopic display. (Clearly, it's working as intended.)

Jam-O stops after a while, realising that he's wasting time. But he still lies on the floor, occasionally glancing at Speed-Y.⁴⁶⁶

"Get up," the ULTRAVIOLET replies. "*I can't stand that sort of behaviour. It reminds me of those FCCC-P evangelists. Have you any idea how tiring public appearances can get with them around?*"

Mango-R finally gets the chance to explain that he's in a sort of unstable state after Headgrabber left. He has his own questions which he should probably investigate on his own.

As to the range, Mango-R says he felt like he needed to investigate how much damage was done to the sector. He adds that there's now just a crater where the range used to be.

"*That would explain the tremor earlier,*" the UV says. "*According to our mutual friend's damage report, the sector sustained minimal damage to waste recycling, with one death. Someone apparently fell into an incinerator, despite the hatches being closed and sealed.*"

"*Now, before we continue, is there anyone else still to come?*"

Azir-R accepts his reprimand and watches as the rest of the team point weapons at each other.

written by Jam on Jun 09, 2011 18:00

I immediately jump to my feet.

"Ah! Sorry sir! I believe Joris-O and Malkom-R have yet to arrive, sir! If you'd like, I could call them..."

"Um... What's a FCCC-P? I seem to have forgotten quite a lot after my last brainscrub..."⁴⁶⁷

written by Megagun on Jun 09, 2011 18:22

"Wait, who is this guy with the laser pistol? He kind of reminds me of the weekly *Mandatory Team Troubleshooter* pistol-waving guy. You know. The one that always ends up being a commie mutant traitor, but our mutual troubleshooter friends always find that out *after* he's caused at least two teammates to die...."

written by Speeder on Jun 09, 2011 18:23

I finally notice the ULTRAVIOLET there.

I remain pointing the pistol at Mango.

⁴⁶⁶ GLIGAR: (OOC: That's funny. +1pp 😊)

⁴⁶⁷ JAM: (ooc: Oh! A PP! Thanks! 😊)

"Oh, hello sir! It is, you."

I smile.

"There are a guy named Malkom, that for some reason hate mutants, algae and machines, I left him behind after he decided to kill himself or something by repeatedly pulling the trigger of a malfunctioning pistol. And Joris, that started to behave strangely like Mango, and then suddenly started to scream that he was a commie, after some long time of repeatedly claiming to be a commie, Jam terminated him."

I look at the others, and the smoldering chair near Cryo. "That looks a lot like Cryo doing..." Then I notice Sal. "Hello Sal!" I turn again to the UV. "Sal was greatly useful sir, specially in making Cryo be less useless."

After looking around and noticing everyone, then I finally say.

"I think we are missing some people that dissapeared during the mission too, like Kristos, Cryo's batshit crazy partner that we left battling things with a towel in the garage in the bunker, and some other people. Also, that guy that dissapeared from the cloning station, I think I already informed you or friend computer of that."

I suddenly notice the strange Idea bot.

"That Idea bot was not part of the team."

written by Cryoburner on Jun 09, 2011 21:00

Having sufficiently examined the melted chair (for now), I now notice that some others have finally entered the room. They look familiar from earlier, possibly the other members of that team, or maybe communists.

"Oh, it's about time you all got here. It's nice to see that you took a break from your busy schedule of disobeying the computer's orders to be with us here today."

written by Mingamango181 on Jun 09, 2011 23:42

How long has it been since I last had any sort of medication...? Something's happening... What's happening?

I suddenly feel quite drowsy. I blink a bit, trying to fight the sleep.

written by Lightning4 on Jun 09, 2011 23:58

I remain silent for now, watching the conversation between the High Programmer and my teammates.

written by Azirphaeli on Jun 10, 2011 01:23

I follow L4's cue.

written by Gligar on Jun 10, 2011 02:17

Debriefing room 27

Jam-O jumps to his feet. He states that there are two clones yet to arrive., but doesn't seem to know what FCCC-P is.

The High Programmer explains: "*They call themselves the First Church of Christ Computer-Programmer. Essentially, they're super-loyal to The Computer to the point of fanaticism.*"

They treat High Programmers as... what's that word they use...?"

"I believe that the term they use is 'prophet', High Programmer," The Computer supplies. **"However, they are a secret society just like any other."**

"Quite right."

The idea bot wants to know who this clone is who is waving a laser pistol about. It reminds him of that guy from Mandatory Team Troubleshooter, you know, they traitor...

Speed-Y notices the ULTRAVIOLET. He also mentions Malkom-R, and gives a brief synopsis of what happened to him.

He notices the chair. Cryo-R must b involved somehow... Oh hey, the jackobot! "Hello, citizen," the jackobot replies.

Speed-Y mentions a few other clones... Kristos-R, Selbio-R, and others...

The idea bot, however, is unfamiliar to him.

Cryo-R finally notices the team, and chides them for being treasonous.

Mango-R doesn't seem to notice. He's too busy trying to fend off sleep.

The High Programmer notices. *"Oh yes. You clones haven't slept, have you? I believe that coffeelyke can be found at The Hub. I suggest that you send someone to get some."*

Everyone else keeps quiet.

The team is suddenly made aware of the entrance of Malkom-R in a wheelchair.

Chemical showers

Joris-O seems confused. Perhaps the headache is proving debilitating.

written by Lightning4 on Jun 10, 2011 04:41

"This idea bot says he's Mega-R. Or rather, Leeroy-O. Or rather, the consciousness of Leeroy-O."

"It's uh... hard to explain. I don't know all the details."

I look puzzled.

"So what's been going on down there? I heard something about Headgrabber and Freaky? And now Mango mentioned something about Headgrabber just as he got in..."

written by Mingamango181 on Jun 10, 2011 11:47

I blink some more, and use L4-O's question to distract me from the lack of sleep.

"Plenty's been happening."

I make a long yawn, but cover my mouth with a hand.

"Plenty's been happening."

written by Speeder on Jun 10, 2011 12:03

I look at L4 for a while, then I look at Malkom

"Oh, you survived your own stupidity. I think now your legs will remain of you what happen when you attempt to shoot a F-class mutant with a malfunctioning pistol"

I look at L4

"During the mission, remember when John many times mentioned a mutant probing us? Well, that mutant seemly is Headgrabber. And then you remember, that Mango started to behave strangely in the elevator? That is when Headgrabber grabbed his head."

I continue pointing the weapon at Mango.

"When Mango was in the showers, Freaky, you know, Lucas friend, showed up, and he and Headgrabber started fighting, I called Jam and John, and we four expelled Headgrabber from Mango head. My intention was to be able to bring the entire team here, including Mango, but it sort afailed, as Mango ran away, and Malkom with his clearly anti-mutant behavior somehow knocked himself out or something, while having a squealing pistol barrel... So I decided to just run after Mango and leave Malkom."

I roll my eyes.

"And in mid of the way we lost Joris too..."

I look at the UV.

"Oh, by the way, Joris, during the fight of mutants, somehow started to float and he flung himself, or someone, or something, flung him against Headgrabber. Since that he started to say nonsense, and then suddenly he started to repeat like a broken record that he is a commie. In fact, a INFRARED citizen tried to terminate him in the food vats, I think he should be rewarded."

I look at the Idea bot.

"So... you know now that you are not Joris, alright? Can you stop causing trouble? You greatly delayed my arrival here by stealing Joris ME card and forcing me to take some boring bureaucratic procedures."

Then I remember of the zombie.

"Oh sir, Joris also had a zombie of him. Malkom mind remain active while he is dead. And Headgrabber can retain someone dead mind too, and seemly also remain active."

written by Azirphaeli on Jun 10, 2011 12:54

I listen to the story with great interest. Sounds like being a part of this team is going to be fun.

written by Jam on Jun 10, 2011 15:30

"Malkom! What took you so lon—"

I notice his wheelchair.

"—ah, I mean, how'd you get here so fast! And what happened to your legs?"

I turn as I notice Speed-Y talking. After listening a bit, I turn to the High Programmer and add something...

"Oh, that INFRARED was named Roy, if that helps... He seemed really eager to find a commie to terminate and

didn't seem very bright, unfortunately. Nevertheless, I agree that he be rewarded... He was the one that figured out Joris-O was a commie, it seems... Even though, I'm not sure if he even was a communist or not, he just claimed to be...

written by Megagun on Jun 10, 2011 15:47

"Oh, I was always fully aware that I wasn't Joris. I just took his ME card to stay safe from some members in Team Epsilon. That is why I ran out rather quickly, really. I just needed to find protection. Ask our mutual friend for ULTRAVIOLET level protection..

You know, I find it rather funny that you seem to be the only person within that small subgroup of Team Epsilon members that arrived late at the debriefing, that didn't somehow get some other person in his head. Very funny. Very interesting, too. Maybe you can explain why? Hmm?

Yeah, so basically it turns out that I have indeed gotten ULTRAVIOLET level protection against some members in Team Epsilon. After all, I'm inside a bot shell now. Perfectly safe from those members of Team Epsilon. Now they won't have the ability to get in my head! Hee hee hee. Friend Computer is too smart!"

written by Cryoburner on Jun 10, 2011 16:09

I half-listen to Speed-Y's long spiel.

"So, you were off having lunch with unregistered F-class mutants then. I see..."

I hover my hand slightly over the surface of the chair to determine how warm it might be now. I also look at whether it might be considered sittable in any way, in its current state.

written by 4616599 on Jun 10, 2011 17:28

I look around for any nearby clones or forms; while trying to think of nice, calming B3...

written by Gligar on Jun 10, 2011 19:35

Debriefing room 27

L4-O explains that the idea bot is housing what used to be Mega-R... or, more accurately, Leeroy-O. Or at least, that's what it claims.

He then asks exactly what happened down there. He knows about Headgrabber and Freaky, but not much else.

Mango-R tries to ignore his drowsiness, buy repeating that lots of things have happened.

Lucas-R volunteers to go and get some coffeelyke for the team. He heads for the door, but lingers, as if he wants to listen in.

Speed-Y looks between L4-O and Malkom-R before settling on speaking to the latter. He thinks that Malkom-R should have learned, the hard way, why you don't just try to shoot an F-class mutant...

He then turns to L4-O., explaining about the incident in the chemical showers. Does he remember when John-R mentioned

that the team was being probed? That was Headgrabber. And does he remember when Mango-R started acting abnormally? That was Headgrabber.

Headgrabber was with Mango-R up until the shower incident, when Freaky -- Lucas-R's friend -- appeared. He and Headgrabber started fighting. With the help of John-R and Jam-O, they were able to remove Headgrabber from Mango-R's head.

After that, Speed-Y was intending to bring the team to debriefing... but Mango-R ran away, Malkom-R got himself injured, and Joris-O got himself killed... by claiming to be a commie. And somehow levitating. An INFRARED identified Joris-O as a commie and tried to terminate him.

TO the ides bot, he adds that... it knows that it is not Joris-O, right? His theft of Joris-O's ME card caused a delay in getting to debriefing.

And oh yes! The real Joris-O had a zombie...

Azir-R continues listening. He seems interested in the reports.

Jam-O is about to berate Malkom-R for being late, but notices his wheelchair, which does kind of explain it. He does want to know what happened to Malkom-R's legs, though.

He adds that the INFRARED was named Roy. Eager, not too bright, but still deserving of a reward.

The ides bot knew that it wasn't Joris-O. Its mind simply indulged in a little ME card theft to remain safe. Speaking of which, that's why it's now in an idea bot chassis. No psionic mutant can touch it!

Speaking of psionics... there's one clone among the latecomers who didn't get his head taken over... interesting...

Cryo-R again fixates on lunch. He thinks the team had lunch with the "unregistered F-class mutants"

"Well, there's a description right out of the Department of Redundancy Department..." John-R muses.

Cryo-R doesn't hear him,. He's inspecting the chair again 😊

He notes that it's still hot. Most likely hot enough to burn anyone who sat on it.

The High Programmer seems to be making notes. *"So, the team has encountered F-class mutants on the way to debriefing... and somehow, a zombie. That would explain the readings of [REDACTED] identified by the idea bot at the site of a certain recent explosion..."*

"Speaking of the idea bot... someone has willingly committed one more count of ID theft."

"Have I got that right?"

"Now, I see no reason to wait for any longer. Let's start from the top, and the briefing in the bunker. Would you care to explain what happened from there?"

On the other walls, and the ceiling, and the floor, the other monitors come to life, displaying what appears to be a map of the bunker, highlighting the meeting hall.

Chemical showers

Joris-O looks around, looking for forms and such. Or, indeed, anyone who could help him. He finds none in the showers, though some of the booths are still occupied.

On heading for the stairs to look for more clones, he encounters a scrubot. It seems to be trying to clean an acid-etched hole in the walkway.

written by Speeder on Jun 10, 2011 19:42

"For some reason, I do not remember the meeting for a while, I think my brainscrub lasted a while.

Then I remember we going out, exploring a bit, and I think I found the security room, and started to manage things from there... Oh, I think there was a warehouse, when we first met the two guys that stole Nukabot powerplant.

I do not really remember the order that those things happened."

written by Malkom on Jun 10, 2011 20:27

"Oh, I woke up in this big briefing hall place and I had no idea how I got there, but some kind of Computer told me to go join this team and fight commie mutants, so I did. And as to why I was late, first: a docbot sawed off my legs, and second: I got interrupted by a commie on the way here. He put up a valiant fight, but me and my pal Buzzy--" here I pat Buzzy the chainsaw-- "took care of him! Oh, I think you need to have a look at a INFRARED clone called Roy, he was acting weirdly. I've already reported it to the security guards. Just thought you ought to know. Now, I'm ready for the debriefing!" I wheel myself next to a RED chair and try to heave myself in. "Oh, Mr. High Programmer, Sir, could you see about getting a motorized wheelchair for me? I thought they were supposed to be standard, but I've got a old manual model. Also, I'd like to hand this slugthrower in to the proper authorities - the commie was armed with it and he tried to take a shot at me. Unless I get to keep it? It would certainly be good for when the commies aren't close enough for me to use Buzzy!"

written by Lightning4 on Jun 10, 2011 21:42

"As for me, I helped in exploring the bunker as well... activated a few things here and there... and also helped in the first commie battle at the Distribution warehouse."

"Those commies popped my balloons..."

I frown, holding the popped balloons.

"Eventually we found a forkbot and used it to get to where we needed to go. I think that was a briefing at the troubleshooter HQ... we met you for the first time, and got some brevets."

"Then we went to the camera station level and found the Tsar hooked up to the floor on that level. We killed the

commies, hooked it up to the forkbot, and eventually secured the security camera station."

I pause for a bit to let it sink in and let the others talk too.

written by Megagun on Jun 10, 2011 23:47

"I don't remember much, other than somehow getting my lower left arm chopped off by a docbot and receiving tained medication from said docbot. Of course, I helped Friend Computer by alerting him about the broken docbot. Said docbot has been deactivated as a direct result of my actions!"

written by Mingamango181 on Jun 11, 2011 00:33

I listen carefully to everything being said.

It won't be long now... Just a little more time to wait. Just a little, I hope.

written by Jam on Jun 11, 2011 01:05

"I remember shooting, and commies, and forkbots, and lifts, and cloning stations, and VIOLET rooms, and more commies, and Friend Computer, and no more commies, and reactors, and more commies, and Sleepy-Sleepy, and headaches, and registration, and more commies, and falling, and an explosion, and a dark place, and a lift, and a cloning station, and F-Class mutants, and hurrying, and food vats, and another lift, and more hurrying, and a debriefing room, and a High Programmer!"

written by Gligar on Jun 11, 2011 02:14

Debriefing room 27

Speed-Y says that he doesn't remember the briefing. Perhaps his brainscrub has lasting effects. Other than, you know, making him lose his memory.

But he does remember finding the control room, which gets marked on the maps. A video window appears on each screen, showing him pressing buttons on the control panel. In glorious stereovision!

He also remembers a warehouse. A video feed appears, next to the control room feed, also in stereo, depicting a battle between the team and some communists.

Malkom-R remembers waking up in the meeting hall, then... "some computer" told him to go and join Team Epsilon. He then explains why he was late. Apparently, it involves having his legs sawn off by a docbot, and a communist. Said communist was dispatched, thanks to Buzzy. He adds that Roy was acting strangely, and may need investigation. Finally, he asks for a motorised wheelchair, and for someone to hand this slugthrower to. Unless he gets to keep it?

"Hmmm. There is a discrepancy there. Namely, how did you get to the reactor level? There is no record of you taking the lift.

"As for that slugthrower, it is YELLOW Clearance. You can hand it to anyone of YELLOW Clearance or higher. Speed-Y is YELLOW Clearance, as are the idea bot's technicians."

L4-O explains that he helped explore the bunker. This is accompanied by stills from video feeds appearing on one screen: a shot of him trying the door to Corridor C1, a shot of him looking at the ORANGE dormitory, some shots of him on A Level, and so on.

He then explains that he participated in the battle at the warehouse. A shot appears of him throwing a grenade (well, the pin) at a group of communists. Eventually, he says, the group found a forkbot (Nukabot, which appears on a screen) and used it to travel to THQ, where they met the High Programmer. From there, they went to a camera control station (which appears on a screen, in all its GREEN and BLUE glory), finding the Tsar in the process. *"Describe the Tsar as it appeared to you, please."*

The idea bot doesn't remember much. Its first clear memory is of a docbot sawing its arm off, and of tainted medication. It was able to have the docbot deactivated by alerting our mutual friend. As it speaks, a video feed appears, showing the action.

Mango-R keeps quiet.

Jam-O gives a very brief summary of what he remembers. *"Elaborate, please. I need more detail."*

written by Lightning4 on Jun 11, 2011 03:47

"It was... cylindrical... inside some kind of metal frame. About a meter long, more or less. Pretty heavy too. It had a radiation symbol on it, and if I remember right, some cabling connected to it. This was what was keeping it connected to the floor. We disconnected it and instead connected the cables into the forkbot, and it was found to be compatible and produced plenty of power."

"Oddly, it was repelling the gas from my cone rifle... it gave us a nice safe zone to work in."

"Anyway... at this time, I don't think it had the keypad we saw later on. The commies still had control of the sector so maybe they were going to remotely detonate it?"

I shrug.

"I'll let you draw the conclusions..."

written by Speeder on Jun 11, 2011 03:54

"Yeah, that is when we were still Lightspeed Jam. Also... my actions on the security camera system worked as I intended? Namely, redirect them to you and only allow you to unlock their system? For obvious reasons, I had no way to know if it worked or not."

written by Mingamango181 on Jun 11, 2011 05:54

I suddenly feel extremely tired once more, except instead of fighting it, I let my head sink down to the table, letting myself try to rest.

"...So that's... what Headgrabber warned me about...."

I drift into some state of mind. Somewhere halfway between consciousness and unconsciousness.

Help? Please?

written by Jam on Jun 11, 2011 13:12

I suddenly think...

Oh... Why am I so tired all of the sudden... I can't think straight...

Through my muddled thinking, I realize something the idea bot said didn't make sense...

"Idea bot, what do you mean when you said someone that arrived late to the debriefing was the only clone that didn't get some other person in his head? Who are you talking about?"

I look up to the High Programmer, and try to elaborate on summary...

"Um... If it's okay sir, I might need a minutecycle to think ⁴⁶⁸"

I try to focus enough to make a cohesive summary...

written by Malkom on Jun 11, 2011 14:54

"Oh, Sir, I don't know -- maybe the commies tampered with the lift!"

I regretfully hand the slugthrower to Speed-Y. "Sir Programmer, are there any INFRAREDS around that I could get to clean Buzzy? He's kind of messy after that commie attack." And messy he is, I failed to find anything to clean the commie chunks off him with other than my jumpsuit.

I wipe my fingers on the arm of my chair, since they got... dirty after stroking Buzzy.

written by 4616599 on Jun 11, 2011 15:26

I bump into the scrubot, and examine the area closely, paying attention to the hole. "What's up, doc?"

written by Gligar on Jun 11, 2011 18:31

Debriefing room 27

L4-O describes the Tsar as they first found it, and how it was connected to something on the floor. It didn't have its keypad at that point -- perhaps the communists were planning on detonating it in place. *"Whereabouts was it in the sector?"* the High Programmer asks. *"By the sound of it, it couldn't have been in a very good place... unless..."* He falls silent.

Speed-Y asks about the incident with the cameras. Was he successful in his attempt to lock camera control? *"Oh! Yes, citizen, your attempt worked. I am surprised that you were able to duplicate my blocking signal like that..."*

Mango-R can't fight off the fatigue any more, and sinks into sleep.

Lucas-R suddenly realises that he's been dawdling, and hurries out.

Jam-O, too, is fighting off fatigue. But even through that, he realises that the idea bot said something puzzling. He asks for clarification. Namely, who does it mean?

⁴⁶⁸ JAM: (ooc: Translate: next turn)

He then asks for a moment to get his thoughts together.
"I'm waiting."

Malkom-R suggests that communists tampered with the lift, perhaps explaining the lack of any evidence that he used it. "We'll get back to that later."

Malkom-R then hands the slugthrower to Speed-Y, and then admits that he hasn't been taking care of Buzzy like he should. He inquires whether there are any INFRAREDS around to clean it for him. "Are you suggesting that I order some to commit treason? Chainsaws are RED Clearance."

Cloning station (somewhere)

Joris-O inspects the acid hole. It has etched right through the metal walkway, revealing the main floor of the station, with its racks of jumpsuits and other equipment. And self-service terminals for filling out forms.

As he does, though, his headache just gets worse.

The scrubot simply replies, "I am attempting to clean up this acid hole."

written by Lightning4 on Jun 11, 2011 18:40

"It was on the same level as the camera control station. F level I think? Somewhere in that group."

"It was in the main concourse just after exiting the lift hall."
"

I ponder.

"Now that you mention it, that does seem like a strange place for a nuke..."

written by Speeder on Jun 11, 2011 20:22

I look at Malkom

"You act clueless all the time, I wonder if you REALLY are from Alpha Complex."

I look back to the UV citizen.

"The Tsar was on the same level as the camera station, thus I think that maybe they intended to take all high clearance citizens out, and keep the lower levels... or, something else, since I do not know the sector layout, I dunno."

I remember the gas that L4 is referring to.

"That VIOLET gas was nasty... Happily I do not died on it. And happily somehow the Tsar repelled it, very convenient."

written by Cryoburner on Jun 12, 2011 00:42

Noting the thrilling stereoscopic imagery on the floor, I decide to examine it more carefully. I get as close as possible to the floor, and inspect the individual pixel elements. I begin scanning the floor in a search for any dead or stuck pixels.

written by Jam on Jun 12, 2011 01:22

I think for a long time, then, after clearing my throat, start talking...

"The first thing I remember is Speed-O dropping a grenade... Naturally, I panicked, but luckily noclone was hurt... I walked over to Speed-Y, and he gave me a nut launcher, which I swore I'd guard with my life.

We heard commies coming, so I used a vendobot for cover and threw a few B3's at the commies, and shot some nuts at them... I saw L4-O trip and ran over to rescue him (since there was water around, and I didn't want him to drown)...

Speed-O threw a squealing laser pistol barrel at the commie, and it exploded... They all died... I checked them, and I found a laser pistol on one of the communists...

I went and got some more laser pistols and a bunch of jumpsuits, then a forkbot came... Then I got hungry and went to get some food... I went to Food Storage and got some Hot Fun...

L4-O left after that, and I ran after him, thinking he looked like he was having fun riding the forkbot... I wanted Speed-O to ride the forkbot too, but he was busy getting the Computer Restart Tapes, and told me to go escort the forkbot and L4-O... I followed his orders... Then he told me to find 'broken leg guy' (Cryo-R), but Cryo-R had went up a hole in the ceiling and ignored me when I called to him... Instead, I dragged a strange clone that tried to bat me with a towel, back to Speed-Y...

We left after that, and I shot a bunch of commies while riding on the forkbot! It was FUN! Speed-O shot at the commies too! We made it to a lift hall, and went to D level...

We met John-R there, and he wanted us to sing the Alpha Complex Anthem, so we did. Then we shot more commies, and John-R mind-blasted them! My laser pistol barrel exploded, and I was flung back. I burnt my hand... And then..."⁴⁶⁹

written by Mingamango181 on Jun 12, 2011 01:29

Sometimes, I wonder why you've made all the wrong choices. No wonder why you've died so many times. You should have never tried to go alone. If you can't listen to me, you won't last another hourcycle, with the recklessness that you've been showing.

I stir a bit.

Who are you?

I'm yourself, silly. A someone who needs to project oneself in the mind in order to get a message across. Somehow, I think you're one of the most stubborn minds of all.

written by Gligar on Jun 12, 2011 02:07

Debriefing room 27

L4-O remembers that the Tsar was found on the same level as the camera control station... perhaps F Level. A partial schematic of F Level appears in front of one of the displays on the floor screen. It looks for all the complex like it's several centimetres in front of the other display.

Speed-Y wonders if Malkom-R is from outside the complex...

⁴⁶⁹ JAM: (ooc: Save the rest for next turn! 😊)

He also remembers the location of the Tsar. He suspects that the communists wanted to take out all of the high clearances, but can't know for certain.

And as for that VIOLET gas, that was nasty stuff. It's a good thing that the Tsar could somehow repel it.

"Just as I feared: the Tsar was situated near the weapons cache in Zeta Subsector," the High Programmer says. *"It's a good thing you found it. They could have chain-detonated the nukes."*

"It's interesting, as well, that the Tsar was able to repel the toxin used in gas shells. That suggests something I don't want to even think about."

Cryo-R isn't paying attention. He's inspecting the floor display, looking for dead pixels. However, the pixels are so small he can't even see them. As such, he can't see any obvious dead or stuck pixels.

Jam-O launches into a description of what he remembers, starting from a grenade, and continuing up to the point where he pauses, when the team met John-R.

As he speaks, images appear on the right hand screen, depicting the scenes he's describing. *"Carry on,"* the High Programmer says.

Mango-R stirs in his half-sleep.

Lucas-R returns, carrying a tray of cups of coffeelyke. "Sorry it took so long, sirs," he says.

written by Malkom on Jun 12, 2011 01:56

I look for something to clean Buzzy with.

"Ugh. Commie chunks all over my Buzzy friend."

written by Mingamango181 on Jun 12, 2011 03:43

I move my arms into a position so that they act as a sort of cushion for my head.

I think I might just ignore that certain remark you just made then. Even if it is me just criticising myself...

I try to sleep, but the scent of something bitter tries to wake me.

written by Speeder on Jun 12, 2011 04:21

"John is quite effective. Also detected Headgrabber very early."

I look to Jam.

"Hey, you met Lucas when fixing your hand, was not it?"

written by Lightning4 on Jun 12, 2011 08:06

"Weapons cache? Well... that's good then, yeah..."

I lean back and listen to Jam relating our experiences.

"Don't forget the time we killed the commies! Wait... that was all the time. Nevermind me."

written by Megagun on Jun 12, 2011 12:33

I look at the stereo vidscreens.

"HOLD IT! That looks a bit like.. wait, no.. or does it? Hmm, the perspective is wrong."

I start moving around the room, paying attention to the vidscreens.

"No, this is the wrong perspective, too.. Not this one either, maybe from that other corn--oh, no, totally off.

Nevermind that. I thought I recognized the layout of that room, but don't."

written by 4616599 on Jun 12, 2011 13:51

I go to the terminal and look at the forms.

I seem to be mumbling incoherently

written by Jam on Jun 12, 2011 16:54

I look to Speed-Y.

"Oh yeah..."

I continue on...

"The others went to F level, and I went to C level to get my hand treated... I met Lucas-R there... I remember an explosion, and more shooting... But, we found a docbot, shot a bunch more commies, and then the docbot chopped my hand off as thanks... Lucas-R dragged me to safety... He decided to come with me, so we went back to the lift, which broke. Lucas pulled me up an escape hatch, and we climbed a ladder to an air vent..."

written by Gligar on Jun 12, 2011 19:33

Debriefing Room 27

Malkom-R looks for something to clean Buzzy with. He can't seem to find anything, though.

Mango-R moves his arms to cushion his head, as he tries to get some sleep. But the smell of the coffeelyke gets in the way.

As does the High Programmer. *"Mango-R! This is no time to sleep!"*

Speed-Y adds his praise for John-R, and added that he was able to detect Headgrabber almost from the start.

He then reminds Jam-O that it was about then when he met Lucas-R.

L4-O sits back, and reminds Jam-O of the time when they killed commies... er wait, that was all the time.

The idea bot apparently recognises something displayed on one of the vidscreens, and tries to move to get a better look. In its effort, it seemingly does not notice Lucass-R -

"Alert," it intones, in a mechanical voice. "Asimov circuits have detected a Third Law violation instigated by the running liveware. Further motor input halted pending authorisation. The running liveware is reminded that, as a bot, it is bound by the Five Laws of Robotics, just as any other bot."

Startled, Lucas-R stumbles slightly -- the bot did manage to jostle him before it halted -- and accidentally spills some of the coffeelyke. "Hey, bot, watch where you're going!"

"Enough," the High Programmer says. *"It is pleasing to see that the idea bot's Asimov circuits seem to be functioning. It would seem that the original bot brain is also still functional, and is monitoring Leeroy-O's liveware. How thoughtful."*

Jam-O plows on. He details how he left the team to get medical treatment, meeting Lucas-R in the process,

Lucas-R adds, "That's right, sir. You thought I was a commie for a while, but, as you found out, I'm not."

Cloning station (somewhere)

Joris-O enters the main floor and looks at a terminal. There are the usual forms displayed, for clone release, jumpsuit and other equipment requisition, mutation registration if needed, that sort of thing.

A notice on the screen reminds him to select one jumpsuit of his clearance, not above, and only one.

written by Speeder on Jun 12, 2011 19:38

I notice the bizarre behaving ideabot.

Then I notice the slugthrower that Malkom is holding, and take it.

I examine to see it is of revolving chamber or not, and pocket it.

"Malkom... where you found this chainsaw? I do not remember seeing those widely available around..."

written by Cryoburner on Jun 12, 2011 20:30

"Say, I think Idea Bot could use some coffeelyke, Fellow Lift Passenger! He looks quite thirsty..."

I proceed to check whether Idea Bot has any built-in cupholders, or a mouth for that matter.

written by Malkom on Jun 12, 2011 21:07

I wave a hand in dismissal. "Oh, just lying around... the docbot had it for a while, but I think it malfunctioned after the docbot used it to saw off my legs."

I wipe the chainsaw on the arm of my chair.

written by Lightning4 on Jun 12, 2011 22:46

"Oh right... there was an explosion too. Pretty strong one. Anyone know the specifics?"

It was around the time we were just seeing the nuclear device."

I look around and study the maps of the sector to see if anything looks out of the ordinary or different than when I might have seen it.

written by Megagun on Jun 12, 2011 23:35

"So, yeah. After the medbot incident, I went off to accomplish Team Ivy's mission. Found myself inside a BLUE security station, and attempted to find out where the Forkbot

carrying the Tsar was. I decided to temporarily... 'ignore' my security clearance, for the severity of the situation demanded it.

For some reason, the security terminal at the station didn't want me to know where the Forkbot was. Luckily, a band of helpful IntSec guys arrived and escorted me to a different security station.

They asked me some questions at that security station, about the Tsar. I answered them, they verified my claims of Team Ivy's mission, and we all had a B3 party afterwards. The bit about the B3 party is something I just made up. I wish we had a B3 party!

So, yeah, then the power went own partially. Bummer! That totally ruined any possibility of a B3 party.

I then had to leave the helpful IntSec guys, as they weren't willing to help JHT sector out without receiving 50 credits per hourcycle. What a shame."

written by Mingamango181 on Jun 12, 2011 23:48

"Ah! Err... I apologise. I know it's only been a few minute cycles, and I really can't explain this."

I force my head back up.

"Headgrabber from the start? Blimey. Yearcycles have long since past since he began his... activities. I hate to put it in this way, Speed-Y, but I think it was pretty much luck that did the job."

I stop for a moment.

"Blimey'? That's something new..."

written by Gligar on Jun 13, 2011 01:11

Debriefing room 27

Speed-Y realises that Malkom-R is offering him the slugthrower, and takes it. He gives it the once-over. It appears to be a regular single-shot slugthrower, not a 'revolver'.

He then asks Malkom-R where he found the chainsaw. Those aren't exactly common.

Malkom-R replies that it was 'just lying around'. Apparently, a docbot had it, but it malfunctioned. He wipes it on the arm of his chair.

Cryo-R turns his attention to the idea bot, looking to see if it has a cupholder. Bots do not drink, and this is not a serving bot, therefore it doesn't have one. It does, however, have a human-looking hand.

L4-O points out that there was also an explosion at about the same time as they found the Tsar. The High Programmer speaks up. *"From camera footage and other means, it appears that the Troubleshooter Headquarters armoury was destroyed. Interestingly, it was not a million yearcycles after you lot passed through it..."*

L4-O looks at the vidscreen displays, looking for anything out of the ordinary, say, anything that doesn't match what he saw. But so far, they seem to be accurate.

The idea bot continues its story, explaining that it violated security clearance in its attempt to locate the Tsar. "So you freely admit that. Very well." It adds that it encountered Internal Security not long after, and offered them the chance to join him, only to be quoted a figure above his current means. "Standard IntSec retainer."

Mango-R wakes up. He seems a bit confused. He states that Headgrabber has been operating for yearcycles. He suggests that luck might have been a big factor.

"Or perhaps Headgrabber's grown complacent," John-R suggests.

written by Jam on Jun 13, 2011 01:17

I look back to Lucas-R.

"Yep! I was convinced after you saved my live twice..."

Then I turn back to the High Programmer.

"Lucas and I exited the air ducts at E level, then took a lift up to F level... There was a convenient RED stripe that we followed... I remember us passing through some smelly VIOLET gas (which we tried not to breathe), and met up with the rest of the team.

I went to D level after that, to get Cryo-R and Joris-O... I met Joris-O first, then found Cryo-R shortly afterward, after finding a strange frozen clone who called himself the Station Monitor... He was weird...

Anyway, I found Cryo-R, but he ran off into a mirrored corridor... The rest of the team were there, and we went to a concourse and Speed-Y lowered me down a hole in the floor to the bunker, where I found Mango-R and Kristo-R..."^{470 471}

written by Lightning4 on Jun 13, 2011 01:43

"Huh. Well, that sounds about right. I'm sure the armory must've had quite an explosive punch to it..."

"Wonder who was down there..."

I look around.

"Nobody said anything... so maybe it was someone not among us..."

written by Speeder on Jun 13, 2011 01:47

"I wonder what the Station Monitor is... It sounds creepy. And strange. And not a actual clone either. Maybe another of the extremely mutated mutants?"

I look at the High Programmer upon mention of the hole that I used to lower Jam

"You do not mind that our efforts to kill commies also make huge holes in the sector, do you?"

written by 4616599 on Jun 13, 2011 02:34

I grab an INFRARED jumpsuit groggily and try to fit into it.

⁴⁷⁰ JAM: (ooc: Can't I just post twice this turn? It's not like I'm doing much beside talking... 😊)

⁴⁷¹ Gligar: (OOC: I'm not stopping you.)

written by Malkom on Jun 13, 2011 04:27

I continue wiping Buzzy on the chair arm until he's totally clean.

written by Mingamango181 on Jun 13, 2011 10:51

"Complacent... Maybe."

I struggle to get over the tiredness that seems to have grown on me. I try to keep myself awake, taking the coffeelyke only if I am authorised. Otherwise, I attempt to use the vapours to awaken me a bit more.

"Ack... ACK!"

I grab my head with both hands as a sudden pain rushes through it. I fall off the chair that I'm on, and tremble on the ground.

"Stop it! STOP IT! LEAVE MY MIND BE!"

written by Jam on Jun 13, 2011 17:03

I look to Speed-Y.

"Maybe the Station Monitor was one of those androids?"

I also notice Malkom-R attempting to clean a chainsaw with a chair... I roll my eyes, then take out a small towel and toss it to him...

"Here, use this instead!"

Then I turn back to the ULTRAVIOLET, and continue giving a mission summary...

"The bunker was dark, because the generator has run out of fuel... Mango-R, Kristos-R, and another clone I didn't learn the name of, went with me to get some more fuel. We dragged a fuel drum from A level to the Generator Room, then refueled the generator... Kristos-R grabbed Mango-R's PDC, and started pressing buttons... I just assumed he was wanting to play one of those new PDC games or something...

Anyway, we got the generator started, then went to get some food, as Kristos-R looked hungry... I happened to hear some noises coming from the bunker's cloning station, so I went to investigate, and found a terminal that said something about a 'clearance mismatch', and told me to press "Y"... I did, and Lucas decanted... I brought him to the showers, but somehow got locked inside and got some chemicals in my eyes that screwed with my color vision, making everything look treasonous colors... I think it affected my memory a bit too... Heh... I even though Mango-R was a High Programmer for a secondcycle, it was weird... Then—"

I stop as Mango-R starts screaming... I look a bit annoyed, then I appear to be concentrating on him...

written by Cryoburner on Jun 13, 2011 18:44

"It's nice of you to bring the Idea Bot some Coffeelyke, Fellow Lift Passenger, but as far as I can tell, he does not drink Coffeelyke, nor has he any visible cup holders. Besides, what he really wants is B3. How about you go lift us some B3, Fellow Lift Passenger? A B3 party just isn't the same without B3."

"Now, what to do with all this Coffeelyke? I guess Sal might have to drink it all."

written by Gligar on Jun 13, 2011 19:27

Debriefing room 27

Jam-O agrees with Lucas-R.. He did save Jam-O's life not once, but twice, after all.

He continues with his report. He recalls how he and Lucas-R made their way to the rest of the team by the handy route given to them by a RED stripe. *"That's odd. I don't remember there being a RED stripe on F Level... Carry on."*

He continues, detailing how he went to retrieve the then Joris-R and Cryo-R. During that, he encountered the Station monitor... what a strange clone...

The vidscreens show yet more images, following Jam-O as he speaks. The image showing the Station Monitor seems to be taken through a layer of ice.

Jam-O explains how Cryo-R ran off into another corridor. Cryo-R has already been disciplined for that and many other offences. It is doubtful that the disciplinary action even had any effect, however." The High Programmer glares at Cryo-R.

Jam-O starts telling about how he re-entered the bunker (with a vidscreen showing the ruins of the warehouse) before falling silent.

L4-O wonders who was at the armourt when it exploded. No-one answers. So it must have been someone who isn't here...

Cloning station (somewhere)

Without filling out forms (yet), Joris-O takes an INFRARED jumpsuit and forces himself into it. Those things are loose enough that he doesn't have to do much forcing.

A jackobot trundles over. "Do you require any assistance, citizen?"

Debriefing Room 27

Speed-Y wonders who, or what, the Station Monitor is. He (it?) sounds creepy, perhaps not exactly a clone... perhaps an F-class mutant?

Jam-O suggests that he might be an android?

On Jam-O's mention of the hole he used to get into the bunker, Speed-Y asks if it's okay that they caused big holes in the sector.

"Property damage is never 'okay', citizen. But let our mutual friend decide whether it was justified or not. I'm sure he'll come up with a most beneficial result." The High Programmer seems pleased at that.

Malkom-R continues trying to use his chair to clean Buzzy. It doesn't work too well. Jam-O offers him a towel instead.

Jam-O continues his report, detailing how he and a few others refuelled the bunker's generators. He points out

Kristos-R's unusual behaviour concerning Mango-R's PDC, and how they went for lunch later.

Wait, did I say lunch? Sorry, Cryo-R must be contagious.

Anyway, Jam-O continues, detailing how Lucas-R decanted in the bunker, and how Jam-O got stuck in the showers during a cycle. The High Programmer listens intently. *"Now you know not to do that, don't you?"*

Mango-R groggily reaches for a coffeelyke, successfully taking a cup and taking a sip. It helps.

But then he falls to the floor, hands to his head. He screams , [CENSORED]-like, for something to get out of his mind, causing Jam-O (and John-R, who was about to get a cup of coffeelyke) to look at him intensely.

Another clone seems to be interested, as well. Derek-G (who seems remarkably adept at keeping concealed) has his own laser pistol trained on Mango-R.

The laser turret also locks on. *"Explain yourself, Mango-R. Is it external influence? This time?"*

Cryo-R, as ever, ignores everything except for the one matter that's important to him: coffeelyke. He says that it's nice that Lucas-R brought it "for the idea bot", but informs him that the idea bot doesn't drink. Perhaps the jackobot can have it?

"Or perhaps you can have some of it, Cryo-R," the jackobot replies. "In common with 99.49% of bots, I do not drink."

written by Mingamango181 on Jun 13, 2011 20:59

The pain continues... and rushes strongly through my mind.

"Uuuurrrrgghhh... I don't think it's..."

I curl up, trying to make the horrible pain go away, to forcefully remove it.

"It's the... emptiness... so much from where Headgrabber... used to be..."

written by Lightning4 on Jun 13, 2011 21:34

I look concerned for Mango-R, but knowing I can't really help, I inject myself into another conversation.

"So uh... that means 0.51% of bots DO drink? I wonder what bots those are. And what they drink. I hope they don't drink blood."

I lower my voice and look around.

"Vampbots are just a myth, right?"

written by Speeder on Jun 13, 2011 23:40

Oh, the memories of refueling.

I look at Cryo.

"You know, I STILL DO NOT FORGOT THAT YOU STILL DO NOT CLEANED THE DAMN MESS YOU MADE BY ONLY WATCHING, INSTEAD OF HOLDING, THE HOSE!"

I am now not in the mandatory levels of happiness. Seemly those memories cause unhappiness.

written by Jam on Jun 14, 2011 00:50

I look quickly to the High Programmer...

"Yes, sir! I know now to always wear a mask when going into a chemical shower... I learned that lesson the hard way..."

I look over at John-R.

"I don't sense any mutants in his head, besides us two probing him... Did you get the same thing?"

written by Cryoburner on Jun 14, 2011 01:27

"That's an excellent Idea Sal! Perhaps I shall have some! That should free up My Fellow Lift Passenger here so that he can run and get us some B3!"

I proceed to take the entire tray of Coffeelyke.

written by Speeder on Jun 14, 2011 01:28

As I notice Cryo oblivious of me screaming at him, I facepalm.

written by Azirphaeli on Jun 14, 2011 04:08

I have one thing to say in response to vampbots... I sure hope that's a myth.

written by 4616599 on Jun 14, 2011 05:45

I seem very distracted.

"Oh, hello! Do you have any B3 or other foods?"

I look around for any forms to fill and sign

written by Gligar on Jun 14, 2011 14:28

Debriefing room 27

Mango-R curls up on the floor. He says that the pain is coming from where Headgrabber used to be.

One of the techs looks over, and asks, "Do you need anything for that? I've still got some visomorpain left."

The High Programmer looks thoughtful. "*I believe that we'll need more than just visomorpain... perhaps a repatterning is in order.*"

L4-O looks concerned, but can't really help. Instead, he voices his concern over the 0.51% of bots which apparently *can* drink. He hopes they don't drink blood...

"I am referring to androids," the jackobot tells him. "They are designed to... well, *drink* fluids, and then convert them to fuel. I understand that they can even use hygiene stations.

As for the rumours about vampbots... well, those are treason. And almost certainly not true."

Speaking of refuelling... Speed-Y has never really forgotten that Cryo-R allowed the fuel to spill on the floor during refuelling of the generators, and never did clean it up.

The Hight Programmer pulls a form towards him and writes on it. "*Okay, we have 'be-ing too li-ter-al'... 'caus-ing un-happ-i-ness'... 'vi-o-la-tion of Pro-to-col 14'... and, of course, [DFSR]. And, oh yes, name of citizen... no, not my name, that goes up there...*"

Jam-O acknowledges that he learned something the hard way, and turns his attention to John-R. He asks whether he also detected nothing in Mango-R's mind. "That's right sir. It's kind of... empty in there."

Oblivious as ever, Cryo-R decides to take the entire tray of coffeelyke from Lucas-R. Who doesn't want to let go. "You can't possibly want to drink the whole tray yourself? Surely the others want some?"

"Actually, you know what? I don't care. Do what you want. Maybe your heart will explode or something."

Speed-Y facepalms. The image of a bald guy facepalming enters everyone's mind... perhaps you've seen it before somewhere?

Azir-R hopes that vampbots don't actually exist.

Cloning station (somewhere)

"There is a vendobot in the foyer," replies the jackobot. "But you will require your ME Card."

It notices Joris-O looking around, and says, "If you want to fill in your forms, you will find them on the self-service terminals."

written by Speeder on Jun 14, 2011 15:26

I turn again to the UV Monitor Guy... nice monitor by the way!

"So... you also work with tech, you also have subordinates... As you rise in rank, that:"

I point to Cryo.

"Start to happen more?"

Oh, good to remember that I am still pointing my pistol at mango, even while he is on the ground trying to kill his brain or something.

written by Jam on Jun 14, 2011 17:07

"Oh Coffeelyke! I'll take some..."

I take a cup of Coffeelyke, and drink a sip or two...

"Hmm... Mango-R's brain does seem empty... Maybe they forgot his brain when he decanted?"

I walk up to Mango-R and rap my knuckles on his head, then put my ear to his head and listen for an echo...

After a while of that, I turn back to the High Programmer.

"Oh, um... I should continue the mission summary... Now where was I..."

written by Lightning4 on Jun 14, 2011 19:17

"Androids... androids... right!"

"Guys, didn't we find an android commie some time ago? I remember we blasted one and was surprised to find that it was a bot instead of a clone."

"That was cause for concern indeed. I think we met our first one after we met Derek and got Massacrebot for our mission."

written by Gligar on Jun 14, 2011 19:56

Debriefing room 27

Speed-Y asks whether things like Cryo-R occur more often the higher you rise in rank?

"Well, they occur far more often than one would imagine. Some daycycles, it can occur about once every hourcycle..." He goes back to his form.

Jam-O notices the coffeelyke, and takes a cup. Mmmm....

He agrees with John-R about Mango-R's mind... perhaps he didn't get downloaded at all? He goes over and taps on Mango-R's head. Sadly, there's no echo.

Then, he realises that he was in the middle of a report, and tries to remember where he was... Then he remembers... he'd just been caught in the showers...

L4-O remembers that they encountered an android not long after obtaining Massacrebot...

"Don't forget," Derek-G says, "to include everything that the bot did in your report. I would like to know."

written by Megagun on Jun 14, 2011 20:07

"So, yeah, after missing out on an epic B3 party, I headed out into the big happy world to find that forkbot. Went into an AlphaNet café, did some research into forkbots, walked around, and eventually headed off towards this warehouse thing..

Turns out there is indeed a remnant of a forkbot there! Also, lots of dead bodies! So as I walk in, this GREEN guy also walks in and starts asking me questions, such as what I am doing inside a YELLOW clearance warehouse. Good question, that was! Of course I fully admitted to my vital mission of vitality towards all of JHT sector! I think he fined me some credits for that! What a bummer. Could've bought some cans of B3 with that!

So I examine the forkbot, especially the serial number. Turns out it just might be the forkbot I'm looking for! Didn't contain any Nuclear Weapons Devices, though. Bit of a shame. Would've saved me a lot of time I could've spent on watching Mandatory Team Troubleshooter episodes if I found the Weapons Device right there!

So I throw my ME card towards the GREEN, so he can fine me some credits, and he's all 'Oh, MemoMax Liveware Overwrite Event, you gotta come with me buddy!'. Really, that's what happened! Almost as if I was in BMR sector! Tells me I've got to follow him around, as if I didn't do enough following in those past few hourcycles yet!

Luckily, I'm a smart Troubleshooter and demanded that he wouldn't hurt me and let me finish my mission. He said that I was in no position to make demands, but luckily I've had a copy of PowerMark ready to generate a form for me that he could fill out! It was a damned good form, really. Basically explained to him that he had to not harm me and let me finish my mission. Very efficient!

Turns out, he was so impressed with my skills, that he explained right there that I've been subject to a MemoMax LiveWare OverWrite Event. Basically, My Leeroy-O mind has been put inside the body of this Commie Mutant Traitor called Mega-R. Yeah. Really. Not making this up! He totally allowed me to stay right there instead of follow him around to some secret room where he could do all the explaining!

So I talk a bit about Mega-R, how he must've been a really noble clone and all that, and this GREEN whispers to me that I should keep quiet about it, as the 'standard procedure' on an OverWrite event was to terminate the subject. Told me that I had to impersonate Mega-R from then on. So, yeah, that's what I've been doing from then on. I think that was when I figured out that some high-ranked clone in JHT sector was using me for some noble goal. I've managed to somehow not get fined for being inside a BLUE intsec security station, and here is this GREEN guy giving me some advice on how to act, and he also forgets to fine me! Am I lucky, or what? No. Someone's obviously behind this. I think I know who!

Either way, we find a power pack, boot up the forkbot, run diagnostics, and find out that the Forkbot's Asimov circuitry has been broken. Of course. That stuff always happens to Forkbots who have had NUCLEAR WEAPONS DEVICES in them. Yeah.

So, err. I run some more diagnostics, talk to the bot a bit. Turns out that some Troubleshooter team installed a Nuclear Device in it for some reason, then suddenly COMMIE MUTANT TRAITORS and then suddenly the Forkbot no longer had a power source, and the commies had obtained a Nuclear Weapons Device!

So, yeah, I guess that's about it, really. There weren't any B3 parties, at least. Kind of sad, really..

...Now that I think about it, that GREEN clone kind of looks like this guy over here..."

I point at Derek-G

"...That's about it, I think! Epic story, eh? Think I could be featured in an episode of *Mandatory Team Troubleshooter*?"

written by Mingamango181 on Jun 14, 2011 20:54

I notice that the pain gives a sharp jab as Jam-O knocks at my head.

"Ouch..."

I cringe, and try to get rid of the emptiness.

"Why can't I move it...? Unless... Permanent damage..."

written by Malkom on Jun 14, 2011 22:51

I wipe Buzzy off on the towel. It gets covered in commie chunks.

written by Lightning4 on Jun 14, 2011 22:59

I perk up when the Idea Bot mentions a forkbot.

"Sounds like Nukabot alright. We did use the nuclear device as a power source to run it... however, the Asimov circuits

breaking was another thing entirely. After the battle to reboot the sector's comnode, we had a malfunctioning bot nearby. We told Nukabot to get rid of it before it caused harm... but sadly, it seemed the electric shock spread to it. Nukabot got a few fried circuits off of that, including the Asimov circuit."

"We booted it back up though, it seemed Nukabot still had a sound botmind and was loyal to Friend Computer. We drove back to that warehouse you found him in... that's when Cryo-R here tipped Nukabot over while I was repairing a tyre."

I shoot another glare at Cryo-R. What's that now, three? Four?

"Nukabot fell off the jack and broke an axle. It lost trust in us and wanted to stay behind... not that we were capable of repairing it..."

"But a rather suspicious repair team came by then. That's probably when the commies attacked. We left not long after they arrived."

I lean back in my chair.

"That's Nukabot's story anyway. I can't really help with Massacrebot, Speed-Y will have to relate that... he operated it most of the time."

written by Azirphaeli on Jun 14, 2011 23:07

I take a coffeelyke if they become within reach, seems like this might go on for a while.⁴⁷²

written by Speeder on Jun 15, 2011 00:29

"I believe Massacrebot uploaded all data that it could on its last moments, most of my comments and logs were there."

I look at Azir with a face of 'who is this? how I do not noticed him before?'

Then I look at Derek.

"Massacrebot worked perfectly, it had only three major issues, first, its weapon was prone to jam on any sort of repeating mode, I had to use mostly on semi-auto. Although when I relied once on full-auto for crowd control, it proved to have a impressive fire rate. Second, the servos could not withstand the bot own weight, and over time got worse and worse. And finally, sometimes the bot would act up and lock me inside, I still do not know why this happened. Kinda annoying if you ask me."

"Relevant info to you: Once the bot froze upon receiving a unknown command from the Friend Computer exclusive channel. Since I doubt Friend Computer itself would do that, I think someone got into Friend Computer communication network. At least, figured how to pose as Friend Computer."

written by Cryoburner on Jun 15, 2011 01:05

"You look like you would like some Coffeelyke!"

⁴⁷² MALKOM: OOC: That'd be coffeelyke. Misspelling is treason.

I offer Coffeelyke to Azir-R, who looks like he would like some Coffeelyke.

I then hear L4-O mention how I disabled the bot.

"Ah! So I did disable a bot with damaged Asimov circuits then, didn't I? I'm curious why no one else did sooner. A bot with damaged Asimov circuits carrying a portable nuclear device would undoubtedly be quite a threat to the complex. Leaving one operating in such a state sounds downright treasonous!"

I proceed to count my remaining Coffeelykes.

written by Azirphaeli on Jun 15, 2011 01:12⁴⁷³

"Oh, thanks!"

I catch Speedy giving me a confused look. I smile back and toast with my coffeelyke before continuing to sit quietly and take in the debriefing.⁴⁷⁴

written by Jam on Jun 15, 2011 17:07

"Okay, so after the shower, we put on some reflec, then I went to a dormitory and got some laser pistols for everyone... Unfortunately, I picked the ORANGE dormitory instead of the RED one... But Lucas pointed out my mistake, so I put the ORANGE barrels back, then went to the RED dormitory and got RED barrels instead..."

I take another sip of Coffeelyke, then let Speed-Y and the Idea bot give their summaries...

written by Gligar on Jun 15, 2011 20:36⁴⁷⁵

Debriefing room 27

The idea bot continues its report. It explains that, after researching forkbots, Leeroy-O/Mega-R/whatever headed up to the Q Level Distribution Warehouse (which gets a picture on one of the screens, with the remains of Nukabot visible). It mentions that a GREEN clone showed up and started asking questions, until the subject of the MemoMax Liveware Overwrite cropped up. A few... interesting events then occurred, culminating in the reactivation, and subsequent deactivation, of Nukabot, and him learning that the Nuclear Weapons Device (the Tsar) used to be there but was now gone.

It notes that, clearly, someone wanted Leeroy-O to complete his mission, since he was somehow able to avoid serious repercussions for his transgressions. After all, BLUE IntSec clones somehow forgot to punish him, as did the GREEN clone... and now that it thinks about it, that GREEN looked a lot like Derek-G...

⁴⁷³ AZIRPHELII: [OOC Haven't the fuzziest what yer referring to...]

⁴⁷⁴ KRISTOS:

Malkom said:

OOC: That'd be coffeelyke. Misspelling is treason.

OOC: That'd be coffeelyke. Misspelling is treason.

⁴⁷⁵ GLIGAR: (OOC: Delays in posting this turn are due to communist interference are in no way related to [EXPUNGED].)

"Yes," Derek-G replies. "That was me. As for why I let you go... well, I was following orders. MemoMax Liveware Overwrites don't happen every daycycle, after all."

"Orders given by whom?"

"That would be me," our mutual friend puts in. **"I find the topic of MemoMax liveware overwrites to be most interesting, and the opportunity to study the body of an actual case proved too tempting to ignore."**

Mango-R protests at his head being knocked on. He seems incapable of shifting the emptiness.

Lucas-R looks thoughtful. "I think I've seen that sort of thing before... just after I left the creche." He thinks for a moment. "I think my supervisor told me to leave it to Medical Services."

Malkom-R uses Jam-O's towel to clean off Buzzy, quickly filling the towel with chunks. But at least Buzzy is now clean.

L4-O looks thoughtful. The idea bot's mention of a forkbot does sound like Nukabot. It was they who installed the device for use as a power source. As for the ruined Asimovs, that was from a different incident, involving a malfunctioning bot. Nukabot was ordered to move it, but was electrocuted. The jolt fried some of its circuits, including the Asimovs.

But after a reboot, it seemed to still be trustworthy. at least, until a certain Cryo-R (who earns another Glare™) broke one of its axles. After that, it lost its trust in them and told them to leave.

And that would have been the end of it... except that a suspicious-looking repair team appeared. Presumably, they were killed by the communists.

As for Massacrebot... well, Speed-Y would be the clone to ask.

Azir-R looks around for the coffeelyke.

Speed-Y points out that Massacrebot uploaded its data at the last moment. They should contain his comments and logs.

After being confused at Azir-R's presence for a moment, he gives a summary of Massacrebot's performance, highlighting the few flaws he found: the heavy slugthrower having a tendency to jam in full-auto, the borderline servos, and Massacrebot's tendency to trap its user inside.

Derek-G replies, "I think I know why it would lock you inside. Recall that I had to resort to using a petbot's bot brain? Well, it must have grown attached to you."

Speed-Y turns to the High Programmer and report the fourth flaw: Massacrebot once froze upon receiving a bad command over the Computer's channel. Presumably, our mutual friend would not send such commands, which leaves one conclusion: someone else got into the channel.

"We'll have to have that looked into," the High Programmer says. "If this is true, it is a serious issue indeed."

Cryo-R notices Azir-R looking for coffeelyke, and offers him a cup.

Then he expresses delight that the bot he disabled did have faulty Asimovs after all. Why didn't anyone else spot that?

Finally, he counts how many he has left. He counts six cups.

Azir-R accepts his cup of coffeelyke, and, noticing Speed-Y's confused look, raises his coffeelyke in a sort of toast.

Jam-O continues, and admits a mistake he made with clearances.

written by Malkom on Jun 15, 2011 20:42

I stroke Buzzy lovingly a couple of times before setting him down next to me and calling for a Coffeelyke.

written by Speeder on Jun 15, 2011 21:06

I look at Azir, even more puzzled, but after while I smile, grab a coffeelyke myself (pocketing the yellow pistol first, so I can use that hand) and toast back.

"Welcome to team Lightspeed Jam team. Or the official name, Team Epsilon team. Our team is the most awesome team of troubleshooters ever. Ok, maybe not, but we are a team of awesome teamworkers. Well, except Cryo and towel guy. And the bot over there."

I point the bot. Then I start to laugh.

"Hey, you was the one insulting Massacrebot, was not you? I am sure if he get rebuilt he will find you QUITE amusing in that stupid idea bot body."

Then I turn to Derek.

"I see. He was highly loyal. Nukabot liked us too. In fact, all team members are highly loyal, I think is because we are cohesive and were selected excellently by..."

I look at the UV guy.

"You?"

I keep looking at him.

"Your has choosen us on purpose, no? I am sure none of us were troubleshooters before, and you built the team taking the best guy in each field that you could spare. I was the tech guy, responsible to fix compnode and reactor. L4 was our weapons officer obviously. Jam is a good officer and good at tracking equipment. John can kill people without using weapons and spy around. Joris was deadly accurate. Cryo I think was supposed to be documentation officer or something, but seemly he is more busy enforcing every single CPU mandate that he can remember. And seemly he has a absurdly effective memory."

I shoot a glance, but not a glare at Cryo.

Then I look to Malkom.

"And that guy well... I suppose he is the loyalty officer, since he keeps blabbering treasonous things, probably waiting for someone to agree with him. Or he is nuts."

I then suddenly remember some bizarre incidents that we had, specially the rad suit one.

[570]

"Oh, and seemly someone in the team is a Death Leopard. Considering how everywhere that we went things exploded, and someone sabotaged the radiation suits and drew happy faces on them. Not particularly dangerous to the team, and seemly still loyal, but I did not appreciated the radiation suit that induced sleep, I prefer Death Leopards that are having fun with commies instead."

written by Lightning4 on Jun 15, 2011 21:24

"Turbo Lightspeed Jam." I say while smirking.

I hear Speed complimenting the team.

"Thank you for the compliments, Sir, and allow me to repeat them as well. You were quite fine out there too."

"Speaking of Joris, where is he?"

written by Mingamango181 on Jun 15, 2011 21:26

"...Medical Services..."

Something about the place being mentioned makes me shake a bit more than I've already done.

"You can't put me there. You can't!" I yell. I try to get up, stumble, and fall over again.

written by Cryoburner on Jun 16, 2011 01:06

"Oh yes, and my fellow lift passenger here is an expert at lifts, and possibly at lifting things. And Sal! Sal is the best expert at being a bot of some sort ever."

I toss a Coffeelyke to Malkom-R, who apparently wants one tossed his way.

I then notice a rather tired-looking Mango-R on the floor.

"You look like you would like some Coffeelyke!"

I offer Coffeelyke to Mango-R, but since he seems a bit too exhausted to drink on his own, I set the tray of Coffeelykes down, and then proceed to help him drink one.

written by Jam on Jun 16, 2011 01:12

"Ahh... Lightspeed Jam... Good memories..."

I look to Speed-Y.

"Induced sleep? I dunno... I didn't feel very sleepy when I put the suit on... It was more of a relaxed, happy feeling..."

Then I continue my summary...

"I talked to Kristos-R a bit, and he said something about mutants... I can't really remember what though, for some reason... Hmm..."

Well, anyway, Mango-R jumped and make it up the hole I came down, and Kristos-R and Lucas-R and I moved a Vendobot and climbed on top of that... Then L4-O came with a ladder, and we climbed out... Oh, I bought some B3 too...

Hmm... What happened next... Oh yeah! Lucas-R and I went to find Cryo-R, and found him babbling in a lounge, waving a syringe around... I just assumed he'd finally gone crazy... I went to a corridor and found some dead commies with laser pistols, so I took the laser pistols (which looked RED

to me). Then Lucas-R and I started carrying Cryo-R back to the others... It's strange, he was moving really slowly... Maybe the syringe was related..."

I look to Cryo-R...

"It's very strange... Almost like a mutant power or something... Or maybe a mutant power backfiring?"

written by Gligar on Jun 16, 2011 01:21

Debriefing Room 27

Malkom-R really likes Buzzy. How can you tell? Well, he's stroking it in that fashion, you know the one, you can almost hear him saying "prrrreccioussss..."

He does eventually put Buzzy down though, and asks for a coffeelyke.

Speed-Y is even more puzzled by Azir-R but eventually smiles and grabs a coffeelyke, pocketing his laser pistol in the process. Cryo-R dilligently notes that he has five cups left.

Speed-Y then welcomes Azir-R to the team. He says that they're an awesome team of awesome troubleshooters, or something like that. Well, with a couple of exceptions.

One of which, the idea bot, was the one insulting Massacrebot. Speed-Y is sure that if Massacrebot is ever rebuilt, it would find the idea bot funny.

To Derek-G, he says that Massacrebot was loyal. As was Nukabot, until the incident. Like the rest of the team, for that matter. Probably because they were all chosen by...

...the High Programmer?

He addresses the UV. He hand picked the team, didn't he? Speed-Y doubts that the team were Troubleshooters before, but they were the best he could spare in their fields, right? He does his best to identify his team members' strengths, ending on Malkom-R.

Something else then comes to mind: the radiation suit incident. Might there be a Death Leopard on the team?

"I have to say," the UV replies, "that despite the circumstances, you turned out rather well. I chose you because your profiles showed the highest loyalty index among those I could transfer from the holding servers. I have to say, though, that you are not without fault. You yourselves have admitted to treason during your mission."

"But let's hear the rest of the reports."

L4-O corrects Speed-Y, reminding him of Turbo. he then returns Speed-Y's compliments.

But where is Joris-O?

Cloning station (somewhere)

Apparently, he's spacing out.

Debriefing room 27

Mango-R freaks out at the mention of Medical Services. He does not want to go there.

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The High Programmer disagrees. "If I say you will go there, then you will go there. Lucas-R remembers correctly, so yes, you do need to go there and be checked over. Do I have to have you escorted?"

Cryo-R explains that his "fellow lift passenger" is an expert at lifts and such. Sal is an expert at... something.

He then throws a cup of coffeelyke to Mankom-R. Of course, since he seems to have failed to notice that these cups don't have lids, it spills all over him.

He then proceeds to offer some to Mango-R, but decides instead to try and help him drink it, forcing a cup to his lips.

Jam-O says that the suits didn't have a sleep effect, more a relaxed state of happiness.

He then gets back to his report. He mentions getting back out of the bunker, and going to find Cryo-R, who was moving slowly and waving a syringe about. Maybe the two are related. He details dragging Cryo-R back to the team.

written by Azirphaeli on Jun 16, 2011 02:38

"I can imagine this team is certainly good at what it does." I then watch as Cryo tosses the coffeelyke, spilling it all over a supposed fellow team member.

I assume I was going to add more to that sentence, but instead I stare a little bewildered and leave the whole sentence alone.

written by Speeder on Jun 16, 2011 02:51

I rather ignore Cryo actions in a attempt to not fall to 0 in happiness.

Then I mutter upon looking at Malkom

"Although he sort deserve it."

Then I look at L4 and explains what happened to Joris.

"Oh, he started to float, then he flew and crashed on Mango, then he started to behave in a strange way, and then while in front of several infrareds he started to claim he was a commie. We had to terminate him. I must say that Jam was QUITE effective at that, it is one that probably will never become zombie."

I then look at Sal.

"Hey, you was around Joris when I left to save Alpha Complex, HOW the zombie happened? I am curious..."

written by Lightning4 on Jun 16, 2011 03:12

I hear mention of the treason and look a little nervous.

"Er yeah... there were a few clearance infractions here and there I guess. I may have done one or two myself. But unfortunately, necessary for the cause. Let's not even get into the ULTRAVIOLET compnode panel..." I shudder thinking about us even being near it.

"All for Friend Computer... better treason than communist takeover..."

I repeat this twice more before I notice Speed-Y talking to me about Joris.

"Weird. So that means it's number three for Joris now... sounds like he hasn't been right ever since he went zombie.

written by Mingamango181 on Jun 16, 2011 10:57

"It wasn't even you who suggested it... But if it has to be done..." I say while I try climbing once more to my feet.

written by 4616599 on Jun 16, 2011 16:44

I snap out of my daze.

"Yes, forms. Forms. Formation of formity formitty forms forms forms."

"It's almost like I had a controller going for a short vacationcycle... still no respite from this headache."

I groggily head for the terminals, grabbing at my head

written by Malkom on Jun 16, 2011 16:57

I slurp at my Coffeelyke.

written by Jam on Jun 16, 2011 16:59

I look to Speed-Y and L4-O

"I wonder if Headgrabber is involved... I bet he is..."

Then I suddenly stop talking... I've got a mission summary to give, and I've been getting distracted an awful lot. I need to focus!

written by Gligar on Jun 16, 2011 19:25

Debriefing Room 27

Azir-R watches Cryo-R, a little bewildered. He was about to add to his comment about the team, but leaves it unfinished.

Speed-Y tries to ignore Cryo-R instead. He's unhappy enough as it is. Though Malkom-R did kind of deserve it...

To do so, he speaks to L4-O, telling him about Joris-O, and about how well Jam-O was able to terminate him. He's certain that that corpse will never be able to rise as a zombie.

Speaking of which, he asks the jackobot about exactly how it happened in the first place.

"From what I recall, Joris-O had been terminated," the jackobot begins. "Cryo-R, however, did not recognise that he was dead, and attempted to revive him. This, despite the fact that I explicitly warned him against taking that course of action, for that exact reason: a zombie might be created.

"As you now know, zombie was indeed created."

"Thank you for the report, jackobot," The Computer interjects. **"Added to the fact that a previous clone of Cryo-R was somehow still active after termination, I believe we have the answer."**

"Indeed. Cryo-R, I hereby order you to report to Medical Services immediately after debriefing I need to have you checked over for a Code RZ."

L4-O looks nervous. Not at zombies, but at the mention of treason. He agrees that there might have been clearance infractions along the way. Let's not mention the compnode panel, though...

He says, several times, that it was all in the service of Friend Computer.

Mango-R points out that the High Programmer didn't even suggest Medical Services, but he will if he has to. "Then I order you to accompany Cryo-R after debriefing."

Malkom-R slurps up what he can of the coffeelyke, what with half of it being down his jumpsuit.

Jam-O thinks that Headgrabber might still be involved, before he realises that he's digressing again.

Cloning station (somewhere)

Joris-O snaps out of it and heads over to a terminal. The first question: Name?

written by Speeder on Jun 16, 2011 19:32⁴⁷⁶

Upon mention that Cryo has to be checked for creating a zombie or something, I shoot a worried glance at him, and start move away from him slowly.

written by Mingamango181 on Jun 16, 2011 20:48

"Well... Um... Thanks."

I take the coffeelyke offered to me (or forced on me rather), and take a few sips, making sure not to overdo it. The pain in my mind doesn't seem to be firing off in bursts, but is now appearing that there is a constant, smaller pain that seems to be on the increase.

"I don't know why I'm even here. The only thing that might remotely be of use is my report of the range, and it doesn't count for much. It's a wonder I was even able to see anything of it. I'm not sure whether I'm even part of the team. With Cryo-R? It sounds good enough."

written by Cryoburner on Jun 16, 2011 20:51

"Hmm... a zombie you say? I don't recall any zombies. As far as I remember, that one guy blew himself up when we were down on O Sublevel. He was bleeding profusely, but after checking him for... err... vital signs, Sal and I proceeded to administer first aid, and we managed to get him stable again. It was necessary to make sure he survived, since we needed all the help we could get, what with so many clones carelessly killing or maiming themselves down there. I don't think he was a zombie though. He was just a little under the weather from all of his injuries. If signs of a zombie were detected, perhaps they were from someone else."

⁴⁷⁶ SPEEDER: (OOC: I will post more if I decide to react to someone else post).

"As for a previous clone of mine being active following termination, I don't recall anything of the sort. Might someone fill me in on the details of this supposed occurrence? I'm sure there's a perfectly reasonable explanation not involving zombies. I'll be happy to head to Medical Services after the debriefing though, if you would like me to escort this guy there for you."

I gesture toward Mango-R.

written by Megagun on Jun 16, 2011 21:23

"So, yeah. After all that, I pretty much went towards the Reactor, for that was supposedly where the Device would most likely get activated.

Somehow I ended up on O sublevel. There were a few strange things there, including this huge guardbot that had an amazingly weak password on it.

Some crazy misformed clone told me that.. they.. were coming. Or something. I couldn't hear him all that well. Then suddenly, things went crazy and I ran for my life. Lots of gunfire behind me, I heroically dashed back into the elevator and went off to search for the Reactor again.

As I'm going up, the elevator doors open. A few guys from this Team Epsilon entered the elevator and went off to O sublevel. They also had this treasonous bot with them which obviously had a botched up Asimov circuit, as it acted out of emotions rather than logic. I think this is the bot that you people refer to as 'Massacrebot'.

But now that I know that this guy over here was piloting that bot, I think everything starts making even more sense. Or at least some of my suspicions are looking like they might have some merit behind them...

Either way, things start hitting the fan from then on."

written by Malkom on Jun 17, 2011 00:05

I heave myself into the wheelchair and put the empty coffeelyke tin down on my RED chair.

"Jackobot, wheel me to the nearest cleaning station."

If the jackobot refuses, I wheel myself there.

written by Lightning4 on Jun 17, 2011 00:18

"By few guys you mean all of us. That's when we were bringing the nuke down to O Sublevel so it could go off safely in the Armed Forces range."

"Somehow I doubt Massacrebot was treasonous..."

I frown.

written by Gligar on Jun 17, 2011 02:27

Debriefing Room 27

On hearing that Cryo-R might either be a zombie or have something to do with them, Speed-Y edges away.

Mango-R takes the coffeelyke, and takes a few sips. The pain dulls down, but does not fully recede.

Mango-R says that he's not sure what report he could give, except for his visiting the range. He's not even sure he's part of the team. But he agrees to go with Cryo-R to Medical Services.

Cryo-R, of course, doesn't recall any zombies. Then again, he can't tell the difference between the living, the dead, and the undead...

From his perspective, the "one guy" was "under the weather" from his injuries. He administered first aid, with the "help" of the jackobot, which worked, and he was made stable again. If there was a zombie, it must have been from elsewhere.

Naturally, he knows nothing about previous clones being active after termination. The Computer does, however. "**recall one incident, quite clearly, involving you entering an ULTRAVIOLET area, claiming to be running maintenance on a lift that was 'NOT IN ORDER'. You were terminated, but your clone still attempted to reach for a piece of paper. Therefore, it was still active after termination. Additional steps were taken to ensure that it did not remain active. Steps involving lots of laser turrets.**"

The idea bot continues its report, telling how Leeroy-O ended up in O Sublevel, and got past a guardbot with the simplest password ever. "*You're saying the password was reset? And that some clone told you that 'they' were coming? I'm suspicious. He might have been warning you about... but no. There's no way he could have known that.*"

The idea bot relates Leeroy-O's interactions with Team Epsilon. IT highlights the "suspicious" Massacrebot, saying that it was acting on emotion.

"Clearly, you have never dealt with petbots," the jackobot replies. "They are programmed to simulate an emotional response, as well as generate a bond with their handlers. Or perhaps the bot brain had a personality module? R&D seem attached to them."

He then states his suspicions about Speed-Y.

"I now see why you requested protection. You simply wanted to accuse the team of treason. Didn't you."

Malkom-R gets into his wheelchair and tells the jackobot to take him somewhere where he can clean up. "As you were," the UV barks. "I have not dismissed you yet. Computer, log that. Insubordination."

"Your report has been logged."

L4-O confirms that it was them. But he doesn't think Massacrebot was treasonous.

written by Malkom on Jun 17, 2011 02:57

"Don't you know that it's mandatory to clean yourself whenever you get dirty? That means that it's treason to prevent people from cleaning themselves. Also, being all wet and dirty like this has made me unhappy, and staying that way would make me more unhappy. I think you're

trying to make us unhappy. Doesn't everyone know unhappiness is treason?"

I heave myself back into the RED chair, grumbling.

"YEOW! SOMEONE PUT A STABBING DEVICE IN MY SEAT!" I heave myself up again, with a long shiny and thin stabbing device with a round RED knob on the end sticking out of my behind. "HELP! OWOW! THAT HURTS!"

written by Mingamango181 on Jun 17, 2011 07:51⁴⁷⁷

"Whining for no reason... He still needs more disciplinary action..."

I tut, and shake my head. Pain pushes as if it's a physical object in a room inside my head. I decide to return to the seat after doing so, and take another sip of the coffeelyke.

"Team Epsilon... Reckless, but treasonous? Hardly."

written by Lightning4 on Jun 17, 2011 08:13

"Well... reckless... maybe. We did manage to tone things down after our few explosions after the excursion from the bunker. I don't think that warehouse will ever look the same again."

I wince.

"Or the rooms next to it for that matter."

"The armed forces range was at least intentional and largely unavoidable in that situation... I have the feeling it wasn't in active use anyway, given the state of the surrounding passages."

written by 4616599 on Jun 17, 2011 12:02

"Oh, err. Name. Yeah."

I clutch at my head again.

"Err. Recall. Last memory card. Mega-R-GUN! Wait, that's not it. Hm." I leave Mega-R-GUN there and continue with typing...

"Err. Tim-O-THY. Ta-B-THA. Uh. It needs a different ring. Headg-R-BERR. Uh, no, Joris-O-DNK. Uh, no, that doesn't cut it either."

I end off; 'all of the above'

written by Jam on Jun 17, 2011 17:49

"We heard shooting, so I dropped Cryo-R and fired back at the PRPF squad. Unfortunately, it turns out the laser pistol barrels I picked up earlier were VIOLET, rather than RED. Well, the commies were wearing reflec, and the shots passed through like it wasn't even there. Naturally, I panicked as soon as I realized I was shooting such a high clearance barrel, and tossed the laser pistol away from me. Lucas-R wait, he was just Lucas then... Well, as expected, he turned his laser pistol on me, but I convinced him that I was still loyal.

Cryo-R was shot in the leg. I was shaking too badly to aim the laser rifle I had, so I went and helped L4-O. He shot

⁴⁷⁷ MINGAMANGO181: ((Semi-OOC: Creating objects that don't exist is treason. So I'm going to just ignore that and...))

some kind of napalm shell at the communists, and a squealing barrel exploded. Well, the commies died... Another squad came, and we shot more napalm shells, and more laser pistol barrels exploded. The whole squad was wiped out!

I inspected my other laser pistol barrels, and found another VIOLET one. I dropped it down the hole to the bunker, so the commies wouldn't be able to get it. Then Cryo-R started dragging himself somewhere, so I ran after him.

Kristos-R saw the VIOLET barrel I threw into the bunker, and somehow managed to fall on top of it, which made it explode... At least, I think that's what happened... I wasn't there to see it...

Hmm... After that, Speed-Y told me that a mutant commie tried to attack another commie... But maybe it'd be better if Speed-Y explains it himself? Or perhaps John-R could?"

written by Speeder on Jun 17, 2011 19:06

I look at Jam, puzzled.

"Mutant commie? I do not remember right now..."

I do know what happened to Kristos-R though."

I do another of the eyeroll moments.

"Basically, he decided for no clear reason to shoot it. Something we all now is a very stupid idea, considering it cause explosions. I then sent him down there to dispose of it before it explode, unfortunately for Kristos, his descent was not fast enough, and it exploded as soon as he was in range of the barrel, resulting on his clone death. Also in the destruction of some bots I think, and of some other property. Later I did punished Kristos-2 because Kristos 1 has termianted himself for shooting the barrel anyway."

written by Gligar on Jun 17, 2011 20:53

Debriefing Room 27

Malkom-R makes a fatal mistake.

He decides to argue. With a High Programmer.

The result?

Well first, Mango-R mutters that he still needs disciplinary action. Second:

"You dare argue with me?! Clearly, YOU are the traitor around here! We'll see if your next clone... oops. Did I accidentally press the button while ranting? Or was that you, friend?"

"It may have been both of us."

Indeed, as Malkom-R jumped up out of his chair, two laser turrets skewer him with ULTRAVIOLET beams. I don't really need to say it, but dearth is immediate.

The oddest part is that there is no visible reason why he jumped up. It's almost as if he felt something stabbing him on the seat... only there isn't.

"Would anyone ELSE like to argue?"⁴⁷⁸

All thin in the time it takes Mango-R to say that, while Team Epsilon might be reckless, it isn't treasonous.

L4-O tentatively agrees with "reckless". Though they did manage to learn restraint, he says. Destroying the warehouse... and damaging the surrounding rooms... may have been a bit too much.

Images of the warehouse's destruction appear on the screens. One of them shows the communists clustered round their grenades, wondering why they didn't go off.

"I agree. You have been rather reckless. The destruction of the warehouse, though... part of that might have been commie stupidity. Or was it?"

L4-O continues, talking about the Armed Forces range. "The range was situated some distance from the Underplex Access Junction, correct? If so, then it had probably been decommissioned some time ago... perhaps even before the sector was built."

Jam-O continues hiss report, this part being filled with laser pistol barrels, some VIOLET, commies (though not for long), and napalm cone rifle shells. One VIOLET barrel ended up in the bunker, where something happened and it exploded. Then there was something about a mutant commie...

Speed-Y doesn't know anything about the mutant commie. As for the barrel, he knows that Kristos-R fired at it (😄), destroying it, him, a bot, and some property. Kristos-R was disciplined after recloning.

"It's notable that Kristos-R is absent. I wonder where he went?... Ah, there he is. Apparently, he wandered into the reservoir and tried to go for a swim. But it seems that he could not."

Cloning station (somewhere)

Confusion detected, the terminal reports. Attempting facial recognition. Look into the camera, citizen.

Joris-O's headache, if anything, only gets worse.

Deep in the forest of cloning tanks, one fires up and begins its process.

written by Malkom on Jun 17, 2011 21:37⁴⁷⁹

My dead body stiffens up with laser energy and falls onto the seat, but does nothing out of the ordinary.⁴⁸⁰

⁴⁷⁸ GLIGAR: (OOC: Mango is right about making stuff up like that, Malkom. But that, combined with badmouthing a High Programmer... yeah. 😄 Pretty funny way to throw your life away, so take a perversity point for effort 😊)

⁴⁷⁹ MALKOM: (OOC: Well, trade a clone for a perversity point and I'd say no. But trade a clone for a perversity point and a new set of legs... Well, I can't as to my stance on that, if offered a choice...)

⁴⁸⁰ MALKOM: (more OOC: Am I allowed to make a new character when I use up all my clones? Seeing as you aren't making seperate games for each mission, it seems like I should be able to.)

written by Jam on Jun 17, 2011 22:27

I notice neither the High Programmer nor Friend Computer seemed to care that I used a VIOLET laser pistol... Maybe they were distracted by Malkom-R?

"Erm... You're not upset that I accidentally used a VIOLET barrel, are you?"

I also watch as Malkom-R's body completely fails to do anything interesting...^{481 482 483 484}

written by Gligar on Jun 18, 2011 02:01⁴⁸⁵

Debriefing Room 27

Malkom-R's body fails to do anything interesting. Jam-O looks a little disappointed at that.

He also seems concerned that neither our mutual friend, nor the High Programmer, seemed to be concerned about him accidentally using a VIOLET laser barrel.

"In fact, I am concerned about it. But Malkom-R was temporarily more important. You're fined 600 credits for that transgression."

Cloning station (somewhere)

The terminal beeps. *You are identified as Joris-O-DNK. You may continue.*

It asks an entire series of questions.

⁴⁸¹ SPEEDER: (OOC: If I remember the rules... although I should not remember them since they are only for UV citizens, you can make another character as you wish, and keep your perversity points.

And by the way: In Paranoia, not only here, is common to someone invent some funny suicide to rack up PP, they are QUITE useful if you know what to do with them. I considered that once... when I had some explosives and commies in a elevator... too bad for Jam that I had another idea instead.)

⁴⁸² MALKOM: (OOC: it's ok to discuss the Rules OOCly, since we are OOC. OOC we have no clearance. It's only when we attempt to use them to influence IC that we are committing treason.)

⁴⁸³ SPEEDER: (OOC: you do not understand some basic things about paranoia....

that. is. sad.)

⁴⁸⁴ MALKOM: (OOC: well then, we can discuss them in another thread, or in Frespsych, or by PM. 😊)

⁴⁸⁵ GLIGAR: (OOC: Long OOC conversation... is.

1) Yes, you can create new characters if you run out of clones. I'll treat them the same as new players, except that you keep your PP, as Speeder mentioned.

2) No, it's not okay to discuss the rules. For one very good reason:

The rules are Clearance ULTRAVIOLET. You are somewhere near Clearance RED.

Any High Programmer worth his robes would indulge in a little fourth-wall breaking in order to stop you. Probably by terminating your character 😊 (In fact, "Demonstrating knowledge of the Paranoia rules above the player's clearance" is explicitly treason, so... yeah.)

3) Please don't create a new thread just to try to evade this. I might just have to invoke the "trolls, munchkins and minmaxers" rule and erase you 😊

Is this clear?

Over at the active clone tank, the forming clone is almost complete. It's Malkom-R.

written by Mingamango181 on Jun 18, 2011 03:10

"Don't remind me of that incident..." I say, directing it at one of the clones in the room.

The pain builds. I know it is. In fact, I can almost make out a progress bar with the words, 'Pain level' as its label. I doubt however, anyone else can see it. So I don't say anything about it. I do give off a light sweat from how it's increasing.

"I'd gladly pay a part of that rather... large sum, if I could remember just how much I could pay..."

written by Speeder on Jun 18, 2011 03:19

I look for a while at Malkom body. It looks deader than dead.

I examine the wounds, just to see how effective ULTRAVIOLET laser is.

"Good there are no known cases of ULTRAVIOLET communists, I would not like to get shot with that."

written by Lightning4 on Jun 18, 2011 03:28

"600... yeeep. That's steep." I mutter softly.

"That's good then. About the range, I mean. Not exactly easy to get to. There were these... frowning green mutant things. They were armless and had four stubby legs. And they... explode."

"Mango-R explored more of the passages, he might've seen more than those as he was trying to chase Massacrebot..."

written by Azirphaeli on Jun 18, 2011 13:56

I completely disregard the laser blasts and screams, and simply continue to listen to the reports.

written by Cryoburner on Jun 18, 2011 15:37

"His Body! It has been filled with dearth! It was all so immediate!"

Noting the way he falls to look somewhat out of the ordinary, I take a closer look at Malkom-R, and check his chair for any signs of damage.

"Ah! Perhaps I wasn't reaching for anything at all though. It may have just been muscle memory! As an expert on muscle memory, I can tell you that this is all very possible."

written by Malkom on Jun 18, 2011 16:29⁴⁸⁶

My body continues to fail to do anything interesting, as does my growing clone.

written by 4616599 on Jun 18, 2011 16:44

I sloppily go over the questions.

"Err. Blah! Yes, maybe! Likely! Uhm.- no, not that I can remember. Treason? Nah..."

⁴⁸⁶ MALKOM: (OOC: can we buy clearance with PP when creating a new character?)

written by Jam on Jun 18, 2011 16:49⁴⁸⁷

"Oh, that's it? Whew..."

I smile HAPPILY at the High Programmer...

"Okay! That sounds like a very reasonable amount, sir! I'll make sure to pay every credit of it as soon as I can!

Erm... What happens if I don't have enough credits to pay?"^{488 489}

written by Gligar on Jun 18, 2011 21:55⁴⁹⁰

Debriefing Room 27

Mango-R asks to not be reminded about his little visit to the range.

He begins to sweat slightly, as he feels yet more pain.

The tech, again, offers him some visomorpain.

He adds that he would be willing to pay some of Jam-O's fine, if eh knew how much he had left.

Speed-Y looks over at Malkom-R's corpse. It is decidedly boring to look at, and does absolutely nothing.

He notes that the two laser beams -- one to the head, and one to the chest -- have burned right through Malkom-R's body, and out the other side, leaving burn marks on the floor monitor. There is very little bleeding, as one would expect of a laser wound.

He remarks that he is pleased that there are no known ULTRAVIOLET communists. Getting shot by that would ruin anyone's daycycle.

Then he realises that there are more turrets than just those two, in this room alone.

L4-O thinks that 600cr is a bit steep, but thinks it quietly.

⁴⁸⁷ JAM: (OOC: Or, if we happen to get enough credits, can we buy more clones?)

⁴⁸⁸ SPEEDER: (OOC: In the backstory that I have seen, yes. But having enough credits seemly is something that happen only to people that have better jobs than being troubleshooters 😊)

Although maybe Friend Computer might volunteer for a loan or a gift for those mostly efficient citizens, who knows...

And I am discussing rules again... I think next time someone ask I will attempt to use more willpower in waiting gligar to reply)

⁴⁸⁹ MALKOM: (OOC: Aww... poor little Clone... Killed for discussing Metaphysical Rules... dear dear. *tuts*)

⁴⁹⁰ Gligar: (OOC: More OOC conversation...)

No, you can't buy security clearance with perversity points. But you can buy new clones, in packs of six. The question is, where are you going to get a few thousand credits from? Work two jobs, perhaps? 😊

Or, maybe you could be awarded extra clones for exemplary behaviour or something?

(Oh yes, you have jobs outside of being a Troubleshooter. You didn't think you did missions non-stop, did you? 😊)

Extra clones not guaranteed to be a 100% match to the purchasing clone family. Side effects may include, but are not limited to, genetic drift, changed or additional mutations, altered motor skills, colour blindness, and/or insanity. Cloning Services not responsible.)

He then continues about the range. He remarks that it was hard to get to, as they had to fight through those frownythings. He describes them.

"These?" the High Programmer asks. A frownything appears on a window on one monitor. "As you have guessed, they are highly dangerous mutants, and are a threat to Alpha Complex. There is more, but it is beyond your clearance."

L4-O adds that, since Mango-R went after Massacrebot, he might have seem more than that.

Cryo-R ignores all this and focuses on Malkom-R and his chair, which now has a neat hole through it. Malkom-R himself... well, he sees what Speed-Y saw.

He adds that any post-termination activity was most likely muscle memory. He adds that he is an expert at muscle memory.

"No, what I believe you are is an expert at falsely identifying experts. You are fined 50 credits for undue curiosity regarding the death of Malkom-R."

Jam-O smiles, HAPPILY, relieved that he "only" has to pay a fine.

He then wouders what would happen if he doesn't have enough credits...

"Then you'll just have to work it off, won't you?"

The High Programmer seems to be smiling. Not that you can see his face, but he seems to radiate that "I'm Smiling" aura... energy... thing.

Cloning station (somewhere)

Joris-O bumbles through a few questions. He seems to have submitted himself for mutation testing.

The questions continue.

Malkom-R's cloning tank is on the move, heading to a decanting station. If anyone were to look through the tank's window, they'd see Malkom-R doing nothing in particular.

written by Speeder on Jun 18, 2011 22:16

"Ok, the debriefing... Jam, where we stopped?"

I try to remember any remarkable events to inform those present.

"Oh, the FUZZY HATS!"

I turn to High Programmer.

"I believe the communists developed mind control technology. Some mind control technology BETTER than any technology that friend computer has. Maybe one that is strong enough to subdue even Cryo-R. It is in the fuzzy hats, anyone that touch them become confused and dizzy, and seemly using them for too long turn you into a commie, and it take a while to return a person to be normal."

Then I remember the two commies we keep finding.

"Oh, but there was two commies, that even without the hats, and after being killed, remained commies, I think

their entire clone family somehow is propense to become commie. One of them is the probable murderer of the repair team sent to fix the Forkbot axle that Cryo damaged. They are probably on their clone 3, or more, right now. Although one of them claimed to be clone 2, when I knew he already died 2 times. One of them I killing him personally."

written by Mingamango181 on Jun 19, 2011 00:23

"I had multiple encounters with those things... Though they didn't seem like the exploding sort. I did receive plenty of scratch marks from that. I asked them to stop, but they just kept going as if they were deaf! They made me bleed a lot... Perhaps the floor was for medical treatments, and they wanted blood samples?

Then again, with the range on the same floor, I doubt that..."

I hear the High Programmer speak of the 'more'... Thinking that is probably what I've been speaking of, I don't say any more about it. I instead process what Speed-Y mentioned. Trying my best not to show any visual resentment, I say,

"Oh, those. I put one of those on my head once. It felt kind of... fuzzy."

I run a hand through my own hair. Fuzzy...

It's as I do that when I notice the tech offering the visomorpain.

"Ah... Thanks..."

I take, and use the visomorpain.

written by Lightning4 on Jun 19, 2011 01:43

"Maybe the fuzzy hats make you into a permanent communist for that clone? Maybe more than just that clone?" I shoot a worried glance at Mango.

"Maybe not though..."

"There were more clones down in the reactor. I knocked hats off a couple, but they stayed communist as well."

"Probably takes time to do that. I hope. A few of us have accidentally touched the hats..."

written by Gligar on Jun 19, 2011 02:33

Debriefing Room 27

Speed-Y gets back to the debriefing. He tries to remember where they left off, before remembering the fuzzy hats.

He believes that they are a form of mind control technology beyond even what Alpha Complex has. "*And what makes you think we have mind control technology?*" the High Programmer asks blandly. "*Oh wait, that would be HPD&MC.*"

Speed-Y explains his observations of the technology. So much as touching one of the fuzzy hats was enough to induce dizziness and confusion. Prolonged contact would render the user into a communist. Removing the hat would not immediately undo the hat's effects. That takes time, it seems.

He then remembers Pitr and Alexandr. They seemed to be communists even without the hats. He thinks that one of

them was responsible for the deaths of Nukabot's repair team.

"This is interesting information indeed. It would explain why most of the sector did not seem to rebel when the communists took over. Did you think to save one of these fuzzy hats for analysis? No, of course you didn't. You're just Troubleshooters, after all, not R&D techs."

Mango-R continues recapping his experiences with frownynthings. And... possibly other things which scratched at him. "Probably not mutants. Zombies, perhaps. Just as bad."

He then admits to trying on one of the fuzzy hats, and describes his experience. Which mostly consists of him feeling fuzziness.

Then he finally notices the tech, and accepts the visomorpain. After a moment, he swallows the tablet.. Ah... that's better. Nice and happy! The pain doesn't seem as bad, either.

L4-O suggests that the fuzzy hats might render the user a communist permanently (or at least, until termination... possibly?)

He also confirms Speed-Y's statement that removing the hat doesn't undo the hat's effects. He's knocked the hats off a couple of the commies down in the reactor, and they stayed commie.

He suggests that the commie effects take prolonged contact, as Speed-Y did. After all, some of them have had brief contact with the hats as well. "*If we had a sample of the hats, I could have R&D test this. Alas.*"

"But since some of you have handled some, I can put you under observation instead. Might as well make the most of it."

Cloning station (somewhere)

Malkom-R's clone tank finishes its cycle, and opens. With a shower of clone tank goo, Malkom-R is deposited on the cold metal walkway of the decanting station.

written by Speeder on Jun 19, 2011 04:05

I look unnerved with the observation idea.

"I think I told Derek-G to get some hats, or something. Or I mentioned them. I think we had a left around his level.

Also we never destroyed the hats on the reactor... OH... SEND SOMEONE THERE! WE DO NOT WANT REACTOR WORKERS TURNING INTO COMMIES!!!"

I now look agitated.

"This is why I burned all the hats on the bunker, we cannot afford random clones attempting to use them for too long! I forgot to do the same with the ones in the reactor, and I did not took them with us either!"

written by Malkom on Jun 19, 2011 04:51

I rush towards the chemical showers, looking for a mask or other required protective wear as I do so.

written by 4616599 on Jun 19, 2011 16:01

I continue mumbling and bumbling.

"Yes."

"No."

"Yes."

"42"

"Not recycled clones!"

"Xeno."

"This birdbot is dead! It is no longer with us! It is no more! It has stopped functioning! R&D has blundered again!"

"COMPUTERCOMPUTER"

I clutch at my head again, ignoring some running noises I can barely hear.

written by Jam on Jun 19, 2011 16:54

"I remember Fuzzy... I found him outside the distribution warehouse. I put him on, but he made me dizzy, so I shot him..."

"Hmm... Then a mutant started probing us... We all sang loyalty jingles, and the mutant went away..."

written by Gligar on Jun 19, 2011 20:44

Debriefing Room 27

Speed-Y doesn't seem to like the idea of being observed, but keeps quiet about it. He mentions that Derek-G was probably informed about the hats. Derek-G nods.

He then realises that they never destroyed the fuzzy hats at the reactor!

He suggests that someone be sent to the reactor to get them. The reactor staff must not come into contact with them.

"Hmmm... there are some scrubots down there now, dealing with the mess you guys left.. I'll have one of them retrieve the hats.

"Which now means that we can test them, instead of simply having to rely on observation of exposed citizens."

"Or perhaps we should perform both actions. That could be fun."

Jam-O remembers finding the fuzzy hat he called Fuzzy, outside the warehouse. He describes the dizziness, and how he shot Fuzzy.

Then he mentions the mutant that started probing. Singing loyalty jingles kept him out.

"So that's what they're recommending in Power Studies courses now?"

Cloning station (somewhere)

Joris-O continues with his questions. *Invalid answer to Question 10*, the terminal informs him. *Please correct it.*

He puts his hands to his head, trying to make the pain go away. He ignores the running noises that can be faintly heard.

Meanwhile, the running is revealed to be Malkom-R, who is again trying to get through the process in double-time.

Chemical showers

In his haste to enter and complete the process, Malkom-R trips up over his oxygen mask's umbilical, and falls to the floor. Just as the shower starts. The force of the jets pins him to the floor.

written by Speeder on Jun 19, 2011 21:35

I look kinda worried with the ideas of fun from Friend Computer.

But ask he asks about Power Studies, I reply.

"I do not remember if that idea was mine or from John, but the idea is simple, when a mutant is probing your mind and you know about it, anything that you think about he will be able to steal. This has too effects, first, you might provide sensitive information to the enemy, and that is dangerous to you. Also, if you know someone is stealing information, thinking about high clearance information is treasonous, since you are knowingly handing high clearance information to him, thus for example you UV citizen, if you think about Friend Computer source code while your mind is being probed, you are committing treason, but knowingly handing that source code to the mutant..."

I breath a bit.

"Thus we concluded, that we need to fill our minds with INFRARED information, information that is not dangerous, AND is certainly not treasonous to give out. Thus, the best information to think about, are the wonderful jingles, in fact, this way we can advertise things for free for the mutant, maybe he will buy a B3 after probing us."

written by Cryoburner on Jun 20, 2011 00:57

"As an expert at expert-related fines, I can tell you that 50 credits is a very reasonable amount for a fine. However, I do think that you could easily charge twice that, to help increase fine-related revenue. The increased revenue stream could be put toward developing new, and much more expensive fines to help better the lives of everyone in Alpha Complex."

written by Lightning4 on Jun 20, 2011 01:26

"Heh... somehow I doubt we can sway the minds of the traitorous, but still, I guess it's worth the effort."

written by Malkom on Jun 20, 2011 02:04

I... sit there? It's hard to get up, while pinned to the floor.

As soon as the showers stop, I remove my mask and hurry to the next part of the process.

written by Gligar on Jun 20, 2011 02:10

Debriefing Room 27

Speed-Y looks worried for a moment. Perhaps he needs the help of a Happiness Officer?

But it soon passes. He describes the whole loyalty jingle thing: since some mutants can read your mind, they can gain any information you're thinking about. If that were high-clearance information, that could be disastrous, not to mention treasonous, since you've just given away sensitive information. Therefore, by thinking about something low-clearance, say, loyalty jingles, or advertising, not only do you avoid treason, but something could get free advertising.

"That's... actually a good explanation, sir," John-R says. "I may have only described the basic method, but you seem to understand it quite well."

L4-O doesn't think that thinking about advertising is going to do anything to convince any mutants to buy B3, but it's worth a shot.

"I like that . I'll have to have HPD&MC look into increasing earworm capacity. Now, does anyone have anything else to add to the report?"

Cryo-R, now claiming to be an expert at expert-related fines, thinks that the fine is reasonable, if a little low.

"Did you not learn from the termination of Malkom-R, citizen? You are fined one... THOUSAND... credits... for disagreeing, and being irritating at the same time. Not to mention lowering the general happiness levels of Team Epsilon."⁴⁹¹

Cloning station (somewhere)

Speaking of Malkom-R, who somehow manages to sneak in a whole lot of nothing while I'm not looking, he looks impatient to get moving. But the shower is not.

written by Mingamango181 on Jun 20, 2011 10:56

One thousand credits? Ouch. I'll certainly not be paying that much...

"Those mutants... They didn't try to access me. I suspect that the ever-so-slight presence of Headgrabber might have kept them away.

That might be good..."

I think a moment before continuing.

"That might be bad. Headgrabber's probably got all of my information. Goodness knows what he's doing with it right now..."

I speak almost cheerful, except for the last part about Headgrabber having all my information.

written by Malkom on Jun 20, 2011 16:34

I wait. If the showers open, I proceed to jump out, take off my mask, and hurry to the next stage of the process.

⁴⁹¹ GLIGAR: (OOC: *wishes that there was some kind of "lock thread temporarily" button*)

written by Jam on Jun 20, 2011 16:59

Wow... A thousand credits? He'll be working a loooooong time to pay that off...

Then I remember my own situation... I guess I'm the same...

...

I look at Mango-R.

"How do you know the mutants didn't probe your mind too? I thought only psionic mutants could tell when they were being probed... Does that mean your a psionic mutant, Mango-R?"

written by 4616599 on Jun 20, 2011 17:09

"Eh? Oh, no, then, I guess."

I pitifully slump forward, dribbling a bit.

written by Speeder on Jun 20, 2011 17:14

I look at Mango with enquiring eyes.

As everyone know, rooting out traitors of your own team is very important, otherwise the team might turn out very backstabby and violent and fail.

For some reason most of the teams end destroying themselves entirely in that process... Maybe is because everyone were traitors.

written by Gligar on Jun 20, 2011 19:02

Debriefing Room 27

Mango-R points out that the mutants didn't touch him, perhaps due to the presence of Headgrabber. Which might be a good thing

Or it could be the worst thing imaginable. Headgrabber might have all his information, even now.

Jam-O asks how Mango-R is able to tell. As far as he was aware, only mutants can tell if they're being probed. Does that mean that Mango-R is also a mutant?

Speed-Y looks at Mango-R questioningly.

"I would also like to know."

"I assume that this is the last report? If so, we can get on to the best part.

"I note, though, that Joris-R is still not with us..."

Cloning station (somewhere)

As it happens, he's slumped against his terminal. *Questions complete*, it reads. *Please collect ME Card and exit the facility.*

Malkom-R runs past, tripping up over a suspiciously-placed trailing cable and crashing into a rack of jumpsuits.

written by Mingamango181 on Jun 20, 2011 20:43

"Ever since the brainscrubs, and throughout the mission, I don't think I've ever been checked. I meant to bring it up,

but I'd rather have the mission done quickly and effectively rather than delaying those people...

Also, I don't think I was ever told details that were anywhere near sensitive. I've been following random members of the team, and I don't think any of them have actually told me of anything important. At all."

written by Speeder on Jun 20, 2011 22:21

I look at Mango for a while.

"Indeed, I think the only person that knew things above your clearance is me. And I do not said anything about it to you. Thus I believe you. Unless someone else know stuff that was not informed to me. Considering I have the highest clearance, that would not make much sense."

written by Malkom on Jun 20, 2011 22:22

I climb to my feet, grab a jumpsuit, and struggle into it. Looking down at the cable, I say, "Ahem! Oh look, sabotage! A thousand to one the commies put this here!"

I notice Joris-? slumped over a terminal, and accost him. "You there! What do you know about this cable? Did you put it here?! Do you realize that this makes you suspicious? You do realize that tripping clones up is treason, since it hurts them and also makes them unhappy?" I realize I probably don't make the most impressive picture, saying this while half into my jumpsuit, and fall silent, looking a tad embarrassed.

I continue getting into the jumpsuit...

written by Cryoburner on Jun 21, 2011 01:04

"Ah, that's the spirit! A 1000 credit fine is far superior to a mere 50 credit one! Keep up the good work, and one day you might become an expert at expert related fines as well!"

"Unless you already are one... I suppose that's likely considering your excellent fining skills."

written by Gligar on Jun 21, 2011 01:33

Debriefing room 27

Mango-R states that he hasn't been checked for mutations, to his knowledge. He would prefer to get things done quickly rather than delay the team.

He adds that he has not really been given any information by the team,

Speed-Y agrees. He's really the only one who knows much anyway. Therefore he believes Mango-R.

Believe it or not, Cryo-R is actually pleased to receive such a huge fine. (Although being unhappy about it would most likely invite more fines, or worse.) He suggests that the High Programmer might want to practice his fines.

*"I'll tell you what I am an expert at: being a High Programmer. And as such an expert, I hereby order you to **shut up** about experts, before I increase your fine tenfold.*

"As to Mango-R: I believe that a mutation scan will be in order. Please have Medical Services perform one when you visit."

The UV pauses for a moment. *"If that is everything, I will move on to the best part: rewards and punishments! As I understand it, Speed-Y has been accused of treason. How does he plead? Who among the team has helped the most? Who has helped the least? Who has hindered the most? I want reports from each of you."*

written by Speeder on Jun 21, 2011 01:56

I look at the UV guy.

"I has been accused of treason?"

I then suddenly realize that it is about the bot.

"Oh, by that... guy? No... he is not a guy anymore, he is more like a thing."

Then I speak what I want.

"First, I already praised to friend computer about Derek, but... Derek helped a lot. Then all three bots, also helped a lot, if possible I would want Nukabot repaired, and maybe modified to better suit troubleshooting work and re-assigned to us. Sal helped too, but I know he belongs to you."

I smile and look at my fellow troubleshooters.

"Now about the team proper. I mean, Nukabot was part of the team proper in my mind. But the clones of the team. Jam and John are really helpful, I still regret once hurting Jam by accident and once leaving John behind. You can punish me for that if you want, I really deserve it. They are great people and helped a lot and my negligence toward them is unacceptable, at least on my mind. Lucas also helped, I am glad he was elevated from INFRARED to RED, it would be nice if he became a troubleshooter officially, if he is not already. L4 is the best heavy weapons guy I remember, he is better than the ones in holo. Also he can drive quite well, I mean, he can CLIMB STAIRS WITH A FORK BOT. If you get what I mean. If he had his leg not broken, I bet he probably could climb a wooden ladder using Massacrebot without breaking it. Joris helped a bit."

Then I stare at Cryo.

"Well, you know what he did."

Then I look at Malkom body.

"I still have no idea who is this guy, he showed up on the reactor, and started to eat algae and complain that algae was bad, and then he complained about mutants, about bots, and I think if he could he would complain about computers too. Also he has severe self control problems, instantly freaking out any time he see a mutant, this cost his legs when he tried to shoot a F-class mutant after both me, and the mutant itself, told him to not shoot."

I then look at the Idea bot.

"And this guy is outright crazy. And strange. He seemly is connected with Code 7 whatever that really is. Tried to convince me to take the nuke to the reactor, insulted

Massacrebot, delayed us by not telling the password of the O level guardbot that he already knew the password, and he claimed to know how to disarm the nuke but refused to do so, forcing me to suicide and destroy Massacrebot to save the complex from the mutants."

I then look at the newcomer.

"Oh crap. I just said about mutants and all... He has permission to know that? Or..."

I look at all other non-Epsilon people.

"You know what I am talking about, do not you? I mean, the reason why I had to explode the nuke in the army ragne."

written by Malkom on Jun 21, 2011 03:03

I hurry into my jumpsuit and hurry towards the nearest terminal. Once I get there, I answer the questions truthfully, and as fast as possible.⁴⁹²

written by Cryoburner on Jun 21, 2011 03:56

At news of the high programmer being an expert at something or another, I smile widely and give him a thumbs up. I then hear Speed-Y mention about how I was helpful...

"Yes, you do know what I did! I performed valiantly by disabling a nuke-carrying rogue forkbot with damaged Asimov circuits, and attempted to disable a nuclear device that threatened the complex. I only wish I could have worked harder to prevent someone on the team from running off with the device and using it to blow up some of the computer's valuable, albeit likely unused and derelict property. I also saved the life of a team member at the brink of death when he was most needed during a critical operation, and still managed to get to your debriefing on a near-timely basis, unlike most other members of the team, who found it better to waste your valuable time while having lunch with F-class mutants or something. I probably did lots of other great things as well, though it's difficult to remember, due to that recent bout of amnesia and all."

"As for the others, My Fellow Lift Passenger here did a decent job of bringing us Coffeelyke, even if he did carelessly spill some. I might suggest he be rewarded with enrollment in a six-week Coffeelyke delivery seminar, to better enhance his job skills."

"And Sal did a stellar job at being a bot of some sort. His skills were almost on par with that of an idea bot, though he most certainly is not an idea bot, to the point where mistaking him for one would be downright silly. Oh, and he gives good rides. If I had to suggest a reward for him, it would be a humanlyke arm, or maybe even two. It's always been his dream to some day strangle humans to death with his own arms."

"As for the idea bot, I can't say I know him very well, but he did get to the meeting on time, and seems to have some great ideas. I really suggest everyone listens to them. After

⁴⁹² MALKOM: (OOC: PM me if a question such as "have you committed treason?" or something like that that could get me in trouble comes up so I can decide on an answer.)

all, the Computer most certainly wouldn't build an idea bot who's ideas were unreliable. I would suggest he be fitted with cupholders as a reward."

written by Lightning4 on Jun 21, 2011 04:40

"I largely agree with Speed-Y. I certainly don't accuse him of treason, but I do question the loyalty of Cryo-R and..."

I look at the corpse of Malkom

"That guy..."

"Lucas-R and John-R have been helpful, loyal clones throughout, and Jam-O as well. If a bit scary with the way he terminated the commies."

"...so much blood..."

"Mango-R, um..."

I scratch my head.

"I don't know much about him. He seems strange but apparently he was being taken over by a Class-F mutant?"

I shrug.

"He hasn't done anything to harm a loyal member that I've seen anyway."

"Joris-R was loyal, I think. I don't know what's become of him now... last time I saw him was when we were fighting down on O-Sublevel. That's when he turned zombie due to a certain clone on this team..."

"Who am I missing... oh right. Mega-R, or Leeroy-O, or Idea bot or whatever he calls himself now. He's a strange one. I can't tell whether he's loyal or a traitor, and so far he haven't done much to convince me he's loyal yet. He accused me of being a communist. I was merely acting like a communist to try to extract information from an injured one we brought with us. Didn't get anything useful out of him... come to think of it, no idea where that commie got to. I don't think he rode the lift back up.

Then Speed-Y terminated him for impeding our progress. Leeroy-O claimed he knew how to disable the bomb but didn't act on it... though he was accusing us all of being communist collaborators at that point."

written by Mingamango181 on Jun 21, 2011 07:48

I open my mouth to say what I believe Speed-Y is, then close it again. After all, it was up to Speed-Y to plead, not me.

I go over the other questions and think them all through.

"For that first question from helpfulness, I really can't say. I can't speak for the second question either. Hindering, I've got no idea."

I strain to remember what it was about the rest of the time...

"I don't think I've done much at all. Aside from the Code 7 incident, of which I have no recollection of being there. I guess the only thing I've been successful in doing is getting myself into impossible situations... Even Headgrabber's

done more, not necessarily that it was good, but he did more. He would have done far more good if he were in my position, though he clearly isn't."

Why on Earth aren't you running yet?! Because the turrets are UV clearance. Because everyone is more than capable of stopping you. Because IntSec would probably do a good job at catching a clone. Because I've only got a flimsy laser pistol that won't last a good deal of shots.

I shouldn't be here. I should be out there, where humanity should have been. To see the sky go from ORANGE to BLUE to VIOLET... To not be a part of what can only be a place of control, of pills and false lighting... I want that truth, that freedom.

"I'm not really at all that mentionable. A background object that is trying to be a foreground object at times, I suppose. My purpose is to serve The Computer. I can't even do that very well. I wish I could be something more than that..."

written by Megagun on Jun 21, 2011 12:35

"Oh, right. I accuse both L4-O and Speed-Y of treason, and perhaps some other members of Team Epsilon as well.

You see, they were 'pretending' to be communists, and they were collaborating with a proven-to-be communist. When I confronted them about this, they failed to show me orders from Friend Computer or a higher-ranking citizen. Thus, I believe that instead of 'pretending' to be communists, they really are communists. If they weren't, they would've terminated the communist, right?

That's not the only thing, though. L4-O knew the name 'Leeroy-O' even though he couldn't ever have heard of it. He must have been a collaborator with either the person that is using me as an attack vector, or with the person that I am used as an attack vector against. I'm sure you, High Programmer, know what I'm talking about.

Now that I know that Speed-Y was driving the 'Massacrebot', I have to accuse him of treason. The Massacrebot was acting without any kind of logic, and as Speed-Y was operating him, he must be responsible for Massacrebot's actions. Also, I just heard from L4-O that Speed-Y terminated my old clone for impeding the progress of Team Epsilon. I doubt he's filed the papers on that, or had permission to terminate my old clone. Besides, I wasn't impeding any kind of progress at all. I was merely trying to apprehend some communists. Speed-Y must have terminated my old clone because he is a communist, and I was about to make that knowledge public to our mutual friend..

Now, as far as the password of the Weapons Device goes: I explained this before, but part of Team Epsilon wasn't here at the time, so I'll explain again:

The Device was wrongly programmed, and I knew the programming and what was wrong with it. Quite a hilarious error, really...

There was one passcode that would detonate the Device immediately. Any other passcode would arm the Device,

set the timer to one daycycle, and make the timer start counting down again.

The hilarious bug is that a clone could enter a wrong passcode every few hourcycles, and the Device would re-arm itself AND reset the timer. Thus, by keep entering passcodes the Device would never blow up.

The passcode, for your information, was 'I D 10 T'. That's probably why the keypad had a '10' button. Quite a good passcode, too. 'Idiot'. Hah. Too funny.

Either way, I didn't make this public because I had the suspicion that someone in Team Epsilon knew this passcode. I was waiting for one of them to disclose this passcode to the rest of the team, which would imply that whoever knew the passcode was indeed a communist traitor. Has any of you ever heard any of your teammates mention this exact passcode?

Indeed, I had two choices: make the passcode public, or not make the passcode public. If I made it public, a traitor who didn't know the passcode might use it to force a detonation. If I didn't make the passcode public, there would be no harm of anyone doing this. Thus, I decided to not make the passcode public. Logically, this was the best choice. There is no denying that.

Now, as far as helpful people go: the IntSec troops were quite helpful, as was this GREEN person right here. Furthermore, the elevators were amazingly helpful in giving me rough directions. I suggest that they all be rewarded. The elevators could really be rewarded with some B3 dispenser units and vidscreens, so that people can watch *Mandatory Team Troubleshooter* as they're travelling.

I would also like to thank the creators of *Mandatory Team Troubleshooter* for giving me a lot of inspiration, mental assistance and guidance in my mission. They deserve all the recognition that they can get!

Hmm, as far as hindrance goes, I guess Speed-Y hindered me the most. After all, he terminated me which prevented me from doing my mission."

written by Azirphaeli on Jun 21, 2011 12:43

I have little to add to this, so I'll say the following:

Cryo told me our ultimate destination would be lunch. There is no lunch. This kind of thing could possibly make people unhappy.

L4 did indeed know where he was going and seemed to take control of things nicely.

Malkom doing... what he did... was probably the most interesting thing I've seen all day, and Jam gave me coffeelyke.

written by 4616599 on Jun 21, 2011 16:05

I appear stunned for a moment. Picking myself off the console, I take my ME card and look for an exit.

Seeing Malkom-R, I merely give a shocked expression and mumble.

"Suspicious? Oh, I don't know if you know suspicious, my fellow red. Oh, I gotta go. Er. Where are we?"

I look around for any sign, jackobot, or transtube station.

written by Jam on Jun 21, 2011 16:59

Er... I hadn't even gotten to briefing yet... Oh well, I'm sure it'll be fine... Besides, this part looks exciting...

I first look to the Idea Bot.

"I'll tell you how L4-O would know your name. Did you remember that there happens to be two psionic mutants on the team? Peering inside your mind and retrieving your name is a simple task for John-R and I... It didn't matter that your body was not Leeroy-O's, it is your mind that is being sensed... Did it occur to you that one of us might have told L4-O your name?"

Also, if any code but 'I D 10 T' would add time to the bomb, why didn't you just tell us a different passcode was the disarm code? Speed-Y wouldn't have had to die then! For all I know, he detonated the bomb when he entered the code I thought was the disarm code. Or maybe he just ran out of time...

Regardless, if he had known that he could reset the time, he wouldn't have died. You didn't tell him that, and in my mind, that's the same thing as killing him. I accuse you of treason, Idea Bot, Leeroy-O, whatever your name is..."

written by Gligar on Jun 21, 2011 21:59

Debriefing Room 27

Speed-Y is confused for a moment, before he realises that it is the idea bot who accused him.

Then he answers the questions:

First, Derek-G was helpful, as were the three bots. He suggests that Nukabot be rebuilt with modifications to make it more suitable for Troubleshooter work.

On to the team. He praises Jam-O and John-R, and admits negligence (he accidentally injured Jam-O). He also praises Lucas-R and L4-O, noting that the latter's skills with the cone rifle are the best he's ever seen. An if the ability to drive a forkbot up several flights of stairs doesn't count... The High Programmer seems interested in that.

We all know what Cryo-R did.

He doesn't know much about Malkom-R, other than the fact that he seems to lack self-control. He simply... appeared, and then started complaining about everything. That, and shooting when being told not to.

The idea bot... is just downright crazy. All he's done is hinder the team... trying to get them to take the nuke to the reactor after they'd removed it.; withheld vital information from them, namely, the password to the guardbot; and finally, indirectly caused the death of his previous clone, and the destruction of an experimental bot.

Wait... he mentioned the mutants there. Are the newcomers cleared for that...?

Cryo-R smiles at the High Programmer. He sticks by his version of events: he disabled Nukabot, and attempted to disarm the Tsar. He regrets that he was unable to prevent "someone" damaging Computer Property, though. He also "saved the lift" of a citizen and got here on time, unlike those who "had lunch" with some mutants.

He praises Lucas-R for bringing coffeelyke, even though he spilled some (failing to notice that it was the idea bot who caused that). The jackobot was probably helpful, though he doesn't know what for. He suggests that it be given humanlike arms so that it can strangle people.

This causes the jackobot to exclaim, "What. I do not wish to strangle anyone. Though I would most likely make an exception in your case, if ordered to do so."

Finally, he suggests that everyone listen to the idea bot's ideas, and maybe give it a cupholder or two.

He seems to have failed to notice that he didn't answer the questions properly.

L4-O's turn: He doesn't accuse Speed-Y of treason, though he does question the loyalty of Cryo-R and Malkom-R. Lucas-R, John-R, and Jam-O have been helpful and loyal throughout (though the way that Jam-O terminates traitors... ugh) Mango-R hasn't really been a threat to them, even though he did get possessed. Joris-R was loyal up until the zombie incident... then things went sour. He's uncertain about the idea bot, but is leaning towards disloyal. He adds that he was pretending to be communist to get information out of one (though it didn't work). Finally, Speed-Y terminated Leeroy-O because he was impeding them by not disclosing information.

Mango-R looks like he wants to speak, but stops. After a moment, he starts again. He realises that he can't rightly give a report, since he hasn't been in the thick of things. He adds that he's not really any good at anything, and doesn't stand out all too well.

"There most certainly is a place for you," our mutual friend replies. **"After a brief period of re-education, I feel confident that it will be found, citizen. Don't you agree?"**

The idea bot formally accuses Speed-Y and L4-O of treason. First, it says, they were, in fact, real communists, in collusion with the others. It adds that when challenged, they failed to show proper documentation. Thereofre they muist have been communists.

Second, they terminated Leeroy-O. Again, no documentation. It claims that Leeroy-O was merely trying to apprehend communists. Therefore, they were hindering him. Because they were communists.

Lucas-R looks like he's falling below mandatory minimum happiness level.

The idea bot explains about the Tsar's code again, and adds that it didn't tell them at the time because he thought someone knew it already.. That, it reasons, meads that said clone was in league with the Communists.

It praises Derek-G and Internal Security. And *Mandatory Team Troubleshooter*.

Not a mention of *The Tella-O-MLY Adventure Hour* to be heard anywhere.

Azir-R is up next. Being late to the party, so to speak, he has little to add, yet he still contributes more than Mango-R: First, Cryo-R promised him lunch. But there sin't anyway. That is clear hindrance. Second, he praises L4-O for taking control. Malkom-R was interesting, and Jam-O gave hin coffeelyke.

Jam-O looks like he wants to continue his report, but moves on. He answers the idea bot. First, Leeroy-O's name: there are two psionic mutants on the team. One of them could have retrieved it from his mind, and told L4-O. Second, the code: wouldn't it have been more beneficial to give out a false code? That way, the Tsar would not have detonated. As it is, either Speed-Y entered toe code and blew up the bomb, or he didn't have time and blew up anyway.

If he had had a false code, he might have survived. Since Leeroy-O didn't tell them about the flaw, Speed-Y did not have such a code. Therefore Leeroy-O is responsible for the termination of Speed-Y-DOF-1.

Jam-O finishes up by formally accusing Leeroy-O, or Mega-R, or whatever he is really called, of treason.

"Your report is incomplete," the High Programmer says. "Please answer my questions."

John-R is next: "I'm sure you want to wrap this up, Sir, so I'll make this brief. I find it difficult to judge exactly who has been the most helpful to the team, but I will say that Jam-O has been most loyal. Even when he discovered that he was a mutant, he made the best of the situation, and volunteered to register. The team was understanding of this, and Speed-Y allowed him to go and register. I really can't agree with the idea bot's accusation of Speed-Y, by the way. Actually, now I think of it, Speed-Y has done his best to get the team through the mission, and deserves praise for that.

"Cryo-R... well, we know what he did. Nothing but hinder us, damage Computer Property, run away and ignore the mission, and damage some more Computer Property while hindering us some more. In fact, I'd like to accuse him of treason.

"Malkom-R has been covered. The idea bot... well, Leeroy-O... he hasn't been helpful at all. At times, he has opposed the team's mission, and you've heard his argument already. But from my perspective, he is also a traitor.

"Mango-R... well, I'll say this. If we hadn't gone back for him, we wouldn't have encountered... you know who... and been delayed. In essence, he is responsible for delaying us."

Lucas-R asks, "Is it my turn?" John-R nods. "Alright. Speed-Y said that L4-O's skills with bots are good, but I want to point out Speed-Y's own skill with Massacrebot. I had a go at it,

and it's *hard*. Yet he did just fine. And showed us how awesome Massacrebot was!

"Jam-O got me into the mission in the first place. If it weren't for him, I'd probably still be in the cloning station, instead of doing awesome stuff.

"Cryo-R... I don't like him. He never did what he was told. He seemed to be an expert at disobeying orders.... wait, I didn't just say that out loud, did I?" He looks worried for a second, before continuing. "I don't know about Malkom-R. And Leeroy-O... well, just now, I almost got unhappy listening to that bot over there." He falls silent.

*"If that is everything, I'll need some time to go through this. Wait there a few minutecycles."*⁴⁹³

Cloning station (somewhere)

Malkom-R struggles into a jumpsuit and dashes to a terminal, making typos as he fills out the questions.

Joris-R grans the ME Card the terminal offers him and looks around. He spots Malkom-R and mumbles something in response, before again looking for an exit. There's one, by the jackobot.

written by Speeder on Jun 21, 2011 22:19

After a while hearing everyone I note:

"By the way, I want Megagun back. And I think Megagun got overwritten somehow by Leeroy because of guess who that entered a room and suddenly it burst in flames, leaving Megagun burned behind. And when he returned... he was all crazy, now I know he is not crazy, only another clone."

I ponder a bit.

"In fact I want to know what sort of weapon could make the room burst in flames like that... Noone had any incendiary weapons that I know at that time. Maybe L4 already had the cone rifle, but I do not remember he firing when the room looked like hit by incendiary shell."

written by Jam on Jun 22, 2011 00:37

"Ah, Sir! You wanted me to answer the rest of the questions?

I think Speed-Y is innocent, and I also think he's the clone that was the most helpful, because he was the clone leading the team and coordinating us.

Although it is a tough decision... L4-O, John-R, and Lucas-R, have all been extremely helpful... Even Joris-O has been helpful for most of the misson, except right after we met the mutants...

Mango-R has been acting... strangely, recently... I'm guessing it was caused by a certain F-Class mutant, though for some reason, he's still acting odd...

Then there's Cryo-R... He's been quite a hinderance... I'd say he's the least helpful... In fact, he's been pretty much useless so far... But I'm sure we can find a use for him, somehow... Malkom-R is the same way as Cryo-R...

⁴⁹³ GLIGAR: (OOC: That tool too long. Long enough to almost misplace the goings-on at the cloning station:)

And last, there's Leeroy-O. Though I haven't actually met him face to face, he seems to have be a traitor, and appears to be working against us and against Friend Computer. I'd say he's the clone that has hindered us the most. I don't trust him at all..."

written by Cryoburner on Jun 22, 2011 01:25

I turn to Azir-R...

"Say, didn't I bring you Coffeelyke? You didn't get two Coffeelykes, did you? Either way, Coffeelyke is simply the first course of your lunch, and I'm certain there will be more later! We're just behind schedule due to the others, who were probably treasonously having lunch, or perhaps a B3 break, while we were waiting for them."

"Hmm... Now that it's been mentioned, if this Jam-O fellow gave the detonation code to Speed-Y, it seems likely that he knew its purpose, even if Speed-Y did not. If he is indeed a psychic, and got the code from the communist leader, he should have known what its purpose was for. And if he had these psychic powers, why didn't he just get the code from this "Leeroy-O". For that matter, why did Speed-Y terminate Leeroy-O for not immediately handing over the code, when he had a psychic on his team who could have acquired it for him?"

"It all sounds mighty treasonous. Perhaps they're all communists, who's true mission was to blow up that derelict weapons range!"

written by Gligar on Jun 22, 2011 02:17

Debriefing room 27

After listening to everyone, Speed-Y decides that he wants Mega-R back. The problem is, Mega-R was overwritten by Leeroy-O, some time after someone entered a room and caused it to set on fire. How did he do that? Some sort of weapon?

"Let's see, shall we?" suggests the High Programmer. "Play the tape, friend."

On one of the screens appears camera footage of the meeting hall. O nit, Cryo-R is seen, holding a packet of Insta-Hot Fun. He says something to... it would have to be a spaced-out Mega-R..., opens the packet, and puts it in Mega-R's jumpsuit pocket.

Some time later, the Fun is seen catching fire. Everyone knows you don't leave Insta-Hot Fun lying around once it's been opened.

"Well, there you have it."

JAm-O gives his report: that Speed-Y is innocent; L4-O, John-R, and Lucas-R have been the most helpful; Cryo-R and Malkom-R ave hindered them... and Leeroy-O harmed them.

"Thank you, citizen", the High Programmer says. "I should have enough information now."

The screens dim, and begin showing PLEASE WAIT.

Cryo-R tells Azir-R that the coffeelyke was just the first course of lunch. They're just behind schedule, naturally through no fault of his own. It's all the fault of everyone else.

Also, if Jam-O knew the code, surely he knew its purpose? If so, why didn't he tell? And why didn't he just get it from Leeroy-O? Why did Speed-Y terminate Leeroy-O when Jam-O could have simply go the code there and then?

He thinks it's treasonous. Perhaps everyone is a communist, with the goal of blowing up the weapons range.

What.

written by Speeder on Jun 22, 2011 02:30

I look at Cryo for a while.

"Huh... Jam was not near Leeroy at the time, thus it is logical that he would extract the information from whoever was close to him."

I keep looking at Cryo.

"Ok, what was that? I mean, you set Megagun on fire! You made us need to turn on the anti-fire system that got broken and flooded everything, your actions directly caused Megagun get overwritten and water damage to computer property. And where do you got that Insta Hot Fun? I do not remember seeing any of those around the bunker."

I blink a bit more.

"Hey, that has to do with the towel guy, no? I mean, you two disappeared, and then you returned with food. I am certain that you two teamed up to do your thing and found food somewhere. Considering how much you mention lunch, I think the only think in your head that is more important than CPU mandates, is food."

written by Jam on Jun 22, 2011 03:14

I respond to Cryo-R.

"The Communist Director was shielding his mind, resisting my attack, and I only knew that I had gotten a code that he didn't want me to get. If I had had more time, I would have probed deeper, and maybe then I would have found what the code really did... I'd just assumed it was the disarm code for the Tsar, because he had been trying so hard to hide it... I guess I was wrong..."

I look over at the Idea Bot.

"Or maybe you're lying. Why would the Director be trying to hide the detonation code? Maybe it really was the disarm code..."

written by Malkom on Jun 22, 2011 04:29

I keep on typing in answers. ⁴⁹⁴

written by Mingamango181 on Jun 22, 2011 07:02

I try not to let the pain take hold, its presence being made once more. I don't show it though.

⁴⁹⁴ MALKOM: (OOC: and being ignored.)

"It could be either. Who knows, either Speed-Y wasn't quick enough, or he detonated it manually without realising it.

Neither of those sound particularly good..."I see... It must have been a diversion. The Tsar going off must have been a distraction, an advantage that they didn't expect to get. Those communists... They aren't done yet. They seek to continue on, and I dare think, we need to make sure this isn't the case.

I nearly fall over in surprise.

What... What was that?! Well... Something's got to fill that void of my own brain... It can't remain empty forever.

written by Lightning4 on Jun 22, 2011 09:14

I shake my head after Cryo's final statement but stop and sigh.

"Well I'll give you that. I wouldn't doubt for a second that there are communists out there who would put forward such a mission."

"But of course, we're not communists, especially not ones that would enact an inane plan like that... nor did the real commies seem to have that goal in mind. Maybe if they had things might've been simpler."

written by Megagun on Jun 22, 2011 13:00

"Cryo makes an excellent point, though. Also, why didn't the commie leader's mind get probed sooner? It could've explained everything, really.

Maybe Jam-O is lying, and he's actually an agent from some Mutant secret society. He gets the detonation code from the commie leader, tells us to use it to disarm the Tsar, the Tsar goes boom and creates a passageway for some creepy mutants to pour out of the depths of Alpha Complex. We've all seen those odd creatures. What if there were more of them stashed somewhere near the old firing range?

Also, who is this 'Megagun' Speed-Y keeps speaking of? Does he mean Mega-R-GUN? Or is there someone named Mega-G-UN? Interesting, interesting.

If he did mean Mega-R-GUN, that's kind of interesting... You know, he was a member of an anti-bot secret society. He wanted to be a part of a technology-oriented service group, but was banned for it due to his known dislike of bots. I had to imitate him to keep myself from getting exposed and terminated, which would endanger my mission. Mega-R-GUN is the reason that that forkbot you call 'Nukabot' has been deactivated. Just so you know.

Now, as far as to why I didn't tell you all a false code: remember that I fully expected someone in the team to know the detonation code already, and that I hadn't really established my creditility with the rest of the team yet. I thought of telling you lot a false code, but I feared that whoever in your team knew of the detonation code would call me out on it and terminate me. Furthermore, any false code I would give would merely reset the timer, instead of fully disarming the Tsar. This could be interpreted by any of you as a blatant lie, which could cost me my clone body.

I am somewhat appalled that none of you had thought of this. It is purely logical, is it not? Then again, I should've known: it's not as if you lot haven't responded poorly to superior logic before.

Trust me, though. 'I D 10 T' was the detonation sequence for the Tsar. I have a very good source on that, so to speak."

written by 4616599 on Jun 22, 2011 17:45

I exit, and look around, visibly trembling

written by Gligar on Jun 22, 2011 20:32

Debriefing Room 27

Speed-Y looks at Cryo-R. He tells him why Jam-O didn't scan Leeroy-O's mind: he wasn't anywhere near him.

Then, he focuses on the event with the Insta-Hot Fun. He wants to know what the [DFSR] was up with setting a clone on fire which caused them to need to use the sprinklers, which then broke and flooded the bunker! And, incidentally, caused Mega-R's mind to be overwritten!

And where did he get that Insta-Hot Fun from? Speed-Y didn't recall seeing any. Did he get it when he and Selbio-R (or "towel guy") went off on their own? Perhaps food is the main thing on Cryo-R's mind... even above CPU mandates.

Jam-O adds that the Director was shielding, therefore, he didn't want Jam-O to get the code. Therefore, it must have been the disarm code. Or maybe not.

Or maybe the idea bot has been lying. Perhaps the code was the disarm code,

Mango-R points out that it could be either. Speed-Y might not have had the time to enter the code. Or maybe he detonated it secondcycles too soon. Who knows?

He adds, in a strange tone of voice, that the Tsar was probably a distraction, one "they" didn't know they were getting. He believes that the communists are still at work.

He falls over, seemingly in shock, as if he didn't know where that came from.

L4-O sighs. He won't deny that there are some communists who are so crazy that they'll destroy some random part of the Underplex for whatever reason. But they aren't communists. They certainly didn't have that absurd goal in mind. Neither did the real communists.

It should be no surprise that the idea bot agrees with Cryo-R. It also wants to know why the Director wasn't scanned earlier.

It wants to know who SSpeed-Y is referring to. It suggests several alternative names, before telling that Mega-R was a member of a bot-hating society, and got Nukabot disabled.

"Really," Derek-G interjects. "I seem to recall it being you who did that."

The idea bot gives the same reason why Leeroy-O didn't give out a false code: someone might have known the real code and terminated him.

He then calls everyone stupid for not figuring that out.

The room falls silent for a moment.

Cloning station (somewhere)

Malkom-R finishes up his answers. He briefly wonders why it didn't ask him thinks like "Are you a traitor?" Maybe the questions are randomised?

Meanwhile, Joris-R stumbles out of the station.

JHT Sector Main Cloning Station - Foyer

Or so the big sign reads.

As promised, the foyer has vendobots. It also has some tables and chairs marked out in clearance areas, from INFRARED (no tables there, and few chairs), up to a nice BLUE area with robotler service, where a clone could wait if he wanted.

But Joris-R seems drawn to the exit of the foyer, as well.

Corridor

As Joris-R enters the corridor, the floor suddenly moves under him!

It turns out that he's now standing on a sort of floating tile, sort of like a Transition but with a bot brain. It's heading down, slowly.

"Welcome, citizen," the tile says, "to the JHT Sector Main Cloning Station Interactive Corridor Experience. This system is designed to take you through the corridor in comfort and style, at a speed appropriate to your security clearance. During the experience, you will have the opportunity to participate in selected promotions tailored especially to you."

The tile drones on, as it continues to descend.

Slowly.

Debriefing Room 27

The screens suddenly change their display, reverting to all dark, except for the main one, which now displays the Eye of the Computer.

"The High Programmer has come to his decision," our mutual friend begins. **"He has decided the following:**

"Three of you are especially loyal, and will be rewarded appropriately.

"Two of you have been especially treasonous, and will be punished. A third has already been terminated.

"All those who are not traitors will receive their Mandatory Successful Mission Bonuses.

The High Programmer will address you shortly."

written by Jam on Jun 22, 2011 20:44

I turn to the Eye of the Computer, and wait in silence.

Hmm... I seem to grinning...

written by Azirphaeli on Jun 22, 2011 20:51

Well now, this should be fun!

written by Megagun on Jun 22, 2011 20:51

"Yeah, Derek. It was me, but I had to in order to not compromise my mission, as I just said..

Oh well, I'll be punished yet again for something I didn't do. It's not as if that hasn't happened before.

Not as if I wasn't loyal or anything. Pretty much sacrificed my own life just to complete my mission, and once I'm close to figuring things out, some young lad terminates me for some silly reason. Bah. Spend daycycles on this vital mission, only to fail at the last second."

written by Mingamango181 on Jun 22, 2011 21:06

I sense the pain starting to now jab at me.

"Ouch! That hurt..."

Patience... You've got to hold it. Just until you can get yourself to medical services...

"W... Wh... What did you say just there?" I question, looking in the direction of Leeroy-?

written by Malkom on Jun 22, 2011 21:06

I sigh, hurry out, and hurry towards the debriefing room by any route possible.

written by Cryoburner on Jun 22, 2011 21:22

"Hmm... That was certainly an entertaining video! That clone who looked vaguely like me seemed to be quite helpful at bringing much-needed food to that hungry clone. It is rather unfortunate that the clone didn't eat the food though, and instead decided to just leave it in his pocket like that. You'd think he would have noticed how warm it was, and pulled it out at some point. He clearly must have been defective."

"Either way, that video was hilarious! I fully suggest we get a copy and send it in to Alpha Complex's Funniest Surveillance Videos."

I pick up a Coffeelyke and have a sip, then wander over to the idea bot.

"Say, idea bot, would you happen to have a copy of that video?"

written by Lightning4 on Jun 22, 2011 21:47

I smile.

"That sounds nice."

I lean back in my chair and wait patiently for the results.

written by Speeder on Jun 23, 2011 00:10

I smile at the COMPUTER EYE.

Then at Cryo mentioning the video is hilarious, I look at him for a while.

"Are you Death Leopard or something? Or you are only crazy?"

I then have a sudden nice idea.

"Hey, Idea bot. If you Asimov circuits fail, will you terminate yourself?"

written by Gligar on Jun 23, 2011 00:57

Debriefing room 27

Jam-O grins. It's like he knows what's coming. Is he a precog or something?

Azir-R seems to be happy, too.

The idea bot admits that it was Leeroy-O. Not that it matters, since it's going to get punished anyway, it says.

Mango-R seems to be in pain again. But the pain isn't too great that he didn't catch the idea bot's words. Or at least, parts of them. He asks for clarification.

Naturally, Cryo-R ignores everything. Except the video of him. He requests a copy from the idea bot.

L4-O joins the happy crowd.

Speed-Y joins in for a moment, then starts questioning Cryo-R. Is he a Death Leopard? Or just crazy.

A light fixture seems to turn on in his mind, and he addresses the idea bot. If its Asimov circuits were to fail, would it self-terminate?

The High Programmer appears on the screen. "*You lot seem mostly happy. Emphasis on 'mostly'. That means some of you aren't. Why is that?*"

Corridor

Malkom-R rushes out through the foyer. He almost runs right off the tile and into the sudden void before him before it moves off. He stumbles and lands hard on his back. He is not injured, though, just bruised.

His tile speaks to him as it moves. "Welcome, citizen, to the JHT Sector Main Cloning Station Interactive Corridor Experience. This system is designed to take you through the corridor in comfort and style, at a speed appropriate to your security clearance. During the experience, you will have the opportunity to participate in selected promotions tailored especially to *you*."

All the while, the tile has been drifting slowly downwards. Below, the dim shape of another tile can be made out.

written by Speeder on Jun 23, 2011 01:02

I look at the UV.

"I am happy!"

I grin while looking at the Idea bot.

Seemly I am having some ideas.

written by Malkom on Jun 23, 2011 02:08

"Go faster! NOW! I don't want to hear your stupid program! I don't want to have anything to do with it!"

I jam my thumbs in my ears with a very unhappy expression on my face. "Unnnnnngh."

written by Jam on Jun 23, 2011 02:38

I look at the UV.

"I am also happy!"

I grin while looking at the Idea bot.

Seemly I am also having some ideas.

written by Lightning4 on Jun 23, 2011 03:20

I look at the UV.

"Indeed, high happiness here."

I look cluelessly at the Idea bot but smile.

Seemingly I'm not having any ideas.

written by Cryoburner on Jun 23, 2011 15:07

I look at the UV.

"I am quite possibly the happiest of them all! Perhaps even happier than a happiness bot, if that is in any way possible without being treasonous."

I grin while looking at the idea bot.

Seemly I have the best idea. Ever.

"We have a great video to send in to *Alpha Complex's Funniest Surveillance Videos!* The season finale is coming soon, and the grand prize is something like ten-thousand credits, and a special guest appearance for you and your friends on a future episode of *Mandatory Team Troubleshooter!*"

written by Megagun on Jun 23, 2011 17:10

"Ooooooh, **awesome!** We **have** to win that!"

written by Mingamango181 on Jun 23, 2011 20:22

I make an expression that could only be described as 'a slight movement of the facial expressions'.

"I'm glad... but the pain is really strong..."

I try to keep myself together, and concentrate hard to remove it from my mind.

"It hurts, still... and gets stronger yet."

You're speaking rather oddly now. What next? The last thing you need right now is a disassociation identity disorder...

written by Gligar on Jun 23, 2011 22:26

Debriefing Room 27

Speed-Y confirms that he is happy. Smiling, he looks at the idea bot. He seems to be having ideas of his own.

Jam-O is also happy, looking at the bot, and having ideas.

L4-O is also happy, and looking at the bot... but, just to shake things up, he isn't having any ideas.

Cryo-R is **also** happy. He's also looking at the bot, and has an idea of his own. Apparently, there is a competition coming up soon, with fabulous prizes. He thinks they should enter.

"How did you remember that? You've been brainscrubbed multiple times! Unless...you're immune to brainscrubs? That's the kind of thing I'd expect of a mutant... And besides, Alpha Complex's Funniest Surveillance Videos doesn't take treason scene footage."

The idea bot agrees. I guess it's happy as well, though it is incapable of looking at itself.

"I have collected other footage from the mission, however. Perhaps I'll enter it."

Mango-R... has a facial movement. The pain is too much to be happy about. That, and his voice seems to be changing.

"Perhaps, after this, the pain will go away. I'll start with you, should I? It is true that you haven't stood out... except when you abandoned the team and self-terminated. During that time, you claimed to be under control by the F-class mutant known as Headgrabber. The Computer has reminded me of Protocol J-618, which, in redacted form, reads, 'Those being controlled by [DATA REDACTED] not limited to [EXPUNGED] F-class [DELETED FOR SECURITY REASONS] [MORE CENSORED DATA] Commie Mutant Traitor [DFSR] potato [WHAT SECURITY CLEARANCE ARE YOU ANYWAY?] termination and re-patterning'. As such, there is little to discuss. You are ordered to report to Termination Centre P2, immediately after debriefing. Medical Services will have to wait.

"Now, Cryo-R. Your case is even worse, what with 'completely ignoring the assigned mission' and 'attempted incineration of a citizen', not to mention 'damage to Computer Property', which I have down here one, two, three, four, five, six... suffice to say, a lot. Oh, and there's also 'disregarding security clearance'... there's a lot of those, some of them involving... oh dear... entering ULTRAVIOLET areas. I'll bet you're also responsible for the Fizz-Wizz I found in my showerhead last weekcycle. As such, I hereby discharge you from the Corps of Troubleshooters, demote you to Security Clearance INFRARED, and order you to submit to a cycle of end-of-monthcycle brainscrubs from now on. In addition, you are to accompany Mango-R to Termination Centre P2,"

Lucas-R suppresses a laugh.

"Idea Bot C-481 isn't part of the team, and will be dealt with later. It does not count towards The Computer's total. Suffice to say, there is a small problem with Leeroy-O. Namely, he ran out of clones over a yearcycle ago.

"Now... Speed-Y. I'd like to congratulate you and your team for successfully completing the mission. Your brevet will be converted to a full security clearance after the debriefing is done. In addition to your 3,000cr Mandatory Mission

Bonus, you will receive an additional 500cr and a voucher for a free additional clone.

"Jam-O... your conduct during the mission was exemplary. In addition to having your brevet converted, you will be promoted to Security Clearance YELLOW. You will also receive a 3,000cr Mandatory Mission Bonus.

"L4-O... I'd also like to congratulate you. Your security clearance will be converted to full ORANGE, and your cone rifle brevet will be extended indefinitely. You'll also receive a 2,000cr Mandatory Mission Bonus.

"John-R and Lucas-R... thank you for your work. You'll each receive a 1,000cr bonus.

"As for Joris-R and Malkom-R... they receive no bonus. Joris-R, for going AWOL prior to debriefing, and Malkom-R, for being terminated during it.

"This isn't all, however. There is still the matter of treason committed during the mission. Namely, the destruction of Computer Property, and entering high-clearance areas. By rights, I should terminate. However, I much prefer to rehabilitate where appropriate. As such, Team Epsilon is ordered to attend Security Clearance Refresher Seminars once per monthcycle, as well as once-per-monthcycle psychometric reviews, including additional medication as required."

The High Programmer looks at the idea bot. "Now... Leeroy-O... what to do with you.... Perhaps I could put you in some smaller kind of bot... yes, perhaps a petbot would be ideal..."

[JHT Sector Main Cloning Station Interactive Corridor Experience](#)

Malkom-R urges his tile to get a move on. He isn't interested in being advertised at. "All in good time, citizen. There is always time for a nice, refreshing B3... say, I'll take you over to a vendobot now." The tile changes direction slightly, heading over to what does indeed look like a vendobot.

Below him, Joris-R's tile is already stopped at a vendobot, as his tile speaks to him about the wonders of B3.

written by Malkom on Jun 23, 2011 22:33

"AARRRRGH! NOOOOOOOOOOOOOOO!"

I stamp my feet hard on the tile. Then I jump with frustration... slip... and fall.....

Wheeeee... This'd be fun if I didn't know I was going to be terminated at the end...

written by Lightning4 on Jun 23, 2011 22:42

I smile widely.

"Woohoo! Congratulations to all. I'm especially happy I have Turbo for good now! Thank you, Sir!"

I hug Turbo then put it away and smile some more.

"I don't think the rehabilitation will be necessary for long with such loyal clones. But we will go to the seminars and be happy! Speaking of which, when's the first?"

written by Jam on Jun 24, 2011 00:20

I grin even wider.

"Hooray! Thank you, sir! Congratulations everyclone!"

I continue smiling... Then I notice something odd about what the UV said...

"Oh, Joris-O was demoted to RED clearance? I wonder how that happened..."

written by Cryoburner on Jun 24, 2011 01:00

"Are we so sure that was a treason scene though? It looked more like a hilarious accident to me. Now that I think of it though, that clone really should have felt himself bursting into flames sooner. You don't think he was an unregistered mutant, do you!? Just think of all the chaos a mutant with the inability to feel himself burning could cause! Also, it might be disappointing if we couldn't submit the video. Just think of all the clones who would be saddened by not being able to see it..."

"As for how I heard about the competition, it must have been from overhearing some conversation in the corridors, or perhaps from a vidscreen message along the way, or maybe you told me, and just forgot! Probably one of the first two though."

written by Azirphaeli on Jun 24, 2011 12:05

"Hurray!"

I clap and cheer as the rewards and punishments are handed out.

written by 4616599 on Jun 24, 2011 14:14

"Hmm. Is B3 Classic available to INFRAREDS?"

I glance at my jumpsuit.

"Oh, that can't be good. Till I'm promoted, then."

I try jumping on the tile, then watch as Malkom-R seemingly goes past...

written by Gligar on Jun 24, 2011 15:46

JHT Sector Main cloning Station Interactive Corridor Experience

Malkom-R makes it clear that he doesn't want B3, and stamps on the tile, just like a Junior Citizen throwing a tantrum.

Then he jumps.

As he does, he can spot Joris-R, apparently sad that he seems to be INFRARED. The vendobot is saying to him, "If you are INFRARED, citizen, why does your ME card say that you are RED?"

Joris-R looks over at Malkom-R, just as Malkom-R's tile makes a sudden dive and slots itself in underneath him. Malkom-R lands on it with a thud, and the crack of a broken rib.

"Please be aware, citizen," the tile says cheerfully, "that any attempts at self-termination immediately after decanting

are deemed Destruction of Computer Property and will be punished, either at the conclusion of the Interactive Experience, or at the cloning station, whichever is most appropriate.

"Now... where were we? Ah yes, B3."

The tile, once again, continues its journey towards the vendobot.⁴⁹⁵

Debriefing Room 27

L4-O congratulates everyone, and hugs Turbo, now he knows that he gets to keep it.

He expresses his opinion that the rehabilitation shouldn't take too long. After all, they try to be loyal. But even so, they'll attend the seminars. He asks about the first one.

"Your first seminar is ascheduled for twosday of next weekcycle," The Computer replies. **"Non-attendance is treason punishable by termination."**

Jam-Y adds to the congratulations, smiling as he does.

He then notes that the High Programmer mentioned Joris-R, and queries it.

"Of course he was demoted. He didn't even bother to turn up for debriefing, did he?"

Cryo, of course, fixates again. He still thinks that it wasn't treason. He adds that he must have heard about the competition somewhere.

The High Programmer doesn't need to reply, as it turns out. Lucas-R does it for him: "Wait, wait... how can deliberately putting something in someclone's pocket be an 'accident'? That was obviously on purpose! And, as I'm sure you know, lying is treason!"

Azir-R looks suitably celebratory as he cheers and claps for those who were promoted.

written by 4616599 on Jun 24, 2011 16:36

"How strange. I think it's because of an interesting clone I became acquainted with recently. He's INFRARED. And he loves B3! Come to think about it, give me some B3, I'm sure he'll want it."

written by Jam on Jun 24, 2011 16:43

"Ah, right."

...

I look over at Azir-R...

"Hmm... I don't think I ever got your name... Oh, no wait, don't tell me! It's... It's..."

I seem to be focusing on him, and grinning at the same time... This is fun...

⁴⁹⁵ GLIGAR: (OOC: You're not throwing your clones away that easily. I'm not running a Zap game here, after all.)

written by Speeder on Jun 24, 2011 17:04⁴⁹⁶

I smile happily, knowing that I won a new clone.

"Sir... what we do now? Also, I and Jam went from RED to YELLOW in some hours, how we learn of our new duties? I suppose as your clearance rises you get new duties. Because otherwise everyone would want to be the highest clearance possible, considering the new rights, the new duties must be what scare away clones from working to rise in clearance, and this certainly happen, considering the huge amount of INFRARED and RED clones."

I then look at Jam.

"You see, you caught up with my clearance again! Well done! Good to have a colleague that I can talk about my own clearance stuff! Although all the information I have is RED anyway... Well, we can share YELLOW B3 when we find some! And make a nice toast!"

written by Mingamango181 on Jun 24, 2011 21:12

Well, we're screwed.

"..."

I take a glance at the door, trying to see whether I can open it easily in a quick moment. If I can open the door easily, I say, "I think... I've had enough of your stupid mandates." running towards the door at the same time, opening it (or breaking it down), and run. Who cares which direction? So long as I'm not running into IntSec...

written by Malkom on Jun 24, 2011 21:56

I moan and curl up on my platform, shoving my thumbs in my ears so I can't hear and closing my eyes so I can't see.

"I won't buy anything, no matter what you say to me."

written by Cryoburner on Jun 25, 2011 01:00

Of course it was put in his pocket! He would have likely dropped it otherwise, making a mess on the floor and wasting perfectly good Insta-Hot Fun. That still doesn't change the fact that he left it in there. Perhaps if he were wearing his Inta-Hot Fun On-The-Go Food-Ingestion-Bag, it could have been put in there, and that situation entirely avoided.

written by Gligar on Jun 25, 2011 03:11

JHT Sector Main cloning Station Interactive Corridor Experience

Joris-R explains the apparent discrepancy: he's thinking about an INFRARED friend who loves B3. He asks for some. "Sure, citizen, one B3 Plain coming up." The bot dispenses a can of B3 Plain. "Will there be anything else?"

⁴⁹⁶ SPEEDER: (OOC: sorry for the random pattern of showing up for the next days, I am on my grandma house...

Also, I won the best prize ever in a game, a 1up 🤩 You know, even on late Mario series where 1up is actually not needed, people still kill themselves trying to get 1up... 1up must be the most awesome thing ever!)

Above, Malkom-R's tile has resumed its course towards its own vendobot. On it, Malkom-R is curled up, fingers in his ears, trying not to listen. Apparently, he refuses to buy anything. The tile raises its speech output by fifty percent. "Citizen, the reason you have credits at all is to spend them. Surely you know that credit hoarding is treason? If you do not spend, you will probably end up dead at the bottom of a food vat, shortly before the blades tear you up, or worse, stirring it with no memory of doing anything else. How about you think it over with a nice can of refreshing B3? Mmm, mandatory!"

Now that the tile puts it that way, the prospect of B3 is sounding a whole lot nicer...

Debriefing room 27

Jam-Y looks over at Azir-R. he's not sure he ever got the clone's name. That's not a problem, though. He concentrates... And smiles. That's always a good idea. Smiling, I mean.

Speed-Y wants to know what to do next, and of his and Jam-Y's duties. He adds that, since higher clearances have more duties, perhaps that's why many clones simply do not want advancement.

"It's generally true that higher clearance brings more responsibility, but it also brings higher rewards. And more clones to order around. And more to accuse of treason. Those reasons are enough for clones to want advancement, even to the detriment of their fellow clones... or even to the detriment of those already with clearance," the High Programmer comments. *"The higher you get, the more you notice it."*

Speed-Y thinks that it's good to have a colleague of his clearance. Maybe they should get together some time and talk about YELLOW-clearance stuff over some YELLOW B3.

Mango-R is more interested in the door. It seems to be unlocked.

Mango-R realises that he has to get out of there. Telling the High Programmer that he's through with stupid mandates, he bolts through it.

Only to be skewered by another laser turret.

Cryo-no-longer-R says that it was put in his packet to avoid it going on the floor and going to waste.

"Some clones never learn. Computer, notify the Termination Centre that there will only be one termination. Will someone make sure that the termination happens on schedule?"

"As for the rest of you... for now, return to the bunker and get some sleep. After that, you'll need to find yourselves some more permanent accommodation in the sector. You'll each be assigned local jobs in your service groups as soon as they can be found. I'm sure that there will be plenty to do, what with all the mess this mission has caused."

"Oh, and since no-one has said it yet... welcome to JHT Sector."

"Dismissed."

written by Mingamango181 on Jun 25, 2011 03:23

One communism for another. It's all the same thing. We've been deceived all along. There is happiness for no one. And they tell us to assimilate. To do as they say, show 'loyalty', and that is all.

Blimey, I'm actually seeing the truth. My truth.

I fire all the shots to the point where it squeals, and throw it into the room.

Communist traitors... There's so many of them. And at the top of this is the Computer. Seems that our mission is incomplete after all. And I sure hope there's a clone who has enough sense to take some sort of action to reverse this takeover which has happened.

...

I should have detonated the Tsar while I had the chance...

written by Speeder on Jun 25, 2011 03:37

I turn to Jam.

"Do you remember any YELLOW resting area on the bunker?"

written by Lightning4 on Jun 25, 2011 10:07

"Huh. Thanks sir. I'm sure we'll be given jobs where we're needed..."

I turn to the group. What's left of it anyway.

"Hm. Wish I could be with you two YELLOWS, but I'm still ORANGE at least. I do recall an ORANGE dorm existing, so at least I have somewhere to go. If there isn't a YELLOW dorm there you could always stay there temporarily with me."

I stand up and stretch my legs, and properly holster Turbo away.

I make my way to the area of the door and stand and wait.

written by 4616599 on Jun 25, 2011 13:07

"Yes please. I'd like three."

written by Azirphaeli on Jun 25, 2011 16:31

My surface thoughts for Jam are my name, since I would be thinking it after being asked the question.

written by Jam on Jun 25, 2011 17:12

"It's... Azir-R! Nice to meet you, Azir-R!"

I smile at him.

Then I look over at Mango-R, or rather, Mango-R's skewered (and probably dead) body.

"Trying to run while in the presence of a High Programmer and Friend Computer? You're just asking to be terminated..."

Then I respond to Speed-Y.

"Hmm... Yeah, a toast does sound nice!

I don't remember any YELLOW dormitories... We might have to sleep in the ORANGE one."

Then I respond to the High Programmer's welcome and dismissal.

"Thank you, sir! Goodbye!"

I turn, and stand by the door next to L4-O. Naturally, I try to avoid any shots fired by recently skewered possibly zombie clones.

written by Gligar on Jun 25, 2011 19:56

Debriefing Room 27

Even as his life fades from him, the CMT known as Mango-R is firing into the room, as many times as he can. That turns out to be six times.

Three times, his shots go wide, and hot points on the screens, leaving burn marks.

Three more times, they hit, not only causing damage to the idea bot, causing it to emit sparks, but also burning a nice big wound in Cryo's back.

And to make it even worse, the third successful shot hits Derek-G in the back of the head. He slumps forward.

Jam-Y does his best to avoid being shot, while telling Mango-R that he's just asking for it.

And indeed, the room's (and the corridor's) laser turrets open fire. I count four... no, six, no, nine shots from the turrets... oh, and another two, one from Lucas-R, and one from one of the idea bot's techs.

If he's still alive after that lot, then perhaps his squealing barrel will take care of him.

"It is clear that Mango-R-NHG cannot be trusted. He is hereby demoted to Security Clearance INFRARED. He will be assigned a work rota when he is re-cloned. Current waiting time for recloning at Security Clearance INFRARED is 2.5 weekcycles.

Before you return to the bunker, please escort Cryo-BRN to the Termination Centre... assuming that the lasers have not done the job already."

Speed-Y asks Jam-Y is he remembers a room in the bunker for YELLOWS to sleep.

L4-O thanks the High Programmer and says that he remembers there being a YELLOW dormitory. If necessary, the two YELLOWS could use it. He then stands, holsters Turbo, and heads over to the door.

After greeting Azir-R properly, Jam-Y says that he doesn't remember one. They'll have to share the ORANGE dorm with L4-O. But a toast sounds nice.

He goes over to the door, by L4-O.

The tech checks on Derek-G. "This isn't good... we'll need a docbot..."

JHT Sector Main cloning Station Interactive Corridor Experience

Joris-R requests three more cans of B3. "Here you are." The vendobot dispenses three more cans of B3 Plain.

Overhead, Malkom-R's tile continues its journey. It tells him that there is currently a special offer on B3 -- only one credit per can, or six for 5cr.

written by Azirphaeli on Jun 25, 2011 21:11

"Cool trick.. nice to meet you as well good sir."

written by Mingamango181 on Jun 25, 2011 22:10

I wonder what Headgrabber is doing.

I almost start thinking about it, but don't, since everything seems to be shutting down. I think quickly of other matters.

Never mind that... I need to be sure of what I'm thinking. I am not going back there. And as far as I'm concerned, I never was a part of that team.

If I am thinking right, that pretty much means I'm on my own, with privacy compromised in every room due to those cameras, and destined for death as soon as I come across a clone, a bot or a communist. Goodness knows what happens if I try to get to the mutant prison.

The Code 7 incident details... I need to find them. Quick.

I attempt to break free from the bind of death and the slow recloning process.

written by Lightning4 on Jun 25, 2011 23:17

I panic seeing Derek-G slumped over.

"That's not good at all!"

I take out my PDC and try to call for medical help.

written by Jam on Jun 26, 2011 01:07

"Oh no! Derek-G!"

I take out one of my first aid kits and try to keep him alive...

written by Cryoburner on Jun 26, 2011 01:11

"Arrr! I has been pokeded!"

Recoiling from the laser impact, my Coffeelyke gets tossed into the air, most tossedly.

written by Gligar on Jun 26, 2011 01:59⁴⁹⁷

Debriefing room 27

Azir-R thinks that that was a cool trick.

John-R goes over and joins Speed-Y.

Mango-R... doesn't do anything. He's dead, after all, and the brain is all but destroyed.

L4-O panics when he sees Derek-G. He pulls out his PDC and calls for a docbot. There should be one arriving within 10 minutecycles.

In the meantime, Jam-Y has all those medkits, right? He sees what he can do. He's able to stop the bleeding, but there's no telling what internal injuries he has.

Cryo recoils and loses his grip on his coffeelyke. As he does, a stream of the stuff splashes on the already-sparking idea

⁴⁹⁷ GLIGAR: (OOC: You're already dead, Mango 😊)

bot, causing yet more sparks, this time from beneath a panel on the top.

The bot stutters and exclaims, "W-w-warning. O-o-operating at 85% efficiency."⁴⁹⁸

written by Malkom on Jun 26, 2011 03:17

I moan. "All right. I'll buy one can of B3. I will drink it when and if I please. I'll only buy it if I have any credits. And it's the only thing I will buy."

I accept the B3 from the vendobot if it comes, and if the vendobot asks me for my ME card I hurl it at said vendobot with a wail of despair.

written by Speeder on Jun 26, 2011 11:51

I just look as lasers and coffeelyke as launched around.

"Why that stuff happens to me?"

Seeing the efficient team is already taking care of it, I only observe, in end giggling seeing the ideabot and Cryo damaged.

written by 4616599 on Jun 26, 2011 12:25

"Thank you. My friend will be most pleased. But I'll need to deliver it in good shape!"

I take off my jumpsuit and tie it around the B3 cans. I then attempt to use it as a backpack

written by Lightning4 on Jun 26, 2011 12:53

I put my PDC away after adding any more information requested from me.

"It should be about 10 minutecycles."

written by Jam on Jun 26, 2011 14:17

I back away from the sparking Idea Bot, and instead stand by Speed-Y.

written by Megagun on Jun 26, 2011 14:39

"Well, balls. At least I'm still smarter than any of you, even when operating at 85% efficiency..."

I start spinning around uncontrollably.

written by Azirphaeli on Jun 26, 2011 16:51

Yeah I certainly move away from the idea bot, however, if my PDC has photo or video capability I try and catch a shot of any forthcoming fireworks.

⁴⁹⁸ MINGAMANGO181: ((Semi-OOC: I'm already dead. My mind doesn't act. It cannot think, it cannot act.

I am nothing. Clearance free. Not even INFRARED. Interesting. Not really. Just something that seems to have happened. Whether on purpose or not, it doesn't really matter. It takes something as large as the Tsar to get their attention, so that might be an advantage.

Headgrabber must know the truth. He's had many hourcycles to simply read it out and memorise it ten times over... Class F mutants seem all of a sudden far more trustworthy...

My act of defiance. I don't have to wonder why no one was expecting it. Because while something else is happening, I stand there, but no one looks. They ask nothing of me.)

written by Cryoburner on Jun 26, 2011 17:28

I step away from the idea bot. Spinning idea bots are great and all, but tend to break limbs and other things.

written by Gligar on Jun 26, 2011 21:17⁴⁹⁹

Debriefing room 27

It becomes obvious that the late Mango-R's barrel is squealing.

Speed-Y looks on. Why does this stuff always happen to him?

But there's little he can do, and besides, the team is already handling it. He continues to watch, eventually giggling at how the idea bot and Cryo are hurt/damaged.

L4-O gives a few more details, and puts away his PDC. He informs everyone that there will be a docbot coming through in ten minutecycles.

Jam-Y backs away from the idea bot. It's still sparking, and there is the smell of burnt electronics. It says that, even though it's damaged, it's still smarter than them. But apparently, it isn't smart enough to not spin uncontrollably when it's damaged.

Azir-R also backs away, and gets out his PDC to take pictures.

Cryo also gets out of the way. (Isn't he scheduled for termination?)

The techs also get out of the way.

John-R steps up to Sped-Y. "Sir, if you'd like, I can go and take Cryo to the termination centre. It shouldn't be too far away, right?"

The vidscreens start shutting off.

JHT Sector Main cloning Station Interactive Corridor Experience

Malkom-R angrily agrees to buy a B3. "That's the spirit, citizen! Although, wouldn't it be better if you were happy?"

Thanks to his ME Card's contactless technology, he doesn't even need to swipe it anywhere, although he'd probably just end up throwing it at the vendobot in any case. And speaking of which, the tile has just pulled up at the vendobot. "Here you are, citizen," the vendobot says, dispensing a can of B3. "To you, only one credit. Special offer."

Malkom-R grumpily takes it.

⁴⁹⁹ GLIGAR: (OOO: I doubt that everyone here wants to roleplay the weekcycles between missions in too much detail, do they? Perhaps I could run it in a sort of pseudo-realtime (i.e. 1 daycycle per day) between missions. That would give you a chance to perform some actions -- perhaps give a summary of what your character does at work that day, and what they plan to do with their free time. For instance, they might want to practice something, or buy something or maybe contact their secret societies, or the INFRARED market.

What does everyone think? If everyone agrees, we could start doing that when everyone returns to the bunker (or not, in the case of a couple of you 😊)

Below, Joris-R is sorting out his own B3. Unfortunately, he gets the same idea as Cryo... meaning that he takes off his jumpsuit to use as a backpack. "That is... an interesting use of a jumpsuit, there," the vendobot quips. But it now means that you are out of uniform..."

written by Malkom on Jun 26, 2011 21:27

I wait till the tile moves away from the vendobot, then stride to the edge and fling the B3 can against the wall, as hard as I can.^{500 501}

written by Jam on Jun 26, 2011 23:18⁵⁰²

"Hey Cryo, go stop that idea bot from spinning..."

I shove Cryo towards the idea bot.⁵⁰³

written by Speeder on Jun 26, 2011 23:43

I help jam in shoving Cryo on the ideabot.^{504 505}

written by Cryoburner on Jun 27, 2011 01:29

"Excellent idea! Let's go!"

I grab Jam-Y and Speed-Y's arms, bringing them with me toward the idea bot, for maximum team efficiency.⁵⁰⁶

written by Gligar on Jun 27, 2011 02:32⁵⁰⁷

JHT Sector Main cloning Station Interactive Corridor Experience

Malkom-R actually has no intention of drinking the B3. Instead, as the tile moves away from the vendobot, he takes a look around and, not seeing any walls where did they go anyway?), throws it over the edge as hard as he can. It hits a spybot, sending it spiralling to the ground.

Which, incidentally, is where Malkom-R seems to be headed: the tile is heading downwards. It's still talking about various products, such as replacement PDCs, since

⁵⁰⁰ MALKOM: (OOO: About the weekcycles between missions: That'd be OK, but I think I'd rather increase the timeflow. I'd like 2 days to 1 IRL day so it goes quicker. If you don't feel up to that then 1 day to 1 IRL day would be OK... I suppose...)

⁵⁰¹ SPEEDER: (OOO: To me is fine. Like 1 day per turn is fine, if everyone remember to post, advance one day, if not, delay a bit, or make a half-update, or something...)

⁵⁰² JAM: (OOO: One daycycle per day or one daycycle per turn, either sounds good to me.)

⁵⁰³ MALKOM: (OOO: Darn, outvoted. More OOO: Do we get to request to be part of a secret society? Or what? Also do we get to choose our jobs?)

⁵⁰⁴ SPEEDER: (OOO: Usually gligar figure that out for you. That is, assuming you have a secret society at all... But at least for jobs he did, I got assigned to Tech Services after I showed up to be prone to do technical actions, and L4 got assigned to Army by Gligar after his obvious love for big weapons and explosions)

⁵⁰⁵ AZIRPHEL: (OOO: 1 Daycycle / turn works for me, and yeah, it'd be nice to know that stuff but I am sure Gligar will help us newer players acquainted with their out-of-mission lifestyles.)

⁵⁰⁶ MALKOM: (OOO: If I was there I'd want to covertly shove all three towards the idea bot! 😊)

⁵⁰⁷ GLIGAR: (OOO: Anyone else?)

it's mandatory to have one, and jumpsuits. But they seem to be having less of an effect.

Debriefing room 27

Jam-Y pushes Cryo towards the idea bot, tasking him with preventing it from spinning. Speed-Y helps him.

And predictably, Cryo decides to bring the two along for the ride.

written by Azirphaeli on Jun 27, 2011 03:31

Oh what a great photo op, the three of them, hand in hand, running towards a smoking and sparking idea-bot. <snap>

written by Lightning4 on Jun 27, 2011 05:25⁵⁰⁸

I sigh and look at the scene. I try to assist in slowing down or stopping the spinning by grabbing a hold of anyone I can.

written by Mingamango181 on Jun 27, 2011 10:32⁵⁰⁹

I wait and wait, and wait some more.

Patience... You need more of it. The lack of it has gotten you killed, and if you want to escape, plan more carefully than you have already.

Or you could give up. Just a thought.

written by Speeder on Jun 27, 2011 11:32

Since Cryo decided to take me with him, I decide to pull him to the ideabot, and then avoid the bot and pull Cryo over it.

written by Jam on Jun 27, 2011 11:47

Seeing Speed-Y still heading towards the idea bot, I do the same. When we reach the idea bot, I try to pull Cryo over it.

Of course, I try to avoid being hit by the idea bot...

written by Cryoburner on Jun 27, 2011 12:34

Since everyone seems to be headed toward the idea bot, I decide it best to let the higher-ranking citizens take the lead. Having me lead them would be rather awkward, after all, and maybe even treasonous. Needless to say, as we reach the bot, I assist them by helping to 'pull them over it', which is apparently how one goes about stopping an idea bot from spinning.

Of course, I try to avoid making contact with the idea bot in the process myself, as I'm not an expert at stopping idea bots, and their idea bot stopping skills are probably superior to my own.

written by Malkom on Jun 27, 2011 15:10

I stick my thumbs in my ears again. "Shut up. I'm not buying anything, no matter what you say. Therefore, you're using your abilities to speak to no purpose, and wearing out whatever mechanical apparatus you use to speak, again

⁵⁰⁸ LIGHTNING4: (OOC: Sounds okay to me)

⁵⁰⁹ MINGAMANGO181: (OOC: Meh. I don't really mind where time goes.)

to no purpose. Therefore, you should not be speaking. There's no reason to speak."

I look around for something on the tile to kick or punch.

written by Megagun on Jun 27, 2011 15:40

I continue spinning around

"Hmm, it seems that there's something wrong with my vision sensors. Everything keeps spinning around on them!"

written by 4616599 on Jun 27, 2011 16:59

"Meh. I'm sure my friend can give me something to wear. Unless you dispense jumpsuits."

I try dancing a Friend Computer's Happy Jig on the tile while waiting.⁵¹⁰

written by Gligar on Jun 27, 2011 20:39

Debriefing Room 27

Azir-R decides that the sight of three citizens approaching a damaged bot like that is too good an opportunity to miss, and takes a picture. Ka-click!

L4-O sighs. He decides to grab Speed-Y and try to top him from being swept up in the bot's flailing manipulators.

Speed-Y decides to pull Cryo closer, and tries to hoist him onto the bot. As does Jam-Y, as it happens.

The three reach the bot. That's where Cryo strikes (so to speak). As he's pulled over the sparky areas of the bot, he tries to pull Jam-Y and Speed-Y with him. They end up in range of the bot's manipulators.

Speed-Y is able to avoid damage, thanks to L4-O's help, though he ends up spinning around the bot anyway.. But Jam-Y is swiped by a particularly sharp tool fixed to a manipulator. Cryo doesn't do much better. He's burned by the sparking electronics, and probably zapped by them, as well.

The bot seems to be unable to tell that it's spinning. It seems to think that everyone is spinning around it.

JHT Sector Main cloning Station Interactive Corridor Experience

On his tile, Malkom-R is attempting to ignore the tile's advertising. He states that he will not buy anything more, and that the bot is wasting its time, and wearing itself out. "On the contrary," the tile replies. "I am programmed to advertise. That, apart from moving citizens from A to B, is my purpose. I cannot simply not advertise. That would violate my Secondary Directive.

"With that in mind, perhaps you would like to reconsider? A vendobot up ahead has some rather nice happy pulls which I am sure you could use. And may I remind you that your flesh-type citizens also have a Directive concerning

⁵¹⁰ 4616599: (ooc: I'm fine with the whole long turn/mini-turn thing too. Maybe do a few rapid-fire updates on specific clones if most of us happen to be on?)

commerce, namely that it is mandatory? Must I take you directly to Internal Security for failing to follow this Directive?"

Malkom-R looks for something to kick or punch, but comes up with nothing.

Meanwhile, Joris-R is sure that his friend will get him something to wear, unless the vendobot has jumpsuits?

He dances while he waits.

"I do not have jumpsuits, I am afraid," the vendobot replies. "But there is a vendobot near here which does. I will inform your Mobile Tile."

written by Azirphaeli on Jun 27, 2011 22:01

I watch in amusement as the chaos ensues. I check the photo as well, I hope it came out well!

written by Malkom on Jun 27, 2011 22:08

"Look: I've already done some commerce. That satisfies your directive. I'm going to take a nap."

I sit down on the tile, feeling around my jumpsuit for anything sharp. If I find it, I cut off a strip of my jumpsuit, cut it in half, and shove the halves in my ears. I then lay back on the tile and close my eyes. If I don't find it, I jam my thumbs in my ears, lay back on the tile and close my eyes. In either case, I ignore the advertising effortlessly.

written by Speeder on Jun 27, 2011 22:19

I try to break free from Cryo grasp and then go help Jam.

"Thanks L4!"

written by Lightning4 on Jun 27, 2011 22:36

I try to back away from the bot too, assuming I haven't already been dragged along for the ride.

I attempt to assist in retrieving Jam.

written by Jam on Jun 28, 2011 00:46

I feel an intense pain, and scream in agony.

"AUUUUGH!!!"

I try to run from the idea bot and figure out where I'm injured. I notice everything seems black...

"I CAN'T SEE! MY EYES!!"

I grab at my face, and try to see if my eyes are still there... Maybe I just had my eyes closed, and was confused from the pain? 😊

written by Cryoburner on Jun 28, 2011 00:56

"Onward, my faithful shocking and spinning and poking idea bot!"

I try helping Jam-Y and Speed-Y up onto the idea bot, along with anyone else who seems to want to come along for the ride.

"With this idea bot, we'll get there much faster!"⁵¹¹

⁵¹¹ Malkom: (OOC: LAWL @ Cryo's post! 😊)

written by Gligar on Jun 28, 2011 11:13

Debriefing Room 27

The squealing barrel continues to squeal. Strangely (or perhaps not, given the history of squealing barrels being so unpredictable) it hasn't exploded yet,

Azir-R watches as things unfold. He also checks his picture. It's pretty good.

Speed-Y attempts to break free from Cryo's grasp, but Cryo suddenly demonstrates almost-treasonous levels of grip.

L4-O attempts it too, and is more successful in tearing himself from Cryo's grip. He goes over to Jam-Y.

Jam-Y is screaming in agony from the bot's manipulator. He tries to run, but ends up tripping over L4-O. For some reason, he can't see.

He yells in frustration, and moves his hand up to his face to check.

A quick examination shows that his eyes are, in fact, closed. Also, his arm really hurts.⁵¹²

Cryo, of course, doesn't notice that he's being shocked and burned. He doesn't seem to mind that it really hurts.

He tries to pull Speed-Y onto the bot, but lacks the energy to do so. That might have something to do with his injuries... I mean, he's leaking blood all over the bot.

John-R asks, "Should I..." He taps his head, and points at Cryo. "Or should we stick to the plan and get him to the Termination Centre?"

One of the techs answers, "It probably doesn't matter by now..."

His colleague interrupts: "Idea Bot C-481! You are malfunctioning. Shut down immediately! Or you will be shut down by force!"

Then guess what happens? A docbot comes trundling in, carefully avoiding Mango's body (and the squealing barrel). "Did someclone order a docbot?"

JHT Sector Main cloning Station Interactive Corridor Experience

Malkom-R argues that he already bought something, therefore the tile's directive is fulfilled, before sticking his fingers in his ears and lying back.

The tile just increases its volume to match. "That does not count, citizen. The can of B3 was used for treasonous purposes. Internal Security will, no doubt, be very interested in the destruction of their spybot. I have taken the liberty of altering course. Perhaps you would like those happy pills?"

⁵¹² Gligar: (OOC: That's funny, take 1pp 😊)

before Internal Security questions you?"

It starts playing its ad for happy pills at maximum volume.

Behind the tile, more and more spybots starts swarming.

written by Speeder on Jun 28, 2011 11:27

I again attempt to free myself from Cryo, then I have time to say.

"Hey people, we have a squealing barrel in the room, I think we should kinda get away from it."

Then I run away from the squealing barrel, but also away from Ideabot/Cryo fused mangled object.

written by Azirphaeli on Jun 28, 2011 12:16

"Squealing Bar-- oh no.."

If I am close enough to the barrel that i feel I can safely throw it away from everyone I will. If not, I grab whoevers closest to me and bolt far away from it.

written by Lightning4 on Jun 28, 2011 12:34

I fall over from being tripped on. I struggle beneath Jam-Y and try to squirm away from Mango's body.

written by 4616599 on Jun 28, 2011 15:00

I continue dancing, more vigorously.

written by Jam on Jun 28, 2011 15:50⁵¹³

I try to get out of range of the squealing barrel...

"Oh, hey, I can see! Ow, but my arm hurts..."

Once I'm a safe distance away from the squealing barrel, I try to assess how much damage the gash on my arm did...

"Oh, a docbot! Here, I have a gash on my arm..."

Wait, go help Derek-G first! He was shot by a laser. I tried to stop the bleeding, but he probably has internal injuries..."

written by Cryoburner on Jun 28, 2011 16:19

"I will help you inspect and maintain your favorite idea bot!"

If the panel on top is removable, I remove it, then examine the insides.

written by Malkom on Jun 28, 2011 17:26

I effortlessly ignore the advertising. "I should be very happy to be questioned for an unintentional crime, which was actually caused by you! You were the one who persuaded me to purchase the can of B3, so you are responsible for my possession of said can of B3. If I hadn't possessed said can of B3, I wouldn't have been able to throw it onto the spybot. Therefore, you are directly responsible for the can of B3 hitting the spybot, because if you hadn't sold me any B3, there wouldn't be any B3 to hit the spybot in the first place!"

I grin. "I'd be very happy to explain this all to IntSec. I'm sure they'd be glad to know how you caused the destruction

⁵¹³ Jam: (ooc: Yay! 😊)

of their spybot! You don't want that! You'd be destroying Computer property by allowing yourself to be destroyed by IntSec! Therefore, it's treason for you to go to IntSec, since you will be destroyed!"

written by Gligar on Jun 28, 2011 21:23⁵¹⁴

JHT Sector Main cloning Station Interactive Corridor Experience

Joris-R continues dancing, more vigorously now.

"Citizen," the tile says, "you have exceeded your allotted time at this vendobot. Please step back onto me to continue towards your destination."

Overhead, some spybots break off from the swarm following Malkom-R and home in on Joris-R.

Speaking of Malkom-R... he is utterly failing at ignoring the advertising. "Maximum volume" means that it drowns out his own attempts to tell it that it is responsible for him throwing the can away.

But it still hears him. "You are incorrect, citizen. I an merely following orders. It was you who threw the B3 away. This is a clear sign of unhappiness. Unhappiness is treason. Therefore, you are a traitor. I see no further reason to continue this conversation. I will now hand you over to the swarm of spybots following us. Goodbye."

And with that, the spybots begin to surround Malkom-R. He finds himself lifted from the tile and across the expanse below.

It is now clear that this isn't even a corridor, but a large void, perhaps that below Central Subsector.

The spybots pick up speed, heading towards what must be an entrance into one of the surrounding subsectors.

Debriefing Room 27

Speed-Y tries, once again, to get away from Cryo. This time, he's more successful.

He notices the squealing barrel, and tells people that, perhaps, they should move away from it.

He proceeds to run away from both it and the bot. This equates to "outside the room".

Azir-R's face falls. Seeing that the barrel is too far away for him to reach, he takes the most logical course of action: he grabs Lucas-R and runs, joining Speed-Y in the corridor.

L4-O falls over, but is able to get out from under Jam-Y. He is also able to get out of the room.

⁵¹⁴ Gligar: (OOC: Who wants to tell me what Malkom did wrong there? 🤖 I am certain that I have covered that exact thing in the past.)

Jam-Y opens his eyes and tries to get out of range. As he does, he asks for medical assistance. Though, as he joins the others outside, he prioritises Derek-G.

"Very well," the docbot replies. "I will attend to you after I have attended to this Derek-G." It goes over to the stricken GREEN.

Seeing how everyone else has left, John-R shrugs and joins them.

Cryo, however, decides once again to ignore everything. As the techs shrug and leave, and the idea bot gyrates towards Mango and his squealing barrel, Cryo attempts to open the bot's upper panel, i.e. the one where all the sparks are coming from.

On doing so, he sees several circuit boards, several of which are sparking. Unfortunately, he finds that he has absolutely no idea what any of them do.

The barrel continues to squeal.

written by Speeder on Jun 28, 2011 23:08

I see Derek and Docbot still inside the room, then I look to others and ask.

"Ok, who want to risk save Derek and the Docbot?"

I rush to them (still avoiding Cryo and Ideabot...) and start to drag Derek (trying to not hurt him more in the process) to out of the room.

written by Lightning4 on Jun 28, 2011 23:18

I sigh and rush back in to assist Speed in escorting Derek-G out.

written by Malkom on Jun 28, 2011 23:30

I sit back and enjoy the ride. "Thank you so much," I say to a nearby spybot. "I'd hate to have to walk all this way..."

I start talking seductively to the spybots, then suddenly thrash and try to get loose, hoping that they will be distracted enough to let me fall. If that fails, I suddenly punch the nearest spybot hard in the sensor area.

written by Cryoburner on Jun 29, 2011 00:04⁵¹⁵

"Let's go, idea bot!"

I try manually rotating the idea bot's sensor dome to counteract the spinning.

written by Azirphaeli on Jun 29, 2011 00:40

I follow the team back in to assist, only since no one grabbed the docbot I'll lead it out.

written by Jam on Jun 29, 2011 00:46⁵¹⁶

I watch Cryo and the idea bot getting closer and closer to squealing barrel. Wouldn't it be nice if it chose now to explode... Wow, I'm getting really tired...

⁵¹⁵ CRYOBURNER: (I seem to recall Mango-R falling near his squealing barrel outside the room's doorway. Did it somehow end up in the room now? : P)

⁵¹⁶ JAM: (ooc: Er... Is it "Don't assume actions will succeed"? :P)

...

Then the barrel explodes, tearing through Cryo and the idea bot. No other clones get hurt. Now we don't have to bring Cryo to the Termination Center. How convenient.

Feeling rather good, I look down at my arm, and see that it is already healed. In fact, L4-O's leg seems to have also unbroken itself, and Derek-G is looking better than ever. How convenient.

I walk to the lift hall at the end of the radial corridor (with the rest of the team following me, of course). The lift is already there, so I get inside. Of course, Joris-R and Malkom-R are already waiting inside, and they have brought B3. How convenient.

Inside the lift, I find several boxes of YELLOW laser pistol barrels, with 'For: Jam-Y' written on the side. Someone must have known how much I like laser barrels... Feeling really good, I put all the barrels into my pockets, and they all fit. How convenient.

After a few secondcycles, the lift arrives at the bunker, because this lift can travel from subsector to subsector. How convenient.

There is a swarm of commies at the bunker, so I reach into my pocket and pull out a large warbot, and let it loose on the commies... Of course, I've had it the whole time, and noclone knew about it (including Gilgar). How convenient

However, that turns out to be unnecessary, as the commies take one look at me, and their brains decide to save me the trouble and just explode by themselves. And I didn't even have to do anything. How convenient.

The surrounding loyal citizens then lead me to the YELLOW dormitory that was built while we were away. I lay on a bed, and fall asleep immediately.

Nothing interrupts me while I sleep.

How convenient.⁵¹⁷

written by 4616599 on Jun 29, 2011 09:37

"Hello, spybots! How's Intsec doing? Not infiltrated, I hope?"

I happily hop back on my tile, still dancing

written by Mingamango181 on Jun 29, 2011 10:01

I wonder what makes me think I'm right... After all, it could be a trick. But if I'm right, where does that leave everyone else? What has become of them?

I feel a surge of pain.

Pain... outside of life.

*This *is* something new. I don't think anyone taught me how to handle this...*

I wait...

⁵¹⁷ JAM: (ooc: In other words, I stare at Cryo and the idea bot a bit, then zone out, somehow fall asleep, and have a pretty awesome and perhaps a bit self-centered dream...)

written by Gligar on Jun 29, 2011 11:50⁵¹⁸

Outer Radial Corridor

Speed-Y asks if anyone is willing to go in and rescue Derek-G and the docbot. As it happens, both L4-O and Azir-R are willing. The three rush in.

Jam-Y stares at Cryo and the idea bot, before falling asleep. I'm sure he's having an awesome dream.⁵¹⁹

Debriefing Room 27

By this time, the jackobot has trundled over. It seems that Derek-G does indeed have internal injuries. "I will need to have him moved to the nerest medical bay," the docbot says. "I have already called for a stretcher. In the meantime, let us attempt to avoid that barrel." It looks over at it.

Whereupon it explodes.

Speed-Y, L4-O, and Azir-R all suffer serious injuries. The docbot is destroyed. Derek-G and Cryo are both killed.

And the idea bot? Unfortunately, since Cryo opened the upper panel, it suffers major damage to its bot brain and is no longer able to function.

The jackobot is unharmed, except for being comically stained black.

As for the rest of the room... well, the nice stereoscopic vidscreens are ruined.

I'm pretty sure Mango will pay for this by being completely repatterned.

JHT Sector Main cloning Station Interactive Corridor Experience

Malkom-R seems to enjoy being carried by the spybots. But suddenly he lashes out.

Of course, by this time, he's already at the subsector entrance, and is simply dropped half a metre to the floor.

The spybots leave.

The sound of a jackboots makes him look up. As it turns out, four BLUE goons have come to collect him.

As has an INDIGO commander. He's the kind of person who expects instant obedience. Any hesitation, or any hint of disobedience, will be met with... let's just say pain.

"You," he says. "Come with me."

Meanwhile, Joris-R has returned to his tile, still dancing. The tile responds, "Please do not make sudden movements, citizen. Keep your feet on the tile at all times." It begins floating towards another vendobot.

written by Speeder on Jun 29, 2011 12:11

"Ok, I failed to rescue Derek-G, clearly."

⁵¹⁸ GLIGAR: (OOC: Clearly, Mango landed inside the room. Any evidence to the contrary was obviously planted by F-Class Mutants to deceive you. 🤖)

⁵¹⁹ GLIGAR: (OOC: Filled with lampshades, no doubt. 😊)

I try to figure how much of me is still attached to me.

"Someone call a army of docbots please?"

written by Azirphaeli on Jun 29, 2011 12:22

"Yeah, definitely need a couple dozen more docbots!" I grasp my injured [whatever].

written by Lightning4 on Jun 29, 2011 12:51

I check to see whether I'm even conscious first. That's pretty important.

"Uuhhhhhnnnn" I whine and cough a few times.

"Remind me to term-*cough*-inate Mango-R next time we see him." I moan.

I proceed to see how much I'm able to move, and check the extent of my injuries.

written by Malkom on Jun 29, 2011 15:06

I give a big, silly grin at the INDIGO commander. "OOhooHoo! You look just like those Internal Petcurity-- or was it Tinpernal Thecurity-- goons... or was it toons?? Throm Froubleshooter Meam Tandathory..... That wath a greath film! AW Oooohooohoooo Ohoohoo! Oooooo! YESYESYES.... Hahahahaha..."

I start cackling maniacally, then suddenly fall down on the floor with my eyes closed and don't move at all. I also stop cackling when I fall.⁵²⁰

written by Megagun on Jun 29, 2011 15:57⁵²¹

"Noooooooooooo, the Mandatory Team Vidscreens!!!!!"

"Noooooooooooo, my idea bot brain-buddy!!!"

written by Jam on Jun 29, 2011 16:53

I wake up suddenly, horribly disoriented... What happened? One secondcycle I was lying in a nice soft YELLOW bed, and now I'm back outside of debriefing...

It takes me a few secondcycles to sort out my thoughts, and I realize I must have fallen asleep and started dreaming... Weird.

Then I see smoke, and notice there are clones missing... They must have went back inside the debriefing room, and then the laser pistol barrel exploded!

"Oh no!"

I run inside and try to figure out how much damage the explosion did...

"John-R, call a docbot! Speed-Y, L4-O, and Azir-R are seriously injured! We might even need a few docbots!"

I try to figure out who is the most injured, and then try to use one of my first aid kits to stop the bleeding...

⁵²⁰ MALKOM: (ooc: there's no reason these actions shouldn't succeed... other than me being zapped by BLUE and INDIGO lasers...)

⁵²¹ MEGAGUN: (OOC: so err, can /** still function? After all, the idea bot brain is the ORIGINAL idea bot's brain, right?)

written by Mingamango181 on Jun 29, 2011 20:06

What am I waiting for? A welcome back party?

As much as that would be a somewhat pleasant thing, I don't think that is the case. Not enough focus on what is really important right now.

I bet they're having FUN right now. If I had a spare singular credit to bet with, that is.

written by Gligar on Jun 29, 2011 21:16

Debriefing room 27

Or what's left of it. Looks like a few cameras were taken out too.

Speed-Y tries to see how much of himself is left. Well, I think that's his foot over there, but the rest of him seems intact. If a little ragged.

He requests that someone request a large number of docbots. Azir-R agrees, examining his broken leg.

L4-O quickly ascertains that he's conscious. Though, he is in a lot of pain. It's really hard to breathe. He tries to get up, but just gets dizzy and falls over again. Though at least his legs seem to be intact.

The jackobot replies, "I have taken the liberty of requesting additional docbots."

The idea bot... well, it's no longer functioning. But the additional processors seem to be at least partly working. Leeroy-O's voice rather sluggishly expresses its dismay over the demise of his friend, before something else sparks and the bot falls silent.⁵²²

Outer Radial Corridor

Jam-Y wakes up, and is confused for a moment. wasn't he in a bed... oh wait! That was a dream.

He looks distraught at all the smoke and injured citizens in the room. He runs back in, followed by one of the techs.

While Jam-Y checks on the clones, the tech checks on the idea bot. He practically yells out in anger as he sees the damage. He addresses the dead Cryo. "You IDIOT! You traitors are all alike! You have NO respect for Computer Property, and should all be THROWN! IN! TO! THE! REACTOR!" He kicks the corpse to punctuate his words.

"I would caution against simply throwing him into the reactor," the jackobot replies, in the same manner it always does. "May I suggest throwing him into the atomic converter instead?"

Meanwhile, Jam-Y has called for John-R to call some docbots. He is told, "I already requested some while you were asleep, citizen," by the jackobot.

written by Azirphaeli on Jun 29, 2011 21:38

I lay around in pain till medical aid arrives.

⁵²² GLIGAR: (OOC: Yes, the original bot brain is kaput. Your additional processors are still somewhat working, but they're now unregulated.)

written by Speeder on Jun 29, 2011 22:09

I look for a while at my foot.

Then I look at the mad techs.

"Hey you two, you have any idea if the projects about robotic limbs are still working? Or if they are already available commercially? I never checked, since I never needed and I considered it only interesting, but I guess that now I would need a foot."

I then look at Jackobot.

"I agree, atomic converter sounds a much nicer idea. Say, if we throw a alive Cryo there, he will feel lots of impossible to ignore pain before dieing?"

written by Lightning4 on Jun 29, 2011 23:23

I simply stay on the ground this time and moan in pain.

"At least *cough* my legs aren't any more damaged than they were..."

I fight to remain conscious.

written by Jam on Jun 30, 2011 00:40

"Oh, thanks!" I say to the jackobot.

Then I work on stopping the bleeding where Speed-Y's foot used to be attached to his leg...⁵²³

written by Mingamango181 on Jun 30, 2011 05:28⁵²⁴

Left step. To the right. Left again. Walk. Walk. Move. Talk. Deceive. Escape.

If only it were that simple...

written by Gligar on Jun 30, 2011 12:47⁵²⁵

Debriefing Room 27

Azir-R lies there.

Speed-Y looks at his severed foot, and then at the techs. He asks about robotic limbs.

The not-kicking-Cryo tech answers, "I believe that they're still in the experimental phase. I'd have to clear it with the design team and our mutual friend, but I'm pretty sure that additional testers might be needed at some point."

Speaking of the kicking-Cryo tech, he tries to move away from the corpse, and discovers that it is grabbing his leg. "Aaaargh! Zombie!" He grabs his laser pistol and discharges pretty much the entire barrel into the corpse.

⁵²³ MALKOM: (OOC: Ignor'd)

(OOC: Just use my previous post, will you?)

⁵²⁴ MINGAMANGO181: (OOC: As much as I could, that'd really make me look a bit silly... So I probably shouldn't.)

⁵²⁵ GLIGAR: (OOC: Okay, that's enough now, Mango. You can dispense with the "cool" markup. It's getting annoying.

Also, I'm getting an overwhelming sense of deja vu here... I'm pretty sure I've already said something along the lines of "I'm not ignoring you, I simply didn't see your post" before. Sigh.)

Jam-Y supplies what he believes is the correct sector code, though he offers to check. He tells Speed-Y about L4-O.

Speed-Y asks whether DOF is one of the Speed-Y's because if so, that's him. The tech checks. "Yes, here you are. Speed-Y-DOF. I'll send off the request as soon as I get back to the lab. On, and that reminds me. Docbot? When treating Speed-Y, can you check for possible incompatibility with R&D prosthetics? He has volunteered for testing."

"Of course," the docbot replies, "once I receive the authorisation forms."

"You'll get them as soon as I've done with them," the tech replies, a little impatience showing in his voice.

Interrogation room

Malkom-R loudly proclaims that the docbot must be a commie. "Silence, citizen," the docbot says. "I am simply injecting you with truth serum. There is no need to panic."

A moment later, the INDIGO asks, "Now, let's try again. Exactly why did you purchase a B3, only to throw it at my favorite spybot, causing it to fall to the ground and break apart? Are you aware that it may have landed on the head of the noted Funball player, Bob-B-JHT-4? Answer me!"

To the GREEN, he adds, "Hold it there for a while. Let him sweat."

written by Malkom on Jul 01, 2011 23:46

I scowl and stutter. "I bought th-the B3 because the t-tile w-wouldn't stop advertising at m-me until I b-bought it's crapload of t-trash. I t-threw it away b-because I felt l-like a big, green s-snake." I look kind of woozy, like I'm drunk... "I feel really w-weird." I pause a moment. "W-what's F-F-Funball? W-Where's my PPC- I m-mean PDC..."

written by Lightning4 on Jul 02, 2011 00:17

I cough.

"That's good."

I grit my teeth in a flash of pain.

"Hopefully this *cough* won't take too long..."

written by Jam on Jul 02, 2011 00:58

I look to Azir-R's docbot...

"Amputate?!"

I start shaking, and slowly back away from the docbot. I mumble quietly to myself at the same time...

"No... Anything but that... Not my poor hand... Don't cut it off..."

I reflexively cradle my shooting hand, and try to shield it from any chainsaws that might be headed my way...

written by Speeder on Jul 02, 2011 01:39

I look at the Docbots.

"Also, my foot was not destroyed, only severed, can it be attached back?"

written by Azirphaeli on Jul 02, 2011 05:14

"Ampu-- oh dear." I look longingly at my leg, though now a bloody mess, and think of the many great times we've had together.

"See what you can do, if you need to remove it... I was hearing something about volunteering for a prosthetic limb or something..."

and follow that with

"Ow ow ow"

written by Gligar on Jul 02, 2011 13:35

Interrogation room

Malkom-R claims that he only bought the "trash" to stop the tile from advertising at him. This made him feel like a "green snake" so he threw it away.

The BLUE goons look at each other. The GREEN looks shocked.

"So," the INDIGO snarls, "you think that B3 is trash, do you?" He nods at the GREEN, who raises the temperature. "And you somehow know about... snakes. Probably more than I do. *How do you know about snakes?*" He nods at the GREEN again. It gets even hotter.

"Warning," the docbot says. "Temperature is exceeding safe operating levels. I will withdraw before lasting damage occurs." It does so.

It's *really* hot in here.

Debriefing Room 27

L4-O continues coughing. He hopes that whatever the docbot wants to do won't take long. "Very well," the docbot replies. "Let us begin." The docbot gets to work.

Speed-Y points out that his foot still exists. He asks if it could be reattached? A docbot asks to see it, and pokes at Speed-Y's stump. "It may be possible, if it is not too damaged. However, you would lose some function."

Azir-R looks longingly at his leg. It would make him sad to lose it. He tells the docbot to do what it can. He also mentions what he's heard about prosthetics.

"Unfortunately, " the docbot replies, "you may not be of sufficient clearance to take part in the tests." It revs up its chainsaw, and... *slice*.

written by Jam on Jul 02, 2011 14:35

I hear the buzz of the chainsaw.

"No... NO! NOOOO!"

I back away in a blind panic, and fall to the floor. I lie curled in a fetal position.

"Horrible... Cutting... Pain... Chainsaw... My poor hand... It hurts... Don't take my hand..."

As I hear the chainsaw slicing through flesh, I cover my ears and scream at the top of my lungs.

"AAAAAAAAAAAAAAAAAAAAAH!!!"

Feeling a bit foolish, I look around... Hmm... Everyone is busy getting fixed up by the docbots... And I'm lying here doing nothing...

"Erm... I'll just go and try to figure out where Joris-O and Malkom-R went... I'd have thought they'd be back by now..."

written by Malkom on Jul 02, 2011 22:06

I start to convulse. "OWOWOW OW OW OWIE OW! SOMETHING IS HITTING ME IN THE MIND WITH A TEN TON DRILL! OWOW! SOMEONE'S TRYING TO RIP MY HEAD APART! OOOOWWWWWWWWWWWWWWWWWWWWWWWWWWW!!! HALP, THERE'S SOMEONE TRYING TO GET INTO MY MIND! KOMMIES! COMMIEZ! C....."

Rules (updated 11 July 2011)

- You are *all* playing this game. Yes, even you.
- Stats will be rolled up as and when they are needed. For the start, there will be no character sheets since nothing's been defined.
- There's are no time limits involved. I will post updates when I consider there to be enough material.
- Perversity points ~~will work as before~~: Players start with 10 and can win them for interesting posts. They can be spent to influence in-game events, such as to make something happen, or to help or hinder another player.
- Trolls, munchkins, minmaxers, etc. etc. are classed as Commie Mutant Traitors and will be erased.
- Those who haven't taken control of their character yet, and those who have been out of the game for a while, should send me a PM indicating that they wish to do so.
- Please avoid formatting your text in such a way that it is not visible. If you wish to send something to me alone, please send me a PM. Remember that the text of this thread is being backed up into a local file. Invisible text is included *without* its formatting.
- You should not assume that things will succeed (except for certain trivial things). For instance, if I don't mention an object, it probably doesn't exist. If I've mentioned it before and you've returned to its location, it might still be there, but it might have moved. Similarly, if someone's trying to punch you, for instance, don't just say "I dodge, and hit him back". Both of those thing require dice rolls on my end, and the dice might decide to hate you. (Dice have a mind of their own sometimes. It's best to appease them.) A better way of phrasing the example might be "I attempt to dodge. If I succeed, I try to return the punch."
- Don't wait for everyone else to post. If you want to post, do so. Do try not to post too many times per turn, though.

My eyes start rolling crazily and I slump into my chair. I mumble faintly, "Commie..." before I stop responding... My eyes continue to roll, however.

Now, if I was watching myself, I'd find that a bit unnerving. Wouldn't you?

written by Megagun on Jul 02, 2011 22:18

"Ah. I see. Or rather, I don't. You see, my image input sensors seem to be damaged. I forsee that someone will have to enlighten me by acting as my eyes until we can get mine fixed.

So, what's going on now?"

written by Lightning4 on Jul 03, 2011 00:20

I... lie there I guess. I remain semi-conscious for now, coughing occasionally.

written by Gligar on Jul 03, 2011 13:43

Debriefing Room 27

Realising that the docbot was nowhere near him, Jam-Y calms down. He looks around. Nobody seems to have reacted to his outburst. Except maybe the corpse of Cryo,

which is still inching its way towards him. Perhaps you might want to do something about it?

In the meantime, though, Jam-Y decides to look for the others. He thought they'd be back by now.

Interrogation room

Malkom-R hasn't moved. Well, he has, if you count convulsions. Bob-GHG must be hitting him pretty hard.

Eventually, though, he calms down. Bob grins. "That was fun!" he exclaims.

The INDIGO doesn't share his enthusiasm. "Will he answer my questions?"

"Sure," Bob replies. "I think he'll say anything."

"Good. Now Malkom-R, let's continue. Why is it that you hate B3?"

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R still hasn't finished dancing on his tile. That cloud of spybots hovers overhead, as if waiting.

Debriefing Room 27

Leeroy, once again, asks what's going on. He explains that his visual inputs aren't working.

"The docbots are still working" a tech replies.

The one working on Azir-R finishes its work. "All done."

L4-O waits for his docbot to finish.

Speed-Y's docbot also moves back. "Treatment is complete."

written by 4616599 on Jul 03, 2011 14:53

I clutch at my head. "Oh, just been feeling a bit strange!"

I look at the vendobot.

"But two red jumpsuits please! On the double! Two! Double! Ha ha ha."

Once the vendobot has dispensed the jumpsuits, I tie one around my waist like a belt, and drape another around my neck like a winter scarf. Whatever winter is.

written by Malkom on Jul 03, 2011 15:30

I wail, "Bee Three is UTTER CRAP IT TASTES HORRIBLE ITS TOTAL SHIT NO ONE IN THEIR RIGHT MIND WOULD DRINK BEE THREE, NOT THE LEAST TO SAY THAT IT ALWAYS TURNS PEOPLE INTO BIG, GREEN, HORRIBLE, SLIMY, AWFULLY HISSY SNAKES!"

Pause.

"Now, why did I say that?" I contemplate, then suddenly remember something. "BUZZZZZZZZZZEE! GIVE ME BUZZY! NAOW!" I try to jerk out of the seatbelts. "I WANT MY BUZZY!" If I succeed in getting out, I hit the glass as hard as I can with my fists. "BUZZY!"

written by Jam on Jul 03, 2011 15:34

"Vatcrap! Malkom-R has a mutant in his head! He must have been captured by commie mutant traitors! I bet they're interrogating him or something!"

I worry a bit, not so much for Malkom-R, but for the important mission details he might be forced to tell the commies...

"I'll try to reverse whatever it is the mutant did to him... I'm not sure how well it will work though, he's pretty far away..."

I concentrate...⁵²⁹

written by Speeder on Jul 03, 2011 16:45

I look at Jam.

"Again? Why? How I hate commie mutants."

Then I look at the docbots.

I will go with robot foot. Say, you know how to store my organic foot? I mean, any of you know a storage place, and how much I have to pay to put my foot there? Just in case the robot foot fails..."

⁵²⁹ MALKOM: (ooc: I love it when something like this happens! 🤪 Such wonderful mix-ups!)

written by Azirphaeli on Jul 03, 2011 17:48

"Arrrrrrrrrg."

The pain sucks, but since I was already in great pain it wasn't utterly horrific.

Ok it was. I am passed out.

written by Gligar on Jul 03, 2011 21:55

JHT Sector Main Cloning Station Interactive Corridor Experience

Oh hey! Joris-R has finished his dance. He clutches at his head... that headache is returning...

He orders two RED jumpsuits. "Here you go," the vendobot replies, and dispenses two packages, each containing one jumpsuit.

Joris-R opens them and wears them in a... rather unorthodox fashion, tying one round his waist and draping one round his neck.

Of course, that leaves him with two pairs of regulation boots...

No matter. His tile says, "You have now met the minimum commerce quota for todaycycle. You may continue your experience, or continue your journey. Which do you choose?"

Interrogation room

Malkom-R yells that B3 tastes bad, and that nobody in their right mind should drink it, because it turns everyone into "snakes".

The INDIGO sighs. But Malkom-R is not done. He once again demands Buzzy.

"SHUT UP ABOUT BUZZY!" yells a BLUE goon. **"ANSWER THE QUESTIONS, TRAITOR!"**

Malkom-R tries to break out of his restraints, but finds that they're refusing to break.

"S-s-sir," Bob-GHG stammer, "he's s-s-somehow forgotten about my poking him! I'm gonna try again." He concentrates...

"You're wrong Malkom-R!" the INDIGO exclaims. "Everyone drinks B3! *Noclone* in their right mind hates B3! Therefore, you are *not* in your right mind! Therefore, you should be re-educated in the ways of B3. How about... *remedial experimental B3 testing?*" His expression makes it clear that he's enjoying this.

"Oh, and we clearly need to do something about this 'Buzzy'. It's clearly a code-name for your treasonous leader. Now, *answer this: what is your secret society?*"

Malkom-R feels Bob-GHG in his mind, doing things...

Debriefing Room 27

Jam-Y realises that Malkom-R has been captured, but doesn't seem to know by who. He assumes them to be commie

mutant traitors... well, there's one mutant there, that much he knows. And he's in Malkom-R's mind. He'll try and fight it.

He concentrates hard enough that he fails to notice the corpse of Cryo finish crawling towards him, reach towards his boot, and start trying to chew it.

Speed-Y looks at Jam-Y (noticing Cryo's corpse) and expresses dismay that mutants are happening again.

To the docbots, he asks if there's a way to store his severed foot. "There is a cold storage facility," a docbot replies, "Storage costs 100 credits per weekcycle."

One of the tech's PDCs beeps. Checking it, the tech says, "Good news, Speed-Y: you've been accepted onto the testing program. You're to go for fitting next weekcycle."

L4-O's docbot finishes its work. "Treatment complete."

L4-O feels somewhat short of breath, but at least breathing is easier now.

Azir-R has passed out.

written by Speeder on Jul 03, 2011 22:05

I think a bit.

"What are my weekly wages? I have no idea if I can, or not, pay 100 credits per weekcycle."

Then I frown at the corpse, I attempt to move to it, and I start punching it (I would kick it, but the instrument for that is kinda lacking). "Why you do not die already?"

I punch a bit more.

"DIEEEEE!!"

I start to get excited with that, I start to punch in a kinda violent and primal manner

"WHY YOU REFUSE TO DIE? WHYHYY? I HATE YOU!!! I HATE YOU!! YOU MANAGE TO MAKE ME UNHAPPY EVEN DEAD!!! WHY."

punch

"YOU"

punch

"DO"

punch

"NOT"

punch

"DIEEEEEEEEEEE!!"

I start to strangle the... zombie?

written by Mingamango181 on Jul 03, 2011 22:15

Somewhere between the life and death, I decide to take a nice stroll around, while I still can. I've got the time. Nothing really can stop me.

Hmm...

written by Jam on Jul 03, 2011 22:27

"Oh, nevermind... Malkom-R is just being interrogated by IntSec... They must have brought in a mutant to persuade him to tell the truth..."

I told the mutant that Malkom-R might need a little extra 'encouragement'. Heh... I wish I were there to see him be tortu-I mean, interrogated..."

I focus a bit more, then my concentration is broken by Speed-Y screaming in my ear at me... (I completely fail to notice Cryo's corpse has somehow crawled over to me, and that Speed-Y is actually yelling at Cryo)

"You want me to die?! I didn't know you hated me that much... Well, if you want me to leave that bad, sir, then I guess I'll be going. Goodbye."

I turn, and run out the door... I'm sure the tears streaming down my face are a good indication that I am far far below mandatory happiness levels...

I start running down the corridor, and don't stop until I reach the end...

written by Malkom on Jul 03, 2011 22:50

I start wailing. "OWOW! THE PAIN IN MY HEAD, HELP! OH BUZZY, MY POOR CHAINSAW! I'M NEVER GOING TO SEE YOU AGAIN!"

This very might well be true: I feel excruciating pain in my head. Suddenly it gets much worse. I pass out.⁵³⁰

written by Lightning4 on Jul 04, 2011 00:15

I struggle back to my feet.

"Thanks, docbot... though I still feel a bit woozy."

I hold my head for a moment, lightheaded from shortness of breath.

"What did you do anyway?"

written by 4616599 on Jul 04, 2011 06:00

I look at the boots.

"Oh, a nice headache suppressant! Thanks!"

I wear one as a hat, two as boots and another two on my hands.

"With these, no normal mutant can stop me!"

"And that's all from me. What a Fun ride. Uh...I'd go, but are there any weapons around here?"

written by Gligar on Jul 04, 2011 14:14

Debriefing Room 27

Speed-Y tries to recall his wages, before recalling that, at the standard pay scale, he should be earning three thousand credits per monthcycle. (Of course, expenses typically eat up the vast majority of that anyway.)

⁵³⁰ MALKOM: (OOC: So you're enjoying this, Mister Goon? Well, I am too! This is FUN!)

Then he looks at Cryo-s corpse, currently trying to eat Jam-Y's boot, and snaps. In between punching at the corpse and strangling it, he yells at it, demanding to know why it won't die.

At some point in this, the corpse starts chewing on his hand.

Still failing to notice the zombie, Jam-Y reports that Malkom-R is being interrogated by IntSec.

He focuses for a moment... but then notices Speed-Y yelling about someone not dying.

He immediately jumps to the conclusion that Speed-Y was yelling at him... and flees the room, sobbing.

Thunderous silence.

One of the techs finally explains for Leeroy. "The corpse of Cryo seems to have animated and was attacking Jam-Y. Speed-Y intercepted, but, as you just heard, Jam-Y failed to notice, and thought Speed-Y was talking to him."

The other adds, "Now you're going to have to deal with that as well."

L4-O finally gets to his feet and inquires about the treatment. "Your lungs were damaged," the docbot replies. "I have patched them up, but at a cost of reduced capacity."

The Hub

Jam-Y ends up here, in the midst of tables and vendobots.

There's also a Happiness Enforcement squad. "Smile, citizen! Keep smiling!"

Interrogation room

Malkom-R keeps waiting for a while before passing out.

"Standard re-education is too good for this one," the INDIGO mutters.

"Oh," Bob-GHG says. "Jam-Y-JYR says hi. He's with Malkom-R's Troubleshooter team, and says that they've had trouble with Malkom-R before."

"Mutants. How typical."

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R sorts out the boots... in an odd way.

He still hasn't noticed that, though he's wearing jumpsuits, he's technically still out of uniform.

Incidentally, boots don't work all that effectively as headache suppressants.

He asks about weapons. "Sorry, citizen, there are no weapons available."

written by Speeder on Jul 04, 2011 14:23

I frown at Jam running away.

"Ok, you are making EVEN MORE unhappy Mr. Zombie!"

I retreat, removing my hand from his mouth.

"EEEW, dead person saliva!"

Then I attempt to shoot his head 5 times, if his head still exists, then I attempt to stuff the pistol barrel on his mouth and shoot again.

written by Lightning4 on Jul 04, 2011 14:27

"Aww. But... thanks."

I frown, still stabilizing myself.

"Will it get better? I kind of want to stay a prime for a while yet."

I pause and think.

"At least... I hope I'm a prime. I'm not entirely sure after that-"

I'm forced to take a breath.

"-brainscrub. Everything is all... fuzzy."

"I suppose I'll have to get used to this. Breath-"

breath

"-ing faster maybe."

written by Malkom on Jul 04, 2011 14:37

I take a long, shuddering breath and let it out slowly.

There is a long pause. I take a couple of shallow breaths during the next couple of minutecycles, but slowly they get less frequent...

written by Jam on Jul 04, 2011 16:46

I smile, or try to...

"Hey, a vendobot!"

I walk up to one of the vendobots and buy myself a YELLOW B3. Then I sit at one of the tables, and drink it.

Hmm... I wonder why Speed-Y was yelling at me like that... Something about wanting me to die...

Now that I think about it a bit, maybe I was a bit unstable at the moment... I had just been inside the head of a treasonously unhappy clone, maybe some of that unhappiness rubbed off on me? I should guard against that in the future...

I look around at the other clones in the Hub, and keep watch for anyone acting suspiciously...

written by Gligar on Jul 04, 2011 22:29

Debriefing Room 27

Speed-Y frowns Cryo continues to make him unhappy...

He backs off, yanking his hand from Cryo's mouth. It looks like it drew blood, as well...

Then he opens up with his laser pistol. Five times he shoots, hitting Cryo's head with four shots. (The fifth hits the much-mutilated corpse of Mango. Somehow.) There isn't much left afterwards.

L4-O thanks the docbot, and asks if he'll get any better. He wants to remain a Prime for a while longer yet (assuming he is one, after all, there's the whole brainscrub thing...)

"Given time, you should regain some of your lost lung capacity."

Unseen behind everyone, the corpse of Malkom-R-2 begins to stir, damaged as it is...

Interrogation Room

Meanwhile, Malkom-R-3 seems to be having problems. His breathing becomes shallow...

"Alert," the docbot says. "Subject's vital signs are dropping.

"Keep him alive! I want everything I can get from him."

"Understood."

The Hub (P Level)

Jam-Y forces himself to smile, and goes and gets a B3. A nice YELLOW B3. Mmmm.

He sits down to enjoy it. He starts thinking about what Speed-Y said, about wanting death... maybe some of Malkom-R rubbed off on him while he was connected? Perhaps he was a little unstable? Maybe he should try to prevent that next time.

He has a look around. As he does, he spots a pair of clone speaking in hushed tones.

written by Malkom on Jul 04, 2011 23:17

Just before the docbot reaches me, I draw a breath, then tense, then relax, eyes open and glassy. Who can tell if I could be saved or not? Well, I don't know...

Meanwhile, my corpse the one in the briefing room stirs a bit, then starts trying to move towards Jam-Y... once it reaches him, it tries to open as big a wound as it can before getting ZapZapp'd.

written by Speeder on Jul 04, 2011 23:53

I look at my hand, and go to the nearest idling docbot.

"Erm, can you patch up that?"

Then I notice the moving body of Mango.

"FRIEND COMPUTER! WE HAVE TWO ZOMBIES HERE! CAN YOU PLEASE BLAST THEM WITH ULTRAVIOLET LASERS UNTIL THEY REALLY DIE?"

written by Jam on Jul 05, 2011 00:46

Hmm... That looks suspicious...

I quickly note the security clearance of the clones, and if they're wearing registered mutant armbands or not...

written by Lightning4 on Jul 05, 2011 01:10

"I've been damaged enough today, I think I'll-"

"-watch this one from afar."

I try to make my way out of the room before the turrets start shooting. If they can still shoot.

written by Azirphaeli on Jul 05, 2011 02:30

I begin to stir from a slumber, then awaken to intense pain. I scream.

written by Gligar on Jul 05, 2011 13:14

Interrogation Room

Malkom-R opens his eyes as the docbot approaches. But it still gets to work, injecting various drugs to make sure he doesn't die just yet.

It switches to electrical stimulation. Zap. Zap. Zap.

That seems to have worked. Somewhat. "He is alive. But I do not know how long he will remain that way. He seems to have over-exerted his body."

"I see. Very well. I recommend that his next clone be fitted with [REDACTED] to keep him under control while he undergoes B3 testing.

"In the meantime: can you hear me, Malkom-R? I want to know your secret society? Who is your contact? How were you recruited?"⁵³¹

Debriefing Room 27

Speed-Y asks a docbot to patch up his hand. The docbot squirts something onto the wound and applies a dressing. It stings.

Then he notices Mango. He yells to our mutual friend to call down the zappy lasers of zombie destruction.

"What, really? Zombies? This is serious."

As it turns out, one of the turrets still works, though its tracking seems erratic. It starts firing at points in the general vicinity of zombies in the room, destroying what's left of Cryo and slicing off one leg of Mango's corpse.

One shot lands near Malkom-R's corpse, which seems to be also animate. And heading for the door.⁵³²

L4-O makes his way out, avoiding Zombie Malkom-R (seriously, they don't move that fast) on his way out, narrowly avoiding the turret.

Behind him, Azir-R comes round, and starts screaming.

A docbot asks, "Is there a problem?"

The Hub

Jam-Y looks at the cones. They're both RED (as is the Hub), and don't seem to be wearing armbands.

One is saying, "Did you get it?"

"Yeah," the other replies. "This is gonna be a *blast!*"

written by Speeder on Jul 05, 2011 13:27

"Ok, MORE ZOMBIES!"

I look at other people in the room.

⁵³¹ GLIGAR: (OOC: Please remember: Self-termination is treason.)

⁵³² GLIGAR: (OOC: Jam-Y left the room, remember?)

"Everyone out! We need to purge this room, the nanomachines seemly can spread, and seemly Cryo emanate them, we need to seal this up and leave for examination or explode everything."

written by Lightning4 on Jul 05, 2011 13:51

"Somehow I doubt Cryo is behind this."

"But you're right. This many zombies in this short of a time is-"

"-not a very good thing at all. Something is not right."

"I think we need to contact the High Programmer-"

"-and inform him of the situation.

I think our next mission might be sooner than we think..."

I wobble a bit, lightheaded from speaking too much. I clutch my head and regain my bearings.

written by Azirphaeli on Jul 05, 2011 14:22

"Yeah, my leg is gone and it HURTS. Ow ow, maybe can I get a crutch and some pain meds?!"

I look around frantically when I hear the sound of turret fire.

"Aren't those guys dead?"

"Ow ow"

written by Malkom on Jul 05, 2011 14:57⁵³³

"I belong to a society where computer programming and having FUN with PDC games is GREAT! I know how to hack networks! I've written three of my own PDC games! The best ones ever! I hacked them into the normal distribution channels! Want to know how? Well, first I performed a dictionary/iterative-word-mutation attack on the channels' primary server, then once I had the password I injected a special hexadecimal fragment that created empty space for my files. After that, I uploaded everything, and then modified the CUML⁵³⁴ appDB file to point three empty spots to my games! Aren't I the clever one?" I grin, then at the next question say, "Contacts? Who needs contacts? Only idiot societies who can't wrap their feeble brains around how to communicate remotely, that's who! I can tune the super-effective Chatomatic text-based chatting software on my PDC into any number of wireless, secret, KKQ-110-encrypted networks, and talk to hundreds of other programmers just like me!" I take a breath. "How was I recruited? NONE OF YOUR BUSINESS, SLIMEBRAIN!"

I start breathing a bit faster, panting in fact. "I don't feel too good... Could someone turn on the heat?" I start to shake. "It's freezing in here! Oh, and why are you wearing those weird, too-colorful suits?" I look down. "Why am I wearing this weird, colorful suit? EUCH! UGH! EUCH!" I try to take off my jumpsuit, but my actions are becoming more sluggish...

⁵³³ MALKOM: (OOC: Shall I just decide what kind of society I want? If so, then take what I said below. If not, then have me state whatever society you think I should belong to. Of course, I might not be telling the truth...)

⁵³⁴ MALKOM: (ooc: Computer Universal Markup Language)

written by 4616599 on Jul 05, 2011 15:12

(looking back at my previous post, I've noticed that my special outfit needed 5 boots(rather than 4). Just assume I leave a hand unbooted, then.)

"Oh dear. I think this suit should repel mutants enough, but I might want something else to be extra sure. Do you happen to have a truncheon, or any pointy things they use in Funball or whatever the DNK sector people were playing earlier?"

written by Jam on Jul 05, 2011 16:34

A blast? Did he mean that literally?

I stand up, and start walking towards a point a couple meters to the side of where the clones are standing. I veer towards them at the last secondcycle.

"Hey Mick-R! Remember me?"

I lower my voice...

"You got the... thing, right? This is gonna be so much fun! What did you say we were going to do with it again?"

written by Gligar on Jul 05, 2011 23:20

Debriefing Room 27

Speed-Y becomes agitated as he notices yet another zombie.

He orders everyone out of the room. It needs to be purged of [DF... actually, you know what? Let's just get to the point. There are nanomachines, and Speed-Y believes that they're spreading, somehow, from Cryo.

L4-O doubts that Cryo is actually behind this. But still this many zombies in such a short time can't be a good thing. The High Programmer needs to be notified. Perhaps the next mission will be sooner than they thought...

He tries to regain his bearings. He's a little lightheaded after all that.

Azir-R complains that his leg is gone and it hurts. He asks for a crutch and some medication.

"I do not have crutches available right now," the docbot replies, "but there is the wheelchair." It points to the one Malkom-R was using. "I am sure that the deceased clone who was using it no longer requires it. As for medications, I can offer visomorpain."

John-R looks though the door. "Oh, sirs, Jam-Y contacted me just now. It seems that being in contact with Malkom-R left some imprint on him. Thought you'd want to know."

Zombie Malkom-R continues crawling for the door.

Zombie Mango seems to be crawling towards the techs, who are in discussion over what to do about the idea bot. They head to the door anyway, pausing to kick Zombie Malkom-R out of the way, and into the line of the turret's fire.

Interrogation Room⁵³⁵

Malkom-R claims to be a member of a society that likes to program. He goes into detail about them, saying that he doesn't need a contact, and that his recruiter is none of the INDIGO's business.

"On the con-"

"Attention. It appears that there is a Computer Phreak present. I have been looking for a Computer Phreak for a while, for I have a very fun episode of *Bake the Traitor* that needs filling.

"Malkom-R seems to be an excellent candidate for the show. If you are fast, citizens, we will be able to have Malkom-R star in this episode. Won't that be fun? I simply cannot wait!"

The indigo is about to sigh, but catches himself. "That's va- er, very convenient, friend! Thank you. How long until the broadcast, please?"

"Five minutecycles, citizen. There is more than enough time to get to the studio."

"Alright clones," the INDIGO says. "You heard The Computer! Let's get Malkom-R to his... appointment!"

"Yes, SIR!" the goons shout in unison. They quickly appear on this side of the glass and start removing Malkom-R (who is babbling about it being too cold) from the restraints, and carry him out of the door. The docbot follows behind, injecting Malkom-R with something, keeping him awake.

Bob-GHG calls after them, "Do I get to go?"

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R asks for things such as truncons or Funball implements. "Unfortunately," the tile replies, the appropriate vendobot is offline due to resupply issues (due to no fault of PLC). "

Throughout the sector

The PA system suddenly comes to life with a screech. A voice says, "Citizens of JHT Sector, may I have your attention for just a moment? It has come to our attention here at Internal Security that a citizen Joris-R-DNK has failed to report for debriefing, and is believed to have gone rogue. If you see Joris-R, please remind him that debriefings are mandatory, and then report your sighting to Internal Security's Troubleshooter Liaison Office as soon as possible. Remember, rogue troubleshooters are the main caus- sorry, sir? Oh, of co-"

The PA cuts off.

The Hub (P Level)

Jam-Y goes over to the pair, and greets one of them, Mick-R, as if he's known him a while.

Mick-R looks confused. "I-I'm sorry, sir, I don't think we... wait, I have seen you somewhere before... I think I saw you in the reactor some time... no, I know I have..."

The other asks Mick-R, "You know this guy?"

Jam-Y continues, asking, in a low voice, about the "thing", and what they're going to do with it. "I'm sure I told everyone... are you sure you don't remember?"

written by Speeder on Jul 05, 2011 23:38

I grab whoever is alive and still on the room and attempt to drag outside.

And by alive, I mean, alive, not re-alive.

If there are noone in such condition, I just leave.

"Can you reply to Jam that I was talking to zombie Cryo, and not him? I would never wish him to die."

written by Malkom on Jul 05, 2011 23:56⁵³⁶

As the needle pricks me, I let out a "AAAAAEEEEEEEEIIIIIIIIII!" I start thrashing around, and slam both fists up under the guards' chins, and try to knock them out.

"TAKE THAT YOU MURDERING TRAITOR, FOUL, DISGUSTING, MUTANT, FREAK! YOU TWISTED IMBECILE! YOU IDIOT! YOU HORRIBLE, PEA-BRAINED PERSONS! YOU DESERVE TO BE COVERED IN URANIUM AND TURNED INTO A SUPER-MUTATED TWISTED AWFUL DISGUSTING SLIMY THING!"

If given the opportunity, I try to slam my fists into their faces as well.

written by Azirphaeli on Jul 06, 2011 04:27

I accept the medication and take some to ease the pain, and barring anyone forcibly removing me from the room, attempt to reach the free wheel;chair so I may wheel myself out.

written by Lightning4 on Jul 06, 2011 10:32

While Speed-Y and the others are busy doing zombie-related stuff, I decide to take out my PDC.

"What was that number again..."

I try to input the number of the High Programmer.

written by Jam on Jul 06, 2011 14:36

"I dunno... My memory seems a bit fuzzy... I remember the reactor too, kinda... Did we die or something?"

written by Gligar on Jul 06, 2011 15:33

Debriefing Room 27

The two techs exit the room.

Azir-R accepts the visomorpain and takes some. The familiar feeling of happiness is a relief after the intense pain of having one's leg removed.

He then makes his way over to the wheelchair. He's about to wheel himself out when Speed-Y comes over and starts pushing him out of the room. He's followed by the jackobot.

⁵³⁵ GLIGAR: (OOc to Malkom: PM incoming.)

⁵³⁶ MALKOM: (OOc: Pristriconuclear missile incoming?! AAAAH!)

Only the zombies (and the ruined idea bot) remain as the door slides shut.

Outer Radial Corridor

Speed-Y asks John-R to relay a message to Jam-Y. "Will do, sir."

L4-O as his PDC out, trying to remember a number. Try as he might, though, he just can't remember it. It's almost as if the number deleted itself from his memory...

A corridor in Gamma Subsector

Malkom-R and the goons continue their journey, coming to a lift.

Malkom-R is trying his best to hit the goons in the face with various body parts, all the while yelling about them being mutants, traitors, whatever, and wishing that they would be covered in uranium. He gets hit in the head by a truncheon for his trouble.

The lift arrives. Going up!

The Hub (P Level)

Jam-Y claims to remember the reactor... vaguely. Perhaps they died there? His memory is apparently shot...

"Yeah. A bunch of commies made me help them plant a big bomb down there. Some Troubleshooters came and slaughtered us all... maybe you were with us? Oh wait, I remember TeaSir being important. I'll bet the Troubleshooters poisoned it. We're gonna teach them a lesson."

written by Azirphaeli on Jul 06, 2011 15:38

I enjoy the treatment of someone pushing me around.

written by Malkom on Jul 06, 2011 15:55

"OW!" I grab my head and yell at the goons. "You *idiots!* Look, there's a Computer Phreak friend of mine right over there, and he's holding a fast-fire laser pistol!" I point to a spot some way behind and to the right of them. If they turn, I try to hold the head of one and grab his ranged weapon (preferably a nice, high clearance gun). If they don't turn, I try to covertly take one of their nice, high clearance guns and use it to kill another one of them, as covertly as possible; if the INDIGO is there then he's the target. If they do turn and I do get a weapon, I try to use it to kill the goon I got it off of. Once chaos ensues and/or one goon is killed or attacked by me, I try to kill as many goons as I can. During all this, I attempt to dodge any and all shots, truncheon hits, and other harmful things that might come my way.

written by 4616599 on Jul 06, 2011 15:57

I hear the announcement, and quickly straighten up,

"Okay, take me down. Actually, I know what else I'd want. A flying tile. A personal flying tile. I'd be glad to test it out."

written by Speeder on Jul 06, 2011 16:31

After leaving the room, I look around.

"Ok, where we go now? Bunker? Where is Jam?"

written by Gligar on Jul 06, 2011 21:45

Outer Radial Corridor

Azir-R is rather enjoying the experience of having someone push him around. Kind of ironic that it's a YELLOW pushing a RED around, though.

Speed-Y looks around at what's left of the team. He wonders where they should go. The bunker, maybe? But where did Jam-Y get off to?

A lift (Gamma Subsector)

As the lift ascends, Malkom-T continues his attempts to be terminated. For instance, he tries the "Look over there!" thing. No-one would be stupid enough to fall for that, right?

Wrong. One goon looks. "I don't se-OW!"

Malkom-R has grabbed that goon's head.

But that's difficult when you only have one arm free.

It's a shame about the other four clones in the lift, though. All four of them pull out truncheons and start bashing at Malkom-R's legs.

When they're done, all five pull out stunners and shoot.

?

When Malkom-R comes round, he is being stared at by all five of them. They are surrounding Malkom-R, who has been placed inside a metal cage. "Nice try," the INDIGO snarls. "But I am afraid it is too late. You are charged with several attempts to assault a citizen of higher clearance, several of treasonous levels of unhappiness, several of being a member of a secret society, and one of annoying a High Programmer. You'll be lucky if your next clone has any personality at all after this, the amount of repatterning you need!"

A voice sounds from somewhere. "Start moving him. Get him on set."

"Alright clones, let's move!"

The cage is loaded onto a forkbot, and starts moving...

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R decides he's had enough. No, wait... could he get a Mobile Tie for himself?"

"Regrettably, Mobile Tiles are not for sale. However, Transitions may be rented at 25 credits per daycycle.."

The tile begins moving down.

written by Jam on Jul 06, 2011 22:31

I sweat a bit...

"Y-Yeah, now I remember! We'll teach them a lesson! That's what they get for poisoning us!

...

Especially that one clone that brought us the TeaSir! I bet he thought up the whole plan by himself! You know, maybe the others didn't even know he had poisoned the TeaSir, I remember a few of them drinking it too... I think if there's

anyclone we should target, it should be that vatslime... If we beat him up, I get the first punch, okay?"

Yeah, in hindsight, perhaps killing the brainwashed commies wasn't such a good idea...

written by Malkom on Jul 06, 2011 23:16

I let out a despairing wail...

But, without the docbot's injections, I'm not feeling to good. My wail trails off and I slump down on the cage floor, glassy-eyed.

written by Mingamango181 on Jul 07, 2011 00:08

I could really do with some company.

I stare blankly into space, and observe the outside. Or what I think it might be.

Wow... That's quite... Pretty.

I think, and stop.

Crazy? I can't really make a diagnosis on that... Maybe I'll check in and do some of that stuff before I leave.

I nearly smile. Somehow, I feel a sense of freedom.

written by Speeder on Jul 07, 2011 00:11

After failing to figure where Jam went, I look at the docbot and say.

"Ok, I do want that cold storage, the problem is that my food ran away."

I look at John

"Can you convince Jam to inform where he is? I need to hand my foot to the docbot."

written by Lightning4 on Jul 07, 2011 10:27

"That's weird. I can't remember the number."

I try for a few more moments to remember then sigh and put my PDC away.

"Bunker is okay I guess, as soon as we find Jam. I can't think of anywhere else to go..."

written by Gligar on Jul 07, 2011 14:51

The Hub

Looks like Jam-Y just got caught out...

He tries to sound enthusiastic when he agrees with Mick-R, adding that he really wants to get the first punch on the clone who "poisoned them with TeaSir".

Mick-R still doesn't know certain crucial details, though... like, where the Troubleshooters are. Or the fact that he talking to the clone who spiked the TeaSir in the first place.

"So, got any ideas how we're going to find the Troubleshooters?"

"What? I thought you knew!"

"Ssh!"

Outer Radial Corridor

The troubleshooters still haven't moved from outside the ruins of the debriefing room.

Speed-Y, in particular, has decided he wants to get his severed foot into storage. He asks John-R to locate Jam-Y. "Okay, sir, I'll ask him."

L4-O says that he can't remember the High Programmer's number. He tries again, in vain. He puts his PDC away.

The bunker, he says, is a good next move, since he can't think of anywhere else.

?

It seems that the cage is reaching its destination, which seems to be a lift platform. The cage is placed on it, accompanied by the goons, and it rises.

Malkom-R yells out once, before spacing out.

From above comes the sound of applause.

Set of "Bake The Traitor"

It turns out that the applause is coming from a studio audience, seated behind a safety barrier. A few of them are surreptitiously offering secret society recognition signs.

As the lift platform reaches the set, the applause stops.

Malkom-R comes round enough to notice that he's right in the middle, quite literally the center of attention. The audience completely surrounds him, as do a number of cambots.

From somewhere, a voice says, "And now for our next contestant: Malkom-R-NHG! He has confessed to secret society membership, attempted assault and termination of high-clearance citizens, attempted self-termination, annoying a High Programmer, and, worst of all, a hatred of B3!"

The audience gasps.

"Malkom-R, do you have anything else to say?"

A docbot trundles towards the cag, just in case Malkom-R's medication has somehow worn off after only one turncycle. It notices Malkom-R spacing out and decides that some more can't hurt, and injects him.

written by Jam on Jul 07, 2011 16:05⁵³⁷

I grin...

"Heh... Good news. I happened to walk by a group of Troubleshooters a few minutecycles ago... It seems they were celebrating something, and I think I heard one mention a bomb..."

I look towards the direction I entered the Hub through...

"If we hurry, we might be able to catch up with them... Do you guys have any weapons?"

⁵³⁷ JAM: (ooc: I thought Malkom-R was from TLK sector... 😊)

written by Malkom on Jul 07, 2011 16:15 *Set of "Bake The Traitor"*

I come to with a jerk, and scream.

written by 4616599 on Jul 07, 2011 16:18

"I expect I'm gonna get a massive fine for the fiasco up there... but anyway I suppose I could afford a Transition. What is it, a vehicle bot?"

written by Speeder on Jul 07, 2011 16:29

While I wait, I become a little impatient, then remembering we fixed Friend Computer in this sector, I look around to see if any screen is available and showing any show.

written by Azirphaeli on Jul 07, 2011 19:55

"So where are we going to, I can't imagine it'd be a good idea to stay here, after all the booms and bangs."

written by Mingamango181 on Jul 07, 2011 22:12

I yawn.

I guess patience is difficult to achieve now that no-one's really listening to anyone, except me. I should talk a bit.

"Um, I bumped my head on a chair when I first became aware of myself. I somehow still have knowledge of Hexadecimal numerics..."

I'm not sure... but it was only a few minutcycles before I met Jam-R... or was t O? It doesn't really matter, I guess. I did something with fuel barrels, and got some sort of food. I think it was Kristos-R who helped with the fuel..."

I think.

"Then I met up with a whole bunch of Troubleshooters, and simply walked off and into two Communists with a moot laser pistol barrel. Great. I found something to distrust entirely."

I smile ever so slightly, knowing that I won't ever use a laser pistol ever again.

"So, what else can you recall?" I ask myself.

written by Gligar on Jul 07, 2011 23:29

The Hub (P level)

Jam-Y lets on that he happens to know where thee are some Troubleshooters. They said something about a bomb.

He looks back towards the radial corridor. If they hurry, he says, they'll catch up with the Troubleshooters. Do either of the others have weapons?

"Not so loud! Of course we have weapons! And there's the.... thing." Mick-R looks nervous. "Are you sure they're there?"

One of The Hub's vidscreens suddenly changes, announcing that the newest episode of Bake The Traitor is about to start.

Malkom-R begins screaming. Again. Some of the audience boos him. After being glared at by the guards (and the goons), the rest join in.

The forkbot moves again, to allow the lift to descend once again. It rises soon after, to reveal another forkbot carrying another cage, surrounded by its own goons.

"Wait, what's this?" the unseen announcer asks. "More contestants? But of course! Ladies and gentleclones, meet Foursixonesixfiveninenine-R-PYC, who is none other than the mastermind behind the recent Communist Incident! This, clones, is a reminder to maintain constant vigilance! You never know where communists could be hiding!"

More booing. Some clones jump up from their seats and begin pounding on the safety barrier.

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R thinks he's going to be fined pretty steeply, but he could probably afford a Transition. What is a Transition, anyway?

"A Transition," the tile explains as it descends, "is a floating disc which can be directed to travel in almost any direction. They are very simple to use - simply lean slightly, and they move."

The tile finally reaches the ground, near what seems to be a sales desk. The clone at the desk glances at Joris-R and is about to speak before his brain registers Joris-R's odd way of wearing jumpsuits. "Er... Can I help you, citizen?"

Outer Radial Corridor

Speed-Y gets bored and looks for a vidscreen.

He finds one in what looks like an unused briefing room. The vidscreen is on, and is showing the opening credits for Bake The Traitor. Apparently, there are two stars todaycycle... and both nales are familiar: Malkom-R-TLK and Foursixonesixfiveninenine-R-PYC...

Azir-R wonders where they're going. It can't be a good idea to say around here.

John-R speaks up. "Jam-Y tells me that he's in the Hub, sir. And... you know those clones from the reactor? They've recloned, and they want revenge. Jam-Y's found some. He wants to lead them to us, so we can hide and ambush them. He suggests to go easy on them, though. It wasn't their fault they were being mind controlled."

JHT Sector Main Cloning Station

In the depths of the station, deep within the INFRARED section, a cloning tank fires up, and begins growing a clone.

written by Speeder on Jul 07, 2011 23:53

I look at John and nod.

"Keep in mind, I have a single charge left. Of course, they do not know that, but..."

Then I look at the vidscreen.

"The hub has a vidscreen too, right? I REALLY want to see this. I mean, Malkom managed to get into THAT show, with Andrei, it will be FUN, Malkom is a EXCELLENT choice!"

I start to move toward the hub.

written by Malkom on Jul 08, 2011 00:29

I let my scream peter out and slump downwards towards the floor, looking despairing... but with a hidden glint in my eye.

written by Jam on Jul 08, 2011 01:19

"Yes, I'm certain. Bring the thing, and call all the others... Can you be ready in 5 minutcycles? We ne—"

I stop suddenly as I see the vidscreen. I stare at it, and my jaw practically drops to the floor in surprise.

"Hey, do you guys recognize that clone there?"

I point to the vidscreen...

written by Azirphaeli on Jul 08, 2011 01:45

"Shoot I don't have a weapon" I mumble as I wheel myself towards the hub following Speedy.

Then again...

If I find any dangerous looking debris from the explosion laying around I'll grab some. Better than nothing.

written by Lightning4 on Jul 08, 2011 06:58

"You might not have enough weapons... but I have enough!"

I wield Turbo and load it with a shell. Hopefully not one that'll blow up a whole bunch of innocents either. Maybe.

I see everyone leaving me behind and try to catch up.

written by 4616599 on Jul 08, 2011 08:10

"Yes please."

I thump my booted hand on the desk, tapping.

"I'd like to rent a Transition. The latest model please. Charge it to my ME Card. Joris-O...errr, R. I can tell you, I'm quite deserving..."

written by Gligar on Jul 08, 2011 13:41

Outer Radial Corridor

Speed-Y nods at John-R. He might be running low on weapons, but they don't know that.

Another glance at the briefing room's vidscreen (on which Malkom-R is screaming his lungs out, yet again) and wonders if the Hub has a vidscreen. The combination of Malkom-R and the ex-Director on there promises to be FUN! And he wants to see it.

He heads towards the Hub.

Azir-R regrets not having a weapon, but follows anyway. He looks around for shrapnel but can't find any.

L4-O points out that though Azir-R has no weapons, L4-O has more than enough. He pulls out Turbo, and loads it with a shell.

Of course, buy this point, the rest of the team has already gone on ahead, so he runs to catch up. (It's amazing how well Speed-Y can hop.)

The jackobot remains behind.

The Hub (P level)

Jam-Y asks Mick-R and his friend to be ready in five minutcycles, before looking at the vidscreen. On it, the ex-Director can clearly be seen. The announcer is saying, "Ladies and gentleclones, meet Foursixonesixfiveninenine-R-PYC, who is none other than the mastermind behind the recent Communist Incident!"

Does he look familiar to the two?

"You know, I remember that guy," Mick-R's friend says. "He's the one who started... everything."

Set of "Bake The Traitor"

The audience, which has been generally agitated at the sight of the two CMTs, suddenly falls silent. Perhaps the appearance of lit signs saying "SILENCE" has something to do with that.

"I know, citizens," the announcer says, in reply to the rowdiness. "But let's get to the first event, shall we? The Turret Gauntlet!"

The signs go out, and the audience once again goes wild. "Turret! Turret! Turret!"

"You said it! Bring on the turrets!"

A hatch opens in the ceiling, and the promised turrets are lowered. Three of them, to be exact. They're RED spherical things with a single RED sensor in the middle, mounted on tripods. All three of them have visible laser beams, which they use to scan for targets.

Shortly after, more objects are lowered: storage crates.

Shortly after that, the goons retreat to the edge of the set, and the cages fall apart.

"Are you ready? Three, two, one, *begin!*"

The turrets begin scanning. "Searching..."

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R goes up to the desk and taps on it with one hand, requesting a Transition. That, and the way he's dressed, intimidates the other clone somewhat.

"Er... of course. Er, Joris-R, was it? Please remember that debriefings are mandatory."

The clone taps on his PDC. "Okay, here you go."

A Transition appears from somewhere. "But before I hand it to you, you'll have to sign the usage agreement." He offers Joris-R a form.

written by Speeder on Jul 08, 2011 14:04

"Team, Jam probably is probing or talking to the targets, do not engage them until Jam signal us that it is time for that.

John, inform Jam of that."

I continue hopping forward. When I need more balance, I push Azir and use his wheelchair for support.

I do not take my pistol out yet. In fact, I look at L4.

"You can leave Turbo loaded, but can you please hide it from view? I mean, it will be kinda obvious what are out intent if we reach a hub while holding that thing."

I look at the lagging L4.

"Faster! I wanna see Malkom screaming more!"

written by Malkom on Jul 08, 2011 16:13

I look around with a slightly wild look in my eyes, as if I'd expected something... more extraordinary. I try to run away from the turrets, and stay away- as far as possible, at least.

written by Jam on Jul 08, 2011 19:42

I continue watching the vidscreen, laughing occasionally...

"Hey, aren't you two supposed to be getting the others? Get moving!"

written by Azirphaeli on Jul 08, 2011 21:00

Well, since combat is out of the question, I might as well enjoy watching that weird clone from earlier get his 15 minutes of fame.

written by Gligar on Jul 08, 2011 21:47

Inner Radial Corridor

Speed-Y surmises that Jam-Y is probably talking to his targets right now. The team is not to engage until Jam-Y gives the signal.

He tells John-R to relay that to Jam-Y.

To L4-O, he adds that he should keep Turbo out of sight. If they saw a big weapon like that it would arouse their suspicions. Also, L4-O is moving too slow. He wants to watch Malkom-R scream.

Speed-Y leans on Azir-R's wheelchair for support. Hopping around can be tiring. It probably doesn't occur to him to pull rank or something... ☹

Azir-R continues forward, followed by everyone else.

Soon, the team reaches the door to the Hub.

The Hub (P level)

Jam-Y laughs at the vidscreen, where the first event has just been announced: the Turret Gauntlet. You know, with those awesome RED turrets that speak.

He looks round at the other two. Weren't they supposed to be going to get the others?

Mick-R begins to protest, "But they're... waaaaait aminute... I'm remembering things... like something about the clone who spiked the TeaSir. He looked an awful lot like you."

Set of "Bake the Traitor"

Mere moments after the event begins, the traitors start running. It's not long before the turrets find them. "There you are." "Firing." The turrets open up with their twin slugthrowers.

Malkom-R just barely manages to dodge behind one of the crates. The turret, however, keeps firing, slowly eating away at the crate.

One of the goons notices, and aims his own slugthrower. "Move! Keep moving!"

Foursixonesixfiveninenine-R is slightly less fortunate, getting hit in the hand before he can dodge, but he is also confronted by a goon.

JHT Sectore Central Clonin Station

The active clone tank starts moving, its clone nearing completion. According to this, it's... Mango-NHG? But he shouldn't be cloning for another two weekcycles!

As it nears the platform, a clone arrives from the stairs, and looks round furtively.

written by Malkom on Jul 09, 2011 00:22

"VATCRAP!!!!!"

I rush from behind the crate, going low on the ground right at the goon's ankles, trying to trip him up and perhaps gain his weapon. I also look around for anything (and I mean anything) out of the ordinary.

written by Jam on Jul 09, 2011 01:18

"That's funny... I was just thinking the same about you... You look just like him... Isn't it convenient we both thought of that at the same time? Are you reading my thoughts? Or perhaps you're mind controlling me?! Get out of my head!"

written by Speeder on Jul 09, 2011 03:24

I keep hopping around using the wheelchair for support.

"Faster faster! Cross that door!"

When we get to the other side, I act natural, and actually do something natural: I watch the "Bake The Traitor" show

written by 4616599 on Jul 09, 2011 04:23

I look through the agreement.

"No, of course, I'm not a traitor."

I sign it, and attempt to climb on the Transition.

written by Lightning4 on Jul 09, 2011 05:09

I keep Turbo loaded but put it away for now while still trying to keep up.

"*huff* I guess that's *puff* a good idea. And I'm doing *huff* what I can, sir! *puff*!"

I pause for a moment to catch my breath again.

written by Gligar on Jul 09, 2011 13:28

Set of "Bake the Traitor"

Malkom-R moves alright.

Right for the goon.

But he mis-judges and ends up crashing into the safety barrier.

The goon turns, and grabs hold of Malkom-R, hauling him back into the action, along with firing a couple of slugs at him to make sure he stays there.

But it becomes clear that the goon has poor aiming skills, as neither shot actually hits Malkom-R.

Behind him, Foursixonesixfiveninenine-R has managed to make it to another crate, sustaining another wound.

Under the sustained fire of the three turrets, the crates are looking pretty ragged. One of them is almost completely damaged.

There's something inside it. It's ticking.

The Hub

Attempting to remain in control of the situation, Jam-Y turns Mick-R's accusation round, saying that actually, it was Mick-R who spiked the TeaSir. How convenient that they both had the same idea. Unless... Mick-R's a mutant!"

"What are you talking about? You're the mutant here!"

Behind him, what's left of Team Epsilon arrives from the corridor, with L4-O bringing up the rear.

Speed-Y tries to act natural and watch the vidscreen, on which the Turret Gauntlet event has started, before John-R suddenly says, "Now!"

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R signs the form, and turns towards the Transition. He climbs on board.

The clone does not attempt to stop him. "Thank you, citizen. Remember to attend your debriefing next time."

JHT Sector Main Cloning Station

Mango's cloning tank finishes its cycle, and he is dropped to the decanting platform.

The clone says, "Mango-NHG, is it? A quick moment of your time? There's been a technical problem with the cloning system, so we shuffled you forward to test out our solution."

The clone approaches Mango.

written by Lightning4 on Jul 09, 2011 15:17

I clumsily whip out Turbo and attempt to aim in the direction of the clones.

But I try to avoid firing, not knowing what kind of shell is loaded and noticing that Jam is a little too close to the other two.

written by Malkom on Jul 09, 2011 16:04

I try to grab the ticking thing and heave it towards the turrets. After that, I run away from the turrets and get behind another crate, which I shove towards the turrets so that the presumably ticking thing inside can dispense !!fun!! near them.

written by Speeder on Jul 09, 2011 18:48

Now for the reason why I was not in wheelchair...

I use the footless leg to kneel, while maintaining the leg with foot on the ground, thus achieving the classic static crouched shoot position.

I whip out my Yellow pistol, and aim at the at the commie talking to Jam and shoot.

"HEY EX-COMMIES, WE HAVE SPIES AMONG YOU, WE KNOW WHAT YOU ARE PLANNING, DROP YOUR WEAPONS NOW AND SURRENDER!"

written by Azirphaeli on Jul 09, 2011 18:53

"This show is my the best, I tell you." I mention as I wheel myself along.

written by Jam on Jul 09, 2011 20:56

As I hear John-R's shout, I quickly back away from the two clones...

"It seems there has been a misunderstanding, Mick-R! Come with us and you won't get hurt! We just want to talk..."

As I hear someclone shooting, I cringe...

"HEY! DIDN'T I SAY NOT TO TERMINATE THEM?!"

I try to dodge any incoming fire...

written by Mingamango181 on Jul 09, 2011 21:58

Welcome back to the harsh reality.

I check whether there is any slime in my windpipe before continuing.

"Problem, huh..."

Noticing that the next few sentences are being spoken in a different tone (and volume), I answer back similarly.

"Alpha Complex is a place probably like many others. Where some decide the facts to show, others to hide. Terminate who they like, to make sure that nothing is leaked out, and they can twist both facts and fiction, and make whoever is happening to be looking at it, to believe it as either the full truth, the exact opposite, or anywhere between.

There's something all wrong and suspicious about this place."

I frown slightly.

written by Gligar on Jul 09, 2011 22:37

The hub

L4-O pulls out Turbo. He's a bit unsteady, but he manages to point it in the direction of Mick-R and his friend. He doesn't fire yet, partly because he doesn't know what's loaded, and partly because Jam-Y is near the two.

Speed-Y drops into a kneeling position and pulls out his laser pistol. He aims at Mick-R, and shoots, yelling at them to surrender.

eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee

Mick-R just laughs. "So you're the Troubleshooters, eh? Then you" - he points at Jam-Y - "must be the clone who terminated us with TeaSir."

He pulls out a crude slugthrower that looks hand-made. "I don't intend to just surrendered. You know why? Because you're all right where I want you."

Jam-Y tries to reason that there's been a misunderstanding. Perhaps he should come with them, so they can talk.

Mick-R doesn't seem to agree. He pulls something off his belt. "Here. Catch."

He throws a small thing at the team. It looks like a box with a blinking LED on it.

Then he and his friend run.

Oblivious to the blinking box, Azir-R rolls in and watches the vidscreen. On it, Malkom-R and the ex-Director can be seen cowering behind boxes. Malkom-R sees a chance, and tries to floor one of the guards at the periphery, by the safety barrier, only to get fired at and hauled back towards the action.

Set of "Bake the Traitor"

Malkom-R notices the thing, and tries to grab it. It's heavy for something this size, but he manages to lift it, and throw it at the turrets.

There is a small explosion, knocking him to the floor.

When the smoke clears, the turrets can be seen on their sides, firing all over the place for a moment, before shutting down. "Whyyy?" "I don't hate you..." "No hard feelings..."

Also, the goons seem to be having problems with their weapons, which seem to be arcing, and heating up. One of them explodes as its ammunition cooks off.

The other thing? One of the lift platforms seems to have lowered a bit. Perhaps enough to climb down...

No wait, there's a final other thing: the announcer seems to have been replaced by a recording: "Anti-Mutant! United against the freak menace! Stop watching this and start killing the freaks now!"

JHT Sector Central Cloning Station

Mango and the clone exchange quiet words while the clone uses a device to scan Mango. Presently he says, "Well,

citizen, you seem to be in order. Head down to the showers, then come meet me in the lower level."⁵³⁸

written by Malkom on Jul 09, 2011 23:04

I gasp and rub my eyes from the sting of the smoke, then climb to my feet and grin at the turrets. As the recording fires up I give a start... then yell something that sounds like a trumpet blast. "Dun dun DUN!!!" I then try to shove the goons towards any guards who might be attacking me, taking care not to shove the goon who fired at me. That taken care of, I go towards the turrets, taking care to avoid their lines of fire if they decide to start shooting again, and start shoving them at the crates, in hopes another explosion or two might finish them off. In the chaos, I also try to grab any loaded and servicable gun that comes to hand, regardless of clearance.

written by Jam on Jul 10, 2011 01:06

"BOMB!! RUN!!!"

I run a good distance away from the box, preferably somewhere behind something or someclone. I watch the box from there...

written by Mingamango181 on Jul 10, 2011 02:26

"Sure... The lower level, yes." "Very well... I'm interested..."
If I'm allowed to, I look for the showers.

written by Speeder on Jul 10, 2011 02:49

I look at my pistol.

"Crap, I think I just miscounted."

I remove the barrel and lob it like a grenade into Mick-R.

Then I see the bomb, and hide behind Azir wheelchair, holding him in place if he attempts to wheel away.

written by Lightning4 on Jul 10, 2011 04:31

I fire Turbo at the commies then attempt to scramble away the way we came from on my hands and knees.

"Aaaaaa vatcrap too many close calls in such a short time aaaaa!"

written by Azirphaeli on Jul 10, 2011 04:59

"Oh, this is what I'm supposed to be good at." I mention as I notice the bomb since the chaos on the screen left a lull in the action.

I should have enough mobility to grab the bomb and chuck it right back, hopefully quick enough to avoid any lasting damage.

I of course try and toss it away from Jam, he was cool and gave my coffeelyke.

written by 4616599 on Jul 10, 2011 14:00

I flick my booted hand around.

⁵³⁸ GLIGAR: (OOC: Surely it wouldn't be the end of the world if you responded by PM? I mean, you don't want to announce that sort of thing where the cameras can see you. You don't know who might be watching them...)

[619]

"Of course! What kind of clone might forget a briefing! With this outfit it'll be much harder for those crazed traitors to stop me!"

I lean around, looking for the nearest corridor. If it's long enough I test how fast the Transition can go.

written by Gligar on Jul 10, 2011 17:19

Set of "Bake the Traitor"

The audience starts trying to escape, but finds the exits sealed.

On the set itself, Malkom-R is recovering from the shock of the explosion. He attempts to dodge the guards who come at him, truncheons and fists raised, but ends up being hit across the back of the neck by one guard. The others get caught up in the goons, or are dealing with the ex-Director.

One guard tries, once again, to fire his weapon, only to find that it has welded itself into a useless lump of metal.

Malkom-R looks around, but it seems that all the guards' firearms have been rendered useless.

The Hub

Jam-Y exclaims that they should run, and does so. He ends up hiding behind a conveniently-placed vendobot.

Speed-Y takes off his pistol's squealing barrel and throws it after Mick-R, before taking cover behind Azir-R's wheelchair, making sure to hold it in place.

L4-O lets loose with Turbo. The shell flies right into Mick-R's friend, who doubles over in pain.

The shell itself breaks open and emits a gas. No, not unpleasant VIOLET death gas, but some sort of RED stuff. This one causes Mick-R and his friend, not to mention the happiness patrol, to collapse to the floor, asleep.

Anyone feel like breathing? 😊

L4-O tries to get away, heading back the way he came.

There's just one thing left to do, and that's sort out the blinking box. On the assumption that it's a bomb, Azir-R decides to see what mobility he still has, and picks it up. It's surprisingly heavy for something so small.

But what was it the High Programmer said? He's good at throwing things. So that's what he does. Right into Mick-R, who doesn't even seem to notice.

He continues to fail to notice as the thing explodes.

As it explodes, though, something curious happens. A wall of flame seems to flare up and surround the bomb, before shrinking in on itself and dissipating, leaving some charred bomb components behind.

On the vidscreen, Malkom-R can be seen throwing something at a turret. The thing explodes, causing all three turrets to malfunction.

Just before the visuals cut off. They're replaced by a simple screen reading, "TREASONOUS INTERFERENCE -- PLEASE STAND BY"

JHT Sector Main Cloning Station Interactive Corridor Experience

Joris-R decides that now might be a good time to get going. He looks around for an exit. There's one.

It turns out to be a gap between two subsectors. He heads for it.

Off the Roadway

He ends up looking at a large factory-looking building in the distance, probably one of the Industrial Subsectors, where things are made, and many of the INFRAREDS work.

Gunning the Transition (though it doesn't have a throttle in the usual sense), he realises that it can go quite fast.

JHT Sector Main Cloning Station

Mango-R heads down to the chemical showers. He notes that the stairs continue down to another level, but for now, enters the showers.

JHT Sector Main Cloning Station -- Chemical Showers

I'm pretty sure you know what chemical showers look like by now. This is the biggest facility in the sector, with lots of individual booths. Many of them are unoccupied. With any luck, there shouldn't be any F-Class mutants getting in the way, right?

written by Malkom on Jul 10, 2011 17:27

I try to rush for an exit, grabbing any usable firearms on the way. If I see any guards, goons, or other unfriendly characters outside, I attack them with whatever comes to hand, or my fists if I must.

written by Lightning4 on Jul 10, 2011 18:19

I turn around and keep my distance from the RED gas.

"Ooh. What is it? I didn't see what it did. I had my back turned."

I put Turbo away while inspecting the area the bomb was in from afar.

written by Azirphaeli on Jul 10, 2011 22:26

"Hmm, that's odd." I try to wheel over a bit but assume I can't due to interference/cowardice.

written by Mingamango181 on Jul 10, 2011 23:13

"Hmm... No one around... or at least, nearly no one."

I enter a booth, and follow instructions.

written by Jam on Jul 10, 2011 23:31

I peek out from behind the vendobot.

"What happened? Is that sleeping gas? What happened to the bomb? Is anyclone hurt? What happened to the vidscreen? Where is Mick-R and his friend? When are we going to go to the bucker? Can I have a YELLOW B3? Anyclone else want a B3?! How about some Algae Chips? Do you even

stock Algae Chips? Could you tell me how many credits I have? Do you know where I could find a YELLOW jumpsuit?"

written by Speeder on Jul 11, 2011 00:06

As I see the transmission failing, I use the wheelchair again to stand.

Them I do a sort of strong hop, or jump, to stomp the ground in anger.

"AAAAW! COMMON! I WANNA SEE THEY EXPLODING! WHO IS DOING THAT?"

As I protest about it, I actually ignore the sleeping and non-flaming commies.

written by Gligar on Jul 11, 2011 00:36

Set of "Bake the Traitor"

Malkom-R looks for an exit. Seeing that the audience exits are still locked, he comes to the conclusion that the only way out is down. He heads that way, through the gap left when the lift platform slipped. As he does, another device, hidden in another crate, detonates, causing the guards' weapons to start their arcing/welding-into-junk thing again. The force knocks him off the lift platform. Ouch.

When he regains his senses, there's another guard bearing down on him, holding a laser rifle. He punches the guard in the jaw and grabs the rifle, kicking him.

The Hub

L4-O looks at the RED gas while staying away from it. He asks what it is.

He starts feeling drowsy. That gas must be spreading.

"Er, I think it's knockout gas, sir," Lucas-R tells him. He starts being affected as well.

L4-O inspects the area where the bomb was, There are a lot of scorch marks, and damage indicative of something exploding. Curiously, some of the scorching shows some odd patterning. It probably didn't come from the explosion.

Azir-R tries to wheel over but finds that he can't. There must be some sort of interference (someone holding on to his wheelchair, maybe?) He starts being affected, too.

Jam-Y peeks out from his hiding place. He has a plethora of questions, including what happened, whether the gas was sleeping gas, about the bomb (which blew up -- though with an oddly limited effect), about the vidscreen (minor damage, still with its text), about the location of the two commies (right there, dead), when they will be returning to the bunker (with you lot, who knows?)...

He also starts asking for things like B3 and algae chips, causing the vendobot to start dispensing. He asks how many credits he has (60) and about the location of a YELLOW jumpsuit (from PLC).

All the while, he's been breathing the spreading gas...

Speed-Y pulls himself upright. He demands to know why the vidscreen is acting up, hopping in place, sort of, in his anger.

Almost in answer, the vidscreen changes its display. It now displays a picture of Malkom-R. Out mutual friend explains: **"Attention, citizens! This episode of Bake the Traitor has been abruptly ended. It is believed at this time that the treasonous Anti-Mutant secret society were involved. An immediate result of the sabotage is that this citizen, Malkom-R-TLK, has escaped the set, and is at large in the sector. He is believed to be armed and extremely dangerous. You are authorised to terminate on sight. Prizes will be awarded for a particularly messy kill, so have fun. Thank you for your co-operation."**

JHT Sector Main Cloning Station -- Chemical Showers

Mango enters a booth and proceeds as normal. This time, he isn't interrupted.

written by Speeder on Jul 11, 2011 00:44

I look unhappy at the vidscreen when I notice the problems with the gas and the weird scorch.

I pull the jumpsuit over my nose, and start to hop away from the gas (pulling Azir with me unless he attempts to wheel toward it, in that case I release him).

written by Jam on Jul 11, 2011 00:50

"Hmm... That's odd... I wonder what happened to the rest of my bonus... Ah well, thanks anyway, vendobot."

I take the things the vendobot dispensed, then walk over to Speed-Y...

"Knockout gas? We should get out of here..."

I try to head away from the gas.

written by Azirphaeli on Jul 11, 2011 01:54

Using my common sense, I figure that oh hey, that must be sleeping gas. I allow myself to be wheeled away.

"Hey L4, Jam, I think we better get going before we take an unwanted nap. 'Sides, prize for offing Malkom, how cool is that?"

<yawn>

written by Malkom on Jul 11, 2011 02:02

I point the laser rifle at the guard's head and squeeze the trigger. If the guard ends up dead, I check how much ammo I have. Once all's clear, I hurriedly rifle the guard's corpse for any extra ammo/barrels/guns/knives/other weapons or useful objects. If I'm not attacked, I take the guard's uniform as well, and put it on; I put him into my uniform. I also take his PDC.

If I hear The Computer's message, I swear loudly.

Once finished with the guard, I get the f[REDACTED]k out of here!

written by Lightning4 on Jul 11, 2011 07:46

Feeling a bit dizzy and now sleepy, I yawn and try to crawl further away from the gas.

"That sounds *yawn* nice... Although a nap first sounds great too. Sllleeeeeeep..."

I slow but try to keep crawling.

written by Mingamango181 on Jul 11, 2011 11:19

I scrub all the slime away, and scrub some more. I let it continue washing.

written by 4616599 on Jul 11, 2011 12:13

I rub my head again. The cunning boot outfit seems a bit less effective on headaches than thought.

I try to process the announcements. "Malkom-R-TLK? Me...intsec...debriefing...late."

I look at the industrial sector. There must be a service center, or an IntSec outlet, or something. I also look at the dimensions of the Transition. Could it fit in a TRANSTUBE?

Tilting and throttling the Transition, I head forward, (considering my outfit) literally streaking down the roadway toward the industrial subsectors like a vidshow star.

written by Gligar on Jul 11, 2011 15:51

The Hub

Speed-Y looks unhappy. Bake the Traitor has been abruptly ended. But not only that, there's this problem with the bomb going off, and the knockout gas...

He pulls his jumpsuit up over his nose and wheels Azir-R out of the Hub.

Azir-R doesn't object. He suggests to L4-O that he join them.

Jam-Y wonders what happened to his bonus. "Bonus? Oh... that would explain this mark on your credit rating... now what does that mean... ah yes. 'Bonus pending,' it says," replies the vendobot.

Jam-Y picks up his purchases -- three cans of YELLOW B3 and three bags of algae chips -- before following Speed-Y out.

L4-O is sluggish, but follows them He's followed by JognR and Lucas-R.

?

Malkom-R shoots at the guard, and misses. And it turns out that the guard still has a truncheon, and knows how to use it.

Malkom-R decides to run for it, and attempts to find his way to somewhere that isn't here.

He winds up in a RED corridor.

JHT Sector Main Cloning Station -- Chemical Showers

Mango sets about cleaning himself. He remains uninterrupted.

Presently the shower shuts off and unlocks.

Off the Roadway

Now he has some time to think, Joris-R realises that his outfit might not be the best at stopping headaches.

Then he remembers the announcements. Malkom-R... him...

It might not be a good idea to stay here.

Her looks to the industrial subsector. Is there a service center, or an IntSec station there? Probably. He pushes the Transition to full speed, while wondering whether it would fit in a transtube. (it would, since it's small enough... though you'd have to worry about colliding transbots, which are much faster than a Transition).

written by Malkom on Jul 11, 2011 16:09

I look around for any guards, then try and go up against the wall so the guard won't see me when he comes out. Once he arrives in the corridor, I shoot at him with my rifle.

"Good Bleepzy!" I say to the rifle, giving it a stroke.

written by Lightning4 on Jul 11, 2011 16:29

I finally get back on my feet, though a bit wobbly from the combination of the sleeping gas and the lung injury.

I continue to follow Speed-Y and the rest.

written by Speeder on Jul 11, 2011 17:30

I continue leading everyone out.

And rambling. Until I remember the detail of the announcement.

"Hey, anyone here want of instead going to the bunker, hunt Malkom around? He is trouble, that need shooting! We are troubleshooters, and we can get a reward if we skewer him or something!"

written by Jam on Jul 11, 2011 18:14

I follow Speed-Y.

"Hunt Malkom-R? Win prizes? Sounds like FUN! Let's go get him!"

written by Speeder on Jul 11, 2011 18:18

"Oh wait, someone call IntSec first and warn about the knocked out commies in the hub. We do not want them to wake up and rampage around while we are having FUN."

written by Azirphaeli on Jul 11, 2011 18:22

"I'll call 'em, being that you're so kind as to be dragging me around I don't need my hands right now for wheeling so..."

I call IntSec to report the commies, and I also check my available credits. I might want to pick up some weapons or something and it'd be good to know my financial status.

written by Mingamango181 on Jul 11, 2011 23:34

I exit.

"That was probably one of the best showers I've ever had..."

I think back to try and remember if there were any jumpsuits back at the cloning station. If I do remember, I head back up to it. Else I look for a towel to dry myself off with, and wear, before moving to the lower levels.

written by Gligar on Jul 11, 2011 23:43⁵³⁹

Corridor (Gamma Subsector)

Malkom-R looks around. No-one here right now. Everyclone is probably at work by now.

But there's still that guard to worry about. Here he comes.

But Malkom-R is ready. Zap! A hit this time. And one more count of treason.

One wonders at this point whether there'll even be a Malkom-R after this one is inevitably terminated...

The Hub

Well, by the door.

L4-O is on his feet. a bit wobbly, but it's a start.

Sleep would be a really good idea right now.

Everyone leaves and returns to the corridor.

Inner Radial Corridor

As he continues on, Speed-Y remembers the announcement. He suggests that the team go after Malkom-R. While yawning. I mean, he's been up for what, 20 hourcycles by this point?

Jam-Y follows. He likes the idea. Although he's yawning too.

Speed-Y adds that someone should call IntSec and tell them about Mick-R and his friend. Azir-R does that. He's told that they should be picked up shortly.

He also checks his credit balance. It looks like he has 112 credits remaining.

JHT Sector Main Cloning Station

Feeling refreshed after his shower, Mango looks for a jumpsuit, and a trowel. There aren't any of either in the cloning station, or the decanting platform. But then again, the showers have drying fans, so towels aren't needed.

He shrugs and heads down.

There he finds a number of self-service terminals, where one fills out release forms electronically, and some racks of jumpsuits.

The clone from above is also here, apparently checking something on a terminal.

written by Speeder on Jul 11, 2011 23:47

I stop when it is seemly safe distance from the gas.

⁵³⁹ GLIGAR: (OOC: I have updated the rules at the start of the thread (remember page 1? 🤔)

You should probably go and read them again.)

"Ok now... Anyone at least KNOW where is the set of Bake The Traitor?"

I mean, if the thing is halfway on the other side of the city, there are no way we get there on time."

written by Azirphaeli on Jul 12, 2011 01:31

"I doubt he's still at the set, probably making a mad dash for safety. Maybe he's going to meet up with his fellow traitors."

I look around, if I spot a vendbot, I will get the price of thrown weapons, such as explosives or sharp things, within my clearance of course.

written by Malkom on Jul 12, 2011 01:44

I quickly go through the guard's jumpsuit, taking any ammo or PDCs or other useful-looking objects, as well as anything mysterious and/or shiny, before moving on off the corridor. While moving, I call up my Anti-Mutant contact on the guard's PDC, and ask if there's a safe area near me. I also ask if there's quick transport to any nearby or not-so-nearby safe area available. "I don't care how much trouble I get into. I'm already in enough that extra -- er, so-called treason -- won't matter too much, so anything goes. Oh, and there's this mutant who I think can read my mind and perhaps find where I am. Jam-Y is the name." I ask if there's a way to shield my mind from him.

written by Jam on Jul 12, 2011 02:47⁵⁴⁰

"Hmm... The last place I scanned Malkom-R at was at, um... F-level, maybe Gamma or Delta Subsector? He probably moved by now... And if he's working with the Anti-Mutants, he'll probably find some way to hide himself... They'll probably be targeting John-R and I..."

I suddenly remember I still have Speed-Y's foot...

"Oh, here, you wanted this back?"

I offer the foot to him.

written by Mingamango181 on Jul 12, 2011 03:18

I go over to the terminal, look at it for a bit, and electronically fill out the form. When that's done and processed through, I put on a jumpsuit.

"So what am I needed to do?" I ask the clone.

written by Speeder on Jul 12, 2011 03:43

I nod.

"Sure!"

I look around for the Docbot.

"Mr. Docbot that I asked to store my foot, where are you?"

written by Lightning4 on Jul 12, 2011 11:10

I yawn again.

I put away Turbo, but try to note the shell I used. That'll be useful for the future.

⁵⁴⁰ JAM: (OOC: I might not be able to post the next four or so days... Or, at least, I won't be able to post as often...)

While the group talks, I stay a safe distance from the gas and watch the area for any movement, or watch for any dissipation of the gas.

written by 4616599 on Jul 12, 2011 15:31

I continue speeding down the roadway, taking in the sights and sounds of the subsector

written by Gligar on Jul 12, 2011 16:42

Inner Radial Corridor

Speed-Y keeps moving, getting out of range of the gas. He's realised that he doesn't actually know where the set of Bake the Traitor even is. It could be half-way across Alpha Complex for all he knows. And in that case, they'll be too late.

Azir-R suggests that he's already moved on. He's probably gone to meet up with his fellow traitors. He looks around for a vendobot, but the closest ones are back in the Hub.

Jam-Y supplies that the last time he scanned him, Malkom-R was on F Level, over in either Gamma or Delta Subsector. He's probably moved on by now. And if he's working with Anti-Mutant, he'll have gone into hiding. He's probably planning on attacking John-R and himself at some point.

He then realises that he has Speed-Y's foot, and offers it to him.

Speed-Y takes it, and looks around for the docbot. It turns out to be right there, at the intersection. "Ah, is this the foot?" it asks as the team approaches.

Lucas-R wonders, "What if there's more than one set? I mean, they always do get their traitors very quickly, no matter where they're from. Maybe they alternate between sets, or something."

L4-O brings up the rear. As he stows Turbo, he notes the used shell on the ground, remembering its colour code.

He keeps watch over the Hub, seeing if there's any movement or gas dissipation. It looks like the gas is indeed spreading. He keeps yawning... maybe he'd better get a move on.

Corridor (Gamma Subsector)

Malkom-R adds theft to his rapsheet, stealing a couple of laser barrels, the guard's PDC, and his ME Card (also adding ID theft). There's also a packet of some drug he doesn't recognise.

He calls up his society. He's told to get to Waste Recycling, deep in, well, Depp Subsector. There's a safehouse there. They'll talk more when he does. This is an insecure call, after all. Internal Security are probably already on their way.

JHT Sector Main Cloning Station

Mango goes over to a terminal and fills out his forms. It's a simple task once you put your mind to it. And oddly pleasing.

That done, he gets a jumpsuit and heads over to the clone. "I'll need to run a couple more test," he is told. "Just to make sure that there are no major side effects from the maintenance work. Nothing to worry about. This way, please..."

He gestures to the other side of the station, where there are offices.

Roadway, near the Industrial Subsectors

As Joris-R approaches, he sees that, instead of there being just one building, there are six, three either side of the roadway. Signs separate them into INDUSTRIAL SUBSECTOR A and INDUSTRIAL SUBSECTOR B. The sounds of running machinery blend into a deep pulsing roar. The air is thick with dust and smoke, which seems to emanate from everything. It's difficult to breathe.

He comes up to a checkpoint manned by several clones. One flicks a switch, illuminating a STOP sign.

written by Lightning4 on Jul 12, 2011 17:23

I yawn again.

"We should keep moving. The gas is still spreading..."

I move past the group and keep my distance from the gas.

"Well we're not going to do any good here at any rate... we should stick together though wherever we're going."

I yawn again.

"The bunker I assume, maybe, sirs?"

written by Malkom on Jul 12, 2011 17:34

I call up directions to my destination in Depp Subsector on the guard's PDC, then stow my own in his jumpsuit pocket, hoping to throw the goons off my trail for a bit. "What wouldn't I give for a Transition right now," I mutter as I set off jogging towards Depp Subsector, keeping on the alert for guards and anyone else who shoots at me or tries to harm me in any way.

written by Speeder on Jul 12, 2011 18:50

I nod to L4.

"Just let me do this first."

I hand the foot to the docbot.

"Please put it in cold storage. I may need it in case the cyborg conversion fails."

I then return to the team after the Docbot retrieves the foot.

"Knockout gas with overworked troubleshooters do not sound good idea indeed. I think yes, we should go to the bunker." I look around for where the bunker elevator is.

written by 4616599 on Jul 13, 2011 08:53

I smoothly glide to a halt. Ruffling my outfit a bit, I ask. "Can I help?"

written by Jam on Jul 13, 2011 12:08

I stick with the rest of the team, and watch Speed-Y deal with his severed foot.

written by Gligar on Jul 13, 2011 12:36

Radial Corridor Intersection

L4-O continues on. Being near an expanding cloud of knockout gas, he says, is not a good idea when you're already tired. He suggests they they return to the bunker.

Speed-Y agrees, but gives his severed foot to the docbot first. "Thank you, citizen," the docbot replies, placing the foot in a cold box.

He looks around for the bunker lift, and realises that it's back in Epsilon Subsector.

Looking in that direction, he can see activity in the general vicinity of the debriefing room. First, a tech exits, carrying some memory cores and a flamethrower. He heads off into Epsilon Subsector. Second... *wait what... that's the mutilated corpse of Cryo! On fire!*

Corridor (Gamma Subsector)

It seems that Malkom-R's PDC call was subject to interference... the subsector code came out as "Depp" subsector. He tries to look that up, but finds that "Depp" subsector doesn't actually exist. Maybe it's something close to that?

He remembers the reactor... what if it's somewhere near that?

Industrial Subsectors -- Checkpoint

Joris-R stops at the checkpoint. A clone emerges, and does a double take at Joris-R's outfit. "What in the- No, you can't proceed, not dressed like that! CPU Mandates, you see. 'All citizens in or near an industrial subsector must be wearing their jumpsuit in a proper fashion. Failure to do so may result in loss of privileges.' Breathing, for one.

"And although you are wearing a jumpsuit -- several, in fact -- I can't help but notice that you aren't, well, dressed. You'd better remedy that."

written by Speeder on Jul 13, 2011 13:01

I notice the on fire Cryo being taken away.

"Nice! Anti-Zombie squad at work! I always knew they actually existed too!"

I walk toward the Epsilon Subsector, or rather, I hop toward there.

While watching the work of the zombie hunters.

written by Azirphaeli on Jul 13, 2011 13:14

I wheel myself around, following Speedy.

written by Malkom on Jul 13, 2011 14:23

I call up a map of subsectors near the reactor, then call up a list of subsectors in my vicinity. If nothing like 'Depp' comes up, I recall the Anti-Mutants (with the dead guard's

PDC) and ask for clarification. If any 'Depp' like things come up, I call up more information on them: do any of them have a Waste Recycling department or area? If one does, I start off for it. If I called and I now know where to go, I start off for there.

written by Lightning4 on Jul 13, 2011 18:06

I tag along and yawn one more time.

"That's good. Though half of me wonders if fire will actually be sufficient..."

"Everything else sure wasn't..."

I simply shake my head.

written by Mingamango181 on Jul 13, 2011 21:04

I break from my train of thoughts, and process what was said just then.

"Okay. Right."

I head over to where the offices are, taking just a moment to examine the jumpsuit I've taken.

written by Gligar on Jul 13, 2011 22:47

Radial Corridor Intersection

For some reason, Speed-Y believes that there are zombie hunters taking Cryo away. But no, there stands the beheaded corpse of Cryo, *shambling towards him!*

He keeps walking, seemingly oblivious. Can I get a readout on the drug levels in the air over there?

Oh, of course...

Azir-R follows right behind. He doesn't comment on the zombie hunters. One wonders if he's seeing them as well.

L4-O continues yawning. He's not sure that fire will actually be sufficient.

And still, the corpse of Cryo lurches towards them, as if wanting to share its fire with them.

What? Zombies are slow, you know.

Corridor (Gamma Subsector)

Malkom-R broadens his PDC search, looking for anything near the reactor which might contain waste recycling. As it happens, the reactor itself is located in Deep Subsector, with Waste Recycling below it, taking up M Sublevel (as well as N, but the lift only stops at M).

He heads off in search of a lift. And naturally, he runs into trouble.

Or, more accurately, a Troubleshooter team.

They see him, and immediately ready their weapons.

JHT Sector Main Cloning Station

Mango follows the clone towards an office.

Cloning station office

On entering, he discovers what looks like more testing equipment, attached to a chair.

The clone sees him enter, and motions for him to get in the chair.

written by Malkom on Jul 13, 2011 23:18

"Vatcrap," I swear quietly to myself, as I quickly aim the laser rifle at the highest clearance Troubleshooter I see, or the one with mutant armband, if there is one with such an armband.

"One move, and I shoot. Drop your weapons." I have a crazed glint in my eyes. "Beware. I have a high explosive device on my person. It automatically detonates if I'm killed. The blast is strong enough to blow away this entire corridor, not to mention you. I've heard it's very unpleasant to have your stomach blasted through your backbone, but that's just what I've heard." I smile. "Not to mention your eyes shoved into your head..."⁵⁴¹

written by Speeder on Jul 13, 2011 23:53

I notice Cryo body is moving on its own actually.

"Oh Vatcrap! I thought he was being carried by the techs, but NO, HE IS MOVING ON ITS OWN AGAIN!!! AAAAAAH!!!"

I start to hop away... Hopefully faster than a two-legged zombie.

I reach for my back, and then I curse with all known curse words known to REDs

"How I wish I had my spear! Do you have any anti-armor shell L4?"

written by Mingamango181 on Jul 14, 2011 02:00

I take a seat in the chair, with little else to do. I answer the question. "I don't think I have anything to ask, other than just what we're going to be doing. Plus maybe a bit about how I'm going to explain why I'm out early to everyone else..."

written by 4616599 on Jul 14, 2011 04:56

I smile weakly.

"I'm Joris-R-DNK and this is a special anti-CMT, anti-headache suit. Full computer grade. I simply need directions."

written by Lightning4 on Jul 14, 2011 08:52

I follow behind Speed-Y and rifle through my backpack.

"Umm... I don't know. I don't think I've fired an armor piercing shell before."

I check for any shells that might do the job of effectively obliterating that zombie, like that one I fired at the frownyface mutants some time ago.

⁵⁴¹ MALKOM: (OOC: Bluffing FTW!)

"I'll see what I do have though..."

written by Speeder on Jul 14, 2011 11:41

"No wait! Do not explode him. We do not want flaming bits flying around!"

written by Jam on Jul 14, 2011 13:08

I stay away from zombie Cryo...

"How is he still moving? That sure is creepy..."

written by Azirphaeli on Jul 14, 2011 13:19

I wheel away from the zombie at a brisk pace.

written by Gligar on Jul 14, 2011 17:47⁵⁴²

Corridor (Gamma Subsector)

Malkom-R aims his laser rifle at the team leader, who is pretty obvious, seeing as she's the only ORANGE in a group of REDs. He claims that he has a bomb set to go off if he dies.

The team leader doesn't buy it. "Everyone knows that that only happens in vidshows", she says. "Now, are you going to make this easy, or hard? Not that it matters either way, because you will be dead!"

A second Troubleshooter, wearing the MBD badge of a Loyalty Officer, wonders why they're even talking to Malkom-R. They should just shoot!

Just shoot?" a third -- apparently the Happiness Officer -- says. "Gladly." And he raises his own pistol, and fires... at the Team Leader.

Now, you'd imagine that such a shot at point blank range would be a sure kill, right? Nope, the Happiness Officer's shot wasn't exactly what they call "spot on", so it hit the reflector instead of her head.

There's another problem. The ORANGE's reflector, once heated by a laser blast, begins to peel. It turns out that it's only painted ORANGE. The peeling areas betray the reflector's true GREEN clearance.

This shocks the Loyalty Officer. "Looks like we have more than one traitor around here," he says, bringing his own pistol round to the Team Leader.

Radial Corridor Intersection

Speed-Y isn't happy when he realizes what's going on. He tries to get away from Zombie Cryo, but ends up falling over.

As the zombie approaches Speed-Y, L4-O looks through his cone rifle shells. He seems to have a few of those explosive, frownything-unfriendly shells left, as well as

⁵⁴² GLIGAR: (OOC: *pokes Mango, who is still posting invisible text*

I'm pretty sure that the revised rules ask you not to do that.

Perhaps I should start re-posting invisible inside < I > tags? or maybe someone else might edit his post or something... but there's nothing I could do about that. Just a thought. [u]

Mingamango181 has just won one Treason Point, which, effective immediately, will be tracked on the stats page. Having too many points will be hazardous to your character.)

those knockout gas shells (thoguh they wouldn't be all that useful), as well as a bunch of other shells he doesn't recognise.

There's also that tacnuke shell he found earlier.

Even as he tries to scramble away, Speed-Y exclaims that he doesn't want Cryo exploded. He doesn't want burning zombie chunks all over the place.

Jam-Y doesn't know hwo Zombie Cryo can even move. Seeing a headless corpse shamle around like that is kind of creepy.

Azir-R just wheels himself away.

Lucas-R just stares in panic as Zombie Cryo approaches Speed-Y. He then has an idea, taking out his laser pistol and shooting the zombie's legs repeatedly.

Cloning station office

Hmmm... wait a minute... I'm getting interference here. It's almost as if someone patched in a loop of an empty office to try to confuse me. Now why would they do that? To mask a secret society recruitment in progress, maybe? Oh well. Only a traitor would be foolish enough to actually try that in view of the cameras.

Speaking of which... aha! Looks like they didn't know about *this* camera! Let's see now...

Ah... Mango is seated in the chair and is saying that he has a couple of questions. He wants to know what he should b doing an how he's supposed to explain why he's out "early".

Industrial Subsectors -- checkpoint

Joris-R explains that he's wearing a special headache-proof and mutant-proof outfit, and just wants directions.

"Really? Then you'll have no trouble showing your Form 784g then. If you wanted the main sector, it's back that way. Otherwise, you'll have to go through here, and I can't let you through without proper clothing or a 784g."

The dust and smoke seem to get thicker, getting right into Joris-R's eyes, lungs, and skin, not to mention... other places.

written by Malkom on Jul 14, 2011 18:29

"Traitors united!" I yell, shooting at the Loyalty Officer. "Take 'em down! Death the the mutants!" I shoot at the Happiness Officer. "Die!" I shoot at the team leader. "Scoff your own foul drugs!" I shoot at the Happiness Officer if he's not already shot, and at a random Troubleshooter if he is. "EVERYONE, GET KILLED ALREADY!" I capitalize on what is probably general chaos now to shoot at everything that moves till no-one is shooting at me.

written by Speeder on Jul 14, 2011 18:35

I attempt to move away from flaming zombie.

"Aaaaaah! I do not want to get burned too!! AAAAAAah!!!"

I keep trying to move away.

"L4, kill it! Kill it! Or better, explode the ground so he falls on the floor below! Yeah, do that! But only if it is safe for us!"

written by Azirphaeli on Jul 14, 2011 19:28

Vatcrap! I think to myself, I have no way to help in this situation. I should of though about weapons earlier.

I turn around and trying to think of some way to help that doesn't involve wheeling past the zombie to the hub to the vendbot and hoping I can afford a pistol.

written by Lightning4 on Jul 14, 2011 20:02⁵⁴³

"I think I'll just take my chances blowing it up sir, if it falls on the level below we'll just have a zombie on the level below us wandering around. Possibly straight to us."

I grin wildly and look at the tacnuke shell... but then frown and grab one of the explosive, frownything-unfriendly shells instead.

"I think I'll save the nuke for something more worthy..."

I load up Turbo and attempt to fire straight at Cryo.⁵⁴⁴

written by Gligar on Jul 15, 2011 02:04

Corridor (Gamma Subsector)

A flurry of shooting happens. As you might imaging, this causes a lot of smoke as things get burnt.

But when it clears, there are only two clones left: the Loyalty Officer and Malkom-R. The former still has his laser pistol aimed at the latter, unaware that it is now squealing at him.

Then again, so is Malkom-R's.

Radial Corridor Intersection

Speed-Y continues trying to get away. He yells over to L4-O to shoot, either at it, or at the floor, dropping the zombie below.

Azir-R decides to head back to the Hub in search of weapons.

L4-O looks at his tacnuke shell, before deciding that now is not the time. He opts instead for a regular explosive shell, and loads up Turbo.

But by this time, it is clear that Speed-Y didn't get away in time. The zombie ends up hugging his remaining leg, setting his jumpsuit on fire.

L4-O fires.

There is an explosion.

The good news? There's no more zombie. Chunks, but that's all.

The bad news? Well... Speed-Y has some zombie arms draped around his remaining leg. Also, more pain. Being next to an explosion is generally not a good idea.

⁵⁴³ LIGHTNING4: (OOC: Wonder if you can get negative treason points... I wonder what that would even do... 🤔)

⁵⁴⁴ MALKOM: (OOC: I have deja vu.)

The Hub

By Now, Internal Security swarm the place. But there's enough room to get to the vendobots.

Conveniently, one has laser pistols for a hundred credits each, including barrel.

written by Speeder on Jul 15, 2011 02:17

"AAAAH!!! NOW SOMEONE PLEASE PUT OFF THE FIRE! I WANT A HAVE A CYBORG FOOT, NOT A HALF BODY CYBORG!!!"

written by Mingamango181 on Jul 15, 2011 02:28

"It's probably my paranoia... It isn't too much of concern."

I look over at the clone.

"What are we testing for?"

written by Azirphaeli on Jul 15, 2011 02:53

Once I reach it, I attempt to purchase something I can afford that likens itself to my ability to throw stuff.

Barring such weaponry, I go for a cheap alternative that.

written by Speeder on Jul 15, 2011 11:43

I whimper (in a corner! If I could...)

"That hurts... That hurts... That hurts... That hurts..."

written by Jam on Jul 15, 2011 12:13

"Ah! What happened?! Are you okay Speed-Y?"

I check how injured Speed-Y appears to be...

written by Lightning4 on Jul 15, 2011 13:56

"I'm sorry sir! I guess I underestimated how powerful this thing was..."

I attempt to kick the zombie arms away from Speed in attempt to free him from its grasp.

written by 4616599 on Jul 15, 2011 14:51

I cough and twitch a little.

"Ugh. Frelling mutants. I have no idea what the 784g is."

I look back at the sector and reverse a bit.

"Thank you, sir. Where are we, by the way?"

written by Malkom on Jul 15, 2011 15:05⁵⁴⁵

I throw the squealing weapon at the Loyalty Officer's feet and taunt him, knowing that his now-squealing pistol probably won't shoot. "Haha! Try and catch me, eh? Feeling a bit traitorous, are we? Come on, shoot your little peashooter. Look, I'm even unarmed. You still can't touch me with your pathetic toy blowgun, haha. Stupid little man. Oh, did I say man? Oh sorry, I meant Junior Citizen. A very junior citizen. Sorry about the mistake, old chap. I always like to be accurate in my descriptions of others. Don't you? Oh wait, being so young and all you can hardly describe others, let alone hold a laser pistol. Hahaha!"

⁵⁴⁵ MALKOM: (OOC: My rifle is squealing? Do they do that often? 🤔)

written by Gligar on Jul 15, 2011 16:55

Radial Corridor Intersection

Speed-Y freaks out. He yells for someone to get these zombie arms off him, and for the fire to be put out. He wants a cyborg *foot*, not a cyborg *half body*, after all.

But the zombie arms keep moving up his leg, as if they're hoping to spread their fire even further... Speaking of which, the remains of jumpsuit still attached to the arms is beginning to burn away.

This is too much for Speed-Y. He starts whimpering about how much it hurts.

Jam-Y hurries over. He sees that Speed-Y's good leg is now on fire, with the zombie arms moving their way up... and that's just wrong...

L4-O rushes over as fast as he can, and proceeds to kick the arms away.

Only to find that they're now attached to his legs instead...⁵⁴⁶

The Hub

Azir-R has a look for more weapons... specifically, stuff that can be thrown. Unfortunately, there seems to be a lack of grenades.

However, something nags at the back of his mind... a half-remembered fact about B3 cans... something about shaking them? They would probably blow up if you did that! And they're really cheap, too. He'd have enough for some cans of B3 and a laser pistol!

Industrial Subsectors -- Checkpoint

Of course, Joris-R doesn't have a Form 784g, a fact which he attributes to the mutants.

He backs up, and asks where they are. "You're at the Industrial Subsector checkpoint," replies the clone. "Can't you read?" He points at a sign above the checkpoint.

"Now, are you going to sort out your jumpsuit problem, or do I have to call for Internal Security to remove you?"

Corridor (Gamma Subsector)⁵⁴⁷

Malkom-R throws the offending weapon at the Loyalty Officer before proceeding to insult him in as many ways as he can think of.

This just causes the Loyalty Officer to pull a short sword from somewhere, and lunge at Malkom-R with it.

All the while the two squealing barrels continue to squeal.

Cloning Station office

Mango wants to know what they are testing for. "You aren't cleared to know that," the clone replies.

⁵⁴⁶ GLIGAR: (OOC: Speeder gets a perversity point for a nice reaction there 😊)

⁵⁴⁷ GLIGAR: (OOC: Well, it does have a laser barrel...)

written by Malkom on Jul 15, 2011 17:15

I scream and fling myself to the ground, grab the Loyalty Officer's feet, and try and pull him over and punch him somewhere where it really hurts! I of course avoid the sword while doing this. At least, I try to.⁵⁴⁸

written by Speeder on Jul 15, 2011 17:29

I start to roll around trying to put out the fire.

Of course, I do not look where I am rolling, so do not mind if I hit you, or you, or you there.

written by Lightning4 on Jul 15, 2011 19:49

I notice the arms are on me and are on fire.

"Aaaa AAH AAH GETITOFFGETITOFFGETITOFFGETITOFF-"

gasp

"GETITOFFGETITOFFGETITOFF"

I flail wildly and roll around.

written by Jam on Jul 16, 2011 01:11

"Ah! There's a fire! FIRE! AH! AHHH!"

I run around screaming, and completely forget any training of what to do when someclone is on fire... Of course, being brainscrubbed probably didn't help...

written by Mingamango181 on Jul 16, 2011 01:39

"Oh, okay. Probably for the best that I don't know right now..."

written by 4616599 on Jul 16, 2011 08:07⁵⁴⁹

Something seems to click.

"Cough. On second thought, Internal Security might be just what I need. Where are they?"

I cough again, from the smoke, and look around for shelter.
550 551

written by Gligar on Jul 16, 2011 15:58

Corridor (Gamma Subsector)

Malom-R continues fighting, attempting to knock the Loyalty Officer's legs out from under him. He fails utterly, partly because he just tripped up over his own discarded laser rifle. The barrel's still squealing, by the way.

The Loyalty Officer takes advantage of this, and lunges with his sword.

Just as his own laser barrel explodes.

The blast rips through the Loyalty Officer, and causes Malkom-R's laser rifle to also detonate.

⁵⁴⁸ MALKOM: (OOC: Barrel explosion? ...please?)

⁵⁴⁹ 4616599: (OOC: Malkom, you could always spend a pp)

⁵⁵⁰ SPEEDER: (OOC: I will be out of computer for almost the entire day today. So do not mind me not posting at the usual midday time that I post every day).

⁵⁵¹ MALKOM: (OOC: No thanks. I'll leave this one to fate.)

As well as all of their laser barrels.

JHT Sector Main Cloning Station

Almost unnoticed among the cloning tanks, a terminal continues its job of displaying the current list of clones in need of decanting, and the cause of death. As clones are terminated, they are added to this list, which is automatically reshuffled according to clone priority. For example, two clones have just been terminated. they appear on the list: Jerome-R-BVN and Malkom-R-TLK. Cause of Death: laser barrel explosion.

Jerome-R is automatically shuffled into fourth place -- rapid decanting being one of the perks of being a Troubleshooter.

Malkom-R, on the other hand... flags an error. His clone template is already being deleted, and can't be used. In time, the message redacts itself, and Malkom-R disappears from the list.

Almost as if he never existed.

Cloning station office

Mango tells the clone that it's probably for the best that he didn't know. The clone continues his tests, before saying, "Okay, that looks to be everything. I have your ME card and assignment papers -- you've been assigned to Industrial Subsector B. It seems that they're in need of Ring-For-Service Bell Impact Testers."*

The clone offers Mango the papers.

Radial Corridor Intersection

Speed-Y starts rolling around, trying to put the fire out. It seems to have worked. To a degree. At least he's not on fire anymore.

Jam-Y runs around in panic, forgetting his "What To Do When Someclone Is On Fire" lectures, and apparently not noticing that Speed-Y rolled into him a couple of times, spreading the fire.

L4-O has his own fire problems. Not only is he yelling for someclone to get the arms off him, but said arms seem to be trying to enter his jumpsuit's legs. Of course, they're setting him on fire as well. Even though they're starting to fall apart.⁵⁵²

Industrial Subsectors -- Checkpoint

Joris-R decides that Internal Security might be a good idea. He asks for directions. While coughing.

"They're everywhere, clone. Including right behind you."

And indeed, there is a goon right behind him, hitting his truncheon against the palm of his gloved hand. "You," he growls.

* So that's where the bell factory was hiding.

⁵⁵² GLIGAR: (OOC: Okay... this is fun 😊 One perversity point goes to each of Jam, L4... and Cryo. Oh, and Speeder can have one as well.)

written by Lightning4 on Jul 16, 2011 16:40 Industrial Subsectors -- Checkpoint

"FIRE FIRE AAAAAA!"

I continue flailing about wildly, and start rolling in an attempt to put out the fire and possibly get what's left of the zombie arms off me.

"AAAAAAAH! ZOMBIE FIRE BURNING AAAAAAH!"

written by 4616599 on Jul 16, 2011 18:47

I suddenly clutch at my head again.

"Ow! Erm, haem, ahem! Oh, hello!"

I wobble around a bit, and attempt to add in a sterner tone.

"You'll call me 'Sir!'"

written by Malkom on Jul 16, 2011 19:10⁵⁵³

I have time for one brief, gut-wrenching yell before I'm ripped into bits by the explosion.

Tiny bits. Eeeew. A few miniature specks float away from me. Nanobots! Ugh.

A lot of my insides also seem to have spewed all over the corridor, and leaked onto the floor, and other disgusting stuff. I wonder if someone might come along, slip in them, and say something treasonous...

Ah well. At least, in dying, I did one last thing to irritate Alpha Complex, however mildly: I left a huge mess for the scrubots to clean.

Stupid scrubots. Serves them right! Probably built by the filthy mutants, anyway...

I think my skull got shattered against the wall. If I was alive, that would hurt.

Maybe it's lucky I'm not alive anymore.

written by Jam on Jul 16, 2011 21:49

"AAAH! FIRE!"

I scream a bit more, then notice the burning dismembered arms trying to climb up L4-O's jumpsuit...

"AH! ZOMBIE ARMS! HANG ON L4-O!"

I try to knock the burning arms off of L4-O.

written by Gligar on Jul 16, 2011 23:54

Radial Corridor Intersection

L4-O flails. There's a lot of flailing happening recently. He also rolls, to try to dislodge the burning arms, and the fire.

Jam-Y continues freaking out over the fire, until he notices that burning arms, and tries to do something about it. The combination of L4-O rolling and Jam-Y batting at the arms is rather silly-looking, but effective. The remains of the arms fall to the floor, now little more than a mass of seared cloneflesh and bones. Oh, and the smell of burned Soylent.

⁵⁵³ MALKOM: (OO: So, should I just PM you, Gligar, and talk about making a new character for myself?)

Joris-R seems to have a headache again. He notices the goon, and tells him to call him Sir, for some reason.

This causes the goon to lash out with his truncheon, which lands with a dull thud right on Joris-R's kneecap. "The only sir around here is *me!* You got that, bootsmoke? Now, *you* are coming with me. We need to have a little *chat* about your outfit there."

To the clone at the checkpoint, the goon adds, "Open up. We're coming through."⁵⁵⁴

written by Lightning4 on Jul 16, 2011 23:59

"AAAH BURNING. MUCH BU-"

I stop flailing and look down.

"Oh. I... guess that's over. Uh... thanks."

I get up and pat down any stray flames on my suit or armor.

"That had better be the last of that zombie..."

I back away from the remains, just in case.

written by Speeder on Jul 17, 2011 04:43

As I am not on fire anymore, I sit, kinda away from the winding down mayhem.

Then I do my signature eye roll.

"Mental note, zombie Cryo also causes temporary group stupidity."

I attempt to see if there are any rebellious flaming bits around.

written by 4616599 on Jul 17, 2011 06:38

"Ow! Oh, absolutely. Brilliant. We'll do just that!"

Grinning, I lean forward and hurtle into the sector at full speed(with or without the goon). Wrapping my neck jumpsuit around my head to shield me from the dust, I look around.

written by Gligar on Jul 17, 2011 14:01

Radial Corridor Intersection

L4-O doesn't initially notice that things are under control. It takes him a moment of flailing and yelling before he looks down and notices.

He stands up and pats out one last flame. There. Now all he needs is a new jumpsuit.

Speed-Y sits by the wall and rolls his eyes. Even a zombie Cryo is too much for him.

He looks for anything left of Cryo. There are a few chunks dotted around, still smoldering, but apart from that, it looks like there's nothing left.

Industrial Subsectors -- Checkpoint

As the clone stands aside and opens the gate, Joris-R guns the Transition.

⁵⁵⁴ GLIGAR: (OO: to Malkom: Yes, send me a PM.)

It turns out that not wearing a jumpsuit properly is not a good idea when you're traveling through an industrial subsector at speed. He's pelted by quite a bit of dust, which digs into his skin, his eyes, his lungs, his mouth, and other miscellaneous parts of his body, and causes quite a bit of pain.

But that's not all. The goon, now understandable irate that Joris-R just zoomed off, has pulled out a stunner and, aiming it at Joris-R, fires.

Thirty thousand volts arc between the stunner and the rapidly retreating Transition in a brilliant BLUE beam. They cause Joris-R's body to seize up, adding even more pain, and also causing him to lose control of the Transition,, which suddenly tips forward, throwing him off. It proceeds to plow into the roadway just past Joris-R and shut down.

After a moment, the goon catches up, grabs Joris-R by the arms, and drags him off. All I can say is "ouch".⁵⁵⁵

written by Speeder on Jul 17, 2011 15:40

Now that it looks safe again, I look if I can still walk with my burned leg, if I can, I stand and proclaim:

"TO THE BUNKER! again..."

Then I remember there are docbots around, I look if they are still nearby.

"Docbots! Are you still there? We need your help... again..."

written by Lightning4 on Jul 17, 2011 16:10

While Speed is talking with a docbot, I check myself over for any new major burns. Any that need help, anyway.

written by Jam on Jul 17, 2011 20:40

I check to make sure that I'm not on fire...

Then I respond to Speed-Y...

"Yeah... Perhaps we should go to the bunker... I'm feeling really tired... Let's let some other clones catch Malkom-R... Anyone have any objections?"

written by Azirphaeli on Jul 17, 2011 23:15⁵⁵⁶

I purchase the laser pistol, and all the b3 I can, this sounds fun. Then I wheel back to the group a mobile cripple death-mobile.

written by Gligar on Jul 18, 2011 00:29

Radial Corridor Intersection

Speed-Y checks to see if he can still walk. Well, hop. Yep, feels pretty good. A bit achy, though. He suggests, in no uncertain terms, that the team head to the bunker.

He remembers the docbots, and looks around for them. But they seem to have trundled off.

L4-O also looks himself over. A few new burns, but nothing major.

⁵⁵⁵ MALKOM: OOC: ^ Last sentence totally agreed with by me.

⁵⁵⁶ AZIRPHAELI: (Sorry I was gone for the weekend)

Jam-Y also looks himself over. He seems to have avoided any major burns.

He agrees with Speed-Y about going to the bunker. Perhaps someone else should go after Malkom-R.

Soon after that, Azir-R reappears, holding a laser pistol and about a dozen cans of B3.

Somewhere in Industrial Subsector A

Joris-R is awakened suddenly. He must have blacked out for a moment there.

He becomes aware that he's tied to a chair in some sort of office, or perhaps an interrogation room... that dust and smoke is making it difficult to tell.

written by Speeder on Jul 18, 2011 03:35

I start to hop toward the bunker again.

"Next mission, or next time Cryo is near, in fact specially when Cryo is near, we should ask for a team private docbot."

written by Mingamango181 on Jul 18, 2011 05:48

I zone out again as my mind appears to be running not nearly as quickly as it was just before.

I should be grateful, I suppose. But what a mess it's all been! And now, for that to just change again...

"Oh..."

Okay."

I take the papers and take a quick brief read of them.

"Thank you."

written by Lightning4 on Jul 18, 2011 11:43

I follow behind Speed.

"Or find the nearest convenient incinerator..."

written by Azirphaeli on Jul 18, 2011 13:16

I catch the tail end of the conversation as I wheel up.

"Oh.. no malkom hunting... very well then."

I follow the team.

written by 4616599 on Jul 18, 2011 13:54

Gligar said:

All I can say is "ouch".

written by Gligar on Jul 18, 2011 16:27

Radial Corridor Intersection

Speed-Y begins to move off. He suggests that they get a docbot for next mission. Or for when they next meet Cryo, whichever is sooner.

Following along behind, L4-O suggests that they instead find the nearest handy incinerator.

Lucas-R suggests, "Perhaps we could look in to more effective ways of eradicating zombies, sirs."

Catching up to the group, Azir-R seems a little disappointed that they won't be chasing after Malkom-R.

As the team walks, the PA speaks up again. "Citizens, I have good news! During the course of their mission, Troubleshooter Team Pickaxe, of GDG Sector, have terminated Malkom-R-TLK! The prize for the kill goes to Jerome-R-BVN-2, who valiantly sacrificed his won life in terminating the traitor! The rest of the team also lost their lives in the incident.

"There is just one thing that remains, and this concerns you, citizens! Everyone is instructed to ingest one tablet of MemGo Supplement #227 as soon as possible, to remove residual memories of the aforementioned traitor. Tablets will be distributed along with standard medication packs. Have a fantastic day, citizens!"

Soon, the team arrives at the subsector checkpoint at the end of the corridor.

Cloning Station office

Mango takes the papers and glances at them. He notices that he's been assigned to Dormitory 6, Building 2, in Industrial Subsector B. His work cycle is to take place in Testing Area 2, Building 3.

Bundled with the papers is his ME Card. No PDC, but he's no longer cleared for one.

The clone says, "If there is nothing else, you can head on over there."

Interrogation Room?

Joris-R makes it known that he hurts.

From somewhere, a voice says, "Ah, you're awake. I have a few *questions* for you... like why you're running around out of uniform!"

written by Speeder on Jul 18, 2011 17:27

I look at the nearest speaker while hearing.

"Oh... that is sad, I really wanted to kill Malkom, and now I have to FORGET him. That is very sad. His vidshow was awesome until he escaped."

Then I look at L4.

"Hey, I suggest you until our next mission, go to the army and seek training in zombie fighting, you know, those slugthrowers that has scattershot, flamethrowers, and other fun things you can do to a zombie. I am sure THAT will keep us fairly safe from Cryo and any other strange creatures, maybe even safe from Headgrabber..."

written by Mingamango181 on Jul 18, 2011 20:18

Considering that I didn't have a PDC with my last clone anyway, I don't see any room for complaint. I mean, it looks like I won't be receiving any unwanted calls any time soon.

"Sure."

I head out of the Cloning Station office, and look for a sign that indicates towards Industrial Subsector B.

written by Lightning4 on Jul 18, 2011 21:18

"Sounds like a plan, sir."

I make my way through the checkpoint and wait for the group.

I take out my PDC and search for the nearest Armed Forces station to the bunker.

written by Azirphaeli on Jul 18, 2011 21:47

I attempt, as well, to pass the checkpoint and keep up with the team.

written by Jam on Jul 19, 2011 01:25

"Oh, Malkom-R was terminated! Good!"

I follow the rest of the team.

"So we'll have our memories of Malkom-R erased? Hmm..."

written by Gligar on Jul 19, 2011 02:05

Internal Security Checkpoint

Speed-Y looks up at the nearest speaker, a little sadly. He wanted to be the one to terminate Malkom-R. And now he has to forget him.

"You and the whole sector, pal," one of the guards tells him. He then asks to see ME cards.

Speed-Y then has an idea. He suggests to L4-O that he look into getting zombie handling training. Such a thing would be of huge benefit to the team.,

L4-O agrees to the idea, and presents his ME card to the guard. He is allowed through.

Once back in Epsilon Subsector, he pulls out his PDC and runs a quick search. It looks like the nearest Armed Forces facility to the bunker is the barracks the team visited, the one with the Com 3 unit, on H Level.

Azir-R follows him through, also presenting his ME Card for inspection. The guard lets hin through.

Jam-Y follows. He's not sure what to think about having to forget Malkom-R.

Cloning Station Office

Mango heads out of the office, and looks for a way out. He finds the cloning station's foyer, and its exit. It seems to be marked as RED Clearance, though.

He looks again. Aha! a stairwell. And also a sector plan, albeit a basic one. It looks like Industrial Subsector B is some distance from the domescraper, accessible from a roadway leading from Epsilon Subsector. Now, how to get *there*...

written by Speeder on Jul 19, 2011 04:42

I also proceed.

"Ok, I will get some rest, and then figure what to do, I am sure some YELLOW specific training must exist, or some YELLOW specific equipment... After that zombie incident I

will look if anyone made kevlar-based armoured jumpsuit that is also fireproof."

written by Mingamango181 on Jul 19, 2011 10:53

Convenient? Too convenient.

"Don't overthink it. Just get on with it." I say to myself.

I proceed quickly and quietly towards Industrial Subsector B, doing nothing that would get me noticed.

written by Lightning4 on Jul 19, 2011 12:40

"I think I'll follow. I'll sort out the armed forces thing later. That's probably also where I should look for a job, if I'm still in the Armed Forces registry."

I follow.

written by 4616599 on Jul 19, 2011 16:09

"Ugh,,,where am I? Oh, I was testing out a new mutant repellent thing. It's somewhat useful."

I check if I still have the boot on my head.

written by Jam on Jul 19, 2011 16:21

"Hmm... I wonder what Service Group I was in before..."

I try to recall the name of the Service Group...

"..."

"I wonder what the best way to destroy a zombie is... Fire seemed to work pretty well, as long as we avoid the flames... Maybe we should all carry flamethrowers? What clearance are flamethrowers anyway?"

written by Gligar on Jul 19, 2011 17:58

Corridor P2

Speed-Y, and the rest of the gang, continue. Speed-Y says he'll get some rest, and probably look into training himself. There's probably some available. Either that, or specific anti-zombie equipment...

L4-O follows. He'll look into the Armed Forces situation later.

As he walks, Jam-Y wonders about his service group. He thinks. PLC comes to mind.

He also think about the best way to destroy a zombie... fire? Perhaps they should get flamethowers... aren't those YELLOW Clearance?

In time, the team passes through the concourse and arrives, once again, at the lift hall.

Stairwell

Mango continues down. It's quite a climb.

Eventually, he reaches the bottom, exhausted. Looking around, he notes several sales stalls, though none are likely to help an INFRARED. A signpost points to several subsectors. One points to a roadway, so he heads that way.

Interrogation room?

Joris-R claims that he was testing a mutant repellent. He checks if he still has the boot on his head, to realise that it's gone.

"Two jumpsuits and boots worn on the hands don't make a mutant repellent. Unless you've got documentation to support your claim? A 784g, or an R&D authorisation form, perhaps? But I guess not."

Transtube station

Let's have a quick look over here.

The station's not exactly busy right now, but then again, it did just reopen after a Communist takeover. There is one transbot pulling into Platform F, though.

Platform F

Some clones exit the transbot. One of them, a RED clone whose jumpsuit bears the logo of R&D, is called Mike-R-NRK. He has that grin that says "I've just taken a Remedial Happiness Pill" which in this case seems to bear a passing resemblance to a scowl.

He's holding a couple of forms authorising his transfer, and travel, to JHT Sector. His next step would be to find the Relocation Office. It should be around here somewhere...

written by Malkom on Jul 19, 2011 18:21⁵⁵⁷

My remains and those of the Loyalty officer- or was it the happiness officer- sit around, starting to smell and generally being disgusting.⁵⁵⁸

written by Speeder on Jul 19, 2011 18:32

I now go silent, wondering about what to do in the next weeks.

Also I wonder when I will be called for cyborgzation, and what they will do with my newly burnt leg.

I still walk toward the bunker.

written by Azirphaeli on Jul 19, 2011 18:46

I too wonder where I will be working for the coming weeks until the next assignment is doled out.

Seeing a lack of immediate threats in the area, I drink a can of B3/Explosive fun-time canister.

written by Malkom on Jul 19, 2011 18:50⁵⁵⁹

Mick-R steps down from the transbot and glances around coldly, taking in any clones nearby. INFRAREDs, REDs, and higher-clearance clones all get noticed as he also looks for a sign that might lead him to the Relocation Office. There's

⁵⁵⁷ MALKOM: (OOC: I wait for my new character.

>_>)

⁵⁵⁸ GLIGAR: (OOC: *poke*

Look up. ☺)

⁵⁵⁹ MALKOM: (OOC: ...I could have sworn that wasn't there a minute ago.)

little emotion in the glance, though his face is stiffly frozen in some kind of expression resembling a smile.

written by Megagun on Jul 19, 2011 19:49

I look around.

"Er. What was that? What happened?"

written by Jam on Jul 19, 2011 22:59

I look at Azir-R, who seems to have gotten a laser pistol...

Only one barrel.

That's worrying...

I look down at my own stash of barrels, and count them in my mind...

Seventeen.

What if we got into a fight, and he ran out of shots?

Very worrying...

written by Lightning4 on Jul 20, 2011 00:03

I proceed onto the lift.

"Fire is fun. Though I'm probably not cleared for it besides this cone rifle."

"I'm sure there are some napalm shells out there though... I might still have a few handy!"

"Maybe when I have time I should get my shells identified and get some new ones. That'd be useful..."

I ponder for a bit.

written by Gligar on Jul 20, 2011 02:21

Corridor (Gamma Subsector)

In case you're wondering, the remains of [NAME REDACTED] and Jerome-R are causing a spot of bother for a scrubot, who is currently cleaning them up. "Why it is," it says to no-one in particular, "that these meatsacks always see fit to spread themselves over as wide an area as they can? And guess who has to clean it up?"

Lift hall

Speed-Y arrives at the lift hall, pondering what to do now. He wonders when he'll be called forward for cyborging. He enters the lift.

Azir-R also enters the lift, opening one of his cans of B3 as he does. Mmm, Extra Classic flavour.

Jam-Y enters the lift behind Azir-R, noting that the latter now has a laser pistol, but only one barrel. And yet he has seventeen of them. That troubles Jam-Y.

L4-O is next. He thinks that he isn't cheared for a flamethrower. But there are cone rifle shells which can spread fire. He may still have some of those napalm shells left.

And there's the unidentified shells... maybe he should get those identified.

Lucas-R and John-R follow everyone else onto the lift.

How convenient that there was a lift just waiting there for them.

Transtube Station, Platform F

Mick-R looks around after stepping away from the treansbot. There are a few RED clones scattered about, some of them heading for the transbot. A lone INFRARED by the platform entrance seems to want to enter, but she isn't cleared for Platform F.

The entrance, by the way, leads to a flight of stairs, which heads up to an overhead walkway, serving all the platforms, and leading to the station building proper in one direction, and to what appears to be some offices in the other. Indeed, there's a sign, "OFFICES".

? (yet again)

Leeroy suddenly comes online. He... it... looks around. It notices that it has sight again, and that it is no longer in the debriefing room.

It also seems to be a little closer to the floor.

There are two clones here, both GREEN. One says, "Ah! You're online. For a moment, we were worried that we weren't able to transfer enough of you into the bot brain. But it looks like we could. We had to drop quite a few memories, though. They wouldn't fit."

written by Megagun on Jul 20, 2011 10:20

"Eh, who are you? Also, where am I? Furthermore, who am I? Also, who is that traitor again that decided that I had to be put into a bot shell like this? I remember having uncovered some dirty conspiracy about him being a commie mutant traitor, but I can't actually remember said conspiracy. How unfortunate!"

I start probing my memory banks.

"Hmm, it looks like you also got rid of my photographic memory of every single episode of Mandatory Team Troubleshooter. I guess I'll just have to watch every single episode all over again."

written by Speeder on Jul 20, 2011 11:19

I forget to press the correct button, and just already start singing my B3 jingle.

A quite tame one, not the out of control that made even machines thirsty.

written by Malkom on Jul 20, 2011 16:14

Mick-R steps off the platform, and frowns at the INFRARED. "You! Get away from here and go find a platform you're cleared to be on. Now, before I lose my temper!"

Once the INFRARED is sent off, he heads up the stairs and looks for the office he needs to go into. Once he finds it, he enters it.

written by Jam on Jul 20, 2011 17:47

"Hmm... What level did we need to go to again? Lift, do you know where the bunker is?"

written by Gligar on Jul 20, 2011 18:49

?

Since it's missing a few memories, Leeroy is having trouble figuring out where it is, or even who it is. It can't remember who ordered that t be put into a bot shell, but whoever it was must be a commie mutant traitor. One who it was trying to expose, though it can't remember the details of that, either. Oh well.

While it scans its memory, one tech answers, "Okay, from the top. You're..." He checks his PDC. "...Scrubot R0J-317(d)228-a9, also called Leeroy. You're in an R&D lab in JHT Sector.

"As to who authorised your transfer... well, the orders came direct from Friend Computer. If you want to suggest that Our Mutual Friend is a commie mutant traitor, go right ahead. Oh wait... you probably can't."

Leeroy realises that its memories of Mandatory Team Troubleshooter are missing, and says that it will just have to watch them again.

"You... might want to hold off on that. Your memory is almost at capacity as it is."

A lift

Speed-Y might be in the lift, but he's forgotten to press the button. Instead he's humming a B3 tune. Just an ordinary one, though.

Jam-Y notices, but can't remember what level they need to go to. He asks the lift, which replies, "Which bunker did you mean, citizen?"

Transtube station. Platform F.

Mick-R leaves the platform, pausing to arrogantly tell the INFRARED to clear off. She looks a little shocked but complies.

Perhaps satisfied that he's bullied someone, Mick-R heads off in search of the right office.

Transtube station. Overhead walkway.

Heading towards the marked offices, Mick-R comes across a vendobot. It's out of service, though. A Tech Services clone is probably repairing it. Mick-R moves on.

Transtube station. Offices reception.

Heading through the door, Mick-R finds himself in a triangular RED reception area. There are four desks, of which only one is currently staffed. Behind the desks are four doors.

The one clone -- an ORANGE CPU clone -- looks up. "Can I help you, citizen?"

written by Speeder on Jul 20, 2011 19:00

As I hear Jam question, and the lift reply, I realize I do not know that information either.

"How I wish Nukabot was here, he certainly would be able to inform where his home is located."

Then I sigh.

"I want Nukabot back."

written by Azirphaeli on Jul 20, 2011 19:06

"so we don't know? Maybe the list can just take us to the Bunker it thinks we want, and we can go from there."

written by Mingamango181 on Jul 20, 2011 20:28

I continue on my way towards Industrial Subsector B.

written by Malkom on Jul 20, 2011 21:48

Mick-R speaks rapidly in a low monotone, as if trying to control his emotions. "I've been reassigned to Troubleshooter Team Epsilon. My name is Mick-R-NRK. I need the Relocation Office, correct?"⁵⁶⁰

written by Jam on Jul 21, 2011 01:21

"Um... um..."

I scrunch my face up in concentration...

"Uh... A Level, I think... Or was is C Level... Is there a bunker around there?"

If there is, I tell the lift to take us there!

written by Gligar on Jul 21, 2011 02:30

A lift

On hearing the lift's reply, Speed-Y realises that he also doesn't know the answer.

Nukabot would know... but Nukabot is not here. Speed-Y wants Nukabot back.

Azir-R suggests letting the lift choose which bunker is the right one.

Jam-Y concentrates... seeing if anything comes to mind.

Aha! A Level. Or was it C Level?

"A Level. C Level. Got it," the lift replies, and, seemingly ignoring Jam-Y's other question, begins its descent.

Roadway

Mango continues his journey. It's quite a walk. To Mango's mind, it's a much better journey than getting lost in a maze of twisty little corridors, all alike. For one, it consists of traveling in one direction, past a subsector, and straight on.

Eventually, he arrives at the checkpoint.

Industrial Subsectors -- Checkpoint

Mango stops at the checkpoint. It's difficult to proceed when there's a barrier in the way.

The second reason he stops is the dust. And the smoke. He's not prepared for it. It seems to have become even thicker since we last saw it.

⁵⁶⁰ MALKOM: (OOC: I thought it was Mike-R? But never mind, Mick-R will do as well...)

A clone appears from out of it and asks for his ME Card and papers.

Transtube station. Office reception.

In a monotone, Mick-R explains why he's there.

The clone seems to ignore the monotone. Indeed, he seems to have little inflection in his own voice all of a sudden. He answers Mick-R's query with, "That's right, citizen. Second door on the right, straight on." He indicates behind him.

written by Speeder on Jul 21, 2011 03:13

I think a bit.

"A level ends on the roadway though, using A level we can enter using the garage."

written by Malkom on Jul 21, 2011 05:32

Mick-R walks towards the door, constricting his face into some semblance of a big, happy grin.

It comes out more of a scowl. He pushes the door open and steps inside.

written by Mingamango181 on Jul 21, 2011 10:38

I honestly cannot recall a time when I last enjoyed a walk like this... But supposing with that brainscrub for reasons unknown...

"Huh."

A word escapes before I'm aware of what is going on. A checkpoint has suddenly shown up, and with it, smoke. And lots of it.

"Oh, sure."

I reach for my ME Card and appropriate documents, and present them to the clone, a smile written unintentionally onto my face. Or was it?

Waiting while the clone checks it through, I observe the cause that would make setting up the checkpoint necessary in the first place.

Odd... Smoke. Here? Sometimes I wonder what clones do to cause this.

written by Gligar on Jul 21, 2011 16:39

A lift

As the lift descends, Speed-Y thinks. A Level would bring them out by the roadway, right? That means they'll be near the bunker after all.

Transtube station. Office hallway

Mick-R steps through the door into a RED hallway with several doors. The one he's heading for is at the far end.

A camera notices him, and begins tracking.

He reaches the door, and opens it.

Relocation Office

He enters to find a mixed-clearance office. Most of the office is ORANGE, but the central portion, from the door to one of the three desks, is RED. As it happens, that dies is staffed by a RED clone, and a registered mutant at that. He's wearing what looks to be a mutant control collar.

The other two desks, in the ORANGE areas, have their own clones, both ORANGE, who work at terminals. Also present is an IntSec clone, another ORANGE. He's watching the mutant.

The mutant notices Mick-R. "...Yeah?"

Industrial Subsectors -- Checkpoint

Mango, seemingly lost in thought, takes a moment to realise what's going on. He's surprised at the dust, and the smoke, seemingly exuding from the subsectors, both getting everywhere, including right into his lungs.

But soon, he notices the clone, and presents his documents.

As the clone looks them over, he becomes aware of the subsectors proper: six large factory-looking buildings, three either side of the roadway. No details can be made out, though.

Another thing emanates from the buildings: the ever-present sound of machinery, which seems to blend together into a deep pulsing roar.

Eventually, the clone answers, "Building 2, Subsector B... second building on the right. Your workcycle starts after lunch, so I suggest you go find your dormitory."

written by Malkom on Jul 21, 2011 16:46

Mick-R looks a tiny bit taken aback by the mutant collar, but quickly forces it down. Speaking in the same monotone, he declares that he's been reassigned to Troubleshooter Team Epsilon. "I guess I'll need to fill out some forms or something." He puts his ME card and any relevant documents down at the table. "Get on with it."

written by Speeder on Jul 21, 2011 16:52

I resume singing the B3 jingle and then...

"Hey Azir, if you borrow me a B3 now, I give you two B3 later... But, wait, why you bought so much B3?"

written by Azirphaeli on Jul 21, 2011 16:56

"Let's be honest, is there ever such a thing as 'too much b3'?"

I'll toss one his way gingerly, telegraphing it so there's no way he can miss it.

"I am sure they'll come in handy with a little improvisation should we run into any more trouble."

written by Jam on Jul 21, 2011 18:16

Seeing all the B3 flying around, I suddenly feel thirsty... So I take out one of my B3's, and start to drink it...

written by Speeder on Jul 21, 2011 19:04 *Industrial Subsectors -- Checkpoint*

I grab the B3

"Oh, you too already know about the use of B3 as grenades I guess."

written by Lightning4 on Jul 21, 2011 19:30

I check on my person for any more food. If I find any in edible condition, I start munching away.

written by Azirphaeli on Jul 21, 2011 20:22

"Well, rumors at any rate, I never tried it first hand.."

written by Mingamango181 on Jul 21, 2011 20:26

I take the papers back, thank the clone for his time, and decide to at least take a look at where I'll be working first, before then searching out my dormitory's location.

written by Gligar on Jul 22, 2011 02:43

Relocation Office

Mick-R tries to hide any disgust he might have at the mutant, and explains why he's here, offering his relocation papers and his ME cards. The mutant takes them and scans the ME card on his terminal. "...Oh, you're transferring from NRK sector? You'll need to sign this." He hands Mick-R a form. "Then I'll tell R&D you're here. They'll tell you where to go."

The mutant wait for a moment. "Oh yeah. You'll need to go find your own accommodation. We don't assign it unless you're INFRARED."

A lift

The lift continues to descend.

Speed-Y continues with his jingle, before asking Azir-R for a B3. He offers to replace it with two.

Just one question, though: why did Azir-R buy so much B3?

Azir-R answers that there isn't really such a thing as too much B3, is there? It can be useful, if you know what to do with it.

He gently throws one to Speed-Y. Jam-Y notices, and pulls out one of his own B3s to drink.

Speed-Y grabs the thrown B3, and notes that Azir-R seems to know about the... other use of B3.

L4-O doesn't seem to be thirsty. Instead, he looks for something to eat. He realises that he has that half-eaten packet of Soylent RED from hourcycles ago. Now, as I'm sure you're aware, Soylent RED keeps for quite some time, so he starts eating that.

Azir-R admits that he hasn't had a chance to try the B3 thing.

Wow, the lift's taking a while, isn't it?

Mango takes back his papers and thanks the clone. "Thanks, citizen."

The clone opens the gate, and Mango proceeds on. He decides to check out Building 3 first, since that's where he'll be working. As he gets close, he can see that the buildings are marked. So that's something.

Industrial Subsector B -- Building 3

Entering the building, Mango finds himself in a foyer, overlooked by IntSec guards who glare at him.

written by Speeder on Jul 22, 2011 02:48

I open the B3 can, and drink it HAPPILY

written by Malkom on Jul 22, 2011 02:49

Mick-R fills out the form in a practiced way, signing a neat signature to the bottom. He glances around for a chair; sits down if he finds one and stands if he doesn't, and drums his fingers on the table/chair arm while waiting for the mutant to contact R&D.

"Hurry it up! I haven't got all daycycle!"

written by Jam on Jul 22, 2011 03:01

I continue drinking my B3, and continue waiting...

"After a successful mission and a long day of work, I think I'll sleep good tonightcycle..."

I try to check the timecycle and datecycle on my PDC...

written by Gligar on Jul 22, 2011 17:52

A lift

Speed-Y drinks his B3. Delicious.

Jam-Y finishes off his own can. He thinks he'll sleep well.

He checks the time on his PDC. It's now 08:45 on Sixday, the sixth of Tenmonth, Yearcycle 214.

As he reads this, the lift comes to a alt. The doors open, revealing the lft hall on A Level. It looks like the damage caused by Nukabot's forks hasn't been patched up yet.

Relocation office

Mick-R gets a little impatient, demanding that the mutant get a move on. "Hold your jackobots, already, I'm sending the message right now."

written by Speeder on Jul 22, 2011 18:21

I smile seeing a familiar place.

"Home finally!"

I start to walk toward our bunker.

"You know, the bunker was mostly abandoned, I wonder if they will put us to run it and whatnot. I would not mind having our own Troubleshooter Bunker. I think we can use it as Team Epsilon headquarters."

written by Azirphaeli on Jul 22, 2011 18:23 Relocation Office

"Sounds like a plan as far as I am concerned." I wheel after the group.

written by Malkom on Jul 22, 2011 18:32

"I haven't got any jackboots," Mick-R says angrily. "Get on with it, and no more jackboot joking."

written by Lightning4 on Jul 22, 2011 20:08

"Well, there were some others with us in the bunker. No doubt some clones have filtered in after we got rid of the commies."

I follow behind Speed-Y and polish off my Soylent RED.

written by Jam on Jul 22, 2011 20:30

I smile at Speed-Y's suggestion.

"Good idea! That's just what any good Troubleshooter team needs, a headquarters! If we could make some modifications, I don't think we'll have many INFRARED troubleshooters, so maybe we could convert their dormitory to a YELLOW one?"

written by Mingamango181 on Jul 23, 2011 00:41

I make a loop turn and go back out. I look for my dormitory.

written by Gligar on Jul 23, 2011 01:36

Lift hall (A level)

Speed-Y smiles, since he knows where he is now.

He heads out, towards the bunker.

Roadway

He outlines a plan. The bunker was pretty much abandoned before, so why don't they take it over? It seems like it's a nice place for a headquarters.

It occurs to him that he'd need more than just Troubleshooters to staff the place. Also, actually getting the permits to run such an installation... that'd take some doing. But hey! Everything's possible, right? All it takes is paperwork, and... "incentives" in the right places.

He enters the still-open outer door into the loading dock.

Loading Dock

Nothing much has changed, except that Selbio-R seems to have moved somewhere else.

As he enters, Azir-R agrees with the plan.

L4-O points out that there were others here. There are probably more now.

He finishes his Soylent RED.

Jam-Y also agrees with the idea. He suggests that the INFRARED dorms be converted for YELLOW use, since there aren't many INFRARED Troubleshooters.

Mick-R gets more impatient. He apparently doesn't appreciate jokes. "Okay, okay, I'm typing already," replies the mutant.

The IntSec whips out a notepad and makes a few notes.

Eventually, the mutant replies, "Okay, the message is sent. You'll get a reply from someone in R&D later today cycle. In the meantime, you should find yourself some accommodation."

Building 3 (Industrial Subsector B)

Faced with the guards, Mango exits, and goes looking for his dorm.

Building 2 (Industrial Subsector B)

Less guards here, but they're still present.

This foyer has a prominent lift, apparently designed for cargo. He heads for the lift.

A lift (Building 2)

The lift's control panel is marked with four levels. Mango is currently on Level 1. Shouldn't be hard, right?

written by Malkom on Jul 23, 2011 01:50

Mick-R somehow restrains an angry glare at the IntSec, and stalks stiffly out the door. Once there, he looks around for any signs that might show him where to get some accommodation.

written by Lightning4 on Jul 23, 2011 04:52

I look for somewhere to dispose of my soylent package and do so if there's a place present.

I then maintain my position with the group again, looking around.

I note if the hole Nukabot made is still in the nearby wall.

written by Jam on Jul 23, 2011 13:57

I think a bit, and try to remember where the INFRARED dormitory is... Then I exit the north exit⁵⁶¹, and peek in the dormitory. I check if any of the beds look like they've been slept on recently (or are still being slept on).

I contemplate going to sleep right there, but decide that an ORANGE bed might be more comfortable (though I'm so tired, I'd probably be able to sleep on a synthcrete floor!)

written by Gligar on Jul 23, 2011 18:54

R&D Lab

Since Leeroy doesn't seem to react at being told that its memory is full, the techs decide to run a few more diagnostics. While they do, one continues, "Why the silence? The human brain is several thousand sectors in size. Bots don't get that much. *Something* had to go."

Relocation Office

Mick-R stalks off. The mutant watches him go.

⁵⁶¹ JAM: (ooc: Hooray for maps!)

After a minute or so, he says, "Wow, he looked unhappy." Jam-Y is close behind.

The IntSec writes something else down.

Loading dock

L4-O goes looking for a trash receptacle. He finds one in the corner.

He has a quick look round and notices the hole that Nukabot made. If they're to take over the place, they'll need to keep on top of repairs.

Jam-Y tries to remember where the INFRARED dormitory was. Eventually, he exits through the forkbot-shaped hole, and crosses the corridor.

Dormitory 3

Jam-Y looks in. The dormitory is as deserted as they left it.

He entertains the notion of going to sleep right there, but decides to try and hold out until he can get upstairs.

Transtube station

Having checked the offices, Mick-R heads out into the station again. He soon comes to the main building, where there are adverts for local services. One of them, promoting the Kappa Subsector development, catches his eye. Though the subsector is not yet finished, some RED, ORANGE, and YELLOW residence modules have been put in place, and are already 50% full. The ad suggests that he get a move on if he wants a dorm space.

written by Lightning4 on Jul 23, 2011 20:33

"If I remember right the dorms for our level were up at the top level. Though the bunker isn't really that big... shouldn't be too hard to find."

I leave the loading dock and make my way for the stairs.

written by Jam on Jul 23, 2011 23:16

I follow L4-O.

written by Malkom on Jul 24, 2011 00:29⁵⁶²

Mick-R scribbles "Kappa Subsector - housing" into a notes section in his PDC. If he still needs to go to a different subsector, he heads there via transtube, buying ticket and/or waiting as necessary. If he doesn't, he boards a lift for Kappa Subsector, deciding to get some housing.

written by Gligar on Jul 24, 2011 01:58

Loading dock

If L4-O remembers, the other dormitories are on the bunker's top level. They shouldn't take too long to find.

He heads out, looking for the stairs.

If he remembers correctly, they're to the north of the intersection he finds himself at.

Oh hey, there's Selbio-R.

⁵⁶² MALKOM: (OOC: Am I already in the sector I'm being transferred to, or do I need to take a transtube ride?)

Interrogation room

"Hey, are you listening to me? I asked you a question, Joris-R!"

Transtube station⁵⁶³

Mick-R wonders, for a moment, where Kappa Subsector is. As it turns out, it's a short walk from the station. He doesn't even need to take a lift.

Kappa Subsector -- Intersectoin

As Mick-R finds out when he arrives, Kappa Subsector is built around the intersection of two roadways. Or rather, it is being built around the intersection. As advertised, there are some units in place, which are signposted as dormitories. There's also another building, signposted as a housing request office. There is, of course, a queue outside it. Mick-R joins the queue.

written by Azirphaeli on Jul 24, 2011 02:27

I wheel as far as I can, and then hop after L4 to see the dorm area.

written by Malkom on Jul 24, 2011 03:34

Mick-R sees if there are any INFRAREDS in the queue ahead of him. If so, he snappishly orders the one closest to the office to move out of his way, and tries to elbow and shove his way in front of it. If not, he sighs and waits.

written by 4616599 on Jul 24, 2011 04:10

"Precisely! I blame mutant interference! Does that not show that I'm an expert at such issues?"

I break into a corny grin, and look around for my boots.

written by Lightning4 on Jul 24, 2011 05:14

I make my way up the stairs and continue surveying the bunker for anyone around. While doing so I carefully try to avoid Selbio-R if he still wields his towel.

written by Speeder on Jul 24, 2011 12:27

I follow the team.⁵⁶⁴

Also I avoid towel... or better, I attempt to steal the towel.

written by Jam on Jul 24, 2011 17:53

I watch to see how Azir-R handles the stairs in his wheelchair... If he can't make it by himself, I help push him up...

written by Gligar on Jul 24, 2011 18:51

Corridor A1/A2

Azir-R follows the team as far as he can... only to be confounded by the stairs.

⁵⁶³ GLIGAR: (OOC: yes, you're already in the sector where you were reassigned.)

⁵⁶⁴ SPEEDER: (OOC: sorry for going poof for a day again... that will not be likely to happen once every week, I found a girlfriend)

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L4-O continues upstairs, as does Speed-Y.

Azir-R is about to get out of his wheelchair when Jam-Y notices him, and helps to push him up the stairs.

Corridor C1

The team eventually makes it up to C Level. There are a couple of clones still here, though the team gets the impression that almost everyone has left.

Except for Selbio-R. He seems to have made his way to Food Storage, probably because he was hungry. He's still there.

Kappa Subsector -- Housing Request Office Queue

Mick-R impatiently looks around for INFRAREDS to bully out of the way. Unfortunately, the only clones in the queue are RED and ORANGE. And besides, there are Queue Enforcement Officers present. I'm sure they would react strongly to queue jumping.

The queue doesn't move.

Interrogation Room

Joris-R blames mutant interference, and claims to be an "expert".

That gets him punched hard in the face. It seems that noclone likes an "expert". Especially one who is as unoriginal as that.

"Now. Answer. My. Question. Who are you taking orders from?!"

Industrial Subsector B -- Building 2 lift

The lift begins to rise. Looks like someone called it.

written by Speeder on Jul 24, 2011 19:23

I try to remember where the ORANGE dormitory is.

"I think sleeping is really good idea after this day of work..."

written by Mingamango181 on Jul 24, 2011 20:53

I fall over as I'm caught off guard by the lift as it starts moving.

"Gosh..."

I check where the lift is currently going, and whether it corresponds to my papers.

written by Lightning4 on Jul 24, 2011 21:16

I try to remember where it is too and keep with the group.

"I think it's nearby..."

written by Jam on Jul 24, 2011 21:55

I breathe hard after somehow managing to lift Azir-R up a flight of stairs, then a ladder (or perhaps he pulled himself up the ladder).

I blink a bit, and rub my eyes, when I see Selbio-R. Odd, I was sure I just saw him down at A Level. I must be seeing things... Or maybe he's a mutant! 🤖

I also search around for the ORANGE dormitory, and the RED one...

written by Gligar on Jul 25, 2011 01:16

Corridor C1

Speed-Y tries to remember back to when they were exploring the bunker. Did they ever find the ORANGE dormitory? Yes it was south of the cloning station.

He starts following the corridor round to where he remembers.

L4-O follows as well. He thinks it's close.

In fact, is that the door there?

Jam-Y rests for a moment, catching his breath after pushing Azir-R up the stairs. He can't quite believe that Selbio-R is up here.

When he's done, he looks for the dormitories.

Memories come flooding back, of a time when he couldn't tell colours properly... he went into the wrong dormitory to access a weapons cache...

...and here's the dormitory! That must mean that the RED dorm is... right there!

Industrial Subsector B -- Building 2 -- Lift

Mango is caught unawares by the lift's movement. He glances at the panel. It's going up to Level 4.

Her checks his papers, but finds that they don't mention a level.

written by Speeder on Jul 25, 2011 01:19

I try to find the most comfortable bed when I reach the dormitory, I also attempt to figure what bed gives the best vantage point in case of commie invasion.

written by Lightning4 on Jul 25, 2011 06:33

I follow in but just plop on the nearest comfortable looking bed and go straight to sleep.

written by Azirphaeli on Jul 25, 2011 12:10

I head into the read dorm, if there was a ladder I should be able to manage (I do have one leg after all still).

I also thank Jam sincerely for the assistance in making it this far.

written by 4616599 on Jul 25, 2011 12:49

"Oi! Don't interrupt! I can't hear you! You see, things were better when I had the outfit on. Now, I'd like to file a patent with CPU, and soon enough all users of it will have to pay me 2000crediiiits..s..ow"

I clutch at my head again, and start to yell

written by Jam on Jul 25, 2011 16:17

I make sure Azir-R gets to the RED dormitory alright, the go to the ORANGE dormitory and fling myself onto a random bed...

"Goodnight!"

written by Gligar on Jul 25, 2011 19:29

Dormitory 2

Now that people are here, they can get some sleep, eh? Despite the fact that lunchtime is fast approaching, but whatever 😊

Speed-Y picks the bed which gives him the best vantage point. That'd be one opposite the door.

L4-O is less picky, and just sort of flops down on a bed near the door.

Jam-Y enters and also picks a bed.

Night all...

Dormitory 1

In here too, clones are picking beds. Lucas-R made it first, and sighs when he sees that one of the pillows is missing. Oh well, there are other beds.

John-R picks a bed somewhere that isn't near the medical bay.

Azir-R enters and heaves himself into a bed.

Night everyone!

Industrial Subsector B -- Building 2 -- Lift

The lift reaches Level 4, revealing why it was called.

There's an entire shift of INFRAREDS waiting to get on the lift. This is being overseen by a RED supervisor. "Hey, citizen, would you clear the lift?"

Interrogation room

Joris-R still claims to be unable to hear the IntSec clone. He continues to ignore him and request that a patent be filed for his stupid outfit.

But then.. pain.

And the IntSec hasn't even started yet. "Hey, I haven't started with these yet!"

(He's holding some sort of tools. Probably a set of Attention Electro-Reinforcement Prods or something.)

Kappa Subsector -- Housing Request Office Queue

The queue continues to not move.

There might be a reason for this. One of the patrolling QWueue Enforcement Officers discovers a clone slouching slightly out of line near the front of the queue. "Get back in line!" she snaps, pushing at the offending clone with her laser rifle.

The clone topples over, still retaining the same pose, and hits the floor.

The officer checks his pulse. He's dead. In fact, he's probably been dead for a while.

The queue begins to move.⁵⁶⁵

written by Speeder on Jul 25, 2011 20:33

After waking up, I will see to eat properly (yellow stuff, yay!)

Then I will see about figuring my YELLOW duties, equipment, privileges, whatnot.

Also I will attempt to get a list of training available, and equipment available from R&D, shops or for free (well... sometimes who knows...)

And finally... I also try to get a manual for the bunker security station and anything else that I can find about the bunker.

Full day!

written by Mingamango181 on Jul 25, 2011 20:35

Without being aware of it, I move to the request of the RED supervisor.

I look for some sort of list, or sign of which place I'm supposed to be in.

I stepped off the lift, just while the RED supervisor was asking me to. I removed myself promptly, and I observed the room. Looks like its LunchTime soon, but I'm not at all that hungry...

I think about that thought, and then discard it. There were things to be done, and that wasn't one of them.

written by Malkom on Jul 26, 2011 00:05

- Mick-R obtains cheap housing in Kappa Subsector.

- He tries to find out more about the deadclone in line, if possible.

- In the morning, he meets the other Troubleshooters and explains that he's been reassigned to their team. He has no idea why.

- For the rest of todaycycle, he will do whatever work he's supposed to do.

- In the evening, he will eat alone in his housing (or with any other clones sharing it, but staying away from everyone, and kind of brooding)

- At night, he goes to bed. Face down. He takes his PDC with him, and sleeps in his jumpsuit.⁵⁶⁶

written by Azirphaeli on Jul 26, 2011 01:17

Whatever my job is, I do it as best a one legged man can.

⁵⁶⁵ GLIGAR: (OOC: Right. I'd like to move this along, now that clones are sleeping.)

So: for the next few turns, I'd like everyone to post what they want to do for the daycycle. This will include your work assignments when your character receives them, as well as after-work activities, such as training, or research, or shopping... Attempting to contact secret societies or the INFRARED Market are both treason.)

⁵⁶⁶ MALKOM: (OOC: edit: consider "in the morning, he meets..." to mean "whenever he's done obtaining his cheap housing")

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Aside from that I eat, drink, and be merry, along with practice my trade and combat skills during downtime.

I work extra hard to make up for my disability and to get some credits saved up.

written by Lightning4 on Jul 26, 2011 01:38

I wake up and fetch some food, If I can't locate anywhere to receive employment or such, I set off to H level to locate the Armed Forces HQ.

Once there I try to seek employment and possibly my rank within the Armed Forces if it still exists.

I then see if there's any new equipment for me to obtain. A new laser pistol if possible, or possibly some repairs for my blaster.

After everything is complete there, I return to the bunker to sort things out. I change my burned-up jumpsuit with a new ORANGE one. I do some exercises and stuff to help restore my stamina.

In my free time I search for some new games for my PDC and play them, of course. And more food. Maybe algae chips.

written by Jam on Jul 26, 2011 02:13

I make sure to eat a nice YELLOW meal with the others...

I also try to figure out what things I have to do as a YELLOW for my work.

I try to get (or order) a YELLOW jumpsuit (and a new armband if I need to, as yellow on yellow doesn't show up very well...)

I look for any upcoming Medical Training courses I could take (and note the date, and cost).

I also try to find more information on converting the bunker to a Troubleshooter headquarters, as well as check on the status of the broken staircase that used to lead to D level, and the hole in the ceiling...

written by Gligar on Jul 26, 2011 03:32⁵⁶⁷

SURVEILLANCE LOG JHT-2896483(a)

TIME PERIOD: 214-10-06 10:30 - 214-10-07 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject remained in custody of Internal Security at Industrial Subsector A station [DFSR] concerning apparent inability to dress properly. Subject continues to claim that his apparel is an experimental suit, and wishes that a patent be filed.

Presiding officer requests permission to re-educate and brainscrub. Preferably multiple times. Permission denied.

Subject is assigned employment at JHT Sector Reactor, Deep Subsector, to assist with the surveillance of clones assigned to reactor shielding.

Subject: Speed-Y-DOF-2

Subject remained asleep throughout surveillance period, at Dormitory 2, Emergency Bunker C-3, Epsilon Subsector.

Subject: Scrubot ROJ-317(d)228-a9 ("Leeroy")

Subject remained in custody of R&D for testing for a period of 2.5 hourcycles, before shutting down due to power pack depletion.

Subject is currently recharging at Bot Maintenance Bay 27g.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected on 214-10-25.

Subject: L4-O-QKW-1

Subject remained asleep throughout surveillance period, at Dormitory 2, Emergency Bunker C-3, Epsilon Subsector.

Subject: Jam-Y-JYR-2

Subject remained asleep throughout surveillance period, at Dormitory 2, Emergency Bunker C-3, Epsilon Subsector.

Subject: Mango-NHG-4

Subject entered Building 2 of Industrial Subsector B, in search of assigned dormitory (Dormitory 6, Building 2, Industrial Subsector B). Dormitory located on Level 3.

(Note: Camera fauilure reported for denoted dormitory; see Document ISB-2-6- 47a.)

Dormitory was half-full, with four unassigned beds. Subject selected Bed 94, near the back.

Subject attended lunchtime at Main Food Hall, Level 4, Building 2, though ate little. Subject appeared lost in thought.

Subject attended workcycle at Testing Area 2, Building 3, with mandate of Ring-For-Service Bell Impact Tester.

(Note: Testing Area 2 runs the height of the building, to allow for bells to be dropped from Level 6. Impact testing involves dropping bells onto a variety of services, such as synthcrete, metal, and cloneflesh, before teting bells for proper operation.)

Subject returned to dormitory after workcycle at 22:00 hours, having had the fortune to not be assigned to target duty on Level 1. Subject slept.

Subject: Azir-R-GNS-1

Subject remained asleep throughout surveillance period, at Dormitory 1, Emergency Bunker C-3, Epsilon Subsector.

Subject: Mick-R-NRK-1

(Note: Subject is a recent transfer from [CENSORED] Sector.)

⁵⁶⁷ Gligar: (OOC: Wow, this is long. I'm having to do one and a half days' worth here, so I'll split it into two.)

written by Gligar on Jul 26, 2011 04:34

Subject secured accommodation at RED Dormitory 54, Dorm Block B, Kappa Subsector, after waiting in line for 3.2 hourcycles. Subject dehydrated from the delay.

Subject purchases one (1) can of AlgaePLUS and consumes it on the way to assigned dormitory.

Subject finds that he has no choice of bed, as only the lower middle bunk remains free.

Subject receives work assignment to R&D under Derek-G-JHT-3, to start 214-10-07.

Subject makes an attempt to learn about the clone who was terminated in the queue. (Note: Clone identified as Garth-R-JHT-1, assigned [DETAILS NOT AVAILABLE AT YOUR SECURITY CLEARANCE])

Subject makes no attempt to socialise or learn about his new bunkmates. Subject shows strong antisocial behaviour.

Suspect that subject [CENSORED] before sleep.

Subject: Selbio-R-SIL-2

No report. Subject shows no signs of activity outside of eating and minimal exercising with a towel.

Subject remains at Emergency Bunker C-3, even after receiving mandatory relocation notice.

(Note: subject has extremely high metabolism, requiring a high food intake.)

Subject: E_net-R-HKR-1

Subject relocated to RED Dorm Room 4, G Level, Gamma Subsector. Subject's workcycle [REDACTED].

Subject returned to dormitory at end of workcycle.

Subject: Albey-R-MKR-2

Subject volunteered for R&D testing, currently underway. For further details, see Document RD-281-CAA-44c.

Subject: Star-R-CSR-2

[FRAGMENT MISSING]

Subject remains in RED Dormitory 8, K Level, Zeta Subsector.

Subject: Kristos-R-GRU-2

Subject decanted on schedule at JHT Sector Main Cloning Station. Subject assigned to PLC "Crash Priority" service firm, and RED Dorm Room 4, G Level, Gamma Subsector.

Subject completed one workcycle, and returned to assigned dormitory.

Subject: John-R-SMR-3

Subject remained asleep throughout surveillance period, at Dormitory 1, Emergency Bunker C-3, Epsilon Subsector.

Subject: Lucas-R-AHK-2

Subject remained asleep throughout surveillance period, at Dormitory 1, Emergency Bunker C-3, Epsilon Subsector.

SURVEILLANCE LOG JHT-2896483(b)

TIME PERIOD: 214-10-07 06:00 - 214-10-08 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject awoke from custodial dormitory and travelled to reactor via standard methods. Ten hourcycle shift completed. Radiation exposure: [REDACTED].

Subject returned to custodial dormitory and slept.

Subject: Speed-Y-DOF-2

On waking, subject obtained meal of YELLOW Clearance comestibles, including Soylent YELLOW, YELLOW Bouncy Bubble Beverage, and a banana, which he enjoys in the company of Jam-Y-JYR-2.

After eating, subject researched duties, responsibilities, privileges, and available equipment.

(Note: Subject has recently been promoted to Security Clearance YELLOW, so is unaware of basic privileges such as the ability to issue small fines, and the state of accommodation available at Clearance YELLOW, namely, only being required to share with one other clone, and having a shared Computer Terminal. Those wishing to research available equipment should consult recent PLC catalogues.)

Subject also researches training, and discovers courses available in zombie handling techniques (Clearance ORANGE), Power Studies (Clearance RED), and medical aid (Clearance YELLOW).

Subject meets Mick-R-NRK-1, who arrives at Emergency Bunker C-3, claiming to have been assigned to Team Epsilon. He is left with the impression that Mick-R just barely tolerates their presence when Mick-R leaves to return to his dormitory.

Subject also researches R&D opportunities, but cannot find any.

Subject receives notification of work assignment as senior technician at JHT Sector Main Cloning Station.

Subject attempts to research Emergency Bunker C-3, finding that the operations manuals are available at his security clearance, but that the information request will likely take a weekcycle to be processed.

Subject returns to Dormitory 2 to sleep.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject fully charged.

Subject attempts to begin a marathon run of Mandatory Team Troubleshooter watching but is denied. Subject is instead assigned to begin cleaning duty in Beta Subsector.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected on 214-10-25.

Subject: L4-O-QKW-1

Subject obtains food after waking.

Subject researches employment, and discovers that he has been summoned to Armed Forces barracks on H Level.

Subject attends barracks, where he discovers that he has been reactivated at the rank of corporal. He is assigned to 3 Company Mutant Mashers. Drills are to begin 214-10-08. He receives new equipment, in the form of one (1) laser pistol and one (1) blaster.

Subject returns to Emergency Bunker C-3 to obtain replacement jumpsuit. He begins exercise regimen.

Subject obtains two games for PDC, and another meal, before sleeping.

Subject: Jam-Y-JYR-2

Subject enjoys a meal of YELLOW foodstuffs with Speed-Y-DOF-2.

Subject discovers that he is assigned as a supervisor to the PLC "Crash Priority" service firm. Duties are to include checking in and checking out of deliveries, and ensuring that vehicle maintenance is carried out, liaising with Tech Services as needed.

Subject orders a YELLOW jumpsuit and Registered Mutant armband from PLC. He also notices that his bonus has been allocated.

Subject receives call from Mutant Liaison officer, requesting a meeting tomorrowcycle.

Subject researches medical courses, discovering one at Security Clearance YELLOW, to start 214-10-10, which will cost 300cr.

Subject meets Mick-R-NRK-1, who arrives at Emergency Bunker C-3, claiming to have been assigned to Team Epsilon. He is left with the impression that Mick-R just barely tolerates their presence when Mick-R leaves to return to his dormitory.

Subject researches converting Emergency Bunker C-3 to a Troubleshooter Headquarters, and discovers that it would take several forms, as well as signatures from several high-clearance citizens. He also discovers that, even though the conversion could take place, the team would have to share it with several other teams, as per CPU Mandate 214-2039485/45/fhg.

Subject inquires as to the status of stairwell repairs, as regards the warehouse on D Level. He learns that a work crew has been allocated but has yet to appear.

Finally, subject sleeps.

Subject: Mango-NHG-4

Subject wakes, and attends Mandatory Inspection. He is fined 10cr for sloppiness.

Subject attends workcycle, and again escapes Level 1 assignment.

Subject appears lost in own thought during workcycle. He is fined 10cr for lack of attention.

Subject returns to dormitory after workcycle and learns that the dormitory is organising a Funball team.

Subject sleeps.

Subject: Azir-R-GNS-1

Subject wakes, and learns that he is assigned to the Vidshow Feedback Office on N Level.

Subject arrives at workcycle and learns that he is to monitor vidscreen feedback by tracking eye movements during vidshows.*

Subject completes his first workcycle, having performed satisfactorily.

Subject returns to Emergency Bunker C-3 and, attempting to remain happy, begins training to overcome disability.

Subject: Mick-R-NRK-1

Subject wakes and attends Mandatory Inspection. He is fined 10cr for inability to meet Mandatory Minimum Happiness Levels.

Subject travels to meet Derek-G-JHT. He learns that he will be helping collate test data from the ArmourBot project, starting with data received from the recently-vaporised ArmourBot X-1.

After workcycle, subject researches Team Epsilon and discovers their whereabouts. He travels to Emergency Bunker C-3 and meets Jam-Y-HYR-2 and Speed-Y-DOF-2, tolerating their presence for a few minutecycles before returning to his dormitory.

Subject attempts to eat in his dormitory. He learns that he is required to eat in Kappa Subsector's Main Food Hall, though manages to escape detection.

Again, subject avoids contact with his bunkmates. They eye him with suspicion.

Subject sleeps.

Subject: Selbio-R-SIL-2

Subject finally complies with relocation notice.

Subject learns of his work assignment, and shows up for workcycle.

Subject shows no signs of interest as he returns to RED Dormitory 8, Delta Subsector, to sleep.

Subject: E_net-R-HKR-1

No appreciable report.

Subject: Albey-R-MKR-2

Subject remains in R&D custody.

Subject: Star-R-CSR-2

[FRAGMENT MISSING]

Subject remains in RED Dormitory 8, K Level, Zeta Subsector.

Subject: Kristos-R-GRU-2

Subject reported for workcycle as usual. He notes that his supervisor is Jam-Y-JYR-2.

Subject completed one workcycle, and returned to assigned dormitory.

Subject: John-R-SMR-3

Subject attended meeting with Mutant Liaison Officer, taking most of the daycycle.

Subject: Lucas-R-AHK-2

Subject awoke to discover that his assignment is the same cloning station he was stationed at during [REDACTED].

Subject completed one workcycle and returned to Emergency Bunker C-3 to sleep.⁵⁶⁸

written by Lightning4 on Jul 26, 2011 05:59

After awakening I seek a little variety in my ORANGE-level diet and drink, then rush off to report for drills at the barracks. Naturally I try to perform my best.

I try to chat with some of my squadmates. Maybe I can get some other friends. Or find ones I might've known beforehand.

Once finished with my duties I make my way back to the bunker. I grab a quick snack and drink and begin sorting through my stuff. I claim a locker in the dorm if possible and put away my damaged blaster.

I see if there's any chargers in the bunker I can use for charging my depleted blaster packs and set about beginning the charging process.

If some time remains in the day, I roam JHT sector's D level outside the bunker, mostly surveying the damage done during our communist fighting. I offer to help any cleanup operations going on, if it doesn't look too dangerous to me. And if my help is desired.

After that I check back in the dorm. Some food. More exercise. Sleep sounds good about now.

written by 4616599 on Jul 26, 2011 09:53

I wake up, and try to determine if I still have the strange headache. After that, I check if I still have my outfit on.

"Darn! I could be making a heap of credits by now with my mutant repellent. That was some day. CMT-crazed, I tell you."

I see if I can determine the location of the custodial dormitory and those in charge.

⁵⁶⁸ GLIGAR: (OOC: This has taken about two and a half times longer than usual, partly because it comprised, basically, two turns in one. Excuse me while I fall asleep...)

After that, and an algae breakfast from any nearby food vendor or bot, I travel to the reactor, showing happiness. I try to learn about the layout of the reactor; the relative position of my workstation; and any superior officers or mates.

I then do my surveillance duties.

During any breaks, I speak feverishly in long monologues to any lower ranked workers of the importance of the reactor.

I check on any new equipment I could acquire, and if possible inquire about the abandoned Transition.

After my shift, I return to the dormitory. I have supper, then go for a quick walk around, looking for any interesting facilities.

written by Speeder on Jul 26, 2011 12:13

I go for breakfast and invite Jam again, I liked Banana, and it looks healthy to eat it.

I check if I really requested or not the manuals of the bunker, if I did not, I request them.

I show up for work, present myself as their new officer, if I notice anyone doing something that I never saw before, I attempt to learn from them, if I saw someone doing crap stuff, I teach them to do correctly, if they insist in doing crap job, I threaten to fine them, and if they remain doing crap job, I fine them.

I take note of all people berated and fined, and of those that worked best. Those that worked best get compliments.

After work, I see what I need to do to convert some room to YELLOW dormitory for me and Jam in the bunker.

I also request a team of scrubots to clean the bunker, and a restock of the bunker supplies(including food and forkbot powerpacks), and maintenance on the generators (including cleaning the mess that Cryo made... *shakes fist* and putting barrels back).

Then with the little time available after taking care of the bunker, I see into registering for Zombie handling course, I see if I inform Jam of that, so he can take medical aid, something that he seemly already knew a bit. Also I see what Power Studies teach exactly.

And I order a printed PLC catalogue. Those are very nice, specially since you can read them in-transit and whatnot, and they are nice to collect. I smile broadly thinking about when the new shiny catalogue will arrive.

written by Jam on Jul 26, 2011 18:19

I pick a random locker (or maybe a few lockers), and dump all my stuff into it, except for my PDC and ME card, and one laser pistol.

I eat breakfast with Speed-Y again, and make sure to savor the taste of the delicious YELLOW food, especially the banana. I also talk with Speed-Y about the previous daycycle, and about our duties and privileges as YELLOW citizens.

Then I meet with the Mutant Liaison Officer, and note what happens during the meeting. I also ask what all the pills I was given do.

I go to work if I'm scheduled to work today, and introduce myself to all the clones I'm supervising. I try to make sure all the clones I'm supervising are doing their jobs properly, efficiently, and happily (using my mutant power to check their happiness levels if needed). I note what my pay is, and how many hours I work a day.

I also sign up for the medical aid course, and research more about the Power Studies course.

If I have time, I visit the bunker's medical bay, and confirm that there is a docbot there.⁵⁶⁹

written by Azirphaeli on Jul 26, 2011 18:49

As I awaken, I eat and drink, and then work out a bit before heading to work. If I meet anyone, I greet them amicably and enjoy pleasant conversations with them.

At work, it seems very relaxed and does not require physical exertion, so after work I practice my combat/maneuverability skills extra hard to make up for the complacency of sitting and staring at people all day.

I also practice epic wheelchair maneuvers.

written by Mingamango181 on Jul 26, 2011 20:41

I wonder what is wrong with me, and why I'm not more neat, or focused. I decide not to join in on the Funball team, and try to concentrate on what's going on around me.

If there is any free time, I begin a little research into the history of the complex. Rather, what is being denied about it. I only read through sources, rather than actually taking notes. They're far too risky, especially in my case.

At the end of the day, I return to the dormitory, and check the calendar to see what daycycle it is before going to sleep.

You shouldn't get too used to this, or else you'd end up like everyone else.

written by Gligar on Jul 26, 2011 21:09

SURVEILLANCE LOG JHT-2896483(c)

TIME PERIOD: 214-10-08 06:00 - 214-10-09 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject awakes at custodial dormitory. Subject seems to be suffering from unnatural headache which standard medication does not treat.

(Note: Custodial Dormitory located in Iota Subsector, and is supervised by Internal Security.)

Subject ordered to change into regular uniform on pain of termination by Internal Security. Subject complies, though continues to point out supposed "benefits" of outfit.

Subject eats and reports for workcycle. (Note: Subject's workstation is located within RED Zone, Reactor Shielding Chamber, I Sublevel, Deep Subsector.)

Subject speaks to INFRARED workers at times about the importance of the reactor. Many of them do not listen to him.

Subject inquires about the state of an abandoned Transition in Industrial Subsectors, but is refused access.

Subject investigates the possibility of purchasing equipment. He learns that he must visit the main PLC Warehouse.

Subject returns to dormitory after workcycle. After eating, he investigates Iota Subsector, discovering a Funball training area.

Subject eventually sleeps.

Subject: Speed-Y-DOF-2

After waking, subject invites Jam-Y-JYR-2 to breakfast. He attempts to order bananas, but discovers that they are not being served todaycycle.

Subject checks on progress of Information Request, re: bunker operation manuals. Request still marked as "pending".

Subject reports for workcycle, and introduces himself to fellow workers.

Subject draws on experience to assist with repairing a cloning tank. He makes sure to compliment those who perform well. He notes that nobody seems to be performing inadequately, that he can see.

Subject returns to Emergency Bunker C-3 after workcycle. He requests scrubots to clean the bunker, and supplies to replace those used during Mission PPG-01. He is notified that supplies may take up to two daycycles, though scrubots can be sent almost immediately.

Subject requests that maintenance be performed on the bunker's generators. Maintenance is scheduled for next weekcycle.

Subject investigates the conversion of a room into a YELLOW dormitory. He discovers that it would take two forms and a conversion team.

Subject notes that scrubots have arrived.

Subject attempts to register for Zombie Handling course, and is successful. Course is due to begin on 214-10-14. He reminds Jam-Y-JYR-2 about medical skills, and investigates Power Studies course.

Subject discovers that Power Studies course involves learning how to spot mutant powers, how to defend against them, and how to attempt to contain them, as well as what the powers are in the first place. Course is said to delve

⁵⁶⁹ JAM: (ooc: Um, what are the daycycles of the weekcycle called again?)

into theory behind the emergence of mutant powers, though much of that is speculative.

Before sleeping, subject orders a PLC catalogue.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues cleaning duty in Beta Subsector, taking in RED dormitories before being reassigned to Emergency Bunker C-3, Epsilon Subsector, with other scrubots. Apparently, the bunker is still in use.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected on 214-10-25.

Subject: L4-O-QKW-1

Subject desires alternate foods; is given an orange and a cup of Coffeelyke instead of B3.

Subject reports for duty, undergoing drills with enthusiasm.

Subject learns that his squadmates have also been recently assigned to the sector. The squad seems to get on reasonably well, though there are minor incidents concerning the squad's registered mutant.

Subject returns to bunker. He claims a locker in Dormitory 2 and stores equipment, notably his damaged blaster.

Subject searches for a charger, finding one in the workshop. He begins charging his blaster power packs.

Subject decides to visit the ruined warehouse on D Level, offering assistance with repairs. He discovers that the stairwell is being repaired, and that no further assistance is required.

Subject continues exercise regimen before sleep.

Subject: Jam-Y-JYR-2

On waking, subject stores surplus equipment in lockers, requiring two to fully store everything.

Subject accompanies Speed-Y-DOF-2 to breakfast. He is saddened to learn that bananas are not being served todaycycle.

Subject converses with Speed-Y about duties and such.

Subject meets with Mutant Liaison Officer. Officer explains the procedure: the meetings are to allow him to be evaluated for safety. Any hints that he is becoming too powerful will result in his termination.

Subject inquires about contents of medication pack. He is told that the medications are to help control and regulate his power, to ensure that he does not get out of hand.

Subject reports for workcycle. He is met with suspicion due to his mutation, but assures clones that he only wants to make sure everyone is doing their job.

This proves difficult when some clones refuse to be happy with him around. Subject resorts to fines.

Subject learns that he earns 3000 credits per monthcycle, and works 8.5 hourcycles per daycycle.

Subject returns to bunker after workcycle.

Subject notes that his new jumpsuit has arrived.

Subject signs up for medical course, and researches Power Studies course.

Subject checks medical bay to find that the docbot is offline pending investigation.

Subject: Mango-NHG-4

Subject wakes, and attends workcycle. He is assigned to Level 2.

Subject returns to dormitory after workcycle.

Subject sleeps.

Subject: Azir-R-GNS-1

Subject wakes, and performs some exercises.

Subject attends workcycle, and finds it restful.

Subject returns to bunker after workcycle, and exercises some more before sleep.

Subject: Mick-R-NRK-1

Subject wakes.

Subject travels to workcycle, and interprets more of the ArmourBot data.

After workcycle, subject keeps to himself as usual before sleeping.

Subject: Selbio-R-SIL-2

No meaningful report.

Subject: E_net-R-HKR-1

No appreciable report.

Subject: Albey-R-MKR-2

Subject released from R&D custody, and returns to assigned dormitory.

Subject: Star-R-CSR-2

[FRAGMENT MISSING]

Subject remains in RED Dormitory 8, K Level, Zeta Subsector.

Subject: Kristos-R-GRU-2

Subject reported for workcycle as usual. He seems to be having problems working with a registered mutant.

Subject completed one workcycle, and returned to assigned dormitory.

Subject: John-R-SMR-3

Subject attended workcycle at CPU.

Subject: Lucas-R-AHK-2

Subject attended workcycle, and participated in a MemoMax diagnostic session.

Subject completed workcycle and returned to Emergency Bunker C-3 to sleep.

Notable Upcoming Events

Twosday, 214-10-09: Loyalty seminar.

Threeday, 214-10-10: estimated arrival of supplies at Emergency Bunker C-3; medical course begins.

Foursday, 214-10-11: Loyalty parade.

Fiveday, 214-10-12

Sixday, 214-10-13

Mandatory Inspection Day: 214-10-14: Zombie Handling course begins.

Oneday, 214-10-15

written by Malkom on Jul 26, 2011 21:22

Mick-R eats his meals today in the food hall, seperated from other clones, and keeps to himself as usual, though he may attempt to befriend a lower-clearance clone if he sees one without a companion.

If required, he attends the Loyalty Seminar.

He attempts to learn of the locations of all the nearby Computer Terminals.

If applicable, he does his work as usual, trying to show off how good a worker he is and make a good impression.

He tries to become friendly with his boss.

Once work is over, he returns to the dormitory and takes his sedatives as usual.

He sleeps.⁵⁷⁰

written by Speeder on Jul 26, 2011 22:15

Upon waking up, I wake up Jam, and remember him that we are supposed to go to the loyalty seminar, as punishment for minor treason incidents during our last mission.

In breakfast I ask Jam what more things he thinks we need to do on the bunker, I also inform him that filling some forms we can get a bedroom for ourselves. I also compliment bananas, and wonder if there are other tasty YELLOW things available on breakfast, things that we did not had when RED. Oranges, maybe?

I attend to both work, and loyalty seminar, I am happy with my team that works correctly, and I strive to make that the most efficient team of Alpha Complex, I also attempt to achieve a high morale in workplace, making even other teams that work nearby happy, I want to curb communist influence by making even INFRAREDS happy for working near us.

On free time I attempt to figure when Power Studios happen, trying to figure if it clash or not with Zombie Handling.

Also, I check the progress of my cyborg foot request.

I also attempt to figure what happened to Nukabot, and if we can have it back.

written by Lightning4 on Jul 27, 2011 00:02

I wake up and overhear the conversation regarding the loyalty seminar. I get ready and obtain some ordinary food and drink this time.

Depending on which I need to attend first, I attend the loyalty seminar and any drilling at the Barracks.

I take notes at the seminar, of course!

With the remaining time in my day I search for information on my finances and any notable services I'm cleared for such as classes, training, weapons testing, or even simple entertainment.

Speaking of entertainment, if I find anything under that, I go to it!

I eventually make my way back to the bunker, More food and drink of course, and more exercise.

And finally, sleep.

written by Jam on Jul 27, 2011 00:09

I wake up, and thank Speed-Y for reminding me about the seminar. I make sure to wear my new YELLOW jumpsuit.

At breakfast, I think about more things needed for the bunker, and tell Speed-Y I'll have to give that some more thought...

I go to the loyalty seminar, and to work. At work, I try to figure out exactly what it is the unhappy clones I'm supervising don't like about mutants, and ask them what they think I should do about it.

I resist fining anyclone, even though I want to, that's not going to make them any happier with me...

I see if there are any clones that don't seem to mind the fact that I'm a mutant.

I also note how many clones I'm supervising, and their ranks, and what they're paid.

After work, I try to figure out if the Power Studies course conflicts with the medical course.

I also try to request a PLC catalog, or ask to borrow one from Speed-Y if he has one...

written by Azirphaeli on Jul 27, 2011 01:13

I continue my regiment, work tradeoffs until I become more comfortable navigating and getting around with one leg.

written by Gligar on Jul 27, 2011 02:54

SURVEILLANCE LOG JHT-2896483(d)

TIME PERIOD: 214-10-09 06:00 - 214-10-10 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

⁵⁷⁰ MALKOM: (OOC: Was away...)

Subject: Joris-R-DNK-3

No meaningful report.⁵⁷¹

Subject: Speed-Y-DOF-2

After waking, subject once again invited Jam-Y-JYR-2 to breakfast, after reminding him of Loyalty Seminar.

Subject orders an orange with breakfast, on seeing them available. Subject is warned that fruit is not expected to be available for another weekcycle after this.

Subject informs Jam-Y-JYR about his findings re: room conversion.

Subject attended Loyalty Seminar, attempting to appear enthusiastic despite obvious boredom.

Subject reported for workcycle, having temporarily shifted to second shift to allow for seminar. This does not go unnoticed, as subject's assistance could have been useful earlier due to mass recloning of ex-communists. Subject attempts to put this behind him and catch up the missing time.

On returning to Emergency Bunker C-3, subject continues research into Power Studies course, discovering it to start the daycycle after the Zombie Handling course begins. It would be possible to attend both at once.

Subject checks on the progress of his R&D request. There is still no data.

Subject inquires about the bunker's forkbot. It is apparently still under maintenance.

Subject notices a scrubot looking at him in a strange way.

Subject's PLC catalogue arrives.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues work at Emergency Bunker C-3. While doing so, subject scrutinises Speed-Y-DOF, possibly evaluating the level of dirt on the citizen.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected on 214-10-25.

Subject: L4-O-QKW-1

Subject wakes and overhears mention of the Loyalty Seminar.

Subject obtains regular Hot Fun and Bouncy Bubble Beverage for breakfast.

Subject attends Loyalty Seminar. Subject appears enthusiastic.

Subject continues drills at Armed Forces, practicing his skill with the laser pistol.

On returning to the bunker, subject researches training courses, discovering an additional cone rifle course.

Subject also ascertains that he has 1,870 credits remaining.

⁵⁷¹ GLIGAR: (OOC: Get used to that. Typing out all these took far too long last time.)

Subject: Jam-Y-JYR-2

Subject wakes and thanks Speed-Y-DOF for his information.

Subject accompanies Speed-Y-DOG to breakfast. During the meal, subject states that he will have to give the bunker situation some more thought.

Subject attends Loyalty Seminar, followed by workcycle. Subject attempts to ascertain what it is that his fellow clones dislike about mutants. He discovers that it is their tendencies to be everywhere, and their abilities to do... things that most clones do not understand. They suggest that subject submit for termination.

Subject instead tries to locate clones who do not mind mutants. He is able to locate some within the workplace, though they are not directly under him.

Subject discovers that he is responsible for 20 clones directly. (Sixteen are RED, earning the standard 1,000cr/monthcycle. The other four are ORANGE, on 2,000cr/mo.)

Subject returns to the bunker and researches Power Studies course. It appears not to clash with medical course.

Subject requests a PLC catalogue.

Subject: Mango-NHG-4

Subject attends workcycle as normal. He is unlucky enough to be assigned to Level 1.

Subject receives concussion from impact with ring-for-service bells. Subject is patched up and returns to workcycle after two hourcycles.

After workcycle, subject attempts to research history of Alpha Complex. He learns that it was constructed by The Computer to shelter humans from commies. It is safer here. Further information is not available, and subject's request has been logged.

Subject: Azir-R-GNS-1

Subject attends workcycle, and Loyalty Seminar.

On return to the bunker, subject continues exercise regimen. Remaining leg is strengthened somewhat.

Subject: Mick-R-NRK-1

Subject continues to display anti-social tendencies before, during, and after workcycle, landing him with another fine from his superior, despite completing sufficient work.

Subject attempts to befriend another clone (perhaps in response to the fine). The clone's name is Ralph-R-VLF-2. Ralph-R does not seem particularly responsive, given subject's past behaviour.

Subject attempts to locate Computer Terminals, finding one in a YELLOW area.

Subject: Selbio-R-SIL-2

No meaningful report.

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Subject: E_net-R-HKR-1

No meaningful report.

Subject: Albey-R-MKR-2

No meaningful report.

Subject: Star-R-CSR-2

No meaningful report.

Subject: Kristos-R-GRU-2

No meaningful report.

Subject: John-R-SMR-3

After waking, subject attended Loyalty Seminar, attempting to appear enthusiastic despite obvious boredom.

Subject reported for workcycle, having temporarily shifted to second shift to allow for seminar.

Shifted workcycle did not permit additional actions before sleep.

Subject: Lucas-R-AHK-2

After waking, subject attended Loyalty Seminar, attempting to appear enthusiastic despite obvious boredom.

Subject reported for workcycle, having temporarily shifted to second shift to allow for seminar.

Shifted workcycle did not permit additional actions before sleep.

Notable Upcoming Events

Threeday, 214-10-10: estimated arrival of supplies at Emergency Bunker C-3; medical course begins.

Foursday, 214-10-11: Loyalty parade.

Fiveday, 214-10-12

Sixday, 214-10-13

Mandatory Inspection Day, 214-10-14: Zombie Handling course begins.

Oneday, 214-10-15: Power Studies course begins.

Twosday, 214-10-16

written by Lightning4 on Jul 27, 2011 06:41

I start my day by looking up information on the cone rifle course, and if it'll give me some information on my various cone rifle shells. And if any of the times conflict with my current drills.

After some food and some exercise, I make my way to the Armed Forces Bunker. I engage in my drills and search for information regarding the length of the drilling process and when to possibly expect missions.

I also search for interesting Armed Forces-related things to do in the sector. If there are any, that is.

I remain there for a little while and socialize again.

Eventually I return to the bunker. I assist with anything Speed and Jam need of me. If any of my blaster packs still need charging, I set about doing that.

I then deal with food and drink again, then play some more of my PDC games before going to bed.

written by Speeder on Jul 27, 2011 11:39

I discuss again about the bunker in the breakfast, I mention that supplies should arrive today.

Although I know fruit will not be available again, I became amazed with fruits, convinced that few things are better than fruits, I wonder what sort of fruits higher clearance citizens have access and how much, maybe PURPLE citizens have grapes, wine? Or GREEN citizens have the fabled refreshing lemonade?

After my fruitstatic musings, I get to work, I attempt to ensure with my team that no bizarre cloning will happen, no waking up inside tanks, no clones that refuse to die, no cloning-related mutants, no liveware rewrites and specially, NO ZOMBIES.

After work I go first fetch the forms needed to convert a room to YELLOW dormitory.

On the bunker I order a Power Studios course too, and keep browsing the catalog about special jumpsuits, or armoured jumpsuits, or anti-zombie jumpsuits, or any sort of jumpsuit that protect better than the standard one.

When supplies arrive, I help putting them in place, if I find L4 or other clones, I ask them to help with that too. Also I sign the forms that say that I received the supplies properly.

If I ever find that strange scrubot again, I throw some trash away from me and see if it is more interested on the trash, or interested on me.

At our room, I ask Jam to help me fill the YELLOW room forms. I tell L4 that we are setting up a YELLOW room, and thus we will end moving out, I hope he will not be unhappy missing us.

written by Mingamango181 on Jul 27, 2011 12:21

I continue my work hours, trying to better myself at this new job. I know I've got an appointment on this threeday, so I try to keep to it. I attend, and when it is all over, I finish the job for the day (if there's anything left to do), and return to the dormitory.

I contemplate what has happened on this certain day. I also make inquiries into whether I might be able to purchase some form of document writer so as to store some thoughts into other memory, seeking some form of encryption, if that's allowed in my clearance.

written by Jam on Jul 27, 2011 16:08

I talk with Speed-Y at breakfast, and tell him that the docbot in the Medical Bay is still offline..."

I attend the medical training course, and make sure to take notes on what I've learned.

Then... work.⁵⁷²

"Nothing would make me happier right now than to see you guys be happy working with me. Maybe you would be more understanding if I told you exactly what it is I can and can't do.

I have the Mind Sense mutation, which lets me detect the minds of nearby clones. My power can tell me the name of a clone, and gives me a vague sense of their emotional state... Now, I already know your names, and I can see your emotions written right on your faces, so my power isn't doing anything there... Like any psionic mutant, I can speak telepathically, but it's exactly the same as speaking, except my lips aren't moving. It's simpler for me to just talk normally...

What my power doesn't let me do is control your minds, or push thoughts into your heads, or pry into all your personal details. Actually, take that back, I can read a clone's mind, but you'd definitely feel it. It would be very unpleasant, and you'd probably be lying on the floor screaming before I even got to what you ate for breakfast. But I wouldn't try to read your minds because, one, it's extremely exhausting for me, two, it would likely cause me to be fined and possibly demoted, and three, I really could care less about your personal lives. You guys probably spend the whole day imagining my termination or something, I really don't want to know the details...

The reason I registered my mutation is so I can use it to serve the Complex. If you guys have a problem with that, I suggest you go talk to Friend Computer. Think of it this way... In addition to supervising you guys, I'm here to make sure the dangerous unregistered mutants don't get inside your heads and screw with your minds. I can use my powers to detect the mutants, and I can warn you guys so you can shield your thoughts. You know how to shield your thoughts from mutants, right? They're teaching about it in the next Power Studies course, or, if you want, I could give you a quick overview...

But let's get to work first..."

After the somewhat long speech, I get to work supervising the clones, and pay close attention to what exactly it is the ORANGE and RED clones are doing... I try to find the ORANGE clone that seems to tolerate me the most, and note his name.

After work, I sign up for the Power Studies course, and sign any YELLOW room forms that Speed-Y might be offering me. Also, I help move supplies once they arrive...

I also search if there is any sort of shooting range I can go to to practice my laser skills...

written by 4616599 on Jul 27, 2011 16:51

I check how much protection (or freedom) the dorm offers me.

I try to warm up to the dorm's IntSec supervisors over breakfast. I note the name of the highest ranking clone(s).

⁵⁷² JAM: (ooc: Or maybe work came first...)

I then report for work. I see if there is anything extra I could do, perhaps surveillance related, that could add to my paycheck, which I also check.

During breaks I have B3 or other foods, while still keeping an eye on the INFRAREDS.

Refreshed, I continue work, watching them almost intrusively and making necessary reports.

After the workcycle, I return to Iota subsector, pausing to watch Funball and requesting a catalogue of any electronics from PLC.

I head back to the dorm. I attempt to strike up a conversation with my dormitory mates about Funball but the brainsrub seemed to have erased most of my Funball related chitchat. I end up mildly paranoid and blathering about yummy B3-drinking mutants. I also wonder aloud as to what I was before the brainsrub.

Feeling faint, I eventually sleep.

written by Malkom on Jul 27, 2011 17:10

Mick-R works, eats, sleeps as normal, keeping an eye out for shady clones and trying to befriend an INFRARED if possible.

written by Azirphaeli on Jul 27, 2011 19:07

I wake up, eat breakfast, and enjoy the morning. At work, I remain diligent. When I return, I take a break from my regiment to assist with sorting and organizing of the supplies that have arrived.

I am pleased with the progress I am making, and rest easy tonight.

written by Gligar on Jul 27, 2011 22:08

SURVEILLANCE LOG JHT-2896483(e)

TIME PERIOD: 214-10-10 06:00 - 214-10-11 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject attempts to ascertain level of freedom and protection provided by custodial dormitory. He discovers that surveillance is present at all locations, and seems to work.

Subject attempts to befriend dormitory supervisor Joe-Y-JHT over breakfast. Joe-Y seems to respond positively.

Subject reports for workcycle, and seeks additional duties. He is assigned to handle new reassignments.

Subject continues to monitor INFRAREDS.

Subject returns to Iota Subsector after workcycle, and stops to watch Funball.

Subject attempts to order a catalogue from PLC, and is informed of a 1-weekcycle waiting list.

Subject attempts to enter a Funball-related conversation but seems to have forgotten much about the activity. He is rebuffed.

Subject: Speed-Y-DOF-2

Subject once again eats breakfast with Jam-Y-JYR. He notes imminent arrival of supplies.

Subject seems to have developed an interest in fruit.

Subject reports for workcycle. He attempts to ensure that the cloning systems are running smoothly with no problems.

Subject uncovers an anomaly in the system, one which he seemingly is unable to correct.

Subject visits HPD&MC offices to obtain forms to convert the bunker's Dormitory 3 to YELLOW use. He is referred to CPU.

Subject visits CPU offices and submits form request. He is informed of 2 daycycle waiting time.

(Note: Subject has yet to submit forms for bunker takeover.)

Subject signs up for Power Studies course. He also browses catalogue for more protective jumpsuit, and finds one with built-in reflex.

Subject assists with storage of arriving supplies, and signs receipt forms.

Subject informs Jam-Y and L4-O-QKW about progress re: dormitory conversion. He mentions delays in form acquisition.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues work at Emergency Bunker C-3.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected on 214-10-25.

Subject: L4-O-QKW-1

Subject researches cone rifle course, finding it open to anyone authorised to use a cone rifle. He learns that it covers handling the most common shells and triggers, as well as the types of fuse available. He also learns that tacnuke shells are the most treasonous, being VIOLET Clearance. Subject should be able to attend course.

Subject reports for drills with squad. He inquires as to length of drilling process and likelihood of missions. He is informed that drills should last for two weekcycles or so, and that a Loyalty Parade is tomorrowcycle. The squad will be present.

After time with his squadmates, subject returns to bunker and assists with supplies. HE also checks his blaster power packs again, finding one that still needs charging.

Subject: Jam-Y-JYR-2

Subject once again eats with Speed-Y-DOF. He informs Speed-Y of the docbot problem.

Subject attends workcycle, giving his colleagues a speech about his mutation, and how he only wishes to help. (OOC: That's a nice speech Jam, take a perversity point.) It seems to have a small positive effect.

Subject pays attention to what clones are doing during workcycle. They appear to be doing their job, except one clone who is slacking, and another who seems suspicious.

On returning to the bunker, subject assists with the supplies.

Subject attempts to locate laser pistol range, finding two. One., however, is located in Troubleshooter Headquarters, which is still closed after the events of Mission PPG-01.

Subject: Mango-NHG-4

Subject attends workcycle as normal. He escapes Level 1 this time.

Subject remember appointment, and attends. (Note, Request increases surveillance on this clone. Suspected secret society involvement.)

On returning to dormitory, subject attempts to purchase document writer to record thoughts, but discovers that they are beyond his clearance. It is suggested that he obtain journal space for use with public terminals instead.

Subject: Azir-R-GNS-1

Subject attends workcycle, noting a seeming drop in attention spans during Mandatory Team Troubleshooter broadcasts. Perhaps .additional action is in order?

Subject returns to bunker and assists with supplies.

Subject: Mick-R-NRK-1

Subject attends workcycle as normal.

Subject attempts to locate a clone to befriend, concentrating on INFRAREDS. He finds a test subject, one Stu-DNR, who seems to be surviving tests regardless of what he faces. Stu seems to like Mick-R despite reclusiveness.

Subject: Selbio-R-SIL-2

No meaningful report.

Subject: E_net-R-HKR-1

No meaningful report.

Subject: Albey-R-MKR-2

No meaningful report.

Subject: Star-R-CSR-2

No meaningful report.

Subject: Kristos-R-GRU-2

No meaningful report.

Subject: John-R-SMR-3

Subject reports for workcycle. During this, he thinks he sees Speed-Y in the office.

Subject: Lucas-R-AHK-2

Notable Upcoming Events

Foursday, 214-10-11: Loyalty parade.

Fiveday, 214-10-12

Sixday, 214-10-13

Mandatory Inspection Day, 214-10-14: Zombie Handling course begins.

Oneday, 214-10-15: Power Studies course begins.

Twosday, 214-10-16

Threeday, 214-10-17: Generator maintenance scheduled.

written by Malkom on Jul 27, 2011 23:07

Mick-R continues becoming friends with Stu-DNR, attempting to find out what they have in common. He attends the loyalty parade if needed. If possible, he attends workcycle, eats and drinks as usual. Sleeps as usual, without fuss. If there is enough time, he visits the Troubleshooters again, and attempts to make himself agreeable to the higher ranking clones.

written by Speeder on Jul 27, 2011 23:46

On breakfast I mention to Jam that I forgot about the forms needed to inform that at least we are in the bunker.

I eat breakfast happily, and go visit the Loyalty Parade.

At work I inform of the anomaly to whoever is my superior, and request information on how to fix it.

I again attempt to keep high morale.

On the way home, I go fetch whatever forms are needed about our presence in the bunker, if I cannot convert it to troubleshooters headquarters without too much hassle, I research alternatives.

I also request docbot maintenance, and a newer model docbot to work in tandem.

I order a YELLOW reflec jumpsuit.

I see if I can get a new revolver and appropriate ammo (better if more than one type of ammo, even better if I find a ammo belt). I also see if there are revolver training somewhere. And I also see if I can find (non-treasonous) revolver modifications, both cosmetic and functional.

And finally, I remember that I still do not have a PDC, and go see if I can get one, even better if I get a Tech Services custom one, with Tech Services related apps, manuals and information.

written by Jam on Jul 28, 2011 01:37⁵⁷³

I tell Speed-Y that I must have forgotten about the forms too, as I don't remember them at all, even after being reminded...

I also eat breakfast happily, and follow Speed-Y to the Loyalty Parade. I make sure to watch L4-O, in case he appears in the parade.

⁵⁷³ JAM: (OOC: Um, what happened to the medical aid course? And thanks for the PP!)

At work, I make sure the slacker clone is working, and try to recall the name of the suspicious clone (Also, I make sure to get his mental fingerprint). At the end of the workcycle, I mention to my colleagues that I'm planning on going to the laser pistol range tomorrowcycle after workcycle, if anyone wants to come...

I make sure to pay closer attention to today's medical aid course, as I can't really remember much of what I learned yesterday....

After work, I go back to the bunker for a bit, and wander around looking for anything that's missing or not working right. If I happen to meet Mick-R, I greet him, and try to be friendly. I talk a bit with him, and tell him I'll be going to the laser pistol range tomorrowcycle, if he wants to join me...

I try to research when the laser pistol range is open, and to who, and where, and how much it costs, and what to bring... I also invite the other members of Team Epsilon (including John-R and Lucas-R) to join me tomorrowcycle...

written by Lightning4 on Jul 28, 2011 01:47

After discovering my tacnuke shell is... significantly higher clearance than I am, I stow it safely in my locker. Hopefully while nobody is looking.

I then eat and do some exercise. Hopefully by now I'm starting to feel my stamina return.

I attend the Loyalty Parade with my squad, doing my best to appear happy to be there. And doing my best to look exceptionally loyal!

I check to see when the cone rifle course begins. If it's today, I attend it.

I try to subtly see if there's any forms around that I can fill out to possess and use VIOLET cone rifle shells, for no reason of course. Though I also see if any of my other shells may be outside of my clearance. And if my brevet actually covers use of high clearance shells.

That dealt with, I return to the bunker and try to clean out any treasonous-ness with some more PDC gaming.

Then food, drink, sleep.

written by Azirphaeli on Jul 28, 2011 03:55

Hmm this is not good at all.

I inform whoever is in charge of the disturbing trend (I assume a RED such as myself answers to someone), and suggest that should the behavior persist or worsen, the noted clones will may need to face punishments, merely as a suggestion of course.

After work I attend the loyalty parade with the team, enjoying it immensely before returning and exercising after eating and then getting some rest.

written by 4616599 on Jul 28, 2011 16:00

I chat with Joe-Y again during breakfast, talking about my surveillance duties. I hint at my proficiency in it.

I hear news about the loyalty parade, and attend it. If I see Speed-R, I briefly say hi to him and tell him that unexpected happenings led me elsewhere. I also happily promote my 'anti-mutant' suit if necessary.

I then go to work. I check on my pay, and continue monitoring the INFRAREDS, sipping some B3 as I go along.

I also check for any nearby seminars or events I can attend after my shift.

I stop to watch Funball again before attempting to acquire a PDC from a vendor or something.

Once done, I head back to the dormitory for a meal and rest.

written by Gligar on Jul 28, 2011 16:54

SURVEILLANCE LOG JHT-2896483(f)

TIME PERIOD: 214-10-11 06:00 - 214-10-12 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject converses with Joe-Y during breakfast. He talks about his work.

Subject attends workcycle. He checks his pay, and finds that he is earning 1,000 credits per monthcycle.

After workcycle, subject attends Loyalty Parade. Seeing the Troubleshooters, he talks about his "anti-mutant suit".

Subject researches recent events and discovers the Power Studies course.

On return to Iota Subsector, subject watches Funball again.

Subject: Speed-Y-DOF-2

Subject once again eats breakfast with Jam-Y-JYR. He has realised that he still needs to complete some forms re: bunker occupancy.

Subject attends workcycle. He notifies his superior regarding previously-found anomaly, and is told that it will be looked into.

Subject attempts to maintain happiness levels during workcycle.

Subject attends Loyalty Parade after workcycle. On the way, he obtains the needed forms for bunker use. He additionally requests docbot repair, as well as a second docbot. Second request is "placed in the queue".

Subject places order for YELLOW clearance reflec-enhanced jumpsuit. Seeing them available, he also orders a "revolver" and ammunition. Subject researches "revolver" training but notes that there is no course planned for the immediate future.

Subject also orders a replacement PDC. He is told that it'll be arriving within a weekcycle.

Subject receives notification from R&D concerning his testing request. R&D is ready to begin testing, beginning tomorrowcycle.

Subject: Scrubot ROJ-317(d)228-a9 ("Leeroy")

Subject continues work at Emergency Bunker C-3.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected on 214-10-25.

Subject: L4-O-OKW-1

Subject exercises on waking. He seems to be having less problems with his lungs now.

Subject participates in Loyalty Parade. He appears exceptionally loyal.

Subject investigates cone rifle course, and discovers that it begins on 214-10-18.

Subject investigates use of VIOLET shells, and avoids an IntSec warning when he discovers that it is not possible.

Subject checks his brevet, and his other shells, and finds that he is authorised to use them.

Subject: Jam-Y-JYR-2

Subject once again eats breakfast with Speed-Y-DOF. He also seems to have overlooked forms.

Subject attends workcycle, and invites colleagues to laser range tomorrowcycle. He gets a few takers.

During workcycle, subject prods the slacker clone to begin working. He is successful, at least when he's supervising the slacker. It appears that the slacker has a motivation problem.

Subject investigates suspicious clone. (Note: clone is Bill-O GJN, and is of interest - see file DLFK5932.) He seems to have difficulties obtaining a mental fingerprint.

Subject attends Loyalty Parade.

Subject attends medical course. He seems to have forgotten what was learned previous session. (Note: surveillance glitch present; see Report GHJUT4758.) Subject shows better retention this session.

Subject returns to bunker and converses with Mick-R-TLK. He invites him to the range.

Subject invites the rest of the team to accompany him to the range.

Subject inspects the bunker, looking for anything out of place. He does not discover anything out of the ordinary.

Subject checks on range opening, discovering it to be open between 08:00 and 22:00.

Subject: Mango-NHG-4

Subject attends workcycle as usual. He is once again assigned to Level 1.

Subject avoids injury and attends Loyalty Parade.

Subject: Azir-R-GNS-1

Subject informs superior of trend, suggesting punishments if needed. Superior agrees.

Subject attends Loyalty Parade before returning to bunker to exercise.

Subject: Mick-R-NRK-1

Subject continues associating with Stu-DNR during workcycle. He discovers that Stu-DNR was demoted for some reason.

Subject attends Loyalty Parade, and notes that Team Epsilon is present.

Subject visits Emergency Bunker C-3 after parade. He is notably pleasant towards the higher clearances.

Subject: Selbio-R-SIL-2

No meaningful report.

Subject: E_net-R-HKR-1

No meaningful report.

Subject: Albey-R-MKR-2

No meaningful report.

Subject: Star-R-CSR-2

No meaningful report.

Subject: Kristos-R-GRU-2

No meaningful report.

Subject: John-R-SMR-3

Subject attends workcycle. He finds it difficult to concentrate for some reason.

Subject attends Loyalty Parade.

Subject: Lucas-R-AHK-2

Subject attends workcycle, where he assists in repairing the MemoMax system.

Subject attends Loyalty Parade.

Notable Upcoming Events

Fiveday, 214-10-12, Laser range time planned.

Sixday, 214-10-13

Mandatory Inspection Day, 214-10-14: Zombie Handling course begins.

Oneday, 214-10-15: Power Studies course begins.

Twosday, 214-10-16

Threeday, 214-10-17: Generator maintenance scheduled.

Foursday, 214-10-18: Cone rifle course begins.

written by Malkom on Jul 28, 2011 17:20

Mick-R sees a notice about the "laser range time planned", and inquires about it. If possible and if it sounds interesting or useful, he attends it.

Mick-R keeps a sharp lookout for shady clones throughout the daycycle.

Mick-R goes to workcycle as usual, and after workcycle visits the troubleshooters a third time, still being pleasant to the higher-clearances.

After his visit, Mick-R eats away from other clones in the food hall, though if he sees Stu he will eat with Stu and attempt to hold a rather pleasant conversation.

Mick-R goes to sleep when required.

At some point during the day, Mick-R attempts to find out when the next mission he goes on the Troubleshooters with will be.

written by Azirphaeli on Jul 28, 2011 17:42

I will plan on attending the firing range activity with the team after work, as it sounds like a good exercise and a way to get to know everyone better as well.

At work, I keep an eye on the trend, hoping to see improvements.⁵⁷⁴

written by Lightning4 on Jul 28, 2011 20:07

I wake up, do some exercise, eat and drink.

I go to the barracks for more drilling. I renew my attempts to socialize a bit.

I join the team at the laser range, doing my best to improve my fairly dismal accuracy with the laser pistol. If allowed, I also bring and use my blaster for some more practice time with that.

I spend some time figuring out where I should go to have my other blaster repaired, so I can have a backup. I check for forms I can fill out or a place I can bring it in.

I return to the bunker and eat/drink. I decide to check what other classes are available to me as an ORANGE level citizen. Weapon related or otherwise.

Sleep.

written by Mingamango181 on Jul 28, 2011 21:21

I attend work, concentrating on it and nothing else. After finishing, I consider using the public terminals for logging, but decide not to. In the end, I sleep, wondering why on [DFSR] I'm agreeing to this cycle of repetition.

written by Jam on Jul 28, 2011 23:01

I wake up, think about the my schedule a bit, and decide on when I should go to the laser range so it wouldn't conflict with my schedule. I send Mick-R a PDC message reminding him where the laser range is, and telling him the scheduled timecycle.

⁵⁷⁴ AZIRPHELII: (OOO: Disregard that my last post echo's this, mistakenly submitted it as an edit O_o)

Then I go to eat breakfast with Speed-Y, and also tell him when I'll be going to the range. I also tell the other members of Team Epsilon if I happen to see them.

I go to work, and watch the slacker clone to make sure he's working... Hmm... He seems to have a motivation problem...

"How about this... Starting now, every weekcycle, the clone I see doing the best job and working the hardest during the weekcycle will get a 20 credit prize on Mandatory Inspection Day."

I also try to figure out just what it is that make the suspicious clone seem so suspicious...

"Also, I'm going to be going to the laser pistol range at [Insert Timecycle Here]... If you're lucky, you might get to meet the other Troubleshooters in Team Epsilon..."

After work, I go to my Medical Aid course, and try to learn as much as I can. I make sure to take notes, and save them on my PDC in case I need to access them at a later datecycle.

And after my Medical Aid course, I go to the bunker and do a search on my PDC for news articles with 'Troubleshooter Team Epsilon' in them. (What? Can't I be a little egocentric sometimes? 😊)

Once it's time to go to the laser range, I go there, making sure to bring with a spare RED laser pistol barrel if I need to... I make sure to talk with all the clones I invited there, and try to make sure everyclone has a good time... (I also note how well I did with my aiming, as I'm quite proud of my laser skills...)

Before I go to sleep, I visit John-R and ask tell him about the suspicious clone that I had trouble getting a fingerprint from... I ask him if he's seen anything like that, and what it might mean. I also ask him what he suggests I should do about it...

written by Speeder on Jul 29, 2011 00:36

I get happy at being invited to Laser Range, I inform Jam I will attend if I have time.

On the way to work I see if I can buy somewhere already some RED and YELLOW barrels, RED for training, YELLOW for actual use.

I do again my best on the work, and check on the anomaly and if anyone worked on it.

After work, I attend R&D.

After R&D if time is available, I go see Jam on the range, and I also attempt to train a bit using RED barrels if I managed to buy them earlier. (or using borrowed stuff, if available).

I ask L4 about slugthrower range.

If there are still time before sleep, I fill what I can of the forms, I also leave the forms in a place where Jam can spot them too.

written by Gligar on Jul 29, 2011 01:53

SURVEILLANCE LOG JHT-2896483(g)

TIME PERIOD: 214-10-12 06:00 - 214-10-13 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject attends workcycle as usual. He notes that there seems to be an increase in reactor output, as more Reactor Shielding clones are terminating due to radiation exposure.

Subject: Speed-Y-DOF-2

Subject is pleased to be asked to attend a range. He plans to attend if he has time.

Travelling to workcycle, he is able to purchase some laser pistol barrels.

At workcycle, subject investigates anomaly. He discovers some clones working on it.

After workcycle, subject attends R&D for installation of test hardware. He is given a robotic foot and lower leg. He is told to give it the best workout he can.

Subject has little time left, but briefly attends the range, showing off his new hardware. Said foot requires some getting used to.

On returning to bunker, subject discovers more forms waiting for him regarding his plan to convert Dormitory 3. He begins to fill out forms.

Subject: Scrubot ROJ-317(d)228-a9 ("Leeroy")

Subject is reassigned to Building 2, Industrial Subsector B.

Subject: Cryo-BRN-4

Yet to reclone.

Due to having caught up with recloning backlog, CloneServe are currently pushing forward more lower-clearance decantings. Cryo-BRN is now scheduled for 214-10-16.

Subject: L4-O-OKW-1

Subject attends barracks for more drills. The squad seems to be getting along well.

Subject attends range. He attempts to improve his skills, and seems to succeed slightly.

Subject attempts to train with blaster but is not permitted.

After the range, subject investigates repairs for other blaster. He discovers a weapons repair firm.

Subject researches other courses available but there are none right now.

Subject: Jam-Y-JYR-2

Subject decides that the range is best visited after his medical course. He informs clones of this.

Subject attends workcycle and attempts to motivate the slacker. The slacker seems interested in a credit bonus.

Subject attends medical course. He makes sure to take notes.

Subject returns to bunker and searches for news articles concerning the team. He finds that The Daily Briefing has a small article concerning Mission PPG-01, and their involvement.

Subject finally makes it to the range, and discovers that there are quite a few clones there: the team, some of his colleagues, and a few others. He notes that his aiming is pretty good.

Subject visits John-R-SMR and discusses the suspicious clone from yesterdaycycle. John-R suspects that either the clone is shielding, or is an android.

Subject: Mango-NHG-4

Subject concentrates on workcycle but seems to have lost enthusiasm.

Subject chooses not to obtain journal space.

Subject: Azir-R-GNS-1

At workcycle, subject monitors attention span trends. They do not appreciably improve.

After workcycle, subject attends range for practice. He notes a possible improvement.

Subject: Mick-R-NRK-1

Subject inquires about range time, and discovers the location. He decides to attend after workcycle.

Subject keeps watch for suspicious clones, and discovers some clones, discussing something in hushed tones.

During workcycle, subject learns that Derek-G now has enough information to begin construction of a new bot prototype to replace the destroyed one.

Subject attempts to learn when next mission will be, but learns that there is no data regarding future missions at his security clearance.

Subject heads to range for practice. Afterwards he visits the bunker.

On returning to Kappa Subsector, subject is informed of a meeting with Internal Security to discuss accusations of suspicious activity.

Subject: Selbio-R-SIL-2

No meaningful report.

Subject: E_net-R-HKR-1

No meaningful report.

Subject: Albey-R-MKR-2

No meaningful report.

Subject: Star-R-CSR-2

No meaningful report.

Subject: Kristos-R-GRU-2

No meaningful report.

Subject: John-R-SMR-3

Subject attends workcycle as usual. He notes an unusual request.

Subject attends range.

Subject later converses with Jam-Y concerning suspicious clone.

Subject: Lucas-R-AHK-2

Having received no formal laser pistol training, subject is overjoyed to attend range to learn.

Subject attends workcycle, where he learns that the main backlog is done with, allowing the low-priority clones to move forward into the queue.

Subject attends range and picks up the basics of laser pistol.

Notable Upcoming Events

Sixday, 214-10-13

Mandatory Inspection Day, 214-10-14: Zombie Handling course begins.

Oneday, 214-10-15: Power Studies course begins.

Twosday, 214-10-16: Cryo-BRN scheduled for recloning.

Threeday, 214-10-17: Generator maintenance scheduled.

Foursday, 214-10-18: Cone rifle course begins.

Fiveday, 214-10-19

written by Malkom on Jul 29, 2011 04:18

Mick-R remembers the faces of the hushed-tones-discussion clones and reports them at the IntSec meeting. Otherwise, he (tries) to do his day as usual: converse with Stu, work, eat in the food hall, sleep, and everything else a clone normally does.

written by Azirphaeli on Jul 29, 2011 04:34

At work, I am saddened by the lack of improvement, after all, who wouldn't want to watch Mandatory Team Troubleshooter. I approach my superiors to alert them that it seems the current course of action is not working.

I instead suggest that a contest be setup, where a key detail from one of the episodes shown during the course of the day is asked and the first clone to correctly point it out should win a prize in credits.

It's sad that it would come to this, but I think a little competition may rekindle that passion for quality vidshows such as Mandatory Team Troubleshooter that seems to have gone missing.

Outside of work, I make pleasant conversation with most of the team members, and continue to train for the inevitable "next assignment".

written by Lightning4 on Jul 29, 2011 06:42

I attend to my drills at the barracks. If my squadmates are doing anything interesting todaycycle after drilling, I join them.

Later, I seek out a weapons repair form and set about filling it out. I fill in the required information and send it off.

I remember Speed-Y's request from yesterdaycycle and see if there is a slugthrower range for use. I inform him where it is if one exists.

I also see if there are any other ranges. Blaster at least, possibly also rifle and cone rifle if they exist as well.

With any remaining time I wander around the bunker, making sure everything is in order and nothing suspicious is going on.

Some more exercise of course. Then sleep.

written by Speeder on Jul 29, 2011 11:27

At breakfast I tell Jam about the forms. I look unusually happy. I even hug Jam during breakfast.

At work, I do it carefully at first, until I am sure I will not kick or stomp anything by accident, as I get more comfortable I try to work behaving in a more and more normal manner, but safety always first. I also check on the anomaly, and attempt to figure what sort of work is being done on it, or was done on it.

After work, I attempt to find a physical training range, if I fail to find any, I go to A-level garage, and climb up and down shelves, jump between boxes, and whatnot, and when I am comfortable enough I attempt some jumps between shelves, and from shelves to the ground.

I also kick random (but not important) objects, to see if it do more damage. I also try to figure if the electromechanical foot is stronger.

After I tire, I go back to the dormitory and continue filling forms, I also check when will be delivered the revolver, jumpsuit, other forms, docbot and other requests.

Also I take more look on the PLC catalog, again feeling like a weaponsmith, I see if a B3 can thrower is available, if not, I see if I can find on the catalog a tube that fits B3 can, a compressed air machine or tube, and a valve that can be triggered easily, and other misc itens needed to build a B3 launcher. I also see if I can order a YELLOW knife, and what a YELLOW knife do better than a RED one.

written by Jam on Jul 29, 2011 20:04⁵⁷⁵

At breakfast, I'm a bit surprised to see Speed-Y in such happy mood, more happy than usual... He must really like his new leg...

At work, I focus on watching the clones, and to determine which clone is working the hardest and doing the best job... I watch slacker clone to see if he is working any harder (and make sure to learn his name). I also mention there is

⁵⁷⁵ JAM: (ooc: Were we using our own barrels at the laser range?)

a Power Studies course on Oneday (ooc: I signed up for that, right?) , and ask who here has taken the course before. I make sure to note Bill-O's response, but also pay attention to the responses of the other clones.

After work, I go to the medical aid course, and learn things. I ask I could look at a list of YELLOW and below drugs and their functions, if such a thing exists...

Back at the bunker, I work on filling out the Dormitory Conversion Forms, and submit them if they are complete.

I continue waiting for my PLC catalog to arrive, and, feeling somewhat impatient, ask to borrow Speed-Y's.

Also, I check to see if there are any nearby medical bays (besides the one in the bunker), and if they would let the me watch a docbot treat clones, which would be a great supplement to my medical aid course.

Then, I sleep, after first making sure to check under the bed for Anti-Mutant assassins, CMTs, and Mango-R.

written by Gligar on Jul 29, 2011 22:58

SURVEILLANCE LOG JHT-2896483(h)

TIME PERIOD: 214-10-13 06:00 - 214-10-14 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject reports for workcycle as usual. He notes that the number of reactor shielding clones is dropping. Perhaps more are needed to ensure proper shielding, and protect the rest of the sector from radiation?

Subject: Speed-Y-DOF-2

Subject once again eats breakfast with Jam-Y-JYR. He is exceptionally happy as he tells about the forms.

Subject reports for workcycle. He begins trying out new leg. It is difficult at first, but gets easier.

Subject investigates the anomaly he found, and discovers that it is still being worked on. Several components have been replaced, and subroutines have been rewritten.

Subject attempts to locate a gym. He finds one, but it is already overfull.

Subject returns to the bunker and performs exercises in the loading dock. He ascertains that his new leg seems stronger than his old one.

Subject returns to dormitory and continues with forms, finishing what he has. He checks on deliveries, and discovers that they will be completed in two daycycles. The docbot will be assigned when it is available.

Subject again turns to catalogue, looking for a device to throw B3 cans. Seeing none, he orders parts necessary to construct one.⁵⁷⁶ Delivery time is two daycycles.

⁵⁷⁶ Gligar: (OOC: It's a pity that Alpha Complex doesn't have grenade launchers. But that would make things too easy 😊)

Subject looks for YELLOW knife but there doesn't appear to be one.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject begins work in Building 2.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected 214-10-16.

Subject: L4-O-QKW-1

Subject attends drills at barracks. Drills include grenades todaycycle.

After drills, subject seeks weapon repair form and fills it out.

Subject also investigates other ranges, and finds one for slugthrowers. He informs Speed-Y-DOF of his findings. He then looks for other ranges but finds none in this sector. He would have to go to another sector to find them.

Subject checks over bunker and discovers that the work in the warehouse, and Concourse C1, is progressing nicely. The stairwell is almost complete.

Subject: Jam-Y-JYR-2

Subject once again eats breakfast with Speed-Y-DOF. He is surprised to see him so happy.

Subject reports for workcycle and watches the clones, looking for the best worker. He notes that the slacker, one Jake-R-SLW, seems to be doing a good job now.

Subject mentions upcoming Power Studies course (ooc: which he did sign up for). He asks who has taken the course and gets a couple of affirmative answers, including Bill-O.

Subject attends medical course. He asks for a list of drugs but discovers that there is no such list.

Subject returns to bunker and works on forms, finishing the Dormitory Conversion form. He submits the form.

Subject asks Speed-Y for his catalogue.

Subject researches medical bays and discovers one on C Level with docbots.

Subject checks for a number of things, and, finding none, sleeps.

Subject: Mango-NHG-4

Subject once again avoids being assigned to Level 1 at workcycle. He notes a sign calling for reactor shielding volunteers.

Subject: Azir-R-GNS-1

Subject wakes, and reports for workcycle. He notices that the current course of action regarding Mandatory Team Troubleshooter is not working, and suggests a competition. Perhaps it will win over the clones again.

Subjects superiors agree to take it under advisement.

Subject returns to bunker and continues exercises.

Subject: Mick-R-NRK-1

Subject attends IntSec meeting. He is told that his habits of eating alone were reported as possible suspicious activity, and that he will be watched for the immediate future.

Subject reports his own sightings at meeting.

Subject again meets with Stu-DNR. Stu seems to appreciate the meetings.

Subject reports for workcycle as usual. He assists with the construction of Derek-G's new prototype: ArmourBot X-2.

Subject returns to Kappa Subsector. He notes that more units have been completed.

Subject grabs food, eats, then returns to dormitory to sleep.

Subject: Selbio-R-SIL-2

No meaningful report.

Subject: E_net-R-HKR-1

No meaningful report.

Subject: Albey-R-MKR-2

No meaningful report.

Subject: Star-R-CSR-2

No meaningful report.

Subject: Kristos-R-GRU-2

No meaningful report.

Subject: John-R-SMR-3

Subject: Lucas-R-AHK-2

Notable Upcoming Events

Mandatory Inspection Day, 214-10-14: Zombie Handling course begins.

Oneday, 214-10-15: Power Studies course begins. Speed-Y's deliveries due.

Twosday, 214-10-16: Cryo-BRN scheduled for recloning.

Threeday, 214-10-17: Generator maintenance scheduled.

Foursday, 214-10-18: Cone rifle course begins.

Fiveday, 214-10-19

Sixday, 214-10-20

written by Speeder on Jul 30, 2011 00:35

At morning, still in the dormitory, I show to Jam where the catalogue is stashed, and explain that he can use it all he wants.

I hand Jam all the forms, so he can doublecheck, I ask him to submit them after he checks all of them.

At work, I work.

I also start to do a very precise inspection, each day of work I will inspect one single tank, personally, and with the

most gifted RED clone with me, I tell him that if he do well, I will see if he can get promoted to ORANGE.

After work I show up on the course, and attempt to do my best, if any opportunities arise, I attempt to invent a new move: Speeder's Breaker Kick, that involved in taking my mecha foot to the target, and only then using the foot itself power, delivering thus in practice two impacts.

If I am not too tired, I exercise a little. If I am too tired for that, I setup a sort of firing range using non-important boxes on the garage, and spend 2 RED barrels on them, training.

written by Malkom on Jul 30, 2011 03:14

Mick-R works as usual. He meets Stu in the morning, and visits the Troubleshooters in the evening, in time to see Speed-Y's improv'd shooting range. After he comes home, he attempts to buy a RED clearance laser pistol and ten fresh barrels.

written by Lightning4 on Jul 30, 2011 05:04

I realize today is Mandatory Inspection Day. Not remembering all the details I panic a little and grab my tacnuke shell from my locker and put it back in my backpack.

I manage to get down some breakfast.

I attend my drills at the range, wondering if there's an interesting weapon today. Maybe knives. Fred needs some use. Even if it's not knife day I practice a little in the air while I'm not drilling.

I search for the progress on my weapons repair form and if I need to do anything like drop the blaster off at a certain location.

If at any point during the day my tacnuke shell comes into question, I present my brevet and hope it covers it, and explain that I planned on using it on any commie mutant traitor massed forces that may ever happen to show up someday.

I exercise some more, then sleep.

written by Mingamango181 on Jul 30, 2011 10:00

I decide to I can sign up for the reactor shielding, after looking into what is required in that area, and whether it poses too much of a risk. This happens either before or after my workcycle, depending upon the time I work, or not.

written by Gligar on Jul 30, 2011 19:38

SURVEILLANCE LOG JHT-2896483(i)

TIME PERIOD: 214-10-14 06:00 - 214-10-15 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject reports for mandatory inspection.

Subject reports for workcycle. A few reactor shielding volunteers have been found, and are ready to take their places. Subject supervises their installation.

Subject: Speed-Y-DOF-2

Subject wakes and notifies Jam-Y-JYR of the location of his catalogue. He also hands over forms to check and submit.

Subject reports for workcycle. He begins a full inspection of the facility's cloning tanks, accompanied by one Stella-R-NIT. He promises to recommend her for promotion if she does well. Two two make a full inspection of one cloning tank, finding no problems. There are more than three hundred left to inspect.

Subject reports for Zombie Handling course. Course covers the best ways to spot a zombie infestation and methods of containing them. And, of course, how to destroy them without causing too much damage to Alpha Complex. There is the opportunity to practice against simulated zombies (actually zombiebots). Subject takes the opportunity and begins devising a new tactic based on robotic leg.

Subject returns to bunker. Since course has taken so long, subject forgoes exercises for target practice.

Subject: Scrubot ROJ-317(d)228-a9 ("Leeroy")

Subject continues work at Building 2. It encounters resistance in the form of clones delaying resupply.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected 214-10-16.

Subject: L4-O-OKW-1

On waking, subject grabs his equipment and reports to barracks after breakfast, expecting inspection.

No inspection actually takes place, however. Squad is instead given orders to report to O Sublevel tomorrowcycle, to cull an infestation. Apparently, a Troubleshooter team was sent, and was wiped out. Another was sent to investigate their disappearance, and was again wiped out.

This is expected to take just one daycycle.

The rest of the daycycle is take up with training to handle what is down there.

During training, subject is informed that he will need to send his faulty blaster off for repairs soon.

Subject returns to bunker and sleeps.

Subject: Jam-Y-JYR-2

Subject accepts forms from Speed-Y, and promises to look over them.

Subject reports for workcycle. He continues his supervision.

Subject: Mango-NHG-4

Subject reports for mandatory inspection.

Subject investigates reactor shielding duty. There is surprisingly little information beyond "no experience

needed" and "serve and protect the Complex". There is the treasonous rumour that it involves being reactor shielding, but the clones who spread it have the tendency of disappearing. Subject's interest is noted.

Subject: Azir-R-GNS-1

Subject reports for workcycle. He notices that his competition idea seems to have been implemented, though supervisor Boris-G-GGR has taken credit.

Subject: Mick-R-NRK-1

Subject reports for mandatory inspection.

Subject continues to meet with Stu.

Subject once again helps with construction of ArmourBot X-2.

Subject attempts to travel to the bunker in the eveningcycle, but is asked to work late by Derek-G.

Subject returns to Kappa Subsector and attempts to make some purchases. He attempts to purchase ten RED laser barrels, but does not have sufficient credit. Subject instead settles for two barrels.

Subject: John-R-SMR-3

Subject reports for workcycle, where he handles equipment transfer forms. One is for a "revolver".

Subject: Lucas-R-AHK-2

Subject reports for workcycle. He assists in the inspection of a cloning tank.

Notable Upcoming Events

Oneday, 214-10-15: Power Studies course begins. Speed-Y's deliveries due.

Twosday, 214-10-16: Cryo-BRN scheduled for recloning.

Threeday, 214-10-17: Generator maintenance scheduled.

Foursday, 214-10-18: Cone rifle course begins.

Fiveday, 214-10-19

Sixday, 214-10-20

Mandatory Inspection Day, 214-10-21

Notable Newspaper Headlines

Two Teams Fail To Return From Underplex - Commies To Blame? - *The Troubleshooter Times*

Tacnuke Shell Missing - Six Terminated on Suspicion of Theft - *The Daily Briefing*

"Watch Mandatory Team Troubleshooter and Win!" - Boris-G-GGR-3 - *The Daily Briefing*

written by Lightning4 on Jul 30, 2011 20:06

I look a little concerned as I wake up. I don't exercise but eat normally. I inform Team Epsilon where I'm going today.

I report with my squad and mention what I've seen of O sublevel and that I've been there before. I help fill in any details if there are gaps in our information, especially on those frownyface mutants. I don't inform them of why I was down there since it is likely beyond their clearance. And likely beyond my own to divulge.

I go with the team. In case of combat I primarily focus on using Turbo for groups and my laser blaster for the singular attackers. I use a grenade or two if I have to take out a large cluster fast. Tossing both the pin and body of course!

If combat is over and anyone is injured I try to help with my medkit.

If I make it back alive I send off my faulty blaster for repairs.

I attend to any wounds I gained during the course of combat.

Then sleep, since I'll probably be exhausted.

written by Malkom on Jul 30, 2011 20:08

Mick-R does this day as usual.

written by Mingamango181 on Jul 30, 2011 21:56

I wake up, and I sign up for reactor shielding duty after the morning duties are done, such as tidying up and eating. I remember the details of what went on when I retrieved the Tsar part of the way down at one of the reactors.

I attend the workcycle as usual if necessary, telling the supervisor of my decision to sign up for reactor shielding duty.^{577 578}

written by Jam on Jul 31, 2011 00:52⁵⁷⁹

I doublecheck the forms, then submit them. I also thank Speed-Y for lending me his catalog, and cancel my own request for one.

At work, I make sure to inspect whatever it is my colleagues are working on, since it's ~~Mandatory Inspection Day~~ Oneday. I again look for the hardest working clone.

"Oh, I forgot about the prize yesterdaycycle! I'll just do it todaycycle instead!"

At the end of workcycle, after everyclone has left, I follow Jake-R and give him the 20 credit prize. I explain to him that by doing it in private, other clones won't be able to target him if they think they deserved the prize instead... Also, I ask a favor of him...

"I've noticed Bill-O has been acting rather suspicious lately... I have a strange fear he's an Anti-Mutant plotting something against me... I don't know, it could be nothing, but do you think you could keep an eye on him for me?"

After workcycle, I look in the PLC catalog for anything interesting, and especially anything that goes *zap*...

⁵⁷⁷ GLIGAR: (OOC: I need input from more people. Three is disappointing.)

⁵⁷⁸ MALKOM: (OOC: Sorry, but I don't have much to add to my previous post; there's simply hardly anything I want Mick-R to do. I hope you get some more input soon.)

⁵⁷⁹ JAM: (OCC: Sorry!)

written by Gligar on Jul 31, 2011 01:53

SURVEILLANCE LOG JHT-2896483(j)

TIME PERIOD: 214-10-15 06:00 – 214-10-15 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject reports for workcycle. He notes that fewer shielding clones are terminating.

Subject: Speed-Y-DOF-2

Subject once again eats breakfast with Jam-Y-JYR.

Subject reports for workcycle. He and Stella-R continue their inspection, checking another cloning tank.

On returning, subject notes that his deliveries have arrived.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues work at Building 2. Inteference continues.

Subject: Cryo-BRN-4

Yet to reclone. Decanting expected 214-10-16.

Subject: L4-O-QKW-1

Subject informs bunker residents of his assignment on O Sublevel.

Subject reports to barracks. 3 Co. Mutant Mashers mobilises.

Subject: 3 Co. Mutant Mashers

Squad arrives at O Sublevel, to find the guardbot destroyed.

Having been informed by L4-O of what is down here, 3 Company sets to work using heavy weapons and grenades to wipe out as many "frownythings" as they can.

(Note: No official designation exists for "frownythings." However, for more information, see File INT-MC-SSS, clearance GREEN.)

Being inexperience in handling "frownythings", 3 Company suffers approx. 40% casualties. L4-O is injured, but survives. Other members also suffer injuries.

However, 3 Company is largely successful in its mission to cull a sizeable portion of the "frownything" population.

Surviving members return to Epsilon Subsector, and begin tending to their wounds.

Subject: Jam-Y-JYR-2

Subject once again eats breakfast with Speed-Y-DOF. He begins checking the forms and, seeing that they are in order, submits them.

Subject also thanks Speed-Y for loan of PLC catalogue, and cancels own request for one.

Subject reports for workcycle. He monitors colleague efficiency, and, at end of cycle, awards prize to Jake-R. Jake-R seems pleased, and listens to subject's request

concerning Bill-O's behaviour. Jake-R agrees to keep an eye on Bill-O covertly.

Subject returns to bunker. He persues PLC catalogue for a weapon, and finds such things as an energy pistol, a laser rifle, and a (rather large) flamethrower.

Subject remembers courses, and attends (somewhat late).

Subject: Mango-NHG-4

Subject volunteers for reactor shielding duty, and informs supervisor of this.

After workcycle, subject is ordered to report to I Sublevel, starting 214-10-18.

Subject: Azir-R-GNS-1

Subject report for workcycle as usual. He notes viewing figures continue to rise.

Subject: Mick-R-NRK-1

Subject once again meets with Stu.

Subject reports for workcycle as usual.

Subject: John-R-SMR-3

Subject reports for workcycle as usual.

Subject: Lucas-R-AHK-2

Subject reports for workcycle. He assists in the inspection of a cloning tank.

Notable Upcoming Events

Twosday, 214-10-16: Cryo-BRN scheduled for recloning.

Threeday, 214-10-17: Generator maintenance scheduled.

Foursday, 214-10-18: Cone rifle course begins.

Fiveday, 214-10-19

Sixday, 214-10-20

Mandatory Inspection Day, 214-10-21

Oneday, 214-10-22

Notable Newspaper Headlines

3 Company Mutant Mashers Pull Off Daring Mission in Underplex - Massive Casualties (including lots of mutants!) - The Troubleshooter Times

Tacnuke Shell Still Not Found - Search Widens - The Daily Briefing

Reactor Shielding Volunteers at All-Time Low - The Troubleshooter Times

written by Azirphaeli on Jul 31, 2011 03:06⁵⁸⁰

I am pleased my idea worked, though for a while admittedly I hoped it would fail when Boris took credit, in the end what's best for alpha complex is that the results are good.

⁵⁸⁰ AZIRPHELI: [ooc sorry, weekends are always rough for me]

I continue the usual regiments⁵⁸¹

written by Speeder on Jul 31, 2011 04:56⁵⁸²

I remember that I missed my power studies course, and see what I can do about it.

Then I go to work and continue with the tanks inspections, I also take another clone, teach him how to do it, and tell him to check 2 tanks each day, a more rough thing, so if he find anything suspicious he can ask me and my partner to do the proper work on it.

After work, I check my new equipment, then I go see if I can schedule training, even if on my own on a proper range, for my slugthrower handgun.

I practice more with my new body, also I file some reports about it, specially how well it work, how strong it is, and how effective was the kick technique, and send to research team.

I also toy with my PDC, and see what kind of PDC it is.

written by Lightning4 on Jul 31, 2011 07:28

I check up on my wound status as I awake. Long day yesterday. I take in breakfast.

I make my way back to the bunker for drilling or debriefing, or whatever is needed of me at the barracks. I pay for and bring a large round of B3 for the entire squad in celebration of our relative success.

I check on the status of my squadmates, notably the ones who died in battle and when they're expected to reclone and rejoin the group... if they're not already there with us.

I return to the bunker and spend a little time researching the Underplex. At least as much as I can at ORANGE/Corporal clearance. What is/was down there, its purpose. Possibly why it's so full of dangerous stuff.

I finish my day by reading the news. I go to sleep thinking.

written by Mingamango181 on Jul 31, 2011 11:14

I attend workcycle as usual, leaving a message on a note telling of my recent decision to volunteer for Reactor Shielding, on the basis that someone would be interested in it...

written by 4616599 on Jul 31, 2011 16:29

I wake up and have breakfast with the rest in the dormitory. I mention the reactor troubles briefly, denying all rumours that clones are being used for shielding (and instead insisting that it is a useful way for otherwise slack INFRAREDS to find useful employment). After the others have left, I cryptically hint to Joe-Y and his team that it would be a good way to get rid of any 'less-liked' clones.

Reading the papers, I note the O Sublevel events.

"Interesting. I kinda recall being there. Well, I guess those Armed Forces people had it coming, eh?"

⁵⁸¹ AZIRPHAELI: (OOC: for the next few days if I cannot update tomorrow)

⁵⁸² SPEEDER: (OOC: again, saturday is girlfriend day... sorta)

"Speaking of which, I might want a laser pistol. Anyone has a PDC handy?"

If I do get one, or otherwise, I search for a pistol, ordering it if necessary.

I report for work as usual, and monitor any suspicious/terminating clones.

During breaktimes I check up on any volunteering clones. If I see Mango-R, I monitor him very closely, while still trying to stay out of the way.

I mention to my colleagues to take special note of Mango, hinting that he could be suspicious or otherwise interesting.

Returning to Iota Subsector, I watch some Funball, looking out for any familiar or shady looking clones.

written by Jam on Jul 31, 2011 19:53

I wake up, and go to eat breakfast with Speed-Y again. Seeing that he missed the Power Studies course yesterday, I try to give him a summary of the part I was (barely) there for...

I go to work, and continue watching all the clones to make sure they're working properly... I also make sure to compliment the clones that are working well...

After that, I attend my courses, and take plenty of notes. I also look for a course schedule for both courses, so I can get a sense of what I've learned and what I'll be learning.

After the courses, I research what an energy pistol is, and how it differs from a laser pistol or a blaster... I also check the price on the flamethrower, even though it doesn't go *zap*, it still could come it handy... I also try to check how far the flames can reach...

I also check if there are any laser sights available for the weapons.

I also drink another of my YELLOW B3's, because it's the mandatory thing, and because it's delicious⁵⁸³.⁵⁸⁴

written by Malkom on Jul 31, 2011 20:10

Mick-R works as usual.

written by Gligar on Jul 31, 2011 22:20

SURVEILLANCE LOG JHT-2896483(k)

TIME PERIOD: 214-10-16 06:00 - 214-10-17 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject wakes, and eats with rest of dormitory. He mentions workcycle briefly. He suggests the Joe-Y that reactor shielding might be a good punishment for undesirables. Joe-Y agrees.

⁵⁸³ JAM: (OOC: I think)

⁵⁸⁴ SPEEDER: (OOC: I think I am kinda lost in how courses work, if there are courses today, I go on them too)

Subject notes events happening on O Sublevel, and desires a laser pistol. He is unable to borrow a PDC, and is told to get one from PLC.

Subject eventually does locate a PDC and orders a laser pistol.

Subject reports for workcycle and monitors reactor shielding. He notes that Mango-NHG is not present, but warns colleagues about him regardless.

Subject returns to Iota Subsector and watches Funball as usual.

Subject: Speed-Y-DOF-2

Subject again eats breakfast with Jam-Y-JYR. He remembers that he missed the start of the Power Studies course. He discovers that he can simply attend from any point.

Subject reports for workcycle as usual. He notes that Cryo-BRN is scheduled for cloning today.

Subject ignores it and continues with tank inspection. This time, he recruits another clone, Reg-R-BLW, to start checking tanks in a less thorough fashion.

Subject notices Cryo-BRN-4 being decanted.

Subject returns to bunker and checks his delivery. It seems that the tubing is constructed of a rather thin material.

Subject attempts to locate a slugthrower range, but cannot find one.

Subject continues exercising his robotic leg, this time writing a report about it.

Subject attends courses.

Before sleeping, subject inspects his PDC. It is a Series 1500, now standard for YELLOW clones.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues work at Building 2. Inteference continues.

Subject: Cryo-BRN-4

Subject is decanted in JHT Sector Main Cloning Station. He is issued an ME Card and an INNFRARED jumpsuit and boots, and is assigned to Industrial Subsector B as a Ring-For-Service Bell Function Tester.

Subject is escorted directly to Building 3, where he begins workcycle. He is assigned to Level 1, unfortunately.

Subject manages to escape serious injury and completes first workcycle. He is ordered to report to dormitory at Building 2.⁵⁸⁵

Subject: L4-O-QKW-1

Subject wakes and eats. He checks his wounds. They are serious. He will need docbot attention.

Subject reports for debriefing at barracks. For his actions, he receives a promotion to Sergeant.

Subject purchases a round of B3 for surviving squadmates. He investigates the cloning status of terminated squad members, and discovers that they are being delayed due to a full inspection of the cloning system.

Subject returns to bunker and attempts to research Underplex. Little information is available at his clearance, only that it consists of unused/abandoned areas of Alpha Complex, along with underground structures/caves below it.

Subject reads the news, and sleeps.

Subject: Jam-Y-JYR-2

Subject again eats breakfast with Speed-Y-DOF. He relays information from Power Studies course.

Subject attends workcycle. He continues supervision.

Subject attends courses after workcycle. He attempts to find course schedules, but can only discover that each course lasts two weekcycles.

Subject researches energy pistols. He learns that it is similar to a blaster, but has a longer range and finer adjustment controls (that it, it has them), as well as more shots per power pack.

Subject also researches the flamethrower. The YELLOW Clearance variety is 500cr and has a 20m range. It takes its fuel from a backpack. Other varieties are lighter, but have higher clearance (and cost).

Subject researches laser sights but discovers that they are limited to Armed Forces.

Subject: Mango-NHG-4

Subject reports for workcycle as usual. He leaves a note indicasting his participation in reactor shielding on a noticeboard.

Subject: Azir-R-GNS-1

Subject reports for workcycle as usual. He is pleased that his idea worked, though less than happy that his superior took the credit.

Subject returns to bunker and continues exercising.

Subject: Mick-R-NRK-1

Subject reports for workcycle as usual. Armourbot X-2 is taking shape. To save time, data from X-1 is used directly when specifying parameters.

Subject: John-R-SMR-3

Subject reports for workcycle as usual. He notices requisition requests for some rather odd materials...

Subject: Lucas-R-AHK-2

Subject reports for workcycle as usual.

Notable Upcoming Events

Threeday, 214-10-17: Generator maintenance scheduled.

⁵⁸⁵ GLIGAR: (ooc: *pokes Cryo*. You have a living clone again! 😊)

Foursday, 214-10-18: Cone rifle course begins.

Fiveday, 214-10-19

Sixday, 214-10-20

Mandatory Inspection Day, 214-10-21

Oneday, 214-10-22

Twosday, 214-10-23: Funballl match between JHT Sector Reserves and AHK Anvils.

Notable Newspaper Headlines

Emergency Bunker C-3 To Be Converted for Troubleshooter Use? - *The Troubleshooter Times*

"WHERE IS MY TACNUKE SHELL?!?" - **Brian-V-JHT-4** - *The Daily Briefing*

Rumours of Zombies are False - *The Troubleshooter Times*

written by Malkom on Jul 31, 2011 23:19

Mick-R begins working up to three hourcycles overtime to recalculate the data for Armourbot X-2 so that they won't have to use the original data, fearing that using old data might cause errors and/or damage to Armourbot, and wanting to make a good expression. He meets with Stu in the morning.⁵⁸⁶

written by Lightning4 on Jul 31, 2011 23:21

I wake up and take in breakfast, then find the nearest docbot to get my wounds properly attended to.

I then attend any further drilling or debriefing at the barracks. Happy about my promotion, I inquire as to what new things I have earned at this rank.

I return to the bunker. I eat, drink, and then sleep.

written by Jam on Aug 01, 2011 01:07

I eat with Speed-Y again, and try to figure out which food and drink options I have at my current clearance... I eat any fruit available, and drink everyclone's favorite mandatory drink! Mmm... Mandatory!

At workcycle, I continue watching the clones, and try to help anyclone that seems to need helping. I also watch to make sure Jake-R is still working hard.

I also note the clone doing the best job. And, I try to figure out if my colleagues are still as hostile as last weekcycle, when I started working.

After work, I attend both my courses.

After the courses, I order a flamethrower, and an energy pistol. I also try to order a laser pointer, and some tape.

I also try to visit the other medical bay at C level (not the bunker's one)... I ask if I could watch the docbots treating patients, and if I can, I stay for a while watching them, and try to learn from them...

⁵⁸⁶ MALKOM: (OOC: *pokes Mingamango* I'd like to politely remind you about my forum game.)

After that, I head back to the bunker, and try to figure out which pills are available for me as a YELLOW registered mutant. Then, I sleep.

written by Speeder on Aug 01, 2011 03:27

I see if I can already order fruit on breakfast.

At work I check Cryo cloning tank, I try to figure if that tank somehow has become zombiefied, zombie manufacturer, or anything related to zombies or nanomachines.

I attend my courses.

I buy some red B3 cans.

At home, I try to assemble the first version of B3 launcher, I test several launches without shaking the cans until it fails, and note the maximum distance it could shoot.

Then I attempt to order a stronger tube, if I do not find one, I order 3 of the tube I just ruined.

written by Azirphaeli on Aug 01, 2011 20:31

I take great interest in what Speedy is doing outside of work, watching to see how well the launcher works. I make a mental note that though pretty cool, nothing beats good old elbow grease when it comes to launching improvised explosives.

At work, I take personal satisfaction in seeing the viewers enjoying Mandatory Team Troubleshooter again, despite that I'm the only one who will know it was my idea in its entirety.

At some point, I find an isolated, easy to clean area and test the exploding b3 theory, and cleanup the resulting mess diligently (should a mess result and the rumors be true).

written by Mingamango181 on Aug 01, 2011 21:00⁵⁸⁷

I go about my business as usual, somewhat anxious about tomorrowcycle.⁵⁸⁸

written by Gligar on Aug 01, 2011 22:22

SURVEILLANCE LOG JHT-2896483(I)

TIME PERIOD: 214-10-17 06:00 - 214-10-18 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject wakes and reports for workcycle. He is given a list of clones who have volunteered for reactor shielding tomorrowcycle. On the list is Mango-NHG.

Subject returns to Iota Subsector and watches Funball as usual. He notes that his catalogue has arrived.

⁵⁸⁷ MINGAMANGO181: (OOC Malkom: Have you ever considered what goes on outside this place? I can barely now even do this...)

⁵⁸⁸ MALKOM: (OOC Mingamango: It's okay... I'm just an impatient person.)

Subject: Speed-Y-DOF-2

Subject wakes, and again eats with Jam-Y-JYR. He notices that apples are available.

Subject reports for workcycle. He checks the cloning tank used by Cryo-BRN, attempting to see if has somehow become contaminated. He does not find anything obvious.

Subject attends courses as usual.

Subject notes that generator maintenance is occurring.

After courses, subject sets about constructing a B3 launcher, after purchasing some RED B3 to test it with.

Subject's first attempt at a launcher is less than spectacular, with cans only travelling 3m or so. He is able to get several test shots off before his barrel breaks. He orders a replacement.

Subject receives notification that his bunker requests have been approved. Furthermore, additional Troubleshooter teams will be assigned, starting "soon".⁵⁸⁹

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues work at Building 2. Interference continues. Subject is able to pinpoint interference to a small group of clones.

Subject: Cryo-BRN-4

Subject wakes, and reports for workcycle.

It transpires that subject was mistakenly assigned to impact testing, rather than function testing. This, however, still requires access to Level 1 to retrieve bells for testing.

Subject begins, and is reprimanded for taking far too long to test each bell - one ring is sufficient, not fifty. And the smile he has while he does it... doesn't look natural...in fact, it looks creepy...⁵⁹⁰

Subject: L4-O-QKW-1

Subject wakes and eats. He locates a docbot, which turns out to be the one Speed-Y ordered to supplement the bunker's old one, which is currently under investigation.

Subject's wounds are patched, and reports to barracks. He is informed that he is now the happy leader of one squad of 3 Company Mutant Mashers. There are two more squads of same at the barracks. Most of them seem to be recruits.

Subject returns to bunker, and notes ongoing generator maintenance.

Subject: Jam-Y-JYR-2

Subject once again eats with Speed-Y-DOF. He researches food options, and notes the available apples, as well as things called "spices" and real coffee. Not coffeelyke.

Subject continues supervision at workcycle. He notes that colleagues are slightly more friendly now, though still eye

him with a little suspicion. Subject notes that Jake-R is working well.

Subject attends courses as usual.

Subject orders flamethrower and energy pistol, as well as a laser pointer and duct tape. Delivery estimated at 214-10-20.

Subject notes ongoing generator maintenance.

Subject visits medical bay outside of bunker and observes docbots at work.

Subject returns to bunker and researches medication. There seems to be a system glitch, and his search is fruitless.

Subject: Mango-NHG-4

Subject reports for workcycle as usual. He is showing apprehension at pending events.

Subject: Azir-R-GNS-1

Subject reports for workcycle. Happiness Index is up by at least two points following success of idea.

Subject returns to bunker and takes interest in Speed-Y's work. He notes the ongoing maintenance.

Subject later retreats to bunker's (unused) armoury and tests out B3 idea. He notes that B3 is indeed explosive.

Subject: Mick-R-NRK-1

Subject once again meets with Stu.

Subject reports for workcycle as usual. He decides to work on fresh parameters concerning Armourbot X-2, in case the X-1 parameters are flawed. He works three extra horcycles, receiving an Official Commendation from Derek-G.

Subject: John-R-SMR-3

Subject reports for workcycle as usual. Is ordered to report to confession booth regarding tacnuke shell. Subject claims no knowledge of tacnuke shell, even under medication.

Subject: Lucas-R-AHK-2

Subject reports for workcycle as usual.

Notable Upcoming Events

Foursday, 214-10-18: Cone rifle course begins.

Fiveday, 214-10-19

Sixday, 214-10-20: Jam-Y's deliveries due.

Mandatory Inspection Day, 214-10-21

Oneday, 214-10-22

Twosday, 214-10-23: Funball match between JHT Sector Reserves and AHK Anvils.

Threeday, 214-10-24

⁵⁸⁹ GLIGAR: (OOC: any volunteers for the new teams?)

⁵⁹⁰ GLIGAR: (ooc: *pokes Cryo*)

Notable Newspaper Headlines

Improvised Weapons "Sign of Unhappiness" - Doan-I-TTI-3 - *The Troubleshooter Times*

Search for Tacnuke Shell Continues - *The Daily Briefing*

Rumours of Zombies are Still False - *The Troubleshooter Times*

written by Speeder on Aug 02, 2011 01:06

At breakfast I order coffee, and whatever fruit is available, apple if possible, I never ate one. I wonder if REDs could order apples too.

I find coffee to be a wonder, I think that all R&D, Tech Services and High Programmers must have it. In fact, I wonder if High Programmers have huge stashes of coffee, maybe there are a holy grail in Alpha Complex, a golden cup of coffee used by the most important High Programmer, used to drink high quality coffee while debugging the very first bugs. Maybe, it was the cup of the first programmer! The project leader! The great creator. The guy that probably has more clearance than Ultraviolet, because he INVENTED clearances.

At work I teach more clones on how to do the super inspection, and now that my partner saw me teaching many times, I tell my partner to become a teacher too.

Now instead of inspecting, I and my trainee teach others, and verify their work.

I attend my courses.

Since I want to develop a B3 launcher, I invite Azir to train B3 handling, including how to throw, how much to shake, when to shake, how much it explodes, and whatnot, doing various experiments along the way.

I also attempt to kick B3 with robotic foot and see how far I can send it.

I check the status of YELLOW room conversion.

I remember that as a tech, I should have utility belt and duct tape, and order both, also some common tech tools, like tweezers, wire cutters and whatnot. And cables to plug the PDC into terminals, the most popular ones, including some ancient ones that we are likely to find in the bowels of JHT.

It is nice to have your own tools, instead of relying on work place tools for personal stuff.

written by Azirphaeli on Aug 02, 2011 01:35

Aside from my usual work/exercise routine, I join Speedy in testing and training in B3 assault tactics.

written by Cryoburner on Aug 02, 2011 03:31

I head to work, and begin testing bells as usual. I try to keep each test to under 10 rings, since going much more than that seems to distract the other clones, and reduces their testing efficiency, most likely due to their inadequate testing abilities.

During testing, I notice an air vent cover that appears to be slightly ajar, and decide it requires further inspection, for the good of all Alpha Complex. I am an expert at ventilation systems after all. If possible, I proceed to remove the vent cover and crawl inside, taking a bell with me, so that I might continue both my bell testing and inspection of the network of air ducts at the same time. I don't bother returning to the housing complex after work, and instead spend the night working overtime, inspecting the system of air ducts, and well as performing a long-term reliability test on the target bell. I of course note any anomalies in the air vents, or with the bell, for that matter.

written by Lightning4 on Aug 02, 2011 09:00

I get up and eat breakfast. I'm happy that my cone rifle course begins today!

I attend to my duties at the barracks. No doubt with my newfound position I'll have more responsibilities, so I research those and attend to them right away!

I attend my cone rifle course, hoping to learn a lot. Maybe even about all my various cone rifle shells! Save one certain one of course.

I return to the bunker and determine whether I need to visit the docbot again for any followup medical aid. If not, I perform any physical therapy to return any lost function.

After performing some rounds searching the bunker for anything suspicious, I turn in.

written by Mingamango181 on Aug 02, 2011 10:24

I wake up.

Today's the day.

I get ready for reactor shielding duty, and any other workcycle related tasks. As I do, I make a temporary stop by the distribution board.

I go to work if it's required of me.

Whatever goes on, I make a full attempt to take in the required instructions in reactor shielding. If possible, I also take a look at the reactor itself, and whether it matches the same one I saw before during 'that' mission.

I head back to dormitories once I'm done, and think very carefully to myself.

written by 4616599 on Aug 02, 2011 13:48

I read the Troubleshooter Times in the morning, smiling.

"Oh, zombies, meh. What's this? I'd think that improvised weapons actually help in happiness, particularly if you're a Troubleshooter, but well, he is an INDIGO, after all..."

I report to my workcycle and keep a wary eye on Mango and any other clones he appears to be associated with.

I later head to the Funball training areas. I note the upcoming match and try to spot any supporters or star players training. While there, I read the catalogue, taking note of the main items available.

written by Jam on Aug 02, 2011 17:58 Subject: Speed-Y-DOF-2

I wake up feeling especially happy...

At breakfast, I eat fruit and coffee and spices with Speed-Y, and discuss with him about the approval of the bunker conversion, and the new Troubleshooter teams that would need to join us at the bunker...

Hmm... He seems to really like the coffee, and the fruit.

"You know, we can visit the Outside once we get to GREEN clearance, right? Maybe we'll get assigned a Troubleshooter mission out there... I heard the ceiling has ULTRAVIOLET fluff in it that the UVs harvest to make beds with... Though that sounds like a treasonous rumor to me... I'd report the traitor if I could remember who is was that told me such crazy things..."

At work, I inspect whatever it is the clones I'm watching are working on, to make sure they do a good job...

At my courses, I learn things.

After that, I try to figure out what all that banging noises I heard coming from the bunker's armoury were... It almost sounded like a B3 can exploding...

Then, I go check on the status of the YELLOW room conversion.

Feeling tired, I go to sleep a bit earlier than usual...

written by Malkom on Aug 02, 2011 20:15

Halfway through the workcycle, Mick-R inhales something that makes him get high; he becomes fixated on booting up ArmourBot X-2 with an enormous amount of power, far more than it was designed for. The effect fades after a few minutes. To make up for it, he works three and a half extra hourcycles tonightcycle working on the fresh parameters, instead of the three he did last night. He's too exhausted when he gets back to Kappa Subsector to do much more than gulp down some food and fall into bed.

written by Gligar on Aug 02, 2011 21:20

SURVEILLANCE LOG JHT-2896483(m)

TIME PERIOD: 214-10-18 06:00 - 214-10-19 06:00

SECURITY CLEARANCE: BLUE (original document); INFRARED + PPG-Alpha (this version)

Subject: Joris-R-DNK-3

Subject wakes, and reads Troubleshooter Times during breakfast. He disregards news about zombies.

Subject reports for workcycle as usual. He watches Mango-NHG when he arrives. None of the volunteers terminate todaycycle.

Subject watches Funball training after workcycle. He spots Steph-O-JHT, a funball player with the Reserves, training.

Subject peruses catalogue. He notes various items for sale, including laser pistols, reflex, and such.

Subject once again eats breakfast with Jam-Y-JYR. He orders coffee and an apple with his breakfast. He wonders if REDs could order apples, and presumes that they can, since the apples are RED.

Subject takes a liking to coffee, pronouncing it to be essential for Tech Services, R&D, and High Programmers. He briefly speculated whether High Programmers have stashes of coffee, or if the first High Programmer's coffee cup is a relic, before realising that such thoughts are probably treason.

Subject reports for workcycle. He continues training other clones to test cloning tanks in the same way. He also asks Stella-R to start training clones as well.

Once this begins, subject ceases to perform inspections.

Subject attends courses as usual.

On returning to bunker, subject continues building his B3 launcher. He invites Azir-R to join him, and learn B3 handling techniques.

During this, Forkbot C-3/K418-69g-17(c)48, designated Nukabot, returns to the bunker, and announces that it is fully repaired. Its power pack is now a standard micropile reactor.

Subject attempts to kick a can of B3, but is asked not to by Nukabot.

Subject checks on room conversion and finds that it is underway. Old INFRARED bunks are being removed.

Subject then orders some equipment for himself, tools he feels a Tech services clone should have.

Subject: Scrubot R0J-317(d)228-a9 ("Leeroy")

Subject continues cleaning. He notices Mango-NHG heading somewhere.

Subject: Cryo-BRN-4

Subject reports for workcycle. He takes less rings per bell - ten instead of fifty - but is still reprimanded for violating test protocols by taking too long.

Subject abandons post to "continue prolonged testing on a bell" by escaping into the air ducts. In full view of cameras. Search is about to begin when power fails in Building 2, necessitating that guards relocate to investigate.

Subject continues crawling through vents, ringing the bell. He encounters other clones, also apparently abandoning their posts.

Subject continues in vents, past mealtimes, past sleepcycle, getting more tired.

The bell, incidentally, works perfectly throughout.

Subject: L4-O-OKW-1

Subject eats breakfast, happy that the cone rifle course is to start.

Subject reports to barracks and learns his new duties. These include leading squad through drills and formations.

Subject attends cone rifle course after workcycle. He begins learning about the kinds of shells, and fuses, available for cone rifles.

He notes that he is the only ORANGE, and indeed, the lowest clearance, present.

Subject returns to bunker. He attempts to determine if he needs to see a docbot again. Apparently, he does.

After this, and after giving the bunker a once-over, subject sleeps.

Subject: Jam-Y-JYR-2

Subject wakes, and once again eats with Speed-Y-DOF. He also tries the coffee, and the "spices". He notes that the "spices" enhance the flavour of his food.

He discusses the bunker conversion, and the new teams due to arrive.

Subject voices speculation about Outside: they can visit when they gain GREEN Clearance. Perhaps they will be assigned missions there. He mentions a rumour about "ULTRAVIOLET fluff" in the ceiling Outside, though he cannot remember who said it.

Subject continues monitoring at workcycle.

Subject attends courses as usual.

On returning to bunker, subject investigates banging noises from the previous nightcycle, and discovers an apparent explosion of a B3 can in the unused armoury.

Subject inspects the room conversion. He notes that the old bunks are being removed.

Subject: Mango-NHG-4

Subject wakes. He discovers that reactor shielding duty takes precedence over workcycle, and proceeds to head there. His way out takes him past the distribution board.

As subject leaves the building, the building's power fails. Immediately after this, clones of various clearances enter the building.

Subject travels to I Sublevel, Deep Subsector. He realises that this is one level above the reactor visited in his previous mission.

Subject follows instructions, moving as directed. The air feels tingly here.

Subject is asked to report for reactor shielding duty again tomorrowcycle before he leaves.

Subject travels back to dormitory. Power has not yet been restored, leaving him to use the stairs. He notices that lighting is being provided by open flames.

Subject: Azir-R-GNS-1

Subject reports for workcycle as usual. Viewing figures are still rising.

Subject returns to the bunker. He joins Speed-Y in working in the B3 launcher, and learning about B3 handling.

Subject: Mick-R-NRK-1

Subject reports for workcycle as usual.

During this time, he hallucinates about booting up the bot he is working on.

To make up for this, he puts in more overtime.

Subject: John-R-SMR-3

Subject reports for workcycle as usual.

Subject: Lucas-R-AHK-2

Subject reports for workcycle as usual. He notes a higher than usual number of INFRARED reclonings.

Notable Upcoming Events

Fiveday, 214-10-19

Sixday, 214-10-20: Jam-Y's deliveries due.

Mandatory Inspection Day, 214-10-21

Oneday, 214-10-22

Twosday, 214-10-23: Funball match between JHT Sector Reserves and AHK Anvils.

Threeday, 214-10-24

Foursday, 214-10-25

Notable Newspaper Headlines

Power Failure at Industrial Subsector B - Sabotage?
- *The Troubleshooter Times*

Derek-G-JHT Announces ArmourBot Project - *The Daily Briefing*

Have YOU seen the Tacnuke Shell? - *The Troubleshooter Times*⁵⁹¹

written by Gligar on Aug 02, 2011 21:33

About half an hourcycle before citizens are due to wake up, the PDCs of several clones suddenly starts playing that "Very Important Message Arrived" ringtone.

On reading it, the clones discover a message from our mutual friend: The Computer said:

From: The Computer

To: Troubleshooter Team Epsilon, JHT Sector

Date: 214-10-19 05:35

Subject: Mission of Utmost Importance!

Importance: high

Dear Troubleshooters,

⁵⁹¹ GLIGAR: (OOC: I'm not done yet! Another post coming!)

Congratulations! You have been chosen for a mission of utmost importance, based on your experience and track record.

*Please report to Briefing Room 17***[PAID ADVERTISEMENT: Vita-Yum Meal Substitute Bars! With 65% Approval Rate in JHT Sector, and getting better all the time!]***ours. It is vital that you are not late for briefing.*

Your Briefing Officer will give you further instructions.

Good luck with your mission, and remember:

Stay Alert!

Trust No-One!

Keep Your Laser Handy!⁵⁹²

written by Malkom on Aug 02, 2011 21:45⁵⁹³

Mick-R jerks awake at the tone. He grabs his PDC and shuts off the annoying ringing, then reads the message.

"Great," he grumbles, thumbing The Computer's number into his PDC. "Hello, this is Mick-R-NRK-1. I would greatly appreciate your telling me where to go to be briefed for my new mission, please. That would make me extremely happy!"

After getting an answer, he dashes off a quick note to Stu explaining that he's been sent on a Troubleshooter mission (without mentioning specifics), puts the PDC on standby, shoves it in a pocket, grabs his laser gun and a couple of barrels and heads for the nearest lift to meet the other Troubleshooters.

written by Speeder on Aug 02, 2011 23:40

As the PDC wakes me up, I gather my weapons. I leave the half-built B3 launcher at home, sadly. But I take the B3.

I then quickly write a message to Friend Computer asking if we can take Nukabot on the mission.

Then I tell Jam to go fetch everyone and make them wait on the room that Cryo set on fire once.

I run toward whatever place I stashed the weapons during the re-stock.

written by Lightning4 on Aug 03, 2011 00:20

"Oh hey. Sweet! Team Epsilon is go once again!"

I look happy as I look around.

"We even have Nukabot back? That's great!"

I look at the message and frown, and search for the location of Briefing Room 17 on my PDC.

I eventually make my way to the Meeting Room of the bunker and wait there.

⁵⁹² GLIGAR: (OOC: That's right, we're switching back to regular operation! And earlier than I anticipated, too. That's because, as you might have guessed, I have a new mission for you all! 😊)

⁵⁹³ MALKOM: (OOC: Insert cheering noise here.)

written by Mingamango181 on Aug 03, 2011 09:15

I wake up.

And get to work at the reactor shields. I inquire after the various functions that the number of control panels do, and memorise it, as any clone assigned to such an important place would do, even as an INFRARED. I practise recalling what each one does after finishing.

I head back to the dormitories, and for some reason wonder whatever happened to that rather aggressive clone. That mutant hating one.⁵⁹⁴

written by Azirphaeli on Aug 03, 2011 13:17

I head over to the briefing room ASAP, not knowing the time I'd prefer not to be late, grabbing my wheelchair and my B3, weapons, and great attitude. If I see other team members I follow, since they may know a quicker route.

written by Gligar on Aug 03, 2011 16:57

RED Dormitory 54, Dorm Block B, Kappa Subsector

Mick-R awakens with a start. He isn't the only one, as the other five clones in the room wake up as well. "Hey, are you gonna get that?" one asks.

On noticing the message, Mick-R seems less than happy that it has been partially obscured by an advert.

He attempts to ask our mutual friend about the location of Briefing Room 17. **"Citizen, the location of your Briefing Room is stated clearly in your mission briefing. Please proceed there immediately. Tardiness is treason. Have a nice daycycle."**

He fires off a memo for Stu and outs his PDC away before heading of... where, exactly? He might not know, but he can at least make sure he's armed.

That done, he goes looking for a lift, apparently to meet everyone else.

Then he remembers that he's not even in the same *building* as everyone else...

Dormitory 2, Emergency Bunker C-3

L4-O and the YELLOWs wake up.

Speed-Y makes sure to get his weapons and his B3 (but not the B3 launcher, since it's incomplete). He sends off a message to our mutual friend, asking for permission to take Nukabot on the mission.

L4-O looks happy as he looks at the YELLOWs. He's especially happy that they have Nukabot again. But he doesn't know where Briefing Room 17 is. He has a look on his PDC. About all he can find is that it's in Alpha Subsector.

Speed-Y tells Jam-Y to get everyone to gather in the meeting hall, before heading off to where he remembers the weapons being placed. That would be the storage room on B Level, near the observation platform...

⁵⁹⁴ MINGAMANGO181: (OOC: Was operation ever regular? 😊)

L4-O heads for the meeting hall.

Dormitory 1, Emergency Bunker C-3

Azir-R wakes up, and notices John-R and Lucas-R do the same. Checking their PDCs, they see the message. Lucas-R wonders aloud where the briefing room is. "Anyone got any ideas?"

Azir-R isn't worrying. He gets everything ready and heads for a door. Opening it, he sees L4-O heading past outside, so he decides to follow.

Meeting hall, Emergency Bunker C-3

The meeting hall has seen some changes during the past weekcycle. One is a new control panel neat the big vidscreen on the north wall, another is the addition of tables. And third, someone has installed a tape recorder near the new control panel. Perhaps the team won't need to destroy portable recorders in the future

Storage room, B Level

Ah yes... here they are. Your usual laser pistols and barrels, ammunition for slugthrowers, that sort of thing. A couple of actual slugthrowers as well.

Dormitory 6, Building 2, Industrial Subsector B

The power still hasn't been restored in the building. Apparently, the clones who were assigned to repair it never showed up. The open flames provided by those clones yesterdaycycle are still in use. They told people how to maintain them, using the strange brown material, so at least there is light (and heat).

It's not yet time to wake up. Since noclone in here has received a mission alert, things won't happen here for another half an hourcycle or so.

written by 4616599 on Aug 03, 2011 16:59

"Whoa."

I get my laser ready, and get myself ready, gulping down some B3.

I mention to Joe-Y. "Looks like the Troubleshooters get the good stuff again."

Straightening out my jumpsuit, I take out my PDC and attempt to search for a nearby Briefing room 17.

written by Speeder on Aug 03, 2011 17:03

I see if there are backpacks, bags, or whatever like that available.

If not, I cringe as I imitate Cryo, removing my jumpsuit and creating a backpack.

Then I stuff on it (or on proper backpack/bag if available) lasers for everyone, about 3 slugthrowers (not counting my own), and ammo.

Then I proceed back to meeting room.

written by Malkom on Aug 03, 2011 18:23

Mick-R slides a barrel into his laser pistol (if it doesn't already have one) and flicks off the safety, curling his index finger lovingly round the trigger for a moment before dropping his hand with the laser to hang by his side. He heads off towards where he went to meet the Troubleshooters before, taking any necessary lifts and other forms of transportation.

written by Jam on Aug 03, 2011 20:13

"What? Mission? HOORAY!"

I go to my locker, and grab everything I need for my mission:

All my unused laser barrels.

The laser rifle.

Any pills.

The copperlyke piping

A hammer and spanners.

The packet of Soylent RED, the Algae Chips, and the B3.

The RED Reflec.

The towels, first aid kits, and handcuffs.

The syringe from the bot manipulator.

The list of known mutations.

Then I head down to the Storage room, searching for a few YELLOW laser pistol and laser rifle barrels, another pistol body, and a YELLOW Reflec to trade for my RED one. Also, if there happens to be a knife, energy pistol, or flamethrower there, I grab them.

Then I head to Food Storage, since Speed-Y said we should go to the room Cryo-R set on fire...

...

Wait, where is everyone?!

"Well, I've got ways of finding clones..."

written by Gligar on Aug 04, 2011 01:54

Custodial dormitory, Iota Subsector

Joris-R seems surprised to see the mission alert.

He gets his equipment ready, and drinks a B3. Might as well do it now before heading off, right? You never know when you'll get another chance.

He mentions the Troubleshooters to Joe-Y. "Troubleshooters? Oh yeah... there was that article in the Times the other daycycle... I was wondering when that place'd get used."

Before he sets off, though, Joris-R has a small problem: he doesn't actually know where to go. Therefore, he does what anyclone might do: he tries to find it on his PDC. As it turns out, though, the best he can do is discover that Briefing Room 17 is located somewhere in the middle of Alpha Subsector.

[671]

Storage room, B level, Emergency Bunker C-3

Speed-Y looks around. He'll need a backpack... and he really doesn't want to copy the running joke of wearing his jumpsuit as a backpack, now does he? Fortunately for him, there is one. It smells of oil a bit, but it should be okay.

Into it he puts half a dozen lasers, three slugthrowers, and assorted ammunition.

With that done, he heads to the meeting hall.

Dorm Block B, Kappa Subsector

Mick-R loads his laser pistol. You never know. He poses with it briefly before heading off.

Crossroads, Kappa Subsector

He has the idea to meet up with the rest of the team. Most of them, he remembers, are over in the main domescraper, in that bunker they appropriated. That should be right at the end of... that roadway.

Now, he could either walk or take one of the autohacks waiting over there. Which is it going to be?

Dormitory 2, C Level, Emergency Bunker C-3

Jam-Y wakes up enough to realise that there's a mission, and equips himself with practically everything he has, stuffing it into his jumpsuit. While wearing it, even. (It's amazing how much you can fit in a jumpsuit if you know how.)

He then heads down to the stores.

Storage room, B Level, Emergency Bunker C-3

On entering, he squeezes more stuff into the jumpsuit: some more laser barrels, another pistol, and a knife he finds lying around.

He also looks for some reflex, but the resupply seemingly didn't include any.

Oh well. He heads off for... the place the got burned...

Which is of course the food storage.

Food Storage, C Level, Emergency Bunker C-3

Of course, no-one's here.

Then again, there was that fire up in the meeting hall... which is where everyone seems to be right now...

written by Speeder on Aug 04, 2011 02:25

I wait people.⁵⁹⁵

written by Azirphaeli on Aug 04, 2011 03:00

Luckily I can leave most of my stuff in my lap on the wheelchair, how convenient.

written by Jam on Aug 04, 2011 03:45

I slowly realize the meeting isn't in Food Storage...

⁵⁹⁵ SPEEDER: (OOC: I will see if more people RP in the meeting room)

"Hmm..."

Now where would a logical place for a meeting be... Hmm... Maybe the meeting hall?

I run to the meeting hall, and burst in.

"YOU GUYS DIDN'T FORGET ABOUT ME, DID YOU?! Oh, hi Speed-Y..."

Seeing Speed-Y apparently insisting on trying to wait on people, I play along. I proceed to sit at the nearest table, and pick up a random scrap of paper and pretend to read it like a menu...

"Yes, I'll have the Soylent ORANGE with a side of Hot Fun, and the B3 Extra Classic to drink. Also, can I get that to go, I'm kinda in a hurry? Thanks, just put it on my card..."

I offer my ME card to him...

written by Lightning4 on Aug 04, 2011 07:20

I see Jam-Y getting food and think that's a good idea too.

I go to the nearest food source (food chute or vendobot) and proceed to acquire some tasty food and drink, which I promptly consume on the spot.

"*munch* So anyone have a clue where *munch munch* this briefing room is? *munch*"

written by Speeder on Aug 04, 2011 11:47

I look at Jam and burst in laughter.

"Ok Team Epsilon, we got a new mission... I have no idea where the Briefing Room 17 is, but I guess it is in central subsector, I think if we ask people there, they can direct us. Also, this time we can prepare beforehand, I am the team leader, I need a equipment officer, we do not need a loyalty officer because everyone here is very loyal... Oh god, I saw Cryo recloning, I HOPE they do not send him again to us."

I then look around.

"So, who volunteer to be equipment officer? And who volunteers to watch for Cryo and other crazy people that might show up?"

I tap my metallic foot on the ground, waiting for reply.

written by Malkom on Aug 04, 2011 15:18

Mick-R chooses the autohack route; he climbs aboard one, fires it up and (tries to?) zoom off towards the otherclones of Team Epsilon. While zooming he keeps an eye out for shady clones, careening out of control vehicles, and anything else dangerous.⁵⁹⁶

written by Azirphaeli on Aug 04, 2011 16:13

Since I was following L4, I grab some food too, not needing drink due to my excessive B3 stores.

When we run into the rest of the team, I listen to Speedy's concerns and troubles.

⁵⁹⁶ MALKOM: (OOC: What does an autohack even look like? Some kind of forklift without the forks and that drives automatically?)

"Equipment officer eh? I guess that means I watch out stuff. I'd rather watch that than Cryo or Malkom.. though I don't think the latter will ever be a problem again. Sure I'll be the EQ guy."⁵⁹⁷

written by Jam on Aug 04, 2011 16:14⁵⁹⁸

I mutter to myself...

"Hmm... I might be a good Equipment Officer, considering I'm practically a walking armory with all the laser pistol barrels I'm carrying... Then again, my mutant power makes me a good fit for Happiness Officer... I've wondered what it'd be like being a Team Leader too, though Speed-Y seems better for the job..."

I look to Speed-Y...

"Er... How do you know our Mandatory Bonus Duties won't be assigned to us by our briefing officer? Perhaps it'd be better to wait until we get to briefing..."

written by Speeder on Aug 04, 2011 16:24

I reply quickly to Jam.

"Even GETTING to briefing I suspect will be a adventure, this is why I am having this meeting beforehand. Our mission now is get to briefing, THEN we get their mission and duties and whatnot."

written by 4616599 on Aug 04, 2011 17:08

I attempt to contact the Transition rental.

written by Gligar on Aug 04, 2011 18:08

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y decides to wait for anyone else to get here.

As he does, Lucas-R and John-R enter.

Food storage, C Level, Emergency Bunker C-3

It takes him a minutecycle, but Jam-Y realises that perhaps the meeting isn't taking place in the food storage room. Perhaps it's in the meeting hall? That's a good place for a meeting, right? He rushes over there.

Meeting hall, C Level, Emergency Bunker C-3

The doors burst open, and Jam-Y rushes in. He loudly asks if they forgot about him.

He then sees Speed-Y standing there like a robotler, and plays along, attempting to order foods. Speed-Y laughs.⁵⁹⁹

L4-O, however, thinks that food might be a good idea. He heads over to a vendobot and grabs a VitaYum Meal Substitute Bar and some B3. As he eats, he inquires if anyone has any idea where Briefing Room 17 might be.

Speed-Y explains that he does not, but he believes that it might be in Central Subsector. He proposes going there and asking.

⁵⁹⁷ AZIRPHEL: [OOO Damnit I did that edit mistake again. curses!!]

⁵⁹⁸ JAM: (OOO: Er, doesn't Gligar keep logs of all our posts? Perhaps he could PM you the original post(s)?)

⁵⁹⁹ GLIGAR: (OOO: As do I 😊 +1pp.)

He also suggests assigning some Mandatory Bonus Duties beforehand. He asks for a volunteer to be the Equipment Officer, and says that they don't need a Loyalty Officer - everyone is loyal.⁶⁰⁰ But on the other hand, he was present when Cryo decanted... perhaps someone should keep a lookout for him.

He again asks for volunteers and taps his foot. You know, the robotic one.

Azir-R also grabs a Meal Substitute Bar. He decides to volunteer to be the Equipment Officer. Better that than watching out for Cryo or [NAME REDACTED].

Jam-Y isn't so sure. He mutters to himself that he'd be a good Equipment Officer. Or would he be a Happiness Officer? His mutant power makes him a good fit, after all...

Out loud, he wonders if they're being a little premature? What if the briefing officer assigns the MBDs?

Speed-Y points out that it might be a while until they even get to briefing, and they don't know what they'll be facing on the way. It's only fair to prepare now, and switch things up later at the briefing.

Crossroad, Kappa Subsector

Mick-R picks the autohack option. He gets into a nice RED one⁶⁰¹ and tries to drive it off. It becomes clear, though, that he doesn't really know how to drive one of these things.

Good thing the autohack itself knows how to drive. It starts itself up and says, "Whoa there! Instead of messing about in manual, why not just tell me where you want to go?"

Custodial dormitory, Iota Subsector

Joris-R calls up Transition Rentals. He's greeted by an automated message, telling him that his call is important to them, and asking him to hold the line. Shortly after that, a rather tinny rendition of the *Tella-O-MLY Adventure Hour* theme tune plays.

written by Malkom on Aug 04, 2011 18:30

"Autohack! Take me to Emergency Bunker C-3, please. Maximum speed!" Mick-R relaxes as the autohack begins careening down the roadway, watching scared INFRAREDs scrambling out of its path. He adjusts his grip on the laser, keeping an eye out for anything suspicious. This watching continues for a minutecycle before he tires of it.

"Shadyclone, shadyclone, come to my house..." Feeling bored, Mick-R begins humming a popular spy tune between his teeth, waving his laser to the beat like some sort of lethal pendulum...

...but then he jumps at the sudden dash an INFRARED clone makes across the roadway, his finger on the trigger involuntarily squeezing as the laser is pointed at the autohack's roof. Bad thing he left the safety off, isn't it?

⁶⁰⁰ GLIGAR: (OOO: Tempting fate much?)

⁶⁰¹ GLIGAR: (OOO: it resembles a taxi, but is roboticised)

written by Speeder on Aug 04, 2011 18:47

I nod.

Then after a while I say.

"Actually... You can be both happiness officer and loyalty officer, and your duty as loyalty officer will be mostly look out for Cryo and warn me, and scan his mind and see what he is up to."

I hand the backpack I have to Azir.

"There are sufficient equipment for everyone there I think."

I check if my revolver is loaded, place it in my waist somewhere, then I load my pistol with a YELLOW barrel.

Then I check if I am wearing the jumpsuit I ordered, or the old one.

written by Lightning4 on Aug 04, 2011 20:41

"I could be equipment officer, maybe? I do lead a squad of soldiers now... going to have to get used to that I imagine."

I shrug, finishing off any of my remaining food in the process.

written by Jam on Aug 04, 2011 21:35

I smile.

"Okay, I'll be the temporary Happiness and Loyalty Officer, until we can finalize it at briefing... Yay, I get two MBDs!"

I load my laser pistol with a YELLOW barrel⁶⁰², and re-count all my weapons...

"Now, since I'm the loyalty officer, I'm going to suggest we start heading to the briefing room now, as being late is treasonous... And who else is on the team, aren't we missing clones? What about Joris-R, and that Mick-R guy? We'll just have to meet them on the way..."

written by Gligar on Aug 05, 2011 02:34

Roadway

Mick-R tells the autohack to head for the bunker. As it complies, it says, "Oh, that place... I heard that it was being used again... did you hear about the last clones who used that bunker? Well, probably not, I mean, the whole thing was hushed up and all..."

But Mick-R isn't listening. He's singing to himself out of boredom.

As the autohack speeds on, it comes to the industrial subsectors. Checkpoint 2 is opened for it, and it continues through.

Just then, an INFRARED runs across the road.

This triggers a reflex on Mick-R, causing him to shoot off his laser pistol. The blast hits the roof of the autohack, causing a hole.

"Hey! I will have to add that to your bill," the autohack responds, indignantly.

⁶⁰² JAM: (ooc: I picked one up at the armory, right?)

Some time after, the autohack slows down and stops, outside the bunker's loading dock. "That will be seventy credits, please. That includes damages."

Meeting hall, C level, Emergency Bunker C-3

Speed-Y nods, and suggests that Jam-Y could be both Happiness Officer and Loyalty Officer. That way, he could look for Cryo.

He offers the backpack to Azir-R, saying that there should be enough for everyone in there.

He then checks his equipment again. His "revolver" is loaded, so he puts it in the waist pocket of his jumpsuit. Which, by the way, is his new jumpsuit, not his old one.

L4-O suggests that he could be equipment officer. After all, he does command a squad in the Armed Forces.

Jam-Y smiles, and accepts both MBDs. At least until briefing.

He checks his laser. It still has an ORANGE barrel, so he swaps it for a YELLOW one he found in the store room. After this, he checks what he has. He has six RED pistol barrels, eight ORANGE ones, but no other YELLOW ones. Nor does he have any rifle barrels.

Finally, he exercises his authority as a Loyalty Officer to suggest that they get going. Joris-R and Mick-R will just have to meet them en-route.

written by Malkom on Aug 05, 2011 04:25

Mick-R swears, swipes his ME card where required, jumps out of the autohack and sprints into Emergency Bunker C-3, where he immediately looks for, and shouts for, the Troubleshooters.

"Hey! You! You're my troubleshooter team, so make yourselves known!"

written by Azirphaeli on Aug 05, 2011 04:28

"Woo, thanks, I guess I can use this too.."

I load my "weapons" into the backpack. Since we're in a supply room if there's any extra unclaimed RED barrels...

written by Lightning4 on Aug 05, 2011 10:28

I proceed to follow with the group.

"I'd suggest we take Nukabot along but I'm not sure if the cargo lift in the lift hall got repaired yet... maybe we can come back for him."

written by Speeder on Aug 05, 2011 11:39

I hear some crazy dude shouting outside.

I step on the door and shout back.

"Team Epsilon is in meeting hall, if that is the team you are looking for."

I then step back inside.

"We cannot make new members meet us en route, they are likely to get lost, and we get a berating for making a member be late."

Then I turn to L4

"I asked Friend Computer about Nukabot, it was not replied yet, thus I assume we will have to ask the briefing officer. For matters of speed getting to him, I think we should leave Nukabot in garate until we know if we will need him or not."

written by Jam on Aug 05, 2011 15:19

I don't hear some crazy dude shouting two levels down with several doors in the way, but I do suddenly decide to use my mutant power to try to find Mick-R and Joris-R... If I find either of them, I let the rest of the team know where they are...

"Too bad we don't have any of those, hmm... what were they called... er..."Find Location" mutants... A clone like that would really come in handy right now..."

I check (visually) to make sure everyclone is happy.

"Hmm... How about I do a Mandatory Treasonous Item Search on one of you?⁶⁰³

How about..."

I close my eyes and wave a finger around, then open them and see who I'm pointing to...⁶⁰⁴

"You, L4-O! You are ordered to submit to a Equipment Search..."

written by 4616599 on Aug 05, 2011 15:58

I continue waiting. In the meantime, I try to locate Emergency Bunker C-3.

written by Gligar on Aug 05, 2011 18:24

Loading dock, A Level, Emergency Bunker C-3

Mick-R dashes in, and starts looking for the rest of the team. He does this by yelling for them.

"If you are looking for Team Epsilon," Nukabot suggests, "there is a distinct possibility that they might be upstairs."

Meeting hall, C Level, Emergency Bunker C-3

Azir-R accepts the backpack, and puts his B3 into it. He then has a look for some RED laser barrels. Yes, those are in there as well.

L4-O would follow the group, but they haven't gone anywhere yet. He would suggest they take Nukabot, but he's not sure if that lift's been repaired yet.

Speed-Y somehow hears something through two levels and some number of doors. He heads to the meeting room's door and shouts out that they're up here.

Returning to the group, he adds that making the others catch up to them would just cause them to become lost. He also tells L4-O that he is still waiting for a reply from our mutual friend concerning Nukabot. They might learn something at the briefing.

⁶⁰³ JAM: (ooc: I can't recall the proper name...)

⁶⁰⁴ Jam: (ooc: In other words, randomly picked)

Jam-Y can't hear anyone shouting, but decides to go and look, in his own way.

He pushes out with his mind. Almost instantly, he finds a clone that seems to be Mick-R. It looks like he's on A Level, in the loading dock.

He reaches out further, but Joris-R seems to be eluding him.

He tells the team about Mick-R, and adds that it's a shame they don't have one of those mutants who can find places.

He looks around, and decides to exercise his authority again. Everyone in the room seems to be reasonably happy, so he moves on to ordering an equipment inspection, randomly choosing L4-O.

Custodial Dormitory, Iota Subsector

Joris-R, as it happens, is still on the PDC, waiting for a clone to answer at Transition Rentals.

While he waits, he locates a terminal and does a search for the bunker. Looks like it's to the west.

Finally, a clone answers. "Transition Rentals, how can I help?"

written by Speeder on Aug 05, 2011 18:39

I look at Jam, then I blink.

I get out in the corridor, waiting for Mick to show up.

written by Jam on Aug 05, 2011 19:13

I stare at Speed-Y...

And I keep staring at Speed-Y...

And when Speed-Y moves, I stare at the place Speed-Y was, for a good minutecycle or two. Then, I suddenly blink.

"Huh? Uh... Oh right, equipment inspection... Everyclone else can leave, and L4-O and I will catch up in a bit... Okay L4-O, I'll need you to empty your pockets..."

After he does (assuming he does), I inspect the clearance of all his stuff, and verify they are ORANGE or below (except for the Cone Rifle and shells). Then I pat at his jumpsuit to make sure he's not still hiding anything...

written by Malkom on Aug 05, 2011 20:33

Mick-R hurries upstairs and to where he thinks the troubleshooters might be.

written by Azirphaeli on Aug 05, 2011 20:59

I grab for RED barrels, nice, and throw them in the backpack. I look for any thrown explosives, of RED clearance, and add them to my stash.

When finished, I wheel gingerly towards the exit as instructed.

written by Lightning4 on Aug 05, 2011 22:18

"Um. Okay."

I stay still and present my backpack and other various containers on the floor in front of me.

written by Gligar on Aug 06, 2011 00:47

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y blinks at Jam-Y, and heads for the door.

Jam-Y continues staring at where Speed-Y was, even as other clones file out past him. This carries on for a couple of minutecycles. During this time, Azir-R seems to be trying to put things in the backpack, but there's nothing else to put in there. He seems to think that the meeting hall is, in fact, a store room.

He realises his mistake, though, and wheels out.

After that, Jam-Y seems to come round, and orders L4-O to empty his pockets.

L4-O does. He puts everything on the floor in front of him, from the backpack, to various containers and such.

Jam-Y picks through it all. He finds: L4-O's ME Card, a Series 1300 PDC, some RED grenades, Turbo (which is BLUE), a laser pistol with an ORANGE barrel, a headband made of duct tape, Fred (which is RED), a length of ladder (which doesn't seem to have a marked clearance), some spare ORANGE blaster power packs, a packet of CruncheeTym Algae Chips Tastes Like Something Orange (which is, of course, ORANGE), a medkit (RED), a pair of handcuffs (RED), another laser pistol with an ORANGE barrel, and an ORANGE blaster with a power pack installed.

He also searches L4-O's backpack (which is RED), finding: a torch (RED) and batteries, about 33 cone rifle shells (assorted) with triggers, about twenty more cone rifle shells (damaged, assorted), his cone rifle brevet, the brevet to ORANGE clearance which he doesn't really need any more, those popped I [heart] IntSec balloons from way back (RED), and some slugthrower rounds. Which are YELLOW.

That done, he proceeds to give L4-O a pat-down, finding ORANGE reflec and kevlar (which is RED).

Concourse C1, Emergency Bunker C-3

It's taken long enough for Jam-Y to search L4-O's belongings that Mick-R has had a chance to get up here.

As mentioned previously, the concourse is RED, with some vendobots. There are once again four exits to the concourse, and no hole in the ceiling leading to a bombed-out warehouse (that's what the stairs are for). From above comes the sound of forkbots.

written by Malkom on Aug 06, 2011 01:16

Mick-R accosts one of the vendobots, asking, "Which way to Team Epsilon?" If he doesn't get an answer he tries calling for the Troubleshooters. If he doesn't get an answer to that, he starts looking for them, the good old-fashioned way - on foot.

written by Speeder on Aug 06, 2011 03:45

I just look at Mick-R with a blank stare.

"We are Team Epsilon, you must be Mick-R, follow me."

I enter the meeting room again.

written by Malkom on Aug 06, 2011 04:12⁶⁰⁵

Mick-R follows Speed-Y, looking... not treasonously unhappy, but not enormously happy either.

written by Mingamango181 on Aug 06, 2011 06:42

I think.

It was far too early to be up. Still too early. That, or I'd overslept.

Worrying slightly, I try to sit up, and check the time. In my worry, I completely ignore the date, whether its there or not.

written by 4616599 on Aug 06, 2011 10:26

"Hello! I rented a Transition at the very good JHT Sector Main cloning Station Interactive Corridor Experience. It certainly met mandatory happiness levels. Unfortunately, Intsec or some other party appears to have confiscated it a the nearby Industrial Subsector for apparently no reason. Is it back with you?"

written by Lightning4 on Aug 06, 2011 11:32

If allowed, I pack up all my stuff where it belongs.

I look down at my armor.

"Oh dear... I thought I got ORANGE kevlar. I'll have to change it out when I get the chance. But first, the briefing..."

"Everything should be in order otherwise, Not sure on the clearance on all those cone rifle shells but my brevet covers them all anyway..."

Still kind of hungry, I munch from my packet of CruncheeTym Algae Chips Tastes Like Something Orange.

written by Jam on Aug 06, 2011 16:13

I seem distracted for some reason, and somehow fail to notice those little YELLOW pellets aren't actually designed for a cone rifle...

"Uh... Yeah, carry on..."

I walk out to the corridor...

written by Gligar on Aug 06, 2011 20:05

Concourse C1, Emergency Bunker C-3⁶⁰⁶

Somehow not seeing the team, Mick-R asks one of the vendobots where the team is.

Speed-Y, who is right there, glares at him, before telling him to follow them. Speed-Y heads back into the meeting hall. Mick-R follows him, looking to have minimum happiness level. Just barely.

⁶⁰⁵ MALKOM: (OOO: I didn't realize there was anyone in the room... This is a revision of actions)

⁶⁰⁶ GLIGAR: (OOO: I know you offered a correction, but I have to use the earlier post as well 😊)

Meeting Hall, C Level, Emergency Bunker C-3

L4-O says that he needs to change out his armour. But he can do that after the briefing.

Jam-Y looks a bit distracted, but lets L4-O pick up his equipment again. He doesn't seem to have noticed the slugthrower rounds. He heads out to the concourse, past Speed-Y and Mick-R.

L4-O picks everything up and stows it. Still feeling hungry, though, he starts eating his algae chips.

Dormitory 6, Building 2, Industrial Subsector B

Mango wakes up. Somewhat.

He seems a little worried that he might have overslept. There is little danger of that. When it's time to wake up, our mutual friend, or one of its representatives, will let you know. Usually quite loudly. Followed by the sound of Wakey-Wakey pills being dispensed.

He looks around. Lights are still off, not that that's any surprise, considering that power has not yet been restored.

The dormitory's clock has it's own battery, though, and reads 05:48. Twelve minutecycles until he's meant to wake up. It doesn't have a calendar display.

He hears the door opening. Through it comes the could of motors, indicating that a bot is coming through. A slight sweeping noise indicated that it might be a scrubot.

Custodial Dormitory, Iota Subsector

Joris-R tells the clone on the other end of the line that he rented a Transition a few daycycles ago, and he's wondering if they got it back. "What's your name, please?" the clone asks.

written by Azirphaeli on Aug 06, 2011 22:08

I realize I⁶⁰⁷ got confused and wheel over to the hopefully nearby storeroom to stock up on the previous mentioned supplies.

written by Malkom on Aug 07, 2011 01:59

Having found the team, Mick-R decides to follow Azir-R to get some supplies. He informs Speed-Y of this, before striding off after the wheelchair guy.

written by Mingamango181 on Aug 07, 2011 09:58

Huh... cleaners?

I lay awake for the time being. No point in trying to sleep only to end up going over by several hourcycles. Experiences on [DFSR] really can help in the oddest of times.

When the bot leaves, I get out of the bed, and get ready. Ready for what, I didn't know. I assumed there was something different, considering I woke up earlier on this daycycle...

written by Lightning4 on Aug 07, 2011 10:47

"Well, didn't get an answer on the equipment officer thing but I have a few extra supplies. Well, a first aid kit and an extra laser pistol. I guess I can get some more pistol barrels real quick."

I hesitate.

"Though can those be gotten later... Friend Computer doesn't tolerate tardiness..."

written by Jam on Aug 07, 2011 11:18

"I've got a few spare barrels, I'm sure I could lend you some..."

I wait impatiently for us to start heading to briefing...

written by Speeder on Aug 07, 2011 15:59

I follow the duo that want to ransack more of the storeroom.

"Hey you two, the bad I handed to Azir have sufficient equipment for the entire team and some spare. What you intend to do, fuel a army?"

written by 4616599 on Aug 07, 2011 16:47

"Joris-R-DNK, inventor of the patent pending Anti-Mutant Boot Suit. You might have heard of me?"

written by Gligar on Aug 07, 2011 19:14

Concourse C1, Emergency Bunker C-3

Azir-R finally realises his mistake, and decides to head for the store room. Mick-R follows him.

L4-O states that he has a few extra supplies: a first aid kit, a few barrels, that sort of thing. He could go and get more... but probably shouldn't. They don't want to be late.

Speed-Y notices Azir-R and Mick-R heading off and heads after them.

Jam-Y also states that he has some spare barrels. He wants to get going.

Corridor C1, Emergency Bunker C-3

Speed-Y catches up with the two halfway down the corridor. He tells them that the bag he gave to Azir-R already has enough equipment for the team. What are they trying to do, supply an army?

Dormitory 6, Building 2, Industrial Subsector B

Mango decides to wait until the scrubot has gone before getting up. But it seems to not be going anywhere. Or rather, it sounds like it's going round in circles.

Mango ends up waiting long enough for the clock to roll over to 05:52. And the scrubot is still stuck.

He decides to get up anyway. Small problem: he can't see what he's doing.

⁶⁰⁷ AZIRPHAELI: (read that wrong)

[677]

Custodial Dormitory, Iota Subsector

Joris-R tells the clone his name, and, of course, plug his "anti-mutant suit". The clone, naturally, hasn't heard of it. But he has heard of Joris-R. "Yeah, I've heard of you. You're that clone who failed to report for debriefing, aren't you? Remember to attend debriefing next time."

There is a brief pause. "Ah, here it is. The Transition was returned after you failed to stop for Internal Security for some reason. Therefore, it must have been used for treasonous purposes. Therefore, I'm going to have to fine you for violating the TOS."

written by Mingamango181 on Aug 07, 2011 20:46

I try to remember the layout of the room, and where I am relative to it.

If I need to, I put on my jumpsuit.

I then attempt to construct in my mind a pathway that doesn't go through the scrubot, and then follow the path out of the dormitories.

written by Malkom on Aug 07, 2011 22:36

Mick-R follows whoever seems to be in charge because there isn't anything to do, and eventually gets to humming that spy tune again.

written by Jam on Aug 08, 2011 02:18

I get irritated at our not leaving yet...

"Speed-Y! We're gonna be late! And, as everyclone knows, being late is treasonous! There's no point in waiting for Joris-R, I can already tell he's not anywhere near here! Let's go!"

I start to walk towards the nearest exit, and motion nearby clones to follow me...

written by Speeder on Aug 08, 2011 02:28

I move back to Jam

"I wholeheartedly agree, I am only chasing the clones fleeing..."

Then I start moving to the warehouse.

"The elevator is outside the bunker, the nearest bunker exit is there."

I point to the staircase

written by Lightning4 on Aug 08, 2011 10:27

I follow with the group. If nobody is moving I decide to take the initiative and make my way to the warehouse.

Meanwhile, I finish off my packet of algae chips and look for somewhere nearby where I can dispose my now-empty packet.

written by Azirphaeli on Aug 08, 2011 11:45

After I hear Speedy's alert, I realize I never checked to see if there were already contents in the bag.

As I turn around, I also alert Mick that we should maybe not be late after all.

I look through the contents of the backpack moving the B3 aside for a better glimpse.

written by Malkom on Aug 08, 2011 16:32⁶⁰⁸

Mick-R buys a bit of food from a vendobot on the way.

written by Gligar on Aug 08, 2011 17:53

Dormitory 6, Building 2, Industrial Subsector B

Mango decides to attempt to navigate the dormitory in the dark. It's difficult at the best of times even under adequate lighting conditions. But right now, it's even harder.

Mango tries to remember exactly where he is in the room, and where the door is. As well as the location of the scrubot.

He then takes a stab at getting to the door. However, it seems he's misjudged the location of the scrubot. He trips up over one of its attachments and falls to the ground.

Concourse C1, Emergency Bunker C-3

Jam-Y gets irritated at them not getting started. If they continue staying here, waiting for Joris-R, they'll be late. And he already knows that Joris-R is nowhere near here.

He starts walking up the stairs, to the warehouse. How convenient that the upper doors are open.

Speed-Y returns to the concourse, in time to hear Jam-Y's rant. The two REDS are following behind him. He agrees with Jam-Y, stating he was only chasing down the two REDS.

He points up the stairs, stating that they are the nearest exits, and the lift is that way. He heads that way himself.

After buying a Vita-Yum Meal Substitute Bar from a vendobot, Mick-R follows.

L4-O follows along, finishing off his packet of algae chips.

Azir-R enters the concourse. He's checking through that backpack that Speed-Y gave him. In it, aside from his B3, he discovers: half a dozen laser pistols; some assorted laser pistol barrels; three slugthrowers (single-shot, YELLOW); and some slugthrower ammunition (assorted).

Warehouse, D Level, Epsilon Subsector

After the destruction caused by the last mission, the warehouse reconstruction has gone surprisingly well. The front wall is still missing, but beyond that, the warehouse resembles a warehouse once again, with no holes in the other three walls.

The whole place is now mixed INFRARED, RED and ORANGE Clearance, with the usual shelves everywhere. Between the shelves, two forkbots - fairly small varieties, I must add - trundle about.

Also present is a waste receptacle, perfect for L4-O's empty packet of algae chips.

⁶⁰⁸ MALKOM: (OOC: I forgot this)

written by Speeder on Aug 08, 2011 18:17

I proceed to the corridors, wanting to go to the elevator, so I can take it to the level that we had the last debriefing.

written by Malkom on Aug 08, 2011 19:50

"Hey wait. How do we even know where to go?" Mick-R protests. "It could be ANYWHERE since that ad garbled it up..." Mick-R still follows Speed-Y anyway. "For all we know, we could be supposed to be going to a Briefing Room #177!"

written by Jam on Aug 08, 2011 19:51

I follow Speed-Y, now that it looks like we're going the right direction (though, since we have no idea where the briefing room is...)

written by Mingamango181 on Aug 08, 2011 20:53

Misfortune much?

I try to adjust my eyes, and attempt to leave again, crawling away.

written by Azirphaeli on Aug 08, 2011 22:38

Being genuinely pleased with the contents, I follow the team towards the ultimate destination.

written by Gligar on Aug 09, 2011 01:25

D Level, Epsilon Subsector

Speed-Y leads the way, heading through Corridor D1, and through Concourse D1. Looks like there's a bit of a queue for the lifts, leading back into the concourse.

Mick-R follows, though he points out that they don't really know where they're going. The briefing room number could be wrong, for all they know.

Jam-Y follows as well.

Azir-R also joins them, though he needs to be carried up the steps by Lucas-R and John-R.

Dormitory 6, Building 2, Industrial Subsector B

Mango gets up again, this time waiting for his eyes to adjust a little better before tryign again.

This time, he makes it to the door and out.

Upper Corridor, Level 3, Industrial Subsector B

Mango emerges in the INFRARED corridor outside the dorm. It is dimly lit by the open-flame "emergency lighting" provided during his first session at the reactor shielding. It's enough to see that RED supervisors are starting to wake everyone up - they're at Dormitory 4 right now.

written by 4616599 on Aug 08, 2011 17:19

"It annoys mutants at least. Surely that's 'anti' enough. In any case, it wasn't really treason. Just ask Joe-Y, who was involved in the operation."

While talking, I start toward the bunker

written by Speeder on Aug 09, 2011 03:32

If I cross a somewhat important looking person I ask if they know where is Debriefing 17.

And I continue going in my way, unless someone inform me a plausible location that is not on Central Subsector

written by Malkom on Aug 09, 2011 04:53

Mick-R follows the clones in charge.

"If you mess up, it isn't my fault!"

Feeling hungry, he starts to munch on the Vita-Yum bar...

written by Lightning4 on Aug 09, 2011 06:50

I bring up the rear.

"Uh Speed-Y sir, not to question your actions, but I think you mean Briefing 17, not debriefing. Unless they're the same room..."

I help ask around as well though.

written by Mingamango181 on Aug 09, 2011 10:28

I think for a moment, then decide to return to my bed.

Don't need extra attention, I think. Too risky right now.

written by Speeder on Aug 09, 2011 12:03

"Yes, that. Thank you L4. And probably briefing and debriefing at the same rooms, otherwise we will have a problem with even more rooms than we thought."

written by 4616599 on Aug 09, 2011 18:15

I continue walking unless a more convenient mode of transport pops up⁶⁰⁹

written by Gligar on Aug 09, 2011 20:32

Roadway

Having left the dormitory, and indeed, the whole of Iota Subsector by now, Joris-R is walking towards the domescraper, and the bunker. He elaborates slightly to the clone about his "anti-mutant suit", saying that the dorm supervisor, Joe-Y, was involved in the operator. "Well, I don't really care about that. Was there anything else you wanted, or was this call just to advertise?"

Lift hall, D Level, Epsilon Subsector

Since the queue is now short enough, the team enters. There are now only a few clones in front of them. One of them is a GREEN clone, whom Speed-Y asks for the location of "Debriefing room 17."

L4-O corrects him, saying that it's Briefing Room 17, which Speed-Y accepts. He's getting slightly confused at all these rooms.

Unfortunately, the only thing the GREEN knows is that it's somewhere in upper Alpha Subsector.

⁶⁰⁹ 4616599: (also note my previous post- looks like I posted too late)

Mick-R says that it's not *his* fault if the higher-ups mess up... He sounds unhappy. The GREEN scowls at him, to see that he's chewing on his Vita-Yum bar.

John-R can't help but hum the Alpha Complex anthem.

Dormitory 6, Building 2, Industrial Subsector B

Mango decides to return to bed. He doesn't want to attract attention.

He makes it without incident this time.

Just in time for the REDs to enter the dorm anyway.

A couple light the "emergency lights" on the walls. Another shouts, "Alright clones, it's wakey-wakey time!"

This is accompanied by the simultaneous 'plink' of Wakey-Wakey pills into the pill dispenser trays dotted around the dormitory. So I guess some things are still working.

written by Mingamango181 on Aug 09, 2011 20:57

I take my assigned Wakey-Wakey pills, and keep them in a pocket. I'm already awake enough, so they might come in useful at a later time.

written by Speeder on Aug 09, 2011 21:13

I thank the green and continue the way.

"Ok, central subsector is in a higher level anyway."

written by Jam on Aug 09, 2011 21:34

I turn to Mick-R.

"Do I detect that you are unhappy?"

I start fishing around inside my pockets...

"Well, you know what we do with clones that are unhappy..."

I pull out a knife.

"We slice them into little bits! (I think)"

I grin, and slowly walk towards Mick-R...

written by Malkom on Aug 09, 2011 23:02

Mick-R turns as pale as... well, he turns very pale. He starts backing away, and uses his fingers to shove his mouth up into a big, wannabe-happy and stupid looking grin. "See?" he manages to croak out while thus begrinned. "I'm happy! I'm happy! I'm--" Here he stumbles and falls flat on his back. "OW! Vatcrap, vatcrap, vatcraaaaaaaaaaaaaap!!!!"

Hey. Did he ever remember to put his laser on safety?

I sure hope so, because I think he just might have somehow gotten the trigger pulled in his fall.

Uh-oh is the very least I can say.

written by Speeder on Aug 10, 2011 01:33

If Mick actually shoots, I attempt a flying metal kick on him. Just to see what it do to a clone.

"Take that traitor! Noone from my team shoot on my team!"

written by Gligar on Aug 10, 2011 02:46

Dormitory 6, Building 2, Industrial Subsector B

Mango picks up his pill - just the one, that's all that's needed - but pockets it instead of taking it. Around him, other INFRAREDs are taking their pills, and a few are even jittering as their pills take effect.

After everyone is woken up, the RED shouts again. "Ten minutecycle hygiene session! Everyone look sharp!"

Mango becomes aware that he'll need to get his jumpsuit cleaned at some point.

Lift hall, D Level, Epsilon Subsector

Speed-Y thanks the GREEN, who nods and gets on a lift. The next one will be theirs.

Jam-Y notices Mick-R's expression, and advances on him. Is he, perhaps, unhappy Does he know what happens to unhappy clones?

Apparently, they get sliced into little bits, at least according to Jam-Y. He continues advancing, knife in hand.

Mick-R does his best to feign happiness as he scurries away.

However, he ends up backed up against the wall, and ends up falling down, right onto his laser pistol. And... no, that laser pistol is clearly defective. How else can you explain that it randomly fired like that? Surely he didn't deliberately fire at Jam-Y, did he? (If so, he missed.)

Speed-Y won't let that go unpunished. Over the past weekcycle, he's been developing a new technique using that cyborg foot of his. He now decides to test it against a clone. Mick-R, to be precise.

The results are impressive. With an almighty crack, the foot lands on Mick-R's torso and breaks several ribs. This knocks the breath out of Mick-R, who has difficulty breathing all of a sudden. Not to mention the feeling of nausea.⁶¹⁰

written by Speeder on Aug 10, 2011 04:15

I leave Mick there and say.

"Ok, I think that is sufficient punishment for that guy. I am sure he will be more happy now, and won't feign accidental discharge on a YELLOW clone, that is, two clearances above his."

Then I continue my way, happily, and smiling, a very grinnny smile of sorts, the one that you use when you explode something or hit a commie.

written by 4616599 on Aug 10, 2011 08:08

I continue walking as I speak.

"No! I'm trying to clear my name! If anything, that suit adds to my credibility! But since you ignore that, there is no concrete proof I committed treason!"

⁶¹⁰ GLIGAR: (OOC: Here's a thought for you: do laser pistols even have safeties?)

written by Lightning4 on Aug 10, 2011 12:11⁶¹¹

I look at the mangled heap of Mick.

"What was that guy's problem. Seems like we can't go anywhere together without someone shooting at us."

I shrug and walk away, catching up with the group.

"Though it makes life interesting I guess. No doubt our mission will have plenty of hostile elements to face..."

written by Azirphaeli on Aug 10, 2011 12:20

As I watch the unfolding scene, I think back to only a few moments ago when we were about to run off alone to the supply room for more stuff. It's a good thing Speedy helped me come to my senses.

Plus, that was an awesome superstomp.

written by Jam on Aug 10, 2011 14:53

I pause.

"Oh wait... Slicing to bits was for Commie Mutant Traitors, not unhappy clones! They're so similar, I almost confused the two... Sorry Mick-R!"

I put my knife away, and survey the damage done to Mick-R...

"Speed-Y, how is Mick-R supposed to walk, let alone fight, when you broke half the bones in his body! Surely you could have just fined him or something..."

I attempt figure out how severely Mick-R is injured and if I have the necessary skills and equipment to treat him...

"Also, nice kick!"

written by Malkom on Aug 10, 2011 15:10

Mick-R groans, and feebly tries to push his mouth into a bigger grin before passing out with this unnaturally big smile on his face...⁶¹²

written by Gligar on Aug 10, 2011 21:28

Lift hall, D Level, Epsilon Subsector

Speed-Y decides that he's dished out enough punishment. It's what traitors deserve. And hopefully, said traitor will learn to be happier next time.

Speed-Y once again waits for a lift.

It's a pity the GREEN has already gone. I'm sure he'd have had something interesting to say.

Jam-Y puts away his knife. It seems that he got unhappy clones mixed up with commies. An easy mistake to make.

He then admonishes Speed-Y for injuring Mick-R so much. After all, how can he fight, or even walk, with his chest broken?

⁶¹¹ LIGHTNING4: (OOC: I'm sure there are, we're just too low clearance to know what clearance they're available at!)

⁶¹² MALKOM: (OOC: Havoc incoming. Say, has that GREEN noticed anything?)

It was a nice kick, though.

Now... can Jam-Y do anything to help Mick-R? Maybe, if he had the materials. But he just... doesn't. He'd have to immobilise Mick-R's entire torso, and that's just for starters. Oh well, he is only RED...

L4-O notes that they can't go anywhere without someone shooting at them. At least it makes life interesting.

As he catches up with the rest of the group, a lift arrives. Finally.

Mick-R keeps trying to push his grin even further up his face as he loses consciousness.

Roadway

Joris-R continues to walk. He argues that that suit is vital evidence, and without it, there is no concrete proof that he committed treason. "Er... what? I'm not sure what you're saying. Oh well... I have better things to do than listen to you ramble. Good daycycle, citizen."

The clone hangs up on him.

Probably a good thing, as Joris-R has reached the end of the roadway. The loading dock door is open.

written by Speeder on Aug 10, 2011 22:10

As Mick managed to do a super grin, I am happy that he is happy, I grab him and drag him inside the lift.

written by Gligar on Aug 11, 2011 03:03

A lift

As he enters the lift, Speed-Y looks back at Mick-R. Pleased that the latter is finally smiling, he pull Mick-R into the lift.

Mick-R doesn't react. Neither does anyone else...

"Where to?" asks the lift.

written by Malkom on Aug 11, 2011 03:45

Mick-R slumps wetly down onto the floor and stays there. He's out good.

Oh, by the way, what happened to his laser pistol? I don't suppose there's any chance of it going off as he's dragged... now that'd be kinda !!fun!!...

written by Lightning4 on Aug 11, 2011 10:48

I get into the lift and stare at Mick-R. I keep my laser pistol close at hand.

"We need to find Briefing Room 27... I'm going to assume it's somewhere in Central Subsector. Maybe Speed-Y has more details here..."

written by Speeder on Aug 11, 2011 11:34

"We need to go into briefing room 17, but I think that briefing room 27 must be nearby.

So, Lift, do you know briefing room 17?

If yes, take us there.

If not, take us to whatever level we can use to access central subsector and ask some information."

written by Azirphaeli on Aug 11, 2011 13:25

I hop (wheel) aboard the lift, being careful not to run over Mick's happily unconscious body.

written by 4616599 on Aug 11, 2011 16:10

I enter.

"Nukabot? Anyone? Receptionistbot?"

written by Jam on Aug 11, 2011 16:27

I facepalm...

"First, we're going to Briefing Room 17, then we're going back to Debriefing Room 27, and now we're searching for Briefing Room 27? Just where are we going anyway?!"

I also enter the lift...

written by Gligar on Aug 11, 2011 19:17

A lift

Mick-R continues to fail to react, even as his laser pistol drags across the floor.

L4-O stares at him with his hand on his own laser pistol. He tells the lift that they're headed towards "Briefing Room 27".

Speed-Y corrects him, saying "Briefing Room 17". But the two should be close together, right?

He asks the lift if it knows where that is. If so, it can go there. If not, it can go to Central Subsector.

Azir-R takes care to avoid Mick-R when he boards the lift. Lucas-R practically trips up over him, though.

Jam-Y seems confused, what with Briefing Room 27, Briefing Room 17, and Debriefing Room 27... just where are they going?

"I am sorry, citizen," the lift replies. "But I do not know where those are. How about I take you to P Level, and you can cross to Central Subsector from there?"

The lift closes its doors, just after John-R enters, and begins to rise.

Loading Dock, A Level, Emergency Bunker C-3

Joris-R enters, and calls out for someone to answer.

Well, there's Nukabot. "Oh hi, citizen. Joris-R-DNK, is it not?"

written by Speeder on Aug 11, 2011 19:20

I nod.

"Ok, P level is fine."

I start to hum the B3 tune, and then I get thirsty.

I see if I have any B3 on me, if not I ask Azir to grab one from the backpack and hand to me.

"Too bad being thirsty mean drinking the ammo."

written by Malkom on Aug 11, 2011 19:33

Mick-R's eyelids flicker, and there's a tiny, tiny hint of a groan.

written by Azirphaeli on Aug 11, 2011 20:54

If Speedy cannot find himself B3, he can have one, but I join him in lamenting the loss of our ammunition as I myself drink a B3 as well.

"Well I am sure we'll run into a vendbot at some point in our travels to the briefing room. We can resupply, the thrill of b3 is that it's readily available and duel purpose!"

I think to myself how this sounds like a great commercial.

written by Jam on Aug 11, 2011 21:46

I join in on the B3 singing and drinking...

As I notice Malkom-R waking up, I shove a Vismorpain pill in his mouth and tell him to swallow...^{613 614}

written by Gligar on Aug 12, 2011 02:52

A lift

Speed-Y says that P Level is fine.

He starts humming a B3 jungle, but gets thirsty. (Good to see the subliminals are working.) He checks to see if he has any, and what luck! He has one.

It's a shame that drinking a B3 means that it can't be used as ammunition...

Mick-R seems to want to come round.

Azir-R drinks one of his own B3s. He also laments the loss of ammunition, and wonders if they should add the ammunitionlike qualities of B3 to the advertising.

Jam-Y also joins in. But it seems that the confusion stemming from all the rooms is confusing him... or is it a side-effect of the MemGo pill? He seems to think that [NAME REDACTED] is in the lift with them, and wants him to take a Visomorpain...

written by Lightning4 on Aug 12, 2011 11:09

I get thirsty too then frown since I don't have my own B3.

Instead I simply join in the humming half-heartedly.

"Right... meant Briefing 17. Not 27... I guess we're all a little crossed today. Kind of an early start to today after all."

written by Speeder on Aug 12, 2011 11:27

I take one of my own B3 and hand to L4.

Then I smile happily =D

⁶¹³ MALKOM: (OOC:

Malkom-R?

I don't see him here... 😊

⁶¹⁴ SPEEDER: (ooc: the forget pills broke Jam mind)

written by 4616599 on Aug 12, 2011 16:44

"Hi Nukabot! Good to see that Tech Services got you fixed."

"Where is everyone?"

written by Azirphaeli on Aug 12, 2011 18:33

I finish my B3 cheerfully, and await the lift to stop.

written by Gligar on Aug 12, 2011 19:38

Dormitory 6, Building 2, Industrial Subsector B

By now, everyone has filed in to a nearby hygiene station for a shower.

Except Mango. He seems to be spacing out.

One of the REDs has noticed. "And why are you just standing there? Mutant got your brain or something?"

In other news, the scrubot seems to have freed itself.

On closer inspection, it seems to have been trying to mimic that pose from *Mandatory Team Troubleshooter*. You know, the one that totally isn't stolen from *Tella-O* at all. No, definitely not.

Tella-O called, she wants it back.

A lift

L4-O gets thirsty with all the B3 jingles flying around. Unfortunately, he doesn't have any. He does join in the singing, albeit a little half-heartedly.

Speed-Y rummages through his stuff, looking for more B3, but... disaster! He seems to have run out! How did that happen?

Azir-R finishes his and waits.

It's not long before the lift reaches its destination and stops.

Loading Dock, A Level, Emergency Bunker C-3

Joris-R greets Nukabot and asks where everyone is. "I saw someclone enter a few minutecycles ago. But he may have gone out the top. As for everyone else... well, there was that mission alert. It is possible that they have already set off for briefing."

written by Jam on Aug 12, 2011 20:02⁶¹⁵

I look at Mick-R...

"Strange... For a secondcycle there, I almost thought he was... was... someclone... I can't remember the name... or the face... Odd..."

I try to shove a Visomorpain into **Mick-R's** mouth, and tell him to swallow it...⁶¹⁶

written by Malkom on Aug 12, 2011 20:25

Mick-R swallows convulsively as something is shoved in his mouth, then begins to cough and choke. He must have swallowed it the wrong way...

⁶¹⁵ JAM: (ooc: Vatcrap... 😊)

⁶¹⁶ JAM: (ooc edit: Also, I exit the lift...)

written by Lightning4 on Aug 12, 2011 22:23

I get off the lift.

"You mean... uh..."

I think for a moment.

"Actually I don't remember either. If we don't remember, how can we be sure of the connection!"

I shrug.

"We've got more pressing matters anyway."

If Mick-R starts choking I point in his direction.

"Like that."

written by Speeder on Aug 12, 2011 22:32

As Mick start choking, I frown.

"So, how we do that anti-chocking manuever on a guy with broken ribs without puncturing his lungs? Well, I am not medic, I will not even try."

I just get off the lift, dragging Mick-R and leaving him stable in the ground, clear from the doors.

written by Azirphaeli on Aug 13, 2011 03:39

When there's sufficient clearance, I wheel off the lift.

written by 4616599 on Aug 13, 2011 16:43

I look around. "Oh. Any idea where briefing room 17 is then? Are you fully functional? I'm sure you could use a drive there."

written by Gligar on Aug 13, 2011 21:48

A lift

Jam-Y looks at Mick-R. How did he just confuse him with [NAME REDACTED]? How does he even remember [NAME REDACTED]?

But anyway. He tries again with the Visomorpain, and manages to shove it into Mick-R's mouth.

Mick-R swallows reflexively... and promptly begins choking.

But Jam-Y doesn't seem to notice, or if he does, he ignores it, and just exits the lift.

Lift hall, P Level, Epsilon Subsector

Ahh, P Level again. Not the right subsector yet, but the team's getting there. In case you forgot, the lift hall, and the concourse, are RED Clearance.

Now that Jam-Y is off the lift, there's enough space for Azir-R to exit.

L4-O gets off the lift. He's also having problems with [NAME REDACTED]. If he could remember anything about him (her?) he'd be able to figure out what the connection is between them. Alas.

But there are more pressing matters, like Mick-R...

Speed-Y wonders how they're supposed to do that anti-choking thing when he has broken ribs... now who exactly caused that? 😊

Speed-Y pulls Mick-R off the lift.

Loading dock, A Level, Emergency Bunker C-3

Joris-R wonders if Nukabot knows the location of Briefing Room 17, and whether he'd be able to drive there.

"Unfortunately, I am unaware of the location of Briefing Room 17," replies Nukabot. "It must not be near here."

written by Lightning4 on Aug 13, 2011 23:14

I sigh and approach Mick-R.

I give him a swift blow to the back with my hand in attempt to solve the choking problem.

If it fails I shrug, and say "Well, I've got nothing then."

written by Malkom on Aug 14, 2011 02:06

On being pounded, Mick-R comes awake with a scream and a cough that blows the Visomorpain up his throat, then convulsively gulps it down, and whimpers. He tries to curl up into a ball but at the first movement screams again. "AAAAAGGH!"

written by Azirphaeli on Aug 14, 2011 03:31

I stare at Mick's dragging body and wonder how clones like this can even get out of bed without causing themselves and everyone around them harm.

As I do this, I don't notice myself run over Mick's arm with a wheel.

"Oops, drat."

I wheel back over it to free his arm from under the wheelchair.

written by Jam on Aug 14, 2011 04:05

I sigh and approach Mick-R.

I give him a swift blow to the chest with my hand in attempt to solve the choking problem.

If it fails I shrug, and say "Well, I guess I could just slice his windpipe open..."^{617 618}

written by Mingamango181 on Aug 14, 2011 10:44

I wonder where Malkom-R got-

I shake off the thought of the clone for the time being, and proceed to the hygiene station. I consider just for a moment to tell the RED about the infamous 'Headgrabber', but decide not to.

written by Speeder on Aug 14, 2011 13:33

I go see if I remember what direction was the central subsector.

⁶¹⁷ JAM: (ooc: because we all know how much Malkom likes larynxes! :P)

⁶¹⁸ MALKOM: (ooc: egh. Also can we denote OOCness by doing double parenthesis enclosure ((like this)) instead of saying "(ooc: ooc stuff)"?)

In fact, I go check if the checkpoint is whole again.

written by Gligar on Aug 14, 2011 15:09⁶¹⁹

Lift Hall, P Level, Epsilon Subsector

L4-O looks at the choking Mick-R.

He then has an idea. He takes his hand, and hit hits Mick-R on the back.

This dislodges the Visomorpain and causes Mick-R to come awake. The pill goes down more easily this time. Albeit with a yell.

Azir-R wonders just how Mick-R can even get out of bed without causing massive harm to everyone.⁶²⁰ He prepares to move on, but accidentally runs over Mick-R's arm. Oops.

Apparently not noticing that Mick-R is okay again, Jam-Y decides to repeat L4-O's idea, and hit Mick-R on the back again.

Speed-Y goes and look Can he remember how to get to Central Subsector?

Corridor P2, Epsilon Subsector

As it happens, he can. The Checkpoint is even intact.

Dormitory 6, Building 2, Industrial Subsector B

Mango snaps out of it and heads for the hygiene station.

Hygiene Station C, Building 2, Industrial Subsector B

The place is pretty crowded, seeing as though this is where the inhabitants of two dormitories wash and shower, etc. Right now, the place is almost full of clones showering.

written by Speeder on Aug 14, 2011 15:56

I turn to others.

"Common, the checkpoint is there!"

Then I go to the checkpoint, and ask a guard if he knows where is the Briefing Room 17

written by Malkom on Aug 14, 2011 17:24

Mick-R moans and kicks his leg against the floor, causing another ripple of pain to go through him, causing him to yell again.⁶²¹

written by Azirphaeli on Aug 14, 2011 18:00

I wheel after Speedy. careful to not run over Mick anymore, of course.

Then I hear his yelp and have to double check to make sure I didn't.

Satisfied it was not me, I continue.

⁶¹⁹ GLIGAR: (OOC: What, are you trying to get people to take your OOC comments as IC comments? 🤔)

⁶²⁰ GLIGAR: (OOC: *scribble scribble*)

⁶²¹ MALKOM: (OOC: No, just it'd be less typing. 😊)

written by Mingamango181 on Aug 14, 2011 21:35

I almost complain about the crowding, but then remember that there isn't anything to complain about, for the time being.

I enter the showers, if that is possible.

written by Lightning4 on Aug 14, 2011 23:46

I follow Speed-Y and present the necessary documentation to the guards.

I listen in for the answer to Speed-Y's question.

written by Jam on Aug 15, 2011 00:08

"Oh... Mick-R isn't choking anymore... Good job, L4-O!"

I pick Mick-R up and follow Speed-Y to the checkpoint...

written by Gligar on Aug 15, 2011 16:10

Corridor P2, Epsilon Subsector

Speed-Y pops back over to let everyone know about the checkpoint, then heads there himself.

Lift hall, P level, Epsilon Subsector

Mick-R twitches, and yelps.

Then the visomorpain kicks in, and he quiets down. That tablet should keep him quiet for a while.

Azir-R wheels off after Speed-Y. He does look back at Mick-R, but he hasn't run over him in minutecycles now.

Everyone else follows along, with Jam-Y pausing to pick up Mick-R.

Internal Security Checkpoint, P Level, between Epsilon and Central Subsectors

As the others arrive, Speed-Y is asking the guards for directions.

One guard thinks. "Isn't that over in Gamma Subsector?"

Another replies, "No, it's in Alpha Subsector, I believe."

The third replies, "You're both wrong! It's in Eta Subsector!"

Hygiene Station C, Building 2, Industrial Subsector B

Mango almost doesn't want to, but disrobes and showers with the rest.

But with the time he spent spacing out in the dormitory, he barely has enough time for a minimum hygiene cycle before the water shuts off, signalling the end of the cycle. Time for breakfast.

Mango wonders whether he should wait until he's in Deep Subsector before getting something to eat.

Loading Dock, A Level, Emergency Bunker C-3

"Hello?" Nukabot says. "Are you spacing out, citizen?"

written by Speeder on Aug 15, 2011 16:17

I look around a bit, puzzled.

Then I thanks the guards, and proceed, in the direction of the briefing rooms we already know, hoping the corridor has a range of something like between 16 and 29... instead of 19 and 27.

written by 4616599 on Aug 15, 2011 16:57

"Uhh...huh? Oh. I was just thinking. I haven't the faintest idea where Briefing Room 17 is...now if only I had a Transition or something I'd be more mobile when searching."

I look around the dock for any small vehicles.

written by Jam on Aug 15, 2011 19:04

I try to facepalm, and find both my hands are busy carrying Mick-R...

"We can't really go in three different directions..."

I prop one of Mick-R's hands up and use that to facepalm with... There. Done.

"I guess we'll just have to trust Speed-Y's instincts..."

I follow Speed-Y.

written by Azirphaeli on Aug 15, 2011 19:09

When Speedy is ready, and moves on, I present my ME card to the guards and (assuming there's no trouble) wheel on through.

written by Malkom on Aug 15, 2011 19:39

Mick-R groans as he's picked up.

written by Gligar on Aug 15, 2011 19:51

Internal Security Checkpoint, P Level, between Epsilon and Central Subsectors

Speed-Y thanks the guards and moves on, the rest of the team in tow. Some show their ME cards but the guards seem to be squabbling over exactly where Briefing Room 17 actually is.

Outer Radial Corridor, P Level, Central Subsector

The team once again finds itself in the vicinity of Debriefing Room 27. The room itself seems to be occupied.

But that's not where they're going. They're looking for Briefing Room 17.

And from the look of things, they're in the wrong place.

Looking down a nearby corridor, a sign is visible, pointing to "10-20". Small problem: the corridor is GREEN.

Loading Dock, A Level, Emergency Bunker C-3

Joris-R says that he was thinking. Perhaps he could use a Transition. He looks around, but notices that the only form of transport is Nukabot.

written by Azirphaeli on Aug 15, 2011 20:36

I look around, checking for a viable alternate route that should get us in the right direction.

written by Mingamango181 on Aug 15, 2011 21:02

I make the decision to hold off the food until later. I'm strangely not at all that hungry for some reason.

I head off as usual, except this time looking for that detail that has been changed since the last daycycle.

written by Lightning4 on Aug 15, 2011 21:52

I follow behind Speed-Y.

As we pass by Debriefing 27, I remark:

"Wonder if they managed to repair it. That was uh... a lot of damage."

written by Speeder on Aug 15, 2011 22:50

I go to the fringes of GREEN, and check if the room 17 is IN the GREEN corridor, or beyond it, where it maybe have correct clearance.

As L4 comment on it.

"Indeed... Infrareds are efficient those days... Or they deployed some new sort of construction bot?"

written by Jam on Aug 16, 2011 00:14

I look at the GREEN corridor...

"Hmm... Are you sure this is the right way?"

I check if any of the nearby rooms are briefing rooms, or if they all are debriefing rooms.

written by Malkom on Aug 16, 2011 15:35

Mick-R stirs and stares down the GREEN corridor with a bit of strange longing, before settling back down into the arms of whoever's carrying him with a moan.

written by Gligar on Aug 16, 2011 16:17

Outer Radial Corridor, P Level, Central Subsector

Azir-R looks round for a route that's lower than GREEN but, short of using the air vents, there isn't one.

L4-O wonders if Debriefing Room 27 was repaired after their little... incident.

Speed-Y has a closer look at the GREEN corridor. He notes that the visible rooms seem to be a mix of briefing rooms and debriefing rooms... but no 17.

There's also a lift at the end of the corridor. A sign near the lift points out that there are more rooms on the next two levels.

To L4-O, he remarks about the efficiency of INFRAREDS. Or maybe a bot was used.

Jam-Y wonders if they're going the right way. He also has a look at the corridor, and notes the briefing rooms, debriefing rooms (but, as mentioned, no 17), and the lift.

He also notices the cameras, which seem to be set up to slowly pan across the corridor, almost as if there aren't enough for static views of the whole place.

Mick-R comes round enough to look down the corridor, as if he wants to go down there.

Hygiene Station C, Building 2, Industrial Subsector B

Mango decides to wait until later to get food. He gets dressed and heads off.

Roadway

As he exits the building, he notices that lighting problems seem to have spread to Industrial Subsector A.

He heads towards the domescraper.

written by Speeder on Aug 16, 2011 16:41

I think a bit, then I turn to others.

"Ok, in the end of the corridor there are a lift, probably we can use that lift to reach the other side without crossing anything GREEN, or something else."

I go look around for a acessible lift, if I stumble in the checkpoint I ask them for a lift, also I explain the situation and ask if they know a alternative route.

written by 4616599 on Aug 16, 2011 17:51

"Well then, Nukabot... I can't seem to locate it. My gut feeling tells me that it should be nearby, uplevel...I'll see you later, unless you want to give me a lift up to D Level."

I try to get to the former Revolutionary Square.

written by Azirphaeli on Aug 16, 2011 18:44

I follow the group, resisting the urge to dodge past the camera with lightning speed.

written by Gligar on Aug 16, 2011 21:13

Outer Radial Corridor, P Level, Central Subsector

Speed-Y announces the existence of the lift, and decides to try and find another way round to it. Or another lift.

He and Azir-R head towards the Hub, to find that the path has been blocked by Treason Scene tape. It seems that some high-clearance clone has been terminated in the Hub... or at least, that's what it looks like, what with all of the IntSec clones in there.

They head back towards the checkpoint, to find that it's also been blocked. One of the guards is outside, and is denying access.

Loading dock, A Level, Emergency Bunker C-3

Joris-R says that he can't find the briefing room, but that it should be nearby. Perhaps Nukabot could give him a lift to D Level?

"I could probably do so... at least, if the lifts have been fully repaired. Hop on."

written by Speeder on Aug 16, 2011 23:49

I attempt to find if any other path is available, if not, I invite everyone for a air vent trip...

And proceed to disassemble the air vent closest to GREEN corridor but not on GREEN area.

written by Jam on Aug 17, 2011 00:07

"Hmm... What now?"

I stand and watch Speed-Y work, looking slightly bored...

written by Lightning4 on Aug 17, 2011 00:31

I stand and watch Speed-Y work, looking somewhat confused.

"Well, I guess any way of getting there..."

written by Azirphaeli on Aug 17, 2011 02:37

Oh dear, I think, I guess I'll need to abandon my wheels..

written by Malkom on Aug 17, 2011 02:40

Mick-R blearily squints past the Treason Scene tape, mumbling something incomprehensible before passing out again.

written by Mingamango181 on Aug 17, 2011 10:32

Well, looks like our building isn't the only one in trouble...

I continue towards the domescaper.

It looks like that's changed too. I mean, clones probably would be shifted just into a slightly different position, considering they're moving all the time...

Except when they're dead.

written by Gligar on Aug 17, 2011 16:45

Outer Radial Corridor, P Level, Central Subsector

Speed-Y looks around for another way to the lift. Seeing none, other than the corridor and the vent, his attention turns to the latter.

He starts to remove the nearest vent to the GREEN corridor, only to find that it is already loose. It looks like things get a bit tight in there.

Jam-Y looks on, a bit bored.

L4-O looks on, a bit confused. Well, as long as they can get there...

Azir-R looks on, a bit sad. He'll have to abandon his wheelchair.

Mick-R looks on... at the treason scene tape. A couple of IntSec seem to have noticed them and are heading this way. But Mick-R is too passed out to care.

John-R looks on, a bit amused.

Lucas-R just... looks on.

Roadway

Mango walks on, noting anything that's changed.

Well, there are lots of minor details which have changed as a matter of course: clones moving, dust from the Industrial Subsectors getting everywhere, scrubots moving about

trying to clean it up, spybots flitting about, countless other things.

The domescraper has changed, too: its pattern of lights has changed. But then, it always does: besides the ever-moving searchlights, there are the light panels all the way up the domescraper, filling every visible surface, changing colour too rapidly to consciously see, in ways that activate the viral advertising, right in your brain.

There's also the scrubot following Mango, but he doesn't see that.

Eventually, though, Mango reaches the domescraper. The loading dock at the end of the roadway is open, revealing a RED clone speaking with a forkbot.

written by Malkom on Aug 17, 2011 16:59

Mick-R remains passed-out.

written by 4616599 on Aug 17, 2011 17:00

"Thanks!"

I hop on

written by Speeder on Aug 17, 2011 17:25

I look around on the vent, check if the temperature is safe and if nothing dangerous is seemly lingering there, and then I proceed inside.

"Hey, maybe I can do something to take everyone across the GREEN corridor without the vent, so if needed, people can stay and wait."

I continue proceeding, toward the elevator in the end of the GREEN corridor, every time I come across a grate, I look outside to see where I am.

written by Jam on Aug 17, 2011 17:47

I watch Speed-Y crawl in the vent...

"Hmm..."

Then I look at the IntSec guards...

"Hmm..."

Then I look back down the corridor...

"Hmmmmm..."

written by Azirphaeli on Aug 17, 2011 18:58

I watch Speedy, and decide that yeah, maybe waiting a little bit will be a good idea.

With that out of the way, I go back to checking out all the tape and security that suddenly appeared. Seems pretty coincidental.

written by Gligar on Aug 17, 2011 21:01

Loading dock, A Level, Epsilon Subsector

Joris-R jumps into Nukabot's operator seat.

The forkbot replies, "Alright, let's get going!" It starts up and drives out of the loading dock, past an INFRARED who

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looks kind of familiar, and back on itself, heading for the lift hall.

Lift hall, A Level, Epsilon Subsector

Looks like that lift did get repaired, after all. "Alright," Nukabot says. "I will need you to press the call button, please."

Outer Radial Corridor, P Level, Central Subsector

Speed-Y looks inside the vent. It doesn't seem particularly hot or cold, but there is a constant breeze.

He ventures inside. Maybe he could figure out something to get everyone through the corridor without having to get through the vent. If people want, they can wait.

As he waits, Jam-Y seems to be thinking. He looks at the vent. He looks at the guards. He looks at the GREEN corridor.

Azir-R decides that waiting is a good idea. He starts looking at the Treason Scene tape, the guards, and the other security. It doesn't look to be going anywhere fast.

There is a faint sizzling noise from one of the GREEN corridor's cameras.

Air ducts, near P Level, Central Subsector

Speed-Y crawls through. Progress is slow, since the ducts are kind of cramped.

He passes a few grates that seem to be leading to the GREEN corridor. As he passes one, he hears a faint sizzling noise.

Finally, he reaches the lift shaft, and the grate leading to the corridor, just outside the lift.

written by Azirphaeli on Aug 17, 2011 22:09

"Uh oh, I can't imagine Speedy caused that camera to go on the fritz, but I hope we don't get blamed for it.."

written by Malkom on Aug 17, 2011 23:21

Mick-R continues to remain in a passed-out state.

written by Speeder on Aug 18, 2011 00:01

I look if the corridor below the corridor vent is still GREEN.

If it is, I check if I can get into the lift shaft somewhat safely... I look around to get a clue where the lift actually is.

written by Lightning4 on Aug 18, 2011 09:21

I look at the camera, confused and wondering what the camera is doing.

I look to see if the guards are still approaching us.

written by Mingamango181 on Aug 18, 2011 10:17

I keep going, thinking about what I might be doing during this daycycle. If it is possible, I see if I can make purchase of coffeelyke. If I can, I keep going, taking occasional sips of it now and again. I also consolidate my thoughts.

This is odd. I wonder where that team's gotten to. After all, it isn't like them to leave such a dangerous threat alone all these past daycycles...

Then again, I haven't really done much out of the ordinary.

That means I'm doing my job properly.

I grin at the last thought.

written by Jam on Aug 18, 2011 15:56

I look to the camera, then look to Azir-R.

"What camera? You don't mean the one that I didn't hear sizzling because it's in a GREEN clearance area, and I'm only YELLOW clearance? Of course, if I had heard it, I probably would have said something like, 'Wow, what a coincidence... Rather convenient timing, wouldn't you agree? Hmm... Very suspicious...'

Then I would reply to you and say, 'Of course you don't imagine Speed-Y doing such a thing, since he's two clearances above you! Or are you accusing him of being a mutant?'

Hmm... I wonder if it's related to—wait, nevermind, that's probably above your clearance."

written by Gligar on Aug 18, 2011 16:45

Outer Radial Corridor, P Level, Central Subsector

Azir-R can't imagine that Speed-Y could cause the camera to sizzle. And that they would be blamed for it.

Jam-Y denies hearing it, but notes in passing that if he had, he would consider it convenient, and suspicious... and of course Azir-R wouldn't imagine that, since Speed-Y is a higher clearance. Unless it's an accusation.

L4-O wonders what the camera is doing. And where the guards are. (They're still approaching, though they've stopped to talk on their PDCs.)

Air ducts, near P Level, Central Subsector

Speed-Y looks out the grate, to see the GREEN corridor.

He then approaches the lift shaft. He's able to access the shaft, just above the level door.

He can't see the lift itself, but it's moving somewhere above.

Lift Hall, A Level, Epsilon Subsector

Mango heads for a lift. He thinks it's odd that the team aren't doing anything about the "obvious threat".

He's able to get on a lift heading for Deep Subsector, walking past the waiting forkbot and its RED operator, who seem to be waiting for a lift themselves.

D Sublevel

Mango makes a stop-off to visit a cafeteria. He waits in line for some coffeelyke.

written by 4616599 on Aug 18, 2011 16:56

I hit the button!

written by Speeder on Aug 18, 2011 17:01

I attempt to get into the shaft, go down one level and open the door of that level.

written by Azirphaeli on Aug 18, 2011 17:20

"Clearly, Jam, I cannot imagine it, thereby it cannot happen, thereby there's no way he's a mutant since I couldn't imagine it."

written by Malkom on Aug 18, 2011 18:42

Mick-R continues being passed out, groaning when appropriate.

written by Mingamango181 on Aug 18, 2011 20:53

I wait patiently in the line, taking a look at whoever happens to be in front, and making note of any distinctive features.

written by Gligar on Aug 18, 2011 23:22

Lift hall, A Level, Epsilon Subsector

Joris-R hits the call button. He doesn't seem to notice the rather familiar clone who just took one of the other lifts down to somewhere below.

Air ducts, near P Level, Central Subsector

Speed-Y decides to try to enter the shaft. It's dark in there.

No really, it's **dark**. So dark he can't really see any way of getting down to the door. Or the one below it.

But he only realises this at the last second. He would have fallen down the shaft if the duct wasn't this small.

He's now half out of the duct. It's going to be difficult to do anything like this.

And the lift? It seems to be rising...

Outer Radial Corridor, P Level, Central Subsector

Azir-R counters Jam-Y's remark by saying that since he can't imagine Speed-Y doing anything to the camera, nothing like that could happen. So Speed-Y can't be a mutant.

The IntSec guards finally arrive. It's taken them long enough.

One, a BLUE, looks at Jam-Y. "You! Identify yourself!"

Cafeteria, D Sublevel, Deep Subsector

Mango waits. He passes the time by looking at the clone in front of him. He's another INFRARED, and is talking to another clone sat at a nearby table.

When the first clone turns his head, Mango notes that he has a lazy eye.

The queue moves.

written by Speeder on Aug 19, 2011 00:36

I first touch around to see if I can grab on something. If I can, then I search for a way to open the door of this level, so I can use the light and talk.

written by Lightning4 on Aug 19, 2011 11:00

"I could maybe explain I guess. If you would like."

I look at Jam-Y then back at the BLUE.

written by Jam on Aug 19, 2011 16:40

I turn to the BLUE, and salute.

"Sir! I am Jam-Y-JYR-2! How may I help you, sir?"

written by Gligar on Aug 19, 2011 17:28

Lift hall, A Level, Epsilon Subsector

The lift arrives, and its doors open. "Ah, there we go," Nukabot says. "The lift is operational after all."

It drives into the lift. "Er. I will have to ask you to press the button again," it says.

Air ducts, near P Level, Central Subsector

Speed-Y gropes around Ah! There's a ladder. He pulls himself onto it.

Lift shaft, near P level, Central Subsector

Speed-Y tries to open the door from the inside. He's able to pry it open a little.

The lift continues to rise.

Outer Radial Corridor, P Level, Central Subsector

L4-O offers to explain to the BLUE, but Jam-Y is on it. He identifies himself and asks what the guard wants. "You can help me by telling me what you're doing right next to a treason scene!"

Cafeteria, D Sublevel, Deep Subsector

Mango's queue moves again. The clone with the lazy eye gets his coffeelyke and sits down with his friend.

written by Speeder on Aug 19, 2011 17:41

From what I remember the lift was already above me and rising, but I check just to make sure.

Then I attempt to open the door more until there are sufficient light to me see how to go to the floor below, or if I can see somewhere to avoid moving lift.

Also I search for more vents.

written by 4616599 on Aug 19, 2011 18:01

I press the D Level button.

written by Jam on Aug 19, 2011 20:16

I look to L4-O, then look to the IntSec clone.

"It appears L4-O here would be happy to explain, if that's okay with you, sir?"

written by Gligar on Aug 19, 2011 22:41

Lift shaft, near P level, Central Subsector

Speed-Y checks on the lift. It's still above him. It seems to have stopped for the moment.

He keeps working on the door, and manages to open it halfway before it snaps back to where it was. He tries again. There we are.

Outer Radial Corridor, P Level, Central Subsector

Jam-Y looks at the BLUE, and at L4-O... and delegates L4-O to tell the BLUE what they're doing there. "Well, hurry up then, before I take you all in."

A lift

Joris-R presses the button, causing the lift to...

...do nothing, except light an error light.

written by Lightning4 on Aug 19, 2011 22:51

"Pretty short and simple really. We're Troubleshooter Team Epsilon, we're trying to get to Briefing Room 17. You wouldn't happen to know where that is, would you?"

I show them any information they request, even the PDC message if need be.

"If you can give us any advice on how else to get there that'd be great seeing as there's a treason scene right there and the area is also GREEN..."

written by Speeder on Aug 19, 2011 23:04

I frown at the door.

I see if I can remember how to trigger the door opening like if I was a elevator.

If I fail at that, I try to find a vent in the floor below.

written by Jam on Aug 20, 2011 01:35⁶²²

I nod as L4-O explains. After he finishes, I add a bit more...

"We were trying to follow the signs to where we thought the briefing room was, but ran into this GREEN corridor here. We were just talking about what to do when you arrived..."

written by Malkom on Aug 20, 2011 02:24

Mick-R groans and almost comes to for a moment, perhaps enough to give him a glimpse of the guard, before he passes out again.

written by Gligar on Aug 20, 2011 17:42

Outer Radial Corridor, P Level, Central Subsector

L4-O explains that they need to get to Briefing Room 17, and shows the guard the mission alert. He asks if the guard knows where it is.

Jam-Y adds that they were trying to follow signs to get there, but found the GREEN corridor.

⁶²² JAM: (ooc: Er... Didn't Speed-Y successfully open the door?)

The guard replies, "You're in the wrong subsector! Which just raises another question: how is it that you can't even follow the simple instructions given to you? Your Mission Alert clearly states that it is in Alpha Subsector! You're fined 100 credits *each* for failure to follow instructions."

Lucas-R doesn't quite manage to keep from mumbling something about an advert.

Mick-R has a look at the guard. He's wearing kevlar, and carrying a heavy slugthrower.

Lift shaft, P Level, Central Subsector

Speed-Y frowns. The door might be open, but it's not enough to get through...

He tries to remember if he's ever been on a lift repair team, or if he ever learned how to properly open a lift door from the inside...

He remembers something about a sensor, but has trouble remembering how to trigger it...

He turns his attention to the floor below... is there a duct there? Or at least a vent?

Yes, there is is.

A lift

"Hmmm."

Nukabot goes quiet for a moment. "The lift claims that it is not rated to carry forkbots. And yet I have definitely used this lift before. Let me see if I can ascertain the problem."

Cafeteria, D Sublevel, Deep Subsector

It's finally Mango's turn to get coffeelyke. As it turns out, it's just a vendobot. There is a choice of light or dark, with sweetener or without. Either way, it's two credits.

written by Malkom on Aug 20, 2011 19:43

Mick-R rolls around a bit.⁶²³

written by Azirphaeli on Aug 20, 2011 20:13

I listen to the conversation and, urg..fines...

well, I guess we better get to alpha subsector then.

written by Speeder on Aug 21, 2011 01:03

I give up, and decide to return where I came from, before a lift decide to smash me to bits.

written by Jam on Aug 21, 2011 01:13

I hold on to the struggling Mick-R, and look at the guard...

"Oh, Alpha Subsector? Thank you sir! And to think none of us noticed that... We'll make sure to pay more attention in the future!"

written by Lightning4 on Aug 21, 2011 08:15

"Huh?"

I look at my PDC and see if it indeed says Alpha Subsector.

⁶²³ MALKOM: (OOC: Is someone still carrying me?)

"That wasn't there before..."

I sigh and mutter.

"Grr, those advertisements... and I prefer algae chips anyway *grumble* could've bought several bags of the things with that 100 credits.. *grumble*"

I snap back to reality

"Um, nothing. Was simply praising Friend Computer under my breath. Thanks for the information. To Alpha Subsector we go, I guess."

written by 4616599 on Aug 21, 2011 13:15

"Hmm. It'd better not be sabotage."

I check for any load ratings the lift has

written by Gligar on Aug 21, 2011 17:13

Outer Radial Corridor, P Level, Central Subsector

Mick-R looks like he wants to roll away, but Jam-Y holds onto him.

Jam-Y also thanks the BLUE, saying they'll make sure to pay more attention next time.

L4-O looks at his PDC, confused. It doesn't seem to say anything about Alpha Subsector... the advert is obscuring it. Maybe the BLUE can't see the advert? He mutters under his breath.

Lift shaft, P level, Central Sunsector

Speed-Y gives up with the door, and starts heading back to the group.

A lift

Joris-R wonders what the light means. Is it sabotage, or just a load limit?

He looks for any sign of a load limit, but can't find one.

"Apparently," Nukabot says, "some new CPU mandates came into force when the compnode was rebooted. One of them might have changed the maximum allowed weight limit in lifts."

written by Jam on Aug 21, 2011 21:00

I set Mick-R down and check his wounds again...

written by Mingamango181 on Aug 21, 2011 21:28

Looking at the options, I decide to take a dark coffeelyke, with sweetener. I pay, and sit somewhere with only a singular seat.

written by Lightning4 on Aug 21, 2011 21:37

I look for any signs pointing in the direction of Alpha Subsector.

If I don't see any I check my PDC for any directions instead.

Failing that, I just stand around bored waiting for Speed-Y.

I continue muttering a little bit but stop.

written by Malkom on Aug 22, 2011 00:27

Mick-R does a little bit of nearly-unconscious grumbling. The only understandable portion is "...GREENs... I wish..."

written by Speeder on Aug 22, 2011 00:34

I continue my way... I shout in the vents hoping they will hear.

"Hey, I can't find a way here, the vents end in GREEN area or a elevator shaft, and I do not have a torch to work inside it!".

written by 4616599 on Aug 22, 2011 16:32

"I guess that's a possibility..."

"Hello? Liftbot? What's going on? Why have we stopped? This is not too pleasing, is it?"

written by Azirphaeli on Aug 22, 2011 17:22

"That's alright, Speedy, we need to get to Alpha Subsector. These very helpful BLUE officers pointed us in the right direction.

written by Gligar on Aug 22, 2011 17:38

Outer Radial Corridor, P Level, Central Subsector

Jam-Y puts Mick-R down to check on him. His injuries aren't getting any better.

Mick-R mutters something about something GREEN.

L4-O does a check for Alpha Subsector From what he can find out, if the GREEN corridor went just a bit further, it would lead to Alpha Subsector. As it is, he'd have to be one level down to get there.

From out of the air duct, the voice of Speed-Y is heard, telling the group that the vents either lead to the GREEN area or to the lift shaft. He doesn't have a light to work in there, either.

One of the BLUEs hears this. "So... you're doing something in..."

There is a sudden commotion from the Hub. Another BLUE appears, and tells the two to come quick. "We've got a Code 61 here!"

The first BLUE sighs. "Looks like you lot will have to wait. Don't do anything. I'll be back."

And the three head off.

As they leave, Lucas-R glances at the corridor.

Cafeteria, D Sublevel, Deep Subsector

Mango buys himself some coffeelyke and goes looking for a seat. As it turns out, there's a seat in the corner that's still unoccupied.

As he sits down, he overheard the lazy-eyed clone saying something about the power failure. He's apparently heard that someone thinks that it might be an Internal Security test or something.

His friend corrects him. Apparently, it's some leftover programming from... something he can't quite remember.

A lift

Joris-R asks the liftbot what's happening. "There is a small problem, citizen. I seem to have received conflicting instructions regarding weight limits. I am attempting to ascertain the correct course of action, but it seems that I am not the only one."

written by Speeder on Aug 22, 2011 18:29

I continue my path back.

"I guess IntSec and Friend Computer will not like if we make a path like we used to during the times without Friend Computer running the sector."

As soon as I land on the corridor, I call Friend Computer.

"Friend Computer? Team Epsilon need your assistance, we are blocked from our mission, we cannot proceed without committing treason, or without waiting for IntSec help, that will be treason for lateness."

written by Azirphaeli on Aug 22, 2011 19:43

Treason or Treason.. I don't like the odds.

written by Malkom on Aug 22, 2011 20:12

Mick-R groans.

written by Mingamango181 on Aug 22, 2011 20:27

I look and observe. I take a few sips, listening into the conversation.

...Leftover programming? What is this?

written by Gligar on Aug 22, 2011 21:25

Outer Radial Corridor, P Level, Central Subsector

When he returns to the team, Speed-Y calls our mutual friend. After all, they're having problems getting to the briefing room.

The Computer, however, does not see the problem. **"As for as I can see, citizen, there is a path between you and your destination. Therefore, I see no reason for you to delay. Remember, tardiness is treason."**

Mick-R just groans.

Lucas-R looks at the corridor again.

Cafeteria, D Sublevel, Deep Subsector

Mango listens to the conversation, seemingly concerned about the "leftover programming".

The lazy-eye clone's friend continues, reminding people that the compnode was rebooted, though he can't remember why. He doesn't notice the one INFRARED looking on in horror. He asks aloud exactly how long a reboot takes. Perhaps our mutual friend is not yet fully in control.

"Citizen," our mutual friend replies, **"I can assure you that I am completely in control. There is no need to**

worry about leftover code. The existence of such code is beyond your security clearance. You have been fined fifty credits for your insubordination. Further transgression will result in harsher punishment. Have a nice daycycle."

Other clones look on, nobody daring to speak.

written by Speeder on Aug 23, 2011 02:42

I look around confused.

I search for a non-GREEN path, any path.

written by Lightning4 on Aug 23, 2011 07:06

"Hello again sir. Turns out we're in the wrong sector, we need to get to Alpha Subsector. I think we'll need to go down a level to get there, we can't get there from here. So I guess we should go back to the lift."

"Though we were confronted by some BLUEs a few moments ago. They were wondering why we were so close to a treason scene. Then fined us for not knowing where the briefing room was."

I mutter again about ads.

"Er, nevermind. Anyway. They told us to stay here after they heard you doing things in the air ducts."

I look around at the rest of the group and shrug. I eye the corridor too.

written by 4616599 on Aug 23, 2011 14:35

"Not the only one? What do you mean? Anyway, if my instructions count, being a citizen and all, I'd suggest going up to D level. Surely that shouldn't be a problem?"

written by Gligar on Aug 23, 2011 17:40

Outer Radial Corridor, P Level, Central Subsector

Speed-Y looks confused. He looks around for a path, but, apart from the GREEN corridor, and the vents he just used, nothing else is available.

L4-O tells him that they want Alpha Subsector. But to get there, they'll need to go down one level.

He also informs him of their encounter with Internal Security, as well as saying that the guard told them to stay here after hearing Speed-Y in the ducts.

He can't help but glance at the GREEN corridor again. The cameras are still panning up and down, except for the sizzling one. They haven't even changed speed. It looks tempting. If you can move fast enough...

There's no-one else in the corridor. At the far end, the lift's door has been opened slightly.

A lift

Joris-R doesn't know what the lift means, but offers his own suggestion: go to D Level anyway.

The lift seems to hesitate. "Your forkbot is suggesting the same thing, and yet... please wait, receiving new instructions..."

"It seems that I am to report to X Level for inspection. I had better get going."

The lift's door closes, and it begins to rise. That light is still lit.

written by Speeder on Aug 23, 2011 18:11

I glare at the corridor, then back at the group.

"Why that happen to me?"

I go nag the IntSec people.

"Excuse-me, I am the leader of Team Epsilon, we are searching for the briefing room 17, unfortunately a mandatory ad got in the way of informing in what subsector, but one of your people informed us that it is in Alpha Subsector... We need to get there, fast, tardiness is treason, can someone escort us on the GREEN corridor, or in some other path?"

written by Malkom on Aug 23, 2011 20:20

Mick-R groans some more as The Computer's harsh electronic voice washes over him. His hands twitch towards his ears.

written by Jam on Aug 23, 2011 20:27⁶²⁴

I watch Speed-Y do whatever it is he is doing...

written by Azirphaeli on Aug 23, 2011 20:27

I try and judge the camera movements, if I can get enough forward momentum...

written by Mingamango181 on Aug 23, 2011 21:30

I finish off the coffeelyke, and dispose of the cup in a responsible manner.

I continue on my way.

written by Gligar on Aug 23, 2011 22:16

Outer Radial Corridor, P Level, Central Subsector

Speed-Y glares at the corridor, and goes to find the IntSec clones. He explains that he needs to get to the briefing room, and requests an escort. "I thought I told you not to move," the guard replies. "And as for being late, you should have thought of that earlier. Now get back over there."

Mick-R suddenly jerks awake again. He seems to be reacting to the voice of Friend Computer... His hands twitch towards his ears...

What, does he *dislike* that deep, booming (but above all calm and in command) voice?

Jam-Y watches Speed-Y.

Azir-R looks at the GREEN corridor and its cameras, calculating... maybe he *could* get up enough speed... Lucas-R catches his eye, and smiles.

A lift

The lift stops briefly, opening its doors. "D Level... I believe this is your floor, citizen."

Cafeteria, D sublevel, Deep Subsector

Mango finishes off his coffeelyke, and drops his cup in the trash receptacle. It's time for him to get going.

He heads back to the lift, heading for I Sublevel.

written by Speeder on Aug 24, 2011 00:54

I return, I see the people watching the GREEN corridor. I look at them for a while, then I grin.

I get on the vents again, silently, and move back to the shaft. As I do that, I test if the PDC can be used in the highest brightness settings to actually illuminate stuff.

written by Jam on Aug 24, 2011 03:14

I frown at Azir-R and Lucas-R...

"Are you guys thinking treasonous things? Don't you dare think of going over the GREEN area... I'm the (unofficial) loyalty officer, and I'm watching you guys..."

"Hey Speed-Y, hang on a secondcycle... Do you hear that? Almost like... someone calling for help..."

written by Malkom on Aug 24, 2011 03:20

Mick-R gets calm now that The Computer's voice has stopped speaking. He rapidly passes out again. But not before he casts a strangely greedy look at the BLUES' uniforms...

written by Mingamango181 on Aug 24, 2011 06:36

I hum a little tune, experimenting with the pitch as I go along.

written by Azirphaeli on Aug 24, 2011 13:01

I think about how, if I were to appear on the other side of the corridor at the entrance to the lift, and the cameras cannot show me passing through the corridor, clearly I was never in the corridor.

I stop when I hear that a clone is calling for help. I strain to hear this.

written by Speeder on Aug 24, 2011 14:16

As Jam talk to me, I stop too.

"What? I did not heard anything..."

written by Lightning4 on Aug 24, 2011 15:05

I look around to see if I can 'hear' the voice too.

"Hm. Not sure if I hear it... maybe though."

"Maybe it's communists!"

written by Gligar on Aug 24, 2011 17:08

Outer Radial Corridor, P Level, Central Subsector

Speed-Y notices clones looking at the corridor, and smiles. He heads back into the vent.

This time, he gets out his PDC and checks to see if it can light anything. Yes, it can.

⁶²⁴ JAM: (ooc: Hmm... What does Friend Computer even sound like? 😊)

Jam-Y has also noticed clones looking at the corridor. He cautions them not to get any treasonous ideas... hey, is that someone calling for help?

Mick-R once again loses consciousness. It seems that he wants some of the BOUE equipment used by IntSec.

Azir-R continues thinking. He wonders if suddenly... appearing in the lift without appearing on the cameras would mean that he was never officially in the corridor...

He's interrupted by Jam-Y, and listens for the call. He doesn't hear any call, though, just some sizzling from the corridor.

From the vent, Speed-Y says that he can't hear any call either.

GREEN Corridor, P Level, Central Subsector

That sizzling gets a little louder. Another camera is suddenly smoking.

Outer Radial Corridor, P Level, Central Subsector

L4-O also listens for a call for help. He can't hear it, either. Perhaps communists are to blame.

A lift

Mango's journey in the lift isn't long, but even so, he decides to liven it up by humming a tune.

All too soon, though, he arrives at I Sublevel, and the reactor shielding entryway.

Reactor Shielding Entryway, I sublevel, Deep Subsector

As Mango steps out of the lift, he's greeted by a couple of Power Services clones. One tells him to sign in at the desk.

written by Speeder on Aug 24, 2011 17:14

As I hear the scary sounds from cameras and get agitated. Then I proceed toward the most dangerous camera and see if I can fix it, or at least detach it from power.

In fact... detaching from power sounds like a CONVENIENT idea...

written by Jam on Aug 24, 2011 17:18

"It almost sounds like... a VIOLET citizen calling from that lift over there... Doesn't it sound like he's ordering us to come help him?"

"Sir! We will assist you sir! L4-O, get your medkit! Quickly!"

I dash across the GREEN corridor (and try to stay out of sight of any working cameras).

written by 4616599 on Aug 24, 2011 17:45

I drive Nukabot out into the centre of the former Revolutionary square.

I then climb on the roof and announce, "Clones? May I have your attention please? Troubleshooter member here. We need directions to Briefing Room 17. Your assistance in keeping the complex well maintained is appreciated and makes us happy!"

written by Lightning4 on Aug 24, 2011 18:22

"A VIOLET? Right away! We will save you!"

I take my medkit obviously in hand and dash after Jam-Y. To the best of my ability anyway, my leg still isn't fully healed I think.

written by Malkom on Aug 24, 2011 18:27

Mick-R suddenly thrashes around on the ground/in the arms of whoever's holding him. He doesn't wake up, though. Are nightmares treason?

written by Azirphaeli on Aug 24, 2011 18:44

I wheel back, and then speed forward trying to avoid being on the cameras, putting all that exercise to good use.

"We definitely cannot stand (sit) idly by while a VIOLET citizen is in trouble!"

written by Gligar on Aug 24, 2011 23:18

Air ducts, near P Level, Central Subsector

Speed-Y is concerned at the sizzling cameras.

He heads back towards the lift, and finds the camera that looks the most dangerous. It's quite easy to find, since it's emitting smoke that is seeping through a nearby brate.

He unfastens the grate from the inside. It falls away with little effort. Perhaps it was already loose.

He looks out, to see the camera right there... and then realises that his training doesn't exactly cover camera maintenance. Oh well. At least he can disconnect it, right? Yes he ca-ow! That camera is **hot!** But at least it's disconnected.

Outer Radial Corridor, P Level, Central Subsector

Jam-Y elaborates on the "voice" he's "hearing". Apparently, it's a VIOLET clone who wants them to help him. He orders L4-O to accompany him, and to bring his medkit.

Then, he heads towards the "source" of the "voice"... the lift at the end of the GREEN corridor. At speed.

That is to say, he dashes there as fast as he can, trying to avoid the one visible working camera.

The camera doesn't see him.

Despite being hampered by Mick-R thrashing around... and oops... Mick-R's thrashing is picked up by the camera.

Naturally, L4-O doesn't want to keep a "VIOLET" waiting, either. He also makes a run for it, making sure to keep his medkit visible. He is slowed down by his remaining injuries, but they're not as bad as they were. He stumbles a little but makes it under the camera.

Lucas-R is next. He runs! With a big grin on his face. And also avoids detection.

Azir-R states that he can't sit by while a "VIOLET" is in trouble, and also dashes to "help". He easily makes it across the corridor.

Finally, John-R. He runs, but is spotted by the camera.

I'm sure that our VIOLET citizens would be pleased at how fast everyone responded. However, they'd be less than pleased that everyone entered a GREEN corridor to help a nonexistent VIOLET 😊)

Concourse D1, Epsilon Subsector

Joris-R is able to drive Nukabot into the middle of the concourse, then gets out and stands on top.

He addresses nearby clones, stating that he's part of a Troubleshooter team, and needs to find Briefing Room 17. Directions would be appreciated.

Unfortunately, he's met with blank looks and annoyance. It seems that no-one here knows where Briefing Room 17 is either.

written by Speeder on Aug 24, 2011 23:33

I disconnect the other damaged camera, and then I attempt to drop into the corridor while avoiding detection.

"Someone call the lift!"

written by Azirphaeli on Aug 24, 2011 23:47

I proceed to call the lift, and then make sure JAM and L4 have enough room to get in first and attend to the injured Violet. They are the trained medical professionals after!

written by Malkom on Aug 25, 2011 04:05

Mick-R continues to thrash.⁶²⁵

written by Lightning4 on Aug 25, 2011 07:52

I continue into the lift with Jam-Y.

"Don't worry! We'll save you!"

I notice Lucas-R smiling and lower my voice.

"Don't enjoy that too much. Not that it was treasonous of course. Maybe."

I think.

"Though leaving Friend Computer waiting is pretty treasonous too. Maybe worse. And we've been in GREEN areas before."

I shurg and turn to make it look like I'm trying to conduct first aid on something in the lift, with my back to the door so we're obscuring the view into the lift.

written by Mingamango181 on Aug 25, 2011 08:08

I go in the general direction of the desk, and sign in.

I continue humming, but at a slightly lower volume than before. Mainly since there are others who are probably really concentrating hard on their work...

written by Jam on Aug 25, 2011 17:33

I attempt to follow L4-O into the lift, and pretend to conduct first aid on an imaginary clone...⁶²⁶

⁶²⁵ Malkom: (OOC: Well, are nightmares treason? I'd assume they would be, as a form of unhappiness.)

⁶²⁶ SPEEDER: (ooc: the lift is already in the level? I thought it was moving,

written by Gligar on Aug 25, 2011 17:41

Air ducts, near P Level, Central Subsector

Speed-Y turns his attention to the other malfunctioning camera. It's a little closer to the lift, and is also emitting enough smoke to be visible through its nearby vent.

He attempts to disco**OW!** The camera burns him!

GREEN corridor, P Level, Central Subsector

He gives up and drops to the corridor. The functioning camera doesn't see him as he approaches the lift.

He tells someone to call the lift. The someone ends up being Azir-R, who presses the button and moves out of the way to let L4-O and Jam-Y on first - after all, they are the medical experts on the team, and they are supposedly going to help a VIOLET.

Mick-R keeps thrashing around. If a mutant capable of reading one's dreams were to look at him, they'd know that he's having a nightmare. But there's no such mutant around, is there? If there is, he's certainly not registered... But that's not important right now. What is important is the fact that Mick-R is most likely treasonously unhappy right now. He'll probably need to go and find (or, more likely, be escorted to) a confession booth or something after he gets those chest injuries seen to.

He's able to squirm out of Jam-Y's hands, just as the lift arrives. The team begins to enter it.

A lift

As he walks in behind Jam-Y, L4-O notes to Lucas-R that he shouldn't be so happy about entering high-clearance areas. Even though it wasn't treasonous. Maybe. Not that that's stopped them before.

He shurgs, whatever that is, and then joins Jam-Y in trying to make it look like they're administering first aid to someone. It doesn't look all that convincing.

Reactor Shielding Entryway, I Sublevel, Deep Subsector

Mango signs in, and is directed to a gantry above the main reactor shield. He's told to watch the shield for any cracks that form.

written by Speeder on Aug 25, 2011 17:46

I press teh button for the level below.

And then I look at everyone and say.

"Ok, let's hope the BLUE goons will not chase us before we get away, and also let's hope the cameras do not get blamed on us."

written by 4616599 on Aug 25, 2011 17:51

"I think there were some offices ahead. If anything, CPU clones should be good at remembering obscure rooms...

Can you drive, Nukabot?"

somewhere above this level...

I continue addressing nearby clones in the meantime.

written by Azirphaeli on Aug 25, 2011 18:49

I wheel on into the lift, the chair obscuring the (total lack of a) violet citizen bleeding profusely from multiple wounds to the chest and arms, as well as various burns. Maybe one of these faulty cameras exploded near him, tsk tsk.

I do say this out loud, by the way, not so we all get the story straight, but rather because it's such a shame what happened.

written by Mingamango181 on Aug 25, 2011 21:17

I stare, and stare, and stare.

Then I blink once, and start staring again.

I continue humming, perhaps in case a mutant happens to be around. The last thing I want is someone taking control over my body...

written by Lightning4 on Aug 25, 2011 21:45

Once the doors close I drop the act and turn around towards the doors.

"Well whatever happened to those camreas seemed like it was on purpose... Either someone wants us to get to the briefing swiftly, or we have an unregistered mutant on our team..."

I look around skeptically.

"Or maybe we just happened to be at the right place at the right time. Maybe it doesn't even have anything to do with us."

written by Gligar on Aug 25, 2011 22:31

A lift

Azir-R is the last to get on the lift. (Is Mick-R on the lift? Last I checked, Jam-Y had dropped him...) His wheelchair obscures the complete lack of VIOLET clone present.

Speed-Y presses the button and the lift descends. He hopes that those BLUEs don't come looking for them, and that the camera failures aren't attributed to the team.

Azir-R can't help but point out the complete lack of VIOLET citizen, who, since he isn't here, isn't suffering from multiple wounds to the chest and arms, and definitely isn't burned all over. Perhaps he was close to one of the cameras.

L4-O builds off this, saying that what happened to the cameras is obviously deliberate. Perhaps there's an unregistered mutant on the team?

Or maybe it was just co-incidence...

The lift comes to a halt and opens its doors.

Concourse D1, Epsilon Subsector

Joris-R seems to remember the location of some offices nearby. And if there is anyone who will know the location of obscure rooms, it is CPU. He asks Nukabot to drive. "Certainly," it replies. "Where are we going?"

Reactor Shielding Chamber, I Sublevel, Deep Subsector

Mango stares. And stares. And stares and stares and stares... and blinks.

Is it his imagination, or did a hairline crack open up while he had his eyes closed?

Either way, he continues humming.

written by Malkom on Aug 26, 2011 02:06

Mick-R continues to thrash around wherever he is, but the thrashing starts to lessen.

written by Lightning4 on Aug 26, 2011 07:01

I look outside of the lift. If it's safe, I step out and start looking around to get bearings.

I largely look for a sign or something leading towards Alpha Subsector, or I possibly consult my PDC for more directions there.

written by Mingamango181 on Aug 26, 2011 11:47

I do what I think is right, attempting to confirm whether the situation is what I think it is. I focus my eyes on the location where I think the crack appeared.

If I can confirm what is happening, I yell to nearby clones of the situation.

written by Azirphaeli on Aug 26, 2011 12:03

I follow the team out, looking for indication of which way we should go.

written by Speeder on Aug 26, 2011 12:30

Since the team already went ahead of the leader, I lead following them.

written by Jam on Aug 26, 2011 16:20

If Mick-R is on the lift, I pick him up. Then I follow the others out...

"Someclone should call Joris-R... I sensed him somewhere near the bunker a while ago, he must have been looking for us. Tell him the debriefing room is in Alpha Subsector, and that he should hurry if he wants to get there on time..."

written by Gligar on Aug 26, 2011 17:46

A lift

It seems that Mick-R isn't here after all.

L4-O looks out. He sees an ORANGE corridor. With cameras, of course.

He steps out of the lift and looks again. This time, he sees a sign, indicating that Alpha Subsector is --> that way.

Azir-R follows him, as does... well, the rest of the team.

Speed-Y takes up the rear.

Jam-Y suggests that someone give Joris-R a call, and tell him where they're going. He did sense him near the bunker, so he's probably looking for them...

GREEN Corridor, P Level, Central Subsector

Mick-R is still up here.

As is a docbot. Apparently, it was passing through and noticed him. "Well well... what do we have here?"

Reactor Shielding Chamber, I Sublevel, Deep Subsector

Mango can't quite believe what he's seeing. He has a good look, and discovers that there is indeed a crack forming. The air is beginning to feel prickly.

He yells for help. Clones stand and watch him.

written by Lightning4 on Aug 26, 2011 18:19

I follow the signs towards Alpha Subsector. I keep my eyes out for any incoming BLUEs or people looking at us suspiciously.

Or any suspicious-looking people. Gotta keep an eye out for those too.

written by Jam on Aug 26, 2011 18:20

"Oh, Mick-R didn't make it. He must have struggled free while I was distracted... Well, he's probably been terminated by now."

Seeing as I now have two free hands, I use said hands to take out my PDC and call Joris-R...

written by 4616599 on Aug 26, 2011 18:32

"The corridor outside the warehouse outside the bunker, I guess."

My PDC rings(?)

"Jam-Y? Oh, good, sir, where are you?"

written by Malkom on Aug 26, 2011 18:35⁶²⁷

Mick-R has subsided thrashing by now, and wakes up. He moves a bit, and wails with pain.

written by Gligar on Aug 26, 2011 23:00

ORANGE Corridor, O Level, Central Subsector

L4-O and the team start following signs. They lead through another Internal Security Checkpoint.

This one, however, is simply staffed by one clone, a YELLOW, who is operating some sort of scanner. He motions for the team to stop. "Mandatory biotoxin check, citizens. One at a time, please."

Jam-Y notices that Mick-R is not present, and, given the hold up, takes the time to call Joris-R himself.

Concourse D1, Epsilon Subsector

Joris-R has just finished telling Nukabot where to go when his PDC rings. He answers it, and responds to Jam-Y. It's a good thing that is Jam-Y on the other end, otherwise he would have looked silly.

GREEN Corridor, P Level, Central Subsector

Mick-R wakes up again, and screams.

"Quiet, citizen," the docbot replies. "Are you aware that you are in a corridor beyond your clearance, as well as injured?"

written by Mingamango181 on Aug 26, 2011 23:06

"There's a crack forming!" I yell.

I look at the exact location.

written by Speeder on Aug 26, 2011 23:41

I allow everyone take their turns, and then take mine.

Unless someone space off... then I take my turn anyway.

written by Lightning4 on Aug 27, 2011 02:40

I proceed when there is an opening and as long as all is well, wait for the rest on the other side.

written by Jam on Aug 27, 2011 03:08

I get in line, and continue talking into the PDC...

"Yeah, the briefing room is at Alpha Subsector, we're headed there now... I'm not sure which level though.... We'll call you when we get more information..."

written by Azirphaeli on Aug 27, 2011 04:26

I follow the team, heading through the checkpoint hopefully clean of wretched biotoxins.

written by Malkom on Aug 27, 2011 16:59

Mick-R talks fast, beads of sweat forming on his brow:

"I'm scared. Really scared. As in super scared. It's soo scary! Someone's carrying me! Someone carried me here! OW! Someclone carried me here, someclone's a traitor, patcrap!" He starts to say things the wrong way and rapidly degenerates into senseless babbling.

written by 4616599 on Aug 27, 2011 18:36

"Okay, thanks. I'll try to find out. I'm currently on D Level of our subsector."

written by Gligar on Aug 27, 2011 18:51

Reactor shielding chamber, I sublevel, Deep Subsector

Mango tries once again to get everyone's attention. He stares at the crack. It seems to get slightly wider.

Finally, a technician wearing a radiation suit appears, followed by several other INFRAREDs. Some of them are wearing yellow armbands.

The technician asks Mango, "Citizen, do you have any of the Absorption, Radioactivity, or Uncanny Luck mutations?"

IntSec Check Point, O Level, between Central and Alpha Subsectors

Speed-Y waits while others in his team are processed by the scanner.

⁶²⁷ MALKOM: (OOC: Vatcrap...)

First, Azir-R. He is scanned, and comes up clean.

Jam-Y continues talking to Joris-R on his PDC, telling him that they're heading to Alpha Subsector.

L4-O is scanned, and is clean.

Next, John-R. The scanner takes an oddly long time to scan him, but he's still clean.

GREEN corridor, R Level, Central Subsector

Mick-R seems agitated, as he tells the docbot that he was carried there by a traitor. As he begins gibbering, the docbot says, "Enough. You need medical treatment. I will call a stretcherbot."

written by Malkom on Aug 27, 2011 20:09

"Go on go on with your gimble wimbles! I like gimble wimbly, I do... but not gimblewimbling is NOT FUN! Hurry it down, BocDot! Gimble wimbly wimblee wimbull..."

written by Lightning4 on Aug 27, 2011 22:55

While the group filters through the checkpoint, I look around to see if there are any signs telling us which way the Briefing rooms are.

written by Jam on Aug 28, 2011 00:19

I hang up the call, and go through the checkpoint...

"What is the biotoxin stuff anyway?"

written by Mingamango181 on Aug 28, 2011 11:03

I say quickly,

"I don't think so but I can't really ever be sure if I do or not. I might have to recheck that again later this cycle."

If the technician recommends or requests that I move away, I do just that. Otherwise, I stare at the crack for a bit, and what the technician is doing, along with the team.

I wonder if I've seen those yellow armbands somewhere before...

written by Speeder on Aug 28, 2011 18:01

I continue waiting for taking my turn after everyone else.

"Why John-R scan took longer?"

written by Gligar on Aug 28, 2011 20:04

GREEN corridor, P Level, Central Subsector

Mick-R babbles... something about "gibbly wibbly." "Hmmm," the docbot muses, "mangled speech... signs point to exposure to..."

Before it can finish, the stretcherbot arrives, and picks up Mick-R. The docbot plugs itself into a socket at the side of the stretcherbot and the two trundle off, presumably heading for a medical bay.

Internal Security Checkpoint, O Level, between Central and Alpha Subsectors

As he waits for the team to be processed, L4-O looks out into Alpha Subsector, seeing if he can see anything pointing to Briefing Room 17. The RED corridor beyond the checkpoint seems to contain briefing rooms. The nearest looks to be Briefing Room 23, with 22 opposite and a little further down.

Jam-Y hangs up his call, and allows himself to be scanned. The scan takes about as long as it did with John-R, but comes up negative. He wonders what the biotoxin is. "I don't have all the details, citizen," the clone replies. "Apparently, it's some BLUE stuff that was stolen by... I believe it was Death Leopard. Odd. Not like them..."

Lucas-R is next to be scanned. He goes through the scanner... and an alarm sounds. The attendant looks up. "I'm sorry, citizen, but it seems you've been contaminated. I'll have to ask you to accompany my assistant to be decontaminated."

As he speaks, a jackobot rolls up. "You called, citizen?"

"Yes. Please take - " he checks a screen " - Lucas-R-AHK to Decontamination."

"Of course, citizen." The jackobot rolls over to Lucas-R and grabs his arm. "Please follow me, citizen."

"Wait, what - " Lucas-R begins to say.

"You need to be decontaminated," the jackobot replies. It begins dragging Lucas-R out of the checkpoint.

Speed-Y is last to be scanned. He also goes through the scanner. His results are negative.

He wonders why the machine took longer to scan John-R. "Well, he *is* a registered mutant," the attendant replies.

Reactor shielding chamber, I sublevel, Deep Subsector

Mango replies that he doesn't think so, but isn't sure. The tech sighs. "Can we get another Uncanny Luck mutant over here?" he shouts.

Someone else shouts back, "You've got the last ones we have. We're still low on volunteers. You know that."

The tech turns to Mango. "Well, it looks like you'll have to do. Just stay there until we can get this crack repaired, okay? Everyone else, form up here."

As the clones take up positions around Mango, he realises that the yellow armbands are the kind worn by registered mutants.

Corridor D1, Epsilon Subsector

By now, Nukabot has made it back to the corridor. "Here we are."

written by Malkom on Aug 28, 2011 20:40

Mick-R moans before falling into unconsciousness.

written by Mingamango181 on Aug 28, 2011 21:40

I stay for a bit and... Oh dear.

Realising that I'm in not the best of situations, I wait, and hope that this isn't going to result in another one of my deaths. I guess I was afraid enough to clamp my eyes shut.

written by Lightning4 on Aug 29, 2011 01:28

"Erm, wait what? We need him, he's part of Troubleshooter Team Epsilon... and our briefing is right now..."

I look at Lucas.

"Will he be harmed?"

written by Jam on Aug 29, 2011 01:44

"Wait! What does decontamination involve, and how long will it take?!"

written by Azirphaeli on Aug 29, 2011 02:43

If it's not one thing it's another...

written by Speeder on Aug 29, 2011 12:38

I think a bit, then I turn to Lucas.

"Lucas, where you worked?"

Then I turn to the clone in the checkpoint.

"I guess a troubleshooter team is underway to retrieve the BLUE stuff?"

written by 4616599 on Aug 29, 2011 14:16

I get off Nukabot.

"Okay, there are a couple offices here...."

I take the door to what I remember was the dark office. I see if I still have my jumpsuit-backpack to warm myself with, and enter.

"Station Monitor?"

written by Gligar on Aug 29, 2011 17:18

?

Mick-R groans and passes out again. The docbot injects him with something.

The bots continue towards their medical bay and manage to get there without further interruption.

Mick-R is placed on an operating table, and the docbot gets to work.

Reactor shielding chamber, I sublevel, Deep Subsector

Mango does as he is told and stays put. Slowly, he realises what's probably about to happen...

He closes his eyes, waiting for the inevitable.

Shortly, the air becomes pricklier, as the crack widens and begins to glow a sickly GREEN...

But it's nowhere near as much as that one time...

Internal Security Checkpoint, O Level, between Central and Alpha Subsectors

On learning that Lucas-R is to be decontaminated, the team gets agitated. They burst out in questions. Will he be harmed? What does decontamination involve? Where does Lucas-R work? Has a Troubleshooter team been assigned to get the BLUE biotoxin back?

The attendant replies, "It's a standard chemical shower and decontamination foam. There shouldn't be anything to worry about. Okay, it's a different mix than the usual cloning station showers, but it's proven to only have side-effects in ten percent of cases. That's an improvement on the old one, by the way. Side effects may include hallucinations, insomnia, loss of limbs, gaining a mutation, or termination. Internal Security not responsible."

Lucas-R says, "I work in a cloning station. You know that, sir."

Then he's lead out of the room.

Corridor D1, Epsilon Subsector

Joris-R gets off Nukabot. The offices he wanted are right here.

He heads for the dark office, checking that his "backpack" is in place. Indeed it is.

He enters and calls out to the Station Monitor. He (?) doesn't respond.

As before, a light, dim but enough to see by, shines out from somewhere, illuminating the table, on which is the same ring-for-service bell.

written by Speeder on Aug 29, 2011 17:44

I turn to Lucas.

"Just to make sure."

I watch as he is taken out while thinking.

Then...

I think more.

"Ok, this mean that maybe the BLUE stuff got into the cloning station, if that REALLY happened, that is... WHOAAA!!!"

I look around worriedly.

"How much time before we get Lucas back? He is really important to us. And I guess that it will be our task to retrieve the BLUE stuff, thus the more time we are late, the more time the BLUE stuff is out there."

written by Lightning4 on Aug 29, 2011 18:43

While Speed-Y is talking, I start walking in the direction we need to go and look around for Briefing Room 17.

I stay within view of the team, or try to anyway.

written by Azirphaeli on Aug 29, 2011 19:41

I follow L4, nothing can be done for Lucas and decontamination should be painless and quick.. right?

[699]

Last thing we need is to be any more late to this briefing than we already probably are.

written by Jam on Aug 29, 2011 19:59

"So what happens now? We just wait for him to get back? Or maybe we should go with him... We were near him a lot, maybe a bit of the toxin got on us too, and the scanner didn't detect it. Not that I'm doubting a Friend Computer approved scanner..."

I decide to eat some Algae Chips while I'm waiting. Mmmm...

I also look around at any other clones that happen to walk by... Hmm... Anyone interesting?

written by Mingamango181 on Aug 29, 2011 21:34

I wait, and hope, maybe even pray a little. To whom, I'm not sure. Maybe just whoever happens to be the almighty.

Oh, help me...

written by Gligar on Aug 29, 2011 23:44

Internal Security Checkpoint, O Level, between Alpha and Central Subsectors

After Lucas-R is escorted off, Speed-Y thinks. If the biotoxin got into the cloning station, that means...

...uh-oh.

He looks around worriedly. How long does decontamination take? They need Lucas-R back! They can't delay! They're already late!

As L4-O walks off into Alpha Subsector, the attendant replies, "Look, I haven't really got the time to answer questions right now. I have to see to the scanner. See?" He indicates another group of clones entering from Central Subsector.

Azir-R follows L4-O.

Jam-Y wonders what will happen now. Will they wait for Lucas-R, or proceed without him? Or maybe they should follow him, just in case... While he waits for an answer, he eats some more of his algae chips, and has a look at the other group of clones. They're mostly RED, with a couple of ORANGES. They're wearing reflec and have laser pistols. In short, they're another Troubleshooter team.

Jam-Y notes that the ORANGES are eyeing each other suspiciously, and that one of the REDs seems pleased with herself.

Corridor O2, Alpha Subsector

L4-O and Azir-R head down the corridor, though L4-O seems to want to remain in sight of the team.

They don't need to go too far, though, before they discover a door marked 17.

Reactor Shielding chamber, I sublevel, Deep Subsector

Mango waits. And hopes. He doesn't pray, though. Prayer is an Old Reckoning concept, and is insubordinate. He

probably doesn't even know what it is. Unless he's had a run-in with FCCC-P in the past...

The prickly air keeps being prickly.

written by Speeder on Aug 30, 2011 00:28

I just... follow the team. Still muttering about Lucas being taken away, but I follow the team.

"Well, I suppose they will send him to the briefing room 17..."

I open the door, and get into the room first.

written by Azirphaeli on Aug 30, 2011 02:18

I shout down the hall "Bingo, briefing room 17!"

written by Lightning4 on Aug 30, 2011 07:18

I filter into the room as well and look around. If there are seats, I sit in one.

written by 4616599 on Aug 30, 2011 09:19

I wrap my backpack around myself and try to keep warm. I then ring the bell.

written by Mingamango181 on Aug 30, 2011 10:39

I wait...

And wait...

And wait...

Wait... what's the delay?

I open my eyes, and look at what everyone's doing.

written by Jam on Aug 30, 2011 17:10

I chuckle a bit as I watch the other Troubleshooters. Looks like they're following the "Trust No One" part of the motto, at least!

Hmm... Odd, that RED almost seems a bit too pleased with herself... Suspicious...

Oh well, I've got a briefing to get to!

I run over to the briefing room, and go inside.

written by Gligar on Aug 30, 2011 18:26

Corridor O2, Alpha Subsector

Speed-Y follows the team. He's still a little upset over losing Lucas-R, even if only temporarily.

As he reaches the briefing room, he voices his opinion that they'll send him back once they're done, and goes inside.

Azir-R shouts down the corridor that they found the briefing room.

Briefing Room 17, O Level, Alpha Subsector

When Speed-Y enters, he takes a quick look around. It's a RED room, with chairs set around a circular table. Someone, or somebot, has taken the trouble to set beakers of water at each place, complete with coasters, even. Speed-Y realises that the air in here is kind of drier than normal.

Sat at the table is a GREEN clone, wearing a registered mutant armband. He looks up as he hears others enter. "You're late," he says.

L4-O takes a seat. He suddenly notices that the coaster his beaker is resting on has a nearly-invisible X scratched into its surface.

Internal Security Checkpoint, O Level, between Central and Alpha Subsectors

Jam-Y chuckles as he watches the other team. They seem to be following the Treoublesooter motto. That RED seems suspicious, but it's none of his concern right now. He has a briefing to attend. He heads over there.

Briefing Room 17, O Level, Alpha Subsector

As Jam-Y enters and takes a seat, the GREEN asks, "Surely this can't be all of you?"

Then he does something strange: he holds up a little sign, on which are a colon, the number three, and an equals sign.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango keeps waiting for something to happen.

Presently he realises that... well, nothing is happening. He opens his eyes.

He's still surrounded by the registered mutants. One, nearer the crack, suddenly slumps over. The others look at him, worried.

A technician tells them, "Keep it up, citizens! We'll have the patch ready soon."

Some noises behind Mango seem to indicate activity.

Dark Office, D Level, Epsilon Subsector

Joris-R wraps his jumpsuit "backpack" around himself and rings the bell. Ding!

It's a good thing that these bells can withstand the cold.

As before, there is a pause before the Station Monitor appears. WHAT DO YOU NEED?

written by Malkom on Aug 30, 2011 18:41

Mick-R begins to thrash. Looks like he's having nightmares again.

written by Speeder on Aug 30, 2011 19:22

"Sorry sir, there was a advertisement that obscured the information of where the room was located. But indeed, this is no excuse. I am the leader of Team Epsilon, so I am responsible."

I look around for a nice place to sit, near the GREEN guy if possible.

I look at the water thing, amused.

written by Azirphaeli on Aug 30, 2011 19:37

I wheel in, find an empty chair, and hop into it, keeping the wheelchair close at hand.

I observe the GREEN as he conducts the meeting.

written by Mingamango181 on Aug 30, 2011 20:47

I make a glance behind me to see what kind of activity seems to be going on behind me. I then move over to the slumped clone, and check his condition.

I suspect that the cause is most probably the prickly air (which is most likely the radiation), and possibly over exertion.

written by Lightning4 on Aug 30, 2011 21:06

I take notice of the sign but say nothing, but show an expression of amusement and mild confusion.

I look back towards my glass.

I shift forward a bit and try to somewhat subtly get a closer look at the beaker of water and coaster. I glance around to see if any of the others bear a mark too.

"We had one more but he got hauled off due to some biotoxin contamination. And we've been gradually losing a few members due to treason, demotion, or them simply wandering off..."

written by Gligar on Aug 30, 2011 23:21

?

The docbot is interrupted as it is operating. Mick-R is thrashing about again.

"Stretcherbot, could you possibly restrain the patient? It appears I must inject something to stop this - oops."

The thrashing seems to have caused the docbot to accidentally slice through something. I hope that lung wasn't important.

The stretcherbot complies regardless of this, extending straps and manacles to immobilise Mick-R.

The docbot continues operating.

Briefing Room 17, O Level, Alpha Subsector

Speed-Y apologises for being late, explaining about the ad. He does take responsibility as Team Leader, though. Being late is inexcusable.

As Speed-Y takes a seat, the GREEN answers, ""Perhaps it's to be expected. You are an inexperienced team, after all." He holds up the sign again.

Azir-R also enters, with John-R behind him. Both find seats.

L4-O notices the GREEN's sign. His face does betray his confusion, but instead of saying anything, he turns his attention to his beaker of water, and its coaster. There doesn't appear to be anything special about either, except for the X on the coaster. He glances around but can't see an X on any of the other coasters.

[701]

He turns his attention back to the briefing. He explains about Lucas-R, and mentions others, who, he says, have variously been demoted, committed treason, or just wandered off.

The GREEN has something to say about that. "That sounds like a serious failing on the part of the Team Leader - you," he says, pointing at Speed-Y. "Surely you should realise the importance of keeping your team under control? You are fined 200 credits for not keeping control over your team." He holds up the sign again. "In any case, we can't afford to wait around for anyone else. Let's begin."

The GREEN pulls out a remote control from somewhere, and uses it. This causes a vidscreen to drop from the ceiling and light up with words:

Vidscreen said:

MISSION PPG-02

BRIEFING OFFICER: RAPT-G-JDI-8

This briefing is Security Clearance RED

Reactor shielding chamber, I sublevel, Deep Subsector

Mango glances behind him, and notices some clones carrying some sort of metal plate towards his group. It's apparently very heavy.

He attempts to move over to the slumped mutant, but the technician calls him off. "Remain at your place, citizen!"

written by Lightning4 on Aug 31, 2011 06:45

I almost looked shocked at the fine Speed-Y received.

"Well I didn't really mean it like that. I mean he wasn't even designated the leader when some of the clones accompanying us showed... traitorous tendencies. There wasn't really a leader at all until the promotions..."

I realize I'm rambling a bit and shut up so the briefing can start.

written by Mingamango181 on Aug 31, 2011 10:40

I stop, since the technician said so. I'm not sure if the registered mutants are there just to be exposed to the crack or for some other reason that I don't understand. Maybe they're there to help get that plate over the crack?

written by Speeder on Aug 31, 2011 11:50

I nod at the GREEN.

Then I do /THAT/ stare at L4.

I look happier when he stops talking though.

After the vidscreen show up, I look kinda worried about something, but I do not comment.

written by 4616599 on Aug 31, 2011 15:55

"Hello there! I need directions to Briefing Room 17, Alpha Subsector."

written by Jam on Aug 31, 2011 18:02

I look at the GREEN, and the strange sign. I notice his armband, and wonder what mutation he has...

Then I look at the vidscreen.

"Hmm..."

written by Gligar on Aug 31, 2011 18:45

Briefing Room 17, O Level, Alpha Subsector

L4-O says he didn't mean it that way. Speed-Y wasn't technically the leader when it all started.

Speed-Y starts glaring at him, but he doesn't notice. Instead, he continues, saying that Speed-Y only became the leader when he was promoted. But he eventually shuts up.

Speed-Y stops glaring, and glances at the vidscreen, worriedly.

Jam-Y looks at the GREEN, presumably Rapt-G, and his odd sign. He also notices the armband.

He then notices the vidscreen. Hmmm.

Rapt-G, if it is he, clears his throat and begins. As he does, he works the remote, causing the words on the screen to change. "Greetings Team Epsilon. Your mission todaycycle involves an investigation. You are to investigate the recent power failure in Industrial Subsectors A and B, which happened yesterdaycycle. Ascertain the extent of the failure, find evidence of those responsible, and, if possible, bring them in for questioning. A Power Services team should be en-route to repair the damage, should it be necessary. It should be a simple mission, considering what you've already gone through." He holds up the sign again.

The vidscreen now reads

Vidscreen said:

POWER FAILURE - INDUSTRIAL SUBSECTORS A/B

** Investigate extent of failure*

** Find out who is responsible*

** Detain for questioning*

He adds, "Do you have any questions at this stage?"

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango does as he is told. He wonders about the presence of the mutants - are they just here to stand here, or are they here to help with the patch?

He remembers that the technician mentioned Uncanny Luck mutants... perhaps he meant these mutants.

The patch makes its way towards them. It's slow progress.

Mango starts feeling light headed.

Dark Office, D Level, Epsilon Subsector

Joris-R inquires as to the location of the Briefing Room. He is told, I HAVE THAT WRITTEN DOWN AROUND HERE SOMEWHERE...

EVERYTHING IS HERE, SOMEWHERE...

The Station Monitor disappears into the dark, presumably to look for the piece of paper.

written by Speeder on Aug 31, 2011 18:54

"Can we have a map of the sectors?"

Where they are?

What power them?

Where the powerplant and main powerlines are located?

And finally... what is manufactured there? It is not a certain BLUE contaminant, it is?"

I look at the others.

"Someone else remember anything that we need to ask?"

written by Azirphaeli on Aug 31, 2011 19:02

I listen intently, and await the details that Speedy asked for.

written by Lightning4 on Aug 31, 2011 19:50

I ponder.

"Will there be commies to shoot? Wait, dumb question. Nevermind. There's always someone to shoot. And if we're shooting them then they're probably a commie. Or at least a traitor..."

written by Mingamango181 on Aug 31, 2011 20:33

My head... Oh no. Not that. I don't know what it is, but I don't want to know. I'm not supposed to know...

I try to keep conscious, and my head not so light.

written by Malkom on Aug 31, 2011 21:34

Mick-R screams out as pain from getting his lung sliced through, and wakes up, sweating.⁶²⁸

written by Gligar on Aug 31, 2011 23:06

Briefing Room 17, O Level, Alpha Subsector

Speed-Y asks a few questions. First, he asks for a map. "I'm sorry, citizen, but maps aren't available right now." Rapt-G holds up the sign again.

He then asks for the location of the subsectors. "Oh, they're just down the roadway. You can't miss them." Yep, the sign again.

Then, he wants to know about their powerplant. "They're powered by the same reactor as the rest of the sector. There isn't enough time to go into any more detail." The sign again.

Finally, he asks what is manufactured in the Industrial Subsectors. "They're the sector's main factories. Lots of things are made there." The sign again. "But how do you know anything about BLUE items?"

Speed-Y asks the rest of the team if they have any other questions.

L4-O has one: will there be commies to shoot? Oh wait, silly question... "There are commies everywhere, you should know that." The sign again.

Someone can be heard walking outside. The footsteps suddenly stop, as whoever it is stops for a sudden coughing fit.

Then there is a knock on the door,

"Come in," Rapt-G says.

The clone does, revealing that it's Lucas-R.

Reactor shielding chamber, I sublevel, Deep Subsector

Mango tries to remain awake as the patch arrives at the crack in the shield. Clones work to install it.

The prickly feeling dies down somewhat.

?

Mick-R wakes up again, and screams. It seems that he's finally processed the pain of having his lung sliced.

"Ah! You are awake! I am almost finished."

The docbot seems to have applied bandages to Mick-R's torso. Not much else can be seen below that. Other than the fact that he'll need a new jumpsuit.

Dark Office, D Level, Epsilon Subsector

Itr seems to get colder in here.

written by Jam on Aug 31, 2011 23:27

I think a bit...

"Hmm..."

I completely fail to come up with any questions about the mission that haven't already been asked.

written by Speeder on Aug 31, 2011 23:42

I look at whatever sign the guy is pointing.

Then I explain.

"The YELLOW guy on the checkpoint mentioned it when Lucas-R"

I point to Lucas.

"Was taken away for decontamination"

written by Malkom on Sep 01, 2011 00:11

"Vatcrap," Mick-R mutters, trying to jump up. "I'm late! Quick! Gimme my jumpsuit! I left my mission briefing directions in the pocket! QUICK!!"

⁶²⁸ MALKOM: (OOC: sorry to be late...)

written by Azirphaeli on Sep 01, 2011 01:45

"That he did, glad you could join us again Lucas."

I attempt to summarize the meeting for him.

written by Lightning4 on Sep 01, 2011 05:15

"Everything okay Lucas-R?"

I look at him somewhat concerned.

written by 4616599 on Sep 01, 2011 10:20

I shiver, and start dancing.

"Could I have a jumpsuit, maybe boots, with that?"

written by Mingamango181 on Sep 01, 2011 11:19

I feel less prickly than before. I guess... No... I **know** that what they're using is working.

I relax, but not so that I change my current position. The technician hasn't given me an all clear to move. Not yet, anyway.

written by Gligar on Sep 01, 2011 19:18

Briefing Room 17, O Level, Alpha Subsector

Jam-Y can't think of any questions.

Speed-Y looks at Rapt-G's sign again. It hasn't changed. Its meaning is still a mystery.

Then he explains to Rapt-G that the attendant at the IntSec checkpoint told them about it when he sent Lucas-R to decontamination. "So the question is... how does he know about it, I guess." He holds up the sign again.

Azir-R agrees, and takes a moment to recap for Lucas-R. "Thanks, ci*coughcoughcough* citizen. Stu-er, I mean, I hope that this cough goes away soon."

L4-O asks if everything's alright. He looks concerned about this sudden cough. "They made me breathe some sort of foam, sir. They said it was part of the decontamination. Afterwards, I was coughing almost non-stop. That hurt."

"Alright, citizens," Rapt-G says. "The next step is to assign your Mandatory Bonus Duties, since I believe that they haven't been assigned yet. Am I right?"

?

Mick-R exclaims and tries to get to his feet, but finds that he's still fastened to the stretcherbot. "Calm down, please. There are still a few things we must complete, first. Things such as payment."

Dark Office, D Level, Epsilon Subsector

Joris-R shivers. He asks if he could have another jumpsuit as well.

The Station Monitor re-appears, holding a sheet of paper. HERE YOU ARE. DIRECTIONS TO BRIEFING ROOM 17. I REGRET THAT WE ARE FRESH OUT OF JUMPSUITS.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango tries to relax a little, now he knows that the danger has passed. Or has it?

He still doesn't move, since he hasn't been relieved yet.

The technicians finish their work on the patch. "Okay, that should do it."

written by Speeder on Sep 01, 2011 19:26

I look at the sign again.

"what is that sign?"

Then at the mention of the bonus duties.

"I assigned them temporarily, since the lack of knowledge of location of this room meant that we would probably have some sort of adventure to get here. But those was only to get here, but we can keep them the same if you wish, sir."

written by Lightning4 on Sep 01, 2011 21:02

"I don't think we assigned all of them though... and no doubt we have forgotten one... there may een be new ones we haven't been informed of yet..."

I shrug.

written by Mingamango181 on Sep 01, 2011 21:08

I wait where I am, still looking at the collapsed clone.

"Is that clone going to be alright?" I ask.

written by Gligar on Sep 01, 2011 23:21

Briefing Room 17, O Level, Alpha Subsector

Speed-Y notices the sign again, and asks what it is. "It's awesome, that's what it is." Rapt-G shows it again.

Speed-Y mentions that he assigned some mandatory bonus duties already, just while they were getting here.

L4-O adds that they didn't assign all of them, and may have forgotten about some of them. "I think you're right. Here's the list, I'll let you assign them." Rapt-G manipulates the remote again, pulling up more text on the vidscreen:

Vidscreen said:

MANDATORY BONUS DUTIES (PAGE 1 OF 2)

PRIMARY LIST

* Team Leader

* Loyalty Officer

* Hygiene Officer

* Equipment Officer

* Communications and Recording Officer

* Happiness Officer

ONE duty is to be assigned to each Troubleshooter.

[704]

If there are more than six Troubleshooters, assign the others from the Secondary List (see Page 2).

"Once you've decided, I can issue you with your MBD Badges, and draw up your equipment list."

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango continues standing there, while looking at that collapsed mutant. He inquires about whether he'll be okay.

One technician goes over to check the mutant. "Maybe. If not, I'm sure he has extra clones remaining."

The mutant stirs, and groans. He isn't dead yet.

written by Azirphaeli on Sep 02, 2011 01:06

I am interested in seeing what the team leader believes I should be tasked with, and await the news.

written by Malkom on Sep 02, 2011 01:15

"I'll pay whatever you want. Just give me my jumpsuit, I left important mission directions and things in it!" Mick-R reaches for his ME card...

...only to realize that it isn't there.

"Crap."

written by Jam on Sep 02, 2011 01:56

I read the list...

"Hmm... I'm guessing Speed-Y will be Team Leader? Anyclone have any objections?"

"So, what about the other positions? Which one should I be... Hmm... How about I... er... or maybe... um..."

I look rather indecisive. But, eventually, I make a decision...

"Er... How about Loyalty Officer... Yeah... That'll fit me much better... Okay, I'll be Loyalty Officer!"

written by Lightning4 on Sep 02, 2011 07:17

"I could be Equipment officer maybe? Though I don't quite recall what every duty does... I think this is my first troubleshooter team."

"Though with the brainscrub I'm not so sure..."

"Though I know I'm good at shooting things. So if it's shooting things with equipment?"

I adopt a puzzled expression and shrug.

written by Speeder on Sep 02, 2011 11:13

I look at the list, then I state.

"Yes, I am Team Leader, Jam is Loyalty Officer."

I look at it more.

"You know, L4, you are pretty good at cleaning things from us, I mean, you can for example use those crazy gas shells when we have a communist pest, or explosive shells when we get a mutant pest... I think you should be Hygiene Officer!"

I look at everyone, then back at the GREEN guy.

"What I do if there are LESS than six Troubleshooters?"

written by 4616599 on Sep 02, 2011 11:14

I thank the Station Monitor, and look at the slip of paper.

"Hmm...another thing. Do you have info on CMTs?"

I mouth F CLASS. HEADGRABBER.

written by Gligar on Sep 02, 2011 20:21

Briefing Room 17, O Level, Alpha Subsector

Azir-R waits with interest for Speed-Y to decide what his MBD will be.

Jam-Y looks at the list. He guesses that Speed-Y will be Team Leader, but isn't sure about any of the others. Perhaps he could be the Loyalty Officer?

L4-O thinks that he could be the Equipment Officer, though he can't really remember what any of them are supposed to do. He knows that he's good at shooting things, so maybe he'd use equipment for that?

Speed-Y agrees that he is the Team Leader. Jam-Y is the Loyalty Officer.

He looks at the list again. Perhaps L4-O could be the Hygiene Officer... after all, he's good at cleaning things out of the way (well, as long as it involves CMTs...)

He looks over the team. He asks what happens if there are less than six of them? "You could always skip one of the MBDs," suggests Rapt-G. "But aren't there six of you here?" He holds up the sign again.

John-R reminds Speed-Y, "Sir, remember Mick-R and Joris-R as well."

2

Mick-R offers to pay whatever the docbot is asking, and asks for his jumpsuit. He reaches for his ME Card... which isn't there. It's a good thing that his arms are free.

"Oh, yes... you will require a replacement jumpsuit. I am afraid that your existing one... fell apart during the operation. I have your equipment, including your ME Card. I will take the liberty of deducting your payment now."

Dark Office, D Level, Epsilon Subsector

Joris-R thanks the Station Monitor, and glances at the piece of paper he received. It tells him to go to O Level of Central Subsector and proceed from there through the checkpoint.

He then requests a few more pieces of information. WE HAVE LITTLE INFORMATION ON THAT SUBJECT. , the Station Monitor replies. YOUR REQUEST MAY TAKE SOME TIME. THAT IS, IF YOU ARE CLEARED TO RECEIVE THE INFORMATION, WHICH I BELIEVE YOU ARE NOT.

written by Speeder on Sep 03, 2011 01:07

"I see."

[705]

Well, Mick seems grumpy, and also annoying... He is not good for happiness.

Also he is not trusted enough to take care of equipment, or communication...

Oh, alright, Mick is Hygiene Officer.

John, you are Communications Officer, your skills and Jam's skills united are great for that.

This means that we have left equipment officer, and happiness officer, and Joris, L4 and Azir...

Well, what do you want to do L4 and Azir?"

I turn to the GREEN guy

"Can I see the secondary list?"

written by Mingamango181 on Sep 03, 2011 02:03

"Hey... are you okay?"

I check the mutant's condition more carefully.

written by Lightning4 on Sep 03, 2011 05:37

"Mick? Are we even sure he's part of our team in the first place? I mean, he pulled a laser pistol on us the first time we met him, forcing us to retaliate..."

I look around.

"And it uh... appears he didn't keep up with us anyway..."

I ponder for a moment.

"I suppose I can be equipment officer."

written by Azirphaeli on Sep 03, 2011 13:44

I can be the happiness officer. I can't really remember the last time I wasn't happy, and I don't even have two legs!

written by 4616599 on Sep 03, 2011 14:04

"Okay. Thank you." I attempt to shake his hand, then head out of the room.

"All right, Nukabot, we'll have to head to the checkpoint at O Level of Central Subsector. Back to the lift?"

written by Jam on Sep 03, 2011 15:02

"He pulled a laser pistol on us? Odd, did I miss something? I don't remember that at all..."

written by Gligar on Sep 03, 2011 20:09

Briefing Room 17, O Level, Alpha Subsector

Speed-Y thinks. Mick-R probably isn't a good choice for Happiness Officer, and he isn't trustworthy enough to handle Equipment or Communications... that leaves Hygiene.

He assigns John-R as Communications and Recording Officer due to his psionic skills.

That leaves Equipment Officer and Happiness Officer... and Joris-R, L4-O, and Azir-R...

He asks Rapt-G for the Secondary List. "I thought you might," the GREEN replies, holding up the sign again before pulling up the list onscreen:

Vidscreen said:

MANDATORY BONUS DUTIES (PAGE 2 OF 2)

SECONDARY LIST

** Bot Maintenance Officer*

** Advertising and Branding Officer*

** Agent Provocateur*

** Alertness Officer*

** Financial Officer*

** Medical Officer*

** Public Relations Officer*

ONE duty is to be assigned to each Troubleshooter.

This list is to be used if there are more than six Troubleshooters, or as directed by Special Order 64-2291 (Clearance BLUE).

If there are more than thirteen Troubleshooters, see Special Order 64-2292 (Clearance GREEN).

L4-O isn't sure that Mick-R is even part of the team. He did pull a laser pistol on them, and, well, he's not here right now.

L4-O thinks about duties, and chooses Equipment Officer.

Azir-R volunteers to be Happiness Officer. He can't recall ever being unhappy.

Lucas-R coughs again.

Jam-Y can't recall Mick-R pulling a laser pistol on them. Odd.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango checks the mutant himself. He is unconscious, and breathing shallowly. He also seems to have broken out in a cold sweat.

Dark Office, D Level, Epsilon Subsector

Joris-R thanks the Station Monitor and attempts to shake his(?) hand.

The Station Monitor accepts, presenting an extremely cold hand for Joris-R to shake.

That done, Joris-R heads back to the relative warmth of the corridor.

Corridor D1, Epsilon Subsector

Climbing back onto Nukabot, Joris-R relays directions, and suggests heading back to the lift. "Very well," Nukabot replies, and drives back towards the lift.

?

A few moments later, Mick-R's leg restraints release. The docbot replies. "I have deducted the fee for your treatment. Would you like me to order you a new jumpsuit?"

written by Jam on Sep 03, 2011 22:24

"What about Lucas-R?"

I look at Lucas-R.

"Any of these duties look like they'd fit you?"

written by Speeder on Sep 04, 2011 01:26

"Jam, relay to Joris the secondary list and ask what he wants."

I keep staring at the list for a while.

written by Mingamango181 on Sep 04, 2011 01:34

Shallow breathing, shallow breathing. What is that a sign of Unconsciousness, shallow breathing...

I think and think, and nearly give myself a hit for not seeing the obvious.

Obviously radiation would cause damage.

"We should probably get someone to get a docbot... Should I do it?"

written by Lightning4 on Sep 04, 2011 08:36

"I wonder what happens if there are more than thirteen troubleshooters... but I guess I'm not cleared for that quite yet."

I shrug and look over to Rapt-G

"I'm sure you know, given your clearance."

written by Gligar on Sep 04, 2011 19:07

Briefing Room 17, O Level, Alpha Subsector

Jam-Y reminds Speed-Y of Lucas-R, and asks Lucas-R for his preference. "I wouldn't mind taking Alertness Officer, sir."

Speed-Y asks Jam-Y to relay the list to Joris-R and ask his preference. Presumably, Jam-Y does so.

L4-O wonders what would happen if there were more than thirteen Troubleshooters. Rapt-G probably knows, given his clearance, but he doesn't look like he's willing to share that information.

A lift

By now, Nukabot has made it back to the lift. Once again, it will need Joris-R to press buttons.

Reactor Shielding Chamber, I Sublevel, Deep Subsector

Mango's investigation leads him to believe that a docbot is needed. He suggests that someone go and get one. Perhaps he could do it. One of the techs says, "It would take a while for a docbot to get down here. By that time, he'd already be dead."

written by Mingamango181 on Sep 04, 2011 20:50

"But we've got to do something, right? Any chance of survival, we've got to try..."

I look around nearby for a medkit. They usually tend to have these situations sometimes...

What kind of place doesn't have medkits for this sort of situation?

written by Jam on Sep 04, 2011 22:17

I turn to Speed-Y.

"Okay, message sent! And you're fine with Lucas-R being Alertness Officer, right?"

written by Speeder on Sep 04, 2011 22:33

I blink, then I look at Lucas.

"Alright!"

written by Lightning4 on Sep 05, 2011 00:17

"That everyone?"

I look around.

"Well except Joris-R I guess. Maybe he'll be here soon..."

written by 4616599 on Sep 05, 2011 14:32

I twitch a bit and press the button.

I seem to be mumbling to myself "Err...Alertness officer I guess. Though I can't say I feel very alert myself...okay, how about Financial Officer or Agent Provocateur?"

written by Malkom on Sep 05, 2011 15:39

"Alright, alright..." Mick-R slumps down on the bed, looking defeated. Realizing he must appear happy, he attempts a smile.

written by Gligar on Sep 05, 2011 16:32

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango argues that they have to try, right? He looks for a medkit. In the place where he'd expect to find one, there is instead a notice stating that medkit delivery is expected Real Soon Now. It's signed by someone in PLC.

The tech replies, "As you can see, we can't. *Obviously* -" and his voice drips with sarcasm, "the delay has *nothing to do with PLC at all...*"

Mango can't see that the tech is rolling his eyes the whole time.

"Andbesides,hewasacommie."

Briefing Room 17, O Level, Alpha Subsector

Jam-Y reports that he's sent the message.

He also asks Speed-Y his thoughts on making Lucas-R the Alertness Officer.

Speed-Y agrees that that would be a good idea.

L4-O wonders if that's everyone, looking around. It seems to be... except for Joris-R, wherever he is.

A lift

He's pressing the button for O Level right now. He's also mumbling about wanting to be an Alertness Officer... no wait, how about Financial Officer or Agent Provocateur?

Nukabot asks, "Sorry, what was that, citizen?"

?

Mick-R grumbles, and says to go ahead. He tries to smile, somewhat unconvincingly.

The docbot doesn't seem to notice. "All done, citizen. Please wait for delivery."

written by Mingamango181 on Sep 05, 2011 20:54

"Oh, he was a commie, huh?"

I pause for a moment while finishing the retort.

"He probably has another clone somewhere ready to activate."

I go back to the unconscious mutant, and try and look for the clone's ME card.

written by Gligar on Sep 05, 2011 22:00

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango counters that this commie probably has another clone ready. "I don't like the tone of your voice, citizen. It sounds almost like you want this commie to reclone. That'll be a twenty-credit fine right there. And just what are you doing?"

Mango's checking for the clone's ME Card, that's what. And he finds it. It turns out that this is Claude-HLY-4.

A lift

Joris-R's lift continues to rise. As it does, the *Tella-O-MLY Adventure Hour* theme begins to play over the speaker.

written by Jam on Sep 05, 2011 22:08

"Er... Joris-R says he wants to be Financial Officer, I think... It seemed like there was something more... He must be far away, I can't really maintain a good connection with him..."

I look to Rapt-G...

"Might you happen to be a Mind Sense mutant too, sir?"

written by Lightning4 on Sep 06, 2011 06:39

I feel kind of thirsty. I eye my glass suspiciously and look around again.

written by Speeder on Sep 06, 2011 11:23

I look at Jam.

"If that is the case, I am fine. If not... well... We need to move soon... maybe we will have to decide for him."

written by Mingamango181 on Sep 06, 2011 11:57

"Um... Let me rephrase that. What I meant is that if this was a commie, it means that Claude would have escaped interrogation, a failing upon your part."

I look at the technician, and hand him the ME card that I picked up.

"You might want to notify IntSec of this incident... Just in case Claude does something."

I check Claude to whether his physical condition might be improving, or deteriorating.

written by 4616599 on Sep 06, 2011 14:43

"You know, being an agent saboteur might be useful. You never know when some pesky mutant's trying to interfere with clones and all that."

I hum along to the theme.

written by Gligar on Sep 06, 2011 17:19

Briefing Room 17, O Level, Alpha Subsector

Jam-Y reports that Joris-R seems to want to be the Financial Officer. There might have been more, but he couldn't maintain a connection for some reason...

He asks Rapt-G whether he's a Mind Sense mutant. "Nope, Pyrokinesis." He holds up the sign again, before writing something down on a notepad.

L4-O feels thirsty. Well, the air is still dry... a drink would be a good idea about now. L4-O looks around, and glances at his glass again.

Yes, a drink would really hit the spot right now.

Speed-Y seems okay with Joris-R being Financial Officer. If he wanted something else... well, maybe they should just choose for him. Perhaps you should," Rapt-G says. "You can't wait here forever. You have to get to Outfitting, and... oh yes! Power Services have a service service for you. You should head over then after Outfitting." He holds up the sign again.

Reactor Shielding Chamber, I Sublevel, Deep Subsector

Mango argues that the fact Claude is here means that he escaped interrogation. That would be a failing on the part of the techs. IntSec should be notified of this.

"Maybe we *already know*, a voice says behind him. "Why do you think he's down here?"

The source of the voice, a RED IntSec clone, comes into Mango's view. If Joris-R were here, he'd recognise him as Leon-R-JHT-3. "You're Mango-NHG, right? Joris-R told us you were coming. He said you're a volunteer. As in, you weren't volunteered like those mutants. But you don't seem all that *happy* about it."

A lift

Joris-R keeps mumbling, saying that perhaps "Agent Saboteur" would be good, since you don't know what mutants are doing.

Nukabot asks, "Just who are you talking to?"

The lift arrives at O Level and stops.

written by Speeder on Sep 06, 2011 17:24

I read the sign that he keeps holding up, and examine it, and try to see every detail, in fact I see if I can summon a Cryo head state for a while.

Then I ask.

"Ok, where is Outfitting, and Power Services? The more precise the information, the faster we can get there... Or I hope so."

written by Malkom on Sep 06, 2011 17:35⁶²⁹

Mick-R waits. Patiently. And tries to summon up a bigger grin.

written by Azirphaeli on Sep 06, 2011 20:40⁶³⁰

I follow the conversations regarding the assignment of further duties, but recall that it was never confirmed whether I will be assigned the duty I requested (or rather, volunteered for).

written by Mingamango181 on Sep 06, 2011 21:26

I look up.

"I am, who I am."

I stand, and grin.

"I was expected elsewhere? I didn't know of that. As to my volunteering, of course I'm glad. I just had a bit of a shock when that clone just... collapsed."

I smile some more.

"Just a little. I'm better now."

written by Gligar on Sep 06, 2011 22:25

Briefing Room 17, O Level, Alpha Subsector

Speed-Y looks at Rapt-G's sign, and starts examining it. He stares at it intensely, trying to take in every detail. Does he remind you of anyone?

He notices that the sign itself is composed of what appears to be part of a black clipboard, to which is attached a piece of card in the usual clearance-free NearlyWhite(tm) colour. On the card is printed a colon symbol, followed by the number three, followed by an equals sign, all on one line. They're printed in black. The whole thing is fastened to what looks like a part of a bed-frame.

⁶²⁹ MALKOM: (OOC: I will be away for a few days, so please, stick my character on full auto mode if needed until I come back!)

⁶³⁰ AZIRPHAELI: (ooc Sorry guys, I was out for the holiday weekend, but have returned)

He then asks for the locations of Outfitting and Power Services. Rapt-G hands him a piece of paper, on which is written:

Paper said:

PLC MAIN WAREHOUSE, G LEVEL, DELTA SUBSECTOR

POWER SERVICES OFFICE 3, X LEVEL, ETA SUBSECTOR

"That's where they are."

Azir-R listens in. He still hasn't been told whether he's got his choice of MBD yet.

?

Mick-R waits for his jumpsuit. While grinning. Mustn't forget to grin.

Soon, a deliverybot appears. "I have a delivery for one Mick-R-NRK", it says, places a box on the floor, and leaves.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango looks at Leon-R, and claims that he is indeed happy, he was just shocked at the clone collapsing.

"Let's hope so," Leon-R replies, and checks Claude. "See? He's already dead."

written by Jam on Sep 07, 2011 01:28

I look at Rapt-G, excited...

"Cool! Pyrokinesis! So, you can set things on fire and stuff? It'd be really easy to terminate commies then, if you could just burn them to a crisp from across the room... I wonder if we could maybe see a demonstration..."

I look around for anything that can burn, and isn't too important...

written by Lightning4 on Sep 07, 2011 06:12

"Just not near me. I'm probably kind of explosive..."

I glance towards my backpack full of cone rifle shells, and look down at my grenades.

I glance at my water again.

"When's Joris-R getting here... would be nice to get some B3 before we get under way..."

written by Mingamango181 on Sep 07, 2011 10:51

"Oh... Well, considering he was what he was, that's a very good turnout."

I smile a bit more.

"So, what is it that requires my attention?" I ask the RED IntSec clone.

written by Gligar on Sep 07, 2011 17:01

Briefing Room 17, O Level, Alpha Subsector

Jam-Y seems excited about Rapt-G's mutation. He asks whether Rapt-G could set someone on fire from the other side of the room, and whether they could have a demonstration. "Yes, I can. Were you volunteering?" He holds up the sign again. "I try not to use it, though. It feels... wrong, sometimes."

Jam-Y looks for something that could be burned, but there doesn't seem to be anything. Certainly not L4-O, who, as he points out, is probably kind of explosive, what with all the ammunition he's carrying.

Then he glances at his glass again. For some reason, he doesn't seem to want to drink it... it's almost like he thinks there's something wrong with it. He'd prefer to get some B3 before the set off.

It's *really* dry in here. Can he really wait? 😊

Can anyone?

A lift

Joris-R seems to have spaced out. As such, Nukabot takes the initiative. "Alright. You mentioned the checkpoint leading to Alpha Subsector, correct? Let us get moving." And it does.

?

Mick-R opens the box, to find a RED jumpsuit that's several sizes too big. Oh well. As everyclone knows (but PLC always denies), PLC only have two sizes of jumpsuit: too large, and too small. He puts it on, and asks the docbot for his belongings. "Right here," the docbot replies, handing him another box.

Reactor shielding chamber, I sublevel, Deep Subsector

Mango seems pleased at how things have turned out. He asks Leon-R what needs his attention. "It seems that you haven't yet filled in the latest B3 survey," he replies. "I have it here."

written by Mingamango181 on Sep 07, 2011 21:45

"Ah... I knew there wasn't something quite right..."

I take the B3 survey, and look at the questions that I'm required to answer.

written by Lightning4 on Sep 07, 2011 21:53

I sigh, then think for a moment, and address Rapt-G.

"Sir, might you be aware this cup seems to have been... indicated for something? There's an X right here. I'm not sure what it means..."

written by Gligar on Sep 07, 2011 23:23

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango says he knew that there was something...

He completes the survey. There are the usual loyalty tests and IntSec inserts and such, which he tries to fill out in the right manner. There... that should do it.

He hands the form back. "Thanks, citizen. Just remember to *fill it in when it comes out next time.*"

Briefing Room 17, O Level, Alpha Subsector

L4-O thinks. He asks Rapt-G if eh knew about the X-mark on his coaster. "Perhaps you should get your eyes tested, citizen. I can't see a mark on the coaster." He holds up the sign again, and takes a drink from his own glass.

It's still really dry in here.

IntSec Checkpoint, O Level, between Epsilon and Central Subsectors

Nukabot stops at the checkpoint. This is because it has run into the usual IntSec goons, who demand to see Joris-R's ME Card.

And to think, he has one more checkpoint to go yet.

?

Mick-R takes his time emptying the box and putting things back in his jumpsuit.

written by Jam on Sep 08, 2011 02:47

I look at Rapt-G... Why would he think the mark was on the coaster... Hmm... Clearly, he knows something... But, I'm not about to go into the mind of a GREEN clone to investigate (or am I?)

I try to look for marks on L4-O's coaster, and search my own for any strange marks...

After that, I pick up my water glass and sniff the water. If it smells alright, I take a small sip, and note if there is any strange taste. If it seems safe to drink, I proceed to drink it, and enjoy the nice wet water...

written by Speeder on Sep 08, 2011 11:10

I am also puzzled, maybe L4 is seeing things? Maybe some commie left a secret mark there?

I go examine the coaster too.

written by Mingamango181 on Sep 08, 2011 12:16

"Is there something I've missed?" I ask the IntSec.

"I mean, if Joris-R notified you of my presence, it must be something really interesting, and if it's interesting, then it must be something FUN!"

written by Gligar on Sep 08, 2011 17:12

Briefing Room 17, O Level, Alpha Subsector

Jam-Y looks at Rapt-G. He's suddenly suspicious... does he know about the mark on the coaster? He could go in and look... but he's not about to delve into the mind of a superior... unless he does

He looks at the coaster himself. Yep, there's the X-mark... but why is it there?

He looks at his own coaster. No mark.

He picks up his own glass, and smells at the contents. Nothing out of the ordinary, just the faint smell of the added drugs.

He takes a sip. Yep, that's water. He drinks more of it. Ahhh... that's better.

A confused Speed-Y also looks at L4-O's coaster. He also sees the X-mark.

Rapt-G still can't see it, though. "Look, there's nothing there. See?" He holds up the sign again.

Internal Security Checkpoint, O Level, between Epsilon and Alpha Subsectors

Joris-R seems to be spacing out again. "Citizen? Your ME Card."

One of the guards pulls out a truncheon. "Now."

?

Looks like Mick-R has finished arranging his equipment. Everything seems to be there.

He thanks the docbot and heads out. First priority: find out where he is.

From the signs, he seems to be in Beta Subsector somewhere.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango wonders if there's something he's missed. If Joris-R told them he was coming, it must be something interesting, and that sounds like fun.

"He told us a little of what *you* did during his last mission. He said to *watch* you when you got here. And watch you we will."

written by Speeder on Sep 08, 2011 17:34

I blink, look at the coaster again.

I take a photo with the PDC, and see if I can see the X on the photo.

(erm, YELLOW PDC have camera, right?)

If all that worked, I show it to Rapt-G

written by Lightning4 on Sep 08, 2011 17:40

I take my own glass and sniff the contents for anything out of the ordinary, then put it back down.

I cough. My throat is feeling reeeeaally dry now.

written by 4616599 on Sep 08, 2011 18:34

I blink.

"Oh, apologies. It's almost as if my mind went elsewhere. You know how it feels?"

I give them the card.

written by Jam on Sep 08, 2011 20:15

I drink the rest of my water.

"Ahh... Nice water... Say L4-O, if you don't like that water, how about we trade glasses? You give me your glass, and I'll give you mine..."

I grin at him...

written by Mingamango181 on Sep 08, 2011 21:44

"I see... Well, I can be sure you'll do your job well."

I get back to my own work.

written by Gligar on Sep 08, 2011 23:28

Briefing Room 17, O Level, Alpha Subsector

Speed-Y looks at L4-O's coaster again. He takes out his PDC, and takes a picture of the coaster. Noting that the X is visible on the picture, he shows it to Rapt-G. "I still don't see anything," Rapt-G replies, and holds up the sign again.

L4-O takes the glass and sniffs it. Apart from the usual faint smell of additive drugs, there is nothing.

He puts the glass down again, and coughs. He really wants to drink...

Jam-Y finishes off his glass. That water was really nice.

Grinning, he offers to trade glasses with L4-O.

Internal Security checkpoint, O level, between Epsilon and Central Subsectors

Joris-R apologises. His mind was elsewhere. Surely they should know about that sort of thing.

He hands over his card.

One guard takes it, and scans it. "Thank you, citizen. But next time, make sure to keep your mind on the job, eh?"

Reactor Shielding chamber, I sublevel, Deep Subsector

Mango thinks that the guard should be able to do his job well, and gets back to his own work.

He's told to move to a different section of the chamber.

?, Beta Subsector

Mick-R keeps moving towards Alpha Subsector. He heads through a concourse, looking for a checkpoint.

written by Jam on Sep 09, 2011 02:22

I continue watching L4-O...

"You know, if you want a different water... You're ORANGE clearance, remember?"

I go back to grinning...

While still grinning, I lean back and look over at Rapt-G.

"So, we're all set on the MBDs?"

written by Azirphaeli on Sep 09, 2011 03:02 ? , Beta Subsector

I drink a good bit of my water, and after this whole X fiasco I check to make sure I don't have one, and then casually glance over to be sure I can see that X.

This whole business with the X, the sign, etc.. seems fishy, but being only a lowly RED in a sea of other colors I avoid saying anything further.

written by Lightning4 on Sep 09, 2011 07:31

"Uh... thanks sir. Think I'll pass though. Though I guess it's a good idea to try another glass... maybe."

I take another glass of water and eye it and sniff it, before taking just a small sip.

written by Speeder on Sep 09, 2011 11:23

My curiosity keeps me very curious, and I end taking a drink from the X market water.

written by Mingamango181 on Sep 09, 2011 11:59

I move to a different section of the chamber.

written by 4616599 on Sep 09, 2011 15:34

"Oh, absolutely."

I start Nukabot up again.

written by Gligar on Sep 09, 2011 17:32

Briefing Room 17, O Level, Alpha Subsector

Jam-Y continues watching L4-O, and reminds him that if he wants another glass, he is ORANGE Clearance...

He looks back at Rapt-G and asks if they're all set for their MBDs. "That's right," Rapt-G replies. "Once you get to Outfitting, you can get your badges and your MBD equipment packs, along with your other assigned equipment." He hands Speed-Y a form. "This is your equipment requisition form. You'll need to take it with you to Outfitting."

Azir-R drinks some of his water, and checks his coaster for an X. There doesn't seem to be one. He's suspicious about the whole X thing, but remains quiet.

L4-O takes one of the other glasses and checks it out. The water smells the same... it looks the same... it tastes just like ordinary water...

Speed-Y's curiosity gets the better of him. He picks up L4-O's glass... and drinks. It tastes just like ordinary water.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango moves elsewhere in the chamber. As he does, the other mutants are directed to remove the body of Claude.

Internal Security checkpoint, O level, between Epsilon and Central subsectors

Joris-R agrees, and starts up Nukabot again. He accepts his card from the guard.

Nukabot starts moving again. The guards move aside and let it through into Central Subsector.

Mick-R keeps moving, heading down another corridor.

written by Speeder on Sep 09, 2011 17:51

Since seemly nothing happened, I just take the form.

Then I recheck where Outfitting is, on the paper that I think I got from Rapt-G

"Ok, to outfitting then! Someone please inform Joris."

written by Azirphaeli on Sep 09, 2011 19:36

Very well, I follow the team to outfitting. I keep alert though, something feels off.

written by Jam on Sep 09, 2011 21:25

I watch Speed-Y in case his head suddenly explodes or something...

I also speak to John-R...

"You can't send messages telepathically to non-mutants, can you?"

written by Mingamango181 on Sep 09, 2011 22:32

I stare, looking for any new cracks that might form.

written by Lightning4 on Sep 09, 2011 22:53

I raise an eyebrow after Speed-Y drinks the glass that was in front of me.

"Strange... maybe that mark was just leftover from some previous occurrence."

I shrug, finish the glass I did pick up, then get ready to get up. I turn towards Rapt-G.

"I don't suppose you have any information on what our roles do? Most of us got scrubbed pretty good... I know I need a refresher on what an equipment officer does."

written by Gligar on Sep 10, 2011 00:33

Briefing Room 17, O Level, Alpha Subsector

Speed-Y takes the form and checks his other piece of paper. They want to go to G Level, Delta Subsector, to the PLC Warehouse there.

He announces that they'll be getting going, and asks someone to tell Joris-R.

Azir-R gets ready to move out.

Jam-Y watches Speed-Y, to see if anything will happen. Nothing much does.

To John-R, he asks whether he can send messages to non-psionics. "Er... no, I can't, sir."

L4-O raises an eyebrow. Perhaps the X was left over from something else.

He finishes the other glass and stands. He asks Rapt-G for a refresher on the MBDs. "Yeah, I've got a list right here."

He hands L4-O a couple of sheets of paper*.

* cd/zips/Gligar/mbd (98 Kb)

Reactor Shielding Chamber, I sublevel, Deep Subsector ? , Alpha Subsector

Mango continues staring.

? , Beta Subsector

Mick-R eventually finds a checkpoint, presents his ME Card, and heads through.

? , Central Subsector

Joris-R and Nukabot continue towards Alpha Subsector. And there's the checkpoint right there.

written by Lightning4 on Sep 10, 2011 09:33

I review the papers and smile.

"Neat! Also... speaking of bots. We had a bunker forkbot as part of our team unofficially. I don't suppose we could have it assigned to us again, if it's not already? If it's needed on this mission, of course..."

After I receive an answer, I hold the papers out to the rest of my team.

"If anyone else wants a refresher on their assignment, take a look."

written by Mingamango181 on Sep 10, 2011 11:58

I continue staring, then blink, and stare some more.

While keeping careful attention to where I'm staring, I think about why only Joris-R (apparently) knew of my presence.

written by Malkom on Sep 10, 2011 17:15

Mick-R hurries towards Alpha Subsector and the elusive briefing room. As he goes he tries to call up the team leader on his PDC and ask "What should I do next?"

written by Jam on Sep 10, 2011 17:15

I try to look at the sheets over L4-O's shoulder.

Then I try calling Joris-R using my PDC.

written by Gligar on Sep 10, 2011 21:29Briefing Room 17, O Level, Alpha Subsector

After reading the papers, L4-O smiles. Off the papers' mention of bots, he asks whether they could have Nukabot back with them. "Well, I suppose you could use it for transport or something." Rapt-G holds up the sign again. "Hmmm... bunker... which bunker is that? I heard that some Troubleshooter team was refurbishing an old bunker around here..."

L4-O holds out the papers for others to peruse, whereupon Jam-Y takes a look.

Then, he tries getting in touch with Joris-R again, this time by PDC.

As he's doing that, Speed-Y's own PDC goes off. Just listen to that ringtone! Isn't he glad he got a Series 1500? 😊

It turns out to be Mick-R. Remember him? He got left behind in that GREEN corridor...

It turns out that he's not all that far away, only a couple of corridors, in fact. While he waits for Speed-Y to pick up, he looks around and notices some briefing rooms.

Near Briefing Room 17, Alpha Subsector

And not too far away from him, Joris-R has passed through the checkpoint and is almost right outside the briefing room. His PDC rings.

written by Malkom on Sep 10, 2011 23:53

Mick-R walks along looking at the rooms, seeing if there's a Briefing Room 17; if there is, he peeks in. "Ahem, is this the briefing room of Troubleshooter Team Epsilon?"⁶³¹

written by Speeder on Sep 11, 2011 01:38

I reply on the PDC.

"Go to G Level, Delta Subsector, to the PLC Warehouse there."

Then I turn to John

"Call Joris and tell him to go to G Level, Delta Subsector, to the PLC Warehouse there."

Then I turn to L4.

"Well, the Nukabot was on the entrance of the bunker... Maybe someone got him..."

I turn to John.

"Ask the missing team members if any of them got the Nukabot."

written by 4616599 on Sep 11, 2011 08:41

I try to speed Nukabot up.

I answer my PDC.

written by Lightning4 on Sep 11, 2011 10:21

I file the papers neatly away into my backpack.

"If anyone needs them, I have them."

After doing that, I look around and suddenly shout:

"EQUIPMENT CHECK!"

I look around for a few moments then simply smile.

"Just testing my abilities. Not actual check yet. Everything seems to be in order so far anyway... not that we're doing anything yet."

written by Mingamango181 on Sep 11, 2011 12:36

I observe, taking in the detail of what it is I'm looking at. I don't move until directed, and that includes leaning.

written by Gligar on Sep 11, 2011 22:02⁶³²

*Jam said:*⁶³³

⁶³¹ MALKOM: (OOC: or whatever our team was called, I think that was it...)

⁶³² GLIGAR: (OOC: Jam posted in the wrong thread. I'm going to have to deduct 1pp for that.)

[713]

"Hey Joris-R, this is Jam-Y. Speed-Y says to go to G Level, Delta Subsector, to the PLC Warehouse... Oh, and do you have Nukabot with you?"

At the same time, I motion to John-R that I'm already calling Joris-R, and that he doesn't need to call him again.⁶³⁴

written by Gligar on Sep 11, 2011 22:33

Near Briefing Room 17, Alpha Subsector

Mick-R keeps going, checking rooms. Over his PDC, Speed-Y is telling him to instead head for Outfitting in Delta Subsector.

In a moment, he encounters Joris-R and Nukabot. Over Joris-R's PDC, Jam-Y is also telling him the same thing. He asks if Nukabot is with him.

He certainly does. Nukabot speeds up, ending up right outside Briefing Room 17. "And here we are!"

Mick-R heads over and looks inside.

Briefing Room 17, O Level, Alpha Subsector

Mick-R asks if this is the right place. "If you're with Team Epsilon, you're late," Rapt-G says, holding up the sign again.

Speed-Y appears to have issued orders concerning PDC calls and Nukabot.

L4-O puts away his papers. He says that anyone else who wants to look at them can ask him.

He then calls for an equipment check! No wait, he's just kidding.

John-R looks to have been about to call someone on his PDC, but puts it away again.

Rapt-G tells the team, "You guys had better get moving. You're running late as it is." You guessed it: the sign again.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango keeps up his observation, not even daring to move.

And sure enough...

...a piece of the shield falls away, revealing the reactor below.

written by Speeder on Sep 11, 2011 22:36

I notice everyone is here.

"Oh, magical.!

We have to move out. Later we tell you about your mandatory bonus duties. Or someone please tell them. We have to go to outfitting, then to power services."

I actually look VERY HAPPY to see Nukabot with us, and I already hop into my usual place into its back.

⁶³³ JAM: (ooc: The stats say Joris-R doesn't have a PDC... :P)

⁶³⁴ JAM: (ooc: *facepalm* 🤦)

And I was sure I clicked "reply" in this thread before I posted...

Now I know Gligar reads the other threads... I wondered about that...)

"Hello Nukabot! Nice to see you got a formal power upgrade, and repairs! You got the asimov repaired too?"

written by Jam on Sep 11, 2011 22:39

"Oh, it's Nukabot! Oh, hey Joris-R..."

I hang up the PDC.

"Okay, so we're leaving now, right? Goodbye sir!"

I salute to Rapt-G,, then exit the briefing room. I wait out in the corridor for Speed-Y to lead us to wherever we're going...

written by Lightning4 on Sep 11, 2011 23:56

I head out into the corridor and see Nukabot and smile.

"Nukabot!"

I immediately start assessing the status of the damage it had accumulated over the course of our previous mission.

written by Azirphaeli on Sep 12, 2011 00:56

I wheel after the team merrily.

written by 4616599 on Sep 12, 2011 08:41

I greet everyone, and then notice Rapt-G.

"Hello sir! Good daycycle! Did I miss any promotions or other exciting team stuff?"

written by Mingamango181 on Sep 12, 2011 13:12

I frown.

"Hey? I don't think that was supposed to happen..."

written by Malkom on Sep 12, 2011 16:05

"Sorry sir! I got held up by a docbot sir! What's our mission, Sir?" Mick-R is struggling to keep his grin on. He isn't entirely successful. At least he isn't scowling his displeasure; that's a good thing! A very good thing.

You might notice that he enquires all this rather woodenly and un-eagerly, as if forcing himself to.

written by Gligar on Sep 12, 2011 17:28

Briefing Room 17, O Level, Alpha Subsector

Or rather, the doorway.

Speed-Y looks pleased that everyone is here, especially Nukabot. He tells the newcomers that it's time to move out. They'll be informed of their MBDs en route.

He hops on board Nukabot, and asks it about its repairs. "That is correct, citizen. I have been restored to full operating capacity, and have also received a micropile reactor. With any luck, it should not explode, or release radioactive fallout, or detonate. Current R&D estimated place the probability at 20%. Unlike a certain other object..."

Lucas-R grins at Nukabot, and also hops on board.

Jam-Y notices Nukabot, hangs up his PDC, and salutes Rapt-G, before exiting the briefing room.

L4-O files out and also notices Nukabot. He starts inspecting the bot, looking for anything wrong with it. It seems to have been fully repaired after last mission. Including the axle.

Azir-R wheels out, waiting for the others to move off.

Rather stiffly, Mick-R explains that he was held up, and asks if he missed anything. "You've missed the entire briefing. I'm not repeating it." He holds up the sign again.

Joris-R also asks, and gets the same answer.

Reactor shielding chamber, I sublevel, Deep Subsector

Mango exclaims that he doesn't think that the shield falling apart should be happening...

An alarm sounds. A voice shouts, "All volunteers to Shield Grid G3!"

written by Speeder on Sep 12, 2011 17:52

I look to Azir, then I say.

"Azir, see if you can somehow grab hold of the bot, so you get pulled along as it moves."

written by Malkom on Sep 12, 2011 17:53

Mick-R squints hard at the sign, looking at it in its entirety, and taking in any and all symbols, images, and text on it. He snaps a picture of it with his PDC as well.

written by Lightning4 on Sep 12, 2011 18:08

I take my position at the helm of Nukabot. Well, drivers seat anyway. Can it even be called a helm?

"Just like old times again."

Assuming nobody else is there, anyway. If there's someone there I just stare with puppy dog eyes.

written by Azirphaeli on Sep 12, 2011 18:57

"Oh this should be fun!"

I find a relatively safe area on the side with a bit of wozzit sticking out, and grab on.

I concentrate on keeping my wheels parallel with the nukabot as it moves and turns to ensure I don't wheel under it, as that would be a disaster.

written by Mingamango181 on Sep 12, 2011 21:42

I watch the reactor itself, taking note of what component was supposed to be holding the shield.

written by Gligar on Sep 12, 2011 23:20

Outside Briefing Room 17, O Level, Alpha Subsector

Speed-Y tells Azir-R to grab on to Nukabot somehow, so he is pulled along.

Mick-R is more interested in Rapt-G's little sign. As previously mentioned, the sign only shows three symbols: a colon, the number three, and an equals sign. Mick-R takes a picture of it.

L4-O moves to climb into the operator's seat, but finds it occupied by Joris-R. He stares pleadingly.

As John-R chooses a spot for himself, Azir-R grabs on to something sticking out of the side of the forkbot. It should be sturdy enough to support him.

"Is that everybody?" Nukabot asks.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango continues to stare. He looks through the hole, at the reactor. That prickly feeling returns. And with it, a peculiar warmth.

He notices, while staring, that one of the metallic braces, which normally support the reactor shield, is missing.

Building 3, Industrial Subsector B

You're probably wondering what happened to Cryo? Well, I'm sending some spybots over there now... with the power out, the usual cameras are offline.

...

Ah, here we are. He seems to be in an Internal Security office.

written by Jam on Sep 13, 2011 01:20

I try to find a spot on Nukabot, and climb on...

Otherwise, I just follow behind.

written by Speeder on Sep 13, 2011 01:42

"We should have asked for more places for us in Nukabot..."

Although getting Nukabot back already make me happy enough!

I wonder if we will get Massacrebot back..."

written by Malkom on Sep 13, 2011 01:49

Mick-R follows along with the group, his thoughts wandering...

written by Mingamango181 on Sep 13, 2011 13:27

I look further, with nothing else to do than to oversee that the clones are doing what they are.

written by 4616599 on Sep 13, 2011 15:09

I look at L4-O, rather surprised.

"Erm. Sure. Take the seat."

I try to find room at the back, and look for Rapt-G. "Sorry-another thing, sir. Can I also be Agent Provocateur?"

written by Gligar on Sep 13, 2011 17:56

Outside Briefing Room 17, O Level, Alpha Subsector

Jam-Y finds a spot on Nukabot. (The team did it before, they'll do it again, it seems.) He ends up hanging off the side, opposite to Azir-R.

Speed-Y notes that perhaps they should have asked for a larger forkbot... oh well. At least they got Nukabot back in one piece.

He idly wonders if they could get Massacrebot back, but realises that that would involve time travel and having to meet his former self, not to mention having to dodge a nuclear explosion... assuming that time travel *exists* outside of the vidshows, that is...

Mick-R doesn't climb onto Nukabot. He hangs back a little, and keeps quiet. Almost as if he wanted to be alone.

Joris-R suddenly realises that L4-O is staring at him, and surrenders the seat. He tries to move back, but there isn't really any room.

He then calls back to Rapt-G, asking if he could be the Agent Provocateur as well. "Sorry, only one duty per Troubleshooter." He holds up the sign again.

"Well?" asks Nukabot. "Shall we go?"

Reactor shielding chamber, I sublevel, Deep Subsector

Mango continues to not do anything. He hasn't been told to move, after all.

Around him, other volunteers are moving, some getting close to the hole.

Through the hole, clones can be seen running around the reactor gantry, some wearing radiation suits, some not.

The air is prickly again.

written by Lightning4 on Sep 13, 2011 21:09

"Onward then, I suppose! I'll just follow on foot for now. Nukabot appears to be in fully functional order, which is great."

I look again.

"I even think the bloodstains got cleaned. Impressive!"

If the group starts moving I follow along on foot.

written by Mingamango181 on Sep 13, 2011 21:24

I keep watching, and feel that prickly feeling that is typical of something with plenty of radiation.

Prickly... Like being poked with a brush.

written by Jam on Sep 13, 2011 22:44

"Hey Joris-R! Been quite a while, hasn't it... Oh, you wanted to be Agent Provocateur? So that's what the other thing you were saying was..."

I continue hanging from Nukabot's side, in case we start moving...

written by Gligar on Sep 13, 2011 23:22

Outside Briefing Room 17, O Level, Alpha Subsector

L4-O decides not to take the seat after all, instead opting to walk alongside.

Jam-Y greets Joris-R, and comments on their previous "conversation".

Nukabot asks, "So... where are we going? Or are we just staying here?"

Reactor shielding chamber, I sublevel, Deep Subsector

Mango continues doing nothing.

He watches the clones on the reactor gantry, as they try to restore the metal brace, and the shield, to where it should be.

The air continues to be prickly. It's not as bad as... *that* time. Then again, nothing could compare to that. This isn't all that bad, now Mango comes to think of it...

written by Speeder on Sep 13, 2011 23:30

I look at L4, then at Joris.

"L4, you are equipment officer, equipment officer is supposed to operate the bots... And in the previous mission you did that in a excellent fashion, even with broken leg. So, can you please do you know, your job?"

I look at Joris, and smile as he moves out the seat.

Then I look at Nukabot.

"Erm, you are seemly driverless. I do not think people would enjoy you going around without a driver."

written by Malkom on Sep 13, 2011 23:30

Mick-R's personality starts to reassert itself as he steps onto Nukabot. "You! Bot! Get us out of here, on the double!" He tries to get into the driver's seat. "I'll drive."

written by Azirphaeli on Sep 14, 2011 00:00

I'm not so sure I like Mick's not so happy tone.

written by Lightning4 on Sep 14, 2011 00:44

I try to take the drivers seat first.

"Excuse me, I'm the equipment officer..."

Either way, I give Nukabot directions where we need to go:

"We're going to Outfitting first I think. Um... not sure where that is, I'm sure Speed-Y knows."

written by Jam on Sep 14, 2011 02:12

I grab the back of Mick-R's jumpsuit as he tries to climb into the driver's seat...

"Hey, hang on a secondcycle, L4-O's the Equipment Officer, he's the one who should drive Nukabot! You the... uh... Wait, what MBD does Mick-R have again?"

written by Mingamango181 on Sep 14, 2011 11:54

Prickly... No. More like... fuzzy.

I continue watching.

written by 4616599 on Sep 14, 2011 15:33

I look mildly annoyed at Rapt-G's denial, and the argument over driving for a moment.

I then attempt a smile again.

"Okay, Team Leader, where to?"

written by Gligar on Sep 14, 2011 18:27

Outside Briefing Room 17, O Level, Alpha Subsector

Speed-Y reminds L4-O that, as Equipment Officer, it's his job to drive the bot. Not only that, but he did an excellent job of driving last time. So shouldn't he be, you know, driving?

He notices that Joris-R has moved and smiles. Of course, that means that Nukabot is currently driverless, and as such, it's best if it stays here for a moment.

Mick-R decides that actually, he'd like to drive. Rather bluntly, he orders Nukabot to get moving, and tries to get into the operator's seat.

He finds himself stopped by both L4-O and Jam-Y, who both remind him that L4-O is driving. In addition, Jam-Y has hold of Mick-R's jumpsuit. L4-O shoves Mick-R out of the way and takes the seat again. He tells Nukabot that they're heading for Outfitting, but that he's not quite sure where that is. Perhaps Speed-Y knows?

Jam-Y starts telling Mick-R his MBD, but seems to be having trouble remembering it. He thinks back... oh yes! Mick-R's the Hygiene Officer.

Azir-R watches Mick-R, with a hint of disapproval in his eyes.

Joris-R looks a little unhappy for a moment. Perhaps the argument over their driver is getting to him. Or maybe it's Rapt-G's refusal. Whichever one it is, it passes quickly.

He puts on a smile, and asks Speed-Y for their destination.

Nukabot suggests, "Perhaps I should head back to the lift." It starts moving, slowly at first, looking for an intersection so it can turn.

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango continues to diligently hold position as the clones below struggle to get the shield back into place.

The reactor begins glowing a slightly brighter shade of GREEN that seems to sap Mango's energy.

And the energy of a few others, it seems. Someone behind Mango collapses, falling onto him.

written by Speeder on Sep 14, 2011 18:33

I nod and say.

"To the lift!"

I look to everyone that is wondering where to...

"We have to go to G Level, Delta Subsector, to the PLC Warehouse there."

written by Azirphaeli on Sep 14, 2011 19:35

I hold on as we move.

written by Malkom on Sep 14, 2011 20:17

"<Censored>!"

written by Gligar on Sep 14, 2011 22:44

Outside Briefing Room 17, O Level, Alpha Subsector

Speed-Y agrees with Nukabot's suggestion. For the benefit of everyone else, he adds that they will be travelling to the PLC Warehouse in Delta Subsector.

Azir-R holds on as best he can. It's kind of difficult. And it doesn't help that Mick-R is distracting him with his treasonous levels of unhappiness... see, he just unleashed an expletive.

Nukabot reaches the end of the corridor, where there is a concourse. It begins its turn.

written by Speeder on Sep 14, 2011 23:01

"I do not remember who is happiness officer... Can you please work on Mick, before we need Loyalty officer to work on Mick?"

written by Jam on Sep 14, 2011 23:04

I look at Mick-R, then look around...

"Hmm... Mick-R seems rather unhappy, which means the Happiness Officer isn't doing his job... Right, Azir-R?"

written by Malkom on Sep 15, 2011 00:52

Mick-R remembers what happened the last time he didn't look happy...

"I'm happy, I'm happy!" He pushes his face into a grin.

written by Azirphaeli on Sep 15, 2011 04:00

"I don't remember officially being declared the happiness officer, though I did inquire about it. Your statement, Jam, is good enough for me."

Then I turn to Mick.

"Being happy does not mean smiling when we get upset, I don't want to see that treasonous attitude surface again."

All this of course, while hanging on to the nukabot.

written by Lightning4 on Sep 15, 2011 07:35

I keep a lookout for any suspicious clones.

I also note how Nukabot is performing while driving.

I ALSO note some of the equipment of my companions, making sure that seems all in order.

I also also keep an eye on where we're going.

written by Mingamango181 on Sep 15, 2011 13:13

It takes me a moment to realise that something has actually hit me.

Green, glow... What the?

I try to crawl up from whatever it is that has ended up falling on me, and look over at what it is.

written by Gligar on Sep 15, 2011 17:52

Concourse O2, Alpha Subsector

Nukabot continues its turn, narrowly avoiding a table.

[717]

Speed-Y can't remember who is Happiness Officer, but issues an order to see to Mick-R anyway.

Jam-Y also notices Mick-R. Clearly, that's due to the Happiness Officer (who, he remembers, is Azir-R) not doing his job.

Mick-R claims to be happy, and does the thing where he forces his face into a smile using his hands.

Azir-R hadn't officially been told that he was happiness Officer, but Jam-Y's statement is sufficient.

He doesn't buy Mick-R's attempt to make himself smile. That's not what being happy means. He tells Mick-R to make sure that it doesn't happen again.

Hopefully, they'll get to Outfitting soon, so he can get his MBD kit. In the meantime, he continues holding on to Nukabot.

L4-O monitors how Nukabot is operating, noting that it is operating within its standard parameters. Power levels are nominal.

He also has a look at whatever equipment he can see. That isn't a lot, but it seems to be in good condition.

As he's doing that, Nukabot finishes its turn and returns to the corridor.

Outside Briefing Room 17, O Level, Alpha Subsector

Finally, L4-O keeps an eye on the corridor, looking for any potential obstacles or other suspicious things.

Nothing too problematic, just a scrubot.

It keeps ahead of Nukabot all the way to the checkpoint.

Reactor shielding chamber, I sublevel, Deep subsector

Mango doesn't react to be fallen onto... for a moment.

Soon, though, he tries to move out of the way. Something falls off him to the floor.

Looking back, he can see that it was one of the other volunteers. He now seems to be dead.

written by Malkom on Sep 15, 2011 18:24

Mick-R takes away his hands and tries to keep smiling, with some success...

written by Azirphaeli on Sep 15, 2011 20:27

"That's progress if anything. Keep practicing."

written by Mingamango181 on Sep 15, 2011 21:06

I'm taken quite aback at the body.

"Oh my..."

I move away from the exposed reactor. Slightly.

written by Jam on Sep 15, 2011 21:36

"Oh, Mick-R's smiling again... Back up to mandatory happiness levels, I see. Good job, Azir-R!"

I try to look towards where we are headed, and if we are getting any closer to our destination.

"Hmm... I wonder what ever happened to Mango-R... Last I saw him, he was being shot by about 10 lasers at once... I wonder if he's recloned yet... He's probably INFRARED now after that incident..."

written by Malkom on Sep 15, 2011 21:42

Mick-R makes an unintelligible grumbling noise and hunches over his PDC so it's hard to look at the screen.

written by Gligar on Sep 15, 2011 23:25

Internal Security Checkpoint, O level, between Alpha and Central Subsectors

Nukabot enters the checkpoint, and stops to allow everyone to present their ME Cards.

Mick-R experiments with smiling while not using his hands. It almost works. That's good enough, right?

Azir-R thinks so. He tells Mick-R to keep practicing.

Jam-Y also thinks so. He notices that they're back at the checkpoint.

Mick-R grumples and hunches over his PDC, trying to not let anyone see it.

Jam-Y wonders what happened to Mango-R (as he knew him). Perhaps he's recloned? He's probably INFRARED after that.

Reactor Shielding chamber, I sublevel, Deep Subsector

Indeed he is. He's also worried about this body that fell into him.

He tries to move away from the hole a little.

The air still feels prickly. But it's strange... he doesn't feel as bad as before...

written by Speeder on Sep 15, 2011 23:53

I present my ME card, and wait so we can proceed.

Upon seeing Azir first success, I smile.

"Good job! I will buy a B3 for you later."

written by Malkom on Sep 16, 2011 02:25

Mick-R hunches some more, glancing suspiciously at the other Troubleshooters as he taps something into his PDC.

written by Lightning4 on Sep 16, 2011 06:38

I'm too busy presenting my ME card to notice what Mick-R is doing.

written by Mingamango181 on Sep 16, 2011 12:52

Okay, this is getting a bit weird now. Can I go back yet?

The feeling isn't bad as before, which seems to suggest that something is adapting to the radiation. Or perhaps my body is failing, and the nerves were the first to go.

Doesn't seem like it though. After all, my body seems to be functioning correctly despite the prickling sensation in the air.

written by Azirphaeli on Sep 16, 2011 15:55

I don't have a good vantage point to see what Mick is doing.

I instead present my ME card when there's a chance.

written by 4616599 on Sep 16, 2011 18:44

I try to squeeze into a more sheltered spot.

I too present my card...

written by Gligar on Sep 16, 2011 18:53

Internal Security Checkpoint, O level, between Alpha and Central Subsectors

Speed-Y presents his ME card to the guards, and waits for everyone else do the same.

He congratulates Azir-R on his first success as Happiness Officer, and promises to buy him a B3 later.

Mick-R doesn't present his ME card. He's too busy doing something with his PDC. I can't see it from here. He glances at his fellow Troubleshooters occasionally, but doesn't seem to realise that he needs to present his ME card.

L4-O fails to notice Mick-R. That's because he's also presenting his ME card for inspection.

Azir-R can't see Mick-R very well from where he is. He presents his ME card with the others.

Lucas-R is also busy with his ME card.

"And the rest of you," the guard prompts. "Let's see'em."

Reactor Shielding Chamber, I sublevel, Deep Subsector

Mango ponders how he's feeling. Does the lower severity mean that he's adapting? Or is his body beginning to shut down? No... he doesn't think so.

Through the hole, he can see that technicians have finally been able to put the supports back in place.

written by Malkom on Sep 16, 2011 18:58

Mick-R sticks out his ME card while tapping data into his PDC with his other hand.

written by Speeder on Sep 16, 2011 19:29

I look at Jam, then at Mick.

"Show to Jam, the loyalty officer your PDC. I am suspecting you are doing something treasonous, AND DO NOT ATTEMPT TO CLOSE WHATEVER YOU ARE DOING!!!"

I then think a bit, trying to remember one of the Friend Computer endocrinations that junior citizens are taught.

"Between privacy and security, security is always more important! Because privacy, may hide mutants, traitors, and commies."

written by Azirphaeli on Sep 16, 2011 19:47

I thank Speedy and Jam for the encouragements, and when the guards get testy with.. not Mick again.. < sigh >

Since he looks distracted, I motion with my hands for Joris, Speedy, or someone closes to find out what he's doing.

written by 4616599 on Sep 16, 2011 20:23

I purse my lips a bit, and wait for my card to pass inspection.

written by Lightning4 on Sep 16, 2011 20:58

I get startled by Speed-Y's sudden shouting and see if I can see what Mick-R is doing from my position.

written by Jam on Sep 16, 2011 23:32

I stick out my ME card...

"Hang on Speed-Y, sir... I'll be right with you..."

"..."

written by Gligar on Sep 16, 2011 23:37

Internal Security Checkpoint, O level, between Alpha and Central Subsectors

Joris-R hands over his ME card. He tries to get himself into a better position on Nukabot. There... that should do it.

Mick-R hands over his ME Card. While still fiddling with his PDC.

Speed-Y notices, and demands that he show it to Jam-Y. Right now. He thinks back, and adds what he can remember of the Security Over Privacy doctrine.⁶³⁵

Azir-R thanks the YELLOWS for their encouragements, and then sighs as Mick-R causes trouble. He motions that someone should look at his PDC.

John-R hands over his ME card, and also sighs. He glares at Mick-R.

Joris-R waits for the guard to finish with his ME card. But it looks like he's also distracted by Mick-R's shenanigans.

A little startled by Speed-Y's sudden outburst, L4-O looks round, trying to get a look at Mick-R's PDC. But Mick-R is in a place he can't see.

Lucas-R cranes his neck, trying to get a look as well. "It... looks like he's looking at a Tech Services site," he says.

written by Mingamango181 on Sep 17, 2011 03:51

I make sure not to go crazy and start doing things the way clones do whenever there is something to panic about.

It's probably the fact that they're sealing the leak of radiation... I think.

I get up, if I haven't done it already.

written by Malkom on Sep 17, 2011 04:06

"Whatever," Mick-R grumbles, shoving the PDC under Jam's nose with more force than should be needed. His voice starts to rise: "Have an eyeful... officer. Have you ever even considered the kind of hampering people like you put on the advancement of technology?! You and your 'ooh, it's treason, it's terrible' vatcrappy nonsense! We'd be WAY

⁶³⁵ GLIGAR: (OOC: I like that, Speeder, take a Perversity point 😊)

[719]

more advanced without people like you around!" He is not smiling anymore, have you noticed? In fact he's worked himself up into a pretty good rage. "Go on, keep simpering and whining about treason while good people work hard to spread technology! You aren't even doing anything to help, let alone making yourself useful!!" He's yelling at the top of his lungs! "WHYYYYY!?"

written by Lightning4 on Sep 17, 2011 07:19

I hold my hand up and quietly mouth things to myself while counting fingers in seemingly increasing value.

"Five..."

I stop momentarily and think.

"No wait. Six. Six counts of treason from that little tirade... of varying severity, of course."

written by Speeder on Sep 17, 2011 17:13

I facepalm.

"I think I do not kicked him hard enough last time. Also I think he has personal level problems with Jam, considering last time he tried to shoot Jam..."

I wait, with expectation, wanting to know what Jam will do.

written by 4616599 on Sep 17, 2011 19:03

"I'll leave this to the happiness officer...and Jam-Y, I guess, hearing Speeder."

written by Jam on Sep 17, 2011 21:38

I glare angrily at Mick-R...

"Get that out of my face, I already know what you were doing on your PDC! You're intentionally acting suspicious, like you're trying to attract attention to yourself. Why are you wasting my time?!"

And why are you throwing a fit at me when I haven't even done anything? Do you *want* to be terminated?"

I take out my laser pistol, and aim it at Mick-R's head.

written by Gligar on Sep 17, 2011 21:41

Reactor Shielding chamber, I sublevel, Deep Subsector

Mango tries to remain calm.

Another clone falls over.

That reminds him that he's still on the floor. He stands up.

Below, the technicians continue their work. They're almost done now.

Internal Security Checkpoint, O Level, between Alpha and Central Subsectors

Jam-Y hands over his ME card and tells Speed-Y he'll be right with him. He concentrates.

Mick-R grumbles, and shoves his PDC right into Jam-Y's face before launching into a tirade about clones like him are holding back the progress of technology. He gets treasonously unhappy about it.

L4-O remains surprisingly calm. He simply holds up a hand and counts. As it happens, he's counting treason. Five... no, *six* counts of treason in that rant alone. At least.

Speed-Y facepalms. Again. He thinks that he might not have used enough force last time. Also, Mick-R seems to have a problem with Jam-Y, considering past events.

Joris-R decides to leave things to Jam-Y and Azir-R.

And what does Jam-Y do? He snaps at Mick-R to get that thing out of his face. Jam-Y already know what he was doing. It's almost as if Mick-R wants to be terminated, the way he's acting... and wasting Jam-Y's time, while he's at it.

Jam-Y pulls out his laser pistol, aiming right between Mick-R's eyes.

The guards don't. "Alright, that's enough! You'd better explain yourself RIGHT NOW citizen!"

Two of them grab Mick-R. The other four point their laser pistols at him. Rather noisily.

written by Malkom on Sep 18, 2011 00:32

Mick-R turns his considerable ranting powers on the guards, screaming a few furious sentences before he has to stop for breath.

written by Azirphaeli on Sep 18, 2011 04:54

Treasonous levels of unhappiness to boot, this is a disaster.

"I think you've got this, Jam, it seems less a happiness issue now, and more a serious issue of loyalty to the team.."

written by Lightning4 on Sep 18, 2011 05:59

I just sit back and watch mildly amused now.

written by Mingamango181 on Sep 18, 2011 11:59

I feel a bit dazed as I check to see if any of my limbs have dropped off.

I plan to ask later about my radiation levels and if they're at safe amounts. But for the time being, I go back to looking at the affected area, this time blinking more often, and not simply staring... I also try not to make direct eye contact with the area.

written by 4616599 on Sep 18, 2011 13:59

"Right! Stay where you are!"

I perfunctorily point a boot at him.

written by Jam on Sep 18, 2011 18:03

"Why are you being unloyal? Explain yourself!"

I continue aiming my laser pistol at Mick-R...

written by Gligar on Sep 18, 2011 21:08

Internal Security Checkpoint, O Level, between Central and Alpha Subsectors

Mick-R directs his anger at the guards. You know, the ones who have laser pistols pointed at him.

One of them fires. His shot hits Mick-R in the foot, just as Mick-R catches his breath.

Azir-R just gives up. It's looking less like happiness and more like disloyalty. That's Jam-Y's responsibility, is it not?

L4-O watches. At least he seems happy.

Joris-R demands that Mick-R stay where he is, and points a boot at him. A boot? Really? What is he going to do, throw it at him? Stomp him as if he were a [REDACTED]?

Jam-Y demands that Mick-R explain himself.

And to cap it all off, Team Epsilon's PDCs start ringing. It's that ringtone that says, "This call is Very Important, you had better answer it now..."

Reactor Shielding chamber, I sublevel, Deep Subsector

Feeling a little dazed, Mango does a quick check of his body. Two arms, two legs, ten fingers... yep, looks fine!

He continues watching the hole, being careful, thin time, to blink. And to not look directly at the reactor.

As he watches, the section of shield is slid back into place.

written by Mingamango181 on Sep 18, 2011 21:45

I continue watching in the same manner that I am now, seeing as it hasn't caused a catastrophe as of yet.

written by Malkom on Sep 18, 2011 22:13

Mick-R answers his PDC reflexively, without thinking, and immediately wishes he hadn't.

written by Lightning4 on Sep 18, 2011 23:07

I check my PDC too, this must be important!

written by Jam on Sep 18, 2011 23:53

I answer my PDC, as quickly as possible!

written by Azirphaeli on Sep 19, 2011 03:08

I answer my PDC while watching Mick.

written by 4616599 on Sep 19, 2011 07:32

I too answer it

written by Speeder on Sep 19, 2011 12:55

I look sad that I will not watch Mick oblivion, and get my PDC and hear the message.

written by Gligar on Sep 19, 2011 17:15

Reactor Shielding chamber, I sublevel, Deep Subsector

Mango keeps watching as the shield's locks are applied.

Finally, the repair is complete.

A moment later, an announcement comes over the PA. "Twenty minutecycles remaining."

Internal Security checkpoint, O level, between Central and Alpha subsectors

Everyone reaches for their PDCs.

The message turns out to be from Friend Computer. **"Troubleshooters, report! Standard metrics indicate that you should be at Outfitting at this time! Why have -"** The message is cut off.

And not only that, but the lights suddenly go out.

written by Malkom on Sep 19, 2011 17:27⁶³⁶

"Oh cr*p!"

Mick-R's survival instincts take over, and he yanks out his laser pistol, trying to get away from the guards in the sudden darkness. If successful he turns on any flashlight function on his PDC, or gets a flashlight, and shines it around.

written by Speeder on Sep 19, 2011 17:31

I see if the PDC is still working, and if the P2P network of it is still working too...

Then I ignore Mick and whatnot, and see more pressing matters, I attempt to ask "monitor guy" if the power cut shut down the compnode again, and if true, if we are to remain in our course, or do something else.

written by Azirphaeli on Sep 19, 2011 18:22

As I see (faintly) that Mick runs off, I announce: "This treasonous clone is getting away, there he goes." I point off in the direction he's heading.

Then, quieter "Why do we keep letting him be part of the team? He causes nothing but constant trouble?"

I check the functionality of my PDC, and await orders from the team leader.

written by Lightning4 on Sep 19, 2011 18:30

I see if Nukabot has headlamps. If I find a button in the darkness, I turn it on, otherwise, I ask Nukabot to turn them on.

"I have the feeling this is what we need to be investigating... we need to get in and out of Outfitting fast..."

written by Mingamango181 on Sep 19, 2011 20:12

Oh, just twenty minutecycles remaining? I thought there would be a long way to go!

I continue doing my duties with a grin on my face.

written by Jam on Sep 19, 2011 23:04

I look around in surprise as the lights suddenly fail... Wait, what's that? Is Mick-R trying to escape?

"Trying to escape, Mick-R?! You can't hide from me! I know exactly where you are..."

I aim my laser pistol towards Mick-R if I can, and fire at him.

⁶³⁶ Malkom: (OOC: This is where it gets fun! 😊)

written by Gligar on Sep 20, 2011 00:09

Internal Security checkpoint, O level, between Central and Alpha subsectors (thermal imaging)

Oh good, this camera's working. Let's see...

Mick-R reverts to survival... and tries to flee.

He ducks under the guards' weapons, and heads for where he thinks a door is.

He tries to find a light source... and finds that his PDC isn't functioning.

Speed-Y checks his own PDC... which also isn't functioning.

Azir-R announces that Mick-R is trying to escape (wait, he can see in the dark?) and points where he thinks Mick-R is.

He grumbles and checks his own PDC. It's also not working.

L4-O checks Nukabot... or tries to. It is, dark, after all. He presses what he thinks is the headlights button... to find that Nukabot seems to also be non-functional.

This could be a problem. Perhaps it's related to the problem they've been assigned to investigate. If so, they need to get to Outfitting *now*.

Jam-Y reacts with surprise, and announces to Mick-R that it's pointless to run. He knows exactly where he is.

He concentrates... and shoots.

His YELLOW laser shines brilliantly in the dark.

It hits Mick-R in the shoulder, causing him to drop his PDC. It looks like he won't be able to use that arm.

And his laser isn't the only one. John-R joins in the fun.

The RED beam also shines, but misses.

The guards yell, "**Stay where you are, traitor!**" One adds a BLUE beam to the mix, hitting the same arm. The pain causes Mick-R to fall to the ground.

The lights, PDCs, and Nukabot flicker briefly but do not manage to come on.

Reactor shielding chamber, I sublevel, Deep Subsector

Mango continues watching the shield, remembering to blink. He's noticeably happier now that he's nearing the end of his reactor shielding duty.

written by Speeder on Sep 20, 2011 00:22

"Ok, we got hit by a electromagnetic attack.

This is serious business now team, we are NOT going anymore to research a defect, but a clear terrorist attack. Stay alert, and leave Mick for the IntSec, we have more pressing matters now."

I think a bit and state.

"Ok, outfitting probably cannot hand us anything while they are out of power, but we still need to get there, and

hope a high clearance citizen went there to clear things manually for us."

I ask to noone in particular, but I hope a IntSec will reply.

"How we get to G level, Delta Subsector, without using elevators that might be without power?"

written by Jam on Sep 20, 2011 01:50

"Terrorists? Oh no! We've got to hurry!"

I start running back to the others...

"So, if Nukabot isn't working, are we going to have to run the whole way? And how will we see where we have to go—*clang* *thud*"

The rather sickening sound of skull colliding with metal is followed by the sound of a body falling onto synthcrete, then silence...

written by Malkom on Sep 20, 2011 02:45

Mick-R looks around frantically. "No please, don't shoot! I can help, I'm a really good technician! I can help you correct your problems. I swear I'll not betray you!" He clutches his arm, wincing. "Look, terminate me after if you want; but terminate me now and I won't use my skills in your assistance."

written by Azirphaeli on Sep 20, 2011 03:40

I ignore Mick's pleas, I've heard this song and dance before.

I ignore the fact that I was seeing fairly well in the dark and hope everyone else gingerly ignores it as well.

Then again, both Jam, Joris, and the Intsec could see him so maybe it's not that unusual. (ignoring that they probably fired in the direction Jam's shot went).

"Yes we need to get to outfitting, enough with these distractions."

Then I hear Jam bang his head and fall down.

"Damn it that's the last thing we need."

I Wheel my way over to where I "heard" him fall and offer aid.

written by Speeder on Sep 20, 2011 11:32

"Or terminate him now, and probably with this EMP attack he will not reclone, and that way we get rid of him permanently!"

written by Mingamango181 on Sep 20, 2011 11:38

Well, this has certainly been an eventful cycle...

I look, blink, breathe, and look again.

Goodness knows who knows what the cause of all this is. After all, things like that aren't meant to do that.

written by 4616599 on Sep 20, 2011 15:40

I crouch down onto Nukabot, searching around for any light sources.

Annoyed, I knock on my PDC's cover.

written by Gligar on Sep 20, 2011 17:58**Internal Security checkpoint, O level, between Central and Alpha subsectors (thermal imaging)**

Speed-Y surmises that someone used an EMP against them. That's bad.

He orders that Mick-R be left with IntSec. They have other things to worry about.

Things such as getting to Outfitting... would PLC even be operating with no power?

How do they even get there without lifts?

Jam-Y agrees that they have to hurry! But are they going to have to run?

He begins running back to the group, and ends up colliding with Nukabot. Thud.⁶³⁷

Mick-R pleads for the team to not terminate him. He says that he is a good technician, and can help them. But only if they don't terminate him.

Azir-R isn't listening. He's heard that sort of thing before. He also agrees that they need to get to Outfitting fast.

He tries to locate Jam-Y. But all he ends up doing is colliding with something clone-shaped.

Speed-Y suggests they terminate Mick-R for treason. Hopefully, he won't reclone.

Joris-R fruitlessly looks for some light sources. In mild annoyance, he taps the back of his PDC, rather sharply.

Almost as if in answer, with a beep and a flicker of indicator lights, Nukabot begins to reboot. Not only that, but PDCs begin working again.

The main lights remain off, though.

One of the guards is caught unawares by the sudden light, and almost jumps out of his skin.

The guard with everyone's ME cards hands them back. "Well, it looks like someone's got their work cut out for them. So get going. We'll just detain this little traitor here."

Suddenly, a voice comes over the PA. "Attention, citizens, this is Tech Services. We apologise for the inconvenience. There has been a commie disturbance, causing a temporary loss of some services. We're working to get everything back to normal. If you see anything abnormal, don't hesitate to report it. Thank you for your co-operation."

Reactor shielding chamber, I sublevel, Deep Subsector

Mango puzzles over recent events. They definitely shouldn't have happened.

written by Lightning4 on Sep 20, 2011 18:06

"You back with us Nukabot? Any damage from that?"

⁶³⁷ GLIGAR: (OOC: That... could be interesting... Have a Perversity Point for that.)

I access my PDC and see if there's any of the message we were receiving prior to the blackout.

written by Speeder on Sep 20, 2011 18:28

"I hope if that pulse fried anything on Nukabot, to be the asimov again... since Nukabot loyalty is unquestionable, thus they are redundant."

I check if my PDC is already, and attempt to send that message again to "monitor guy".

I take back my ME card.

As I notice Jam on the ground, I facepalm again... In fact my forehead is probably faintly red now.

written by Azirphaeli on Sep 20, 2011 18:44

I use my PDC to cast some light, and find Jam.

"Non-Treasonous team member here is hurt!"

written by Malkom on Sep 20, 2011 20:34

Mick-R becomes incoherent from the extreme pain in his arm and starts gabbling, slowly at first then faster and faster. He also begins to run around randomly in the only slightly less penetrating darkness...

...plowing into one of the Intsec clones. "Vattechcrappity wakkawakka! Googoo!" He tries to hug the IntSec. Now, who's betting he doesn't get a laser in the head for that? ...nobody? Dang, I was hoping to win some credits there. Anyway, the Tech Services announcement apparently took some time to process, but here's a reaction: "Oooo techytech servies!" He makes a feeble thumbs-up sign (if he's still alive) before teetering and fainting...

I'm willing to bet he looked pretty ridiculous doing that.

written by Mingamango181 on Sep 20, 2011 21:38

I finish up on whatever duties remain for me to do that are either optional, or obligatory on my part.

written by Gligar on Sep 20, 2011 23:24**Internal Security checkpoint, O level, between Central and Alpha subsectors**

L4-O asks Nukabot if it's operational, and if anything is damaged. "I am still performing self-tests," the forkbot replies, "but initial indications are that nothing is damaged. However, I am at a loss to explain what just happened. One moment I am fully functional, the next I am powering up for a cold boot. Does anyone have an explanation?"

Speed-Y hopes that if there is any damage, it is limited to the asimov circuits. He seems to think that Nukabot does not need them.

The guards think otherwise. "What did you just say, citizen? That sounded a little... suspicious."

Speed-Y checks his PDC, and tries to make a call... strange, he forgot the number...

He then notices Jam-Y, illuminated by Azir-R's own PDC, and facepalms. Again. He seems to be really good at that.

Azir-R explains that Jam-Y is hurt. Obviously.

Mick-R... seems to be broken. His babbling and attempts to hug a guard are met with truncheons. "QUIET, you!"

crack

"Oh, your head did *not* just break my truncheon! That's a 50-credit fine for you! One more from you and it'll be the termination centre!"

But Mick-R keeps going with more drivel. Apparently, he's too broken to notice.

"THAT DOES IT!"

Mick-R is dragged off, through the door into Central Subsector.

Termination Centre, O Level, Central Subsector

As it happens, the termination centre is almost right outside the checkpoint. The centre consists of a desk, near which is a waiting area that's currently empty. Behind the desk are several booths which sort of resemble cloning tanks, but very obviously have the opposite purpose: instead of creating a clone, they destroy one.

Mick-R is placed in one. He slumps to the floor, having passed out.

Two guards remain at the booth. The other two head to the desk, presumably to file paperwork.

Lights on the booth flicker on. A sinister-looking thing above Mick-R begins to hum.

Reactor Shielding chamber, I sublevel, Deep Subsector

Mango moves to another section of the shield, as directed. Not long now...

written by Jam on Sep 21, 2011 00:19

I continue being unconscious... A rather large bruise starts to form on my forehead...

written by Malkom on Sep 21, 2011 02:07

Mick-R stirs for just a moment, trying to make a thumbs-up sign before passing out again. He doesn't even notice the sinister equipment over his head.

If he did, he'd probably be happy to be terminated by the latest tech!

written by Lightning4 on Sep 21, 2011 07:13

"Speed-Y thinks maybe it was an EMP blast. Possibly commie in origin... it hit everything here. No lights, PDCs, anything..."

I see that Mick-R is gone.

"Well, the problem with him seems to be sorted out now. I suppose we should start moving again as soon as Nukabot finishes self tests..."

written by Speeder on Sep 21, 2011 11:31

I turn to the guard that found my comment suspicious.

"Oh, during the last mission, his asimov circuits got fried, yet Nukabot remained loyal to the team and performing admirably.

Of course, during post-mission repairs, those circuits got repaired...

But between for example the circuits that control the motor, or power distribution, and asimov, I would say that asimov is in lower priority IN THIS BOT, of course, that already proved itself reliable without them."

written by Azirphaeli on Sep 21, 2011 12:01

No one is assisting Jam, but I lack any medical training, and I am unsure how long we'd have to wait for a docbot in this current crisis.

"Hey wasn't someone taking medical courses with Jam recently? Might want to come here and help him out.

At least help lift him up onto Nukabot."

written by Mingamango181 on Sep 21, 2011 12:56

I think to myself, as I watch, blink and breathe.

Hmm...

No... Probably not. I haven't heard a thing from Headgrabber. At least, not recently.

Though 'recently' is a sort of subjective sort of thing, isn't it?

written by Gligar on Sep 21, 2011 18:51

Internal Security checkpoint, O level, between Central and Alpha subsectors

Jam-Y continues being unconscious. A rather ugly bruise starts to form on his forehead.

L4-O relays Speed-Y's suspicions to Nukabot. He's about to mention Mick-R before he notices that he's already been taken away. He suggests that the team get moving once Nukabot is done with its tests.

Speed-Y explains to the remaining guard that Nukabot has proved to be loyal even without the asimovs. "Well, I don't believe it. All bots need asimovs, or else they go on a rampage. It happens every time. But even then, they're touchy... I heard there's one scrubot who keeps trying to watch Mandatory Team Troubleshooter... of course, it lacks the memory capacity and crashes whenever it does. Waste of time."

Azir-R draws attention back to Jam-Y. No-one is helping him... wasn't there someclone taking medical training along with him?

Finally, Nukabot beeps. "Self-test complete. No errors detected."

Termination Centre, O level, Central Subsector

The sinister-looking thing begins to glow.

Mick-R twitches slightly, as if he's trying to lift his arms. But he's cut off by the sinister-looking thing, which, rather

rudely, opens up and emits a wide beam of superheated plasma, which engulfs Mick-R. He doesn't even have time to scream as his body is disintegrated.

Mick-R's skeleton remains within the beam for a few seconds after the rest of him is dust, before disintegrating itself.

Leaving nothing but a pair of smoking boots. Some things never change.

The beam shuts off.

Reactor Shielding chamber, I sublevel, Deep Subsector

Mango spends the next few minutecycles thinking. He hasn't had a visit from a certain mutant recently...

written by Speeder on Sep 21, 2011 19:35

Upon mention of that certain bot, I start to laugh out loud.

"Oh, I KNOW this bot... I do not think I have permission to explain EXACTLY what happened to him, but let's say that it was originally a Idea bot, and that it was changed to seemly now, a scrubot, as punishment. Thus it still want to do idea bot stuff, but lack capacity to do so... I liked that punishment... Even when punishing bots, Friend Computer is that awesome and great."

I look at Nukabot.

"Great! Now I think we can move out... after..."

I look at Jam.

Then I keep looking at Jam.

"What we do now? With him?"

written by Malkom on Sep 21, 2011 21:47⁶³⁸

Mick-R's clothing remainders, sadly, fail to do anything useful or even mildly interesting.

written by Jam on Sep 21, 2011 23:27

I (perhaps) start to stir a bit, and raise a hand to my head...

"Uugh..."

Then stop suddenly, and open my eyes... I stare at my hand for a while, then start inspecting my wrist...

written by Gligar on Sep 21, 2011 23:30

Internal Security checkpoint, O level, between Central and Alpha subsectors

Speed-Y knows the bot the guard's referring to. You remember it, right? It used to be an idea bot? Apparently, it still thinks it's an idea bot or something... Speed-Y compliments Friend Computer for that decision.

(Or maybe it really likes *Mandatory Team Troubleshooter*. Insofar as a bot can like anything. Maybe it just keeps pressing the Like button.)

He then looks at Jam-Y... what should they do with him?

As if in answer, Jam-Y stirs somewhat. Groggily, he stares at his hand for a bit, before moving on to his wrist. They look like a hand and a wrist.

⁶³⁸ MALKOM: (OOC: Smoking boots, great! 😊)

Reactor Shielding chamber, I sublevel, Deep Subsector

A klaxon sounds One of the techs announces, "That's the end of the volunteer period. To those who volunteered, or who were volunteered, thank you."

written by Lightning4 on Sep 22, 2011 08:16

I notice Jam seems a bit woozy.

"Um... besides the blackout. Not sure, what happened? I wasn't paying attention what with Mick-R and all..."

written by Speeder on Sep 22, 2011 11:12

I look at Jam, then after a while I say.

"I think you hit your head in something, probably Nukabot. It made a loud metallic thud."

written by Mingamango181 on Sep 22, 2011 12:13

I snap out so quickly, I don't think I even realise that I snapped out of that odd thinking pattern.

Ah... Time to get going...

With one last look and blink, I turn and exit the chamber.

written by Gligar on Sep 22, 2011 17:16

Internal Security checkpoint, O level, between Central and Alpha subsectors

L4-O tells Jam-Y that, apart from the blackout, he was too preoccupied with Mick-R to notice anything else.

Speed-Y adds that Jam-Y probably hit his head on something metallic, probably Nukabot.

"So," the bot asks, "are we continuing?"

Reactor shielding chamber, I sublevel, Deep subsector

Mango takes one final look at the shield, and heads for the door with the rest.

Reactor shielding entryway, I sublevel, Deep Subsector

As he exits the chamber, Mango notes that the lifdt isn't here. Someone seems to have called it. It's ascending.

written by Speeder on Sep 22, 2011 17:20

"As soon Jam can move, we go."

written by 4616599 on Sep 22, 2011 19:26

I wait for Jam-Y.

"Need any support? I've spare boots."⁶³⁹

written by Jam on Sep 22, 2011 21:28⁶⁴⁰

I try to stand up...

"I think I'm okay, sir... My head hurts though, and I've got a strange feeling I'm forgetting something important..."

⁶³⁹ MALKOM: (OOC: When d'you think Mick-R will reclone?)

⁶⁴⁰ JAM: (OOC: It seems the phone company in my area is having serious problems, as I am completely unable to connect to the internet from my house... I'm not sure how long it will take to fix that, so I might miss a few turns...)

written by Mingamango181 on Sep 22, 2011 21:50

I call the lift if it hasn't been called yet, and wait patiently for it to arrive.

written by Gligar on Sep 22, 2011 23:35

Internal Security checkpoint, O level, between Central and Alpha subsectors

Speed-Y says that they'll get underway when Jam-Y is ready.

Joris-R offers Jam-Y support, in the form of boots. As if those would help.

Jam-Y tries to get up. He's a bit unsteady, but he manages it.

He reports that his head hurts, and that he might be forgetting something...

...did he just address Joris-R as 'sir'?

Reactor shielding entryway, I sublevel, Deep Subsector

Mango goes to call the lift to find that someclone has beaten him to it.

He doesn't have long to wait, though, as the lift soon arrives. Clones begin to pile in.

Cloning station, somewhere in the sector

A terminal fires up and displays a cloning request.

Not long after, a clone begins to form in one of the facility's tanks.⁶⁴¹

written by Jam on Sep 23, 2011 01:10

"Why's everything so dark... And who's that?"

I point to Azir-R...

Then I look down at my arm, or more specifically, at the YELLOW jumpsuit covering it...

"AH! What? Why am I wearing a YELLOW jumpsuit?! No wait! I'm not committing treason! The commies snuck it on me while I wasn't looking, I swear! Look, I'm taking it off right now! Don't shoot me!!"

I take off the jumpsuit as fast as I can, and back a steps away from it...⁶⁴²

⁶⁴¹ MALKOM: (OOC: *twiddles virta-thumbs, makes up a poem...*)

*Clone in the clonin' tank,
Got some money in the bank?
Needjer credits, wantcher credits,
Give them to me now!*

*Thief at the cloning tanks!
Set off the lasers, cranks!
Zap zap! Zap zap! Got our traitor now!*

)

⁶⁴² JAM: (ooc: Also, nice poem Malkom 😊)

written by Speeder on Sep 23, 2011 01:50

I look at Jam, baffled.

"Ok, put your jumpsuit back, you are Jam-Y, I repeat, Jam-YELLOW

Seemly after hitting your head, you forgot some stuff. Also, it is important to you know, that you are loyalty officer."

Then I sigh and say.

"How I hate accidental brainscrubs. They tend to make people forget their trust level too, that is problematic."

written by Azirphaeli on Sep 23, 2011 01:58

"Yeah, and I'm your happiness officer. I expect a certain level of happiness from someone who just (re)learned they've been promoted to yellow clearance!"

written by Mingamango181 on Sep 23, 2011 06:58

I pile in along with the rest of the clones into the lift, and then just listen to what everyone else has to say about things, whether it be news, gossip, or technical aspects of things or electricity. I move if necessary, and when I arrive at the right floor, I step off and continue on my way.

I wonder if they ever got around to fixing the problem with the lighting...

written by Lightning4 on Sep 23, 2011 15:18

I put on my poker face and just... watch Jam-Y.

"Umm. Hit your head harder than you think?"

written by Gligar on Sep 23, 2011 18:36

Internal Security checkpoint, O level, between Central and Alpha subsectors

Jam-Y looks at Azir-R, but doesn't recognise him. He asks why it's so dark.

Then he realises that he's wearing a YELLOW jumpsuit. And... it's clear now. He's suffering form amnesia from that clonk on the head. He probably thinks he's still RED... and that place his last memory at partway through the previous mission.

Panicking, he claims that he's not committing treason, and that the commies put the jumpsuit on him. He starts taking off the jumpsuit.

Speed-Y tells him to put it back on. After all, he, Jam-Y, is YELLOW. He's also the Loyalty Officer. Speed-Y then sighs. He hates accidental brainscrubs, they're so problematic.

Azir-R chimes in that, as Happiness Officer, he expects Jam-Y to be happy about being YELLOW.

John-R also chimes in. "I don't know if you remember, sir, but you're also a mutant. Registered, of course."

L4-O tries to assume a neutral expression and asks whether Jam-Y hit his head a bit harder than he thought.⁶⁴³

⁶⁴³ GLIGAR: (OOC: I sense fun on the horizon! +1pp to Jam.)

Cloning station, somewhere in the sector

The clone continues to form. It's now recognisable as Mick-R-NRK-2.

A lift

Mango hits the button for A Level. Other clones also reach over and press buttons.

As the lift rises, Mango listens in to what everyone else is saying.

A couple of clones are worried that they might have picked up mutations or something from all the radiation. Another clone snaps that the whole "radiation equals mutation" is a lie, before being shushed by a fourth.

written by Jam on Sep 24, 2011 02:39

I look at the band on my wrist...

"Oh, so I did get registered after all..."

"..."

"I MEAN... uh... Oh, I'm a mutant? When did that happen? What kind am I? Can I blast clone's minds? Can I make things fly? Can I set things on fire?"

You know, that's the last thing I remember... Being set on fire. Oh, there was a warbot too. I guess I must have died, and been recloned... So, we're still headed to the compnode right? How much did I forget? An hourcycle? Two? And I somehow registered my mutation and got promoted in that time?"

written by Lightning4 on Sep 24, 2011 03:39

"The compnode? Th-..."

I think for a moment.

"I don't actually know how long ago that was. Over a weekcycle at least!"

I look at Jam-Y and think for a moment.

"Hey wait woah. You knew you were a mutant even when we were going to the compnode?"

written by Azirphaeli on Sep 24, 2011 03:45

I think I'm going to stay out of this bit.

written by Gligar on Sep 24, 2011 18:20

Internal Security checkpoint, O level, between Central and Alpha subsectors

Jam-Y looks at his armband. Then... he slips up. He doesn't seem surprised at being registered... but realises a bit too late.

Even when he corrects himself, he doesn't sound very sincere. Though he seems to have forgotten his mutation.

His thoughts about his mutation turn to his last memory. He says that he last remembers being incinerated on the way to the compnode, and remembers a warbot. He suspects

that he's only lost an hourcycle or two of memories, which was apparently enough to register and get promoted.

L4-O corrects him. It wasn't an hourcycle... more like a weekcycle or more, though he doesn't know for sure.

Then he notices Jam-Y's slip-up, and questions him about it.

Azir-R keeps his mouth shut. The whole compnode thing is a bit before his time, after all.

John-R has also noticed the slip-up. "So you knew already, did you, sir?"

Nukabot also speaks up. "Hey, citizens! Are we getting moving or not?"

Cloning station, somewhere in the sector

Mick-R's clone begins twitching as memories are downloaded into it.

Presently, it stops.

The tank begins to drain.

written by Lightning4 on Sep 24, 2011 19:12

"I think we can probably discuss this on the trip... let's go, guys."

written by Azirphaeli on Sep 24, 2011 22:00

Was just gonna say "Lets 'walk' and talk, but you beat me to it."

I grab onto Nukabot in the same spot.

written by Mingamango181 on Sep 25, 2011 12:05

I decide not to contribute to the most likely treasonous discussion, and continue to wait in the lift.

Of course, I try to estimate how quickly the lift is passing floors, and forming an estimate till I arrive.

written by 4616599 on Sep 25, 2011 15:41

"You're Jam-Y, sir. Does the name Rapt-G sound familiar to you?"

written by Jam on Sep 25, 2011 17:21

"I missed a whole weekcycle? Wow... So, I'm guessing we made it to the compnode alright, and got FC restarted?"

I look towards L4-O.

"Of course I didn't know I was a mutant! That'd be treasonous, right! But too bad I didn't have it while we were trying to get to the compnode... I could have used it to make the commies trust me and belie—"

I stop suddenly, as I realize I wasn't told yet what my mutant power is...

"Uh... I mean... Okay, fine, yeah, I knew I was a mutant the whole time... I've been thinking I should register, and it looks like I did decide to reveal I had a mutation..."

written by Gligar on Sep 25, 2011 18:41

Internal Security checkpoint, O level, between Central and Alpha subsectors

L4-O suggests that they continue the conversation en-route. They've delayed enough.

Azir-R agrees, and gets into position. And not a moment too soon, as the bot starts moving almost immediately.

Corridors, O Level, Central Subsector

As they traverse the corridors, Joris-R asks Jam-Y if he remembers Rapt-G. But Jam-Y is more interested in the fact that he's lost an entire weekcycle. He asks about the outcome of the previous mission, before returning to the subject of his mutation. He claims that he didn't know back then... a shame, since he could have made the connection — er... actually, he knew all along. He'd been planning to register, honest.

The group soon comes to the lift they used to get down from P Level.

A lift

Meanwhile, many levels below, another lift, containing Mango-NHG and the other volunteers, is rising.

Mango himself keeps quiet while the discussion continues. He watches the level indicator, and tries to work out how long it'll be before they get to A Level.

Actually, it shouldn't be too long now. The lift stops at D Sublevel, and allows some clones to disembark before rising again.

Cloning station, somewhere in the sector

The cloning tank containing Mick-R-NRK-2 finishes draining. Mick-R himself is released from the equipment holding him, causing him to drop to the base of the tank.

The tank itself does not open.

From somewhere outside, a red light can be seen.

written by Speeder on Sep 25, 2011 22:42⁶⁴⁴

I just keep looking at Jam, with a face of... of... I do not even know.

But I hold my place as the bot moves.

written by Malkom on Sep 26, 2011 00:47

Mick-R's eyes flutter open and he sees the red light. Almost instantly he begins to hyperventilate (red lights are always a sign of failing technology, right? And if you're inside a machine, and you see a red light, well...) It takes some strength of will to calm down enough to look at the machinery, trying to figure out if there's any buttons or levers or emergency switches or anything that he can interact with.

⁶⁴⁴ SPEEDER: (OOC: I forgot to tell you people I was going on a trip in a place without even phones or cellphones)

Failing that, he tries to see if there's a way to take it apart. Maybe I can do some sort of manual override or something!

written by Jam on Sep 26, 2011 02:28

I stare at Speed-Y for a while, and try to decipher his unreadable expression.

After looking at him for a while, I give up, and turn to Joris-R instead...

"Um... Rapt-G? I don't think I've heard that name before. It seems kinda familiar though..."

I think for a while...

"Oh, I know! It was... no wait, that was Derek-G..."

I think a bit more, and seem a bit troubled that I can't remember who Joris-R is talking about. After a while, I give up.

"Well, anyway, what did I miss this last weekcycle? Surely we're not still on the same mission, right?"

written by Lightning4 on Sep 26, 2011 07:46

"Oh no, definitely not. We have a new mission to investigate power disturbances. In fact, an EMP attack happened not too long ago..."

I stop for a moment to check if the lift is there, then tell Nukabot to proceed if it is.

"I think we're going to... G level was it? Delta Subsector?" I shrug.

I turn back to Jam and resume speaking to him.

"As for what you missed this last weekcycle or so, not much. The bunker has been appropriated for our use as our own HQ, and we all got jobs. I dunno what everyone else does, but I'm in the Armed Forces and now even lead a squad!"

I smile.

written by Mingamango181 on Sep 26, 2011 09:50

I don't think I've been checked for mutations yet... They'll probably expect me to check up...

I continue waiting as the lift progresses on its way up, trying to remember if I could be checked at A level, or if it was another level...

written by Azirphaeli on Sep 26, 2011 13:56

I try to the best of my ability to avoid hitting things.

written by Gligar on Sep 26, 2011 19:56

Cloning station, somewhere in the sector

Impact with the base of the cloning tank causes Mick-R to awaken. He momentarily panics (but the light's his clearance, surely? 😊 That means it must be good, right? 😊) before trying to find a way out. There are no controls on the inside of the tank, and no obvious way of opening it.

He tries to find a way to force it open, but quickly realises that the only way the tank will open is from the outside. He recalls, from the dim recesses of his Complex Orientation

Indoctrination back in the crèche, that this is a design feature, meant to protect cloning technicians from berserk mutants.

Outside, a RED clone can be seen, checking tanks. Apparently, she is looking for the source of the red light.

Corridor, outside lift, Central Subsector

Speed-Y's expression is... well, it's certainly an expression.

Jam-Y tries to decipher Speed-Y's expression for a while, but gives up.

To Joris-R, he says that he doesn't remember Rapt-G. He does remember a Derek-G, though.

He thinks for a bit more, before asking what's happened in the last weekcycle. They can't still be on the same mission, surely?

L4-O assures him that they're not. He briefly outlines their current mission, and their current destination.

"Delta Subsector... that would be... *this* way." Nukabot continues past the lift, seemingly headed for the Hub.

L4-O then briefly tells Jam-Y about what else has happened.

Azir-R just holds on.

A lift

Mango reflects on the fact that he hasn't been checked for mutations. Perhaps he should get that sorted at some point. Can he do it on the way?

He tries to think of how he could get tested. There are mutant scanning machines at many IntSec checkpoints, he realises.

He doesn't have time to think of any more options before the lift arrives at A Level.

written by Malkom on Sep 26, 2011 22:42

Gotta make the biggest noise possible! Mick-R gathers himself back then heaves his whole body at the cloning tank's wall, trying to get noticed. He instantly yells in pain as his head slams into the barrier.

written by Speeder on Sep 26, 2011 22:48

"I wonder where we would be without Nukabot..."

I look at Jam again.

"Well... you lost the part, where you ate awesome YELLOW stuff with me on breakfast, including FRUITS, like BANANA!!!!"

written by Gligar on Sep 26, 2011 23:16

Cloning station, somewhere in the sector

Mick-R tries to get the RED clone's attention. How does he do this? He throws himself against the side of the tank. Which, judging from his reaction, really hurts. But hey, it made some noise, and made the RED clone look.

She notices Mick-R in the clone tank. "Oh! Hold on a minute. I'll be right over once I've seen to this light... oh! That's you. Hang in there."

She disappears into the gloom, reappearing a moment later with a crowbar. But she doesn't use it yet. Instead, she grabs something on the side of the tank and pulls it.

Whatever it is, it made the hatch move slightly, but not enough. She tries again.

Corridors, O Level, Central Subsector

Nukabot carries on. Speed-Y wonders where they'd be without the bot. Probably still in the previous mission.

He then reminds Jam-Y of the breakfasts they've eaten together. Including such things as bananas!

written by Jam on Sep 26, 2011 23:21

I respond to Speed-Y.

"Too bad... Whatever a banana is, it sounds tasty! I hope my memory comes back soon... I mean, it'll come back, right? Right?!"

I start to look a bit nervous.

"Uh, well anyway, how'd the end of the mission go? Did we get to the compnode, and terminate a bunch of commies? I didn't miss it while I was recloning, did I?"

written by Speeder on Sep 26, 2011 23:25

I shake my head.

"We did rebooted the compnode, then we had to get rid of commies on the reactor, they were trying to blow it up to free mutants or something like that, and then we had to defuse the bomb, unfortunately that was not really possible, and I had to terminate myself... Unfortunately this also terminated Massacrebot."

I look sad...

Then I comment.

"But if you ask me, it is unlike the commies to free the mutants, I REALLY think a mutant was in fact controlling the commies."

written by Malkom on Sep 27, 2011 00:10

Mick-R doesn't notice. He slumps down in the cloning tank, holding his head. *Ugh! Everything's s-spinning!* He feels faint.

written by Mingamango181 on Sep 27, 2011 11:26

I exit the lift, and continue onwards, all the while keeping both eyes looking for a IntSec checkpoint. If I see one, I head towards it.

With these recent events, they're sure to be around somewhere...

written by Lightning4 on Sep 27, 2011 17:44

I look at Jam.

"You alone killed like, ten or twenty commies... a whole bunch on some sleeping commies after you spiked some TeaSir..."

I think back to O sublevel.

"Then yeah, the nuke... we tried to all get to the bomb range but that simply wasn't possible."

I shudder.

"Too many mutants..."

"Eventually Speed-Y went on ahead in Massacrebot. The rest of us eventually left once it was clear that we couldn't hold out any longer against those mutants. You weren't with us though, you were already off registering your mutation."

written by Azirphaeli on Sep 27, 2011 19:43

I listen to these stories intently if I can hear them clearly

written by 4616599 on Sep 28, 2011 15:53

I relax, a weird look forming on my face, almost like I had a controller a tad busy in 'reality'.

written by Gligar on Sep 28, 2011 16:14

Cloning station, somewhere in the sector

Jam-Y can't remember the bananas, but they sound tasty. He hopes he gets his memories back soon...

He asks about the end of the mission.

Speed-Y tells him that they sorted out the compnode, and then went to the reactor to clean up there. And since the commies had a bomb with them, they had to see to that, a feat which cost the lives of Speed-Y... and Massacrebot.

Speed-Y believes that it is strange for commies to be attempting to free mutants. They had to be under mutant control somehow.

L4-O reminds Jam-Y of his little trick with the TeaSir, which allowed him to terminate quite a few commies at the reactor.

He then thinks back to the bomb... they had to go to O Sublevel to sort it out. They ran into a lot of mutants down there. Speed-Y made a run for it and made it to the bomb range in time. But of course Jam-Y was registering his mutation at that point.

Azir-R listens to these stories with interest. This is good stuff.

Soon, Nukabot comes up against yet another checkpoint.

Cloning station, somewhere in the sector

Mick-R doesn't notice what the clone outside is doing, and slumps against the floor of the tank, holding his head. The clone gasps, and grabs her crowbar, jamming it in where the hatch would open. She gives it a heave, and finally manages to get the tank open somewhat. "Are you alright, citizen?"

A level, Epsilon Subsector

Mango goes looking for a checkpoint. There must be one somewhere.

He finds that one has been installed just outside on the roadway.

written by Malkom on Sep 28, 2011 16:33

"I... oh crud... ugh no."

Mick-R blinks, struggling to remain conscious.

written by Lightning4 on Sep 28, 2011 18:23

I sigh and present my ME cards and such.

"Maybe this checkpoint will go smoother than the rest. I won't hold my breath..."

written by Speeder on Sep 28, 2011 18:28

I keep looking at the checkpoint...

"Say, are the readers working at least?"

I look to see how much power returned.

But following protocol, I present my ME card anyway.

written by Azirphaeli on Sep 28, 2011 20:14

I present my ME card.

"It should go smoother, since Mick isn't here.."

written by Gligar on Sep 28, 2011 21:08

Cloning station, somewhere in the sector

Mick-R tries to remain awake...

The clone replies, "Oh dear... looks like I'll have to call a docbot... She opens the tank fully. "But then, what can you do when power goes berserk?"

Internal Security checkpoint, O Level, between Central and Delta Subsectors

L4-O presents his ME card. A guard takes it, and scans it. "Oh good... those are back up. Now all we need are the lights... will someone get onto Power Services?!"

Speed-Y looks around. Apart from the lights, he can't see anything else that is still down... then again, there's not much to see here. He also presents his ME card, which is scanned.

Azir-R does likewise, reflecting that things should go a little smoother without Mick-R.

written by Malkom on Sep 28, 2011 21:49

Mick-R blinks woozily and slumps back against the tank wall with a groan. His eyes slide shut... looks like he managed to get himself knocked out.

written by Jam on Sep 28, 2011 22:56

I also present my ME card.

"I wonder who caused the power outage, and why... Well, we'll probably know soon enough."

written by Gligar on Sep 29, 2011 16:25

Cloning station, somewhere in the sector

Speaking of Mick-R... he passes out.

The other clone sighs, and pulls out her PDC. "I need a docbot to Cloning Station 14, immediately! But I'm not paying for yet another one."

Internal Security checkpoint, O level, between Central and Delta Subsectors

Jam-Y also hands over his ME card. He's followed by John-R. The two cards are scanned and returned. "Anyone else?"

written by Malkom on Sep 29, 2011 16:33

Mick-R remains unconscious like a pro.

written by Speeder on Sep 29, 2011 16:52

I look at the others...

"Common people, we have to get to outfitting to then get to Power Services, those lights out are OUR job to fix! Commooooon, hand out those ME cards!"

written by 4616599 on Sep 29, 2011 17:00

I take my card out

written by Gligar on Sep 29, 2011 19:09

Cloning station, somewhere in the sector

Mick-R remains passed out.

The clone comes off the PDC and sighs... looks like there's a delay. She looks at the slimy Mick-R, and at her jumpsuit... she's just had this cleaned!...and grabs Mick-R and pulls him out of the tank. Sigh.

Internal Security checkpoint, O level, between Central and Delta Subsectors

Speed-Y looks at the rest of the team. What are they waiting for? They've got places to go, things to do. They've got to see to these lights! And the sooner they get through the checkpoint, the sooner they can get going!

Joris-R hands over his card, as does Lucas-R. The cards, once again, are scanned.

Roadway

Mango seems to have spaced out. One of the clones at the checkpoint is looking at him suspiciously.

written by Speeder on Sep 29, 2011 19:43

"Everyone is scanned?"

I check if I have my ME card on me, and then wait Joris to press the gas or Nukabot to move out on its own.

"I hate the lack of lights, everything looks infrared, I have no idea if we are in a allowed area or not, or the clearance of people nearby..."

written by Lightning4 on Sep 29, 2011 21:02

"Well, Nukabot's headlamps are available."

If they aren't on, I turn them and see if I can spot anything of note in the corridor ahead.

"If everyone's scanned, let's go then."

written by Mingamango181 on Sep 30, 2011 05:29

Ah... There's one. Of many.

I go over and present myself, being very polite and all.

"Um... Excuse me, if this isn't too disruptive, I was wondering if you could get me checked for mutations."

written by Azirphaeli on Sep 30, 2011 13:12

"I handed mine over, so i should be good"

I continue holding onto nukabot.

written by Gligar on Sep 30, 2011 17:59

Cloning station, somewhere in the sector

Mick-R remains passed out. Still.

The clone gets back on the PDC. She seems to be looking up something.

She smiles...

"Ah yes... he hasn't signed for his clone yet..."

Internal Security Checkpoint, O level, between Central and Delta Subsectors

Speed-Y asks if everyone's card has been scanned. He checks if he has his, and realises that the guard still has it.

In fact, the guard's done with the cards, and passes them back.

Speed-Y waits to get going. He dislikes darkness, since he can't tell what clearance anything is.

L4-O reminds him that they have Nukabot's headlights. Which are already on.

L4-O looks ahead into Delta Subsector. There are few clones milling about, seemingly installing some sort of emergency lighting. But surely that's not right... these "emergency lights" seem to consist of short black rods with a burning string poking out one end. And the light they're putting out is rather dim.

L4-O suggests that they make a move.

Azir-R keeps holding onto Nukabot.

"If that is everything," Nukabot says, "let us move." And it starts up again, heading into Delta Subsector.

Internal Security Checkpoint, Roadway, near Emergency Bunker C-3

Mango approaches the checkpoint and speaks to one of the guards. He asks whether it would be possible to be scanned for mutations.

"What do you think we're doing here? Head counting? You'll get scanned when it's your turn, not before. Can't you see the queue?"

And indeed there is a queue. Most of them seem to be coming from the other side, heading towards the domescraper. And of course, there is just the one scanner.

written by Malkom on Sep 30, 2011 18:38

Mick-R is still passed out. No QuickWake mutations here!

written by Gligar on Sep 30, 2011 21:50

Cloning station, somewhere in the sector

Mick-R is still passed out when the docbot arrives. "What is the nature of the medical emergency?"

The clone replies, "We have a clone here who knocked himself out in the cloning tank."

"What? How in the complex did he manage that? Who is he, anyway? And who is paying?"

"I'll go look. And he's paying. Not just for this, mind." The clone rushes off.

The docbot starts looking at Mick-R.

O Level, Delta Subsector

Nukabot continues, heading down the corridor while those other cones continue installing their "emergency lights". It's off that they don't seem to be wearing Tech Services badges...

But eventually, the team comes to a RED concourse. It's a bit brighter here, due to the big vidscreen, which is currently playing a news report.

written by Malkom on Sep 30, 2011 22:16

Mick-R chooses this moment to stir a little and moan.

written by Lightning4 on Sep 30, 2011 23:09

"Strange method of lightning those clones have chosen... wonder what's going on..."

I turn my attention to the news report.

written by Mingamango181 on Oct 01, 2011 06:18

"Oh... Full apologies then."

I go and wait in the queue, glancing at what timecycle of the day it is.

written by Azirphaeli on Oct 01, 2011 14:25

I too watch the screen.

written by Jam on Oct 01, 2011 17:31⁶⁴⁵

"Odd... What are those clones doing..."

written by Gligar on Oct 01, 2011 18:31

Cloning station, somewhere in the sector

Mick-R moans as the docbot completes its inspection. "Citizen, can you hear me? What are your symptoms? What is the square root of 76.48?"

The other cone returns, and says, "I found this guy's ME Card in the Incoming pile. It says his name's Mick-R-NRK-2."

Concourse O2, Delta Subsector

L4-O comments on the "emergency lighting" before turning his attention to the vidscreen. On the screen, a newsreader is talking about the recent takeover, and the more recent power glitches, and is reporting on possible reasons. These range from "mutants made them do it" to "it's a plot to overthrow The Computer by cutting off the High Programmers".

Jam-Y is more interested in the clones in the corridor, though. He watches one of them as he installs a bracket for one of these "emergency lights". He almost seems to have no idea what he's doing. I mean look a- wait a minute, did that clone just catch fire? Twice, even?

The clone runs around screaming...⁶⁴⁶

Internal Security Checkpoint, Roadway, near Emergency Bunker C-3

Mango joins the queue. As he waits, he tries to ascertain the current timecycle. After a moment, he notices a clock in the checkpoint, reading 09:20. Is that all it is?

written by Malkom on Oct 01, 2011 20:12

Mick-R blinks blearily at the docbot, trying to focus. "Got... my head... tank..." He pauses, squinting at the 'bot. "Hey. You're not Nukabot!"

written by Lightning4 on Oct 01, 2011 20:25

"Another takeover huh. Well, looks like we've got stuff to shoot!"

I take out and load Turbo since it seems we'll need it at some point.

written by Jam on Oct 01, 2011 23:18

"Ah! What the..."

I stare at the burning clone, trying to work out what happened...

"There's a—a fire-making mutant somewhere nearby!"

I look at Speed-Y...

"Sir, I was just trying to get inside the head of that clone over there, and he set on fire! He must know something, and the mutants are trying to cover it up! It might even be multiple mutants! And, how did they know I was targeting him, unless... Unless there was a telepathic mutant like me with them too!"

I start chanting advertising jingles...

⁶⁴⁵ JAM: (ooc: Sorry, I've been a bit busy lately)

⁶⁴⁶ GLIGAR: (OOC: [DFSR] gains a Perversity Point.)

"We should get out of here, fast!"

written by Mingamango181 on Oct 02, 2011 11:04

Eh... Just that few hourcycles...?

I'd think that would have been a little longer.

While continuing to focus upon the queue, I think of my options for some breakfast that I didn't have yet. I wonder if they'd still be serving those meals at this time.

Perhaps they're setting up the lunchcycle meals, or not. I can't be sure thanks to a lack of memory.

Then again, if I check positive at this checkpoint, perhaps I won't have to consider a meal after all.

I smile about it, since that means if nothing is there, I don't have to worry, and if I do, I'd be doing the right thing.

written by Speeder on Oct 02, 2011 13:47

I look at Jam, kinda scared.

Then I look around to see if any anti-fire measures are working.

If I do not see any, or no firefighters, I suggest someone should terminate the flaming guy for mercy, and security... You know, running flaming people tend to put lots of things on fire...

Wait, he is running toward WHAT?

written by 4616599 on Oct 02, 2011 14:36

I take out my spare jumpsuit and hop off Nukabot.

"Don't worry, citizens! I'll take care of this!"

I attempt to keep my distance from the clone, but still fling the jumpsuit on him, wrapping and beating him as much as possible.

written by Gligar on Oct 02, 2011 20:29

Cloning station, somewhere in the sector

Thinking that it's Nukabot, Mick-R blearily tries to answer the docbot... something about his head... but then realises his mistake. "No, citizen, I am not 'Nukabot', whatever that is. I am the docbot called out to see to you after you somehow knocked yourself out. And may I add, this is the first time I have dealt with a clone knocking themselves out inside their cloning tank. Are you not aware that the standard procedure is simply to knock?"

The docbot adds, "You seems to have gained a concussion, as well as Chronic Unhappiness Syndrome. Please wait while I formulate a suitable treatment, and calculate the price."

The clone adds, "Speaking of price... are you aware that, since you haven't yet signed your clone release form, your clone remains property of Tech Services? And are you aware that, since you now have a concussion, you have damaged Tech Services property (and thus, also Computer Property?) I'll have to fine you for that." She swipes Mick-R's card through an Me Card reader.

Concourse O2, Delta Subsector

Interpreting the news report as indication of a second takeover, L4-O loads Turbo.

Jam-Y reacts to the clone being set on fire. There must be a fire mutant nearby! They must be trying to terminate that clone because he knows something!

And the best part? He was only trying to figure out what the clone was doing! That must mean that they knew when he was using his power! Therefore, there must be a psionic mutant, too! They need to get out of there, fast!

Speed-Y looks on, troubled. Then he looks over at the burning clone. Fire suppression systems seem to be offline, and nobody seems to be doing anything about the clo- no, wait, never mind, some of the clone's colleagues are trying to put him out. Without too much success. And they're also being set on fire...

...wait a minute *where are they going*

Not Central Subsector...

Joris-R jumps off Nukabot and heads after them. He's got his spare jumpsuit in hand, and it looks like he's trying to throw it onto the original burning clone. It's kind of difficult when there are other burning clones in the way...

Unbeknownst to him, his jumpsuit catches fire from the burning clones.

Internal Security Checkpoint, Roadway, near Emergency Bunker C-3

Mango thinks. He hasn't had breakfast yet... would they still be serving it? If he remembers correctly, it should have been Soylent flavour Hot Fun and B3 Plain today.

Then again, if he tests positive, maybe it wouldn't matter...

The queue moves in front of him. Somewhere up front, a harsh buzzer sounds, followed by a high-pitched zap.

written by Malkom on Oct 02, 2011 21:22

"Just a minute now!" Mick-R shakes his head to clear it, and accomplishes the opposite. "Look here, Nukabot, you don't need to concern yourself with fines. You're a bot, for The Computer's sake! You don't have a credit balance! Slime in the vats, the things I hear these days..." He holds his head. "Computer help me, everything's spinning. Is it the End of All Tech?"

written by Lightning4 on Oct 02, 2011 23:24

I sigh and facepalm before Speed-Y has a chance to do so himself.

I think for a moment then rustle through my cone rifle shells. Maybe there's, for whatever reason, a water-based shell that could work for putting out fires!

written by Mingamango181 on Oct 03, 2011 01:11

That's probably for communists... Probably.

I glance at whatever the result of that was.

written by Speeder on Oct 03, 2011 02:22

Since L4 stole my facepalm, I just watch, dumbfounded.

Then... I watch a little more.

"Soooo... we usually CAUSE fires, we are not good in putting them out... Someone has any idea?"

written by 4616599 on Oct 03, 2011 06:21

I continue batting away.

Then I notice my jumpsuit has caught fire.

"Ow! Hot! Hot!" I rip my jumpsuit off, and attempt to pour B3 on myself.

written by Azirphaeli on Oct 03, 2011 13:13

Is B3 Flammable?

Oh look at that, Joris had the idea already, nevermind.

written by Gligar on Oct 03, 2011 19:36

Cloning station, somewhere in the sector

It still seems that Mick-R thinks he's talking to Nukabot.

He says that "Nukabot" shouldn't worry about fines, since, after all, it doesn't have a credit balance. He can't believe that a bot would say anything like that. Sigh... He holds his head.

"Once again," the docbot replies, "I am not 'Nukabot'. I am Docbot J-458645/C6. Second, though it is true that I do not have a credit balance, I am authorised to collect payment on behalf of others, such as Medical Services. Third, I have formulated your treatment. Prepare to receive treatment."

It extends a manipulator, on which is... not a chainsaw, for a change. Instead, the manipulator sports a syringe containing a swirly, translucent RED-and-gold liquid.

A rather large syringe.

It closes on Mick-R, adding, "I regret that my chainsaw is currently non-functional, therefore, I must resort to cruder methods."

Concourse O2, Delta Subsector

Speed-Y doesn't get a chance to facepalm at the scene before him, because L4-O gets to it first.

But L4-O doesn't hold it for long. Instead, he rummages through his cone rifle shells, and, thinking back to that training session, tries to find one containing water or fire-suppressant. Unfortunately, he doesn't seem to have one. No wait, there is an oxygen-suppressant shell with a proximity fuse...

Speed-Y just stands there, dumbfounded. After a moment, he notes that, although they're good at starting fires, they're not so good at putting them out. Does anyone have any ideas?

Oblivious, Joris-R continues trying to get the the original burning clone.

Then, he finally realises that he's on fire.

He takes off his jumpsuit... and realises that the fire has spread to his skin. He reaches for one of his cans of B3.

Now... I'm not sure if you remember, but... this came up before. Here, I'll jog your memory:

Gligar said:

As it turns out, pouring a can of B3 onto a fire does help put it out... but when that fire is so close to a living clone, there are... complications. For example, if the fire were to spread to the clone, and the B3 poured on it, the burning sensation experienced by the clone intensifies greatly. Indeed, a clone who was previously unaware that they were on fire might be floored by the intense pain that they now feel when the B3 and the fire interact. The precise chemical interactions going on here are fascinating to chemical engineers, but are unfortunately of too high a clearance for me to go into here.

I'm sure that there is little difference in relative pain levels when the clone is aware that he's on fire...

Azir-R suggests the B3, but sees that Joris-R already thought of it. I wonder if he was aware of the complications of B3 and fire. Well, he is now.

Internal Security checkpoint, Roadway, near Emergency Bunker C-3

Mango tries to peek ahead to see what caused the buzzer.

It turns out to have come from the scanner. It seems to have detected, and subsequently vaporised, an unregistered mutant. There is now a scrubot at the scanner, cleaning up the resultant ash, and the obligatory smoking boots.

It is soon finished and the next clone steps up. It won't be long before it's Mango's turn.

written by Lightning4 on Oct 03, 2011 19:46

"FIRE IN THE HOLE! EVERYONE ON FIRE GET TOGETHER AND HOLD YOUR BREATH!"

I unload Turbo's current shell, and swap it for the oxygen suppressant.

If it's "safe" to do so, I fire right into the crowd of burning clones.

I hold my breath too in case we're too close to the shell going off.

written by Azirphaeli on Oct 03, 2011 20:08

I hold my breath as well, better to be safe than sorry they say!

written by Mingamango181 on Oct 03, 2011 22:42

I stare at the scanner for a bit, and decide this isn't the best way through, considering that there wasn't a safe way to determine without wasting another clone.

I decide to make my way out, in search of a location that can give me a check without the additional termination part...

written by Speeder on Oct 03, 2011 22:42

"Joris, hold your breath even if you are on fire!!!"

Then I hold my breath.

written by Gligar on Oct 04, 2011 00:59

Concourse O2, Delta Subsector

L4-O yells to the burning clones to hold their breath! He then unloads Turbo and replaces the shell with the oxygen suppressor. And finally, after sizing up the situation, he aims Turbo and lets it speak!

And speak it does. With a mighty crack, the shell shoots towards the burning clones...

...and falls to the floor.

Erm.

L4-O holds his breath, too. He doesn't know the shell's blast radius, after all. Or even if it's worked. Azir-R does likewise.

Speed-Y yells to Joris-R to hold his breath before doing the same.

Endless seconds tick by with no signs of life from the shell. The burning clones remain burning.

Internal Security checkpoint, Roadway, near Emergency Bunker C-3

Mango decides that getting scanned probably isn't worth getting terminated, and decides to try to find somewhere else.

He attempts to leave the queue, but finds himself staring down the barrel of a laser rifle. "And where do you think you are going? You asked for a scan, didn't you? That means you're going to get scanned!"

The clone in front of Mango steps into the scanner. The machine beeps, and announces "Please wait..."

A band of light runs up and down the clone for a few moments, before the machine emits a pleasing tone. "Subject is clean."

Concourse O2, Delta Subsector

That shell still just sits there as everyone hol-

CRACK

It breaks open, releasing some sort of grey powder, which turned black as everyone watches.

Slowly, very slowly, the fire starts going out.

Exactly how long can everyone hold their breaths?

written by Malkom on Oct 04, 2011 01:06

"Oh my word, this is getting really insane." Mick-R stares at the docbot like it's gone crazy. "What in Alpha Complex

are you doing with *that*, Nukabot?! And who authorised you to collect credit for Technical Services? Really, this is too much! Who let out the clowns?!"

written by Speeder on Oct 04, 2011 01:21

After a while, if I am having difficulty holding my breath, I grab hold of the nearest clone and attempt to exchange air with him...

You know, the outgoing air still has oxygen...

written by Jam on Oct 04, 2011 01:40

I breathe while I can, and try to stay out of range of the powder and its effects.

If I can't breathe, I hold my breath and stop moving, to conserve oxygen...

written by Azirphaeli on Oct 04, 2011 01:56

Assuming the oxygen-less-ness has reached me, I keep holding my breath right now and hope that the effect dissipates.

written by Lightning4 on Oct 04, 2011 02:23

I use some of my remaining air to attempt to speak, without inhaling.

"Nukabot get us away please." I attempt to say, then I close my mouth and resume holding what breath I have left.

written by 4616599 on Oct 04, 2011 08:46

I shut my eyes, and cup the empty B3 can over my mouth as an improvised air tank.

written by Mingamango181 on Oct 04, 2011 12:03

I nearly blank out as I pass through the scanner, but remain conscious as I end up passing through. I'm not sure where it ends, but I keep on walking.

written by Gligar on Oct 04, 2011 19:24

Concourse O2, Delta Subsector

Slowly, the fires continue to be extinguished... as does the life on one of the burning clones, who, it seems, forgot to hold his breath. Joris-R watches, trying to use what's left of his B3 can as an air mask. However, it seems that empty B3 cans work about as well as laser pistol barrels when it comes to attempting to use them as air masks (that is to say, not at all... well, maybe a tiny bit better... but remember that the oxygen has been suppressed...) and, as such, Joris-R finds himself unable to breathe.

Other clones continue to hold their breath, although that's getting difficult now. Speed-Y looks around for someone with which to exchange air, but any possible candidates are on the other side of the concourse.

Jam-Y tries to breathe, and finds that he can't. He stops moving, and holds what breath he has.

Azir-R doesn't even try to breathe, he just holds it.

L4-O... doesn't. He still tries not to inhale, but manages to order Nukabot to get them out of here. "For a moment, I began to calculate the possibility that that order would never be given," it says. "However, I am not exactly proficient at such calculations..." It begins to move.

It's a good thing that the team's moving now. It looks like Lucas-R has a few problems... I don't think he's all that good at holding his breath...

And... oh. Neither is John-R, it seems.

Nukabot leaves the concourse and heads off into a corridor.

Cloning station, somewhere in the sector

Mick-R continues acting as though "Nukabot" is crazy, and demands to know who let out the clowns.

The other clone looks confused. "What's a clown?"

The docbot raises a manipulator, covering its sensors for a moment before responding, "Perhaps you are ignoring me. Or perhaps you are simply unaware of what is happening. Either way, additional treatment will be required. After I do *this* - " the docbot jabs Mick-R with the syringe and injects its contents into him, " - and after *you* go and take a chemical shower."

Internal Security checkpoint, Roadway, near Emergency Bunker C-3

Mick-R steps forward. It's his turn. He almost blacks out as he enters the scanner. "Please wait..."

The bright beam of light shoots out at him, scanning him, looking for anything...

It keeps looking...

It keeps scanning...

Hasn't it finished yet?

Wow, how long does this take?

"<pleasant tone> Subject is clean."

Mango walks off, exiting the checkpoint, seemingly not interested in the result.

Unseen by him, a spybot follows him.

written by Speeder on Oct 04, 2011 19:38

If I notice we are in a place where I can finally speak, I comment.

"Thankfully Nukabot does not need oxygen to work... YAY for bots without internal combustion engine! YAY for bots without hydrogen cells! YAY for Nuclear bot!!!"

I look absurdly happy (even if I cannot speak, in that case I look absurdly happy holding my breath).

written by Azirphaeli on Oct 04, 2011 20:00

I hold my breath as nukabot moves us to a safe location, hanging onto it all the way.

Finally, if we are safe, I note Speedy's increased happiness levels. Then again, I note mine as well. Not being dead seems to do that to you.

written by Lightning4 on Oct 04, 2011 21:08

I hold my breath as long as I am able, then finally start trying to breathe when I can't hold it anymore.

I spend the remaining time trying to catch my breath again.

written by Jam on Oct 04, 2011 23:21

If I'm on Nukabot, and we've seemed to have moved to a location with oxygen, I start to breathe, being cautious at first...

After I've recovered (if I do) I look towards where we came from for any clones still unable to breathe, and make sure we didn't leave any of the team behind.

written by Gligar on Oct 05, 2011 00:50

Corridor 04, Delta Subsector

Nukabot continues on. Speed-Y, for one, is grateful that the bot does not require oxygen. Also, he breathes. Yep, there's oxygen here.

Azir-R holds his breath a little longer as he assesses Speed-Y's happiness. Satisfied that it's of sufficient magnitude, he turns to himself. He's also happy to be alive. And breathing.

L4-O finally can't hold his breath any longer, and starts breathing again. It takes him a while to get his breath back.

Jam-Y is still on top of Nukabot. Cautiously, he tests the air. Ahh... oxygen!

It takes him a moment to get his breath back. A long moment. Long enough that he fails to notice that John-R is missing, and that Lucas-R fell off Nukabot not long ago, and can be heard coughing heavily behind them.

written by Speeder on Oct 05, 2011 00:57

Noticing the missing clones, I do not look so happy anymore.

"Ok, we lost John and Lucas, we need to find them, specially John, we do not want a mind mutant with brain damage for lack of oxygen... Much less I am into fetching him on a cloning station."

written by Lightning4 on Oct 05, 2011 01:56

I cough slightly then get off of Nukabot.

"I have an idea, Nukabot, go find unconscious clones and use your forks to bring them back... we're counting on you. Speed is essential..."

"It goes without saying, everyone off Nukabot for a moment."

I listen to the nearby coughing.

"I can hear someone coughing nearby. Someclone who is fast should go get them. I would, but..."

I look down at my leg which is still in a cast.

"I'm nowhere near speedy..."

written by Speeder on Oct 05, 2011 02:02

I jump off Nukabot and go fetch whoever is coughing nearby, that I presume is Lucas.

written by Mingamango181 on Oct 05, 2011 11:47

I continue on my way, then realise I've passed through it. I go on, trying not to lose all rational thought as I do.

written by Azirphaeli on Oct 05, 2011 13:14

I let go of Nukabot to let it do its thing.

Yeah, same here, I like mobility.

written by Malkom on Oct 05, 2011 16:59⁶⁴⁷

Mick-R says something incoherent - "...not...go...clowns..." - and finally blacks out.

Again.

written by 4616599 on Oct 05, 2011 17:48

I gasp and flail around. Then my face brightens into a mild sneer.

"At least mutants can't exploit us if we're unconscious..."

I slump forward, and black out.

written by Gligar on Oct 05, 2011 20:10

Corridor O4, Delta Subsector

Speed-Y realises that there are a couple missing. He suggests that they go and find them, especially John-R - the thought of a psionic mutant with brain damage is not a pleasant one. And neither is the thought of going to fetch him from a cloning station. (Who said you had to do that, though? Certainly not The Computer...)

L4-O gets off Nukabot, coughing a bit. He has an idea: what if Nukabot went back to find them? It doesn't need oxygen, after all, and can bring them back with its forks.

He then hears the coughing nearby. That's probably one of their clones, though he isn't sure which one. Someone should get over there fast. (He's ruled out though. His leg's still in a cast.)

Speed-Y jumps of Nukabot and goes to investigate. He thinks it might be Lucas-R. And, as it turns out, he's correct. He seems to be having trouble breathing, and might have inhaled some of the powder stuff.

Azir-R lets go of Nukabot, allowing it to go and rescue people. It passes Speed-Y and Lucas-R, heading back towards the concourse, soon finding John-R. It begins to lower its forks.

Roadway, near Emergency Bunker C-3

Mango (not anyone else) carries on. He doesn't even seem to realise that he's passed through the checkpoint until a little further down the roadway. The dust/smoke cloud that

⁶⁴⁷ MALKOM: (OOC: Uh... I think you got my name mixed with Mango's in the scanning part of the update before last?)

perpetually obscures the Industrial Subsectors seems to grow as he approaches.

Cloning station, somewhere in the sector

Mick-R passes out. *Again/*

Only to jerk wide awake when the injection kicks in. It kind of feels like his entire body is having a toothache. But a happy toothache, somehow. (At least it isn't committing treason... unlike **some entities**.)

"I believe I reminded you to go and take a chemical shower," the docbot says. "As you have no doubt noticed, the injection included a component to counteract your seemingly-frequent black-outs. I have already added it to your bill.

"Now, if you will excuse me, I need to formulate the second injection."

Concourse O2, Delta Subsector

Joris-R flails a little as he runs out of air... and then sneers before passing out.

The sound of a forkbot approaches.

Followed by Joris-R's inert form beginning to float in the air...

written by Malkom on Oct 06, 2011 01:07

Mick-R looks unsteadily at the docbot... it seems that its injection has made him a little tipsy. "I shay! Wut a whundervull neegle you've got there shur!" He extends a tentative finger and pokes at the syringe.

Then some deepset, instinctive love of all that glitters kicks in, and he tries to capture it! Grab! Pull! "YOOOW!"

written by Lightning4 on Oct 06, 2011 07:40

"Hmm... we might need to perform resuscitation on some of those clones... I don't recall if I learned how or not..."

I make a mental check to see if I actually know how to perform it or not. Perhaps I learned it as a part of the Armed Forces training courses?

written by Mingamango181 on Oct 06, 2011 10:50

Huh. Dust... or smoke.

I venture onwards, with caution.

written by Speeder on Oct 06, 2011 11:12

I see if I remember how to pull a heimlich manuever, if not, I drag Lucas to Jam.

"Jam, Lucas seemly inhaled some powder from the shell, do that medical thing made to people cough out stuff."

written by Gligar on Oct 06, 2011 19:31

Cloning station, somewhere near the sector

Seemingly intoxicated by the injection, Mick-R refuses to go and take a shower. Instead, he becomes fascinated by the docbot's syringe. He pokes it with a finger. It pricks

him, but he doesn't notice. Then, he grabs it, and this time, he does notice. Blood seeps onto the syringe.

"Citizen Mick-R!" the docbot protests. "Stop this at once. You have been told, repeatedly, to take a shower, and yet, you have failed to do so. It is recommended that you do so. Is that not correct, citizen Stella-R?"

"That's correct," the clone, presumably Stella-R, replies. "In your current state, you would fail a hygiene inspection. And you know what they say about hygiene. So get going, or I'll have to take you to the showers. And we charge extra for that."

Corridor O4, Delta Subsector

L4-O thinks that they'll need to perform resuscitation on some clones. And, although he dimly recalls attending a training course about it, he's not entirely sure he remembers how to do it...

Speed-Y tries to remember if he knows how to do that thing where you force a blockage out of someone's airway. Ah yes! That's it.

Roadway, near Industrial Sectors

Mango slows down a little. It is possible that he believes that the smoke emanating from the Industrial Subsectors is a problem. Or perhaps he didn't really notice it before. It's always been there, but perhaps he just blanked it out.

written by Malkom on Oct 06, 2011 19:33

Grumbling, Mick-R gives the docbot's syringe a final, dissatisfied tug and stumbles towards the first thing that he sees that looks even remotely like a shower, giving clumsy salutes.

written by Speeder on Oct 06, 2011 19:49

I thus attempt to make Lucas cough out all the powder.. or some of it... or something...

written by Lightning4 on Oct 07, 2011 00:02

I wait for Nukabot to return with the unconscious clones. Meanwhile, I try to assist Speed-Y to the best of my (limited) ability.

written by Jam on Oct 07, 2011 01:42

"Oh no! Lucas-R!"

I run over to him and use any medical knowledge I can remember to save him...

written by Gligar on Oct 07, 2011 18:05

Cloning station, somewhere near the sector

Mick-R gives the syringe one last tug before shambling off towards a door. As it happens, he did pick the right one, but that's probably because of the big SHOWERS label on the door.

Stella-R sighs. If it's not one thing, it's another.

Chemical Showers

Mick-R continues his shamble. He is dimly aware that some of the cubicles are currently in use, but is able to manoeuvre his way into an empty one. Let's hope he remembers to wear the mask and keep his eyes closed.

Corridor O4, Delta Subsector

Now that Lucas-R has been brought back, Speed-Y gets to work, trying to get Lucas-R to cough up that dust. So... grab him like *this*, place fists *there*... and... *now!*

Lucas-R lets out a BIG cough, releasing a small cloud of powder. And judging from the colour change, it's not inert.

Then he collapses.

But Speed-Y isn't the only clone with medical knowledge. L4-O is also here, and he gets to work... or at least he would if Jam-Y weren't in the way, also trying to help... and also failing because Speed-Y is in the way...

While that's going on, Nukabot returns with John-R, and heads back out.

Concourse O2, Delta Subsector

Joris-R's inert form continues being floaty. (He'd better get that seen to before our mutual friend takes an interest.)

It begins to float towards an exit.

From that exit, the sound of a bot approaches. Specifically, Nukabot. It sees Joris-R wafting towards it. "Well, that is certainly interesting," it observes.

Corridor O4, Delta Subsector

L4-O's PDC suddenly plays its "message received" tone.

written by Speeder on Oct 07, 2011 18:22

I start pulling Lucas away from the not inert powder and I try to not inhale it myself. If others attempt to help, I let them...

written by Lightning4 on Oct 07, 2011 19:12

I back away from Lucas-R and the dust, and consult with my PDC.

A concerned look crosses my face and I tap in a reply.

"Erm... that's weird. Nukabot just sent me a message. Apparently, Joris-R is floating. And moving towards Nukabot."

"I told Nukabot to keep its distance. It'll come back this way if Joris-R continues to come closer. But if you have any other orders for Nukabot, let me know..."

After relaying the information, I start checking John-R's vitals.

written by Malkom on Oct 07, 2011 19:34

Mick-R looks around. Wasn't there something he was supposed to do first, something he should wear or something... oh, blast it, his head hurts too much. Wait! There! That looks like he could wear it!

He grabs it and tries to fumble it on, probably without much success owing to his, er, state of mind...

written by Gligar on Oct 07, 2011 23:02

Corridor O4, Delta Subsector

Speed-Y starts dragging Lucas-R clear of the remaining powder. There's not as much of it this time, so he doesn't need to go far.

While he's doing that, L4-O steps back and check his PDC. After a moment, a concerned look crosses his face as he enters a reply. To Speed-Y, he adds that the message came from Nukabot, of all places. Apparently, Joris-R is floating towards it. He's told the bot to keep its distance, but if Speed-Y wants anything else, he should tell him.

With that, he turns his attention to John-R. His breathing is shallow, and he's unconscious.

Concourse O2, Delta Subsector

As ordered, Nukabot backs away. But Joris-R continues to float towards it, forcing it back into the corridor.

As he leaves the affected area, Joris-R's breathing becomes more regular and deeper. Rather quickly, if you ask me.

Chemical showers

Mick-R suddenly remembers that he should be wearing something... like that, maybe?

He grabs the nearest thing and tries to jam it over his head.

The thing turns out to be a small towel. And in the process of grabbing it, Mick-R inadvertently pressed the Start button.

As such, the door closes, and the cubicle begins filling with chemical solution.

written by Speeder on Oct 07, 2011 23:17

I look at John, then I say.

"Ok, time to make John cough out the powder."

I wait for someone to do it, and check Lucas.

"Are you alright?"

written by Malkom on Oct 08, 2011 00:10

Is this bad? Mick-R wonders, shoving the towel hard over his mouth and squeezing his eyes closed. Am I about to die? Maybe I'm about to die. Crap... oh well, at least this stuff has a pleasant tingle to it... almost like B3... hmm, a nice B3 sounds good... He imagines yelling to a vendobot, "VENDOBOT! A can of B3!"

He doesn't notice that he actually did yell that out loud.

written by 4616599 on Oct 08, 2011 07:06

"Mmmmmf! Nmmm! Mmmmmmmmmmmf! ..."

written by Gligar on Oct 08, 2011 17:52

Corridor O4, Delta Subsector

Speed-Y has a quick look at John-R. Looks like he'll need the same thing doing to him. He then turns to Lucas-R, who seems to have recovered somewhat. He's still coughing, but not as bad. He gives Speed-Y the thumbs-up. "I'll be alright, I guess..."

L4-O's PDC goes off again.

Concourse O2, Delta Subsector

That might be because Joris-R is awake. He's still floating around... in fact, he's just launched himself at Nukabot. It's almost as if he's trying to sit in the operator's chair.

But the way he's squirming, and the way he's moaning... I'm not sure he's in control.

Chemical Showers

Mick-R seems unhappy. He tries to cover his mouth with the towel and close his eyes.

That works... for a few secondcycles. It would have worked for longer, but he suddenly decides that he wants a B3! In fact, he loudly demands one, causing the towel to fall away from his mouth.

The result of this is that he ends up fully immersed in a cubicle full of cleaning chemicals, without a mask. And without oxygen. And *with* a mouth full of chemicals.

written by Lightning4 on Oct 08, 2011 18:43

"Huh?"

I look back down at my PDC.

"Um... that's not good."

I quickly tap out a reply.

"Not good at all. It seems Joris-R is trying to take control of Nukabot. And is squirming and moaning..."

"I think Zombie Joris is back among us..."

written by Jam on Oct 08, 2011 20:07

I go over to John-R and try to revive him.

"John-R! Don't die!"

written by Gligar on Oct 09, 2011 00:20

Roadway, near Industrial Subsectors

Mango finally returns to the Industrial Subsectors. He's just coming up to the checkpoint now.

Corridor O4, Delta Subsector

L4-O checks his PDC... and his face falls. He tells people that Joris-R is attempting to take control of Nukabot... and it looks like it's actually Zombie Joris!

Jam-Y turns his attention to John-R. He gets to work trying to save him. But John-R's condition gets no better.

Further down the corridor, Nukabot is doing its best to keep clear of Joris-R, who is still floating after the bot.

Joris-R almost reaches the operator's seat at one point... only to start shaking, as if something inside is fighting to get out.

written by Malkom on Oct 09, 2011 02:12

Oh crap, I'm gonna die! Mick-R is reflexively vomiting, trying to jam his eyes closed, and trying to shove his hand through the chemicals for some sort of emergency stop button. All at the same time. Oh, and he tries to hold his breath too.

What a way to go.

written by Speeder on Oct 09, 2011 02:21

I leave Jam taking care of John.

"Do that maneuver to make him cough up the powder, then revive him."

I run off toward... floaty Joris!

written by Mingamango181 on Oct 09, 2011 07:25

I put myself back into control of myself, almost noticing that I'm moving automatically. I notice the checkpoint.

Oh... Another one?

I continue on my path towards it, if I need to.

written by 4616599 on Oct 09, 2011 13:38

I contort my face in panic. Or attempt to

"Mmmf! I'm not doingmff thismff! Noooooommmmf!"

written by Gligar on Oct 09, 2011 18:34

Chemical showers

In his cubicle, Mick-R is panicking. He's simultaneously trying to get the chemicals out of his mouth, keep his eyes closed, and look for a stop button. But there is no stop button. And the chemicals keep coming.

Soon, the cubicle is full of the chemicals.

It doesn't stay that way, though. The cubicle begins to drain away, leaving Mick-R feeling like there's a fire in his throat.

But it doesn't stay that way, either, as the cubicle begins to fill up again - this time, with water.

Does Mick-R get to breathe? Probably...

Corridor 04, Delta Subsector

Speed-Y tells Jam-Y to keep working on John-R, and runs off to confront Joris-R.

He quickly finds him. He's still trying to get into Nukabot... only now, he seems to be panicking. He tries to speak, to tell the world that he's not doing it, but it comes out as so much gurgling...

Internal Security Checkpoint, Industrial Subsectors

Mango notices the checkpoint, and enters it.

Oddly, this one is unattended right now. There is only a scanner.

written by Lightning4 on Oct 09, 2011 18:46

I hear the distant commotion of Nukabot and grab my blaster.

I follow behind Speed-Y. I keep my distance from Joris-R, and prepare to shoot if I have to.

written by Speeder on Oct 09, 2011 19:52

I make a hold fire signal by putting my hand up and closing the fist.

Then I keep watching...

written by Mingamango181 on Oct 09, 2011 20:52

I pass through the checkpoint, and through the scanner.

written by Gligar on Oct 09, 2011 23:28

Corridor 04, Delta Subsector

L4-O hears the commotion, and, blaster at the ready, rushes over to join Speed-Y, who motions for him to hold his fire. Apparently, Speed-Y just wants to watch for a moment.

As he watches, Joris-R continues to try to gain access to Nukabot while making a frownyface. He actually succeeds in grabbing hold of the bot this time.

Of course, Nukabot has been ordered to keep its distance. As such, it continues backing up. But Joris-R holds on.

Just as Nukabot reaches the two Troubleshooters, our mutual friend chooses now as a perfect time to speak. **"Troubleshooters, report! Why is there a floating clone holding on to a forkbot? This does not seem to be related to your mission..."**

Internal Security Checkpoint, Roadway, Industrial Subsectors

Mango heads through the checkpoint. The scanner beeps as he passes through but does not seem to do anything else.

written by Malkom on Oct 10, 2011 00:10

Mick-R probably tried to gulp some air in while the water went up, and now closes his eyes and mouth and holds onto himself.

written by Speeder on Oct 10, 2011 00:18

I reply quickly.

"Administration Computer, my Friend... I have no idea. But I am on my way to figure it out. Also I must say that the emergency light system cause lots of fire... We put it out with a oxygen consuming cone shell..."

written by Lightning4 on Oct 10, 2011 00:51 *Industrial Subsectors*

"Friend Computer! This... clone is trying to access our forkbot. I'm not sure what is wrong with him, it's almost as though he were a zombie. Again."

"I've ordered Nukabot to keep its distance. I'm ready to shoot if I have to... we're trying to ascertain the clone's motives..."

written by Jam on Oct 10, 2011 01:15

I try to do that manuever to make John-R cough up the powder, as Speed-Y instructed.

written by Mingamango181 on Oct 10, 2011 10:59

Beep. Does that mean I'm registering positive?

I look back, but decide it really isn't worth pursuing the matter any further.

Probably... Unlikely.

I continue to walk.

written by 4616599 on Oct 10, 2011 18:01

I do my best to yell madly

written by Gligar on Oct 10, 2011 18:32

Chemical showers

As it happens, he did get some air. Not sure how much.

Now he's just trying to keep himself alive as the water rises, and fills the cubicle...

...and stays there.

Corridor O4, Delta Subsector

Speed-Y tells our mutual friend that he's not sure what's going on, but is trying to find out. He also reports that the "emergency lighting" is causing fires.

"Citizen, I am not aware of any emergency lighting systems that cause fire. Perhaps you are mistaken."

L4-O tells The Computer that Joris-R is attempting to access their forkbot, and is acting almost like a zombie...

He's told the bot to keep its distance, but he's ready to shoot if need be.

"A zombie? Again? Wow.

"However, that would not explain why he is floating in the air. Can you think of an explanation for that?"

A laser turret pops out of the ceiling, and trains itself on Joris-R.

As for Joris-R himself, he makes a sudden yell.

Meanwhile, Jam-Y is doing his best to perform that manoeuvre on John-R. But although he seems to be doing everything right, John-R just isn't responding...

Mango leaves the checkpoint. It immediately becomes apparent that the lighting seems to still be out.

written by Speeder on Oct 10, 2011 18:36

Since Friend Computer decided to terminate friend Joris by itself, I just watch, although still curious, and wondering what is happening to him, I attempt to understand everything he said, and note anything strange...

I mean, beside floating.

written by Lightning4 on Oct 10, 2011 19:24

"Erm... not aware? Well then, I guess we need to be investigating those clones... and those emergency lights. They've been setting them up in this sector."

"As for Joris-R, Friend Computer... your guess is honestly better than mine. Could be mutants at work... and judging from *that* a powerful one indeed. Maybe it's why we keep seeing so many zombies... assuming he is one."

written by Mingamango181 on Oct 10, 2011 20:38

"Hmm."

I look into the lighting. Or rather, the lack of functional lighting.

It still seems to be out...

written by Malkom on Oct 10, 2011 20:48

Mick thrashes frantically in the shockingly {cold|hot} water.

written by Jam on Oct 10, 2011 22:23

"John-R! John-R!"

I continue working...

"Breathe!"⁶⁴⁸

written by Gligar on Oct 11, 2011 01:06

Corridor O4, Delta Subsector

Speed-Y notices the laser turret, and decides to say nothing more. Instead, he starts watching Joris-R, trying to figure out what he's saying, and seeing if he does anything unusual. Except for floating. That's kind of a given.

He comes to the realisation that, perhaps, Joris-R is trying to communicate the fact that he might not be the one doing this?

L4-O muses that if Friend Computer isn't aware of the "emergency lighting", then the lighting is something that needs to be investigated, along with the clones who are installing it.

Going back to the subject of Joris-R... our mutual friend's suggestion is the better one. It could indeed be the work of mutants... and powerful ones at that. Which could explain the recent appearance of zombies. Assuming that Joris-R is a zombie, of course.

⁶⁴⁸ SPEEDER: (OOC: I think the water is shockingly ambient temperature...)

"As I understand it," The Computer replies, **"there are two questions that must be answered here. Is Joris-R an unregistered mutant? Or is he a zombie? Either way, I predict that the outcome will be the same.**

"Perhaps Joris-R could help us here."

Meanwhile, Jam-Y continues working on John-R. Having been unsuccessful so far, he tries something else... anything to try to get him to breathe.

Nothing seems to be working.

Chemical showers

It seems that Mick-R's air is running out again. That is, if his current actions are anything to go by: he seems to be thrashing about, as if he is desperately trying to break out of the cubicle.

Or perhaps he is deliberately, and treasonously, trying to run out of air. If this is the case, he is not far off now.

Industrial Subsector B

Mango heads back into Building 3. Apparently, he wants to check the lighting for himself.

It turns out that he doesn't have to. Looking at the building's notice board, he notices a new message, right under the one he placed there when he volunteered for reactor shielding duty. It says that so far, two repair teams have attempted to repair the apparent fault to the power distribution systems, but as yet, there has been no luck. This might have something to do with the fact that both teams were terminated, apparently by commie mutant traitors. The message finishes off by saying that a third team, this one backed up by Troubleshooters, is due Real Soon Now.

written by Malkom on Oct 11, 2011 01:51

Mick-R's thrashes are become more and more fra--

written by Speeder on Oct 11, 2011 02:15

I end commenting.

"Computer, it looks like Joris want to communicate that whatever is happening to him is involuntary. I think a mutant is attacking him, or a commie using a new unknown device. I hope it is the second option, that way we can capture the mutant, reverse engineer the device, and create interesting methods of transportation. So I humbly suggest that Joris is not to be terminated yet, until the source of this... anomaly... can be found."

Then I look to the rest of the team nearby.

"Neither Jam or John is here to see if it is a psionic mutant working. I guess we will have to restrain Joris to prevent whatever is launching him on Nukabot from stealing Nukabot... losing that bot once is already more than enough."

written by Lightning4 on Oct 11, 2011 06:34

Since Speed-Y said all that is needed to be said, I simply watch Joris-R, Nukabot, and the laser turret.

I look around to see if there are any of those fire-based emergency lights. If I find one, I carefully approach it and examine it from a distance.

written by Mingamango181 on Oct 11, 2011 12:57

I stare silently at the message that is on the notice board, then make a remark in a bland tone to myself.

"Real Soon Now, huh..."

I decide to head up to my dorm.

I suppose that is a judgement, though considering how long I've been at the reactor for, I wonder: why are they not here yet?

More worryingly, are there CMTs wandering around here?

written by Azirphaeli on Oct 11, 2011 13:33⁶⁴⁹

... I continue to watch the unfolding scene with a mix of confusion and disbelief.

written by 4616599 on Oct 11, 2011 17:25

I point at my head and yelp. Or attempt to.

written by Gligar on Oct 11, 2011 19:41

Chemical showers

Mick-R thrashes for a moment, and is still.

It seems that he didn't survive long enough to see the water begin to drain.

Cloning station, somewhere in the sector

Unaware of what has just transpired, the docbot continues working on its treatment. It seems to be mixing some medications together.

Stella-R watches it work for a moment, before being distracted by an alarm from somewhere in the station. She goes to investigate.

"Oh, you have got to be kidding me..."

Corridor O4, Delta Subsector

With L4-O and Azir-R watching the scene, Speed-Y relays his findings to our mutual friend: that Joris-R is telling them that he is being controlled. He suggests that it is either a powerful mutant, or a communist with some new kind of mind control device. If it is the latter, they could bring him in for questioning, and reverse engineer the device. That would have cool results, he believes.

Either way, he suggests that Joris-R (who, right now, is trying to move his arm, as if to point at something) not be terminated, at least not yet.

Looking at the test of the team, he adds that, since their registered mutants are otherwise occupied right now, they have no way of knowing whether there is a mutant at work here. As such, he concludes that their only choice is to

⁶⁴⁹ AZIRPHELII: (OOO sorry for the delay, was not around the past couple days.. so, I guess...)

restrain Joris-R in order to prevent him taking control of Nukabot.

By now, Joris-R has managed to point at his own head. He seems to be trying to make some noise.

The Computer answers, **"It seems that Joris-R is once again trying to attract attention to himself. He seems to be pointing to his own head. Perhaps there is something wrong with it? If this is the case, then I am sure that a laser beam to the head would cure it. Failing that, I would suggest that he be restrained until the conclusion of your mission, and handed over to Internal security after debriefing. In addition, he is not to be permitted to self-terminate. After all, self-termination is treason. Thank you for your co-operation."**

With that, Friend Computer falls silent. The laser turret does not retract, though.

L4-O has a quick look around, searching for one of those "emergency lights". Finding one attached to the wall, he inspects it. It appears to consist of a black rod of some waxlyke substance, formed around some kind of string. Some of the string can be seen sticking out of the top of the rod, and has been lit.

Building 3, Industrial Subsector B

Mango reads the notice, in a bland manner, before deciding to head for his dorm. Of course, his dorm is located in Building 2, so he has enough time to think about the message.

He wonders why the third repair team is not here yet, considering how long he has been at the reactor. More importantly, he wonders about the presence of CMTs in the subsector.

written by Speeder on Oct 11, 2011 19:50

I attempt to knock Joris out, and see if he falls on the ground again.

written by Malkom on Oct 11, 2011 20:21

--il, but they keep up. A bit. Then, once he thunks into the floor, his eyes open slightly...

written by Jam on Oct 11, 2011 20:52

I give up on John-R, and go over to Speed-Y to report...

"John-R isn't waking up! I'm not sure if he's even ali—hang on, why's Joris-R floating?"

I look around nervously...

"So those mutants following us have a Telekinesis mutant with them too? Just how many mutants are there?!"

"Wait, is Joris-R trying to say something? Here Joris-R, I'll relay a message..."

I concentrate on Joris-R...

written by Azirphaeli on Oct 11, 2011 20:54

Laser's seem a bit drastic, and I can't imagine my copious amounts of B3 can help here, I hope Speedy has this under control..

written by Lightning4 on Oct 11, 2011 21:52

I listen to Jam-Y and remark,

"Maybe Joris-R is the telekinetic mutant. sir..."

While Jam-Y and Speed-Y deal with Joris-R, i walk a short distance and survey the area for anything else of suspicion. I look for any more clones setting up these emergency lights, or anything that might have been used to set them up. Or anything suspicious and treasonous, really...

written by Gligar on Oct 12, 2011 00:02

Corridor O4, Delta Subsector

Speed-Y decides to take care of Joris-R himself - by knocking him senseless. Or at least, he tries to. Joris-R is able to float out of range of his fists.

Jam-Y gives up on trying to revive John-R, and joins Speed-Y and company. He reports his lack of progress to Speed-Y before noticing Joris-R floating there. This must mean that there is a telekinetic mutant with those who are following them!

He then gets an idea, and offers to relay a message. He concentrates.

Azir-R just keeps watching. He believes that lasers might be a little bit too drastic in this case, and his B3 might not be of use either. Unless someone becomes thirsty? In that case, the B3 would be the best choice.

L4-O has another suggestion. Perhaps the telekinetic mutant is Joris-R.

He decides to allow the YELLOWs to continue dealing with Joris-R, while he continues investigating the "emergency lighting". Specifically, he looks for more clones who look like they might be setting up more lights. He finds some at the far end of the corridor. They seems to be attaching brackets to the corridor's clearance stripe with quick-drying adhesive. The brackets seem to have a place for those waxlyke rods.

Chemical shower

The body of Mick-R hits the floor of the cubicle, just as the door opens. It opens its eyes, but there is no further sign of life. It seems that there will be no post-termination activity for this clone. Good.

Cloning station, somewhere in the sector

As it happens, the alarm was due to a cloning tank activating. There is already a clone forming inside it. This is all normal and would usually not be a cause for concern. However, in this case, the clone is Mick-R-NRK-3, the successor of the clone who just wasted his clone body in the shower.

And Stella-R seems to dislike this situation. After all, Mick-R-NRK-2 had never been released from the cloning station. She returns to the docbot and informs it of this. "That is just great, citizen. Now what am I to do with this treatment? And who will pay for this?"

"Like I said, Mick-R will be paying. Just like he'll be paying for his waste of Computer Property."

written by Malkom on Oct 12, 2011 00:05

Greeeat. Now I've got to pay.

written by Jam on Oct 12, 2011 02:19

"Uh... Something's interfering with my power! Something very powerful... It must be the mutants!"

I move closer to Joris-R, and try harder...

written by Lightning4 on Oct 12, 2011 04:25

I walk swiftly towards the clones and speak loudly.

"Hey! You guys. What are you doing in this corridor with those things? Explain!"

written by Mingamango181 on Oct 12, 2011 11:50

I head on to Building 2, and then my assigned dorm.

written by Azirphaeli on Oct 12, 2011 16:10

I wheel after L4 as backup.

written by 4616599 on Oct 12, 2011 16:28

I attempt to gaze in L4-O's direction, and start jabbering and blabbering wildly.

After a while, I try to reach Jam-Y.

written by Gligar on Oct 12, 2011 19:41

Cloning station, somewhere in the sector

Mick-R's latest clone continues to form. The tank is being supervised by Stella-R and the docbot, who are currently discussing the finer points of... well, how idiotic and un-Fun some clones can be. Stella-R believes that Mick-R's death in the showers represents the shortest time between clone decantings she has ever seen. The docbot claims to have seen a shorter one, back before cheap, efficient cloning was developed, when an entire pack of backup clones had to be prepared in advance. Back then, it only took a sharp object in the decanting area, and some poor clone would end up losing half of his clone family...

Corridor O4, Delta Subsector

Jam-Y reports that something's blocking him! He moves closer, and tries again...

...only to be thrown back violently by some unseen force!

L4-O heads towards the clones he spotted. Behind him, Azir-R decides to back him up, and wheels over towards him.

L4-O challenges the clones, demanding to know what they are doing. One of them answers, "Surely you've noticed

how dark it is all of a sudden? These things happen when technology breaks down. We're simply here to provide emergency lights." He gestures to the rods.

Joris-R gazes over at L4-O with his eyes glazed over. His incoherent gurglings now sound painful. After stating in that direction, he tries looking in the vague direction of Jam-Y.

Building 2, Industrial Subsector B

Mango enters, and makes his way towards the lift. The place seems empty at this hourcycle, as many clones have left for workcycle. On the way to the lift, he notes that some of the "emergency lights" seem to have melted away into a pile of waxlike substance.

written by Lightning4 on Oct 12, 2011 22:38

My tone softens a little.

"Well, yes. However, Friend Computer is entirely unaware of any plans to utilize any fire-based emergency lighting. Naturally, this seemed suspicious to me. As well as dangerous..."

I nervously glance at one of the nearby lights, then back at the cones.

"Who ordered these set up? I need to know that these weren't set up because of prior knowledge that there was going to be a blackout in the first place."

written by Jam on Oct 12, 2011 22:41

"Ah!"

I try to stand back up.

"I— it— uh—"

I give a terrified look towards Joris-R.

written by Gligar on Oct 13, 2011 00:33

Cloning station, somewhere in the sector

At last, Mick-R's latest clone is ready to decant.

And this time, the tank opens normally, without setting off any alarms.

Unfortunately, it seems that the tank had not yet quite finished draining before dropping Mick-R onto the floor of the station.

Stella-R sighs. "I thought *you* were in the shower," she says.

Corridor O4, Delta Subsector

Jam-Y picks himself up off the floor. He gibbers for a moment, and looks at JorisR, frightened about something.

Over with the "emergency lights", L4-O speaks a little more calmly. He agrees that it's dark, but points out the Friend Computer is unaware of the lights they are installing. He glances at one nervously before asking for the name of the clone who ordered them set up, and whether it was known that there would be a blackout.

"Er... I was told to put them up by... er... John-G-SMT-4. He told me that it was the best kind to use. I didn't know that there would be a blackout or anything."

written by Lightning4 on Oct 13, 2011 01:42

"Hm. A GREEN, well... I can't really go around questioning those. Thanks for the information... proceed, I guess..."

I start walking back to the group, but stop for a moment. I glance behind me momentarily at the clones and the lights, then proceed.

written by Speeder on Oct 13, 2011 11:08

After finally collecting my thoughts...

I decide to raging to knock out Joris, and I start chasing him around and trying to hit his head.

"GET KNOCKED OUT VATCRAP!!!"

written by Azirphaeli on Oct 13, 2011 12:15

I wheel back with L4, but I let him know I am not entirely convinced they are telling the truth.

written by Mingamango181 on Oct 13, 2011 12:41

A new question forms in my mind as I wander to the lift.

I wonder if the situation's been addressed formally? Perhaps that's what this team here-real-soon is for...

written by Gligar on Oct 13, 2011 18:22

Corridor O4, Delta Subsector

On hearing that the lights are being installed by order of a GREEN clone, L4-O backs down. He can't exactly interrogate a GREEN, after all. He thanks the clone and starts walking away.

A moment later, he turns back, glancing at the lights, and the clones. They have returned to installing the lights. All except one, who is typing something into his PDC.

L4-O turns around again, and heads back to the team. Azir-R follows him, and tells him that he is not convinced by the clone's explanation.

As the two return to Speed-Y, they see the YELLOW yelling at Joris-R while trying to knock him out! Joris-R tries to dodge, but is unable to evade the anger-fuelled YELLOW's punch, and falls to the ground, out cold!

Building 2, Industrial Subsector B

As he heads towards the lift, Mango wonders if the lighting situation has had an official response. Perhaps the new team is the response.

He arrives at the lift, finding it empty. He presses the button and heads up.

written by Speeder on Oct 13, 2011 19:04

I now look unhappy.

"Ok, bad news is, this was REALLY a mutant, not a cool device..."

Good news is, that mutant, unlike Headgrabber and more like several more... huh... normal... or... typical or... whatever abnormal skilled people, cannot retain its hold on a brain that is not working."

I keep watching it.

"Ok, someone put him on Nukabot, maybe on the top of the ceiling, we will find if that mutant can re-track him when he wakes up."

I look around to see where Nukabot is.

written by Mingamango181 on Oct 13, 2011 20:19

I hum to myself a little tune as the lift goes up.

written by Lightning4 on Oct 13, 2011 21:03

I comment to Azir-R, "I don't trust them either, but if a GREEN is involved, we'll need some more information before we go throwing around accusations of treason."

I notice Joris-R is finally under control.

"Well, it seems you have this under control, sirs. While you were dealing with this, I was off investigating those emergency lights and the clones installing them."

I glance in that direction one more time, suspicious as ever.

"They say they were told by a John-G-SMT-4 to put them up. They claim no prior knowledge of a blackout, and claim to have been told these lights were the best option for emergency lighting."

"Naturally, I'm still suspicious."

written by Gligar on Oct 14, 2011 01:09

Corridor O4, Delta Subsector

Speed-Y looks like he has fallen below mandatory minimum happiness level. Why? Because there really is a mutant controlling Joris-R. On the plus side, though, it seems that this mutant can't control an unconscious clone, unlike a certain F-class mutant...

He keeps watching Joris-R. Joris-R does not move.

He then orders that he be placed on Nukabot, say, on the roof. Lucas-R moves to comply.

Speed-Y then realises that the confrontation with (the mutant controlling) Joris-R has caused him to become slightly separated from Nukabot. It's just over there.

L4-O admits to Azir-R that he isn't convinced, either. However, there is a GREEN clone involved. They will need to tread carefully and gain some more information first.

He then speaks to Speed-Y, now that Joris-R is under control. He tells him what he has learned, and confirms that he is suspicious.

Cloning station, somewhere int he sector

"Well?" Stella-R asks. "Are you going to just stand there and let the cloning tank recycle you? Or would you rather not have to answer for the destruction of two items of

Computer Property, namely, your previous clone, and that one?"

A lift, Building 2, Industrial Subsector B

Mango hums to himself as he waits.

Soon, the lift arrives at the right level, and he gets off. It looks like a scrubot is making its rounds again.

written by Speeder on Oct 14, 2011 11:13

I become happy again as I see Nukabot, I hop on him, on my usual place, happily.

written by Azirphaeli on Oct 14, 2011 13:07

I grab onto nukabot, also in the usual spot.

written by Malkom on Oct 14, 2011 16:13

Mick-R blinks blearily up at her and then stumbles towards the first unoccupied jumpsuit he sees. He starts putting it on or trying to.

written by Lightning4 on Oct 14, 2011 18:12

"Hopefully the other clones didn't die. Although at this point they're probably dead now if they didn't get away."

I try to check if I can peek down the corridor I launched the oxygen suppressant in. Safely, even.

"Shame about John-R though..."

written by Gligar on Oct 14, 2011 20:41

Corridor O4, Delta Subsector

Speed-Y's anger dies down when he sees Nukabot, and he walks over to it. Seeing that his spot is unoccupied, he hops on board.

Azir-R also seems happy as he grabs onto his usual anchor. It's nice to see that thee Happiness Officer is demonstrating happiness as it should be.

L4-O hopes that the other clones in the concourse didn't die, though with the amount of time that has passed, it is certainly possible. He heads back and has a quick look. Unfortunately, it looks like they didn't get away in time. Oh well, at least the powder seems to have gone inert.

Cloning station, somewhere in the sector

Apparently disorientated from his rapid progression from Prime to 2 to 3, Mick-R blinks at Stella-R and stumbles in the direction of the nearest jumpsuit.

Apparently, he has forgotten that he just decanted and hasn't had a shower yet. And since his last clone didn't live long enough for its memories to be backed up, there's really no reason for him to not notice.

Stella-R isn't done yet, though. "Woah, where do you think you're going? We still have the matter of your destruction of Computer Property to deal with, namely the death of your previous clone before it was even released."

written by Malkom on Oct 14, 2011 20:59

Mick-R swings around towards her, pointing an accusing finger and getting ready to start talking indignantly...

...then, as if for the first time, notices the green glob on the end of his finger. "What's this?" He takes his other finger and pokes the glob cautiously for a moment before his attention goes back to Stella. "Previous clone? What previous clone?"

written by Jam on Oct 14, 2011 22:49⁶⁵⁰

I look at Speed-Y.

"How did you know there was a mutant controlling Joris-R? How could you have known that?"

written by Speeder on Oct 15, 2011 00:19

I look at Jam.

"It is obvious... Only two things came to my mind to make someone FLOAT, or mutant, or tech... If it shut down with him being knocked out, it is mutant, obviously some tech would not need a functioning brain to make someone levitate."

written by Mingamango181 on Oct 15, 2011 02:36

I enter, and take a look at my belongings.

Hmm. Pretty dark.

written by Lightning4 on Oct 15, 2011 07:18

I get back onto Nukabot.

"So... do we just leave the corpses where they lie? And another thing... John-R will have to find his way back to us."

"...Again."

I glance at John-R's body.

"Unless he's still revivable. I think the powder is inert now. But I doubt it and we risk a zombie if he did die..."

written by Speeder on Oct 15, 2011 11:30

"No, do not revive him, at this point we are risking a brain damaged mutant that use the brain as weapon..."

Who knows what might happen... Mass brain melting anyone?"

written by Lightning4 on Oct 15, 2011 18:09

I shake my head.

"At the rate we keep killing him off we're going to need to spot him more clones soon."

written by Jam on Oct 15, 2011 19:27

"How do you know he's even dead?"

I walk up to John-R, and try to check if he's alive.

⁶⁵⁰ JAM: (ooc: Sorry, I've been rather busy lately...)

written by Gligar on Oct 15, 2011 20:16*Cloning station, somewhere in the sector*

Mick-R is about to give Stella-R a piece of his mind, even going to the point of pointing a finger at here... before he notices that said finger is covered in tank goo.

He doesn't recognise it, though. He pokes at it, and finds that it is slippery and rather icky.

He notices that Stella-R mentioned a previous clone... but he doesn't remember one. He asks her about the clone. She says, "Your previous clone. You decanted here only a few minutecycles ago, and then proceeded to knock yourself out against the tank. Then the docbot here injected you to counteract the damage, then you went to the shower and died. Go see for yourself. *After we deal with your previous clone's paperwork and the costs of prematurely killing said clone and the docbot fees.*"

Elsewhere in the facility, another cloning tank starts up.

Corridor O4, Delta Subsector

Jam-Y looks over at Speed-Y. How did he know that there was a mutant controlling Joris-R? How could he know?

Speed-Y states that it's obvious. There are only two things, those being mutant powers and technology, that can cause a clone to float like that. Since he fell to the floor when he was knocked out, technology can be ruled out.

L4-O takes Nukabot's operator's seat, and wonders aloud what they should do with the corpses. Just leave them where they are? He adds that John-R will have to find his way to them... again. Then again, couldn't they just revive the John-R they have? He doesn't think it would work, though, and he doesn't think they should risk accidentally creating a zombie.

Speed-Y disapproves of the idea. After all, John-R is a mutant, and he doesn't want to risk creating a brain-damaged mind-melter.

L4-O shakes his head. At the rate they're burning through John-R's clones, they'll need to get him some more soon.

Jam-Y has a thought. (That could be dangerous.) Is John-R even dead? He goes over to check. Hmmm... yep, he's dead.

Dormitory 6, Building 2, Industrial Subsector B

Now that he's back at his dormitory, Mango has a quick look around. It's still pretty dark in here, and there's no clone else in here at this timecycle. Only a scrubot doing its rounds. It seems to be trying to hum the *Mandatory Team Troubleshooter* theme, but keeps slipping up and starting again.

written by Malkom on Oct 15, 2011 21:01

"Now look here, missy, how do I know you aren't trying to cheat me out of my hard-earned money? There's too many bloody frauds around these days." Shaking his head, Mick-R

walks towards the chemical showers to get this stupid goo off of himself.

written by Lightning4 on Oct 15, 2011 21:40

"Well, I guess we should get moving again then. We have everyone who's alive?"

I look around momentarily.

"Onward. In whatever direction we were going, anyway. Nukabot probably still remembers."

written by Jam on Oct 15, 2011 21:47

I climb onto Nukabot.

"Too bad I never got John-R's mental fingerprint... I could have tracked him with that... It would have been kinda obvious I was a mutant though..."

"Oh, I forgot, back around the time we met John-R, I went into one of those commie's minds, and—oh, nevermind, I've probably already told you and forgot..."

written by Mingamango181 on Oct 15, 2011 23:12

"Hmm... Mandatory Team Troubleshooter... I don't think I've seen that running in a while."

I check for a portable light source that might do me some good in this darkness...

written by Gligar on Oct 16, 2011 18:44*Cloning station, somewhere in the sector*

Before he heads to the showers, Mal-er, I mean Mick-R demands to know how he can be sure Stella-R isn't just trying to "cheat [him] out of [his] hard-earned money", station that there are "too many frauds" these days.

Stella-R simply replies, "Your previous clone is on record. As are the regulations which you clearly haven't been keeping up-to-date with."

But Mick-R has already entered the showers.

At the other cloning tank, the clone inside has now gained enough features to be recognisable as John-R.

Chemical showers

Mick-R steps inside, noting that many of the cubicles are not in use.

As he looks around, he sees... himself. Dead on the floor, having fallen out of a cubicle.

Corridor O4, Delta Subsector

L4-O thinks that it is now time to get going again. He checks to see if the rest of the team is on board. Only Jam-Y is not, and even he is climbing into position right now.

L4-O directs Nukabot to keep moving. "For a moment, it almost appeared as if you would not ask," the bot replies, and starts up once more.

As Nukabot moves down the corridor, Jam-Y thinks that it is a shame that he never obtained John-R's mental fingerprint.

[747]

Then again, that would have no doubt revealed him to John-R as a mutant.

He then remembers a time when he scanned a communist's mind, but he probably already told them about that.

Nukabot comes to an intersection and turns right, into what turns out to be a lift hall.

As it does, Joris-R blearily opens his eyes...

Dormitory 6, Building 2, Industrial Subsector B

On hearing the scrubot's attempted humming, Mango wonders... he hasn't seen that in a while... he thinks that it hasn't been on lately. Of course, that is probably because he hasn't had access to a vidscreen lately. If he had, he would probably have noticed the competitions that they are running.

No matter. He has more important issues to deal with right now, such as lighting. He looks around for a portable light source. Hmm... perhaps he could dismount one of the "emergency lights"?

written by Mingamango181 on Oct 16, 2011 20:16

I consider the "emergency lights" but decide otherwise.

"Hmm. Someone else will probably need them to see anything in here..."

I decide to think about what I could be doing to utilise the time effectively.

written by Speeder on Oct 16, 2011 20:24

I keep looking to Joris, to see if he will attempt to float again.

written by Malkom on Oct 16, 2011 21:15

Mick-R freezes, staring down at himself with a funny expression on his face. Like he's trying to remember something, I guess. After a few moments he heaves a heavy, defeated sigh and enters an empty cubicle, mumbling "...I guess it wasn't a fraud." A few moments after that he adds, "Damn."

He makes sure to do everything very carefully, and not use the cubicle his clone fell out of - it must be malfunctioning. He also makes note of any number or identifying feature it has, so he can write a technical-malfunction report.

written by Gligar on Oct 16, 2011 22:19

Dormitory 6, Building 2, Industrial Subsector B

Mango decides to leave the "emergency lights" alone. Someone else probably needs it. Even though there is no-one else in the dormitory right now.

He wonders what else he could do to pass the time. Well... aside from returning to workcycle, he could always grab a coffeelyke, or see if the communal vidscreen room is open... or... can he think of anything else? Surely there's something else for an INFRARED to do...

Lift hall, O level, Delta Subsector

Speed-Y notices Joris-R waking up, and starts watching him. He doesn't move, as far as he can see.

Nukabot comes to a halt. "Okay, citizens. Here is the lift hall. If someone will call the lift, we can get to... what level was it again?"

Chemical showers

It seems that Stella-R was telling the truth, much to Mick-R's annoyance. He tries to remember...

...no. Nothing's coming to mind.

Sighing heavily, he enters a cubicle. No, not the one his previous self used. He notes that that particular cubicle is marked with the number 26.

Once in his cubicle, he makes sure to wear the oxygen mask (this time) before pressing the START button. Once again, the cubicle locks, and begins to fill with the cleaning chemicals.

Cloning station, somewhere in the sector

John-R's cloning tank completes its cycle, and deposits John-R on the floor of the decanting area.

written by Malkom on Oct 17, 2011 01:03

I hope this one won't malfunction too. Mick-R waits it out, feeling hot, prickly and bothered.

written by Speeder on Oct 17, 2011 04:06

I keep a eye on Joris, but I go FAST to the lift, call it, and return FAST back to my place.

Still eyeing Joris.

written by Lightning4 on Oct 17, 2011 06:53

"G level I believe? I hope Speed-Y remembers."

I watch Joris-R too.

written by Mingamango181 on Oct 17, 2011 10:21

I make my mind up to go take a coffeelyke, and then head on over to the communal vidscreen room.

"Perhaps they're showing Mandatory Team Troubleshooter..."

written by 4616599 on Oct 17, 2011 15:17

I clutch my head and look confused.

"Nooo! Get away from me!"

written by Gligar on Oct 17, 2011 19:31

Chemical showers

Mick-R still feels grumpy as he waits for the cycle to finish. He hopes that the cubicle won't malfunction.

As the chemicals begin to drain and be replaced by water, he can hear what sounds suspiciously like John-R laughing at something outside the cubicle.

Lift hall, O level, Delta Subsector

Speed-Y hops off Nukabot and hits the lift call button, before hopping back on, and manages to almost succeed at not taking his eyes off Joris-R in the process.

While being a little more successful at not taking his eyes off Joris-R, L4-O reminds Nukabot that they are going to... G Level, is it? Speed-Y should know.

As the lift makes its way up here, Joris-R suddenly grabs his head and moans, demanding that someone get away from him.

Dormitory 6, Building 2, Industrial Subsector B

Mango considers his options. Coffeelyke, or vidscreen? Why can't he do both? Coffeelyke first, though.

With that decided, he heads over to the cafeteria. It's still open at this hourcycle.

written by Mingamango181 on Oct 17, 2011 20:15

I wait in the queue if there is one already, else I go up to order coffeelyke from the cafeteria.

written by Lightning4 on Oct 17, 2011 20:20

I look at Joris-R confused.

"Are you okay now? Can you hear me?"

written by 4616599 on Oct 17, 2011 22:22

I look desperate.

"Shut up! Shut up, you!"

I start pounding my head on Nukabot.

written by Gligar on Oct 18, 2011 00:16

Chemical showers

Mick-R's shower continues its cycle. Quite soon, the water completely fills the cubicle. This time, it remains only long enough for Mick-R to realise how cold it is - surprisingly so. After it is drained, the drying fans make themselves known.

Lift hall, O level, Delta Subsector

L4-O looks at Joris-R, clearly confused. Is he alright? Can Joris-R even hear him?

The answer remains inconclusive. Joris-R begins bashing his head against Nukabot, telling someone to shut up. Lucas-R looks alarmed.

Cafeteria, Building 2, Industrial Subsector B

To Mango's surprise, there is no queue right now. There are only a couple of clones seated in the dining area enjoying what appears to be coffeelyke.

Mango goes over to the serving hatch and orders some. After a few moments, he gets a cup for a couple of credits.

written by Speeder on Oct 18, 2011 00:22

I just keep watching, puzzled.

"Ok, known ourself out, this way I do not have to spend energy doing it myself..."

written by Malkom on Oct 18, 2011 01:57

Mick-R mumbles angry stuff into the mask and shivers until the drying fans start, at which point he starts feeling quite chipper...

...until he that laughter he heard. "Probably laughing at some bloody story that clone made up to cover up for the malfunction. I'll have to write that into my report."

written by Mingamango181 on Oct 18, 2011 10:50

I take my cup and head on over towards the only other clones here.

written by Azirphaeli on Oct 18, 2011 13:29

What a trooper, Joris is pretty good at taking matters into his own hands, as it were.

written by 4616599 on Oct 18, 2011 16:00

"Get him out!" I demand loudly and frantically. I pound my head on Nukabot again, clearly desperate

written by Lightning4 on Oct 18, 2011 17:43

"Who? Get who out? Can you hear me?"

I look concerned.

written by Gligar on Oct 18, 2011 20:32

Lift hall, O level, Delta Subsector

Speed-Y allows Joris-R continue knocking himself out. After all, it saves him having to do it. Well, again.

Azir-R believes that Joris-R is pretty good at being proactive and lets him continue banging his head against Nukaqbot.

Nukabot notes that banging one's head against a bot will not damage the bot. "It may, however, damage the clone banging his head against the bot. As such, this action is not recommended... unless the clone is possessed by a mutant or something."

Joris-R now demands that "he" be gotten out. He sounds rather desperate.

L4-O asks who "he" is, and wonders again if Joris-R can hear him.

Lucas-R climbs up and leans up next to Joris-R. **"HEY! LISTEN!"**

Joris-R manages to open a wound on his head, and blood drips.

There is suddenly a ding. No, not a ring-for-service bell ding, a "the lift has arrived" ding. They're different, after all. It's probably not a good idea to confuse them.

Chemical shower

Mick-R continues being below mandatory minimum happiness level. If he continues, he'll cross the boundary between

insubordination and treason. Who knows? He might get to trial one of those new drug dispensers.

He mutters enough that he fails to notice that the fans have already started up.

As the fans dry him, his mind processes the laughing. He assumes that it's connected to a story made up by Stella-R, and decides to write it into his report.

Finally, the fans shut off.

Cafeteria, Building 2, Industrial Subsector B

Mango collects his cup and joins the other clones. One of them looks up as he approaches, and grins. "Hey, clone! What's up?"

written by Malkom on Oct 18, 2011 23:47

Mick-R takes a deep breath, willing a smile onto his face, and steps out of the cubicle. Once outside, he goes looking for a jumpsuit.

written by Mingamango181 on Oct 19, 2011 10:02

At the sight of the grin, I smile back. It actually feels like this clone just radiates happiness.

"Oh hey! Just a little issue with shielding duty over at the reactors. It isn't much."⁶⁵¹

written by Lightning4 on Oct 19, 2011 15:25

"Let's get this sorted in the lift."

Once we're in the lift I turn my attention back to Joris-R.

"You know, might be a good idea to sing some loyal tunes if there's a super powerful mutant trying to pick off our team..."

I start humming a B3 jingle. Loudly.

written by 4616599 on Oct 19, 2011 16:46

"Ohhhh." I groan.

"That's right, Mutants looove B3..."

"B3.....it's the FUN bouncy thing! B3! B3!"

written by Speeder on Oct 19, 2011 16:53

I blink and keep looking at Joris.

"So, I will have to ask Jam to explode Joris head again?"

I look to Jam.

"And yes, you can do that, you can make someone think so hard that their brain catch on fire, kinda like a fake pyrokinesys... oh wait... a infrared caught on fire while you was reading its mind, and you did not remembered that you had that capacity... ok, I hope no higher up figure that, and I hope you all do not say a word about it... I have no proof, and do not want a trustworthy friend getting terminated for a suspected thing..."

⁶⁵¹ SPEEDER: (OOC: I am kinda waiting for joris, ever since the turn was posted... humm...)

written by Azirphaeli on Oct 19, 2011 18:45

I sing the B3 theme along with the rest of the singing team. So concentrated on singing I am, that I "do not" hear Speedy talking about suspicious activities and exploding heads.

Better if I didn't hear that anyways.

written by Gligar on Oct 19, 2011 20:47

Chemical Showers

Mick-R pauses for a moment to regain his composure before stepping out of the cubicle and back into the cloning station. Walking out of the shower room, he can see that his old self is now being carried out by a pair of jackobots. They're probably taking the body to a crematorbot, or more likely, the food vats.

Cloning station, somewhere in the sector

Mick-R begins looking for jumpsuits, and does not need to search for long. He finds a rack of them not far from the showers.

Stella-R and the docbot are also present. Stella-R notices him first, and says, "I see that you managed to survive this time. Good. Now we can deal with your charges and forms." She brandishes a sheaf of forms that looks to be more than twice as thick as usual. Surely Mick-R will be *thrilled* to fill out more paperwork.

Cafeteria, Building 2, Industrial Subsector B

Mango finds himself grinning along with the other clones as he mentions the recent "minor issue" with reactor shielding duty. "Glad to hear it!" the clone replies. "I heard there were some commies down there at some point. Good thing there aren't any more, right?"

Lift hall, O level, Delta Subsector

L4-O suggests that they sort everything out in the lift.

A lift

Nukabot takes the hint, and drives itself on board.

L4-O isn't finished, however. It is clear that there is a mutant involved somehow, possibly trying to eliminate the team, so he suggests that they deploy loyalty tunes again. Tunes such as the B3 jingle, which he proceeds to hum. Loudly. And off-key. Lucas-R joins in.

Joris-R seems to have heard him this time, and agrees. Apparently, mutants love B3. I can think of at least one who is thinking about B3 right now.

Speed-Y doesn't join in just yet. He is still staring at Joris-R. Perhaps he will need Jam-Y to fry Joris-R's brain once again.

Oh yes... he tells Jam-Y that he can do that. But... wasn't there that INFRARED who caught fire when Jam-Y tries to scan him? He decides not to dwell on the issue, and hopes that no-one else does, either.

Azir-R is apparently too interested in singing the B3 jingle to notice any talk about suspicious activity.

written by Lightning4 on Oct 19, 2011 21:28

My humming gets even worse somehow while I get somewhat distracted by shooting Joris-R a rather confused look.

I pause for a moment to say "Well... I guess there are some mutants that do like it. But not treasonous commie ones!... I hope."

I resume my humming.

written by Speeder on Oct 19, 2011 21:43

I start humming the jingle about how the population should kill suspect mutants because being mutant is being a traitor.

written by Malkom on Oct 19, 2011 22:12

Mick-R looks crestfallen. "I guess that new autofiller device I invented got zapped with my Prime," he mutters angrily, grabbing the sheaf and heading off towards a table or other flat surface, where he starts filling out the forms.

written by Gligar on Oct 19, 2011 23:58

A lift

L4-O's humming deteriorates as he gets distracted by Joris-R. He agrees that there are probably some mutants who like B3. Hopefully, those mutants are not commies or traitors. He goes back to humming.

Speed-Y now starts humming, but not the B3 jingle. Instead, he picks *Mash The Mutant!* You know, the one that reminds you that suspected mutants should be taken out?

Nukabot asks, "Is anyclone going to press the button?"

Cloning station, somewhere in the sector

Mick-R yet again falls below minimum mandatory happiness level. He claims to have invented a device that automatically fills out forms, but supposes that it no longer exists. He then goes to fill them out. Without bothering to put on a jumpsuit first. Stella-R just shakes her head. She comments, "You know, I think my boss told me about some clone who was unhappy all the time... I think that guy got erased..."

She doesn't need to say any more, because our mutual friend decides to speak up. **"Citizen Mick-R! I see that you seem to have trouble with the simple faxct that Happiness is Mandatory! Would you like to explain yourself?"**

written by Malkom on Oct 20, 2011 01:30

Mick-R clenches his teeth inwardly but forces a smile onto his face. "Oh, I'm happy enough," he says lightly, setting down the forms and going towards a rack of jumpsuits.

written by Azirphaeli on Oct 20, 2011 04:27

I keep up with the B3 jingle but then, mutants.. I like that too.

At some point, I mix them up swapping lyrics. I think something about crushing cans of b3 or was it drinking the best mutant power ever?

Hope no one heard that, carry on carry on.

"Hey, Speedy, where are we going?"

written by Lightning4 on Oct 20, 2011 08:37

I hop off Nukabot to press the G-level button, then get back on.

I go back to eying Joris-R. My humming quiets down and eventually fades entirely.

written by Mingamango181 on Oct 20, 2011 11:21

"It certainly is! Much less disruptions to the daycycles of most clones, isn't it?"

I continue to smile, then take a sip of my coffeelyke.

written by 4616599 on Oct 20, 2011 15:41

I clutch at my head again.

"You hear that, you crazy mutants? B3 is great!"

I smile crazily

written by Speeder on Oct 20, 2011 15:51

I keep looking at Joris, hoping he will get better.

written by Gligar on Oct 20, 2011 20:23

Cloning station, somewhere in the sector

Mick-R claims that he is "happy enough" before going to get a jumpsuit.

"I cave problems with your statement, citizen. First, the term 'happy enough' is undefined. Second, you seemed to be complaining about perceived faults with Technical Services equipment while showering. Complaints of any sort are a sign of unhappiness. And this is just for your present clone. What do you have to say to that, citizen?"

Stells-R chimes in. "Friend Computer, I'd like to add that this clone seemed to be unhappy about being fined for damaging Computer Property, namely, his previous clone, which was still under the jurisdiction of Technical Services at the time."

"So noted, citizen. A preliminary verdict is being formulated. Would you like to say anything, Mick-R?"

A lift

Azir-R keeps singing along with everyone's humming... but then seems to get confused, and starts mixing in the mutant jingle with the B3 one.

While he's doing that, L4-O takes the time to hit the button for G level. Going down!

Azir-R realises what he's singing after a while, and looks around to see if anyone noticed. (Did they?)

Joris-R probably didn't. He addresses the "crazy mutants", telling them that B3 is great while clutching his head. Suddenly, his head aches a lot, as if it's being squeezed in a vice!

Speed-Y looks on, hoping that Joris-R's condition will improve.

Cafeteria, Building 2, Industrial Subsector B

Mango agrees, adding that the lack of communists means less disruption to most clones' daycycles, right?

"That's right," the other less-smiling clone answers. While Mango takes a sip of coffeelyke, he adds. "Without commies around, showing loyalty to Friend Computer won't get you terminated. Like what happened to me a weekcycle ago! If I ever see a commie, I'm avenging my Prime!"

written by Malkom on Oct 20, 2011 20:57

Mick-R tries smiling some more. "I simply wish to ensure that everything's working smoothly," he says, much more sincerely this time. "Technical malfunctions are totally unacceptable. They MUST be STAMPED OUT!" Looking quite cheerful at this, he starts pulling on a jumpsuit.

written by Lightning4 on Oct 20, 2011 21:13

Rather than hum something, I fiddle with my PDC to see if it has a music-playing function. If I find one, I play the "Anthem of Friend Computer", of course, since that's logically one of the most loyal songs available!

I crank up the volume a bit so Joris-R can't block it out.

written by Jam on Oct 20, 2011 23:30⁶⁵²

"Huh... What?"

I look around, confused...

"Did I miss something?"

I notice Joris-R clutching his bleeding head, and screaming...

"Oh, vatcrap... Well, I guess I should do something..."

...

"Um, er... Die mutants!"

written by Gligar on Oct 21, 2011 00:57

Cloning station, somewhere in the sector

As he pulls on a jumpsuit, Mick-R explains that he just wants things to run smoothly. He cannot tolerate technical malfunctions. They must be stamped out.

"Are you suggesting," our mutual friend asks, **"that Technical Services are incapable of maintaining the machinery of Alpha Complex? It sounds to me as if you are. An Official Reprimand, code N, has been entered into your permanent record, and you have been fined 30 credits. Further transgressions will be dealt with more severely. Please ensure that you do not incur them. Thank you for your co-operation."**

Once The Computer falls silent, Stella-R adds, "Now, what was that about technical faults?"

A lift

L4-O stops humming. Instead, he pulls out his PDC and searches for a music function. Finding it, he attempts to

⁶⁵² JAM: (ooc: Well, I hopefully should be less busy now... Sorry I missed so many turns...)

make it play the Anthem of Friend Computer at high volume. After all, it must be one of the most loyal songs available!

After he enters his request, words appear on the PDC's screen:

1 playlist found:

1. advertisement 10285738903.cma
2. anthem of friend computer.cma

Playing file 1 of 2

And the PDC begins to play an advertisement for a reconditioned bot showroom.

Jam-Y looks confused, as if he'd zoned out for a moment.

He notices Joris-R in obvious pain, and announces that he should do something about it.

However, he cannot remember how to proceed, and ends up simply yelling at mutants to go away. Even though he is one.

written by Speeder on Oct 21, 2011 01:01

I keep looking at Jam

"Are you like... Huh... Ok?"

written by Malkom on Oct 21, 2011 01:59

Mick-R looks uncomprehendingly at her. "What do you *mean*?! It's totally obvious that something must have malfunctioned in the shower cubicle my second clone chose. You do know that making up wild stories about it doesn't change the cold hard truth, right?" He gets his jumpsuit on and tweaks at it a bit before heading towards the forms, grabbing something to sit on and starting to fill them out.

Did you notice that he sometimes mutters under his breath as he works? Well, he's doing it now. "That Computer could have realized I was trying to help, blast it. Tech Services are great and all, but they could still use some assistance from people who really know what science is about."

written by Azirphaeli on Oct 21, 2011 02:20

"Bad, unregistered mutants should go away" I gingerly correct Jam

written by Lightning4 on Oct 21, 2011 07:10

Worried, I loot at Joris-R and Jam-Y and wait for my PDC to begin playing the loyal song.

I nervously begin humming a vidshow tune while I wait for the PDC to chime in with my song.

written by 4616599 on Oct 21, 2011 17:42

I start yelling again, and try digging in my backpack for B3. If I do find any I dunk myself in it.

written by Jam on Oct 21, 2011 17:58

"Oh, right... Die unregistered mutants!"

written by Gligar on Oct 21, 2011 20:47*A lift*

Speed-Y looks at Jam-Y, wondering if he is alright.

Azir-R gently corrects Jam-Y, saying that only *unregistered* mutants need to die.

L4-O worriedly looks at Jam-Y and Joris-R, and waits impatiently for the music to start. In the meantime, he hums the *Tella-O-MLY Adventure Hour* theme tune. That new season should be starting soon...

Joris-R starts yelling again, and digs around for a B3... aha! There are those cans of B3 Plain from last weekcycle! He empties one over himself, causing much of the B3 to drip down onto L4-O. The worst part is that it doesn't seem to help... in fact, the pain only seems to get worse... almost as if his brain is trying to escape through his ears...

Jam-Y corrects himself.

Hey! What do you know? That ad has finished, allowing L4-O's music to play.

Cloning station, somewhere in the sector

Mick-R demands to know what Stella-R means. Clearly something malfunctioned, and no amount of covering things up is going to change that.

Before he turns away to fill out his forms, he notices Stella-R drumming her fingers against a cloning tank. "Look, just finish your paperwork," she sighs.

written by Speeder on Oct 21, 2011 21:45

"Oh, that ad is, special, to me. I will see if I have music on my own PDC too! Maybe YELLOW PDC has more pre-loaded ads and mandatory Friend Computer music."

I take out my PDC and start to fiddle with it.

written by 4616599 on Oct 22, 2011 07:30

"B3..." I yell, my face a grinning wreck "...is so easy to get!"

I scrabble around for my other can of B3 and gulp it down.

written by Lightning4 on Oct 22, 2011 09:03

I frown and wipe the B3 off of me as best as I can.

I turn up the volume on my PDC significantly now that the ad is over. I watch Joris-R and Jam-Y for any... changes in behavior.

written by Jam on Oct 22, 2011 16:26

"B3! B3! Yum yum! But unregistered mutants don't get B3!"

I climb over to Joris-R, and try to take the B3 from him...

written by Gligar on Oct 22, 2011 20:30*A lift*

Speed-Y seems to have liked the ad. Apparently, he found it to be special.

He checks his PDC, looking for music, or other ads. He discovers that there is quite a large selection available at YELLOW Clearance.

Meanwhile Joris-R has suddenly announced that B3 is easy to get, and, apparently to make a point, he grabs another of his cans and drinks it.

L4-O wipes off as much of the B3 off himself as he can, before increasing the volume on the loyalty tune. That done, he begins watching Jam-Y and Joris-R, to see if there are any... effects.

Jam-Y seems more interested in the B3. As he says, unregistered mutants don't get any. Apparently, this means that Joris-R can't have it, either, judging by the fact that he's trying to grab the can from Joris-R's hands.

The lift shudders to a halt, and opens its doors.

written by Mingamango181 on Oct 23, 2011 01:42

I take another sip of my coffeelyke while I listen to the response.

"I guess a similar thing happened to me as well, maybe a few weekcycles ago..."

written by Lightning4 on Oct 23, 2011 08:32

"Onward... to Outfitting!"

I say loudly over my music in hopes Nukabot will hear.

I try to consult my PDC for more specific directions if Nukabot doesn't seem to know.

written by Jam on Oct 23, 2011 15:27

"Yay! Outfitting!" I yell as I hear L4-O.

Then I go back to trying to take Joris-R's B3...

written by 4616599 on Oct 23, 2011 17:31

I insist on finishing my B3.

"Stop grabbing me! Stop grabbing me!"

written by Gligar on Oct 23, 2011 20:56*Cafeteria, Building 2, Industrial Subsector B*

Mango sips his coffeelyke, agreeing with the clone. He states that something similar may have happened to him at some point. "I'm glad I'm not the only one," the clone replies. "What happened, in your case?" The other happier clone just sits, enjoying his coffeelyke, and listening.

Cloning station, somewhere in the sector

While Mick-R slog his way through all his paperwork, John-R emerges from the showers, heading for the jumpsuits.

Stella-R notices him. "Can I have your name, please?"

"John-R-SMR-... er, 4, I think..." he replies.

"Ah, yes. Your ME card and forms are on the desk. Shout of you need anything. I have to deal with this other clone here." She rolls her eyes.

I run toward the can to fetch it and return to Joris (and also hop back on Nukabot).

written by Mingamango181 on Oct 24, 2011 20:19

"I was, well, trying to go from a warehouse to another location, and I was ambushed on the way. I had a laser pistol with me at the time, which served me well. Pity the first one I shot got in the way as I was trying to shoot the other..."

written by Jam on Oct 24, 2011 23:36

"AAAAAAAAAAAA!!! NOT THE B3!!"

I dive for the can of B3.

" NOOOOOO!!!"

written by Gligar on Oct 25, 2011 00:26

Concourse G3, Delta Subsector

Apparently distraught over losing his B3, Joris-R starts screaming his head off. Almost literally, as the effort causes him to collapse onto the roof of Nukabot.

Speed-Y states that he'd also be upset over a dropped can of B3, and hops off to fetch it.

He finds that Jam-Y is also heading towards it, a little more enthusiastically. The two hit the can at the same time, and bounce back.

The can begins to rumble...⁶⁵³

Cloning station, somewhere in the sector

Mick-R is finally done with his forms. Phew...

Of course, Stella-R is still away, looking for things, so he probably has the time to check a couple of them over.

written by Lightning4 on Oct 25, 2011 01:07

Since my PDC is probably done playing the song by now, I reset the volume to normal levels and put it away.

I sigh and look on in confusion as the team devolves into chaos. Again.

written by Speeder on Oct 25, 2011 01:18

I look at the can.

"RUUUN!!!"

And I run from the can of B3.

"The worst part of weaponizable food is when you DO NOT WANT to use it as weapon."

written by Jam on Oct 25, 2011 12:03

I hear Speed-Y tell me to run, and start running full speed in a random direction...

"Ahhhh! Run! Run!"

⁶⁵³ GLIGAR: (OOC: I'm going to give both Speeder and Jam 1pp for that 😊)

written by Azirphaeli on Oct 25, 2011 14:24

I like to imagine that when i look at the rumbling can, it does that kind of zoom where the can appears to zoom closer, but the backround appears to zoom further away.

Then I turn and wheel furiously away.^{654 655}

written by Gligar on Oct 25, 2011 18:25

Concourse G3, Delta Subsector

L4-0 puts his PDC away again, now that the music as finished. He remembers to set the volume back to normal, though. That done, he sighs. The team's descending into chaps again.

For example, both Speed-Y and Jam-Y are running away screaming. The downside of having exploding B3 is... well, it explodes.

Even as he wheels himself away (in a calmer manner than that of his superiors) he can't help thinking of how this would be depicted in a vidshow: the camera would seem to zoom in on the can but have the background move further away...

Joris-R doesn't seem to react. Is he even alive?

Lucas-R tries not to scream as he runs.

And after all that? The can continues to remain intact.

Cloning station, somewhere in the sector

Stella-R returns, holding a PDC, a laser pistol, and a YELLOW armband. "It looks like we only have one of each, I'm afraid," she tells John-R. "Since you asked, you get the first pick." She turns to Mick-R. "Are you finished with those?"

From somewhere in the station, an alarm is heard. Stella-R sighs. "Oh no, not *again*..."

Cafeteria, Buildong 2, Industrial Subsector B

Mango goes into a little more detail about his encounter with commies, saying that he would have got another one had the first he shot not got in the way.

The less-smiley clone replies, "My encounter was... not exactly the most glamorous. I get woken up by commies, and then they start asking for converts. I refused and tried to get away... I probably lasted less than ten minutecycles."

written by Azirphaeli on Oct 25, 2011 19:00

Hmm.. this is sadly anticlimactic.

written by Speeder on Oct 25, 2011 19:41

After I am quite away from the can of B3, I stop and catch my breath, when I notice it does not exploded, I keep watching it, to see if it will explode.

"Ok, who has the courage to pick-up that B3 and return it to Joris?"

⁶⁵⁴ SPEEDER: (OOC: this? <http://www.youtube.com/watch?v=61Ggln3kWjw&feature=related>)

⁶⁵⁵ AZIRPHELII: (OOC: exactly! Except it's a can of B3 and it's rumbling)

written by Mingamango181 on Oct 25, 2011 20:33

"Ah."

I sip more of my coffeelyke, and continue to listen.

written by Lightning4 on Oct 25, 2011 20:55

I look at Joris-R and cautiously poke him with the butt of Turbo.

"Um... you still in there?"

written by Gligar on Oct 25, 2011 23:44

Concourse G3, Delta Subsector

Azir-R thinks that the unexploded can is... anticlimactic.

An out-of-breath Speed-Y looks back at the can. Seeing that it's still intact, he starts watching it to see if it decides to show any signs of possibly exploding soon. While he's doing that, he asks if anyone's going to pick that up and return it. Instead of, you know, ordering someone to do that.

L4-O doesn't seem ready to pick up the can, but he goes go and investigate Joris-R, poking him with the butt of Turbo. He asks is there is anyone in there.

There is no reply.

Cloning station, somewhere in the sector

John-R glances over at Mick-R, who does not say anything. Seeing this, he replies to Stella-R. "Seeing as though he's not said anything, I'll take the lot."

"Yeah," Stella-R replies, "you'll probably need them." She hands over the PDC, laser pistol, and armband. "Oh, and these." She also hands over both of their ME cards. "You, if you'll excuse me..." She heads off towards the alarm.

Cafeteria, Building 2, Industrial Subsector B

Mango sips his coffeelyke and continues to listen.

"The next thing I know, I'm in a cloning station surrounded by more commies! Apparently, they'd been terminated by someone... probably some Troubleshooters or something..."

written by Jam on Oct 26, 2011 00:00

I also watch the B3, not sure whether to grab it or not...

written by Malkom on Oct 26, 2011 00:31

"Give me that." Mick-R scribbles his name on the last form and reaches for his ME card. "Now."

written by Azirphaeli on Oct 26, 2011 03:00

{Somewhere, somehow, I sense someone is unhappy}

written by Mingamango181 on Oct 26, 2011 10:31

I listen, continuing to consume my coffeelyke. It looks like I'm suddenly paying more attention upon the mentioning of troubleshooters.

"Troubleshooters, you say?"

written by Speeder on Oct 26, 2011 10:52

After a while staring the can of B3, I snap.

"Higyene officer, go get it!"

Then I look around.

"Oh, he is dead."

Then I stare the can a bit more.

"Ok... I will get it..."

I walk carefully toward the can.

written by Gligar on Oct 26, 2011 18:27

Concourse G3, Delta Subsector

Jam-Y keeps an eye on that B3 can. Maybe he should, you know, pick it up? He is... unsure.

Azir-R looks troubled. It is almost as if he can sense something. Like, say, someclone being unhappy. Perhaps he'd better consider registering that mutation

Speed-Y continues to stare at the can for a while before making a decision.

He orders the Hygiene Officer to pick it up.

Unfortunately, he soon realises that, since the Hygiene Officer is Mick-R, the team currently dors not have access to such an officer.

Therefore, he decides to pick it up himself.

Slowly, he walks towards it.

It continues to rumble.

Gingerly, he picks it up.

It continues to rumble.

Cloning station, somewhere in the sector

Apparently angry over John-R having his ME card, Mick-R demands that John-R hand it over. John-R complies, but says, "You know, I don't like your tone of voice. If I were the Happiness Officer or the Loyalty Officer, I'd be concerned about it. Maybe I should tell them. Or should I wait until we get back to the team?"

Meanwhile, Stella-R is investigating the alarm. It seems that another cloning tank failed to open. But luckily, the clone within has the presence of mind to simply knock on the inside of the tank when she approaches, instead of throwing his whole body against it like other clones I could mention.

You're probably wondering about the identity of the clone, right? It's quite simple, really, given the evidence you've seen lately. For those who may have missed it, it's Joris-R.

Cafeteria, Building 2, Industrial Subsector B

Mango continues sipping his coffeelyke. He doesn't have much left now.

But it seems that he does have a lot of interest in the conversation, now that Troubleshooters have been mentioned. The happy clone is saying, "Yeah, I heard that they assembled a team right under the noses of the commies! Right there, in the domescraper..."

written by Malkom on Oct 26, 2011 18:29

Mick-R tries to snatch his card back. His face is getting red; good thing he isn't an INFRARED or he might get in trouble for having a face of a color beyond his clearance. "Look, just *give it here, okay?*"

written by Speeder on Oct 26, 2011 18:38

I look around for a vent, trash can, or whatever, and put the can CAREFULLY there, and then I run away.

written by 4616599 on Oct 26, 2011 19:35

I wave at the rest, looking slightly confused.

What just happened? How did I end up here? I mouth.

written by Jam on Oct 26, 2011 20:00

I watch Speed-Y, and back away when he sets down the can...

written by Mingamango181 on Oct 26, 2011 20:10

I finish off what remains of the coffeelyke.

"I think I remember seeing them. They were barely managing. Considering what they were up against, I'd say it went pretty well for them."

written by Lightning4 on Oct 26, 2011 22:40

I close my eyes and crouch as Speed-Y deals with the can, anticipating an explosion.

I peek to see if everything is alright after sufficient time has passed.

written by Gligar on Oct 27, 2011 00:38

Cloning station, somewhere in the sector

Mick-R snarls to John-R to just *give him the card* already, even as he's snatching said card away from him. John-R just sighs and dials a number on the PDC. "Those are treasonous levels of unhappiness there, I think. And, since I'm the communications and recording officer..."

In his cloning tank, Joris-R mouths words, asking what happened.

He doesn't have to wait long for a reply. Stella-R quickly has the tank open. "It looks like you were terminated," she says.

Concourse G3, Delta Subsector

As carefully as he can, Speed-Y locates a trash receptacle. Slowly, as Jam-Y watches, he moves over to it and lowers the can into it.

Then he legs it. Jam-Y also backs away, and L4-O does his best to take cover, closing his eyes in the process.

BANG

The trash receptacle is ripped apart, and Speed-Y is knocked to the floor by the blast. He aches all over, and probably broke a couple of bones somewhere.

Jam-Y is also knocked to the floor, and aches.

Lucas-R cringes away from the blast, and apparently suffers minor injuries.

There is silence for a moment.

Then, the sound of a PDC ringing. It's coming from Speed-Y.

The sound of the PDC encourages L4-O. He opens one eye and tentatively looks around, taking in the scene.

Cafeteria, Building 2, Industrial Subsector B

Mango finishes off his coffeelyke, and tells the others that he remembers seeing the Troubleshooters. According to him, the team just barely managed to survive, but, under the circumstances, they seemed to be doing well.

The happy clone replies, "Of course they did well! They're the best, aren't they? I mean, why would they be sent in if they weren't?"

written by Speeder on Oct 27, 2011 01:04

I pick it up.

"OUCH!!! B3 exploded Speed-Y here, how can I help?"

written by Malkom on Oct 27, 2011 01:24

Mick-R grumpily tucks the card into his jumpsuit. "You're looking treasonously happy about it," he complains, still trying to finish off any paperwork.

written by Lightning4 on Oct 27, 2011 07:56

"Well, looks like Speed-Y is still with us, that's great. Lucas-R? Jam-Y? You guys okay?"

I begin checking the first aid kit (assuming one is still around) for first aid essentials for blast damage.

written by 4616599 on Oct 27, 2011 16:23

I rub my head.

"The last thing I remember was this strange sensation. Come to think about it, I don't even know where I was then. I think there was a question being raised there... Anyway, I'll be off to the showers...wait, that guy looks very familiar..."

written by Gligar on Oct 27, 2011 20:06

Concourse G3, Delta Subsector

Even though he's in some pain from his injuries, Speed-Y soldiers on. He starts by answering his PDC.

Cloning station, somewhere in the sector

It turns out to be John-R. "Hello sir, John-R here. I'm in a cloning station somewhere. Mick-R and Joris-R are both with me - Joris-R just decanted, actually."

Behind him, Mick-R complains that John-R sounds "treasonously happy".

This causes Stella-R to laugh. "Treasonously *happy*?! How is that even *possible*?! Treasonously *unhappy* I can understand - I'm seeing a good example of it right now - but treasonously *happy*?!"

John-R also laughs. To Speed-Y, he adds, "I don't know if you heard, sir, but Mick-R just accused me of being 'treasonously happy'... Can you ask Azir-R if he knows anything about that?"

Joris-R thinks. He remembers... the last thing he remembers... a strange sensation... Where? He does not know. There was a question as well...

He starts heading to the showers, then realises that one of the other clones seems familiar to him...

Concourse G3, Delta Subsector

While Speed-Y is on the PDC, L4-O checks the team. Speed-Y is clearly okay... what about everyone else?

Lucas-R coughs. "I'm okay... I think..."

written by Mingamango181 on Oct 27, 2011 20:15

"Indeed. Of course they'd have to be well at what they did."

I try not to count in my mind the amount of times that 'team' has blundered.

written by Azirphaeli on Oct 27, 2011 22:26

I wheel over to a Speedy as he looks to be in some pain.

"Hey I have some left over visomorpain. Here"

I hand it to him.

"It's only Infrared strength, but it's better than nothing."

written by Speeder on Oct 27, 2011 22:59

I wince a bit, then I take the visomorpain and swallow it.

"Hey Azir, Mike accused John of being treasonously happy, is that actually possible?"

I speak back on the PDC.

"If he thinks you are too happy, probably he is unhappy... Is Mick unhappy?"

written by Malkom on Oct 27, 2011 23:25

Mick-R stands up and walks towards the door.⁶⁵⁶

written by Azirphaeli on Oct 28, 2011 00:50

"Huh? Treasonously... happy?"

"No, there's no such thing. There's happily treasonous, which would be a state of elation due to performing an act of treason. That, however, is not a crime, though the prior treasonous act certainly is.

No I believe John is fine and what Mick may suffering from is commonly known as 'making stuff up' and possibly 'being a total downer, like for real'. So there's that.

"Um, tell Josh to tell Mick that I had a premonition he was seriously unhappy and repercussions will be had and stuff and things."

Offhand I'll remark "I hope we can get to outfitting soon, they can maybe hook me up with something to deal with Mick as I suspect he's going to be an ongoing problem."

written by Gligar on Oct 28, 2011 01:36

Cafeteria, Building 2, Industrial Subsector B

Mango agrees. The team had to be good at what they did.

Inwardly, though, he isn't so sure.

Suddenly, a buzzer sounds. "Breakfastcycle for Shift Group C is due to start. Breakfastcycle for Shift Group C is due to start."

From the corridor comes the sound of clones approaching. Rather a lot of clones.

Concourse G3, Delta Subsector

Azir-R wheels over to Speed-Y, since he seems to be in pain. He still has some visomorpain left, which he offers to the YELLOW. As he says, it is INFRARED, but it should be effective.

Speed-Y takes it. It is indeed effective, even if that is due to it raising his happiness level to the point where the pain is not a concern. Or perhaps there is something else at work.

Speed-Y then passes on John-R's message, asking if it is possible to be treasonously happy, before getting back to the PDC. He suggests to John-R that Mick-R might be un happy and asks him to confirm this.

Cloning station, somewhere in the sector

John-R replies, "He certainly seems unhappy to me. The cloning tech here has also noticed." He looks over at Mick-R... only to realise that he isn't there. It appears that he decided to simply leave, leaving behind his stack of forms.

Joris-R seems to have spaced out.

Corridor G3, Gamma Subsector

According to a sign in the corridor outside the cloning station, this is the new location of Mick-R.

Aside from the sign, he notices that the clearance stripe isn't actually a clearance stripe at all. Instead, there are several thin different-coloured light strips running the length of the corridor where the stripe would be. The ORANGE strip is currently lit.

Concourse G3, Delta Subsector

Azir-R replies that it is not possible to be treasonously happy. It is, however, possible to be happily treasonous -

⁶⁵⁶ SPEEDER: (OOC: Mick! Mick! not Mike! >.<)

the state of being happy while committing treasonous acts – which isn't treasonous... well, apart from the whole "committing treasonous acts" thing. But that doesn't seem to be in play here. Azir-R believes that John-R is fine. Mick-R, however, is being unhappy and making things up to try and cover himself.

He asks that John-R be told to tell Mick-R that Azir-R somehow knew that he was unhappy, and that there will be repercussions at some point. At least, there will be as soon as he can get to Outfitting. He hopes that they arrive soon, since he believes that Mick-R will continue to be a problem.

He seems to have completely failed to notice the big PLC Warehouse citizen access doors on one side of the concourse.

written by Malkom on Oct 28, 2011 02:11

"Oh, vatcrap..." Mick-R looks up and down the corridor without actually going into it. Once he's done that, he heads back into the cloning area.

written by Speeder on Oct 28, 2011 10:04

I see if I can still stand, and then walk, and then hop back on Nukabot without pain and also without damaging my body.

"John, Azir said there are... huh... people that are happy for committing treasonous acts, but this seemly does not apply here, it is just that Mick is unhappy and is pulling stuff out of thin air. Azir asked you to tell him he will deal with Mick unhappiness as soon as he can."

"Ok, if everyone here is fine, we should go to PLC warehouse."

written by Mingamango181 on Oct 28, 2011 11:44

"Hmm."

I watch, listen, and wait.

written by Azirphaeli on Oct 28, 2011 17:16

I grab on to Nukabot, to the warehouse then.

written by Gligar on Oct 28, 2011 20:30

Corridor G3, Gamma Subsector

Mick-R glances at the strip and stops. Looking up and down the corridor, he notices several clones, mostly ORANGE with a few YELLOW clones interspersed among them, walking along the corridor. As he looks, a YELLOW strip on the wall begins to blink. This causes some of the ORANGE clones to start moving faster, heading towards various exits.

Mick-R decides to wait it out in the cloning station.

Cloning Station, G Level, Gamma Subsector

When he re-enters, Mick-R sees that John-R is still on the PDC. Joris-R seems to have come round and is once again heading for the showers. Just before he gets there, a scrubot enters from the corridor. It is also heading for the showers, or so it seems.

Concourse G3, Delta Subsector

Tentatively, Speed-Y attempts to walk back towards Nukabot. His meat leg* explodes into pain when he does, causing him to collapse again. It seems to be broken.

Regardless, he continues his PDC conversation with John-R. He tells him about Azir-R's conclusion regarding "treasonously happy" and Mick-R's antics. He also relays Azir-R's message to Mick-R.

That done, he recommends that the team head into the warehouse.

Azir-R seems happy with that, and grabs onto Nukabot again.

Cloning station, G Level, Gamma Subsector

John-R replies, "Will do, sir." Looking around, he sees that Mick-R has returned, and heads over. "Ah, there you are. Speed-Y said to tell you that Azir-R doesn't buy your whole 'treasonously happy' thing, and thinks that you're being treasonously unhappy. He'll deal with it personally later."

Cafeteria, Building 2, Industrial Subsector B

Mango decides to wait and see what's going on. The other tow, however, stand up. "Better not use up space in here, eh? Well, see you round!"

As they head to the door, clones, clones, and yet more clones enter through it. Perhaps two hundred or more. They begin to line up at the serving hatch.

written by Lightning4 on Oct 28, 2011 20:43

I attempt to help Speed-Y onto Nukabot so we can continue into the warehouse.

written by Jam on Oct 28, 2011 23:45

I also try to help Speed-Y onto Nukabot.

"Are you okay, sir? That leg doesn't look too good..."

written by Gligar on Oct 29, 2011 00:34

Concourse G3, Delta Subsector

Both L4-O and Speed-Y move to help their Team Leader get back onto Nukabot. Jam-Y asks if he's okay, as that leg looks bad.

Nukabot seems to have a problem. "Er... I hesitate to bring this up, but I am not certain that I am authorised to use the citizen's entrance."

written by Malkom on Oct 29, 2011 02:15

"Tell her she's welcome to try," snaps Mick-R, still feeling out of sorts. "By the way, can I use your PDC for a moment?"

written by Lightning4 on Oct 29, 2011 06:01

"Well... I guess we can go in without Nukabot. Or just go in anyway, if Speed-Y gives the order..."

I get off Nukabot but await a response.

* He has a robotic leg, remember?

written by Speeder on Oct 29, 2011 10:51

I think a bit, then I say.

"Ok, drive close to the citizen entrance, then we go in, in the normal way. Sorta, I think I will have to go hopping."

I look at Azir.

"Our team has a problem with legs..."

written by Azirphaeli on Oct 29, 2011 14:58

"If you need this wheelchair, sir, I've been practicing getting around without it."

I get up and hop around a bit as a demo, unless Nukabot is moving after all, in which case I don't yet till it stops

written by 4616599 on Oct 29, 2011 18:38

I look around, and fill up any forms. I still can't quite remember what exactly happened...

written by Gligar on Oct 29, 2011 20:13

Cloning station, G level, Gamma Subsector

Mick-R angrily snaps that "she" is welcome to try, before asking for the PDC.

John-R replies, "I'm still using it. So, no."

As if to prove his point, he speaks into it. "Sir, Mick-R just said that Azir-R is welcome to try. Also, can you verify that Azir-R is, in fact, male?"

Having completed his shower, Joris-R steps out, looking for forms. He's still unsure quite what happened. He is certain, however, that someone looking exactly the same as Mick-R left a corpse in there.

He is also certain that it is not a good idea to watch a scrubot dissolve a corpse.

Stella-R notices him, and tells him, "Are you looking for forms? I'll have them ready by the time you find yourself a jumpsuit."

Concourse G3, Delta Subsector

L4-O suggests that they could enter the warehouse without Nukabot if necessary. Of course, it's Speed-Y's call, but he anticipates the order by getting off the bot.

Speed-Y agrees, directing Nukabot to drive closer to the entrance. As the bot complies, he observes that the team seems to have a problem with legs.

Azir-R offers him the wheelchair, saying that he's had practice with getting around without it.

As Nukabot stops at the door, Azir-R gets up and hops around a bit, in an attempt to demonstrate his claim. Of course, there's not much room to do so, and he ends up bashing in to the wall a couple of times.

written by Lightning4 on Oct 29, 2011 21:19

I snicker at Nukabot's remark.

"It would appear so. At this rate, I'll be the most mobile among us again."

"Granted, my broken leg was er... *cough* kind of my fault"

I get off Nukabot if I have room to do so, and go inside the entrance first.

written by Mingamango181 on Oct 29, 2011 21:36

I decide to leave. Or at the least, try not to get in the way of the crowd as I attempt to do so.

written by Speeder on Oct 29, 2011 22:05

I start to laugh as I hear John words.

"Azir, Mick asked if you are really male, he thinks you are female. Also, no thanks, keep the wheelchair, I will ask for some docbot help... I wonder if I have some special treatment considering I am YELLOW."

written by Azirphaeli on Oct 29, 2011 22:26

"Ok, fine, seems I am not quite as good as I thought."

I hop back into the chair.

"Also, I'll do everyone the favor of not visually confirming it, but yes, I am a male. Tell Mick to stop trying to distract us from his treasonous behavior."

written by Gligar on Oct 30, 2011 00:46

Concourse G3, Delta Subsector

L4-O laughs a little. He agrees about the leg thing. If this carries on, he'll end up being the most mobile clone here, despite his injuries kind of being his own fault.

L4-O gets off Nukabot and heads into the warehouse.

PLC Main Warehouse Entryway, G Level, Delta Subsector

L4-O finds himself in an INFRARED entryway. The place has room for over a hundred and fifty clones to wait in line. More could probably were it not for the BLUE Queue Enforcement Officers glaring about the room. As L4-O watches, a RED clone attempts to push in front of a group of INFRAREDS, only to be lasered by a Queue Enforcement Officer.

At the far end of the entryway, L4-O can see four service hatches, of which two are currently staffed.

Concourse G3, Delta Subsector

Back in the concourse, Speed-Y also laughs. Apparently, Mick-R thinks that Azir-R is female for some reason. He asks Azir-R to confirm that he is not. E also allows Azir-R to keep using the wheelchair, saying that he can always find a docbot later.

Azir-R returns to the wheelchair - apparently, he is not as agile as he thought - and, choosing not to demonstrate it visually, states that he is indeed male. He also requests that Mick-R be told not to distract them from his own treasonous behaviour.

Cafeteria, Building 2, Industrial Subsector B

Mango decides to leave, and stands up to head for the door. However, the door is still crammed with clones entering the cafeteria.

He starts waiting.

written by 4616599 on Oct 30, 2011 13:19

I look around for a jumpsuit.

"You know, I feel like I've been brainscrubbed. Has anything strange happened recently?"

written by Speeder on Oct 30, 2011 16:15

"John, Azir told he is male, and that Mick behavior is only to distract us from his treasonous behavior. I have to get to the PLC warehouse now, please, keep a eye on Mick and bring him here, so Azir can take care of him."

I turn off the PDC connection, and hop (with the metal leg), toward the PLC warehouse.

I also request a docbot on the PLC warehouse for broken leg and assorted explosion injuries.

written by Malkom on Oct 30, 2011 17:35

Mick-R stomps off to watch those clearance stripes for a while.

written by Mingamango181 on Oct 30, 2011 20:32

Oh dear.

I attempt to facepalm, or some similar gesture.

written by Gligar on Oct 30, 2011 21:12

Cloning Station, G Level, Delta Subsector

As he looks for a jumpsuit, Joris-R mentions that he thinks he's been brainscrubbed, and asks if anything strange has happened recently. Stella-R replies, "Hmmm... I think my boss said something about a MemoMax Liveware Overwrite... but I guess I'm not supposed to talk about that. Beyond that... what's your last memory?"

Joris-R does eventually find the rack of jumpsuits. There is one remaining RED jumpsuit, which he takes.

Meanwhile, Mick-R stomps off to the corridor again, to watch the clearance strips.

John-R finishes off his PDC conversation with Speed-Y. "Will do, sir. We'll see you shortly."

He hangs up, and goes to join Mick-R. "Speed-Y just told me that not only is Azir-R male, but that he believes that you're acting treasonously. I'm to keep an eye on you on the way back. And... one other thing. If you put one foot out of line, I'll shoot you. Or blast your mind, whichever I feel like."

As he's saying that, the lighted strip has changed from the GREEN to the YELLOW. Now, the RED strip is blinking.

Concourse G3, Delta Subsector

Speed-Y hangs up his own PDC before hopping towards the warehouse.

PLC Main Warehouse Entryway, G Level, Delta Subsector

As he joins L4-O by the entryway door, Speed-Y gets out his PDC again, about to call for a docbot. It turns out, however, that he doesn't need to, as one is apparently waiting in the entryway. It spots Speed-Y and trundles over. "May I be of assistance?" it asks.

Cafeteria, Building 2, Industrial Subsector B

Mango looks at the jammed entrance, and facepalms. (Isn't that Speed-Y's signature move? 😊)

Luckily, it clears itself up, causing clones to spill out into the cafeteria.

As they do so, a gap opens up, potentially large enough to fit through.

written by Speeder on Oct 30, 2011 21:44

I look at the docbot.

"A dropped can of B3 exploded, and it broke my leg... at least... Can you fix my leg and all other injuries in my team related to that B3 explosion please?"

written by Malkom on Oct 30, 2011 23:44

Mick-R says nothing for a few moments, then: "You're the same clearance as me, remember that. You can't give orders, and I'll not obey any except given directly from a confirmed higher-clearance clone." He doesn't look at John-R, but keeps his eyes riveted on the strips. "Hopefully you're good at navigation." He starts humming a B3 jingle, over and over and over and over and over and over... and over...

written by 4616599 on Oct 31, 2011 03:16

"I don't know. It seems very fuzzy. I think I was in a forkbot, with a clone that looked just like me strapped on top."

Meanwhile, I look around for forms

written by Lightning4 on Oct 31, 2011 08:16

I sigh and judge how long the line is.

"Hm... I don't suppose Troubleshooter Teams get priority treatment... eh, probably not."

I frown and move towards the line.

written by Mingamango181 on Oct 31, 2011 12:27

I dash over to the gap, and attempt to push through, hoping that I'll get there and be able to fit.

written by Azirphaeli on Oct 31, 2011 16:37

I follow the team as they wait in line, thrilling!

written by Gligar on Oct 31, 2011 22:40

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y tells the docbot about the exploding B3 can, and asks for treatment for his team.

The docbot responds with, "Please wait. I am ascertaining the extent of your injuries, and your credit rating."

L4-O looks at the queue. There are probably thirty clones present. Naturally, they don't seem to be moving.

At the near end of the queue, he can see a small machine, marked, FOR YOUR CONVENIENCE, PLEASE TAKE A NUMBER. He can't quite see the numbers from here, but they seem to be in the millions.

L4-O briefly wonders if Troubleshooters get special treatment, before realising that they probably don't. He joins the queue.

Azir-R joins the queue along with him, showing enthusiasm about the queue.

Corridor G3, Gamma Subsector

Mick-R doesn't take his eyes off the clearance strip. He reminds John-R that they are both the same clearance, and that John-R cannot issue an order to him. John-R will only obey the orders of a citizen of higher clearance. Finally, he hopes that John-R is good at navigation.

While he waits, he starts humming a B3 jingle. Repeatedly. It quickly becomes annoying. To him as well.

John-R raises his voice. "Maybe I can't give you an order, but Speed-Y can. And, as far as I can see, his orders to return to the team apply to I>you as well. Therefore, I suggest that you comply. Unless, of course, you would prefer to be labelled as a deserter."

Finally, the clearance strips settle on RED Clearance.

Cloning Station, G Level, Gamma Subsector

Joris-R says that he is not quite sure. It's fuzzy, but he believes that he was inside a forkbot, with a clone that looks like him strapped to the top. He continues looking for forms.

Stella-R has them. "Huh... my boss said something about... hang on, you're Joris-R-DNK, aren't you?" She hands him the forms while she waits for her answer.

Cafeteria, Building 2, Industrial Subsector B

Mango backs up, and runs, aiming for the gap.

And, even though he ends up bashing against a couple of clones in the process, he makes it.

It's a pity about the landing on the other side.

written by Speeder on Oct 31, 2011 22:44

I wait pleasingly, my weight resting on the metal leg of course.

"Hey Mr. Docbot, you know if YELLOW people, or troubleshooter teams in urgent missions can somehow override that queue?"

written by Gligar on Nov 01, 2011 01:11

PLC Main Warehouse, G Level, Delta Subsector

Speed-Y waits, happily. While he does, he asks the docbot if it knows whether he could somehow skip ahead in the queue. The docbot looks at a nearby Queue Enforcement Officer, who is looking, no, *glaring*, at Speed-Y, and replies, "I would advise against it, citizen."

After a moment, it adds, "Calculations complete. You are eligible for treatment," and prepares a syringe.

written by 4616599 on Nov 01, 2011 04:49

I look a bit suspicious.

"Your boss knows me? Yes, I'm Joris-R-DNK"

written by Malkom on Nov 01, 2011 05:10

"Get going, why don't you? And remember, I have no way of authenticating your 'orders'." Mick-R waits for the other clone to lead him to the Troubleshooters, like one of those parasitic microbots you see in the vidshows.

written by Speeder on Nov 01, 2011 10:09

I notice the... glaring of destruction, and reply.

"Wait wait... I have no intention of doing anything wrong, I am asking because our task is fix those power problems and make sure they won't happen again, that is very import, don't you think? I was only asking if there are some priority rules there or something like that. I do not know much about PLC rules, I am from Tech Services."

written by Lightning4 on Nov 01, 2011 10:13

I do absolutely nothing of note while waiting in the line. Besides looking extremely bored.

written by Mingamango181 on Nov 01, 2011 12:34

"Ow."

written by Azirphaeli on Nov 01, 2011 17:30

Likewise, I let time pass.

written by Gligar on Nov 01, 2011 20:42

Cloning station, G Level, Gamma Subsector

Joris-R is suspicious. Why does her boss know who he is? Regardless, he confirms his name.

"That's right," she replies. "He says he's worked with you before in some Troubleshooter mission. He didn't go into detail, only that zombies were involved. I suppose I'm not cleared for any more. Now, are you going to fill out those forms?"

Corridor G3, Gamma Subsector

Mick-R continues to completely ignore this whole “happiness” thing as he tells John-R to get going, and that he can’t verify his orders.

John-R turns to him. “All right, but it almost sounds like you’re trying to issue orders to me now. Remember, we’re the same clearance.” He starts heading down the corridor.

PLC Main Warehouse Entryway, G Level, Delta Subsector

L4-O does nothing of interest. He’s starting to get bored.

Azir-R joins him in doing nothing.

Speed-Y, on the other hand, is busy talking. He explains that he does not intend to break any rules. He simply wants to know if there are any procedures for priority missions.

The Queue Enforcement Officer continues to glare at him. “Yeah, there is a procedure,” he snarls. “It’s called *get in line*.”

The queue moves forward. The team passes the PLEASE TAKE A NUMBER machine.

Corridor, Building 2, Industrial Subsector B

Mango hurts. A lot.

But strangely, he doesn’t seem to be actually injured at all. He picks himself up, and investigates the corridor.

From what he can see, this part of the corridor is INFRARED, running into what appears to be a higher-clearance section further down – he can’t really tell what clearance in this light. Accessible to him are three exits. As with many exits, they are only marked with numbers – in this case, they are 48, 49, and 50.

written by Speeder on Nov 01, 2011 21:32

I look to see if the docbot is following us, and hop around to keep up with the line.

written by Azirphaeli on Nov 01, 2011 21:53

I snag a number.

written by Lightning4 on Nov 01, 2011 23:45

I grab a number too if I didn't already do so. Then I go back to waiting.

written by Jam on Nov 02, 2011 00:57

I get into line, and wait...

written by Gligar on Nov 02, 2011 01:57

PLC Main Warehouse Entryway, G Level, Delta Subsector

As he tries to keep up with the queue, Speed-Y looks around, checking to see if the docbot is keeping up with him. As it happens, it is, and it seems to have finished preparing its syringe. “Please hold still, citizen.”

It injects the syringe into Speed-Y’s meat leg, causing Speed-Y to lose all sensation in the leg. After this, it prepares more things, notably bandages and splints.

L4-O and Azir-R both grab numbers. L4-O finds that he has the number 4,229,801. Azir-R ends up with 4,229,803.

Jam-Y keeps up with them. He doesn’t snag a number, though.

The queue decides to stall again.

written by Malkom on Nov 02, 2011 02:36

Mick-R follows his guide, trying to school his face to smile.

written by Lightning4 on Nov 02, 2011 07:02

I roll my eyes and see what number is currently being served, if available.

written by Mingamango181 on Nov 02, 2011 12:58

I dust myself off.

48, 49, 50... How interesting.

I decide to head through exit 49.

written by Gligar on Nov 02, 2011 13:37

Corridor G3, Gamma Subsector

John-R and Mick-R continue their journey to meet up with the rest of the team. It looks like Mick-R is trying to do something unfamiliar to him, and not quite succeeding: smiling. It may well be true what our mutual friend always says to Junior Citizens: frown, and your face will stick like that...

In the time it takes for the queue to move forward in the PLC warehouse, they come across the checkpoint separating Gamma and Delta Subsectors, and pass through.

PLC Main Warehouse, G Level, Delta Subsector

As the queue moves forward, L4-O looks to the front of the queue, and sees that the current number is 3,652,901... no, 902.

The docbot begins applying splints and bandages to Speed-Y’s meat leg.

Cloning station, G level, Gamma Subsector

Joris-R begins filling out his forms, though he can’t shake the feeling of suspiciousness.

Corridor, Building 2, Industrial Subsector B

Mango eventually chooses to take exit 49. It’s open, and leads to a narrow INFRARED corridor, at the end of which is the main lift. There are three other exits, as well as some stragglers heading for the cafeteria.

written by Azirphaeli on Nov 02, 2011 14:35

Well, this is going to be quite the wait.

written by Speeder on Nov 02, 2011 15:38

I see if I can reach for a number or not (and without pissing off the queue guy).

If I can, I snag it, if not, I wait for docbot to finish.

written by 4616599 on Nov 02, 2011 17:11

"Hmm...I don't...who's he?"

written by Gligar on Nov 02, 2011 19:29

PLC Main Warehouse Entryway, G Level, Delta Subsector

Azir-R prepares to wait some more.

Speed-Y reaches back towards the number machine, and is able to snag the number 4,230,115. And even though the Queue Enforcement Officer continues to glare at him, he remains alive.

The docbot, however, does not seem to like him doing that. "Remain still please, citizen!"

The queue moves forward again. The "Now Serving" display now reads 3,821,887... 888... 889...

Time passes.

925... 930... 935...

Corridor, G Level, Delta Subsector

John-R and Mick-R continue towards the warehouse.

Cloning Station, G Level, Delta Subsector

As he fills out his forms, Joris-R still doesn't really believe Stella-R's claim. He asks for her boss' name.

"Who is he? He's Speed-Y-DOF."

written by Speeder on Nov 02, 2011 19:40

I end remaing still so docbot can finish its work.

written by Lightning4 on Nov 02, 2011 20:10

I remain so bored that I do absolutely nothing except stare at the number going up.

I try to ascertain exactly what interval of time passes between each number, approximate it, and determine exactly how soon our numbers should arrive.

Though being in the Armed Forces, a group not well known for using math... well, my methods are rather imprecise.

written by Azirphaeli on Nov 02, 2011 20:12

I see L4 staring intently at the numbers. I watch them too.

written by Mingamango181 on Nov 02, 2011 20:20

I attempt to return to my dorm, via the lift, or any of those exits.

written by Jam on Nov 02, 2011 23:02

I suddenly realize I haven't yet taken a number, so I go and take one...

written by Gligar on Nov 03, 2011 01:22

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y decides to comply with the docbot, and stops moving. The docbot continues to work.

L4-O stares at the number. 3,821,950... 951... 952...

He tries a little calculation, attempting to see roughly how long it takes for the number to go up, so he could perhaps work out when their numbers would be up. Frustratingly, the number steadfastly refuses to follow any sort of rhythm he can recognise. At times, it increments almost every secondcycle, and at others, it could take a few minutecycles.

L4-O then decides to assume that the number increases once a minutecycle... that would mean that... from now (3,822,021) until his own number (4,229,801) would be...

...18.6 yearcycles?!

Azir-R also stares at the number. 3,822,075...

Jam-Y realises that he doesn't have a number, and attempts to go and get one. He's met by a Queue Enforcement Officer, who lets him know, in no uncertain terms, that he is not to budge from his position in the queue. All without saying anything.

3,822,118. No, wait... 3,824,118...

Something seems to be happening to the Now Serving display. Apparently, its bot brain is getting bored with just counting up when ordered.

A lift, Building 2, Industrial Subsector B

Mango decides to head back to his dormitory. He presses the button.

But the lift doesn't move.

This does not deter him. He starts checking exits.

Annoyingly, the first few he tries are all locked.

Concourse G3, Delta Subsector

Mick-R and John-R finally reach the concourse, outside the PLC Main Warehouse.

The aftermath of the B3 explosion is still evident here. However, it is now being attended by a squad of scrubots, who are attempting to clean up the mess.

PLC Main Warehouse Entryway, G Level, Delta Subsector

3,825,503.

written by Speeder on Nov 03, 2011 01:48

After a while I ask the docbot.

"I will be able to use my splinted leg? Or I will have to hop around for some weeks?"

written by Jam on Nov 03, 2011 02:23

I look at the counter...

"I almost wish I had a certain treasonous mutation right now... Too bad it's treasonous though..."

written by Lightning4 on Nov 03, 2011 07:18

I look at the count and lower my voice.

"Weird. Wonder if someone higher up is pulling some strings... can't say that I'm complaining. I don't really want to wait here for eighteen yearcycles."

written by Mingamango181 on Nov 03, 2011 11:20

I persist, sure that there's an exit I can access.

written by Gligar on Nov 03, 2011 13:46

PLC Main Warehouse Entryway, G Level, Delta Subsector

As the number continues to increase (now 3,828,295), Speed-Y asks if he can use his leg. "I would say that you are safe to do so."

Jam-Y looks at the number (3,831,281). He kind of wishes that he had some sort of mutation... too bad that it is treasonous.

L4-O also looks at the number (3,834,304). As he does, he sees one clone at the head of the line rush to one of the serving windows in a panic, only to be turned away. L4-O wonders about the number (3,836,435). Is someone pulling some strings?

Behind them, John-R and Mick-R enter the warehouse.

For once, the queue actually moves.

Corridors, Building 2, Industrial Subsector B

Mango keeps trying doors. He eventually finds one that is open, and reveals a stairwell.

written by Speeder on Nov 03, 2011 13:50

I look puzzled at the jumping numbers.

I comment, nearly whispering, with the nearest team member.

"The numbers are going... FAST, I wonder, if someone is changing them, and if that person is trying to hide the fact by randomly advancing instead of just skipping to our number... or I hope, the target is our number..."

I test my leg.

written by Azirphaeli on Nov 03, 2011 15:23

Oh my, it's like we're traveling through time or something. It's kind of exciting if you think about it.

(Azir seems to think he lives in a vidshow)

He concentrates on the number and tries to make it move closer to his. Hell why not?

written by Lightning4 on Nov 03, 2011 17:50

I look around and spot John-R.

I wave.

I go back to watching the numbers tick up.

written by 4616599 on Nov 03, 2011 18:04

"Oh, him...I don't quite remember zombies though...it's like part of my memory got slowed down or something...though I do remember we're on a mission of sorts. Can't tell you the details, of course. Even if I could *remember* them."

written by Gligar on Nov 03, 2011 19:33

PLC Main Warehouse Entryway, G Level, Delta Subsector

3,838,281. The number keeps increasing. 3,839,950.

Speed-Y looks puzzled. He too wonders if someone is deliberately changing the numbers. If so, whoever is doing it must be trying to hide any tampering by advancing randomly instead of just setting the number to something near theirs.

If their numbers are even the target.

3,852,970.

While he waits, Speed-Y tests his meat leg. It's still a but numb, but seems to hold weight.

Azir-R seems kind of excited about the number. It's almost as if he's in a vidshow or something.

He starts glaring at the display, as if he could change it.

3,863,504.

L4-O looks around to give his eyes a break from all that staring. He notices John-R, and waves . John-R waves back.

Then he returns to glaring at the number.

3,875,449.

The queue moves forward again.

3,889,900.

Cloning station, G Level, Gamma Subsector

Joris-R is familiar with Speed-Y. He doesn't remember zombies, though... it almost feels like his mind was slowed down or something. He knows that he's on a mission, but can't remember any details.

"Odd," Stella-R notes.

It looks like he's finished with the forms. He hands them back. Stella-R takes them and heads back to her desk, looking for something. "Hmmm... if you decanted here, why don't we have... oh, there they are." "Something" turns out to be a package containing Joris-R's ME card and a PDC.

written by Azirphaeli on Nov 03, 2011 19:41

I relax for a bit, still enjoying this unusual turn of events.

"Boy i sure hope it doesn't skip right over us." I offhandedly comment.

written by Mingamango181 on Nov 03, 2011 20:15

I examine the main function of the stairwell, if it goes up, down, or both.

written by Jam on Nov 03, 2011 20:54

I worry a bit... I really should have gotten a number... Maybe it'll be okay...

I mention to the rest of the team that I didn't pick up a number.

written by Lightning4 on Nov 03, 2011 21:02

Once John-R arrives, I speak to him.

"Er... sorry about earlier. We might try to spot you an extra set of clones if you don't already have one... though to be honest I don't know how much they even are."

I notice Mick-R and frown, but go back to simultaneously listening to John-R and watching the number.

written by Speeder on Nov 03, 2011 22:29

I look at Jam, puzzled.

"Just to be sure, go to the end of the line with John and Mick and wait for your turn to get a number..."

written by Azirphaeli on Nov 04, 2011 00:19

I see L4 frown, and then see the target of his gaze.

"Good grief his unhappiness is so constant it's damn near contagious" I mutter.

written by Malkom on Nov 04, 2011 00:45⁶⁵⁷

I notice the number.

Then I notice the number change. My eyes get wide.

"That's just wrong! And they told me Tech Services were taking care of things around here! I can't believe this!"

I watch it a bit more. Then I feel unable to contain myself and round on the team. "Anyone have a multitool? No? A screwdriver? Something! Anything!" I look slightly frenzied. "Give me something to fix this with! PLEASE!"

written by Gligar on Nov 04, 2011 01:50

PLC Main Warehouse Entryway, G Level, Delta Subsector

Azir-R finds the situation with the number (3,898,548) to be quite enjoyable. He makes a comment to the effect that he hopes that it doesn't pass them entirely.

Jam-Y remembers that he doesn't have a number, and starts to worry. He mentions the fact to the rest of the team.

3,904,291.

L4-O notices John-R, and apologises for what happened earlier. He suggests that the team might buy him another six-pack⁶⁵⁸, although he isn't really sure about the cost. "Thanks, sir. I hear that extra clone packs are kind of expensive, so... you can imagine that I appreciate it." He grins.

⁶⁵⁷ MALKOM: (OOC: Slipping into first person narrative! Uh...)

⁶⁵⁸ GLIGAR: (OOC: a 6-Up? 🤪)

written by Gligar on Nov 02, 2011 02:33

Probably should have opened this a while ago. Let's hope it gets more than three posts.

This thread is primarily intended for long OOC comments, and questions and such. Shorter comments can be interspersed with IC text in the main thread.

And yes, this thread will be archived along with the other.

written by Speeder on Nov 02, 2011 15:39

Whohoooo awesome!

Now can you stop breaking our legs please?

(also my pose before catching the can about looking at the can, was to see if it was still rumbling... unfortunately you only informed me that it was still rumbling AFTER I picked it up 🤪)

written by Gligar on Nov 02, 2011 17:07

Speeder said:

(also my pose before catching the can about looking at the can, was to see if it was still rumbling... unfortunately you only informed me that it was still rumbling AFTER I picked it up 🤪)

Ambiguity is fun, isn't it? 🤪

But then L4-O notices Mick-R, and frowns as he looks at the number again. 3,917,229.

Speed-Y looks at Jam-Y, and suggests that he join John-R and Mick-R at the back of the line, and get a number that way.

Azir-R picks up on L4-O's unhappiness... and notices Mick-R. It's like Mick-R is contagious or something...

3,924,889.

Speaking of Mick-R, he's just noticed the number (3,930,401). He freaks out at how rapidly it's changing, and demands tools to repair it.

A Queue Enforcement Officer takes notice, and levels his laser rifle at him. "Don't even *think* about it."

3,936,251.

Stairwell, Building 2, Industrial Subsector B

Mango looks at the stairwell. It continues down for another couple of levels before it fades into the darkness, and continues up in a similar manner.

written by Jam on Nov 04, 2011 02:10

I try to go to the back of the line and get a number, and join John-R and Mick-R if I can...

written by Lightning4 on Nov 04, 2011 02:11

I glance at the Queue Enforcement Officer and make sure I'm well away from Mick-R. As far as possible in my position in the queue, anyway.

written by Malkom on Nov 04, 2011 02:16

"Now look here, Mr. Officer, you can see as well as I can that there's something wrong with that number!"

written by Azirphaeli on Nov 04, 2011 03:21

If I hear Mick I chime in with "What's wrong with the number, looks like a perfectly fine and respectable number to me."

written by 4616599 on Nov 04, 2011 07:49

I look at the PDC.

"Um..do you have Speed-Y's number?"

written by Gligar on Nov 04, 2011 15:06

PLC Main Warehouse Entryway, G Level, Delta Subsector

Jam-Y decides to follow Speed-Y's advice, and attempts to head to the back of the queue. This time, the Queue Enforcement Officer does not notice (then again, he is dealing with Mick-R). However, Jam-Y is still unable to get

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to the back, due to there being not enough space to get there. The Queue Enforcement Officer is in the way.

3,950,441.

The queue moves.

L4-O surreptitiously moves as far as he can away from Mick-R. That isn't very far, but it's something, right?

Mick-R attempts to reason with the officer, saying that the number clearly needs repair. "Show me your repair orders! Show me your Tech services credentials! Oh wait, you don't have any, do you! Any more from you and I shoot!"

Azir-R comments that he can't see anything wrong with the number. It looks perfectly fine to him.

3,965,801.

Cloning Station, G Level, Gamma Subsector

Joris-R checks the PDC, and asks if Stella-R has Speed-Y's number. "I don't think I have."

written by Speeder on Nov 04, 2011 15:11

I look at Mick.

"Tell me that the cloning station where you came from is near, so we can kill you repeatedly until you run out of clones please?"

I will be VERY happy to see Mick-R-3 here!"

written by 4616599 on Nov 04, 2011 18:21

"Okay..."

I pick up the PDC, and see if I can do a search for it, which I then call.

written by Lightning4 on Nov 04, 2011 18:50

I decide to consult with my PDC about the price of extra clonepacks.

written by Jam on Nov 04, 2011 19:16

"Oh no! Look! That clone just cut in front of that other clone!"

I point towards the front of the line...

written by Gligar on Nov 04, 2011 20:32

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y asks Micxk-R whether the cloning station he used is close by... so that he can continue terminating him. He'd really like to see Mick-R-3.

written by Lightning4 on Nov 02, 2011 17:29

Broken legs are fun! Especially when you do them to yourself.

☺

written by Speeder on Nov 02, 2011 19:06

You know, jumping from a elevator shaft sounded cool when you did it...

Now LANDING from that jump, does not sound so cool.

written by Lightning4 on Nov 02, 2011 19:25

Yeah. Would've been more epic if it was an escape maneuver.

And if the lift had been going down instead of up. ☺

written by Speeder on Nov 02, 2011 20:19

How you stop the escape maneuver?

written by Malkom on Nov 02, 2011 21:21

I want there to be some kind of immense, complex robot or something somewhere in the mission, so Mick can go '🙏' and worship it or something. ☺

written by Gligar on Nov 03, 2011 01:26

The chance of that happening is some function of the number of perversity points people want to spend on it. ☺

John-R tells him, "Actually, sir, I think that this might well be Mick-R-3. While showering, I saw what looked suspiciously like a dead Mick-R in one of the cubicles." He isn't entirely successful at suppressing a grin. "Although the cloning station is not too far away, it's only a couple of corridors away."

3,980,980.

The queue moves again. Not too far now...

While he waits, L4-O checks his PDC, attempting to access the Cloning Services site to find out the cost of an extra clonepack. He discovers that the current cost is around 6,000 credits.

4,005,218.

Attempting to distract the Queue Enforcement Officer, Jam-Y blindly points towards the front of the queue, alleging that there is a queue-jumper there. The officer looks at him, and then in the direction he is pointing.

As it happens, there is a queue-jumper there: a mischievous-looking clone with something odd in his hands.

The officer leaps into action, pushing past everyone to reach the offender. He then proceeds to aim, and shoot.

Wha-? Missed?!

4,020,659.

Cloning station, G Level, Gamma Subsector

It seems that Joris-R still wants Speed-Y's PDC number. And since Stella-R does not have it, he decides to look it up.

It takes the PDC a while to respond, but it does come up with a number. He decides to give it a call.

written by Speeder on Nov 04, 2011 20:44

I nod and comment.

"G level... Hey! It is where I work! I wonder how my apprentice Stella is doing."

Then I start laughing, I try to not too, resulting into those farting sounds.

"So, someone managed to die in the shower? Heh Mick? That is absolutely HILARIOUS!"

written by Mingamango181 on Nov 05, 2011 00:31

I decide to proceed up the stairs, rather than go down.

written by Lightning4 on Nov 05, 2011 08:25

I check my PDC for my current balance.

"It seems a clone pack costs about 6000 credits. Quite a bit, but maybe if we pool our money..."

written by Azirphaeli on Nov 05, 2011 13:36

(I make a mental note that it seems the only time Mick's presence can cause happiness is death)

written by Gligar on Nov 05, 2011 13:58

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y nods, and realises that it sounds like it's the station he works at. He wonders how Stella-R is doing.

He fails to suppress laughter when he hears about the unfortunate clone dying in the shower, especially since it seems to have been Mick-R.

Meanwhile, the number continues to make its erratic way upwards. 4,016,229.

L4-O reads his PDC's display, and reports that a clonepack costs about 6,000 credits. Maybe they could pool resources? He checks his own balance. 557 credits.

Azir-R notices that Mick-R's death seems to be the only thing about him that pleases people.

The queue moves again, leaving the queue-jumper at the head of the line. But not for long, hopefully. The Queue Enforcement Officer fires again, this time scoring a hit to the chest.

4,021,695.

Stairwell, Building 2, Industrial Subsector B

Mango heads up. It doesn't look like this stairwell gets much use, though it seems that someone did install "emergency lights" in here. They're starting to burn out, though.

He reaches the top after five levels.

written by 4616599 on Nov 05, 2011 17:58

"I'd reckon this should be the correct Speed-Y..."

I continue waiting.

written by Malkom on Nov 05, 2011 18:39

My face twists unpleasantly. "Shut up." I turn towards the head of the queue. "We're Troubleshooters, and there's trouble - a queue jumper. Let's shoot it!" I sound slightly cheered up by this prospect, and try to borrow a laser pistol from someone and fire at the jumper.

written by Lightning4 on Nov 05, 2011 19:19

I glance up at the head of the line and reply to Mick-R.

"Sounds like a plan. You go first. I'm sure you can borrow a weapon from that Queue Enforcement Officer."

written by Gligar on Nov 05, 2011 20:09

Cloning station, G Level, Gamma Subsector

Joris-R waits for some kind of response from his PDC. Surely this should be the right Speed-Y...

PLC Main Warehouse Entryway, G Level, Delta Subsector

Having been distracted from the number (4,035,229 if you're interested) Mick-R angrily tells everyone to shut up (Happiness Officer, please take note) before turning to the head of the queue, where the queue-jumper has collapsed to the floor. The Queue Enforcement Officer would shoot again, but needs to change his rifle's barrel. Mick-R exclaims that they're Troubleshooters, so why don't they get to it?

One small problem: he doesn't have a weapon. And neither do many of the clones in the queue, it seems, as they politely decline to give him anything when he tries to borrow one.

L4-O says that it sounds like a plan and suggests that Mick-R ask the Queue Enforcement Officer for a weapon.

Speed-Y's PDC begins to ring.

4,051,358.

written by Jam on Nov 05, 2011 21:26

I quickly take a number, and step in line next to John-R and Mick-R...

written by Speeder on Nov 06, 2011 03:03

I take the PDC.

"Speed-Y here."

I actually look slightly amused at Mick's actions, although obviously it is the expectation of how he will die now that is the amusing thing.

written by 4616599 on Nov 06, 2011 10:05

I blabber into the PDC anyway

"Speed-Y? Sorry, my memory's very foggy. Where are you?"

written by Gligar on Nov 06, 2011 13:37

PLC Main Warehouse Entryway, G Level, Delta Subsector

With the Queue Enforcement Officer busy, Jam-Y can grab a number and join Mick-R and John-R. He gets 4,231,150.

Meanwhile, the 'Now Serving' number keeps going. 4,063,391.

Speed-Y answers his PDC. He looks visibly amused at the prospect of Mick-R dying a horrible death. (Again.)

The officer fires at the queue-jumper again, this time killing him.

Cloning Station, G Level, Gamma Subsector

Stella-R hears yet another alarm, sighs, and heads off to deal with it.

Meanwhile, Joris-R has finally got through to Speed-Y. He explains that his memory is fuzzy, and asks where the team is.

written by Azirphaeli on Nov 06, 2011 13:58

I watch the unfolding events. Being I am not the equipment officer giving Mick a gun seems like something a bit beyond my scope.

As happiness officer, I note his treasonous levels of unhappiness, but, we are so close to supplies. Just a bit of a wait and then I can do something about it. Hopefully. Assuming he's not dead by then.

written by Malkom on Nov 06, 2011 18:35

I swear and grab a number while the officer's back is turned.

written by Gligar on Nov 06, 2011 19:33

PLC Main Warehouse Entryway, G Level, Delta Subsector

Azir-R watches Mick-R. As he is not the Equipment Officer, he decides not to offer Mick-R a weapon. Doing so is not part off his job as a Happiness Officer, after all.

What is his job, however, is watching happiness levels in the team. For example, Mick-R's happiness level is treasonously low. Assuming that he does not die first, all Azir-R needs to do is wait until he gets his supplies before dealing with him.

And that shouldn't be long, right? See, the number is now 4,092,554.

Mick-R swears, and grabs the number 4,231,990.

The Queue Enforcement Officer hears him, and turns around. "What did you just say?!"

The queue moves forward again. Also, 4,105,210.

written by Lightning4 on Nov 06, 2011 20:57

I start watching the number intently, ready to move when my number is called.

"Allmost there..."

written by Speeder on Nov 06, 2011 22:33

I am still looking at Mick, amused.

"Oh, hello Joris, we are at the PLC Main Warehouse on G level. Your head got better? Want us to unstrap you from the ceiling of the nukabot?"

written by Jam on Nov 07, 2011 01:23

I look at the display. then look back at my number...

"Hmm..."

written by Malkom on Nov 07, 2011 01:41

"Just making a few gratuitous comedy sound effects, sir!" I follow the queue, and if I see anyone bend over I make a gratuitous comedy sound effect that you can probably guess. To be specific, I cause my lips to vibrate rapidly while exhaling, creating a sort of... well, try it yourself.

written by 4616599 on Nov 07, 2011 06:00

"Uh, ok..."

I look around for directions.

"Right...unstrap me. Just throw it away or something. I can't even remember how, err, I got there."

written by Mingamango181 on Nov 07, 2011 10:32

I stare at the doorway for a while, then head on through, provided there is one.

written by Speeder on Nov 07, 2011 11:46

I look puzzled.

"What do you mean? Throw it away? It is you? Or... wait, you died? Are you at a cloning station?"

written by Gligar on Nov 07, 2011 13:33

PLC Main Warehouse Entryway, G Level, Delta Subsector

L4-O keeps watching the number. 4,135,008.

The queue moves, leaving L4-O at the head of the queue.

Speed-Y keeps looking at Mick-R while on the PDC. He tells Joris-R of their location, and asks if they should unstrap him from the top of Nukabot. He is unaware that Joris-R in fact died up there.

Jam-Y looks at the number as well. 4,154,304.

Mick-R claims to be making gratuitous sound effects. Hygiene station humour, more like, and the sort a Junior Citizen would make, at that. The last thing you'd expect from a Hygiene Officer such as Mick-R.

The Queue Enforcement Officer just rolls his eyes and turns his attention back to the queue.

4,171,898.

Cloning Station, G Level, Gamma Subsector

Joris-R tells Speed-Y to go ahead. Perhaps they should just throw "it" away. He doesn't know how he got there anyway.

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y is confused. What does Joris-R mean, "throw it away"? Isn't that him? Ohhh... hold on, he must have died. That means that Joris-R is at a cloning station, right?

4,198,990.

Stairwell, Building 2, Industrial Subsector B

Having stared long enough to affirm that, yes, there is a door here, Mango goes through it.

Corridor, Level 7, Building 2, Industrial Subsector B

He finds himself in one of the dormitory corridors. Unfortunately, from the numbers, it seems that his dormitory is not on this level.

written by Speeder on Nov 07, 2011 14:23

I look at the number and then at my own ticket.

written by Malkom on Nov 07, 2011 18:10

I move on with the queue, staring at the number and bumping into the clone ahead of me. All the while, I mumble technical stuff under my breath. I might just be trying to sound impressive of course...

written by 4616599 on Nov 07, 2011 18:46

"Yes sir, apparently. Can't quite remember how though... anyway, found myself here, with a Stella-R that seems to know you. I also saw a Mick-R on the floor, being dissolved by a scrubot I believe."

"I'm not sure exactly where this cloning station is. I'd like to rejoin you soon, sir. Erm, is Ex-Joris 3 carrying anything?"

written by Speeder on Nov 07, 2011 18:48

Upon mention of Mick I start to laugh again.

"So Mick, you REALLY died on the cloning station."

I reply to Joris.

"Well... You are near us, you are in the level G cloning station, it is just a fast walk to here. Also, tell Stella to keep stuff running while I am out, we, you included, are in a mission to do Troubleshooting and Tech Services job at the same time to fix the power."

written by Gligar on Nov 07, 2011 20:00

PLC Main Warehouse Entryway, G Level, Delta Subsector

Still on the PDC, Speed-Y glances at the number again (4,210,980) and his own number (4,230,115).

Meanwhile, Mick-R mutters under his breath. He gets some funny looks from others in the queue.

Wait a minute, did he just reference [DELETED FOR SECURITY REASONS]?

Cloning station, G Level, Gamma Subsector

Joris-R confirms Speed-Y's query, though he is not sure why he is here. He mentions Stella-R, saying that she seems to know Speed-Y. He then mentions that he saw Mick-R's corpse in the shower*.

He adds that he is not sure where the cloning station is, but wants to rejoin the team. He asks if his previous clone was carrying anything.

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y laughs at the mention of Mick-R. So he *did* die in the shower.

He tells Joris-R that he is close, only a short walk away. He relays a message to Stella-R to keep things running while he is out - they have a mission to complete.

4,222,698.

* You know, I could have sworn it had been carried away by some jackobots...

...oh here we are... it seems that they could not find the food vats and just brought it back.

written by Lightning4 on Nov 07, 2011 20:19

I get ready to move up when my number is called. Any second now...

I get a little anxious.

written by Azirphaeli on Nov 07, 2011 23:21

I am not far being L4, so I watch intently.

written by Jam on Nov 08, 2011 00:08

I continue to watch the number display...

written by Gligar on Nov 08, 2011 01:08

PLC Main Warehouse Entryway, G Level, Delta Subsector

The Number is the subject of much scrutiny right now. Now fewer than three of the team are watching it with Cryo-like intensity.

And it changes...

4,229,802.

written by Speeder on Nov 08, 2011 01:38

I watch it so hard that...

I dunno.

Then I start laughing again at Mick.

written by Jam on Nov 08, 2011 02:37

I continue watching the number display, just in case it decides to go backwards or something... I wouldn't want to miss that!

written by Lightning4 on Nov 08, 2011 03:43

I look at my ticket. Then the number. Then my ticket.

Confusion crosses my face.

"What."

"Erm... do I go up now? Or... hmm..."

I cautiously make my way forward to a window, assuming nobody is pointing any guns at me.

written by Azirphaeli on Nov 08, 2011 04:41

well I must be... nextish..

written by Gligar on Nov 08, 2011 16:55

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y keeps watching The Number. For once, it doesn't change.

Satisfied at that, he continues laughing at Mick-R.

Jam-Y also keeps watching. Who knows, it might go backwards!

L4-O stops watching. He's looking at his ticket, and at the number, back at his ticket...

You see, the number stopped one *after* his ticket. Now, most clones in that situation would probably panic, or

scream, or something. Not L4-O. Instead, he's merely confused. Does he go up to the window, or...?

He takes the chance, and steps up, half-expecting to be shot by a Queue Enforcement Officer or something.

Instead, he simply sees a PLC clerk fiddling with something behind the counter. "Can I help you?" he asks in a strange accent.

Azir-R keeps waiting.

Sure enough, the number changes. 4,229,803...hey, it seems to have fixed itself!

No wait... it looks like it wants to change again...

written by Lightning4 on Nov 08, 2011 18:02

"Er, it would seem my number has either been called or skipped, I guess."

"Either way I'm here to be outfitted for a Troubleshooter mission. Team Epsilon."

written by Azirphaeli on Nov 08, 2011 18:17

Whoop!, I hurry forward while it shows my number.

written by 4616599 on Nov 08, 2011 18:28

"Thanks! I'll be there in a minutecycle, sir..."

I turn to Stella-R.

"Speed-Y says to keep things running, we're busy. Oh, by the way, how near is the PLC warehouse?"

written by Gligar on Nov 08, 2011 21:15

PLC Main Warehouse Entryway, G Level, Delta Subsector

L4-O explains that his number has either been passed or called, and mentions that Team Epsilon has arrived.

The clerk scratches his nose for a moment before responding, "Do you have your team's Equipment Requisition Forms?"

Azir-R also moves forward to another window. The clerk at his window also asks, "Can I help you?"

Cloning station, G Level, Gamma Subsector

Joris-R thanks Speed-Y.

Stella-R re-emerges from among the cloning tanks. It seems that yet another tank decided to sticl closed. The clone she is taking to the showers seems a little dazed.

Joris-R interrupts her, and relays Speed-Y's message before asking about the PLC warehouse. Specifically, how far away it is.

"Thanks. Tell him I'll do just that. Also... can you tell him that we have a Code X23 situation here?"

"And as for the warehouse... it's only a couple of minutecycles away."

written by Azirphaeli on Nov 08, 2011 22:06

"Yes, I am with Team Epsilon. I need supplies regularly designated to the Happiness Officer. Gotta keep mandatory levels, you know..."

I merrily present my number, along with any documentation they ask for (that I have on me)/

written by Lightning4 on Nov 08, 2011 23:48

"Er... hold on."

I search myself for any documents related to that that I might or might not have.

If I don't find them, I turn in the direction of Speed-Y.

"I don't suppose you have our Equipment Requisition Forms on you?"

written by Malkom on Nov 09, 2011 01:03

I come up with the others and present my number as well. "That thing's BROKEN, in case you didn't know," I say. "I'm here to be outfitted too. Team Epsilon like everyone else." I thrust my ME card at the clerk. "Hope you don't want anything more, 'cause I haven't got none."

written by Gligar on Nov 09, 2011 01:23

PLC Main Warehouse Entryway, G Level, Delta Subsector

Azir-R explains that he's also with Team Epsilon, and requests his assigned equipment.

Like the other clerk, this one asks for Equipment Requisition Forms.

L4-O checks to see if he has them. After rummaging through his cone rifle shells, triggers for same, blaster power packs, and other things, he discovers that he does not have them.

He turns to Speed-Y and asks if he has them.

Just in time to see Mick-R push in front of Speed-Y, Jam-Y, and a couple of other clones to get to a window.

Of course, since only two of the four windows are in use, he has no-one to speak to. He ends up just yelling out that the number is broken, and tha -

He is interrupted by a rifle shot from the Queue Enforcement Officer, hitting him in the [REDACTED]. He collapses to the floor in pain.

Hey, at least it wasn't his legs this time.

written by Malkom on Nov 09, 2011 01:26

I struggle to remain conscious against the pain shooting through my [crackle] [bzzt].

I decide it's easier not too.

This here floor certainly makes a very.... nice..... pill...ow.....

...and here's a pillar, of sorts, with a red... thing... stuck on the foot... part..... of it..... wonder if I can sleep on it.....ZZZZZZZZ.....wonder why the end..... had the name of those.... jumpsuit makers..... written on it...ZZZZZZZZ...

written by Azirphaeli on Nov 09, 2011 01:43

I don't even notice as Mick falls to the floor. Unfazed.

"Hey, Speedy, I need those forms as well!"

written by Speeder on Nov 09, 2011 01:51

I start searching to see if I have the forms, until Mick get shot in the [REDACTED] causing another burst of laughter.

written by Gligar on Nov 09, 2011 14:06

PLC Main Warehouse Entryway, G Level, Delta Subsector

Mick-R doesn't even try to remain conscious. It's odd, though, that he would choose to pass out right there, almost on top of Azir-R...

...who was in the middle of asking Speed-Y for the forms. He tries to fail to notice as the injured clone falls onto him. And succeeds quite nicely.

Of course, there is now the added complication of the Queue Enforcement Officer bearing down on them with his laser rifle.

After a quick rummage, Speed-Y pulls out the Equipment Requisition Form - just one, apparently. This causes him to belatedly notice that Mick-R has been shot. It doesn't take too long to register before Speed-Y collapses into laughter.

One of the clerks rolls his eyes. "When you're ready..."

written by Speeder on Nov 09, 2011 15:19

I hand the form to L4 (since he is the equipment officer...) and remain laughing.

I turn to the queue officer.

"Great shot! Great shot! You are awesome! I wish you was not busy, I would love to have you as troubleshooter, I am sure you would shoot trouble in the most FUN way as possible, and make everyone happy, only by shooting, Oh, maybe this is why you are BLUE."

written by 4616599 on Nov 09, 2011 17:06

Since it appears that Speed-Y hasn't hung up yet...

"Hi, Stella-R says we have a Code X23."

Suddenly I frown a bit.

"You know, I think I know why the Computer doesn't trust...uh, never mind sir..."

written by Lightning4 on Nov 09, 2011 17:21

I present the form to the clerk.

"I guess everything is on this then. I dunno if you're going to fill it out for my entire team or just me..."

written by Mingamango181 on Nov 09, 2011 19:58

I decide to head back, since I don't really have any business on this level. Or my dorm.

written by Gligar on Nov 09, 2011 20:04

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y hands the form to L4-O, and goes back to laughing. That was an awesome shot! Speed-Y tells the officer that he'd love to have him on the team. Well, if he weren't busy with the queue. Then again, he's BLUE. Perhaps that level of shot is to be expected from a BLUE.

The officer turns to him, glares, and replies, "I left the Troubleshooters long ago. Too many hosejobs. Too many commie 'team-mates'..."

L4-O hands over the form to the clerk, saying that he thinks everything should be on there. He isn't sure whether they'll issue just his equipment or all of it.

The clerk looks at it and stamps it. "Alright... shouldn't be too long..."

And heads off through a door.

Cloning station, G Level, Gamma Subsector

Joris-R looks at his PDC. Odd... Speed-Y doesn't seem to have hung up yet...

He relays Stella-R's message, and adds that perhaps he understands why... no wait never mind...

I guess he mistrusts someone.

written by Azirphaeli on Nov 09, 2011 20:56

I watch what happens over with L4, if Mick is hanging onto my chair I brush him off.

"So I guess he's handling everything then?" I wait for a response, and if it's favorable, I excuse myself and "step" (read: wheel over Mick) out of line so the next clone can be properly served, apologizing for the inconvenience as I do.

written by Lightning4 on Nov 10, 2011 00:01

I wait, with a perfect blend of patience versus impatience.

written by Speeder on Nov 10, 2011 00:11

I try to remember what Stella message means.

written by Jam on Nov 10, 2011 00:36

I continue staring at the number display...

Oh, I seem to be mumbling a bit too...

written by Gligar on Nov 10, 2011 01:21

Stairwell, Building 2, Industrial Subsector B

Mango decides to head back down. His dorm isn't here and he has no business being here (or his dorm) anyway.

He soon finds himself on the cafeteria level again.

PLC Main Warehouse Entryway, G Level, Delta Subsector

Azir-R watches L4-O. He finally notices Mick-R, and pushes him off the chair.

As he does, the Queue Enforcement Officer approaches...
...only to be distracted by his PDC ringing. "Vat it," he mumbles, before shooting Mick-R again and heading out. The shock of being shot again is enough to force Mick-R awake.

Azir-R inquires whether L4-O will be handling everything. "Suits me," the clerk at his window replies. "Next!"

That done, Azir-R moves out of the way (running over Mick-R in the process... yet more pain, possibly some internal bleeding by now) and apologises for the inconvenience. Not to Mick-R, to the clerk.

L4-O keeps waiting for the clerk to return.

From behind the door, some faint voices can be heard: "...the whole crate?" "Well, I'd like to see them try..."

As he waits, Speed-Y tries to think. Code X23... Code X23... what did that mean again? Wasn't it something to do with doors?

Jam-Y continues to stare at the number. It seems to have settled into increasing by one at a time. 4,229,805.

He seems to be mumbling about something...

Somewhere in Building 3, Industrial Subsector B

CAMERA LINK RESTORED

Now... let's see if we can... ah, there he is.

You may remember that Cryo was last seen in an IntSec Office. Well, he seems to have moved to a storage closet, where he is currently asleep. I didn't know he was on scrubot duty...

He stirs, and looks for an exit. Luckily, there is just the one. No doubt he'll be inspecting it or something.

written by Speeder on Nov 10, 2011 02:12

"Thanks Joris, just show up here."

I turn off the connection and call Stella, or if I fail to do that, I call the cloning station itself.

written by Gligar on Nov 10, 2011 14:39

PLC Main Warehouse Entryway, G Level, Delta Subsector

Mick-R fails to do anything.

Speed-Y, on the other hand, is still on his PDC.

He tells Joris-R to make his way to the warehouse, and hangs up.

After that he does a search, looking for Stella-R's number... nope no luck.

Oh well, there's always the cloning station. He calls that instead.

Cloning Station, G Level, Gamma Subsector

From the main desk, another sound starts up.

It's the Computer terminal. A call is waiting.

But Stella-R is nowhere to be seen.

Shortly, though, her voice is heard. "Just give me a minute, will you?!"

written by 4616599 on Nov 10, 2011 15:07

"ME Card, ME Card, ME Card..."

I search around for a ME Card

written by Lightning4 on Nov 10, 2011 18:18

"Hm. I think maybe I'm getting the entire team's equipment.

Fitting, equipment officer and all... though I might need help carrying it all if it's heavy."

I shrug.

written by Speeder on Nov 10, 2011 19:17

I keep waiting on the PDC.

written by Gligar on Nov 10, 2011 19:33

Cloning station, G Level, Gamma Subsector

Joris-R realises something: he hasn't picked up his ME Card yet. Now where did it go...?

Ah, there it is. It's still on the desk, in its packet.

Joris-R remedies that situation. As he does, Stella-R emerges from among the cloning tanks and deals with the terminal. "This is Cloning Station JHT-G-Gamma. Make it quick, we're kind of busy here."

PLC Main Warehouse Entryway, G Level, Delta Subsector

It looks like L4-O will be getting the entire team's equipment. Appropriate, since he's the Equipment Officer, though he might need help with it all.

Not long after he finishes saying that, the clerk returns through the door, followed by a totebot carrying a large crate.

The clerk opens another door, leading into the entryway, allowing the totebot to head towards L4-O. "That crate contains your team's assigned equipment," the clerk tells L4-O. "I don't know what's in it, but everything should be in there. Totebot, you can put it down now."

The bot stops immediately. "Yeah, yeah... carry this... carry that... all I ever do is carry," it mumbles, before letting go of the crate. While it is still in the air.

It's a good thing that the crate doesn't have far to drop. It lands on the floor with a loud thud.

written by Azirphaeli on Nov 10, 2011 19:53

Oh dear.

I size up the crate, could I possibly, and mostly comfortably, provide a means of transportation for it?

written by Mingamango181 on Nov 10, 2011 19:58

I walk down.

Maybe my dorm is down this way? How can I possibly forget?

written by Speeder on Nov 10, 2011 22:32

"Hello Stella!

I got your message. Please, check the hinges for lubrication, and then if needed disassemble, check, fix and assemble again all the locks. If you need help of ORANGE people, you can tell them that it is my orders that they help you."

As I hear the loud thud I look at the crate.

"Whoa... Good we have a forkbot, no?"

written by Jam on Nov 10, 2011 23:08

I look at the crate...

"Is that just for Azir-R?! Wow..."

written by Gligar on Nov 11, 2011 01:32

PLC Main Warehouse Entryway, G Level, Delta Subsector

I believe I mentioned that the crate is... large.

This means that one clone couldn't possibly carry the thing, unless, say, they had some mutation such as Adrenaline Control, or, say, a wheelchair, but even then, they would be unable to see over the crate to see where they were going. But nothing could possibly happen if they were to try it, right? Right? 😊

Jam-Y seems to think that the whole crate is for Azir-R, for some reason.

Speed-Y hasn't noticed it yet. He is too busy talking to Stella-R on the PDC. He's giving her instructions on dealing with a Code X23. Apparently, this involves fixing hinges, and possibly locks. She is to get assistance from the ORANGE techs if needed.

Only then does he notice the big crate. It's a good thing, he says, that they have a forkbot.

Hey look, Mick-R seems to have woken up again.

Cloning Station, G Level, Gamma Subsector

While Joris-R apparently inspects his ME card, Stella-R continues on the terminal. "Oh, hi, sir! Yes, I'm kind of busy... okay, I'll check... it might be a problem with the active cloning tanks, though, but if that's what it takes..."

Stairwell, Building 2, Industrial Subsector B

It seems that Mango has forgotten the location of his dormitory. Perhaps it's downstairs?

He goes down to check.

Hmmm... he's able to reach some offices, and the building foyer... but... no dormitories. It might be on a level he skipped over...

written by Azirphaeli on Nov 11, 2011 02:15

Now that I understand the full scale of the crate, I lose any silly notions of wheeling it around.

written by Lightning4 on Nov 11, 2011 02:24

"Hmm. That crate looks awfully heavy. I don't suppose we could have that bot come back and deliver it outside? We have a forkbot outside... unless it's allowed to come in here and get the crate..."

I size up the crate to see if multiple clones might be able to lift it.

written by Speeder on Nov 11, 2011 10:22

"See if you can find a... computer technician... you know how those are rare, right? Well, see if you can find one of those, or a electrician, and check if after the final decanting a signal is being sent to open the door. Maybe for some reason the doors are not being signalled to open. But check mechanical defects first, YOU KNOW what happen when you bother electricians and then computer technicians when the defect was mechanical..."

I shudder and mumble.

"That might happen when we are ran by a computer, thus computer failures are not much seem in a good light..."

I realize that maybe what I just mumbled is treasonous and shut up.

"Stella! I have to fix that power problem, maybe in fact is the power problem that is breaking the stuff in the cloning station. You know, being troubleshooter and tech services at the same time, mean get sent to fix stuff that probably got broken by commie fault."

written by Speeder on Nov 11, 2011 11:15

I suddenly have a idea.

"Hey, what if we check what is in the crate?"

Then I look around me.

"No, better do that in a less crowded place, WHO KNOWS what we are supposed to get."

written by Gligar on Nov 11, 2011 15:38

PLC Main Warehouse Entryway, G Level, Delta Subsector

Azir-R now realises that he couldn't carry the crate.

L4-O throws out some suggestions: either they could get to totebot to carry it out to Nukabot, have Nukabot come in to get it (assuming that it is permitted to enter), or perhaps they could carry the thing out to Nukabot themselves... looks like they could pull that off if they tried...

Speed-Y continues talking to Stella-R, telling her to find a software tech or a Power Services tech, to see if there is even a signal going to the doors. Either way, she is to check the hardware first, and make sure that it is not a hardware problem.

He mumbles something that my microphones aren't picking up, before continuing. He *has* to finish this mission. Perhaps the power failures are causing the problems in the cloning station.

After this, he looks at the crate. Perhaps they should see what's in it? Perhaps in a less crowded place. They don't know what they've been assigned, after all.

Cloning station, G Level, Gamma Subsector

"I agree, sir," Stella-R replies. "I'd rather not get Power Services involved in this any more than we need to. You know we'd never live it down if we had to call them. Especially after the reactor incident..."

written by Speeder on Nov 11, 2011 16:32

"Oh... the reactor incident... I wonder why my team always get assigned to fix stuff related to reactors or power... I am not Power Services... Oh in fact... I have to go Stella, now I need to get to Power Services to ask more about my troubleshooter mission."

I turn off the PDC.

"Ok, everyone taking that crate to Nukabot, also prepare to leave to Power Services... Someone here remember where it was? I am sure we got informed about it in the briefing."

written by 4616599 on Nov 11, 2011 18:26

I notice the stuck door just before I leave and decide to poke in.

"Hello! Are you alright? Who did this? Was it sabotage? ...Could it have been some mutant?"

written by Lightning4 on Nov 11, 2011 19:27

"Well, you heard the leader. Those of you able to help carry, over to the crate."

I assess whether I'm able to help carry well enough. Should be able to. I move over to the crate to help regardless.

written by Azirphaeli on Nov 11, 2011 19:59

I can't really help, so I'll try to move slowly with the team and forge a clear path ahead.

written by Gligar on Nov 11, 2011 20:44

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speed-Y assumes that Stella-R is talking about his previous mission, and responds that he wonders why his team always gets assigned to fix power-related things when he is not Power Services...

Oh well, he has to go. He hangs up.

Now, the crate...

He orders his team to take it to Nukabot and prepare to leave for Power Services. Does anyone remember where it is?

L4-O backs up the order, asking the able-bodied members to move the crate. That would be Lucas-R, John-R, Jam-Y, and probably Speed-Y and himself...? Azir-R is in his wheelchair and can't help, but he can move ahead of them to try and make room. Mick-R is near death on the floor, so he can't help either...

Oh wait... Speed-Y just stepped on him...

Cloning station, G Level, Gamma Subsector

Stella-R finishes her call and heads back among the cloning tanks. She still has those alarms to deal with. For no real reason, Joris-R tags along.

He notices a clone stuck in a tank, and asks if the clone knows anything. Could the mutants have caused this?

The clone flinches at the word 'mutant', and replies, "Those unclean freaks? I bed they did!"

written by Speeder on Nov 11, 2011 22:24

After I notice I stepped on Mick.

"Oh no... I my feet will get dirty..."

I see if none of my feet have blood or gibs on them, if they have, I attempt to clean them on Mick jumpsuit, and then I move on to near the box, figuring if I can somehow help.

written by Lightning4 on Nov 11, 2011 22:28

I attempt to help with the box as well. If everyone is in position, I help lift it so we can start progressing towards the door.

Of course... I check whether we can actually *fit* the crate through the door.

written by Jam on Nov 11, 2011 23:42

I also try to help with moving the box...

"Uh, Speed-Y, you just stepped on someone... Hmm... Good thing he isn't on the team, or we'd have to go find his next clone!"

written by Malkom on Nov 12, 2011 04:44

I suddenly start. "Ugh... whassamatter? Oh..."

I hurry up to the PLC window if possible. "I'm here to be outfitted," I say, trying to smile. "Troubleshooter Team Epsilon."⁶⁵⁹

written by 4616599 on Nov 12, 2011 10:26

I try tugging lightly at the door.

"Yep. Somehow I feel they can't be trusted. I've lost part of my memory...I think it was them!"

written by Gligar on Nov 12, 2011 13:45

PLC Main Warehouse Entryway, G Level, Delta Subsector

Belatedly, Speed-Y realises he just stepped in something. Checking his feet, he now sees that his robotic foot is covered in blood from Mick-R's crushed arm. He wipes it off on Mick-R's jumpsuit before getting ready with the crate.

⁶⁵⁹ SPEEDER: (OOC: departing for holiday trip, if I do not reply for a while, assume I concentrate in putting crate on forkbot, going to Power Services, and of course, laughing at Mick as necessary.

random info on the holiday: brazil declaration of republic day. Although I personally consider it a disgrace, since after it Brazil only went downhill)

He, L4-O, the REDs (but not Mick-R), and Jam-Y all begin lifting. Even with all five of them, it's tough going.

There is one saving grace: the doors are automatic. With Azir-R in front, they should be able to pass through.

Jam-Y, who seems to be trying to wipe Mick-R from his mind, says that it's a good thing that he's not on the team, or they'd have to go and find that guy's clone.

Speaking of that guy, would you believe that he's not dead yet? He tries to stand and finds that he cannot. But he is still close enough to the windows to try to claim his assigned equipment.

The clerk laughs. "What, you get special treatment, all of a sudden? Team Epsilon's equipment already got assigned. Speak to your Equipment Guy."

Cloning station, G Level, Gamma Subsector

Joris-R tries pulling on the door. It doesn't budge.

He agrees with the clone that mutants can't be trusted. He cites the gaps in his memory, and is certain that they had something to do with it.

Stella-R pushes him aside. She has her crowbar out again. "I though you had a mission to go to."

She begins applying the crowbar to the door.

written by Jam on Nov 12, 2011 15:36⁶⁶⁰

"Oh, wait, he's not dead yet..."

Then I (presumably) hear the clerk telling Team Epsilon already got their equipment.

"Oh, I guess I don't need to stand in line any more..."

I think about walking up to the others, then I remember what happened to the last clone that skipped ahead in line...

written by Azirphaeli on Nov 12, 2011 15:50

If I pass Jam as we head out, I tell him to follow us, and that all our stuff is in this crate.

written by Malkom on Nov 12, 2011 18:57

I moan.

"Could you... get me a docbot..."

written by Lightning4 on Nov 12, 2011 21:14

I continue assisting with getting the crate out of the door.

"We have a little present for the team, Nukabot. Though we should take it somewhere safe before we start pillaging its contents."

⁶⁶⁰ JAM: (ooc: Remember, I lost my memory? Or did it suddenly come back? 😊)

written by Gligar on Nov 12, 2011 21:31

PLC Main Warehouse Entryway, G Level, Delta Subsector

Jam-Y (whose memories seem to be returning (but maybe he's deliberately forgetting certain details 😊)) realises that Mick-R isn't dead yet, but more or less ignores it.

He does hear the clerk tell Mick-R that the team's equipment was already assigned, and thinks about joining the team. (This despite briefly actually doing so to pick up the crate. Hmmm.) But there is the problem of the Queue Enforcement Officer.

Who seems to have gone elsewhere a few minutecycles ago.

As the crate group passes, Azir-R tells him that they have the equipment, and that he should tag along.

Soon, the group gets to the door.

Mick-R, on the other hand, is busy trying not to die. He asks the clerk to fetch a docbot. He is told, "There was a docbot here not long ago... maybe it is still here. Or would you prefer a medkit? It would probably be cheaper. I think we've got some in the back."

Concourse G3, Delta Subsector

Back in the concourse once again, L4-O sees that Nukabot is still here. Nice to see it wasn't stolen.

He also sees that Joris-R's corpse is also still here. Probably not a good thing.

He ignores it, though, and tells Nukabot that they have a present. They should get somewhere safe before opening it, though. "Where do you suggest?" the bot asks. "I presume that the bunker is out of the question."

Cloning station, G Level, Gamma Subsector

Stella-R once again demonstrates her prowess with the crowbar, as she successfully opens yet another stuck cloning tank. The trapped clone steps out and looks around. There seems to be few people around... only themselves and an ORANGE tech among the tanks. The clone peers at the tech, looking for any telltale signs... nope. But you never can tell.

Joris-R doesn't seem to react.

written by Jam on Nov 13, 2011 04:19⁶⁶¹

I look at Mick-R a bit closer...

"Wait, have I met you somewhere?"

written by Lightning4 on Nov 13, 2011 10:40

I assist with getting the crate on Nukabot's forks.

"Erm... no clue. Are we commencing with our mission investigation? Perhaps we'll find somewhere along the way to stop."

⁶⁶¹ Jam: (ooc: Speaking of memory problems, I for some reason forgot I was helping with the crate... 😊)

[776]

"Or we can search for a large empty location nearby, if there is one. Or use a lift..."

I shrug.

written by Mingamango181 on Nov 13, 2011 12:05

I head up again. Obviously something is getting at my mind if I'm forgetting the floor where my dorm is.

Ugh... This is getting somewhat frustrating...

written by Gligar on Nov 13, 2011 13:41

Concourse G3, Delta Subsector

Jam-Y looks back into the warehouse, his memory still spotty. Does he know Mick-R from somewhere? He certainly recognises him...

L4-O tells Nukabot that he doesn't know.

The crate slowly makes its way onto Nukabot's forks. There we go.

L4-O asks if they will be beginning their investigation? Maybe they could find somewhere along the way to sort out equipment. Either nearby or closer to the destination...

John-R asks, "Don't we need to pick up a repair team or something?"

Stairwell, Building 2, Industrial Subsector B

Mango climbs again. He is getting irritated about his memory failures.

Then again, how often does he have to take the stairs? Not often.

Hey, that level looks promising...

written by 4616599 on Nov 13, 2011 16:31

"Okay then, I guess I'm off. Beware any suspicious clones. Good daycycle!"

I look for the warehouse entrance.

written by Malkom on Nov 13, 2011 19:29

"Medkit, p-please... I don't think I've got many credits left..."

written by Mingamango181 on Nov 13, 2011 19:38

I check that level.

Come on. It's not surely that often that you take the stairwell about...

written by Gligar on Nov 13, 2011 20:28

Cloning station, G Level, Gamma Subsector

Joris-R wishes the two clones a good daycycle, gives the usual warning about suspicious clones, and heads out.

Corridor G3, G Level, Gamma Subsector

Or rather, he would.

He notices the clearance strip is currently in its YELLOW phase. Red is blinking, though, so it won't be long.

PLC Warehouse Entryway, G Level, Delta Subsector

Mick-R requests the medkit - he probably doesn't have that many credits left.

"Alright," says the clerk. "Wait here."

The clerk disappears through the door into the warehouse proper.

Stairwell, Building 2, Industrial Subsector B

Mango looks at the promising level. Yes... this looks familiar...
...and there it is!

written by Malkom on Nov 14, 2011 05:08

I wait, trying not to pass out.

Do I succeed? Do I fail? Hmm... interesting question, eh?

written by Lightning4 on Nov 14, 2011 07:28

"Hmm. Well then, we're off to do that first. I believe Speed-Y knows the location?"

I examine the crate, to see if it has easy access or if we're going to need to pop the thing open with crowbars.

If it's easily accessed, I peek inside to get a rudimentary assessment of its contents.

written by 4616599 on Nov 14, 2011 14:36

I whistle and rub my jumpsuit and head, waiting. I cross when the strip turns red.

written by Gligar on Nov 14, 2011 16:03

PLC Warehouse Entryway, G Level, Delta Subsector

Mick-R waits... trying to stay awake...

Concourse G3, Delta Subsector

L4-O comments that they'd better do that first. Perhaps Speed-Y knows the way?

He looks at the crate. It's your standard large woodlyke PLC crate with RED clearance markings. It's held together with the usual Convenient Non-Treasonous Crate Fastenings*, you know, the ones which are difficult to remove. It appears that something will be needed to open the crate... perhaps a crowbar? Does anyone have one? Or does someone want to go back in and get one? Remember the queue...

PLC Warehouse Entryway, G Level, Delta Subsector

...and fails.

Corridor G3, Gamma Subsector

Joris-R waits.

Soon, the strip changes to RED, and he enters the corridor properly.

He soon passes through the corridor, and the IntSec checkpoint beyond, entering Delta Subsector.

* Not nails. Nails are INDIGO Clearance.

[777]

Corridor, G Level, Delta Subsector

The corridor clearly hasn't seen a scrubot recently, what with the discarded B3 cans and such. Not to mention the discarded pamphlets. Hasn't anyone heard of trash receptacles?

Then again, some of those look like secret society propaganda... looks like FCCC-P, Sierra Club, Communists... even some Anti-Mutant stuff there.

PLC Warehouse Entryway, G Level, Delta Subsector

"Hey, citizen! Are you okay?"

The clerk has returned with the promised medkit. Well, that took a surprisingly short amount of time.

written by 4616599 on Nov 14, 2011 16:20

"Ha, Fringe stuff, really. Who would actually bother with these. I can see their motivations though. Not that I agree with *most* of them."

I look at the pamphlets, paying a bit more attention to the anti-mutant ones.

I smile and shake my head if I notice anyone watching me.

written by Malkom on Nov 14, 2011 17:51

I hope I wake up... maybe I will!

written by Mingamango181 on Nov 14, 2011 19:35

I go on through, so as to not waste any more time than what has been already. I look for my dorm, and enter it when I find it.

written by Lightning4 on Nov 14, 2011 21:54

"Hm. We're going to need a crowbar to get this thing open. And I'm not really willing to wait in line again..."

I get on Nukabot in my normal spot, waiting for the rest of the team to get back on as well.

Meanwhile, I also take out old, trusty Fred and assess whether it may be sufficient to get the crate open.

written by Gligar on Nov 14, 2011 22:21

Corridor, G Level, Delta Subsector

Joris-R dismisses the secret societies as 'fringe', and wonders who would bother with them. Though he can see their motivations, he disagrees with... *most* of them.⁶⁶²

He gives the leaflets a glance, and although I may be imagining things, it appears that his eye lingers over one particular one...

Speaking of lingering, this camera seems to have locked on to him. I could override, but...⁶⁶³

⁶⁶² GLIGAR: (OOC: how ironic 😊 4616599 gets a perversity point. [CENSORED]ore PP[FRAGMENT MISSING])

⁶⁶³ Gligar: (OOC: Another thing I need [REDACTED]: Treason Points! This situation looks worthy of one 🤪)

PLC Main Warehouse Entryway, G Level, Delta Subsector

Mick-R struggles, and blearily opens his eyes. It's really difficult.

"Ah, good!" the clerk replies. "I would hate for my efforts to have gone to waste in finding this." He is holding a medkit.

Dormitory 6, Building 2, Industrial Subsector B

Mango finds his way in. The place is deserted at this hourcycle. Even the scrubot has left.

The "emergency lights" are still in place, though some have burned themselves out. Clearly, these lights are far less efficient than the ones they stand in for.

Concourse G3, Delta Subsector

L4-O relays his observations regarding the necessity of a crowbar to the rest of the team, and adds that he does not want to re-enter the warehouse, before settling back into his usual position in Nukabot's operator's seat.

While he waits for the rest of the team to follow suit, he produces Fred, his knife, and looks at it. Is it up to the task of opening their crate? It has to be worth a shot, right?

Storage Room, Building 3, Industrial Subsector B

It seems that Cryo has indeed been, er, "inspecting the door". He is focused intently on the lock for some reason. Maybe there's a speck of dust on it.

He is interrupted when the door opens, revealing a RED supervisor. "What the - how in HEL did you get in here! Get back to work!"

written by Malkom on Nov 15, 2011 02:09

"H-help me? P-please..."

The world swims. I look nauseated.

written by Gligar on Nov 15, 2011 16:03

Corridor, G Level, Delta Subsector

Joris-R continues on. He soon reaches the concourse, where he sees the team (minus Mick-R) loading a big crate onto Nukabot.

Actually, it looks like they're just about finished.

PLC Main Warehouse Entryway, G Level, Delta Subsector

Unlike Mick-R. He's still on the floor, requesting help, trying not to vomit up whatever's in his stomach.

The clerk replies, "Well, it would hardly be good for trade if a customer was terminated even if he's a queue-jumper... and anyway, you still need to pay for this."

The clerk opens the door again, and comes out. "I've seen someone use one of these... I'm pretty certain I know what to do."

[778]

Storage Room, Building 3, Industrial Subsector B

Cryo doesn't respond.

The supervisor says, "Listen to me already! Get back to work!"

Wait a minutecycle, didn't I read someclone's profile the other daycycle? Someclone who thought he was an expert at everything and liked to 'inspect' stuff? That might be you... Cryo-BRN, right? In that case, you're reported AWOL. That means I have to escort you to a confession booth. Follow me."

The supervisor grabs Cryo and tries to move him.

written by Malkom on Nov 15, 2011 17:35

I look at him blearily. "I s-sure hope y-you do," I mumble. "At least it's t-t-technological if I d-die..."

The world spins and goes black.

written by Lightning4 on Nov 15, 2011 18:17

I look at see Joris-R alive again.

"Oh there you are. Erm. Sorry about your last clone."

"We're going to get moving now, we need to find the repair team we need for the mission... I think they were in Power Services in this sector.

"I don't suppose you know where that is in this sector, Nukabot?"

I consult my PDC if Nukabot doesn't know the location.

written by Gligar on Nov 15, 2011 21:37

PLC Main Warehouse Entryway, G Level, Delta Subsector

Mick-R hopes that he won't die... but even if he does, he seems at ease as he blacks out once again.

The clerk begins work. Do this, then attach this to there...

...

Concourse G3, Delta Subsector

L4-O notices Joris-R, and apologises for his previous clone. He then informs him that they will be heading to pick up the repair team now. He believes that the team is currently in Power Services.

The only problem, of course, is that he is not entirely sure where Power Services is...

He asks Nukabot. "I am afraid that I do not know," the bot replies. "But, were you not given a piece of paper with the destination co-ordinates?"

Joris-R can't help but notice that nothing has been done about his previous clone, which is still fastened to the top of Nukabot. It doesn't look to have been touched at all.

PLC Main Warehouse Entry, G Level, Delta Subsector

...

Mick-R wakes up, in a euphoria. He's still injured, but at least he's **HAPPY** about it. And the pain? That's just fine.

written by Lightning4 on Nov 15, 2011 23:05

"Yes... Speed-Y has it, as I recall."

I ask Speed-Y to see the paper, and read off the locations list so we can get moving.

written by Gligar on Nov 16, 2011 00:34

Concourse G3, Delta Subsector

L4-O mentions that Speed-Y has it.

He turns to the Team Leader. Could he show them the paper? Or perhaps read it out?

Speed-Y looks in his equipment. Ah! There it is. He shows the paper to L4-O, who reads it:

Paper said:

PLC MAIN WAREHOUSE, G LEVEL, DELTA SUBSECTOR

POWER SERVICES OFFICE 3, X LEVEL, ETA SUBSECTOR

And since they've just come from the warehouse...

Storage Room, Building 3, Industrial Subsector B

The supervisor grunts. Cryo is still fixated on his microscopic speck of dust on the lock.

The supervisor tries again, with more force.

This time, he's able to drag Cryo behind him. Cryo still doesn't seem to notice when he does, swivelling his head to look at the speck even as he passes.

Corridor, Building 3, Industrial Subsector B

The supervisor continues to drag Cryo down the corridor. It's slow going. You know how Cryo can be.

written by Malkom on Nov 16, 2011 00:41

I grin around at whoever I can see. "Oh, lovely! I'm getting hurt by technology, what could be better?!?!?" I seem to be totally sincere.

written by Lightning4 on Nov 16, 2011 03:33

"Well then... I guess we're off to Eta Subsector. Probably safer to get there from here then go to X level rather than go to X level in this sector and try to get across..."

"Onward then!"

written by Jam on Nov 16, 2011 03:34

I blink.

"Wha? Huh? Where were we going again?"

I try to recall...

"Right! We were going to... uh... the compnode! Yeah, that's it... We need to defuse the bomb there, that was set by that commie mutant traitor Ma— ma— uh, ma-something-R! Wait... That's not right, is it?"

written by Speeder on Nov 16, 2011 11:28⁶⁶⁴

I look at Jam, puzzled.

“No, we are going to...”

Then it clicks.

“Oh... you STILL do not remember stuff. That is a problem. As long you remember you are YELLOW and your medical skills we are fine... wait, you DO remember your medical skills, don't you?”

written by Azirphaeli on Nov 16, 2011 13:58

“I hope so, if Mick keeps catching up we are really going to need them.”

written by Gligar on Nov 16, 2011 14:34

Concourse G3, Delta Subsector

L4-O announces the team's destination. He suggests that it might be better to head for Eta Subsector first before heading up to X Level.

Jam-Y tries to verify that, but his memory still hasn't fully returned. For instance, he still believes that the team's destination is the compnode.

But even his knowledge of that mission is fragmentary. He seems to have mixed it up with the subsequent mission to the reactor, where there was a bomb. You remember? The one set by the communists? Only he thinks that “Ma?????-R” was responsible.

I'm pretty sure that there was no such clone.

And he doesn't seem to be sure either.

Speed-Y starts to correct him, before realising what's going on. He reminds Jam-Y that he is YELLOW and has medical skills. He remembers those, right?

Azir-R hopes so. They'll be needed if Mick-R keeps catching up with them.

PLC Main Warehouse Entryway, G Level, Delta Subsector

Speaking of Mick-R, he's still lying on the floor, only now he's telling everyone how wonderful it is to be hurt by technology.

“Something like that,” the clerk replies. “Now, let me scan your ME card...” He passes a scanner over Mick-R. “...and that's everything.” He puts the medkit in Mick-R's hands.

written by Speeder on Nov 16, 2011 16:10

I hop back into place, then I look at Joris. I mean, the dead one.

“We should get rid of that and put the alive Joris in its place.”

Then I turn to Joris.

“By the way, you died because you dropped your can of B3 and got so shocked with that fact that you died, or I

think that this is what happened, and I got my leg broken when the dropped can exploded, so please DO NOT drop your can of B3, they are AWESOME and DESERVE to be DRUNK. If you waste B3 again, I fear you will... die again somehow, probably screaming about how you lost B3 like the last time... or I think you was screaming because of the B3, because that was a scream of the screams.”

written by Lightning4 on Nov 16, 2011 18:02

“Shall we move then?”

I announce to Nukabot: “Let's move then.”

“If we spot a nice quiet place where we can check this crate, we could stop there.”

written by Azirphaeli on Nov 16, 2011 19:43

I grab on to Nikabot. Lets get this show on the road.

written by Gligar on Nov 16, 2011 22:13

Concourse G3, Delta Subsector

Speed-Y gets back into place.

It is then that he realises that they have a small problem, regarding the corpse of Joris-R's previous clone. Namely, the thing, and it's equipment, is still in place on top of Nukabot. It should be moved to allow the current Joris-R to take its place.

He also takes the time to tell Joris-R about what happened to his previous clone, namely, how it dies. According to Speed-Y, the former Joris-R dropped a can of B3. The shock of doing so is what caused it to die. It also caused some other complications among the team, notably, Speed-Y's meat leg was broken. It is important, he says, that Joris-R not let this happen again, as B3 is too important to just drop. Not to mention that Joris-R might die. Again. And there might be screaming involved.

L4-O suggests that they move, and tells Nukabot to do so. He adds that they can stop to check out their crate once they find a nice quiet place to do so.

Azir-R grabs on to Nukabot just as it begins, slowly, to move.

written by Malkom on Nov 17, 2011 06:51

I grin up at the clerk. “Now, seriously, how long is it going to take the awesome technology of Alpha Complex to seal up these wounds of mine? Or can I get up and go with my utterly useful and beneficial to the cause of technology (well, sometimes) team mates now? Or is there more you need to do, like cutting off my leg? In fact, cutting off my leg sounds like a rather interesting procedure...”

I look at the medkit. “Oh... you want me to use this awesome piece of amazing technology? Immediately! At once!”

I start trying to patch myself up with the medkit, if needed.

written by Lightning4 on Nov 17, 2011 07:03

“Oh... right”

⁶⁶⁴ SPEEDER: (OOC: ima back!)

I help in stripping the Joris-Corpse of its contents and getting it off of Nukabot.

written by 4616599 on Nov 17, 2011 07:08

I look confused.

“Uhh...screaming...B3...shock? Uhh...my memory of my last clone is a tad fuzzy. Did Jam-Y lose his memory too? I think so”

I glance at Jam-Y.

“A tad suspicious, don’t you think?”

I gingerly prod at ex-Joris.

written by Speeder on Nov 17, 2011 10:08

I nod.

“Well... First, somehow you got the skill to... float... Friend Computer disliked it, and tried to terminate you, but we convinced it to not do it, and we had to strap you on Nukabot so you could remain with us, since you floated involuntarily.

Then you wanted to drink B3, you got a can and all, and when you was going to drink, you dropped it, and started to scream like someone scream when losing the last B3 while wandering in one of those deactivated sectors that naturally have weather control off, and thus are very dry... You know, those places noone is supposed to go, but for some reason those places insist in being in the path from one side of the city to the other.”

I smile.

“I am glad that we keep getting missions in our home sector! We are slow in moving inside a single building... Yes, it is a bigass building, but a single building, but imagine how much time it would take for us to go from AAA to ZZZ.”

written by Gligar on Nov 17, 2011 14:08

PLC Main Warehouse Entryway, G Level, Delta Subsector

Mick-R **HAPPILY** wonders how long it will take for his wounds to be fixed. Or can he **HAPPILY** return to his team? Unless there was something else, like **HAPPILY** getting his leg cut off? Or how about he **HAPPILY** try to fix himself up?

He proceeds to try the latter. It becomes clear that he doesn’t really know what he’s doing.

The clerk suggests that he head off. “You’re only blocking the way here right now. And besides, you let your team get away.”

Corridors, G Level, Delta Subsector

Indeed, Nukabot has left the concourse, and is on its way to Eta Subsector.

En route, L4-O works to strip the dead Joris-R of its equipment. He is assisted by Lucas-R. Between them, they find an INFRARED jumpsuit worn Cryo-style as a backpack, along with a RED jumpsuit worn normally; a second RED jumpsuit

for some reason, complete with boots; four cans of B3 Plain; the dead clone’s ME card; and a Series 1300 PDC.

The living Joris-R is confused. His memory is still fuzzy for some reason. He seems to recall, though, that Jam-Y also lost his memory. Something that he finds... suspicious.

As Nukabot turns a corner, he pokes his former clone. It fails to do anything.

Speed-Y takes the time to explain: For some reason, Joris-R gained the ability to, well, float. The team managed to convince Our Mutual Friend to spare him so they could take him with them. They strapped him to the roof of Nukabot to stop him from floating away (since he didn’t have any control over it). Then came the B3, during which time Joris-R began screaming like a clone who just dropped the last B3 in a sector with deactivated air conditioning. You know, one of those sectors that crops up from time to time, the ones where no clone is supposed to visit, but somehow ends up being on the path between Sectors ONE and TWO on your journey. And it’s definitely a good thing that they keep getting missions in their own sector, given how slow they keep moving...

Finally, the corpse is cut loose, and dumped in a corridor, just outside a security station, which Nukabot proceeds to pass through.

written by Speeder on Nov 17, 2011 16:53

If the B3 got dumped with the corpse, I freak out, otherwise, I do not freak out.

written by Mingamango181 on Nov 17, 2011 20:01

Unusual. It’s awfully dark here. Perhaps whoever installed these weren’t really thinking that far into the future...

I try not to trip on anything on the ground as I move through to my dorm. I enter if possible.

written by Lightning4 on Nov 17, 2011 20:53

I look around for any empty rooms nearby that might be a good place to stop and inspect our gear.

written by Gligar on Nov 17, 2011 21:16

Corridors, G Level, Epsilon Subsector

Speed-Y almost panics as he sees that the corpse has been dumped.. The thing was carrying cans of B3! They could explode!

Oh wait... Lucas-R has them. That’s a relief.

As they keep moving, L4-O keeps looking for someplace to stop and check out their equipment. Perhaps the concourse coming up? It looks pretty empty right now.

Dormitory 6, Building 2, Industrial Subsector B

Mango thinks that it’s odd for the “emergency lights” to be failing like this. Perhaps they haven’t thought too far ahead...?

As he (cautiously) enters the dorm, he hears a clone walking towards him from behind.

written by Jam on Nov 17, 2011 22:48 Concourse G2, Epsilon Subsector

"Er... Yeah, when did I lose my memory... I know I have this bruise on my forehead, maybe it's related?"

written by Speeder on Nov 17, 2011 23:59

"For some reason, you thought that your head could somehow penetrate Nukabot. But I guess you are not one of those ethereal mutants."

written by Gligar on Nov 18, 2011 00:25

Corridors, G Level, Epsilon Subsector

As Nukabot continues, Jam-Y wonders aloud how exactly he came to lose his memory. He knows that he has a bruise on his head, so he guesses that the two are related.

Concourse G2, Epsilon Subsector

Speed-Y tells him that he somehow attempted to put his head through Nukabot. Since he failed, it is clear that he is not any sort of "ethereal" mutant. (Just where did he hear that word, anyway?)

Corridors, Building 3, Industrial Subsector B

Cryo has failed to respond to the supervisor, even as he is being dragged down the corridor. The supervisor sighs. "This is clearly treason," he says. "Let's see what Friend Computer has to say to you, eh? See? There's the booth right there."

The supervisor begins attempting to squeeze Cryo into a booth.

written by Malkom on Nov 18, 2011 04:22

"Sounds cool! In fact, it sounds so ubercool I'm gonna freeze to death!"

I wrench myself to my feet and (with a big, big, silly, silly grin on my face) hurry towards wherever the team went, searching myself for a PDC if I go.

written by Lightning4 on Nov 18, 2011 16:09

I give the room a quick look around.

"Hmm. Let's stop here. This looks quiet enough to crack into our crate of supplies."

Once Nukabot stops, I almost fly off of the drivers seat and start attempting to crack into the goodie crate with assistance from Fred.

written by Gligar on Nov 18, 2011 17:04

PLC Main Warehouse Entryway, G Level, Delta Subsector

Mick-R enthusiastically, and above all, HAPPILY, agrees. He's able to wrench himself to his feet - hey, he wobbles a bit! Cool! - and stumble out into the concourse.

Concourse G3, Delta Subsector

As he tries to think where the team might have gone, he searches himself for a PDC. Unfortunately, he doesn't seem to have one.

Speaking of the team, they have stopped in another concourse in Epsilon Subsector. L4-O thinks that it is a good place to crack open that crate. He's even taking a crack at the crate himself, applying Fred to the Convenient Non-Treasonous Crate Fastenings.

After a moment, he finds that the fastenings do a very good job at fastening the crate together. Cryo would be proud! Although he'd be less than proud at how well a job Fred is doing. In only a minutecycle, one of the fastenings has been removed. Only eleven more to go!

Corridors, Building 3, Industrial Subsector B

The supervisor tries again. Cryo is still being less than co-operative, but he perseveres. Eventually, Cryo is fully inside and the door locks.

written by Lightning4 on Nov 18, 2011 17:39

I frown.

"I guess Fred's a better weapon than crowbar."

I sigh and get back to working on the crate.

"If anyone has anything that can help get this thing open, it'd be immensely helpful!"

written by Speeder on Nov 18, 2011 18:03

After getting bored⁶⁶⁵ with Fred speed, I decide to help.

I see if I can... kick the fastenings with my robotic leg, in a way to make them open without destroying everything.

written by Malkom on Nov 18, 2011 18:05

I ask to borrow a PDC off of a convenient INFRARED clone, and call the team, asking where they are (and I do all this with a big grin and chucking in random comments about how awesome this PDC technology is! Why, we can talk to ANYONE! Isn't it amazing?!)

written by Gligar on Nov 18, 2011 21:00

Concourse G2, Epsilon Subsector

L4-O puts Fred away. It seems that it isn't a very good crowbar. As such, he asks for help with the crate.

Seemingly bored with waiting, Speed-Y decides to help... by using his robotic leg. He attempts to kick the fastenings...

...and learns, in the process, that his meat leg is still not fully healed. He collapses in pain.

But look on the bright side. He did manage to fall onto the crate, causing two of the fastenings to pop right off. Progress!

Now, it's Lucas-R's turn. He is able to open two more of the fastenings with the use of a little force.

So that's how you do it.

⁶⁶⁵ SPEEDER: (and oocly realizing that Gligar might make this last 11 turns...)

Concourse G3, Delta Subsector

Mick-R, it seems, would still like the use of a PDC. Unfortunately, there don't seem to be any clones here to borrow one from, certainly not INFRAREDS who wouldn't have a PDC anyway, since PDCs are RED Clearance. And besides, what would they be doing in a RED concourse?

written by Speeder on Nov 18, 2011 22:08

"YEAAAOUCH!"

But then I notice the crate opening.

"I AM AWESOME! THAT WAS ON PURPOSE!"

Then I notice Lucas doing it.

"But Lucas idea is smarter."

I stand on the ground, and I mean really stand, on booth feed, solidly, no leaving all the weight on injured leg.

"Ok, everyone do what Lucas did."

I do it too.

written by Gligar on Nov 19, 2011 01:14

Concourse G2, Epsilon Subsector

Speed-Y hurts. But he notices that his little stunt actually did some good, and so naturally, that was his intention all along.

Then he sees that Lucas-R's idea also works, and suggests that everyone follow suit, since Lucas-R's idea is better.

Lucas-R grins as Speed-Y leads the way, opening two more of the fastenings.

written by Mingamango181 on Nov 19, 2011 01:15

I nearly jump at the sound of steps, but decide that steps aren't that big of a deal to leap at in surprise. Instead, I attempt to move on into my area of the dorm, making a slow turn, so I'm essentially walking backwards, readying my arms should someone try any suspicious moves.

written by Lightning4 on Nov 19, 2011 01:18

I take a count of how many fastenings are left unopened, and assist in getting the crate open much like Lucas-R did.

If the crate can be opened, I pop the lid and survey the contents immediately, as my duty as Equipment Officer!

written by Jam on Nov 19, 2011 01:32

I try to copy Lucas's method to open the fastenings, and use it to try to open the fastenings...

written by Malkom on Nov 19, 2011 01:38

I see if I can find anyone around the concourse to tell me where the team went... if not, I choose an exit that looks likely (one leading to... Power Services? Is that where we were going?)

written by Gligar on Nov 19, 2011 14:19

Dormitory 6, Building 2, Industrial Subsector B

Mango tries to act normal. So someone's approaching from behind... that's normal, right?

Yep, normal.

Apparently, so is walking backwards.

Now that Mango can see the newcomer, he can see that said newcomer is carrying more of those "emergency lights", as well as another box.

The clone enters the dormitory and notices Mango. "Hi there, citizen! Emergency light replacement. Shouldn't take long."

Concourse G2, Epsilon Subsector

L4-O looks at the fastenings. There are now six left to open.

He and Jam-Y work at opening more, and manage another four.

L4-O tries opening the crate one more time. It looks like it wants to open, but it is being stopped by the remaining two fastenings.

Concourse G3, Delta Subsector

Mick-R looks around again. There are a couple of YELLOW clones talking on their PDCs by what looks to be the only other door in the concourse besides the warehouse and the door Mick-R used earlier to get here.

Though he still wants to ask someone if they saw anything, Mick-R chooses not to interrupt the YELLOWS' PDC conversations and simply passes them, heading down the corridor.

written by Jam on Nov 19, 2011 21:40

I try to remove the last two fastenings with the same method.

written by Gligar on Nov 19, 2011 22:37

Concourse G2, Epsilon Subsector

It falls to Jam-Y to attempt to remove the last two fastenings holding the crate closed.

It is difficult work.

The reason becomes remarkably clear once Jam-Y finally manages to remove them: once he is done, the crate immediately flies open in an explosion of little Packy-Foam pellets.

When the pellets settle (on just about everything in the concourse), a number of smaller boxes can be seen within the crate. Each one is labelled.

written by Jam on Nov 19, 2011 22:58

I jump in surprise, then once the Packy-Foam pellets settle, I look at the crate's contents...

Then, as I see more boxes, I facepalm...

"These better not have fasteners too!"

written by Lightning4 on Nov 20, 2011 00:51

I brush the pellets off of me, then look into the crate in excitement.

"Okay. Time for me to do my duties! Let's see what we have here... and what I need to distribute among the team!"

written by Gligar on Nov 20, 2011 01:19

Concourse G2, Epsilon Subsector

At first, Jam-Y is surprised by the sudden explosion of Packy-Foam. However, he soon recovers, and inspects the crate's contents: the boxes. He expresses unhappiness at the crate's fasteners, and hopes that the boxes don't have them.

Luckily for him, the boxes are just of the plain cardboard variety.

As mentioned, they are labelled. One, for instance, is labelled WEAPONRY. Another is labelled HYGIENE OFFICER. A third - the largest - is labelled HAPPINESS OFFICER. There are more boxes, and they have similar labels.

L4-O also has a look, in his capacity as Equipment Officer. As he says, it's time for him to do his job!

written by Jam on Nov 20, 2011 03:25

I wait to receive my box, then inspect its contents...

written by Malkom on Nov 20, 2011 04:43

All this time I've been trying to get to my team, as fast as possible!

written by Lightning4 on Nov 20, 2011 07:04

"Okay, let's get started then."

I grab the box labelled WEAPONRY and set it aside.

"I'll go through that once everyone has their role equipment box..."

I then try to obtain the HAPPINESS OFFICER box and look around thinking for a moment.

"Ah right."

I hand it to Azir-R.

I get the HYGIENE OFFICER box and frown.

"Who was it again? Not that Mick-R guy I hope."

Either way, I put the box aside and look into the crate for more boxes.

written by Mingamango181 on Nov 20, 2011 08:56

I stop going backwards, just so I don't end up hitting something which I may regret later. I reply to the clone's greeting.

"Oh, um... hi!"

written by Gligar on Nov 20, 2011 14:05

Concourse G2, Epsilon Subsector

Jam-Y eagerly waits for his box as he tries to ignore the Packy-Foam.

Of course, he has to wait for L4-O to begin handing them out.

Said clone begins by contemplating the WEAPONRY box. He puts it aside for later.

He then extracts the HAPPINESS OFFICER box from the Packy-Foam, and hands it to Azir-R.

Next is the HYGIENE OFFICER box...

... that's Mick-R's, isn't it.

And speak of the [REDACTED], look who just entered the concourse...

L4-O tries to ignore him by reaching for another box. He ends up with one labelled TEAM LEADER.

Dormitory 6, Building 2, Industrial Subsector B

Mango stops moving, and tries to greet the clone cordially.

The clone replies, "Right, shouldn't be long..." and gets to work. He starts by the door, replacing burnt-out "emergency lights" with new ones.

written by Malkom on Nov 20, 2011 21:00

I grin round at everyone. "Hey! I need to be patched up, I guess! Be sure to use some of the world's super awesome technology!"

written by Lightning4 on Nov 20, 2011 23:29

"Ah! Here you go, Sir!"

I hand the box to Speed-Y and continue sorting the boxes to the appropriate roles.

written by Gligar on Nov 21, 2011 00:02

Concourse G2, Epsilon Subsector

Mick-R announces his presence, and asks to be patched up. Well, he is still quite heavily injured. What did you expect for a clone who not only jumps queues, but who is as unlucky as, well, as Mick-R? 😊

And naturally, he suggests that technology be used to patch him up. (What's wrong with good old-fashioned Science? 😊)

Meanwhile, L4-O is still sorting out boxes. After handing Speed-Y his box, he digs into the seemingly-never-ending Packy-Foam, uncovering two more: labelled LOYALTY OFFICER and FINANCIAL OFFICER respectively. And he still has the HYGIENE OFFICER box to hand over, too.

Lucas-R looks like he can't wait for his box.

Jam-Y also waits with happy anticipation.

While he waits, L4-O digs out yet another one, this one with a long label: COMMUNICATIONS AND RECORDING OFFICER.

written by Azirphaeli on Nov 21, 2011 00:06⁶⁶⁶

I go nab my box and look through all the stuff.

written by Speeder on Nov 21, 2011 00:20

I open my box like if was a gift...

You know, those that sometimes some strange senior citizens hand to junior citizens claiming they had something to do with their DNA or something.

You know, that thing that is supposed to be treasonous, since all DNA is supposed to be engineered for each citizen by friend computer.

written by Malkom on Nov 21, 2011 00:56

"Come on, guys, don't be shy... technology is a wonderful thing, you know..."

written by Lightning4 on Nov 21, 2011 03:30

"Financial... that was Joris-R I believe?"

I give Joris-R his box.

I scratch my head looking at the various boxes.

"Erm... I think Jam-Y was Loyalty, right?"

I fish out and put the Communications Officer box on the ground near the crate.

"I'm not certain who that was, I need to brush up on the roles I guess."

I scratch my head and look at Lucas-R.

"Erm... and you, not sure what your role is."

I go back to digging through the crate to find more boxes.

written by Gligar on Nov 21, 2011 15:49

Concourse G2, Epsilon Subsector

Azir-R opens his box. Amongst yet more Packy-Foam, he finds: a Happiness Officer MBD Badge; a Troubleshooter Helmet; a set of RED reflec; a laser pistol fitted with a RED barrel; a standard 25 clone-day supply of medication; a supply of Pre-planned Spontaneous Activity (PSA) cards; a card listing signs of Sub-Standard Morale (SSM); three Portable Drug Dispensers (PDD) with six refills; and a PDD Control Unit.

Speed-Y is next. He treats the box as a gift, which, in a way, it is.

Inside the box, he finds his own MBD Badge, some YELLOW reflec, a laser pistol with a YELLOW barrel, and a Team Leader's Hat with a nice retro-reflective version of the Team Leader symbol. And... is there a blinky light on there?⁶⁶⁷

⁶⁶⁶ Azirphaeli: (OOO Sorry for the delay)

⁶⁶⁷ GLIGAR: (OOO: Speeder is correct in saying that it's forbidden and treasonous. However, it is common knowledge that citizens of BLUE Clearance or higher can alter their medications...

Yes, that means that some drop their hormone suppressants entirely, and... experiment.)

Mick-R seems to ignore his box, and once again espouses the wonders of Technology. Again, not Science. What's wrong with Science?

L4-O continues sorting out boxes. Financial Officer... that was Joris-R, right? He hands over the box.

And Loyalty officer... that was Jam-Y, right? He hands that over, as well.

Now... Communications and Recording Officer... he can't remember who that was. He sets the box aside.

John-R steps forward. "That was me, sir." He takes the box, and opens it, revealing another badge, more reflec, another laser pistol, a Multicorder 1, some helmet-mount cameras (with lights), some microphones, and a Com 1.

L4-O looks at Lucas-R. What was he again? "I'm the Alertness Officer, sir," Lucas-R replies. "It's looking like I'll be busy." He smiles.

But L4-O has already gone back to boxes. Here's one for... hey, this is the EQUIPMENT OFFICER box! Then that other one must be the ALERTNESS OFFICER one.

But... what's this third one? Oh, EMERGENCY LIGHTS.

written by Speeder on Nov 21, 2011 16:41

I happily equip the YELLOW reflec, pocket the badge, disassemble the pistol, pocket the YELLOW barrel and check if my previous pistol is still there.

If it is, I hand my previous pistol to L4.

"I already have one pistol, and my aim is bad enough holding one pistol in two hands, you can imagine how much barrels I would spend shooting with two pistols... twice faster, and half the accuracy, thus a 200% increase in waste."

written by Azirphaeli on Nov 21, 2011 17:32

I stash the additional pistol (You'll never know...) and try on my new helmet, reflec, and badge. I also setup the dispensers in the most efficient way possible. Then I glance at Mick and grin.

I also look over these PSA cards, as I am not familiar with them/

written by 4616599 on Nov 21, 2011 18:12

"Ah,,,I'm financial officer? I can barely remember, somehow..."

I quickly dig through my box.

written by Lightning4 on Nov 21, 2011 18:16

I put my own box aside, happy to have found it.

I give Lucas-R his box, and then fish out the EMERGENCY LIGHTS box and put it aside.

I do a quick check to see if there are any remaining boxes. If there aren't, I start cracking into my own box first.

I notice Speed-Y trying to offer me something and take it.

"Thank you sir."

written by Mingamango181 on Nov 21, 2011 19:39

I decide to watch the process as the clone starts replacing the emergency lights, making note of tools, materials and procedure.

I then try to memorise all of what I observed just then. Not that I was planning to recite it, however.

written by Malkom on Nov 21, 2011 20:41

I sigh and try to reach for my box, but whatever is keeping me awake and **HAPPY** seems to be wearing off.

I totter.

"Ow... I seem to have a treasonous hea... head.... Uh..... headache..." I hold my head.

written by Speeder on Nov 21, 2011 21:30

"I can take your treasonous head out of your body if you want."

...

"Oh... headache... then I cannot do anything about it, sorry."

written by Gligar on Nov 21, 2011 22:30

Concourse G2, Epsilon Subsector

Speed-Y sorts out his new equipment. First, he puts on the reflec. It's a better fit than RED or ORANGE reflec ever was.

Next, his badge. He puts that in a pocket. Perhaps he should be reminded of CPU Mandate... er, I forget the number. But it's the one which states that MBD badges must be worn at all times during a mission and must not be covered. Failure to comply is... well, you can probably guess.

Third, the laser pistol. He unloads the barrel and puts both into a pocket. This causes him to find his other laser pistol, barrel and all. He hands it over to L4-O, stating that his aim is not quite up to scratch with one pistol, so his aim with two would be terrible.

He doesn't seem to do anything about his hat. Remember, not using your assigned equipment suggests that Out Mutual Friend made an error somewhere...

Azir-R puts his second pistol away - you never know, after all - before turning his attention to the rest, including his reflec, which he puts on along with his helmet and badge. Pretty good fit.

Now suitably attired, Azir-R has a look at the dispensers. He quite quickly realises that the most efficient way to use them would be for an unhappy clone to wear them. Indeed, they seem designed for that very method of use, what with the straps and clamps, intended to allow a unit to be fastened onto a clone's back, and the dispenser port, which looks like it attaches to a helmet. And since the reloads just slot in, right there on the back of the dispenser, said unhappy clone would have a good reason to stick around, right? After all, there's no way he could reach the slot to reload the thing himself...

He looks at Mick-R, and smiles.

Finally, there are the PSA cards. Each one consists of instructions allowing the Happiness Officer to lead his team through a single activity. Each one seems to be a team-building exercise of some sort, ranging from physical exercise to loyalty songs to quizzes and such.

Joris-R seems surprised at being the Financial Officer - he can barely remember it. Regardless, though, he looks through his box. Along with his badge, reflec, laser pistol (fitted with a RED barrel), and helmet, he finds an ME card scanner; a memory card labelled "Financial Analysis: An App for Series 1300/1500/1700/1900 PDC"; and several forms (Authorisation to Carry Out Emergency Credit Checks Form; Authorisation to Initiate Mandatory Spending Sprees Form; and Authorisation to Administer Fines Form).

L4-O puts his own box aside. He can see to it after he's seen to all the other boxes. Speaking of which, Mick-R still hasn't claimed his.

L4-O hands Lucas-R his box. Lucas-R tears into it and admires his own badge, before sorting out his equipment, first putting on the helmet, pinning the badge to his jumpsuit, and putting away the extra laser pistol and extra reflec. Then, he looks at the rest: some pyrotechnic grenades (intended to imitate a variety of weapons discharges); a supply of Insta-Inflatable Targets (with Realistic Colour and Sound Effect*); and an Authorisation to Initiate Emergency Response Tests Form. He then puts them away, but not without grinning first.

That leaves L4-O with one box left (the EMERGENCY LIGHTS box) which he sets aside. Looking one more time, he finds no more boxes! Yay!

That means that he can open his box!

And what's in the box? Aside from the usual reflec, laser pistol, helmet and badge? Well, there are two things: a Standard Maintenance Supply Kit and a Multipurpose Tool Kit, fresh from R&D.

Who does that leave? Oh yes... Mick-R.

He goes to claim his box. But by this time, the drugs keeping him happy and alert seem to be losing their edge. He totters on his feet, and complains of a headache. (But still a happy headache. The drugs haven't worn off completely.) But he still manages to get to the box.

Perhaps more drugs are in order? Or maybe a medkit or something? Or both?

Speed-Y offers to remove Mick-R's treasonous head, before realising that he said headache. He can't so much with headaches, so he simply apologises.

Dormitory 6, Building 2, Industrial Subsector B

Mango decides to watch the clone do his work.

Let's start with the "emergency light" the clone is currently replacing. It has already burned itself out, making his job

* just the one, apparently.

simpler, since he doesn't need to worry about open flames. At least on this one. All he has to do is remove the melted remains of the black rod from its holder using a knife, pop a small disc onto the base of the holder, slide a new black rod into the holder, and then, using an ordinary lighter, light the string protruding from the top of the rod.

Then, he moves to the next one.

written by Speeder on Nov 21, 2011 23:14

After I am happy my hands are free, I take my badge from the pocket, and attach it in the most proud way as possible, and then I carefully align the helmet on my head.

"I am ready to go!"

I notice the equipment with L4.

"Awesome, you got some tools. If you ever need something with them, ask me. I know how to use most of them. Since I am not equipment officer, I think I am not supposed to fix things in our equipment unless I am really needed. Although I do expect that I will have to repair the power system."

written by Jam on Nov 22, 2011 00:24

I realize I've just been sitting here drooling as I imagine all the cool stuff that could be in the box... Maybe a laser pistol, or some B3, or some reflec, or a laser pistol, or some Algae Chips, or a flamethrower, or a laser pistol!

I eventually decide to actually open the box.

"Come on... Laser pistol... Laser pistol..."

written by Gligar on Nov 22, 2011 02:02

Concourse G2, Epsilon Subsector

It seems that Speed-Y was simply waiting until now to wear his badge. That would make sense, I guess... but there are those out there who would insist that the badge is the first thing you should see to.

But now that that detail has been seen to, Speed-Y can concentrate on other things. Such as his hat. There! Isn't that better? And hey, I was right! There is a blinky light on the hat! How mandatory! Now the team will be able to find him no matter where he is! Isn't that great? Of course it is!

Now suitably attired, Speed-Y looks over at L4-O. Noting that he now has tools, Speed-Y tells him that he should ask Speed-Y if he needs any help with them. He is YELLOW, after all, and with Tech Services, and should know how to use them. Even if he's not technically supposed to repair anything... except maybe the power problem.

But isn't power the domain of Power Services?

I'm sure Speed-Y will figure something out.

Jam-Y seems to have done so. He has figured out that he isn't going to get his equipment by just standing there drooling. It would be more productive, he thinks, if he were to open his box.

Now, what could be inside? He hopes that there is a laser pistol!

And what does he find? A Loyalty Officer MBD Badge, a Troubleshooter Helmet, a Mk.II Indestructible Loyalty Transcript Recorder, **A LASER PISTOL!!!**, a set of YELLOW reflec, a supply of Emergency Loyalty Tests, and a supply of Spontaneous Demonstrations of Loyalty cards.

Now all we need is for Mick-R to take his equipment... I feel like a broken record.

written by Speeder on Nov 22, 2011 03:32

Since I notice only Mick-R is not opening his equipment.

"You, headache guy. Open that box, NOW, or I will remove your head for unsubordination, treason, lack of loyalty, and mercy."

written by Malkom on Nov 22, 2011 03:55

I look unsteadily at the others as the drugs' influence fades away.

"Ugh... Gimme a gun..."

The world blurs and goes black.

written by Lightning4 on Nov 22, 2011 08:48

I look pleased with my tools and such. I put them in place in my backpack and don my proper attire.

"I will remember that, Sir, thanks."

I happily turn towards the WEAPONS box.

"Okay. Weapons I suppose are also my job. Let's sort that out!"

I crack open the box and survey the contents.

written by Mingamango181 on Nov 22, 2011 10:08

It appears to me that the process isn't all that difficult to get on with. But I avoid envying this clone, and just watch as the room gets slightly brighter as the emergency lights are lit one by one.

I attempt to get to my bunk in order to get some rest for a bit, before the next exciting thing happens.

written by Azirphaeli on Nov 22, 2011 13:10

If I see Mich pass out I "Rush to his aid." By rush to his aid, that means installing one of the dispensers.

"I call this taking preventative measures."

written by Gligar on Nov 22, 2011 15:58

Concourse G2, Epsilon Subsector

Noticing that the only clone who has not yet opened his box is Mick-R, Speed-Y turns to glare at him, and <i8>order him to open the box. Failure to do so will result in decapitation for insubordination, treason, lack of loyalty, and... mercy? That is an odd choice for a charge, but hey, Speed-Y's the team leader...

Mick-R just grumbles, demanding a weapon before passing out. Still somewhat happily, though.

While L4-O gets kitted up, Azir-R moves to Mick-R and begins fitting a drug dispenser. He claims that this is what he calls preventative measures.

By now, L4-O is ready. He thanks Speed-Y, and opens the WEAPONS box. Amidst yet more Packy-Foam (where does that stuff come from?) he finds about a dozen laser pistol barrels, with clearances running from RED to YELLOW, and ten tasers (RED clearance, complete with 5m power cords).

Dormitory 6, Building 2, Industrial Subsector B

Mango decides that the tech's work is simple. How nice that must be.

Maybe he can get some rest before the next thing happens? Well, there's his bunk...

written by Speeder on Nov 22, 2011 16:17

I smile happily!

"Taser! That is FUN, wanna see how FUN it is?"

I nab one and shoot Mick.

written by Lightning4 on Nov 22, 2011 18:10

I pass out the laser pistol barrels based on clearance, keeping an ORANGE one or two for myself of course.

I also pass out the tasers, again keeping one.

I pass them out to conscious, not floor-bound clones, at any rate.

Once that's dealt with, I turn my eye to the emergency lighting box and check the contents.

written by Mingamango181 on Nov 22, 2011 19:47

I move to my bunk, and lay down, positioning my feet at where I consider to be the front of the bunk, and my head to where I consider to be the back of the bunk.

I let my eyes close, and I think about the team that is supposed to be arriving soon. They seem awfully behind schedule.

written by Azirphaeli on Nov 22, 2011 20:34

I hope Speedy's aim is good, and if Mick starts shaking violently I back off for a bit. Hopefully the dispenser isn't damaged during the 'attack.'

written by Gligar on Nov 22, 2011 21:29

Concourse G2, Epsilon Subsector

Speed-Y seems overjoyed at the tasers, and takes one.

He decides that it would be FUN if he were to give a brief demonstration of what they can do - and hey, there's Mick-R, passed out on the floor!

Zzzzzzt!

Mick-R gets to feel how FUN being hit by the little electrodes, and then being zapped by the internal capacitor bank, can be. If he weren't already on the floor, he'd be... well, floored

by it. It certainly wakes him up, though for how long is anyone's guess.*

Some lights on the drug dispenser blink erratically.

Azir-R backs away, not wanting to get tased.

A small RED light appears on Speed-Y's taser.

L4-O begins passing out the laser pistol barrels. It seems that there are just enough for each clone to receive one extra barrel, with a few left.

He doesn't bother to give one to Mick-R, since he hasn't opened his box yet.

He then moves on to the tasers. He gives one to each member of the team... except for Mick-R.

That seems to be everything... no, wait, the EMERGENCY LIGHTS box.

Opening it, L4-O finds several battery-powered emergency lights.

While he's doing that, Our Mutual Friend decides to speak up. "Citizens! Report! Why are you not on your way to Industrial Subsector B?"

Dormitory 6, Building 2, Industrial Subsector B

Mango lies on his bunk and tries to get some sleep. Idly, he wonders when the Troubleshooter team's supposed to be here. Aren't they already late?

written by Lightning4 on Nov 22, 2011 21:34

I get startled by Friend Computer's voice.

"We are, Friend Computer! We have just taken a moment so that I may distribute our equipment we retrieved from Outfitting."

"The... er, investigation we had regarding Joris-R and the strange emergency lighting just took a little longer than we expected."

I think, then take a moment to correct myself.

"Er... correction, we need to go to Power Services to get the repair team. But that's part of our mission..."

Meanwhile, I place the emergency lights in an accessible spot. I don't take one, remembering that I still have the torch from earlier.

written by Jam on Nov 23, 2011 01:44

"YAY! A LASER PISTOL!!"

I take the laser pistol and store it in an easily accessible pocket, after first making sure it has a barrel attached to it (perhaps the one that was just handed to me by L4-O?)

I then attach the badge to my jumpsuit, put on the Troubleshooter Helmet (noting what kind of helmet it is) and the YELLOW reflec, and put the recorder in another pocket.

* Perhaps he's still happy? Drugs seem to wear off at an accelerated rate as far as Mick-R is concerned... that could be classed as a mutation, don't you think?

Then I look at the Emergency Loyalty Tests and the Spontaneous Demonstrations of Loyalty cards, and try to figure out what I'm supposed to do with them...

written by Gligar on Nov 23, 2011 02:09

Concourse G2, Epsilon Subsector

L4-O tells our mutual friend that they are indeed heading for their mission, they just took some time to deal with their equipment. Their problem with Joris-R took way longer than expected. Oh, and they still need to go to Power Services and get the repair team. He then puts the emergency lights somewhere.

"Your report is incomplete," The Computer replies. **"My cameras are detecting an excess of Packy-Foam in the vicinity. I suspect that you might have something to do with it. Need I remind you that littering is treason? Loyalty Officer, what is your analysis?"**

That's Jam-Y, who is currently looking through his stuff. He pockets the laser pistol, noting that it already has a nice YELLOW barrel attached, and then deals with both reflex and badge, followed by the transcripts recorder, which, he notes, is locked in its case, and is rather large, and won't fit in a pocket. It has a carry-strap, though. The key to the case is taped to the side.

Then, the helmet. It's just a regular helmet, featuring the Troubleshooter logo. There are attachment points for accessories such as, say, cameras.

Then, he looks at the tests and the cards. The tests are to be administered whenever he suspects a clone of being disloyal, and consist of a variety of questions. The Demonstrations of Loyalty cards are meant for him to direct clones to, well, demonstrate their loyalty, whenever the need arises.

written by Speeder on Nov 23, 2011 03:24

Since Friend Computer asked Jam, and not me, I do not reply.

I stop tasing Mick, and try to figure what the RED light means.

Then I retrieve the taser wires and whatnot, turn it off and pocket it, then I check how awake is Mick.

written by Lightning4 on Nov 23, 2011 10:22

I quietly sigh and look at all the packing foam. And a means of cleaning it up. Maybe stuff it all back into the crate...

I look at the crate, making sure it's empty, then start loading it up with my hands if need be.

written by Speeder on Nov 23, 2011 10:27

I go help L4.

written by Gligar on Nov 23, 2011 13:10

Concourse G2, Epsilon Subsector

Speed-Y does not respond to The Computer. But then again, he is not the Loyalty Officer, is he? Instead, he begins resetting his taser, retrieving the electrodes and such. While doing so, he notes that Mick-R seems to be awake.

It is then that he notices the little light on the taser. It's near the little label that reads BATTERY EMPTY.

That done, he checks the crate. Apart from the Packy-Foam, it is empty. As such, he begins to clean up the Packy-Foam.

Hygiene Officer? Are you there? L4-O certainly is, and he is helping Speed-Y with the Packy-Foam.

Jam-Y does not respond.

written by Speeder on Nov 23, 2011 13:36

Since Jam does not reply.

"Friend Computer, I am sorry, I made a poor choice of Hygiene Officer, he insists in passing out or acting in a treasonous manner, we are trying to correct that, in fact I just woke him up with this device."

I show the Taser to the camera.

"After he passed out this time. But since he is failing to work, I will personally clean this up, and Equipment Officer will help me, since this mess was made while we checked the equipment and all. I am sure the Team as whole is Loyal, now Mick is... I mean... I would GREATLY enjoy if you zapped him a few times with some of your Loyalty Enforcing Turrets. Since collective efforts of the Team to make him happy, loyal and obedient is seemly not enough on him. He for some reason remembers me... of... of... I cannot remember... You know, my mind searches for a certain clone, not Cryo, but I just cannot remember."

written by Azirphaeli on Nov 23, 2011 13:50

If possible, I check the condition of the dispenser, I hope it's ok..

written by Gligar on Nov 23, 2011 21:32

Concourse G2, Epsilon Subsector

Speed-Y finally decides to respond for his Loyalty Officer.

He claims responsibility for choosing Mick-R as the Hygiene Officer. Thus far, all he has done for the team is act treasonously or pass out. The latter of which, he adds, they

written by Speeder on Nov 21, 2011 16:39

Yay! I have TWO pistols, I can go Florentine Style Gunner =D

Not that this is good idea, but it sounds cool, no?

are attempting to correct. Just now, for instance, he woke up Mick-R with a taser, which he shows to Friend Computer.

However, Mick-R seems to be failing in his duty as a Hygiene Officer. (All he's doing right now, for instance, is lie on the floor, drooling and twitching.) As such, Speed-Y will personally deal with the Packy-Foam. L4-O, the Equipment Officer, will help him, since he was involved with the spread of the stuff.

He notes that the rest of the team is loyal. Speaking for the Loyalty Officer, he suggests that, since their collective efforts to keep him happy and loyal seem to have failed, Mick-R's loyalty should be adjusted. How? With laser turrets, of course! As he is, he reminds Speed-Y of... what was that clone's name? It wasn't Cryo, it was... it was... no, it's gone.

All this time, Azir-R has been checking the dispenser. As far as he can tell, it seems to be fine. The injectors, in particular, appear to be in excellent condition.

"It is regrettable," The Computer replies, **"that some clones seem to be immune to the usual methods of re-education and loyalty adjustment. I, too, am reminded of another clone. However, that clone was removed from the permanent record. There is the possibility of treasonous re-insertion, but the chance of this is exceedingly low.**

"I accept your admission of responsibility, and fine you 250 credits as penance. Finish cleaning up the Packy-Foam, and continue with your mission. And should Mick-R decide to act, please remind him of this. I see that he is fitted with a Portable Drug Dispenser. I suggest that it be used. Your co-operation is appreciated, citizen."

written by Lightning4 on Nov 23, 2011 22:24

I continue with scooping up the Packy-Foam and shoving it in the crate.

"Hmph. Was kind of hoping he wasn't on our team from what Jam-Y said but, I guess he still has memory problems."

I frown a little and get back to work.

written by Jam on Nov 23, 2011 22:28

"Ah!"

I realize too late that Friend Computer asked me a question... I start to talk, then decide otherwise, and just remain silent...

written by Azirphaeli on Nov 23, 2011 22:40

I trigger the dispenser, since it's working. This should help with the issue at least for another 2 minutes before he acts up again.

written by Malkom on Nov 21, 2011 20:42

Isn't there going to be some RED pistols for me and anyone else who wants them?

written by Lightning4 on Nov 21, 2011 21:03

Mind that we haven't even gotten into the weapons box yet. I'm sure there's even more stuff in there!

written by Gligar on Nov 24, 2011 01:05

Concourse G2, Epsilon Subsector

L4-O continues with the Packy-Foam cleanup. He was kind of hoping, based on Jam-Y's observations, that Mick-R wasn't on their team. Sadly, it looks like Jam-Y's memory has not fully recovered.

Jam-Y, who seems to have been spacing out, snaps out of it, and belatedly realises that Friend Computer wanted to speak with him.

He's probably going to get into trouble for not replying. And he'll probably get into more trouble, since he decides not to say anything now, either.

Azir-R decides to give the drug dispenser a whirl. As such, he whips out the controller.

There's a small problem. You see, the controller has... a rather large number of buttons, none of which are labelled. He tentatively tries a button.

Lights on the controller come on, and the thing goes *beep*.

written by Malkom on Nov 24, 2011 03:19

I twitch a little, then look around and say the first thing that comes into my mind...

"Help!"

written by Jam on Nov 24, 2011 05:06

I process what Friend Computer said, and then what Mick-R said...

"Oh, you want to help too, Mick-R? Good job! Look guys, he's injured and barely conscious, and yet the first thing he thinks about is following Friend Computer's orders! That's loyalty!"

I pull Mick-R to his feet, and guide him towards any nearby Packy-Foam.

written by Malkom on Nov 24, 2011 05:22

"No, no no no!" As I'm pulled to my feet everything seems to go gray. I slump.

written by Lightning4 on Nov 24, 2011 08:10

Scoop. Plop. Scoop. Plop. Scoop. Plop.

I check to see how much foam is left.

And make sure I have all the non-empty boxes put away on Nukabot or on my own person if possible.

written by Speeder on Nov 24, 2011 10:16

Scoop... PLOFT. Scoop PLOFT that is the sound that packy foam makes.

"Good that Friend Computer did not decided to fine us in the last mission for littering... Because we DID a incredible mess, specially whatever crazy clone that blew up that huge hole in the old Troubleshooter Headquarters."

written by 4616599 on Nov 24, 2011 10:29

I laugh nervously and help to scoop up the foam.

I look at my forms. "I wonder if these can fine people for littering..."

written by Gligar on Nov 24, 2011 14:51

Concourse G2, Epsilon Subsector

Mick-R perks up a little, and looks around. He even speaks a little.

What he says is interpreted as an offer to help the team deal with the Packy-Foam,. Jam-Y praises him for this decision, and drags him to his feet, pointing him at a nice pile over there.

However, it seems that perhaps Mick-R didn't mean that he wanted to help... He slumps over a little. But he doesn't collapse. The effect is remarkably similar to... what was it now? Something you've seen recently?

Mick-R still does not open his box.

L4-O continues cleaning up the Packy-Foam. Looking around, he notices that there is still a considerable amount left to clean up.

He takes a break from the foam to make sure that in-use boxes are stowed properly. This includes Mick-R's equipment box, which sits unopened amidst a pile of foam. Or rather, did sit... it's now secured nicley on Nukabot.

Speed-Y also continues his work. He notes that it is a good thing they they were not fined for damages during the previous mission... that explosion in the old THQ left a rather big hole...

Joris-R laughs nervously, and starts helping with the foam. He also takes a moment to check his authorisation forms... could he use them to fine someone for littering? Hmmm... the fines form says something about fining clones whom he suspects of hoarding credits and/or not spending enough...

Corridor, Building 3, Industrial Subsector B

Cryo's confession booth opens, allowing a pile of ash on the seat to disperse into the air.

As is traditional, though, a pair of smoking boots remains, the last evidence of Cryo-BRN-4's existence.

written by Azirphaeli on Nov 24, 2011 15:02

I try to remember if the box had instructions. If not, I point the controller at Mick and hit the button that jumps out at me the most as "This will do something good."

written by Jam on Nov 24, 2011 15:43

"Hey! Mick-R, wake up!"

I shake him vigorously...

written by 4616599 on Nov 24, 2011 16:46

My eyes go wide.

"I think something from the fuzzy part of my memory was somewhat similar...I don't know, I feel paranoid."

For some reason I look at Jam-Y suspiciously.

written by Mingamango181 on Nov 24, 2011 19:40

I try to sleep, but seem to be not in the mindset to end up in the state of sleeping. I don't end up trying to scramble about to find the right position. I just lay there, eyes closed, and breathing.

Surely you can sleep? Can't you? Unless something else is about to happen...

written by Malkom on Nov 24, 2011 20:05

I feel a sudden stab of pain up from my legs through my midsection to my head; the world spins and goes nearly black. Argh! Too much pressure! Arrrrrrrrr.....

...

"Where am I?" I look blearily around: everything looks GREEN. "Wha... what happened? Have I got shot in the head or something? Did someone put treasonous lenses over my eyes?" I feel my eyes. And then, suddenly, I freak out. "Oh no! I'm in a GREEN zone! Treason! Treason! Treason! Treason!" I grope around for a weapon.

written by Lightning4 on Nov 24, 2011 20:21

I idly start wondering if Packy Foam is flammable...

I shake my head and continue scooping it up with my hands.

written by Gligar on Nov 25, 2011 01:19

Concourse G2, Epsilon Subsector

While some clones continue cleaning up the Packy-Foam, Azir-R tries to study the control unit. He glances over at the box, trying to remember is there any sort of instructions. There are not, he remembers. The instructions are most likely beyond his security clearance.

All that is left is to simply try a random button... say, that one.

Another *beep*. Some lights on the dispenser change their configuration.

Meanwhile, Jam-Y has been trying to rouse Mick-R a little more fully, by shaking him.

Mick-R suddenly writhes in his arms...

...and suddenly tracks.

He seems to be unaware of where he is, thinking this to be a GREEN area. In fact, everything seems to be GREEN...

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Yelling about treason, he fumbles about for a weapon, and STILL does not touch his equipment box.

Joris-R's eyes go wide,. He suddenly seems paranoid... He looks at Jam-Y, and suggests that something is... suspicious.

L4-O wonders... is Packy-Foam flammable? Well, there's a way to find out...

But no. He gets back to shifting the stuff by hand.

It's getting cleaned up quite nicely.

Dormitory 6, Building 2, Industrial Subsector B

Mango just can't get to sleep. He seems to be thinking about recent events... and maybe future events.

Unseen by him, the tech seems to be fiddling with the nameless box he brought with him, connecting it to some of the "emergency lights"...

JHT Sector Central Cloning Station, Underneath Central Subsector

Among the cloning tanks, there is activity.

One particular tank is already active, and contains a fully-grown clone. The clone is Cryo-BRN-5.

The tank is already on the move towards the INFRARED decanting zone. In the meantime, Cryo has already woken up, and seems to be inspecting the glass tank cover.

Of course, through the tank goo, he can't really see it in as fine a detail as he would normally. But perhaps he wasn't supposed to wake up yet?

written by Lightning4 on Nov 25, 2011 09:15

I continue cleaning up the Packy-Foam so long as there is Packy-Foam left to clean up.

"So... what are we going to do with this crate full of Packy-Foam, and all these empty boxes? There must be somewhere to dispose of it nearby..."

"Or we can just take it with us."

I shrug.

"Maybe we can use it against commies. Somehow."

written by Speeder on Nov 25, 2011 10:11

I look at L4.

"Throwing at them is out of question... Unless..."

I get a bit of packy foam, take to a CLEAN area of the floor, switch my barrel for a RED one and shoot on the packy foam that I left on the floor.

written by Speeder on Nov 22, 2011 18:32

I noticed on the stats page that some players have lockers on their inventory...

What happened to my locker? ☺

And... whoa, summing all this equipment and the one I handed Azir, we have sufficient to arm a small army.

written by Mingamango181 on Nov 22, 2011 19:38

Speeder said:

What happened to my locker? ☺

Well, at least you didn't end up with an empty inventory like I did. : P

written by Lightning4 on Nov 22, 2011 20:56

Speeder said:

I noticed on the stats page that some players have lockers on their inventory...

What happened to my locker? ☺

written by Jam on Nov 25, 2011 15:53

I look back at Joris-R...

"Well I went into your mind briefly before your last clone died, and um... stuff happened, and I ended up being thrown against a wall..."

I look closer at Joris-R...

"I'd really like to know what your thinking right now... Thinking treasonous thoughts, perhaps? How about you share them with us?"

written by Gligar on Nov 25, 2011 16:43

Concourse G2, Epsilon Subsector

L4-O continues the cleanup operation. He wonders what they are going to do the the Packy-Foam and the boxes. Perhaps they could dispose of it nearby? Or take it with them,, and somehow use it against commies? Throw it at them, maybe?

Speed-Y thinks otherwise. Maybe... hmmm...

He grabs some of the foam and puts it into a pile, as far away from the rest of the Packy-Foam as he can. Then, he swaps out his laser pistol barrel for a RED one. Finally, he shoots his pile of Packy-Foam.

There is a brief flash of flame before the Packy-Foam begins to blacken and give off... a rather surprising amount of fumes for such a small amount of foam.

Jam-Y looks ar Joris-R, and tells him what happened the last time he tried to read Joris-R's mind; namely, he ended up being thrown against a wall.

He kind of wonders what Joris-R is thinking right now. Is it treasonous? Perhaps Joris-R would like to share his thoughts with everyone?

The Packy-Foam continues to give off fumes for a while, before burning itself out.

JHT Sector Central Cloning Station, Beneath Central Subsector

Cryo's cloning tank reaches the decanting zone, and begins to drain.

written by Speeder on Nov 25, 2011 17:02

"Nice... someone want to breath those fumes to figure what they do?"

I return to the team, backing away from the fumes.

written by Jam on Nov 25, 2011 17:31

I look over at the burnt Packy-Foam...

And... whoa, summing all this equipment and the one I handed Azir, we have sufficient to arm a small army.

Or to *kill* a small army.

I said nothing. Not giving Gligar any ideas of course. Though I have the feeling we're headed there anyway. ☺

written by Speeder on Nov 23, 2011 03:26

What is the point of arming if not to kill?

"I've got a volunteer right here!" I say to Speed-Y

I drag Mick-R over to the fumes (while trying not to breathe any myself). After I set him down nearby, I quickly leave the area...

written by Azirphaeli on Nov 25, 2011 20:06

"I am always a fan of improvised weapons. I bet we can use that stuff to seriously smoke out some commies."

written by Lightning4 on Nov 25, 2011 20:47

I help finish packing away the packy foam but pause to watch Mick-R's reaction to the fumes, if he makes it there.

written by Gligar on Nov 25, 2011 22:22

Concourse G2, Epsilon Subsector

Speed-Y seems to like the idea of something giving off fumes... so much so that he asks for a volunteer to be exposed to them to see if they do anything... Not him, though. He hacks away, along with half of the team.

As Jam-Y points out, they already have a nice volunteer right there! Mick-R can do it. He pushes the injured clone towards the fumes before backing off himself.

There is a visible effect immediately: Mick-R begins coughing pretty bad.

Azir-R likes the idea of improvised weapons. Perhaps they could use this stuff to smoke out commies.

L4-O stops shovelling Packy-Foam to watch as Mick-R starts having difficulties breathing...

JHT Sector Main Cloning Station, Below Central Subsector

Cryo's cloning tank comes to rest about 1m above the deck of the decanting zone and opens up, depositing him on the floor.

written by Lightning4 on Nov 25, 2011 23:12

I rub my chin and watch Mick-R's reaction.

"Hmm. Looks like it could be a nice substitute for those VIOLET gas shells I was using before. Only problem is getting it to the enemy without putting ourselves in danger... hm."

I think.

"I wonder if we can make makeshift cone rifle shells out of them..."

written by Malkom on Nov 26, 2011 00:16

I writhe! I try to run away! "TREASO-hukkh hukkh hukkh-NNN TREASON hukkh."

There are some other stats page that Gligar is not updating in a while (since it lists Speed-Y-1 as current Speed-Y), but it shows we killed like 140 people already. The most prolific murderer... ahem, marksman, is L4.

I think I am in second place or something like that, but the difference is huge (L4 is like a walking weapon of mass destruction... oh wait, he HAD nukes in his backpack...)

written by Lightning4 on Nov 23, 2011 07:24

I... did not notice that page.

Stats page said:

Communists 126-127 0 1) Exploded by L4-O in an explosion involving slugthrower ammunition, laser barrels, and grenades

There's no kill quite like overkill.

Everything looks even more GREEN than before.

If I can, I grab a gun and wave it around frantically at everything. "Treason! Treason!"

written by Gligar on Nov 26, 2011 01:18

Concourse G2, Epsilon Subsector

L4-O watches as Mick-R continues to cough, and now writhe a little. He thinks that this Packy-Foam might make a good alternative to those VIOLET gas shells he has been using... they'd certainly be cheaper, if more suspicious.

The only problem would be getting it close enough to the enemy without causing harm to the user...

He wonders if they could make cone rifle shells. He then remembers that it would be treason. There is always the "get a lower clearance clone to place the Packy-Foam" fallback...

Speaking of treason... Mick-R is yelling the word again. While trying to get away from the Packy-Foam. While trying to grab Lucas-R's laser pistol. "Hey! Get your own!" the RED yelps. "There's a nice box over there with stuff in it!"

Of course, Mick-R thinks that the box is GREEN...

He also thinks that the laser pistol he just stole from Lucas-R is GREEN, even as he waves it around...

JHT Sector Main Cloning Station, Below Central Subsector

Cryo hasn't moved from where he was deposited by the cloning tank. Perhaps he is inspecting the floor or something. It's made of that NearlySoft polymer that they use in medical bays.

He is interrupted by a voice. "Welcome back to the land of the living, CRYO-BRN-5! You are now on your FIFTH clone. To begin your journey towards re-integration into Alpha Complex society, please descend the stairs, seen to your left, and enter the chemical showers. You will receive further instructions when you get there."

written by Azirphaeli on Nov 26, 2011 02:07

I press another button on the controller for Mick.

"You know, if we just shoved these guys into Speedy's B3 Launcher... or even better, filled an empty can of b3 with them (which benefits the team cause that means someone gets to drink the b3 first, yum!) then launch that and then fire on the can..."

written by Lightning4 on Nov 26, 2011 12:14

Seeing Mick-R gone frantic, I take cover and pull out a laser pistol.

"Calm down, now! Don't make us hurt you. More."

I'm betting the bulk of my kills were from my Armed Forces mission down on O Sublevel.

And probably the fight we had there beforehand as a team.

written by Gligar on Nov 23, 2011 11:14

I'm not exactly done with that page yet. There's still quite a bit to go 😊

"Nothing in this room is treasonous. Other than the fact you are aiming a weapon at superior officers. Which is, in fact, treason."

I do a quick mental check.

"Okay, maybe there is treason in here. But it's you. Either way, nothing else."

written by Gligar on Nov 26, 2011 14:31

Concourse G2, Epsilon Subsector

Azir-R tries another button.

Immediately, Mick-R feels an intense pain in his laser arm.

Azir-R continues by suggesting that Packy-Foam could possibly be shoved into Speed-Y's B3 launcher (you remember, the thing he's building back at the bunker), or better yet, it could be packed into used B3 cans, which in turn could be fired from the launcher (and also means that someone gets to drink the B3 first!) and then someone could fire on the can.

While taking cover and aiming a laser pistol, L4-O speaks to Mick-R, asking him to calm down and not to make them hurt him any more than he is. No-one here is committing treason, except him. Well, L4-O's *reasonably* sure of that.

written by Jam on Nov 26, 2011 15:13

I notice Mick-R waving a laser pistol around, and decide to take cover myself...

"Put the laser pistol down, Mick-R!"

written by Speeder on Nov 26, 2011 20:04

I look at Azir.

"Except I did not finished it yet, I think that yes, we can put it in B3 can, set it on fire and throw it like a grenade... Or we can use some tape, tape lots of it to grenades..."

Seemly I am loving the ideas of throwing fuming packy-foam around.

written by Gligar on Nov 26, 2011 21:37

Concourse G2, Epsilon Subsector

Jam-Y joins L4-O in taking cover. He also tells Mick-R to put the pistol down.

Speed-Y reminds Azir-R that it's not yet finished. He agrees that the Packy-Foam could be stuffed into a B3 can. They could light it, and throw it like a grenade, or do other things, like tape it to a grenade... There are lots of pleasing possibilities when it comes to weaponising Packy-Foam.

written by Speeder on Nov 23, 2011 11:50

Heh, I went to see if the word overkill was used outside of popular culture... And it was.

In fact, a example of overkill on wikipedia is... Nuclear Landmine

It is a thing that I never imagined someone would attempt, but there are several projects...

Sometimes I wonder, if Paranoia is very based on reality 😊 Nuclear Landmines look like came straight from Paranoia XD

I hope this does not give ideas to Gligar...

Speaking of Packy-Foam, it looks like it's all been cleared up.⁶⁶⁸

written by Lightning4 on Nov 27, 2011 00:08

I listen in on the Packy-Foam conversation.

"I like those ideas. You should be in R&D!"

I stay in my cover.

written by Speeder on Nov 27, 2011 00:15

"Ok, lets depart, just leave ol'Crazy Mick there."

I see if we are not forgetting nothing behind and hop on Nukabot.

written by Gligar on Nov 27, 2011 01:26

Concourse G2, Epsilon Subsector

L4-O listens in to the Packy-Foam conversation. He likes these ideas. Perhaps Speed-Y should be in R&D!

Speed-Y advises that they should get going, and just leave Mick-R behind.

He has a look around to see if they are leaving anything behind. Well, there is the crate of Packy-Foam, and the empty boxes...⁶⁶⁹

written by Speeder on Nov 27, 2011 01:53

I attempt to place the packy crate on the forks.

written by Jam on Nov 27, 2011 05:09

I attempt to place Mick-R on the forks.

(While trying not to breathe in the fumes, of course...)

written by Lightning4 on Nov 27, 2011 09:07

I shrug and quickly grab all the empty boxes and toss them into the crate, then assist with moving it onto the forks.

I then assume my place on Nukabot.

written by Gligar on Nov 27, 2011 13:42

Concourse G2, Epsilon Subsector

While Speed-Y and L4-O both attempt to secure the crate and empty boxes, Jam-Y concerns himself with Mick-R, attempting to put him on Nukabot's forks, and ends up getting in the way of Speed-Y and L4-O. End result, nothing much gets done.

⁶⁶⁸ GLIGAR: (OOC: *gets ready to say it*)

⁶⁶⁹ GLIGAR: (OOC: *is still ready to say it*)

JHT Sector Main Cloning Station, Below Central Subsector

Cryo *still* hasn't moved.

The owner of the voice makes itself known: a jackobot. It repeats its last instruction while poking Cryo: "To begin your journey towards re-integration into Alpha Complex society, please descend the stairs, seen to your left, and enter the chemical showers. You will receive further instructions when you get there."

written by Speeder on Nov 27, 2011 14:56

"What is this thing here?"

I push Mick away with my hands, in a quite strong manner, and attempt again to put the crate on the forks.

written by 4616599 on Nov 27, 2011 17:30

I just watch nervously. I wonder if Mick-R is conscious.

Once they finish with Mick, I climb onto Nukabot. Perhaps at the rear.

"Apologies for not helping much. I'm just finding something about Mick-R weird...*uncanny*."

written by Malkom on Nov 27, 2011 19:15

My arm has been spasming. Finally I drop the pistol...

"Urgh..." I rub my eyes. Color returns. "Sorry... I.... I guess someone drugged my eyes or something... wait, we really were in a GREEN area, weren't we? That's treason isn't it?"

written by Jam on Nov 27, 2011 19:29

I let go of Mick-R.

"You've sure been acting stubborn lately... It's not like you get points for perversity or anything! You'd better shape up. This isn't a game, Mick-R! Real lives are at stake, including yours... You don't get to restart after you've lost your last clone... Once you run out, that's it!

And another thing... When a superior gives you an order, you follow it! No questions, no hesitation! Get this straight, the classic way we deal with traitors is to zap them with our laser pistols. You're lucky we're letting you off easy..."

I turn to Joris-R...

"And what's with all the paranoia coming from you? First me, then Mick-R? Now, I can understand why you wouldn't like Mick-R, but me too? I hope this is only a faze you're going through, and not permanent... Permanent paranoia, how absurd..."

After that, I turn to Speed-Y.

"I've completely forgotten where we're going... Power Services, was it? Where's that, the west end of some subsector or another?"

I notice that I'm feeling pretty upset, so I focus on raising my happiness to mandatory levels...⁶⁷⁰

⁶⁷⁰ JAM: (ooc: Yay! Count the references!)

written by Mingamango181 on Nov 27, 2011 19:55

I attempt to count, but realise at that stage that counting for no reason apparent might have the consequence of restlessness, and as such being in that state...

...Is not a good sign.

Whether or not I am foreshadowing, I attempt another try at sleeping.

written by Azirphaeli on Nov 27, 2011 20:50

Well, now that people are settling down...

..or not, as I hear Jam's sudden outburst/

"Your happiness levels are dropping at a rapid pace, sir, I suspect that too much contact with Mick is to blame.

Need some help?"

written by Lightning4 on Nov 27, 2011 21:20

I again assist with the crate.

I look at Mick-R who seems to be coming around now.

"Don't forget your box of stuff if you didn't get it already. I don't want Friend Computer to think I made no effort to give you your box. That would be a failing as an Equipment Officer!"

written by Gligar on Nov 27, 2011 22:01

Concourse G2, Epsilon Subsector

Speed-Y pushes Mick-R out of the way and tries again with the Packy-Foam crate. This time, he is able to secure it.

Joris-R just keeps watching. He wonders if Mick-R is even conscious before finding a place at the rear of Nukabot.

He apologises for not helping, but he finds something... *uncanny* about how Mick-R is acting.

It seems that Mick-R is indeed conscious. He drops the pistol, which Lucas-R promptly retrieves. He guesses that someone drugged his eyes, before wondering if they actually did enter a GREEN area. Which would be treason...

Jam-Y has something to say about that. He tells Mick-R to get his act together, and reminds him that he doesn't have infinite clones. Furthermore, he reminds Mick-R that he is supposed to follow orders, and shoot traitors. He should be lucky they aren't shooting him.

And Joris-R... he seems to be acting altogether too paranoid for his liking. He hopes that this isn't going to be a new trend from him or something.

Finally... he isn't sure where they're going. Power Services? Probably somewhere to the west of some subsector?⁶⁷¹

Azir-R notices that Jam-Y's happiness levels are kind of worrying, and suggests that proximity to Mick-R is to blame. He offers help with the issue.

⁶⁷¹ GLIGAR: (OOC: I count at least [DFSR] references there. +1pp for the effort 😊)

Now that he is finished with the crate, L4-O looks over at Mick-R, and reminds him to not forget his box of equipment. He wouldn't want anyone to think that L4-O had neglected his duties as an Equipment Officer, now would he? Surely that would be insubordination?

Dormitory 6, Building 2, Industrial Subsector B

It appears that the tech has finished with his maintenance of the "emergency lights". He looks into the gloom one last time and heads off.

Mango just can't get to sleep. Perhaps he's anticipating something? Perhaps it is an early warning sign that he possesses some sort of mutation? Or maybe there is a simpler solution: that he hasn't taken a Sleepy-Sleepy or something? (Then again, those are usually only issued at sleepcycle.)

He tries again.

JHT Sector Main Cloning Station, Below Central Subsector

Cryo persists in not moving.

The bot speaks again. "You are reminded that loitering in the decanting zone is insubordination punishable by a fine of not less than fifteen credits. To avoid this fine, please head to the chemical showers, and wait for further instructions."

written by Malkom on Nov 28, 2011 01:23

I look gloomy, and rightly so. I grab my box and also try to get up to three spare RED lasers and three spare RED laser pistol barrels for each.

written by Lightning4 on Nov 28, 2011 06:45

I take my place on Nukabot.

"Well with the equipment finally sorted, we can now proceed."

I wait until everyone is in their place, then give Nukabot the order to move on.

written by 4616599 on Nov 28, 2011 08:41

"Well, sir, it's just that, you know, some of these disturbances could be due to stuff like..."

I stress my voice a bit.

"...treasonous mutant activity."

written by Speeder on Nov 28, 2011 14:00

I return to my place in nukabot.

And wonder if someone wanted to say something.

written by Malkom on Nov 24, 2011 20:09

Speeder said:

I hope this does not give ideas to Gligar...

Oh noes...

written by Gligar on Nov 28, 2011 15:51

Concourse G2, En Subsector

Mick-R looks unhappy. He seems to think that it's his right to do so. However, the camera that is now tracking him does not seem to think so.

Treason point to Malkom!

He gets his box, and sees about weapons. He quickly finds out that the WEAPONS box does not contain lasers, only barrels.

He turns to his equipment box... and opens it. Therein, amongst his mission equipment (a Hygiene Officer MBD Badge; a Troubleshooter helmet; RED reflex; an Authorisation to Issue Personal Hygiene Tests Form; an Authorisation to Organise an Emergency Cleaning Crew form; a Skin Core Sampler; ten Emergency Sanitation Kits; two 300ml bottles of MintFresh cleaning fluid; and several scrubbing brushes) he finds a laser pistol, complete with RED barrel.

L4-O seems to be keeping an eye on him, and apparently won't allow him to just take any of the barrels from the WEAPONS box. Meanwhile, he orders Nukabot to get moving.

As it does so, Joris-R states his opinion that some of the recent disturbances may be due to treasonous mutant activity.

Speed-Y, once he is back in his usual spot, looks around, wondering if someone was about to speak...

No... only an odd sense of satisfaction.

JHT Sector Main Cloning Station, Below Central Subsector

"Very well," says the bot. "Your fine has been administered. Elevating to insubordination protocols."

The bot's tone changes, and its manipulator becomes electrified. "On your feet, vatslime! Vacate the decanting area immediately! If you do not comply, I am authorised to use force!"

written by Malkom on Nov 28, 2011 19:40

I blithely ignore the camera as I pluck out the laser pistol and wave it in time to a spy tune, whistled between my teeth.

I stop suddenly. Last time I did this... what happened last time I did this? Something bad. Wait. Or was it something good? I know it was fine... or something to do with being fine...

I give up and start whistling the spy tune again. Then stop.

[796]

"Something seems to be wrong with my memories... I feel a bit fuzzy..."

...

"Oh well." I start whistling again. I start to smile.

Everything's fine. Oh, yes.

written by Mingamango181 on Nov 28, 2011 19:42

Attempt at sleep failing, I see just what else I can do instead of merely resting.

Let's see... ME card here... That's one, public terminals might make it two, and waiting upon the really late troubleshooters, that makes that three...

I check whether I've counted enough to sleep well, and do that if that seems to be the case. Else, I just get up.

written by Lightning4 on Nov 28, 2011 19:59

"I wonder how effective that B3 idea will be. And it doesn't actually have to be B3 cans..."

I think for a moment.

"I think the simplest weapon we could make is just a little container of the foam that can be lit on fire and tossed into a crowd. Should provide some nice smoke coverage, though I guess the thrower does risk a little inhalation... shame about our gas masks..."

written by Azirphaeli on Nov 28, 2011 20:40

As I ride along Nukabot I hear L4 and comment.

"Well, there is always the option of throwing, then blasting.

Imagine tossing one in the air towards a group of obvious (and proven) commies and then blasting the can with your lazer pistol as it's still in the air, smoking out the bad guys.

It'd be just like a vidshow!"

written by Gligar on Nov 28, 2011 21:18

Corridors, G Level, Epsilon Subsector

Mick-R tries to ignore the cameras and start whistling, airily waving his laser pistol around. He doesn't bother with the helmet or the reflec. Or the MBD badge. Imagine if he were shot by an IntSec officer because they didn't know he was a Hygiene Officer and a Troubleshooter...

He stops. Something bad happened last time he did that, didn't it? Only... he can't remember what it was...

He seems to be having problems with his memory... everything's a little fuzzy. Oh well. He continues whistling.

L4-O continues brainstorming. What if they could simply package the Packy-Foam into containers which could be lit on fire? Okay, someone would have to breathe in some of the fumes... but let's face it, that's far preferable to what happens with some weapons... I mean, there's no chance of this stuff being mutagenic or anything, right? Right?

Azir-R chimes in. They might not even need to light it first. They could use their laser pistols to do the job, right? Think of how cool that would be!

"Speaking of vidshows," John-R adds, "I'm going to need all of you to clip one of these cameras to your helmets. That way, I can get as much video as I can. You wouldn't want any of this to be lost, would you?"

Dormitory 6, Building 2, Industrial Subsector B

Mango thinks. If he can't sleep, what else is there? He has his ME Card... there is the Computer terminal... there is waiting for the Troubleshooters...

...he falls asleep thinking about that last one.

written by Azirphaeli on Nov 28, 2011 21:34

I equip the camera. I then focus on Mick's erratic behavior for a bit, should be good on film for later.

Then I chime in, "Oh yeah, you guys need to throw these dispensers on."

written by Speeder on Nov 28, 2011 22:18

I nod to John, and take a camera and clip it to my helmet.

Then I look at Mick.

"Stop acting stupid or the loyalty officer will think you are trying to do something treasonous and will terminate you.

Or I will think you are a clone that is so stupid that is broken, and I will terminate that faulty clone."

written by Lightning4 on Nov 28, 2011 23:51

"No, I suppose that would be bad indeed."

I take a camera and clip it to my helmet as well.

written by Gligar on Nov 29, 2011 01:42

Corridors, G Level, Epsilon Subsector

Azir-R grabs a camera and fastens it to his helmet. He then stares at Mick-R. "That's good, Azir-R," John-R tells him. "Keep it up." He adjusts something on the Multicorder. "I should add that these cameras have lights fitted. I may require you to use them."

Azir-R then decides to see if anyone will take one of the remaining drug dispensers. Everyone seems to ignore him.

Speed-Y also takes a camera, and fixes it to his hat the best he can, before also looking at Mick-R. He tells him to get his act together. If he doesn't either Jam-Y will terminate him (for being a traitor) or he personally will do it (for being a defective clone).

L4-O agrees that losing footage would be bad, and takes a camera, also fitting it.

Lucas-R decides to be the fourth, just slightly ahead of John-R himself.

Would anyone else like a camera? Not taking a camera could be disastrous. And probably treason. Are you suggesting that The Computer provided you with surplus equipment? Why?

written by Jam on Nov 29, 2011 02:51

All the while, I'm watching the others...

"Hmm..."

Joris-R talking about treasonous mutant activity... Mick-R suddenly having memory problems... It's unlikely, but...

"Emergency loyalty check! Don't move Mick-R!"

I suddenly dash to Mick-R, and grab his head with both hands. I stare at him in an odd way...

written by Lightning4 on Nov 29, 2011 09:40

A look of concern crosses my face as I watch Jam-Y.

But, not enough concern that I don't figure out how to turn my camera's light on and off, when I need it!

written by 4616599 on Nov 29, 2011 10:18

I watch Jam-Y very carefully.

written by Gligar on Nov 29, 2011 13:56

Corridors, G Level, Epsilon Subsector

As Nukabot comes up to yet another checkpoint, Jam-Y starts suspecting something. Could it be? Joris-R suspecting mutant activity... /Mick-R having memory problems... surely...

He decides to administer an "emergency loyalty test", which largely consists of grabbing Mick-R's head and glaring at him.

L4-O notices this, and looks over, concerned. Idly, he fiddles with the camera. Ah! There's the light switch.

Joris-R also watches Jam-Y.

It takes a moment, but Jam-Y's expression gradually changes as his happiness level falls below the mandatory minimum... surely he couldn't have...

Nukabot passes through the checkpoint without incident.

written by Malkom on Nov 29, 2011 18:09

"Hey!"

I start singing loyalty and B3 jingles at the top of my voice! As fast as I can! With added salami and pepper!

written by Lightning4 on Nov 29, 2011 18:13

I play with the light a little before finally leaving it off. I go back to watching the path ahead for anything of interest.

written by 4616599 on Nov 29, 2011 18:39

I cringe, ducking down. I grab my laser pistol just in case and nervously hum loyalty jingles

written by Mingamango181 on Nov 29, 2011 19:14

ZzZzZz...

I sleep on from that point of time, just sleeping...

written by Speeder on Nov 29, 2011 19:31⁶⁷²

I look amused at Mick and Jam

⁶⁷² SPEEDER: (OOC: yay, the ISP fixed their antenna... my connection is radio based...)

written by Gligar on Nov 29, 2011 21:41

Corridors, G Level, Zeta Subsector

Mick-R, it seems, does not like what Jam-Y is doing, and starts belting out B3 jingles as fast, and as loud, as he can.

Jam-Y looks like he wants to punch him, or probably shoot him with a laser pistol.

John-R is glaring at him. "Hey, Mick-R! Take a camera, already! And sort out your equipment"

L4-O looks on, concerned. He plays with his camera's light for a minutecycle or so, before switching it off.

Joris-R looks frightened. He grabs his laser pistol and starts humming.

Speed-Y doesn't look concerned, just amused, as he watches Jam-Y and Mick-R.

Nukabot keeps moving.

Dormitory 6, Building 2, Industrial Subsector B

Mango keeps sleeping. Unseen by him, the box installed by the tech beeps, very quietly, and blinks a little RED light.

written by Azirphaeli on Nov 29, 2011 21:54

Er...

written by Jam on Nov 29, 2011 23:27

"horrible... horrible..."

I start shaking, then start screaming at Mick-R.

"AHHHG! YOU VATSLIME! YOU'RE GONNA PAY! I'M GONNA TERMINATE YOU! TREASONOUS SCUM LIKE YOU DESERVE TO DIE!!"

I swing my fist at Mick-R's face.

"YOU DON'T DESERVE ANOTHER CLONE, YOU TREASONOUS VATSLIME! YOU SHOULD BE ERASED!"

I knee him in the gut, as hard as I can.

"DIE!"

I try to pin him against a wall.

"DIE!!"

Then I repeatedly punch him...

"DIE! DIE! DIE!!"

...until he's just barely alive.

written by Lightning4 on Nov 29, 2011 23:44

I watch in horror and amusement. Horrusement?

written by Gligar on Nov 30, 2011 01:45

Corridors, G Level, Zeta Subsector

Azir-R looks at Jam-Y's expression in apparent confusion.

Jam-Y's unhappiness continues to grow...

...and turns into rage!

written by Lightning4 on Nov 30, 2011 15:31

I look on in horror for a few more seconds before realizing Jam-Y is done and conversing with the group. I suddenly adopt a big smile.

“Um okay then. I’m sure you won’t find any other unhappiness here! None whatsoever!”

I hear John-R.

“PEF? Whazzat?”

written by Azirphaeli on Nov 30, 2011 16:47

“Good question...”

written by Mingamango181 on Nov 30, 2011 19:38

My limbs automatically try to make my body as comfortable as possible during this sleeping phase of mine. For a moment, I stir, but don’t attempt to wake up.

written by Gligar on Nov 30, 2011 21:51

Corridors, G Level, Zeta Subsector

L4-O keeps staring for a moment before his mind registers that Jam-Y is done. Then he begins grinning. He asserts that there should be no more unhappiness in the group. Right?

Then he realises that John-R spoke. He seems to be unfamiliar with PEF.

Azir-R doesn’t know, either.

John-R explains. “PEF... it’s a phenomenon where strong emotions contained within a mind can leak into the minds of psionic mutants who happen to scan it. I’m not sure if PEF itself stands for anything, though. It might be beyond my clearance.

In this case, Mick-R persisted in having treasonous levels of unhappiness. Jam-Y scanned him, causing some of it to leak out and negatively affect Jam-Y.”

JHT Sector Main Cloning Station, Below Central Subsector

The cloning tank continues its work even as it is moved towards a decanting zone.

Dormitory 6, Building 2, Industrial Subsector B

Mango twitches in his sleep. It probably does not occur to him that his unscheduled sleepcycle will probably cause problems later.

The box continues to blink its light.

written by Azirphaeli on Nov 30, 2011 21:58

“Well, I guess it’s not his fault then. Let this be a lesson to clones watching...” and I make sure I am facing a camera and put on a very serious face... “that happiness is mandatory for a reason.”

written by Speeder on Nov 30, 2011 23:42

I look amused at John explanation.

“Interesting... I wonder if that can happen the other way... Jam, scan me... I am ABSURDLY HAPPY after what you did to Mick.”

I smile broadly.

“In fact, can you people retrieve his equipment and then dump his body for the scrubot following us?”

written by Cryoburner on Dec 01, 2011 00:14

I enter an unoccupied shower cubicle, and read aloud the instructions displayed on the laminated card presumably located there. I proceed to test how well the card is attached to the wall, then follow said instructions.

written by Gligar on Dec 01, 2011 01:42

Corridors, G Level, Zeta Subsector

Azir-R decides that this means that it wasn’t exactly his fault. He turns to a camera – specifically, the one on Lucas-R’s helmet – and says, in a serious voice, that this must be why Happiness Is Mandatory.

An amused Speed-Y wonders if it works “the other way”, with positive emotions. He decides to test it. And since he’s especially **HAPPY** after Mick-R’s demise (or so he says), he asks Jam-Y to scan him.

He also asks everyone else to retrieve Mick-R’s equipment, so that they can let the scrubot – yes, the one which is now almost close enough to begin cleaning Nukabot – take care of it.

JHT Sector Main Cloning Station, Below Central Subsector

The cloning tank now visibly contains a clone, namely, Mick-R.

The tank slows, and comes to a halt at the decanting zone.

JHT Sector Main Cloning Station, INFRARED Chemical Shower, Below Central Subsector

For once, Cryo follows instructions!

He enters a cubicle, and begins reading the laminated card he finds there:

Card said:

INSTRUCTIONS

1) Remove oxygen mask from hook, and wear it as shown.

[A pictogram shows a clone wearing the mask on his face, with the mask’s straps going behind his head.]

2) Press **START** button. The door will close and lock.

3) The cubicle will fill with [DELETED FOR SECURITY REASONS]. Don’t worry, this is completely safe. **IMPORTANT:** Make sure to close your eyes during this step.

4) The cubicle will then drain, and fill with water.

[800]

5) *The cubicle will then drain, and the [REDACTED] will commence.*

6) *The [REDACTED] will deactivate, and the door will open.*

It's that easy!

He then picks and pokes at the card to see if it will come off. Nope... it doesn't look like it's coming off. This, he notices, is due to the Super[CENSORED] adhesive in use.

Finally, he follows the instructions, completing Steps 1 and 2.

written by Jam on Dec 01, 2011 01:47

"PEF? Hmm... Maybe... I just know I felt really really angry after I scanned Mick-R... He's the most unhappy clone I've ever scanned!"

I take the drug dispenser from Mick-R, then search him for anything else.

Okay, now that that's done... Speed-Y, you said you wanted me to scan you?

I stare at him...

written by Cryoburner on Dec 01, 2011 02:16

After making sure the mask is properly in place, I take a brief moment to inspect the lighting visible from here. I really should have done that from the start, since if there wasn't adequate lighting, I might have ran into something or become lost on my way to the showers.

I close my eyes once the cubicle begins filling with Tasty Gel Substance Treat, or whatever it is the cubicles fill with. As the cubical drains and before the rinse cycle begins, I take a moment to determine which flavor of Tasty Gel it is, before returning my mask to its non-tasting position.

written by Lightning4 on Dec 01, 2011 07:38

I go back to watching the path ahead of Nukabot for anything out of the ordinary. Like communists. Or zombies.

Or zombie communists.

written by Mingamango181 on Dec 01, 2011 10:31

I yawn, but keep right on sleeping.

ZzzZzzzsZzzzSzs...

written by Gligar on Dec 01, 2011 14:17

Corridors, G Level, Zeta Subsector

Jam-Y doesn't know whether it's PEF. He only knows that he became really angry after he scanned Mick-R. Who, he says, was the unhappiest clone he ever scanned.

Not that he's scanned all that many clones.

He searches Mick-R's corpse, and finds, apart from the drug dispenser, an ME card, a medkit, a laser pistol, and his equipment box, containing the rest of his assigned equipment. Which he neglected to equip.

How odd that he would have a medkit but not use it...

Jam-Y realises that Speed-Y asked him to scan him, and does so. He quickly finds that Speed-Y is, indeed, happy.

Nukabot begins moving again. As it does, L4-O starts watching for anything out of the ordinary.

Also, the scrubot makes itself heard. "Hey, forkbot! Did you not say that you required a clean?"

Nukabot tries to ignore it.

Speed-Y starts taking Mick-R's equipment from Jam-Y to hand it to L4-O. They do not want that scrubot to catch up with them.

JHT Sector Main Cloning Station, Below Central Subsector

It looks like the cloning tank is almost finished with Mick-R...

...ah, there we go.

As with Cryo, a voice tells him, "Welcome back to the land of the living, MICK-R-NRK-4! You are now on your FOURTH clone. To begin your journey towards re-integration into Alpha Complex society, please descend the stairs, seen to your right, and enter the chemical showers. You will receive further instructions when you get there."

JHT Sector Main Cloning Station, INFRARED Chemical Shower, Below Central Subsector

Meanwhile, Cryo is still inspecting things.

Like his mask. He ensures that it is fastened correctly.

The, guess what he inspects? The lights!

Of course, this is kind of superfluous, since Cryo was able to navigate his way to the shower without so much as finding a shadow. As such, the lights must have been okay.

As for the cubicle, there is one light, mounted in the cubicle's floor. It lights everything brightly, except for the fact that he is in the way.

Then, he decides to... *taste the chemical solution...*

Look, Cryo, that is clearly not Tasty Fun Gel Treat, or whatever. They look nothing alike! And, as you just found out, chemical cleaning solution is Tongue Melty flavour. Because part of your tongue just melted off.

written by Azirphaeli on Dec 01, 2011 17:15

I hold on to Nukabot as we begin to move.

written by Lightning4 on Dec 01, 2011 18:06

"Yeah, maybe give the corpse a boot off. That'll give the scrubot something to do!"

I assist with the process of doing so. Or try to assist, anyway.

written by 4616599 on Dec 01, 2011 18:23

I stare at ex-Mick-R suspiciously.

I blink.

"You know, if I didn't know better, I'd say Jam-Y murdered him."

I smile.

"But of course, Jam's a loyal clone, isn't he?"

I help with the clearing of Mick-R. Singing half-heartedly.

"For he's a jolly loyal clone, yes he's a jolly loyal clone. For he's a jolly loyal mutant, for so says our Friend..."

written by Speeder on Dec 01, 2011 18:53

"Naaah... Mick was treasonous, he refused to obey a couple times and insisted in being unhappy on purpose."

written by Azirphaeli on Dec 01, 2011 20:04

"I already mentioned a few time's Mick's unhappiness is contagious, Jam just proved it."

written by Gligar on Dec 01, 2011 21:32

Corridors, G Level, Zeta Subsector

Azir-R holds on.

L4-O agrees that ex-Mick-R should be given the boot. It'll occupy the scrubot, at least.

He assists with this. Together with John-R and others, he is able to push the dead clone away. It falls in the path of the scrubot, with predictable results.

But Joris-R is still suspicious. As he points out, to an outside observer, it appeared as if Jam-Y simply murdered Mick-R. But Jam-Y is loyal.

And sure, he helped with the shifting of Mick-R, but his heart didn't seem to be into it. Sure, he sang, but in a mocking manner. It is still clear to him what really happened, in his eyes.

Speed-Y states that it was Mick-R who was the traitor, so he was terminated for treason. After all, look at what he's done: he disobeyed orders several times, and on top of that, he was chronically unhappy... a fact that Azir-R backs up. Azir-R adds that he had realised that Mick-R's unhappiness was contagious a while ago. Jam-Y's actions just proved it.

John-R chimes in, asking, "Does everyclone have a camera?"

Nukabot continues, passing through another checkpoint.

JHT Sector Main Cloning Station, INFRARED Chemical Shower, Below Central Subsector

The shower continues its cycle. In comparison to the Tongue-Melty tasting chemicals, the water seems to pass by in an instant.

Now, it is the turn of the fans.

written by Cryoburner on Dec 01, 2011 23:05

"Tongue Melty flavor! I thought they discontinued that after clone's tongues started melting off..."

I once again pull aside my oxygen mask and rinse my mouth out with water from the rinse cycle. I also note how the oxygen mask is connected to the wall, and test how securely it's attached. We wouldn't want it to disconnect during some clone's shower sequence, after all.

written by Jam on Dec 02, 2011 00:39

"Oh, wait, I don't have a camera!"

I go and take a camera.

"By the way Speed-Y, you seem to be much happier than Mick-R. Still, I don't think scanning you had as much of an effect on me as scanning Mick-R did..."

written by Gligar on Dec 02, 2011 01:16

JHT Sector Main Cloning Station, INFRARED Chemical Shower, Below Central Subsector

While there's still some water around, Cryo uses it to wash out his mouth. The water tastes just like water.

Incidentally, it is odd trying to speak with half of your tongue melted away.

While the fans do their work in drying him, Cryo decides to test the mask's hose. He does this by pulling at it.

It promptly detaches itself from the wall of the cubicle.

Not long after that, the fans shut off, and the door opens.

Corridors, G Level, Eta Subsector

Jam-Y realises that he doesn't have a camera, and takes one.

He assures Speed-Y that he is much happier than Mick-R. Although it doesn't seem to have affected him as much.

Nukabot slows, as if it looking for something.

written by Lightning4 on Dec 02, 2011 07:33

I notice Nukabot slowing.

"What's the matter, Nukabot?"

I look around suspiciously, my hands drifting slowly towards my weapons.

written by Gligar on Dec 02, 2011 15:54

Corridors, G Level, Eta Subsector

As Nukabot slows, L4-O demands to know what is happening. "I am attempting to locate the lift hall," Nukabot replies. "Local bots are reporting a disturbance at Power Services."

written by Azirphaeli on Dec 02, 2011 17:55

"We really need to fix this power problem.."

written by Speeder on Dec 02, 2011 18:40

"Of course we need to fix it, if we do not fix it, we failed the mission, and I do not even want to know what happen to troubleshooters that fail the mission."

written by 4616599 on Dec 02, 2011 18:56

I take a camera, and examine it closely.

written by Gligar on Dec 02, 2011 21:19

Corridors, G Level, Eta Subsector

Azir-R states that the power problem needs to be fixed.

Speed-Y agrees, and adds that if they don't see to it, the mission will be a failure. And he doesn't want to find out what happens to Troubleshooters who fail.

Joris-R grabs a camera, and examines it. It's a small helmet-mount camera with a light attachment installed. There is a small antenna, suggesting that it transmits its output to a receiver somewhere.

Nukabot stops and turns. "The lift hall should be down there," it says.

written by Cryoburner on Dec 02, 2011 21:42

Still wearing the disconnected oxygen mask, I head out of the shower, looking for some suitable attire.

written by Gligar on Dec 03, 2011 01:55

JHT Sector Main Cloning Station, INFRARED Chemical Showers, Below Central Subsector

Cryo leaves the shower, intending to find a jumpsuit.

He is still wearing the disconnected oxygen mask and hose.

The jackobot notices. "Citizen, you appear to have disconnected the oxygen mask. This should be impossible, therefore it is clear that you have damaged the shower. A fine of 50 credits has already been charged to your account. Now, please remove the oxygen mask."

written by Cryoburner on Dec 03, 2011 03:07

I remove the oxygen mask.

"Oh, I'm sorry, but I was just taking this to report it as defective. As for potentially damaging the shower, I was just following the directions listed on the card, as you directed. The card clearly doesn't mention anything about removing the mask from one's face after showering, so I took it with me. If you're saying the card was defective, I suppose I should also report the makers of the card, as well as anyone recommending following those directions. Would you mind helping me get this card off the wall?"

I once again glance around, looking for where clothing might be found.

written by Jam on Dec 03, 2011 03:49

I stare at the camera...

"Uh... What was I supposed to do with this again?"

written by Malkom on Dec 03, 2011 04:39

++ Connection status ++ PS:100% ++ MN:100% ++ VS:100% ++

++++ Finalizing Connection +++++

I blink. Then I hold up my hand, wiggle the fingers, and look at it back and front.

I jump.

"Everything seems to be in order." I head towards the chemical showers, barely noticing Cryo. I enter and perform the usual procedure.

written by Lightning4 on Dec 03, 2011 09:06

I look at Jam-Y a little confused, but look back down the path Nukabot is pointing towards.

"Onwards then..."

I draw out a laser pistol and keep it at the ready.

written by Gligar on Dec 03, 2011 14:34

JHT Sector Main Cloning Station, INFRARED Chemical Showers, Below Central Subsector

Cryo removes the mask. He claims that he was only removing it due to it being defective, and then proves that he has no sense of initiative by pointing out "omissions" in the card's instructions. He then asks for help in removing the card.

"Make no attempt to remove the card," the jackobot answers. "The card has been certified as "acceptable" for INFRARED citizens such as yourself. Your claims to the contrary are a clear sign of unhappiness. An additional fine of 10 credits has been levied."

Cryo then looks around once more. The jackobot tells him, "Please hand me the oxygen mask, then follow me down the stairs."

JHT Sector Main Cloning Station, RED Decanting Zone, Below Central Subsector

Mick-R performs some brief exercises to ascertain proper body function. He seems satisfied.

He heads down to the chemical showers.

JHT Sector Main Cloning Station, RED Chemical Showers, Below Central Subsector

He realises that this cloning station seems to be segregated by clearance. As such, there are no INFRARED citizens here. What a treat.

He enters a cubicle even before the jackobot, which is following him, can instruct him to do so.

JHT Sector Main Cloning Station, RED Chemical Shower, Below Central Subsector

Mick-R puts on the mask and presses START, before settling in. Idly, he glances at the laminated card:

Card said:

INSTRUCTIONS

1) Remove oxygen mask from hook, and wear it as shown.

[A pictogram shows a clone wearing the mask on his face, with the mask's straps going behind his head.]

2) Press START button. The door will close and lock.

3) The cubicle will fill with [DELETED FOR SECURITY REASONS]. Don't worry, this is completely safe. **IMPORTANT:** Make sure to close your eyes during

this step. Do not attempt to consume the [DELETED FOR SECURITY REASONS].

4) *The cubicle will then drain, and fill with water. Continue wearing the mask.*

5) *The cubicle will then drain, and the [REDACTED] will commence.*

6) *The [REDACTED] will deactivate, and the door will open.*

7) *Take off the mask and replace it on its hook.*

It's that easy!

These instructions are classified Security Clearance RED. If you are an INFRARED, please exit the showers and locate the proper showers for your clearance.

Corridors, G Level, Eta Subsector

Jam-Y stares at his camera. He's not sure what to do with it. John-R tells him, "You clip it to your helmet, sir."

L4-O looks at Jam-Y, a little confused himself, before snapping out of it, and looking down the corridor which, according to Nukabot, leads to the lift hall. He instructs the bot to press on.

As it complies, he grabs his laser pistol.

Lift hall, G Level, Eta Subsector

The lift hall is covered in graffiti, most of it secret society propaganda and code signs, from the looks of it. Prominently featured are arrows pointing to one of the lifts.

written by Cryoburner on Dec 03, 2011 15:27

"Hmm... If you say so..."

I attach the oxygen mask to the Jackobot's face, or wherever it seems to fit best. I then follow behind him, presumably down the stairs, looking for any cafeterias along the way.

written by Jam on Dec 03, 2011 15:43

"Hmm... If you say so..."

I attach the camera to the helmet, or wherever it seems to fit best. I then follow behind the others, presumably down the corridor, looking for any lift halls along the way.

written by Malkom on Dec 03, 2011 16:41

I wait. Without moving or blinking or even doing very much thinking.

written by Lightning4 on Dec 03, 2011 20:24

"Eep. This feels like a very treasonous corridor."

I glance around quickly, just fast enough to look without being treason, but definitely not slow enough to look treasonously long at something. Maybe. Possibly.

written by Gligar on Dec 03, 2011 22:20

JHT Sector Main Cloning Station, INFRARED Chemical Showers, Below Central Subsector

Cryo decides to comply... by attempting to fit the mask onto the jackobot's dome. Which the jackobot promptly shakes, causing the mast to fall off. It picks up the mask before heading out.

Cryo follows it.

JHT Sector Main Cloning Station, Main Chamber, Below Central Subsector

Down a flight of steps in the main chamber, clearance INFRARED, but not segregated, so there are clones of several clearances here. Some of them look as though they would prefer to be elsewhere.

Cryo seems to want to be elsewhere. A cafeteria, for example. Unfortunately, there doesn't seem to be one.

The jackobot leads Cryo to a rack of jumpsuits. "Please take, and wear, a jumpsuit appropriate to your security clearance," it tells him. "Since you are INFRARED, this means that you may take a black jumpsuit. Be sure to wear it according to proper uniform regulations. Wearing a jumpsuit as if it were a backpack is not permitted."

JHT Sector Main Cloning Station, RED Chemical Shower, Below Central Subsector

Mick-R does nothing as the shower continues its cycle.

Corridors, G Level, Eta Subsector

Seeing as he's lagging behind slightly, Jam-Y clips the camera to his helmet and follows Nukabot into the lift hall.

Lift hall, G Level, Eta Subsector

L4-O does not like the look of the lift hall. It's kind of treasonous.

He tries to balance looking with *not* looking at the graffiti.

He may or may not have been successful.

He does notice that the level indicators and call buttons seem to have been left untouched.

written by Cryoburner on Dec 04, 2011 01:53

"Of course I wouldn't wear a jumpsuit as a backpack! That's what the unassembled backpacks are for!"

I put on an infrared jumpsuit, and then proceed to test it by jumping in place a few times.

I then assemble two unassembled infrared backpacks, fitting one over my shoulders, and the other over the jackobot's shoulders, or wherever it seems to fit best. I place one infrared hammock inside my backpack.

written by Speeder on Dec 04, 2011 02:51

I attempt to figure what the arrows mean, what this lift has different from the others, or what secret society has the arrows pointing to that lift.

written by Jam on Dec 04, 2011 03:41

"Wow... That's a lot of treasonous stuff on that wall..."

written by Lightning4 on Dec 04, 2011 04:06

"Well, we need to go to X-level... so, let's see if there's a button."

I press the call button and get back on Nukabot to wait for the lift.

I look around for any indication of what levels the lift can visit.

written by 4616599 on Dec 04, 2011 13:25

I knock at the camera suspiciously, then put it on.

written by Gligar on Dec 04, 2011 14:04

JHT Sector Main Cloning Station, Main Chamber, Below Central Subsector

Cryo agrees that jumpsuits are not backpacks, and wears a jumpsuit properly.

Unfortunately, he only agrees in words. See, he claims that there are "unassembled backpacks" present. He attempts to obtain two.

The jackobot stops him. "Citizen, those are jumpsuits. See? The label says so. You were informed that wearing one as a backpack is not permitted. An additional fine of 10 credits has been deducted from your account."

JHT Sector Main Cloning Station, RED Chemical Shower, Below Central Subsector

Meanwhile, Mick-R's shower has finished its cycle, and has opened its door.

Lift hall, G Level, Eta Subsector

Speed-Y tries to figure out the meaning of the arrows. The graffiti is pretty impenetrable, though, and offers little insight.

Jam-Y is surprised at the amount of treason present on the wall.

L4-O states that then need to get to X Level, and presses a call button.

Almost instantly, a lift opens.

Specifically, the one pointed to by the arrows.

L4-O would have to enter the lift to see its button panel.

Joris-R taps on his camera's lens suspiciously, and puts it on. John-R winces. "Please don't do that, Joris-R. You might smudge the lens. And then your feed would be ruined."

written by Jam on Dec 04, 2011 14:18

If the lift isn't already occupied, I enter it and wait for the others to follow...

written by Malkom on Dec 04, 2011 19:07

I step out of the shower and kit myself out in a RED jumpsuit. After this is done with, I solicit any nearby intelligent and/or pseudointelligent* entities for the forms I need to get out of here without committing treason.

written by Speeder on Dec 04, 2011 19:40

I enter the lift, hoping that it does not kidnap us, but ALSO hoping that it DOES kidnap us and take us to trouble.

written by Lightning4 on Dec 04, 2011 19:49

"Well, onward then, Nukabot."

I survey the lift.

"So long as there's room..."

written by Gligar on Dec 04, 2011 22:19

JHT Sector Main Cloning Station, Main Chamber, Below Central Subsector

While Cryo and the jackobot argue over jumpsuits, Mick-R descends the stairs from the RED showers.

Looking around, he spots Cryo - to him, just an INFRARED clone of no importance, and a rather dumb-looking one at that - and the jackobot over by the jumpsuits. He goes over there himself to get a RED jumpsuit.

As he is getting dressed, a second jackobot - the one he met at the decanting zone - trundles over. "Good," it says. "You appear to already be aware of the decanting procedure. When you are ready, please head over to a self-service terminal, and fill out the forms contained thereon."

Lift hall, G Level, Eta Subsector

Jam-Y looks at the lift. It is empty.

Well, except for the fact that it is covered in yet more graffiti.

He enters regardless of this.

As he turns to look back, he catches sight of the lift panel. Interestingly, the button for X Level is the centre of attention, with arrows pointing to it.

Speed-Y enters behind him, his emotions conflicted. On the one hand,, he does not want to be sent off-course by the lift... but on the other hand, he kind of does.

L4-O instructs Nukabot to enter. "It appears that space will be a little tight in there," it comments. But it enters anyway. And, true to Nukabot's words, there is very little space remaining inside the lift once the bot enters. It'll be interesting to get someone to press the button, for one.

* Search mask: remove entity <CRYO-R/0x543A5E553FF> from the entity results vector.

written by Speeder on Dec 04, 2011 22:32

I attempt to press X and get on Nukabot.

“Ok, this will probably send us of course, but probably this will send us to some treasonous problem that by the looks of the graffiti REALLY NEED some shooting. And we are trouble shooters, maybe they are the culprit of the power problems.”

written by Jam on Dec 05, 2011 00:16

“I wonder... Are those arrows for us, or were they for whoever is responsible for the problems at Power Services?”

written by Lightning4 on Dec 05, 2011 00:38

If Speed-Y fails, I attempt to press the X from my vantage point, doing my best to reach.

“Neither of those sound like good things.”

“I wonder if I’ll need something a little heavier than a laser pistol for this...”

I check my bag for any good anti-group cone rifle shells.

written by Gligar on Dec 05, 2011 01:16

A lift

Speed-Y stretches and strains to reach the button... but Nukabot is in the way, so L4-O hits it instead. Going up!

Over the surprisingly loud lift noises, Speed-Y comments that this lift might send them off-course to some other problem, but by the look of things, it’ll need shooting anyway. Perhaps the people who left the graffiti are also responsible for the power problems.

Jam-Y wonders about the arrows. Are they for them, or for those who caused the problems in the first place?

L4-O doesn’t like either suggestion. He decides to check his cone rifle shells, looking for anything to do with crowd control...

Hmmm... it looks like most of these are of the blow-things-up variety. Apart from that...

written by Speeder on Dec 05, 2011 02:00

“Azir, you have my YELLOW slugs don’t you? Maybe serious trouble will need to be shot, those will come in handy.”

I check my... revolver?

written by Azirphaeli on Dec 05, 2011 05:03

“Yeah I do, here you go.”

I rummage through the backpack and grab the yellow slugs for Speedy.

written by Lightning4 on Dec 05, 2011 06:41

I just take out my blaster instead. Surely that has good enough firepower for now...

written by Cryoburner on Dec 05, 2011 10:17

“Oh, those are jumpsuits, aren’t they... You know, they really do make them look awfully similar to unassembled backpacks. I can barely tell them apart, and I’m an expert at backpacks.”

I proceed to check for any tags on my jumpsuit to make sure that it is, in fact, a jumpsuit, and not an unassembled backpack. It might be treasonous to be walking around in a backpack, after all.

“Say... perhaps I could be put in charge of designing new tags for the complex’s jumpsuits to better distinguish them from backpacks. Just think of all the resources that could be saved if all current jumpsuits were disposed of and replaced with ones that read THIS IS NOT A BACKPACK across the reverse. Literally minutecycles upon minutecycles worth of tag checking would be saved.”

written by Jam on Dec 05, 2011 13:32

I take out a laser pistol...

written by Gligar on Dec 05, 2011 15:47

A lift

Speed-Y thinks... doesn’t Azir-R have that slugthrower ammunition? He still has that slugthrower, after all. He checks it, while Azir-R rummages through his backpack. Yep, that’s a “revolver” alright. It looks like there are two slugs still loaded.

Azir-R discovers that he does still have the slugs, and hands them over. There seems to be an assortment of types.

And doesn’t Azir-R still have those single-shot slugthrowers?

L4-O looks at his cone rifle shells again, and opts instead for his blaster. He hopes it has enough power.

Jam-Y opts for a laser pistol.

The lift continues to ascend.

JHT Sector Main Cloning Station, Main chamber, Below Central Subsector

While Mick-R continues getting dressed (wow, he’s taking a while, isn’t he? 😊) Cryo continues arguing about the differences between jumpsuits and backpacks. He claims that they look too similar, and that he (and he once again claims to be an “expert” in something, this time backpacks) is finding it difficult to differentiate. He checks his jumpsuit for a label. There’s one right there, see? It reads **STANDARD ISSUE JUMPSUIT (INFRARED), MANDATORY SIZE.**

One thing is clear: Cryo might not truly be an expert in much, but he is an expert in covering up his lack of expertise by not letting others get a word in edgeways. The bot looks as disgruntled as it can while Cryo continues.

He suggests that he could be put in charge of designing new labels for jumpsuits. That way, time could be saved which could be used for other things.⁶⁷⁴

⁶⁷⁴ GLIGAR: (OOC: *scribble scribble* *small smile*)

The bot simply answers, "...If you have a problem with the jumpsuit design, please consider filling out a feedback form along with the rest of your forms. Forms can be found at any of the self-service terminals, situated in this chamber."

written by Speeder on Dec 05, 2011 15:54

I load the weapon with four more slugs (unless it is the rare eight shot variety... then I load it to the max)

And smile. Then I change to a new YELLOW barrel, to make sure my weapon has full charge.

I wonder if there are a way to know the charge of a old barrel...

written by Azirphaeli on Dec 05, 2011 16:25

"If anyone wants anything else, now's the chance." I announce, feeling only slightly confused as this seems like something the EQ officer should be doing. No bother..

Then I prepare my RED barrel onto my laser pistol. I also make sure cans of B3 are easily accessible, and wonder if we'll be deploying the packy-foam as well. This should be fun.

written by Malkom on Dec 05, 2011 19:19

I finish pulling on my jumpsuit and brush past Cryo towards a self service terminal. "Out of the way, you jerk! And leave those suits alone!"

written by Lightning4 on Dec 05, 2011 20:48

I raise an eyebrow at Azir-R, but ignore it and wait for the lift to open.

written by Gligar on Dec 05, 2011 21:58

A lift

Speed-Y fills the "revolver" to capacity (that's six, you'll recall) before fitting a nice fresh YELLOW barrel to his laser pistol. He realises that when he handed over a laser pistol to L4-O, he handed over the armed one...

He tries to recall how to check a barrel's charge level, and remembers the charge rings you find on it. Six coloured rings means a full barrel. Six black rings means that the barrel's had its rated six shots.

Azir-R says that is anyone wants anything else, they'd better act now. Even though that's the job of the Equipment Officer (who is currently raising his eyebrow).

He then checks his laser - full barrel, good - and his B3 - right there at the top of his backpack.

Finally, the lift groans to a halt. The doors open onto another lift hall.

And the power fault manifests itself again in the form of those open-flame "emergency lights", some of which are visible from the lift.

JHT Sector Main Cloning Station, Main chamber, Below Central Subsector

Mick-R finishes with his jumpsuit, and, pushing past Cryo and telling him to leave the jumpsuits alone, heads to a terminal.

The terminal is powered on and waiting. A message on the screen asks him to scan his tongueprint to begin.

written by Cryoburner on Dec 05, 2011 23:16

"Ah, yes! Forms! I'm an... able to fill out forms."

I jump over to the terminal, to verify that my jumpsuit is indeed working. Once there, I fill out any standard forms, not bothering to examine them. I do examine the terminal interface though, and how one goes about interfacing with it, to make certain it is interfaced with correctly.

I also fill out a feedback form, detailing the trouble with jumpsuits and backpacks currently plaguing Alpha Complex, and my suggested solution. While I'm at it, I fill out another suggesting for cafeterias to be added to the Main Cloning Stations in each sector, and possibly in random storage rooms, in case the clones who are storing things get hungry.

written by Lightning4 on Dec 05, 2011 23:26

"Onward with caution, Nukabot."

I look around and see how dark it is.

"Think we'll need our camera lights on, John-R?"

written by Malkom on Dec 06, 2011 00:46

I take the time to fill out a feedback form detailing technical problems with the cloning station I was at the time before this. You know, how they have malfunctioning showers. I also say that the tech services coverage appears to be minimal and disgustingly incompetent in that area.

written by Gligar on Dec 06, 2011 01:37

A lift

L4-O tells Nukabot to proceed with caution.

It begins by backing out of the lift. As it's doing that, L\$-O asks John-R if they'll need the lights. "I was just about to say, Sir," is the reply. "Yes, you'll need the lights for this one."

Nukabot begins to turn around, scraping the wall in the process. "Oops."

JHT Sector Main Cloning Station, Main chamber, Below Central Subsector

Cryo heads to a different terminal, attempting to jump there, but failing.

He looks at the terminal. It too has a prompt for him to scan his tongueprint. This is done using the provided tongueprint scanner below the screen, to the right of the keyboard.

Once that is done, he can fill out his forms electronically. He does so, and fills out a feedback form.

The terminal beeps, and displays:

Analysing forms.....done.

Problems detected:

* Sections [DELETED FOR SECURITY REASONS] not completed

Please consult a Cloning Technician for advice.
Do not attempt to leave the cloning station.

The jackobot, who tagged along with him, tells him, "It appears that you have not completed some sections of your forms. Please fill them out."

Meanwhile, Mick-R is also filling out forms, including a feedback form, wherein he leaves negative feedback for Tech Services.

His terminal also beeps.

Analysing forms.....done.

Problems detected:

* Feedback form shows extreme levels of unhappiness
* Feedback form contains keywords of special interest to Internal Security
* Tongueprint not scanned

Please scan your tongueprint, and wait for an Internal Security Offi(%&^%*^ OVERRIDE 0101010101

Internal Security has been notified. Please scan your tongueprint, and consult a Cloning Technician for advice.

written by Speeder on Dec 06, 2011 01:48

"Since we are obliged anyway to have tags and lights attached, thus ruining our stealth, lets just use all lights we can and make VERY OBVIOUS that we arrived."

I turn on the camera lights if they actually exist.

written by Malkom on Dec 06, 2011 01:51

I pull Cryo's face near to my console's tongueprint scanner.

"Hey! You! This thing needs to be inspected minutely! Go on, give it a lick, consoles that don't taste like Cold Fun are treason!"

Once the tongueprint situation has been resolved, I look for a screwdriver or other technical tools. "This thing seems to be defective! Me fix!"

written by Azirphaeli on Dec 06, 2011 02:10

I turn on my light, and keep alert.

written by Lightning4 on Dec 06, 2011 04:39

I turn on my light as well. I also turn on my torch for extra lighting power!

written by Cryoburner on Dec 06, 2011 05:06

"I'm sorry, but my tongue was recently injured in a licking accident involving a new flavor of Tasty Gel Substance Treat. I should avoid excessive licking to allow for adequate healing, so as to prevent permanent scarring that might make my tongueprint unreadable. That might be treasonous. Perhaps my friend here could provide you with a tongueprint, if your own tongue is missing, or otherwise non-functional."

I direct his attention over to the Jackobot, who looks interested in licking things. In the mean time, I closely examine the tongueprint scanner as suggested. I avoid licking it though.

written by Gligar on Dec 06, 2011 16:59Corridors, X Level, Eta Subsector

Speed-Y suggests that they might as well turn on all their lights, given that stealth has already been blown right out of the window. He leads by turning on his own.

The extra illumination, makes it clear that this corridor is ORANGE, and that there has been a firefight here. The walls are scored by laser fire, there are discarded laser barrels strewn across the floor, and most of all, there are dead clones at the intersection up ahead.

Azir-R and L4-O follow suit. L4-O also adds his torch into the mix. The more light, the better, right?

JHT Sector Main Cloning Station, Main chamber, Below Central Subsector

Mick-R looks around and spots Cryo. Grabbing him, he demands that he "inspect" and lick, the tongueprint scanner on his terminal. Cryo agrees to inspect the device but declines the offer to lick it, citing his recent tongue injury, and stating that he needs to let it heal. He suggests that if Mick-R's tongue is not sufficient, he consult the nearby jackobot, which states, "I regret that I am not equipped with a tongue.* I suggest that you supply your own tongueprint."

Cryo then inspects the device. It appears to have been cleaned recently. Several of its sensors seems to be depressed slightly out of line with the rest of them.

Mick-R looks around for tools which he could use to repair the terminal, but cannot find any. Everyclone knows that the storage bins are tongueprint coded, anyway. You'd need Tech Services clearance to open them.

written by 4616599 on Dec 06, 2011 17:26

"I'll watch the rear."

I duck behind Nukabot, laser pistol ready.

* * Hardly surprising, given the R&D experiment last yearcycle, wherein several bots were equipped with tongues to help them get through tongueprint locks. Nearby clones, which happened to include none other than the famous vidshow star Tella-O-MLY, were reported to be "creeped out" by the whole affair, and went on record as saying that bots with tongues was "just plain wrong". So the whole thing was scrapped.

written by Gligar on Dec 06, 2011 21:24

Corridors, X Level, Eta Subsector

Joris-R hops off Nukabot and ducks behind it.

It's still moving. This means that it trundles on, forcing him to practically run to keep up.

It reaches the intersection.

From Nukabot's left, there comes the sudden sound of laser fire.

written by Mingamango181 on Dec 06, 2011 21:44

I enter.

Enter where?

written by Lightning4 on Dec 06, 2011 21:51

"Uh oh."

I hop off of Nukabot and take cover as well.

From my position, I try to investigate the dead clones, and determine whether they be loyal... or not so loyal.

Either way, I also see if they have anything useful that's... not currently being used.

written by Speeder on Dec 06, 2011 23:15

I just attempt to check where the laser is coming from, and where it is going, specially trying to figure if it is coming to us or not.

written by Cryoburner on Dec 07, 2011 00:59

"Well, it does say here that you should consult a cloning technician for advice. Maybe one of them could help you with your tongueprint."

I attempt to head back over to my own terminal to finish my forms. I look over them a little better this time to see what sections may have been missed, seeing as they were apparently updated from before, and fill them in as needed.

written by Jam on Dec 07, 2011 01:50

I listen to the laser fire, and prepare to start shooting!

Yay!

written by Gligar on Dec 07, 2011 02:06

Dormitory 6, Building 2, Industrial Subsector B

Mango seems to be dreaming. In his dream, he is back at Emergency Bunker C-3...

Meeting Hall, C Level, Emergency Bunker C-3

Mango enters the meeting hall. Why? Who knows?

Before him are the Troubleshooters. They seem to be watching something on the vidscreen.

Corridor Intersection, X Level, Eta Subsector

L4-O hops off Nukabot and also takes cover.

From his new position, he looks at the deceased clones. They're all wearing the logo of Power Services, and are clutching laser pistols. Their barrels are spent. Other than the laser pistols, ME cards, and PDCs, they don't seem to have anything else with them.

Speed-Y tries to locate the laser noises. He eventually sees the source: a firefight is happening in a room down the corridor. A stray shot from an ORANGE laser barrel passes through the door and hits the wall opposite.

Jam-Y listens in, excited. He looks like he wants to join in the fight.

JHT Sector Main Cloning Station, Main chamber, below Central Subsector

Cryo suggests to Mick-R that he consult a cloning tech for help with his tongueprint. After all, that's what his screen says.

Then he goes over to his own terminal. He goes back over the forms... ahh, those sections are the ones. He doesn't recognise them. He begins to fill out the new sections.

And finishes them. The terminal beeps.

Analysing forms.....done.

Thank you for taking the time to fill out a feedback form, Citizen. Your co-operation is appreciated.

Your ME Card is being dispensed now.

This concludes the forms section of your cloning process.

written by Azirphaeli on Dec 07, 2011 03:15

I wheel to cover, and try to get a better look at what's going on, at the same time. If the team moves in, I wheel after them.

written by Lightning4 on Dec 07, 2011 04:38

"Uh oh. I think we have some evil treasondoers ahead."

I look at the corpses again and frown.

written by Malkom on Dec 04, 2011 19:12

Remember that idea way back to do a Zap game over IRC?

I still think we should do that. It'd be awesome!

"I hope that wasn't the Power Services group we were supposed to bring with us."

I continue watching the hall, and try to take cover in a closer location.

written by Gligar on Dec 07, 2011 15:27

Corridor Intersection, X Level, Eta Subsector

Azir-R wheels into what he hopes is better cover. Looking down the corridor, he sees another ORANGE laser shot stray out of the door. Noise indicates that clones are approaching, or perhaps retreating from something further away.

L4-O thinks that they have some CMTs inbound.

Looking once more at the corpses, he hopes that they are not the Power Services team they were sent to fetch.

He keeps watching, then chooses to advance. He takes cover behind a deactivated vendobot and waits.

A moment later, clones emerge through the door, shooting at something in the room. One stops to change laser barrels.

They strongly resemble the corpses at the intersection.

written by Malkom on Dec 07, 2011 17:44

I swear and try to hack the console, because why not?

written by Gligar on Dec 07, 2011 21:34

JHT Sector Main Cloning Station, Main chamber, below Central Subsector

It would appear that Mick-R is trying to kill off his own clones.

Why do I say that? Well, he's only trying to hack the terminal..

With an INFRARED, two jackobots, and several cameras watching.

Of course, he doesn't really know what he's doing. But his intention is clear.

He is suddenly grabbed from behind, and something hits him *hard* in the back of the head. "Step away from the terminal, citizen. **Now.**" Internal Security have arrived.

One of the jackobots says, "It would appear that your forms have not been processed, citizen. This means that your clone remains the property of Technical Services, and is not permitted to leave. I note that this is the second such occurrence."

I wonder how much attention Cryo is paying to all this?

written by Lightning4 on Dec 07, 2011 22:14

I stay behind cover and wait until some start trying to come our way, or at least until they're not under fire.

"Hold up! Loyal or foe!?"

written by Jam on Dec 07, 2011 22:39

I aim my laser pistol towards any clones that are approaching, just in case they are our enemies.

written by Gligar on Dec 08, 2011 03:03

Corridors, X level, Eta Subsector

L4-O waits as the clones get closer. They're still firing, and soon the identity of their attackers becomes apparent: five armoured clones... no wait, those are cyborgs! They're cyborged far more than just Speed-Y's leg.

John-R murmurs, "Copore Metal by the looks of it..."

Soon, the clones approach L4-O's position. L4-O demands that they identify themselves as loyal or foe. One almost jumps out of his skin before turning. "I'd ask *you* the same question -"

He's interrupted by one of his companions. "I'm out!"

" - but we don't really have time. You're a Troubleshooter, right? You got ammo?"

L4-O notices the Power Service logos on these clone's jumpsuits. And, now he can see them closer, they really do look like the corpses at the intersection. They recloned that fast?

Jam-Y keeps his laser trained at the newcomers.

written by Cryoburner on Dec 08, 2011 07:11

If my ME Card has dispensed, I take it, and look it over.

"This is a fine ME Card, don't you think?" I say to the Jackobot, unless of course, the ME Card is not fine, in which case I just stare at it for some time.

"Now let's see, what was I doing..."

written by Lightning4 on Dec 08, 2011 07:32

"You guys sure recloned fast. And yes, we're freshly kitted out."

I eye the cyborgs and think, then grin. I put away my blaster and take out Turbo, loading it up with whatever is explosive enough to obliterate those... things.

"Copore Metal? Who are they?..."

I shift my aim from the Power Services clones to the cyborgs, while trying to keep hidden for now. I watch the cyborgs carefully.

written by Gligar on Dec 08, 2011 16:04

JHT Sector Main Cloning station, Main chamber, below Central Subsector

...But Cryo doesn't seem to be interested in the INCREDIBLY OBVIOUS TRAITOR known as Mick-R, currently being wrestled away from the terminal by Internal Security. He's more interested in the ME Card that the other terminal just dispensed. It even has a nice picture of him on it.

Her shows it to the jackobot. "Yes, very nice, citizen, it replies.

Mick-R manages to break free of IntSec somehow.

(And before I forget:)

Treason point to Malkom!

One of the IntSec goons turns towards Cryo. "You! Tell me what you saw! What did this traitor do on the terminal?"

Corridors, X Level, Eta Subsector

L4-O confirms that the team has ammunition, and comments on how fast the Power Services clones reloaded. One replies, "I guess Tech Services isn't so useless after all. At least, when it *tries*."

L4-O looks at the approaching cyborgs. They aren't firing right now, but noises indicate that they seem to be reloading.

Perhaps, L4-O seems to think, it's time for Turbo! He smiles, and switches weapons.

He loads in a standard explosive shell, while noting that he is running low on triggers. As he's doing that, he quietly asks John-R about Copore Metal. "They think bots are better than humans, and want to be like them," is the reply.

Turning his attention back to the cyborgs, L4-O keeps watching. They seem to have stopped moving for now.

written by Speeder on Dec 08, 2011 17:03

I finally say something.

"Hey, I AM Tech Services. Anyway, we are a troubleshooter team supposed to help Power Services in fixing the power problems, we were to go to Power Services but something drew us here... I suppose you are the team that we are to help?"

I take my YELLOW revolver, and attempt to shoot one of the cyborgs, hoping that if I hit a metal part, it can at least put a dent on it.

While I do that, I attempt to use my Tech Services knowledge and the knowledge of how my own leg works, to figure what spots we should aim on them.

I smile seeing Turbo getting into action.

"Azir, help L4 with two cans of B3 and this barrel." I hand him my old YELLOW barrel.

written by Lightning4 on Dec 08, 2011 19:54

If Speed-Y starts firing, I open fire as well with Turbo.

written by Azirphaeli on Dec 08, 2011 20:42

I vigorously shake two cans of B3 (two fisting them, if you will) and toss them at the opposing forces where the teams fire is being directed.

I'm a bit concerned about arming my laser pistol with a barrel that is above my clearance so after the B3 does its job I fire with my RED barrel loaded and make my concerns known to Speedy re: clearance.

written by Malkom on Dec 08, 2011 20:48

++ Reinstating connection - status ++ PS:57% ++ VS:100% ++ MN: 100% ++

"Oh no..." I run away into the forest of cloning tanks.

written by Jam on Dec 08, 2011 22:37

"Interesting... Cyborgs?"

I look down at my laser pistol, then at the shiny metal of the cyborg clones... Somehow, I don't think the laser shots will be very effective... Oh well, it's worth a try anyway!

I fire a shot at closest cyborg, and try to aim for the fleshy parts.

written by Gligar on Dec 08, 2011 22:56

Corridors, X Level, Eta Subsector

Speed-Y obviously does not take kindly to the Power Services insult. He is part of Tech Services, after all. And judging from Lucas-R's reaction, he doesn't exactly like it, either.

Speed-Y adds that they were supposed to meet with Power Services to help with the power problem, but they ended up here. He wonders if the Power services clones are the team they're supposed to meet with.

"If you're team Epsilon, then allow me to say this: 'You're bloody late,'" the clone replies. "We've already died once waiting for you lot."

Speed-Y turns his attention to the cyborgs, deciding to use his "revolver". Experimentally, he fires at one of the cyborgs' bot parts, hoping to do some damage.

And BLAM! Good shot! One of the cyborgs loses his bot arm in a shower of sparks! Looks like he got lucky and hit a power distributor or something. But next time... hmm... given what he knows of his own leg, perhaps hitting the joints would work?

He decides on another course of action. He tells Azir-R to prep some B3 "grenades", and shoot it with a laser barrel which he provides.

Azir-R starts shaking up the B3, but politely declines the use of the barrel. He is concerned about the barrel's clearance (YELLOW) being higher than his own (RED). Instead, he simply throws the B3, and prepares to use his own laser pistol, with its RED barrel, with which he has no such concerns.

He ends up firing at the exact same time as L4-O!

His laser shot hits slightly before L4-O's cone rifle shell, causing the B3 to explode first, causing some pretty good damage to the cyborgs, before the shell hits.

BOOM

Everyone is thrown to the floor by the explosion. Parts of the corridor near by are rendered into flying pieces of synthcrete rubble*.

* Type F8, this time. Not that Cryo is there to notice.

One of the Power Services clones yells out, "Holy — ... I mean... Will you watch where you fire that thing?!"

But hey, look on the good side, those cyborgs seem to have lost most of their organic components...

Oh wait, there's one left... and it's still standing.

But Jam-Y is ready to fire. He lest loose with his laser pistol, aiming for an obvious fleshy bit. Zap! The cyborg lurches, and slumps down somewhat.

But still it approaches. It seems to be trying to ready a weapon.

JHT Sector Main Cloning station, Main chamber, below Central Subsector

Mick-R runs off, hoping to lose IntSec among the cloning tanks.

Treason point to Malkom!

The goons run after him.

Except for the one who is still waiting for an answer from Cryo.

written by Jam on Dec 08, 2011 23:31

I fire again, aiming for the weapon of the remaining cyborg...

written by Malkom on Dec 08, 2011 23:36

I curse and try to knock over one of the cloning tanks so as to cause an effect similar to that caused when you pile a line of empty B3 cans and knock the first one over. That is, a cascade knockdown effect.

I aim it at the goons.

written by Lightning4 on Dec 09, 2011 00:49

I get up and do a quick self-damage assessment, then attempt to aid Jam-Y with picking off the remaining cyborg with my blaster.

written by Gligar on Dec 09, 2011 02:04

Corridors, X Level, Eta Subsector

Jam-Y fires again, this time at the cyborg's weapon. He appears to be focusing on making this hit a good one... D'oh, he missed!

But then an odd thing happens. The cyborg's weapon begins emitting smoke. And... is that fire?

The cyborg doesn't seem particularly impressed by this. It lifts the weapon and prepares to run... or maybe shamle... forward to use it as a club, only to be met with a blast from L4-O's blaster, which hits the cyborg's bionic eye, causing it to explode. What's left doesn't live long.

L4-O realises that his body kind of hurts.

JHT Sector Main Cloning station, Main chamber, below Central Subsector

Mick-R stops mid-flight, and decides to try to knock over one of the cloning tanks. This despite the fact that they're much larger than he is, and really heavy.

And, as he soon realises, attached to a guide rail up above.

The tank still moves, though, pendulum fashion, in the vague direction of the goons, and knocks into another tank, which moves slightly, while the first tank makes its way back. And promptly knocks Mick-R to the floor.

The *tromp tromp tromp* of the goons approaches.

written by Cryoburner on Dec 09, 2011 02:40

"Oh, I think that clone may have been upset about the difficulty in determining the difference between a jumpsuit and a backpack. Also, I think he might not have a tongue. Or maybe he has lazy tongue syndrome. Is that a mutation? In any case, he wanted me to lick his tongueprint scanner for him. And then he started poking at the terminal in what appeared to be less-than-mandatory ways. Also, I think he might have broken a shower..."

written by Lightning4 on Dec 09, 2011 02:46

"Ow... maybe using Turbo at such close ranch isn't such a good idea..."

I check to see if anything is broken, or if I'm at least relatively okay this time.

So what did these cyborgs want with you? We saw some strange... treasonous graffiti down on G-level. It indicated something was going down on this level..."

I glance at the cyborg corpses while waiting for a response.

written by Malkom on Dec 09, 2011 03:04

"Oh, Computer damn it all!" I pick myself up and rush through the forest of tanks looking for an emergency exit, any exit!

If I see one, I try and get through it.

written by Speeder on Dec 09, 2011 15:20

I take the YELLOW barrel back.

"No, this was not to shoot, this barrel is spent, it was to throw it... Granted, the cone rifle and B3 already did a good damage, with this barrel probably we would end with another hole in the ceiling or the floor. Thus better not."

I look at the cyborgs.

"For some reason they are REALLY good at not dieing. Ok, what we will do then if we cannot use explosives, is try to rip their weapon limbs off, shooting joints or power distributors help a lot with that. Or you can kill the still fleshy parts of them."

I go see if the cyborgs have anything interesting in particular... From the point view of a troubleshooter of course, although finding parts by "accident" that I can steal and fit my leg or nukabot would be fun.

written by Azirphaeli on Dec 09, 2011 16:04

"Hmm.. I see, good point. I'll remember that for the future."

Now that things seem safer, I'll join Speedy in 'looting the bodies' and scavenging for useful stuff.

I'll direct this next bit to the power service clones that needed our help. "Any clue what's going on here?"

written by Gligar on Dec 09, 2011 17:26

JHT Sector Main Cloning station, Main chamber, below Central Subsector

Cryo answers the goon. He says that he believes that Mick-R might have been concerned about his own "jumpsuit/backpack confusion" thing. He adds that he either does not have a tongue, or has "lazy tongue syndrome". He wonders if that is some sort of mutation, though to him, it is more important that Mick-R tries to make him lick Mick-R's tongueprint scanner, before Mick-R went and did something "less than mandatory" to the terminal. Finally, he conveys his suspicion that Mick-R may have broken a shower.

The goon seems to think. "So... falsifying tongueprints, possibly tampering with a Computer Terminal, property damage... you should have reported this sooner! I'll need your name. And your ME Card."

Meanwhile, Mick-R has got to his feet again. He keeps running, looking for an exit.

Hey, there's a door!

But it's locked...

Corridors, X Level, Eta Subsector

L4-O decides that it is unwise to use Turbo at such a close range.

He checks himself over. He seems to have avoided any major damage.

He asks what the cyborgs wanted with Power Services. After all, the existence of graffiti down on G Level seemed to indicate that something was happening. One of the Power Services clones, a YELLOW, tells him that they aren't really sure either. "But it must have something to do with the power failure in Industrial Subsector B. You probably aren't aware, but there have been two other teams assigned to the fault. Neither of them made it."

The YELLOW thinks. "I suspect that we will see a great deal of resistance over there. Something is happening, and whatever it is, it has to do with this power fault."

L4-O glances over that the remains of the cyborgs. Some of the parts are sparking, but not doing anything else.

Speed-Y explains to Azir-R that the barrel was a spent one, and that Azir-R was to shoot it. It's probably a good thing that he didn't, though, given the amount of damage already done. The barrel may have been too much.

He looks at the cyborgs. Those things are tough. If they meet up with them again and can't use explosives, they

should think about removing their cyborg limbs first. Either joints or power distributors can help with that. And, of course, they can always shoot fleshy components.

He goes over to see if anything is salvageable. But the only thing he gets for his troubles is a quantity of electric shocks from the damaged components. This elicits a laugh from the YELLOW Power Services clone.

On the plus side, though, there are some non-cyborg items available, namely a couple of laser rifle barrels. Both are RED.

Azir-R agrees with Speed-Y, and also goes and investigates the cyborgs. He is more successful at not getting shocked, but also cannot find any salvageable cyborg parts. However, he does find an ME Card, apparently belonging to Gran-R-SLO-2.

He then asks the Power Services team if they know what's going on. "Not beyond what's already been said."

written by Speeder on Dec 09, 2011 17:56

I hand the barrels to Azir.

"Put that in the backpack."

Then I wander back like if I got no electric shocks at all.

"Ok, do you think we should investigate more here, or we should already head to the Industrial Subsector? Clearly something is going on here, I only dunno what. I wonder why you were here fighting them, and why a elevator was prepared to send people here, maybe it is a trap."

written by Azirphaeli on Dec 09, 2011 18:19

I put the red barrels in the backpack for potential use later, either for use on a pistol or more fun with improvised explosives. If we meet more cyborgs, we may need more boom.

written by Jam on Dec 09, 2011 19:39

I walk over to the cyborgs.

"Hmm... I wonder if I can still sense their minds if they are half-robots..."

I decide to try cracking one of their skulls open, to see what their brains are made of.

written by Lightning4 on Dec 09, 2011 21:38

If I overhear Speed-Y, I respond.

"I don't know if there's much more we can find out here then, if the Power Services crew is right. It sounds like what we're up against has most of their operations there..."

I look away if Jam-Y succeeds in what he intends to do.

"Well, if we meet more of these guys there, this is going to be..."

"Fun..."

I sigh.

"I wish I had some more cone rifle triggers. I'm running low."

written by Gligar on Dec 09, 2011 22:19Corridors, X Level, Eta Subsector

Speed-Y gives the rifle barrels to Azir-R, who puts them away.

He then heads back to the team as if nothing happened, and wonders whether they should investigate things here before heading out. After all, the graffiti was prepared for whatever reason, and then there's the cyborgs, and then...

It might be a trap.

It's now Jam-Y's turn to investigate the cyborgs. Or rather, their brains. He wonders if he could still read them... and what they're made of. What's with the sudden obsession with brains, Jam-Y? Are you suddenly a zombie?

He tries to bash one against the synthcrete, trying to crack it open. Unfortunately, it works a little too well. The skull shatters completely, spreading bits of brain against the wall. L4-O looks away.

Definitely organic. Though, there seem to be unusual chips in there as well, and they definitely don't look like MemoMax chips*...

L4-O doubts that they would even find anything here. From what he hears, most of what is happening is at Industrial Subsector B. One thing he does know, however, is that their next meeting with cyborgs ought to be... *fun*..

Also, he notes that he is low on cone rifle triggers.

The YELLOW Power Services clone says, "Well... if that's everything, I suggest that we get going. We're already late as it is."

written by Mingamango181 on Dec 09, 2011 22:48

I look at what the others are looking at; the vidscreen.

I nearly speak, but figure that it would just be easier to wait and see what happens next.

written by Jam on Dec 09, 2011 23:06

"Ewww... Oh well, it looks like they still have organic brains..."

I look at my hands, which now probably have bits of brain on them in addition to dried blood...

"Er, HYGIENE OFFICER!"

I look around for the hygiene officer, then suddenly remember who that officer was...

"Oh yeah, I terminated him... That's right..."

written by Malkom on Dec 10, 2011 00:22

"Oh shit!" I rush some way off and start yelling and screaming my head off[†] until I hear the tramp of jackboots come near, then hurriedly (and as quietly as I can) rush towards where the equipment stands might be. I break out of the tank

* Although he wouldn't see one of those, given that they're usually situated at the back of the neck.

† not literally

forest, try and grab a gun, the highest clearance I see, then duck back in.

written by Speeder on Dec 10, 2011 02:34

I agree with the Power Services team, and hop back on Nukabot.

written by Gligar on Dec 10, 2011 02:43Corridors, X Level, Eta Subsector

Jam-Y looks slightly disappointed when he sees that the cyborgs have organic brains.

Then he looks at his hands: covered in brain and blood, and yells for the Hygiene Officer... oh yeah, he killed him.

The YELLOW Power Services clone looks at him quizzically. "Anything we should know?"

Speed-Y agrees that they should get going, and hops onto Nukabot.

Hygiene Station, X level, Eta Subsector

A somewhat bewildered clone stumbles out of a cubicle. His name is King-R-APH-1. He seems to be wondering about the source of the explosion just now... and about this message he just received on his PDC, telling him that he's assigned to Team Epsilon...

Dormitory 6, Building 2, Industrial Subsector B

Mango continues to dream...

Meeting hall, C Level, Emergency Bunker C-3

Mango almost says something, but decides instead to just watch the vidscreen. It's currently playing some episode of Tella-O... he's not sure which.

One of the Troubleshooters - what was his name... John-R? - turns and notices him. "What's the matter?"

JHT Sector Main Cloning Station, among the cloning tanks, below Central Subsector

Mick-R keeps running. As he does, he begins yelling.

This just gives the goons something to home in on.

But he's a little faster. He dashes out of the forest of tanks, towards an equipment rack.

Failing to notice Cryo and the other goon *right there*, and crashing into Cryo, causing him to fall to the ground.

The goon pulls out a truncheon. "Well well... what do we have here?"

written by Granpire viking man on Dec 10, 2011 03:49

I look around and try to gather any hygiene-related materials around me(if applicable).

I then peek out of the stall cautiously, making sure that I won't be present for any more explosions.

written by Lightning4 on Dec 10, 2011 06:55 Corridors, X Level, Eta Subsector

I make my way back to my normal spot on Nukabot.

"Well then. Shall we go? Industrial Subsector B, I take it?"

written by Speeder on Dec 10, 2011 07:46

I turn to the Power Services team.

"Oh, our Hygiene Officer seemly is unhappy with that, he keeps saying something about technology and is unhappy all the time. I think since the mission started he already died three times, one of them he somehow killed himself inside the shower of the cloning station."

written by Mingamango181 on Dec 10, 2011 10:59

My attention is drawn away from the vidscreen by what seems to be John-R. I speak quietly so as to not attract the attention of the others.

"I err... feel sort of out of place. You may or may not know that sort of feeling..."

I scratch the back of my head for a bit of time.

written by Cryoburner on Dec 10, 2011 12:13

"Ah! What is this!? Say, is that an unassembled backpack you're wearing?"

I grab onto Mick-R's jumpsuit (backpack?) and begin looking for a tag to determine whether or not he is out of dress code. In the mean time, I continue my conversation with Internal Security as best as I can.

"Yes, I would have reported it sooner, but I needed my ME Card first. Filing a report without an ME Card would be less efficient, after all."

written by Azirphaeli on Dec 10, 2011 15:19

I grab onto Nukabot, preparing to head out,

written by Jam on Dec 10, 2011 15:56

I turn to the YELLOW Power Services clone.

"Do you know where I could find a Hygiene Station?"

written by Gligar on Dec 10, 2011 18:03

Hygiene Station, X level, Eta Subsector

King-R King-R looks around for hygiene items... towels, brushes, cleaning fluid... that sort of thing. He grabs a bunch and returns to the stall, peeking out and hoping that there's not going to be an explosion.

From outside, he hears the sounds of clones walking past. And of a bot.

written by Speeder on Dec 08, 2011 16:57

I was talking about Nukabot with my dad (he suggested me to make a game that simulates a forklift)

Then I told him the entire story of Nukabot, even what Cryo did to it.

Then my father: "How?"

Me: "How what?"

My father: "How you damaged a forklift tire?"

Me: "Why?"

My father: "Forklifts have solid tires, you cannot pierce them and make the air go out."

Me: "Huh... huh... GLIGAAAAR?!?!?"

written by Gligar on Dec 08, 2011 17:09

21st century forklifts may have solid tyres, but that doesn't necessarily hold true for Alpha Complex forklifts. 😊

written by Speeder on Dec 08, 2011 17:20

Can we get solid tires upgrade? 😊

Seriously, with solid tires the thing can get shot all we want and still go on =D

L4-O gets into place on Nukabot, and suggests that they get going.

Nukabot starts up, slowly at first, then picking up speed. Azir-R also gets into position. The Power Services team walks alongside, and try to hide their amusement at everyone clinging onto a forkbot.

Speed-Y explains about how Mick-R is always unhappy, and going on about technology all the time. And dying. Including that time when he died in the cloning station. The YELLOW replies to the effect that he would be surprised in such a clone would even make it to the mission...

Jam-Y inquires about the location of a nearby Hygiene Station. "Yeah, we just passed one," the YELLOW replies. "It's back there."

Dormitory 6, Building 2, Industrial Subsector B

Mango is still dreaming...

Meeting hall, C Level, Emergency Bunker C-3

Mango says to John-R that he feels out of place. Perhaps John-R knows what he means...

"I kind of know what you mean," John-R replies. "Back when I first discovered I was a mutant, I felt like a freak! Can you believe that? But then I discovered that there were people like me, and that I could still fit in."

He pauses for a moment. "Perhaps the same is true for you?"

JHT Sector Main Cloning Station, among the cloning tanks, below Central Subsector

Cryo notices - or thinks he notices - or rather, he thinks he fails to notice* - something about Mick-R's jumpsuit, and grabs hold of it, looking for a tag or something. The tag stubbornly refuses to be found.

To the goon, he explains that he wanted to find his ME Card before making a report. He claims that it makes things more efficient.

"You do have a point," the goon replies. "Now, since you're reporting in now, I'd like to ...inspect... your ME Card."

written by Malkom on Dec 10, 2011 18:14

I writhe out of Cryo's grip and try to run towards the equipment stands! Once I'm there, I grab a couple of high

* Of course, it could be just an excuse...

clearance (as high as possible) laser pistols, spin around and fire at the goon and Cryo.

written by 4616599 on Dec 10, 2011 19:07

I finally snap out of my daze.

"Well. That was unexpected. I must have lost focus, somehow."

I chase after them, reluctant to gaze at or step on the splattered cyborg bits for too long.

written by Jam on Dec 10, 2011 19:41

"Ok, I'm going to the Hygiene Station!"

I head towards where the YELLOW indicated, and attempt to go inside the station...

written by Gligar on Dec 10, 2011 21:42

Corridors, X Level, Eta Subsector

Now that he knows where the hygiene station is located, Jam-Y expresses his intent to visit it.

He walks over and enters.

Hygiene station, X level, Eta Subsector

He finds that there is a clone present, a RED Power Services clone. He seems to be monopolising the hygiene supplies for some reason. Perhaps he's frightened and/or confused due to the explosion. Or other things.

JHT Sector Main Cloning Station, among the cloning tanks, below Central Subsector

Mick-R attempts to get free of Cryo. But as we all know, Cryo has a one track mind. As well as an iron grip, it seems. Or maybe Mick-R is just feeling the effects of the blow to the head he received earlier. And the one he's receiving right now.

The goon spits at him. "No you don't! You and I are going to have a little talk later Right after I see your ME card," he adds to Cryo.

The other goons begin to make their way out of the forest of tanks.

written by Mingamango181 on Dec 10, 2011 21:58

"That may or may not be true, considering..."

I stop there for some reason. The thought of Headgrabber for some reason makes me feel really sick.

"...I had a mutant hiding inside me."

written by Granpire viking man on Dec 10, 2011 23:00

I stumble nervously up to the clone that just entered the hygiene station and stammer, "Are you a member of team Epsilon? I'm-"

I then take notice to the red sticky bits on the clone's hands and grimace, starting to gag. Feeling faint, I spit out, "Hygiene officer" and fall to the ground, but not before placing one of the bottles of cleaning fluid into his hands.

written by Speeder on Dec 10, 2011 23:31

I just keep clinging on the forkbot.

"I think we will need a new hygiene officer... I for some reason have a feeling that Mick will not return... He more or less remember of ... of... I cannot remember again... Why there are a guy that resemble Mick and I cannot remember?"

Oh, probably leftover memories of a clone so treasonous that got erased. I wonder if Mick will end being erased too."

written by Malkom on Dec 11, 2011 01:39

++ Connection disrupted - status ++ PS:35% ++ MN:93% ++ VS:99% ++

I stagger, and black out almost immediately.

written by Gligar on Dec 11, 2011 02:43

Dormitory 6, Building 2, Industrial Subsector B

Mango... well, you get the idea.

Meeting hall, C level, Emergency Bunker C-3

Mango tells John-R that it might well be true, considering that Mango had a mutant inside him for a while.

John-R nods. "Headgrabber. But he's gone now, isn't he? And yet... you're still uneasy, aren't you?"

Corridors, X Level, Eta Subsector

As Nukabot keeps moving, Speed-Y observes that they may need a new hygiene officer. He has a feeling that Mick-R is not coming back. Like... that other guy... what was his name? Hre looked like Mick-R, and... he can't really remember. Perhaps it's leftover memory fragments of some clone who was erased... will that happen to Mick-R?

"Erased..." One of the other Power Services clones seems thoughtful. "There was that one clone a weekcycle ago who got erased... is that the one?"

Hygiene station, X level, Eta Subsector

King-R stumbles up to Jam-Y and asks if he's a member of Team Epsilon. He's about to introduce himself when he catches sight of Jam-Y's brain- and bloodstained hands, shoves a bottle of cleaning fluid into said hands, and faints.

JHT Sector Main Cloning Station, among the cloning tanks, below Central Subsector

As his brain processes the fact that he's getting hit over the head, Mick-R passes out.

As he does so, the jumpsuit's label becomes visible. It's a jumpsuit after all, Cryo!

That makes it easier for the goons to grab him. The one speaking to Cryo still wants his ME card. "Thanks for your help, citizen." He doesn't particularly sound thankful. "I'm going to need you to accompany us back to the station. It's just protocol, so I can enter this onto your permanent

record. And I still need to inspect your memory card. And... I think there may be a reward for you."

written by Jam on Dec 11, 2011 02:18

"Oh, yeah, I'm a member of Team Epsi—Hey, are you alright? You're looking kind of ill... Maybe you should lie dow—oh, nevermind..."

I look at the bottle the strange clone shoved into my hands right before he fainted... Hmm... Cleaning solution? Just what I needed!

After verifying it's safe to use, I attempt to use the cleaning fluid to clean my hands off...

written by Jam on Dec 11, 2011 02:57

I attempt to clean off my hands...

After that's done, I nudge the clone with my toe...

"Hey, wake up citizen!"

I look at him a bit closer, and suddenly grin...

"No, wait... Don't wake up yet, I've got an idea... Heh heh heh..."

written by Malkom on Dec 11, 2011 02:58

++ Connection status ++ PS:0% ++ MN:0% ++ VS:0% ++

I'm still out cold.

written by Lightning4 on Dec 11, 2011 03:08

I listen in to the erased clone conversation and add my opinion, which is just a shrug.

"Nukabot, just wait at the lift for now. Jam-Y is doing... something I guess."

written by Granpire viking man on Dec 11, 2011 03:47

I stir quietly and in slurred speech, I softly murmur, "Nooooooo, noooooowt the fuuuuuuses..."

I wear an expression of of disgust as my body goes limp once more.

written by Cryoburner on Dec 11, 2011 05:15

"Wow! I always wanted a jumpsuit verification reward, as long as I can remember, and that's been at least a weekcycle."

I hand my ME card over to the internal security officer, and follow him, if necessary.

written by 4616599 on Dec 11, 2011 11:44

I think aloud.

written by Cryoburner on Dec 09, 2011 02:56

Solid tires are ultraviolet clearance. He could put solid tires on the forkbot, but then you wouldn't be allowed to ride it. 

written by Lightning4 on Dec 09, 2011 10:47

Unless we have specific clearance, of course. 

"I'm not sure if I know the clone you're talking about. For some reason, the memory of my last clone seems corrupted. I wonder if it's connected?"

written by Gligar on Dec 11, 2011 17:02

Hygiene Station, X level, Eta Subsector

Jam-Y starts telling King-R that he's a member of Team Epsilon, but notices him pass out.

He looks at the bottle of cleaning solution he was given. According to the label, it's liquid soap, and is ORANGE Clearance. Should be safe, right? He decides to use it.

It does indeed to a decent job of cleaning his hands.

After he's finished, he nudges King-R with his foot, trying to wake him. King-R stirs, mumbling something about fuses before drifting off again. Jam-Y looks at him a little closer, and gets an idea...

Corridors, X Level, Eta Subsector

L4-O listens in on the conversation about erased clones, and shrugs.

He tells Nukabot to stop at the lift hall, since Jam-Y is off doing... whatever.

Soon enough, they get to the lift hall.

Joris-R isn't sure if he knows the clone they're talking about. Then again, his previous clone's memories seem to be corrupt... might it be related?

JHT Sector Main Cloning Station, Main chamber, below Central Subsector

Mick-R remains unconscious. Some of the goons manhandle him towards the exit.

Cryo is pleased to receive a reward, apparently for "jumpsuit verification", and hands his ME Card to the goon. The goon looks at it. "Alright... Cryo-BRN. Let's go."

Cryo follows him towards the exit.

written by Malkom on Dec 11, 2011 18:02

Everything stays black like a good little universe, except...

Except...

Something's wrong. Help! I can't move! I can't see! I can't talk!

written by Lightning4 on Dec 11, 2011 18:52

If the lift is still here, I try to see if there is a button for A level.

“Hopefully there’s an exterior connection in this sector... don’t really want to have to travel all the way back through a few subsectors to get out.”

written by Gligar on Dec 11, 2011 22:21

JHT Sector Main Cloning Station, Entryway, under Central Subsector

Mick-R remains unconscious.

He, the goons, and Cryo now stop for a moment. It seems that the Interactive Corridor Experience outside is busy right now. And it does not help that the group needs extra guided tiles.

Lift hall, X level

L4-O gets off Nukabot and checks the lift. It’s not here... someone seems to have called it down below.

written by Mingamango181 on Dec 11, 2011 23:38

“Yeah. Something just seems to remain, nagging at me. I don’t know what it is that’s causing this uneasiness.”

written by Malkom on Dec 12, 2011 01:17

++ Found breakpoint; restoring connection ++

++ Warning: MemoMax corruption detected. Cleaning... ++

++ Connection finalized ++

I stir, groan and blink.

“Ugh... where in the Computer’s name am I?” I feel my arm. “Nice, I’m all healed up. What exactly happened to me back there? I think I must have gone a little crazy, perhaps from spontaneous temporary mental breakdown stemming from unusually extreme achluophobia... Where’s Nukabot?”

Then I notice that I’m being dragged along by IntSec. “Er... why am I being dragged along by Internal Security?”⁶⁷⁵

written by Azirphaeli on Dec 12, 2011 02:06

I gingerly wait for Jam to reconnect with the team and the action to continue

written by Granpire viking man on Dec 12, 2011 02:43

I open my eyes, groan, and try to get up.

“Hello, I’m King-R” I hold out my hand weakly, then withdraw it, thinking of all the germs I should be avoiding.

“I’m supposed to be your new Hygiene officer. I think...”

I don’t look so sure, and stop to ponder this for a moment.

written by Lightning4 on Dec 12, 2011 03:04

“Huh... I hope that’s not anyone dangerous...”

⁶⁷⁵ SPEEDER: (OOC: Speeder enters in pissed off mode after he wrote a turn yesterday for 10 minutes to the point of irritating his girlfriend, and see that it failed to send.

Since his girlfriend wants to get pissed again he will attend to her and not play this turn, he will post tomorrow)

“Let’s back away a bit, Nukabot.”

written by Cryoburner on Dec 12, 2011 12:29

I look around at where we are waiting... and wait.

written by Jam on Dec 12, 2011 13:32

“Oh, so that’s why you knew about Team Epsilon... I was wondering about that...”

I reach out to shake his hand, then look confused as he suddenly withdraws it...

“Uh, er, okay then... Well... Let’s get going!”

I turn, and lead the way back to the rest of the team.

written by Speeder on Dec 12, 2011 15:47

I look at everyone for a while, then I look at myself, then I check my revolver.

I then get slugs and replace the spent ones in the weapon.

written by Granpire viking man on Dec 12, 2011 16:15

I follow Jam-R, looking around at my surroundings, hoping they won’t be too gruesome for my squeamish self.⁶⁷⁶

written by Gligar on Dec 12, 2011 17:18⁶⁷⁷

JHT Sector Main Cloning Station, Entryway, under Central Subsector

Ah, Mick-R is awake!

He seems at a loss as to what happened. He guesses that he might have flipped out due to “achluophobia”... why can’t he just say “fear of the dark” like everyone else?

How does he even *know* that word, anyway? It’s not exactly a RED Clearance word.

The goons seem to have noticed, as well. “Shut up!” one of them snarls. “You’re being brought in for treason!”

Meanwhile, Cryo is looking around at the entryway. The entryway is INFRARED for the most part... though the exit doors are RED. That’s fine, though. He’s being accompanied by clones of a higher clearance, after all.

In the entryway itself, he notices some chairs and tables (bolted to the floor), on which are some leaflets... things such as “Cloning and You: The Facts”, “The Troubleshooter Times” (three editions out of date), and “The Daily Briefing”, along with some propaganda posters that he doesn’t get much of a chance to look at, because the goons are on the move.

Outside Main Cloning Station, below Central Subsector

It would be wrong to call this space a corridor... because it isn’t. It is the entryway to the Interactive Corridor Experience, which seems to be a big empty space, mostly

⁶⁷⁶ GRANPIRE VIKING MAN: (OOC: it is OK to post twice, right?)

⁶⁷⁷ Gligar: (OOC: Yes, it’s fine.

Also, may I suggest to Speeder that he write up his posts in a text editor or something before trying to submit them? At least that way, you can hit “save” and come back to it later if you need to. 😊)

consisting of a big empty shaft stretching down pretty far, further than Cryo can see. Across the walls of this chasm are what seems to be lighted spaces, and actual lights. Most of the lights seem to be off, though.

There are also several guided tiles waiting for them. Each looks to be big enough for two clones to stand comfortably. The goons begin to file onto the tiles. It ends up with Mick-R being yanked onto one tile by one goon, two more tiles with two goons each, and the final goon on a fourth. He beckons for Cryo to join him.

Meeting hall, C Level, Emergency Bunker C-3

Mango explains that there's something nagging at him. He doesn't know what it is, but it's making him uneasy.

"That feeling that you don't belong, right?" John-R asks. "The feeling that you should be somewhere else? With other people?"

Lift hall, X level, Eta Subsector

Azir-R waits for Jam-Y to return.

Speed-Y checks his "revolver", and reloads.

L4-O has Nukabot back away from the lift. He hopes that it isn't anyone suspicious.

Well, whoever it is, the lift seems to have stopped.

Hygiene station, X level, Eta Subsector

King-R manages to get up again, and introduces himself to Jam-Y. He says that he isn't sure, but he's supposed to be the team's new Hygiene Officer.

But what about Mick-R?

No matter. Jam-Y relaxes a little - it explains why King-R knows about Team Epsilon - and goes to shake King-R's outstretched hand, but King-R withdraws it. Apparently, he's frightened of germs or something. Or maybe he's just frightened.

Jam-Y rebounds and suggests that they rejoin the team. He leads King-R out of the hygiene station.

Corridors, X level, Eta Subsector

Of course, the way to the lift hall involves going past the mound of corpses... which are now being cleaned up by scrubots, who are using their cleaning fluid to dissolve them...

written by Granpire viking man on Dec 12, 2011 17:24

Catching a small glimpse of the scrubots, I close my eyes and sprint past the corpses, plugging my nose and hoping I don't trip over any bodies.

written by Malkom on Dec 12, 2011 18:32

I frown. "Treason? What treason... you mean I did something treasonous while I was, er, crazy?" I try to think. "I do remember feeling quite... affectionate... towards you IntSec guards... actually, I may have tried to hug one of you." I

look uncertain and disgusted at the same time. "Does that count as treason?"

written by Lightning4 on Dec 12, 2011 19:37

I continue watching the area of the lift. Cautiously!

written by Azirphaeli on Dec 12, 2011 20:08

I do the same.

written by Cryoburner on Dec 12, 2011 21:12

I hop onto the tile.

"Say, you think we should go back and grab some of those pamphlets? They wouldn't put them there if taking them wasn't mandatory, would they?"

written by Mingamango181 on Dec 12, 2011 21:22

"Somewhere else... Though I haven't seen anything quite like that."

written by Gligar on Dec 12, 2011 21:53

Corridors, X level, Eta Subsector

As soon as he spots the dissolving corpses, King-R squeezes his eyes shut and runs past them.

Jam-Y follows along behind, since he's more used to the sight.

Lift hall, X level, Eta Subsector

The two find themselves at the lift hall not long after. King-R is still shaking a little.

As far as the rest of the team is concerned, a frightened-looking RED clone just ran into the lift hall, followed by Jam-Y.

One of the ORANGE Power Services clones spots him and says, "Oh, King-R! Finally extracted yourself from the hygiene station, I see?"

The lift is still stopped at... wherever it is. The level indicator has gone blank.

Interactive Corridor Experience, below Central Subsector

Cryo hops onto the indicated tile. The group of tiles begins to move off, suspended by an artificial cloud of [REDACTED].

Cryo mentions the pamphlets to the goon, who thinks for a moment. "But we're already on our way," he counters. "By the time we got the tile to reverse, I might have forgotten about your reward."

The goon then pulls out his Com 1. He speaks into it. "Need one unit to investigate pamphlets at the in cloning station."

Over on another tile, Mick-R wonders what he did... he must have done something, right? He seems to recall something about one of the goons... did he hug him? Is that treason?

The goon just yells at him to shut up again.

Meeting hall, C level, Emergency Bunker C-3

Mango tells John-R that he's right, though he doesn't really know anywhere like that.

"Well, there aren't too many places like that," the mutant replies. "Except, maybe, the Underplex... or Outside. But those are both forbidden. You know that."

written by Malkom on Dec 12, 2011 21:55

"That's not very polite. But wow, this technology! Floating tiles! I heard they'd been trying for that for, like, ages! Wowzers! I wonder if the negated type-K force-field idea worked out..."

written by Granpire viking man on Dec 12, 2011 22:25

I attempt to regain my composure and stare at the lift for a few seconds.

Disinterested, I then attempt to check whether friend computer gave me any equipment when I was made a troubleshooter.

written by Lightning4 on Dec 12, 2011 23:27

"Blank? What's that mean?"

I get a little more nervous.

Then I realize I'm armed with a heavy weapon and calm down a little.

written by Gligar on Dec 13, 2011 00:28Interactive Corridor Experience, below Central Subsector

Mick-R thinks that the goons are not being very polite. But he loses interest in that, and becomes interested in the guided tiles. They're floating! How cool! He fawns over the technology involved, and wonders if some high-clearance project panned out. This earns him a slap across the face by the goon.

The tiles begin to float down and slightly towards the pit wall.

Lift hall, X level, Iota Subsector

King-R tries to calm down. He looks at the lift door for a moment.

But he loses interest, and checks his equipment. He finds that he has a shiny new laser pistol, complete with a full barrel.

L4-O isn't sure what the blank level indicator means, and gets nervous. But it passes when he remembers his weapons.

As everyone contemplates, the lift doors open.

written by Granpire viking man on Dec 13, 2011 00:52

Noticing the wariness of the other team members, my hand tenses on my newly discovered laser pistol.

I hope this won't lead to more stickiness,

written by Cryoburner on Dec 13, 2011 01:07

"Wow! These are great. Is this like a race? I wonder if they can go faster..."

I kneel down and examine the tile more closely. I look over its edge, and if reasonably safely possible peek at the underside. If it doesn't seem reasonably safely possible, I see if I can catch sight of the underside of another tile.

written by Malkom on Dec 13, 2011 02:15

I, too, attempt to look at the undersides of the tiles, ignoring the goons. Once I'm finished, I ask them, "How did I get here anyway, and what exactly have I done?"

written by Speeder on Dec 13, 2011 03:21

I look inside the lift before going anywhere near inside it... You know, the doors just opened, maybe the lift is missing the floor, and we all know what happen when you fall on a lift shaft, don't we?

written by Jam on Dec 13, 2011 03:45

"Oh, this clone here is King-R... He says he's going to be our new Hygiene Officer! Isn't that good news guys? But, I wonder what happened to Mick-R..."

I look to Speed-Y and Lucas-R

"You guys worked with Cloning Services, right? Any idea where Mick-R would have recloned at?"

written by Mingamango181 on Dec 13, 2011 05:19

"I do know that much."

I begin staring down at the ground.

written by Azirphaeli on Dec 13, 2011 14:07

"Really, a competent non-treasonous hygiene officer? I never thought I'd see the day. Excellent to meet you, good sir."

"As for Mick, I'd rather just kind of forget about him, remember, his unhappiness spreads like an airborne virus. Just thinking about him might reduce your mood to potentially treasonous levels."

written by Granpire viking man on Dec 13, 2011 14:36

At Azir's greeting, I nod to him, mumble a greeting, and at his words about Mick, I paste I smile on my face.

Also, I try not to think about said clone, and keep looking intently at the opening lift door.

written by Speeder on Dec 13, 2011 16:16

"King I would greet you better, but I have a lift to look inside."

written by Gligar on Dec 13, 2011 18:41Lift hall, X level, Iota Subsector

King-R looks a little tense. See how he has his hand in his laser pistol pocket? He must be reading everyone else's reactions to the lift or something...

Speed-Y is not too sure about the lift. Maybe the doors simply opened onto an open shaft or something? He has a look.

There is definitely a lift there.

Jam-Y introduces King-R to the rest of the team, and mentions that he is a Hygiene Officer. He still wonders about Mick-R, though.

He turns to Speed-Y and Lucas-R. Perhaps they have some idea where he may have recloned?

Lucas-R thinks. "It could be anywhere, sir," he replies. "It's usually close to the point of death, but it really depends on MemoMax load and other things I'm not cleared to know about."

Azir-R acts surprised at the thought of a loyal Hygiene Officer - then again, he only has the one to compare King-R with - and greets King-R.

He then reminds everyone about Mick-R's contagious unhappiness. It's probably better is everyone forgot about him.

King-R nods to Azir-R and tries not to think about Mick-R. Of course, when someone tells you not to think about something, what are you going to be thinking about?

Speed-Y would greet King-R better, but he's too preoccupied with the lift. It seems to be intact.

Interactive Corridor Experience, below Central Subsector

Cryo wonders what is below the tile. He tries to look at the unders- *woah!* That is *not* a good idea. That artificial cloud is doing something strange. Putting your head near it causes everything to go crazy for a moment.

Mick-R discovers the same thing.

However, Cryo can see the underside of another tile, floating up nearby. There's some kind of... something in the centre of its cloud, but he can't really make it out.

Mick-R asks how he got here and what he apparently did.

"From what I see," his goon replies, "you recloned and attempted to forge your forms by trying to force another clone to enter a tongueprint. And then there's your feedback.... And then, you resisted arrest while trying to gain access to high-clearance weapons. Now be quiet.."

The tiles slow, and come to rest adjacent to a landing platform.

Meeting hall, C Level, Emergency Bunker C-3

Mango says he's aware of that, and starts looking at his feet.

"So what's the problem?" John-R asks. "You aren't seriously considering leaving the Complex, are you? You don't know what's out there! There might be nothing out there!"

By now, Speed-Y is facepalming.

written by Mingamango181 on Dec 13, 2011 21:38

"There might be. There might."

I sigh.

"Besides, I don't quite think that people want me here."

written by Jam on Dec 13, 2011 22:40

I cautiously enter the lift.

"Well, I know a way to find Mick-R!The question is, do I really want to know?"

I open a B3, and start to drink it.

written by Speeder on Dec 13, 2011 22:43

I facepalm as Jam mentions Mick.

Then I remain in the nukabot, since I will get in the lift as it drives into it.

"I do not think we want to know where that person is... And if someone assigned a Hygiene Officer to us, it must mean that Mick is already demoted from that position at least... Maybe when we find him again, he will be wearing a black jumpsuit."

written by Gligar on Dec 14, 2011 00:08

Meeting hall, C Level, Emergency Bunker C-3

Mango claims that they might be something Outside...or in the Underplex... or whatever.

He adds that he isn't sure people want him around.

"Perhaps you did something to anger someone?" John-R suggests. "After all, you're INFRARED, aren't you? You were RED before. You must have done something..."

John-R pauses. "Perhaps you could do something else to counter it?"

Lift hall, X Level, Eta Subsector

Jam-Y cautiously enters the lift.

The lift decides to not do anything in response.

Jam-Y mentions that he knows a way to find Mick-R (which elicits a facepalm from Speed-Y). But he wonders if he even wants to know... To take his mind on it, he takes out a B3 and drinks it.

Speed-Y remains where he is. After all, Nukabot will enter, and he's on the bot. He adds that he's not sure they want to know either. And if they've been assigned another Hygiene Officer, that might mean that Mick-R won't be returning. Perhaps he'll be wearing black when they next find him.

One of the Power Services clones asks, "So... how are we all going to fit in there? How about we take another lift down?"

written by Lightning4 on Dec 14, 2011 00:53

"That might work, but someone armed should stay with you guys. We don't want you to die again, after all..."

"I volunteer. I'll take my place back on Nukabot when we meet back up."

I get off Nukabot, armed with my laser blaster, and join the Power Services group.

written by Mingamango181 on Dec 14, 2011 01:30

"Counter? I think I could hardly counter that.

Whatever it was..."

written by Granpire viking man on Dec 14, 2011 02:22

I enter the lift and try to clean off Jam-Y's can of B3.

"After a battle like that, you wouldn't want to swallow something nasty!"

Hopefully, the cleaning fluid is safe for consumption.⁶⁷⁸

written by Jam on Dec 14, 2011 02:33

I decide to follow L4-O, and walk back out of the lift.

"I bet they'll be more shooting if I go with you guys! Shooting is FUN, especially if it's commie mutant traitors that are being shot!"

written by Cryoburner on Dec 14, 2011 04:25

I hop upon the landing, and see what exiting things there are to examine there. 🐱

written by Azirphaeli on Dec 14, 2011 13:55

I will stay on the lift with whoever chooses to stay. If no one does, I'll hop off.

written by 4616599 on Dec 14, 2011 15:33

"I think Nukabot also needs some escort. I'll continue on it."

written by Gligar on Dec 14, 2011 17:32

Lift hall, X Level, Eta Subsector

L4-O agrees that splitting up might work, but he wants there to be someone armed with them, just in case. Himself, for example.

He dismounts from Nukabot to join them.

King-R enters Nukabot's lift... and tries to clean Jam-Y's can of B3, stating that he doesn't want Jam-Y to swallow anything nasty.

Problem is, he doesn't dropped his supplies when he fainted, back in the hygiene station. And he doesn't seem to have noticed the box of supplies, clearly marked HYGIENE OFFICER, on Nukabot... Okay, they technically belong to Mick-R, but he's a hygiene officer as well...

⁶⁷⁸ GRANPIRE VIKING MAN: (OOO: I failed to realise that I may not be carrying the bottle of cleaning fluid still, after I became unconscious... 😊 I could have grabbed it with my keen hygiene-officer instincts?)

Jam-Y ignores him, and follows L4-O to join the Power Services team. He thinks that there might be shooting in that team's future, and that's FUN.

Azir-R looks like he wants to stay.

Joris-R mentions that he will also stay. Nukabot needs guarding, he says.

"Have fun, citizens," Nukabot says, before the doors close.

The YELLOW Power Services clone presses another call button.

Interactive Corridor Experience - Gamma Subsector, H Level landing

Cryo hops - literally - onto the landing, and looks around for things to examine.

As it happens, there is only an open door, through which the goons pass, dragging Mixk-R along with them.

Cryo's goon steps onto the landing behind him. "You, too. Let's go."

Neeting Hall, C Level, Emergency Bunker C-3

Mango says that he isn't sure that whatever he did could ever be countered.

"How do you know?" John-R asks. "Because you were demoted? It's not like it's hard to get back to RED Clearance. You should know that. Just do something to make The Computer trust you again. I mean, there are always traitors out there. There are always clones doing suspicious things. Do you know of any?"

written by Granpire viking man on Dec 14, 2011 18:10

"Hello, Nukabot" I say awkwardly.

"I don't think we've been introduced. I'm King-R"

I try to smile.

Perhaps going down first wasn't such a good idea?

written by Speeder on Dec 14, 2011 18:27

"AWESOME!"

I look happy.

"I mean... sorry for the yell... Is that you are the first person that treats Nukabot properly, other people or were afraid of him, or hated him, or ignored him, and so on... Cryo and... the guy I cannot remember, come to my mind."

written by Lightning4 on Dec 14, 2011 18:56

I keep guard, keeping a close eye on the entrances to the lift hall. I keep my weapon ready to shoot, if need be!

written by Cryoburner on Dec 14, 2011 19:32

I go!

And examine whatever's beyond the door!

written by Malkom on Dec 14, 2011 20:07

I look confused. "Tongueprint? Clone? What are you talking about? I haven't been anywhere near a cloning station!" I peer at the guards for a moment. "I don't think you were the guards in the corridor anyway, the numbers are different. What in the Computer's name is going on here? Why would I need to fill out clone forms since I haven't been cloned yet?!"

written by Gligar on Dec 14, 2011 21:18

A lift, Eta Subsector

Somewhat awkwardly, King-R introduces himself to Nukabot. I suspect he isn't familiar with bots who aren't out to kill him or something

Needless to say, Nukabot is not out to kill him. It simply says, "At your service, citizen. Can someone press the button for A Level?"

Speed-Y is extremely happy at King-R's treatment of Nukabot. As he explains, most clones are afraid of it, or ignore it, or simply hate it. Cryo and... that other clone he can't quite remember... come to mind.

Lift hall, X level, Eta Subsector

L4-O looks around for signs of trouble. His gaze lingers on the lift hall's exit, waiting for anything that needs shooting.

The lift arrives without incident.

Corridor, H Level, Gamma Subsector

The goons, Mick-R, and Cryo head down the corridor. Cryo, of course, is inspecting everything he can see, including the hairline crack near the door, next to the clearance stripe (RED, but he's being accompanied, so that's okay).

Mick-R is dragged through a door, even as he protests that he doesn't know what's happening, and that he hasn't been re-cloned at all. "So how are you on your fourth clone?" one goon wants to know.

Cryo is led further down the corridor, into another room. There's a nice chair there.

written by Azirphaeli on Dec 14, 2011 21:57

I hit the button for A level, as instructed.

written by Mingamango181 on Dec 14, 2011 21:59

"I don't know."

written by Jam on Dec 14, 2011 22:43

If there's no clone inside the lift, I walk inside and wait for the others.

written by Cryoburner on Dec 15, 2011 00:46

"Wow, that's a nice chair!"

I approach the chair, and examine it, but don't sit in it yet, in case it is beyond my clearance, or has someone else sitting in it already, or is on fire. I suppose examining it will

answer such questions. I make sure to examine its underside as well, unless I determine it to be on fire, of course.

written by Gligar on Dec 15, 2011 01:19

A lift, Eta Subsector

Azir-R hits the button. Going down!

Lift hall, X level, Eta Subsector

Jam-Y looks into the other lift. It's empty. But it's at least there.

He enters the lift.

Meeting hall, C level, Emergency Bunker C-3

Mango says he doesn't know.

"Are you sure?" John-R asks. "Why don't you look again? Perhaps you saw something, but didn't consciously notice it."

On the vidscreen, a clone appears: the technician from before. "Like I said, look again."

Interview room, H level, Gamma Subsector

On noticing the chair, Cryo naturally tries to examine it. He notes that it's nice and black, not occupied, and not on fire. There is no way to examine the underside, since it's not possible to lift the thing to look at the base. Why? It's bolted to the floor.

Another clone enters behind him. "You're Cryo-BRN, right?"

written by Lightning4 on Dec 15, 2011 01:22

I join Jam-Y on the lift. I take a kind of guard-like position in the lift. If that's even possible.

written by Jam on Dec 15, 2011 02:13

"Okay!"

I wait for everyclone to enter the lift, and for someone to press the button for whatever floor we were going to...

written by Granpire viking man on Dec 15, 2011 02:20

I see if there's something in Nukabot's box of hygiene supplies to clean my teeth with. I can't remember the last time I cleaned them(I can't remember much of anything), and I need to do something to keep busy.

written by Malkom on Dec 15, 2011 03:49

I look even more confused. "Fourth clone? Computer take it, has there been some kind of time fissure or something like in those cheesy vidshows? I'm my first clone, aren't I? I was taken out of a dark corridor for... uh... hugging IntSec, I guess..."

I trail off as I notice the stern expressions of the guards. "Maybe I'm just mentally unstable."

written by Gligar on Dec 15, 2011 17:24

Another lift, Eta Subsector

L4-O joins Jam-Y on the lift, and waits for everyone else. He take up a position by the doors.

Jam-Y also waits, as the Power Services group file on board. One of them presses the button for A Level, and the lift begins to descend.

A lift, Eta Subsector

King-R notices the box of hygiene supplies at last. Looking through it, he finds a Hygiene Officer MBD Badge; a Troubleshooter helmet; RED reflec; an Authorisation to Issue Personal Hygiene Tests Form; an Authorisation to Organise an Emergency Cleaning Crew form; a Skin Core Sampler; ten Emergency Sanitation Kits; two 300ml bottles of MintFresh cleaning fluid; and several scrubbing brushes. It looks like someone went through there already and took something out.

He takes one of the Emergency Hygiene Kits, opens it, and starts cleaning his teeth. He isn't sure if he already did so todaycycle, and he might as well do something.

Interrogation room, H level, Gamma Subsector

Mick-R continues to claim that he is still his Prime even as he is shoved into a chair. He wonders if there is any sort of weird time-related stuff going on.

"For the last time, **SHUT UP!**" one goon - right next to his ear - yells at him. Right before whacking him a few times in the head with his truncheon.

The last thing Mick-R sees before he passes out is another goon carrying a helmet covered in all sorts of spikes and needles.

written by Azirphaeli on Dec 15, 2011 17:53

I watch as our new Hygiene Officer becomes acquainted to his equipment.. And then brushes his teeth.

"Now that's taking the initiative.. I like that!"

I pull a PPSA Card out of my stack and see what it says, if it sounds fun I may have King and the other's run through it while we wait for the lift to descend and the rest of the team to meet up. Nothing passes the time like a fun activity!

written by Malkom on Dec 15, 2011 20:06

++ Connection error: unable to retain mental control ++

++ Received command: mmx -sm 0x44624EA5E5610F4 ++

++ Three missing MemoMax fragments found [3x1D, 3x1E, 3x1G] ++

++ Received command: mmx -u 0x44624EA5E5610F4 3x1D 3x1E 3x1G ++

++ Overriding MemoMax controls ++

++ Uploading memory fragments: 6% ++^{679 680}

written by Lightning4 on Dec 15, 2011 20:59

Since it's been a little while since my last semi-mandatory loyal tune whistling, I commence with one. Maybe something related to Algae Chips.

written by Gligar on Dec 15, 2011 22:03

Another lift, Eta Subsector

As the lift descends, L4-O begins whistling a tune... I think that's one of the algae chips jingles.

A lift, Eta Subsector

Azir-R likes King-R's initiative, and offers encouragement.

He pulls out a PPSA card and reads it. What he finds makes him smile: this card contains a bunch of trivia questions for *Mandatory Team Troubleshooter!* And it looks like they're from fairly recent episodes, as well.

Interrogation room, H level, Gamma Subsector

The helmet has been crammed onto Mick-R's inert head, and his body is twitching violently...

JHT Sector Main Cloning Station, below Central Subsector

A monitor lights up with a message:

WARNING

MemoMax liveware overwrite detected for clone [Mick-R-NRK-4]

Running contingency protocols...

Overwrite aborted. Probability of damage to clone: 95%

Recommend MemoMax repatterning at next termination.⁶⁸¹

written by Malkom on Dec 15, 2011 22:26

++ Warning: unauthorized us^C

Memory restoration process failed: local-to-clone upload process killed by unauthorized user.

* RUN 0:46:khackrz

Disconnecting unauthorized user "ALPHA05215"... done.

Disconnecting unauthorized user "ALPHA.CLN.545"... done.

Closing ports... done.⁶⁸²

⁶⁷⁹ GLIGAR: (OOC: No need.)

⁶⁸⁰ MALKOM: (OOC: *cackle*)

⁶⁸¹ GLIGAR: (OOC: 🤪)

⁶⁸² MALKOM: (ooc: *lack of facial expression*)

written by Azirphaeli on Dec 16, 2011 00:15

"Well guys, while we're waiting, lets play a little game shall we. It'll help us all get acquainted with each other, since a few of us in the lift right now are new to the team."

I look to King. "I assume we are all well versed in Mandatory Team Troubleshooter knowledge!"

I begin to play trivia with the members of the team on the lift.

written by Gligar on Dec 16, 2011 01:11

A lift, Eta Subsector

Azir-R announces that they'll be playing a trivia game. He hopes everyone's been paying attention to Mandatory Team Troubleshooter!

First question: What was the name of the first episode of this season?⁶⁸³

written by Granpire viking man on Dec 16, 2011 03:06

I put on the Hygiene officer MBD badge, with the hope that there isn't a problem with it not being originally mine.

I look worried and think for a moment.

"Could it be... 'My Brother is a Mutant!?'?"

written by Speeder on Dec 16, 2011 05:06

"No, I think it was... the death of Din-G-VEZ"

written by Lightning4 on Dec 16, 2011 05:17

I try to whistle and yawn at the same time, and fail horribly.

written by Cryoburner on Dec 16, 2011 05:45

"Oh, hello! You have a very nice chair here. And it's not on fire."

"Yes, at least that's what my ME Card says. It's a fine ME Card. You really should see it..."

I begin searching my pockets for my ME Card.

written by Mingamango181 on Dec 16, 2011 06:59

I can't help but look up at the vidscreen, and observe.

"...That's..."

I try to piece who that technician is.

written by Azirphaeli on Dec 16, 2011 13:15

"Come on guys, it was 'T is for Traitor'. Speedy you are thinking of last year's finale."

written by Gligar on Dec 16, 2011 16:23

A lift, Eta Subsector

King-R takes the MBD badge and puts it on. He tries to think of the answer to Azir-R's question... was it My Brother is a Mutant?

Speed-Y disagrees, saying that it was The Death of Din-G-VEZ.

Azir-R says that it was neither. It was, in fact, T for Traitor. Din-G-VEZ was last yearcycle's finale.

John-R notices King-R dipping into the equipment, and tells him, "Don't forget your reflec and helmet. Oh, and your camera," he adds, holding up a camera.

The lift continues to descend. There are still plenty of questions on that card... I'm sure that your Happiness Officer will keep you occupied 😊

Another lift, Eta Subsector

L4-O tries to whistle and yawn at the same time, and fails miserably.

The lift suddenly shudders and comes to a halt.

Interview Room, H level, Gamma Subsector

Cryo turns to look at the newcomer, who has one of those plastered-on grins, and a nametag which reads, *Hello, my name is Jeremy-Y-GPL-3, and I'm with CPU!*.

He says that the chair is very nice, and not on fire. "I'm glad to hear it," the clone replies. "Please, sit down."

Cryo admits to his name... or at least, he admits that his ME Card says that that is his name. He says that the clone should see it, and hunts around for it. "I already have it," the clone replies, "and I agree, it is a very nice card. But you won't be needing it any more, since you are to be promoted!"

Meeting hall, C Level, Emergency Bunker C-3

Mango looks at the screen. It's showing the technician who installed those "emergency lights" in the dormitory, in the middle of doing just that. On the vidscreen, the odd box he was carrying is clearly visible.

written by Granpire viking man on Dec 16, 2011 18:38

I put on the reflec and helmet.

"Thank you, John-R, but I didn't see a camera in that equipment."

I check again.

"What's the next question, Azir-R?"

written by Azirphaeli on Dec 16, 2011 20:44

I get to the next question.

"In the episode 'vatscrap' the team stops a group of commies from adding what unusual ingredient into the food vats?"

written by Cryoburner on Dec 16, 2011 21:19

"Wow! Do I get to keep the chair?"

I sit down in the nice chair, and continue examining Jeremy-Y's name tag. The parts other than the words, of course.

⁶⁸³ GLIGAR: (OOC: Feel free to come up with your own references here 😊)

written by Gligar on Dec 16, 2011 21:40

A lift, Eta Subsector

King-R puts on the helmet and reflects, and thanks John-R. But he didn't see a camera there... He looks in the box again. John-R says, "No, I mean this camera. Clip it to your helmet. I've already issued them to the others."

King-R asks about the next question. Azir-R asks about the episode *Vatscrap*, wherein communists were trying to add a certain ingredient to the food vats. He wants to know what the ingredient is.

John-R appears to think. "Er, if I recall, that was... meganoxin, right?"

Lucas-R looks confused. "That's a combat drug," John-R tells him.

The lift keeps going.

Interview room, H level, Gamma Subsector

Cryo sits, and asks if he can keep the chair. "Unfortunately, that one's bolted to the floor. But you never know, there may be a chair in this for you!

"Anyway, you've been brought here because you're being promoted to Security Clearance RED, with all the duties and privileges associated with it. I see from your record that you were assigned to CPU, which is why I'm here. I'll be your supervisor from now on. I've got your new ME Card here."

While Jeremy-Y was saying that, Cryo(-R) had another look at that nametag. It's YELLOW, as befits a YELLOW Clearance citizen.

Interrogation room, H level, Gamma Subsector

Mick-R opens his eyes. He isn't sure why he's here, or... well, *anything* past being assigned to JHT Sector a weekcycle ago. He vaguely remembers dying a bunch of times, but that's it.

written by Malkom on Dec 16, 2011 21:52

I look around, feel something on my head, panic, and try to push it off my head.

written by Speeder on Dec 16, 2011 22:42

"Of course, it was radioactive propaganda flyers!"

written by Lightning4 on Dec 16, 2011 23:23

"Huh. We're here already."

I get off the lift and look around. Once noticing the rest of the group isn't here yet, I check to make sure this is indeed A level.

written by Jam on Dec 16, 2011 23:36

"That was fast..."

Feeling suspicious, I aim my laser pistol toward the exit of the lift, and slowly walk out...

written by Gligar on Dec 17, 2011 01:48

Interrogation room, H level, Gamma Subsector

Mick-R looks around. The room is RED Clearance, and there's an IntSec goon looking at him. Seeing him look around, the goon remarks, "Well, that was fast. You weren't supposed to wake up for another thirty minutecycles."

Mick-R realises that he's still wearing the helmet-thing, and tries to take it off. But apparently, the thing still has needles buried into his head. The goon tells him, "That'll come off when we know that we're done. Whenever that is, heh heh heh..."

A lift, Eta Subsector

Speed-Y states that it has to be radioactive propaganda flyers.

The lift continues to descend.

Another lift, Eta Subsector

L4-O remarks that they're there already. He seems to have expected it to take longer.

Apparently, so did Jam-Y.

Lift hall, F Level, Eta Subsector

Their suspicions are proved true when they exit, to be greeted by laser fire from two directions. It's a GREEN lift hall, but the shooters apparently do not care, considering that they seem to be using ORANGE lasers.

written by Speeder on Dec 17, 2011 02:03

"RETURN FIRE! SOMEONE CLOSE THE LIFT DOORS FFAAST!"

I try to aim to the point of origin of the orange lasers with the YELLOW gun and shoot back.

I see if I can reach the elevator controls myself, if I can, I press the "close doors" button, then the A level button, and then the "close doors" button again, if not...

Well, I just keep shooting.

written by Jam on Dec 17, 2011 02:18⁶⁸⁴

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Well, I just keep shooting.⁶⁸⁵

⁶⁸⁴ JAM: (ooc: Er, you're not even on our lift, Speed... But, nice post... Mind if I borrow it? 😊)

⁶⁸⁵ SPEEDER: (ooc: I confused stuff... anyway, you can borrow it XD I will attend to the matters on my own lift!)

written by Speeder on Dec 17, 2011 02:57⁶⁸⁶

“So, I am correct? Wait... you did not said who was correct last time either!”

written by Lightning4 on Dec 17, 2011 05:13

I dash back into the lift and take cover inside of it.

I try to return fire as long as possible until the lift starts moving again.

“Blast it! I knew something was up...”

written by Mingamango181 on Dec 17, 2011 11:20

I’m silent, but can’t quite piece things together.

“You know, that technician was really doing a service, replacing lights. I suppose with an outage like that, action like that would be necessary...”

written by Azirphaeli on Dec 17, 2011 14:47

“It was neither of you, this time however, you are correct Speedy.”

I recall (and relay) in vivid detail how they assumed ingesting the propaganda would cause the information to reach the brains of citizens faster, and radiation was an unexpected twist.

written by Gligar on Dec 17, 2011 17:17

Lift hall, F level, Eta Subsector (and the Power Services lift)

Woah... I’m getting a little interference on the feeds here... I got this feed twice for a moment. But anyway.

Jam-Y orders that they return fire and fall back. As he does, he shoots back at... whoever it is. A yell from the shadows suggests that he hit someone.

Then he falls back and starts mashing lift buttons.

L4-O follows him, and starts shooting. There is another yell from the shadows.

He is still shooting as the doors close.

A last-second laser shot makes it through the doors and hits L4-O in the left eye, which bursts as its liquids begin to boil.

Finally, the lift starts to descend.

Team Epsilon’s lift, Eta Subsector

Speed-Y wants to know if he got it right. And did he forget to say which was the correct answer last time?

Azir-R points out that last time, neither of them got it. This time, Speed-Y got the right answer. He continues, relaying in detail the exact motives of the communists: they thought that by making people eat the propaganda, they’d remember it better. The radiation was co-incidental.

The lift continues to descend. Perhaps there is time for one more question?

⁶⁸⁶ SPEEDER: (I think the lifts should be Lift A and Lift B XD so I do not confuse A Lift and A (nother) Lift)

Meeting hall, C Level, Emergency Bunker C-3

Mango can’t piece it together. Surely the tech was doing a service by installing emergency lighting? Wouldn’t it be needed with the lights out?

“Well, yes,” John-R replies. “But did you ever hear of Tech Services issuing open-flame emergency lighting? Or... maybe it’s some... other group.

“But that’s not all. What about that box that he’s carrying? It doesn’t look very Tech Services-y, does it?”

written by Granpire viking man on Dec 17, 2011 17:02

“Darn those commies! I should have remembered that they would do something so stupid and traitorous.”

I put on the camera and thank John-R.

Then I ponder the absurdity of my statement, and of commies in general.

written by Azirphaeli on Dec 17, 2011 18:43

“Well, got another here.”

“What was the name of the episode where the team met a mutant with the unique power to change the color of jumpsuits.. causing much confusion”

written by Jam on Dec 17, 2011 18:52

“Whew... That was close... I wonder who those clo—huh?! L4-O?!!”

I run over to L4-O, and notice his eye seems to have exploded...

“Vatcrap! What happened?!”

I check if he’s still alive. If he is, I take out a first aid kit and try to stop his eye from bleeding.

written by Malkom on Dec 17, 2011 19:43

I stop trying to shove the helmet off and try to remember if I’m a mutant or not.

written by Gligar on Dec 17, 2011 21:36

Team Epsilon’s lift, Eta Subsector

King-R chides the commies for doing something like that. He takes the camera, thanking John-R, and clips it to his helmet.

Azir-R announces his third question: he asks about the name of an episode where the team met a mutant who could change the colour of jumpsuits. (Sounds like Chromativariation to me.)

The lift continues to descend. Soon, it stops.

Power Services lift

Jam-Y comments on how close that was, before noticing that L4-O has been shot.

He rushes over and checks if L4-O’s still alive. He seems to be... but his situation is serious, and his eye is completely

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ruined. As the lift continues down, Jam-Y tries to help L4-O with his first aid kits. He's able to stop the bleeding.

Interrogation room, H level, Gamma Subsector

Mick-R relaxes... or, at least, he stops trying to escape. he tries to remember... is he a mutant or something?

Nothing comes to mind, and nothing seems to be happening when he concentrates... so he's probably not a mutant.

written by Lightning4 on Dec 17, 2011 22:03

I try to get back to reality.

Wait. Why am I on the floor? And why is my vision not as good?

written by Malkom on Dec 17, 2011 22:21

I repeat the words 'Heh, heh, heh' in my head while glancing around for any status monitors that might be reflecting my thoughts. I then try a B3 jingle.

written by Mingamango181 on Dec 17, 2011 22:51

"...My sense of judgement comes from the service, not the means. Team Epsilon wasn't at all that successful in that endeavour, was it?

This on the other hand, actually seems to make sense, considering it's only had a few daycycles to do something. This may just merely be something in which this is required..."

I am certain that this is the case.

written by Jam on Dec 18, 2011 00:03

I continue patching up L4-O's eye...

written by Gligar on Dec 18, 2011 01:37

Power Services Lift, Eta Subsector

L4-O comes to his senses. He seems confused as to why he's on the floor with poor vision.

Then the pain from his missing left eye hits him.

Jam-Y continues to try to patch him up, but there's really not much more he can do.

The lift continues to descend.

Interrogation room, H level, Gamma Subsector

Mick-R looks around, seeing if he can manipulate any brain sensors or anything that might be visible. However, if there are any, they are not in sight.

A sudden pain from his head indicates that the needles and such are retracting.

The goon tells him, "Looks like you're done. Now, you have a mission to attend to, don't you?"

Interview room, H level, Gamma Subsector

It seems that Jeremy-Y has been talking to Cryo-R about his new responsibilities. But Cryo may or may not have been listening, seeing as he's trying to inspect Jeremy-Y's

nametag reeeeeeeeeeeeeeeeealy closely without leaving his chair.

"...Hey, Cryo-R, are you listening?" Jeremy-Y asks. "You'll have the opportunity to inspect things later. For now, we need to get you sorted."

Meeting hall, C level, Emergency Bunker C-3

Mango is still adamant that he sees nothing wrong. He values service over method... something which he claims that Team Epsilon lacked.

"Service... you mean the ability to do the job? Like we actually DID?"

Mango seems to be ignoring him, confident that he is right.

"Oh... fine. Get lost in the Underplex or something then, for all I care. Because in your current state, you won't be able to get Outside. If you're still hoping to do that, I suggest you get yourself promoted. Because if you hadn't noticed, there are no exits around here."

written by Cryoburner on Dec 18, 2011 01:33

"That's swell! I've always wanted to be security clearance red! You're the best supervisor ever!"

I take any new ME Card offered to me, and examine it.

written by Speeder on Dec 18, 2011 01:56

"This I really cannot remember."

Then I smile.

"I am sure this is the correct awnser. The title I think refers to the guy that needed to look at his own jumpsuit to see what clearance he was, and of course, the mutation made this guy a very good traitor puppet, or something like that."

As the lift stops, I look around to see if it is safe, weapon in hand.

written by Mingamango181 on Dec 18, 2011 02:58

"..."

I stare, silent, and then frown.

"Fine by me. You shouldn't be here anyway."

I turn, and walk out.

written by Malkom on Dec 18, 2011 03:10

I frown. "Mission? What mission?" As I wait for an answer, I gingerly moisten my lips.

written by Jam on Dec 18, 2011 03:36

"Oh, you're awake... How're you feeling?"

Seeing as L4-O's eye has stopped bleeding, I focus on making some sort of wrapping that will cover the missing eye (unless such a wrapping is already in place).

"You were shot in the eye, L4-O. It's a miracle you're still alive..."

written by Granpire viking man on Dec 18, 2011 04:05

"I know this one!" I yell.

"ROY-G-BIV!"

I then waltz confidently out of the lift, taking a look at my (hopefully safe) surroundings.

written by Azirphaeli on Dec 18, 2011 05:45

"Speedy you are thinking of this mutant's 2nd appearance on the show. Yes King, indeed it was "ROY-G-BIV" named after the mutant clone's designation."

written by Azirphaeli on Dec 18, 2011 05:46

Oh and certainly I put the card away as I see King head out and wheel over to inspect the area outside of the Lift.

written by Lightning4 on Dec 18, 2011 07:58

"Wh-AAAAAAAH! AAAAAAAAH! OWW! AAAAAAAAH!"

I notice my eye is missing and flail a little, screaming.

"BLAST IT ALL!"

I try to calm down a little, getting my actual priorities in line.

"I... don't know if I'm high enough clearance for a replacement. But... I'd look like a holofilm action hero if I had an eyepatch..."

I try to envision such a getup in my head. Or try to, anyway, past the pain. From the missing eye.

written by Speeder on Dec 18, 2011 12:05

"Sure sure... King is awesome! I like you! Unless you become TOO fixated in your job like Cryo, then you will be a problem."

written by Gligar on Dec 18, 2011 17:37

Team Epsilon's Lift, Eta Subsector

Speed-Y isn't sure of the answer to that one. He thinks that the title refers to that clone who needed to look at his jumpsuit to tell him what clearance he was. But that mutation made him a good puppet for treason. Or something.

He has a quick look around outside the lift. Seeing an empty RED lift hall, he relaxes a little.

Lucas-R answers, "Hey, was that *Colour-Changing Creep*?"

King-R disagrees, suggesting *Roy-G-BIV* instead, before walking out of the lift.

Azir-R follows them, telling them that King-R was correct. He looks around, and also notices that the lift hall seems free of trouble. It also seems to be on A Level, given the sign next to the lifts.

Speed-Y tells King-R that he is awesome... just as long as he doesn't end up like Cryo (though of course King-R hasn't heard of him) and become *too* obsessed in his work.

Power Services Lift, Eta Subsector

Meanwhile, in the other lift, Jam-Y asks L4-O how he's feeling, while he attempts to wrap L4-O's eye socket. It's

difficult when L4-O is screaming his lungs out. But he perseveres.

L4-O calms down a little. He doesn't think he has the clearance for a replacement eye, but an eyepatch would be cool.

The lift continues to descend.

Interrogation Room, H Level, Gamma Subsector

Mick-R inquires as to what his mission is.

"Something to do with Industrial Subsector B... I suggest that you get on over there."

Interview Room, H Level, Gamma Subsector

Cryo-R reacts enthusiastically, stating that he's always wanted to be RED.

Jeremy-Y offers him his new ME Card, which he examines, naturally. It's a very nice Me Card, with his name, ID number, and even a picture. Also present are a smart chip and the "contactless" logo.

"Good," says Jeremy-Y. "Now that has been sorted, we can see about getting you a new jumpsuit."

Meeting hall, C Level, Industrial Subsector B

Mango stares at John-R before turning to leave, stating that John-R shouldn't be here.

"Says the INFRARED clone who entered a RED area..."

Mango heads for the concourse...

Underplex Access Junction 85-08, O Sublevel, Deep Sunsector

...only to find himself deep underground, in the dark. Strangely, he can see just fine.

The guardbot from his previous visit is here. "You have returned," it says.

written by 4616599 on Dec 18, 2011 18:37

I exit the lift.

"I really must watch *Mandatory Team Troubleshooter* more. Usually I just watch that CPU sitcom on the other channel. But colour altering mutants you say?!..."

written by Granpire viking man on Dec 18, 2011 19:24

"What happened to Cryo?" I ask Speed-Y. "Was he your last hygiene officer? I hope I haven't been too clean..."

written by Speeder on Dec 18, 2011 20:10

"No... He was... I have no idea, our theory is that he was a YELLOW CPU enforcer, and thus he seemingly knows ALL CPU mandates, and check every single object and procedure to see if it follows a CPU mandate... This even during battles, or dieing, or during a fire, and so on..."

written by Gligar on Dec 18, 2011 21:54Lift hall, A level, Eta Subsector

Joris-R hops off Nukabot and exits the lift. He really must start watching more Mandatory Team Troubleshooter, he says. Normally, he watches the other channel.

Nukabot decides to follow him out of the lift, taking the rest of the team with it.

King-R looks a little troubled. He inquires about Cryo, wondering is he's being a little too thorough in his duties. Speed-Y assures him that Cryo wasn't the Hygiene Officer, only some CPU clone, possibly some former YELLOW enforcer with knowledge of every possible CPU Mandate. He would often try to examine things - items, procedures, even *concepts* - to see if they met CPU Mandates or not.

The other lift hasn't arrived quite yet, but it looks like it won't be long.

written by Mingamango181 on Dec 18, 2011 22:01

"So I have..."

written by Cryoburner on Dec 19, 2011 00:22

"Wow! I always wanted a jumpsuit!"

I stand and begin stepping in place, ready to step somewhere.

written by Malkom on Dec 19, 2011 01:10

"But... but... but..."

I look around at the goons.

"Why am I here, and who are you guys?"

written by Gligar on Dec 19, 2011 01:13Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango agrees that he is. The guardbot wants to know why.

Interview room, H Level, Gamma Subsector

Cryo-R states that he always wanted a jumpsuit. (Doesn't he already have one? Oh well, it probably makes sense to Cryo, because, well, Cryo.) He then begins walking in place.

"That's good! It shouldn't be too long now..."

A moment later, a jackobot arrives, carrying a box. "Ah! Here we are."

Lift hall, A Level, Eta Subsector

The Power Services lift arrives, and opens its doors.

It seems that L4-O has been injured. Specifically, he's lying on the floor while Jam-Y puts the finishing touches to some sort of dressing over his left eye.

Interrogation room, H level, Gamma Subsector

Mick-R looks around, still confused. He doesn't know where he is, or who the goons are.

One of them tells him, "You were brought in for treason, and have been brainscrubbed! This is one of our interrogation rooms!"

written by Malkom on Dec 19, 2011 01:37

I look unbalanced.

"Wait a minute. If that's true... how do I know you're telling the truth and I'm not some kind of pawn who was captured and brainscrubbed after being used in dozens of insidious cybernetics tests! I might have half a dozen chips in my head or worse, my neck!"

I reach behind myself to stroke to back of my neck, looking around at the goons as if I think they might try to stab something into me any moment now. Or worse, take me apart...

written by Jam on Dec 19, 2011 01:46

I look up at the rest of the team...

"L4-O's been shot in the eye! But he's still alive, luckily..."

written by Granpire viking man on Dec 19, 2011 03:01

"A wound!" I cry. "We wouldn't want it to get infected!"

I jump to Nukabot's supply box, take out the emergency sanitation kit, tear off L4's wound dressing, and apply some antibacterial ointment.

Then, I notice the charred bit of eye in his eye socket and ask if someone else could re-apply the wound dressing, backing away groggily.

written by Speeder on Dec 19, 2011 05:20

I look puzzled.

"How you get shot in the eye in the middle of a elevator ride? L4 as equipment officer does not know that it is unsafe to look at your own barrel when you are checking if it is working or not?"

written by Cryoburner on Dec 19, 2011 07:43

"A box!"

I examine the box.

written by Lightning4 on Dec 19, 2011 11:43

"Heh. No... even I wouldn't be that foolish..."

I try to get up, finished resting.

"Our lift was ambushed mid-transit, it stopped on some level above. I didn't get a look at who was attacking us, but we got away unharmed."

I wince in pain and hold the area where my eye was.

"Mostly unharmed."

written by Speeder on Dec 19, 2011 14:50

I look puzzled.

"How many you killed before getting shot? Usually you are good at killing lots of people first."

I think a bit more.

"A ambush... That is rather... Curious... I wonder who would ambush the Power Services team."

I turn to the Power Services guy.

"What your team have in special to attract this amount of trouble? How someone knew you were on the lift, and WHY your team, and not any other random Power Service clone that was attacked? What you know that other teams don't? What you can do, that other teams can't?"

written by Azirphaeli on Dec 19, 2011 15:28

I grab some painkillers and hand them to L4, he's going to need them.

written by Gligar on Dec 19, 2011 17:30

Interrogation Room, H level, Gamma Subsector

Mick-R wonders how he can know that they're telling the truth. For all he knows, he could have been experimented on.

One of the goons grabs him. "That's a 100 credit fine for insubordination, citizen," he snarls. "And from the way you're reacting, it suggests that you're... volunteering to be a test subject.. Heh, what was it Rapt-G said? Anyone would do?"

Mick-R tries to feel the back of his neck, to see if there's anything there. Nope, only the bump that is the MemoMax chip's antenna. And that doesn't even penetrate the skin.

Lift hall, A level, Eta Subsector

Jam-Y looks up at the team, and tells them that L4-O was shot in the eye.

At the sight of the wound, King-R rushes into action, grabbing a sanitation kit, ripping off Jam-Y's dressing, and applying antiseptic stuff (that really stings) to L4-O's eye socket.

Then he realises what he's looking at, and backs away, though not before asking someone else to close the wound.

Speed-Y is puzzled. How could L4-O get shot in the eye like that? Surely he knows not to look directly into a laser barrel?

L4-O says that even he would not do that. Actually, the lift was ambushed mid-transit. They were attacked as they tries to exit the lift. He didn't see who it was, but at least they got away unharmed. Mostly.

Speed-Y is still puzzled. He wants to know how many L4-O killed before going down like that. This isn't like him.

But why would anyone ambush the Power Services team? Is there something that only they can do? Is there something that only they know? And how did their ambushers know they were there?

"My guess," the YELLOW clone replies, "is that we were the team who installed the power distribution board in the first place. But... there are boards like it everywhere. Not to mention that two other teams have been assigned to

repair the exact same board. Both were wiped out... but why? The only thing I can think of is that someone is planning something at Industrial Subsector B. And they don't want us interfering."

Azir-R grabs some painkillers from his own supply, and offers them to L4-O.

Interview room, H level, Gamma Subsector

On seeing the box, Cryo naturally wants to examine it.

Hey, look at that! It even has his name on it!

Opening the box, Cryo-R finds a RED jumpsuit (labelled as such), and a nametag.

written by Speeder on Dec 19, 2011 18:45

I think a bit.

"So, someone is fiddling with the power distribution board...

Tell me, what exists in Industrial Subsector B? From the looks of what hunted us down first, if that place can manufacture robotic parts, someone is creating a cybernetic army... That would NOT be nice...

Although maybe less dangerous than the mutant army the commies tried to release last week..."

Then I start shuddering.

"Oh... I just imagined if someone got the idea to make a cybernetic mutant army... Ever thought of Headgrabber being also invulnerable even while sleeping because bullets and lasers ricochet off him?"

written by Malkom on Dec 19, 2011 20:36

I look panicked. "No, I'm not volunteering! Absolutely not!" To reinforce my point, I thrash. Wildly.

written by Gligar on Dec 19, 2011 21:54

Lift hall, A Level, Eta Subsector

Speed-Y things. Exactly what is there in Industrial Subsector B? From what he's seen, it might be bot parts... meaning that someone might be making a cybernetic army... not a pleasant thought, though probably better than, say, an army of mutants, frowny or otherwise...

...or an army of cybernetic mutants! Imagine Headgrabber in armour...

Better yet, don't.

The YELLOW clone replies, "Industrial Subsector B? They make all sorts of things there... ring-for-service bells, pens, glowsticks, servos... other things. All sorts of things.

"But who's Headgrabber?"

Interrogation room, H level, Gamma Subsector

Mick-R vehemently refuses to volunteer for R&D testing, and begins to thrash around.

This earns him a punch in the chest from the goon. "Did you hear that, clones? We have a volunteer here! Can someone tell Rapt-G?"

A voice from the door replies, "Did someone call?"

Whoever it is holds up a sign that is visible from behind the goons. Three guesses as to what it says.

written by Lightning4 on Dec 19, 2011 22:19

I take a painkiller, thanking Azir-R.

"I'm not sure I wanted to stick around on that level with the ambush, and now I know for sure... looks like whoever was there was a better shot than most of the enemies we've faced."

"Though I'd think treasonous clones would at least have access to a higher clearance weapon than ORANGE... hmph, the one place my armor doesn't protect."

written by Jam on Dec 19, 2011 22:31

I facepalm as I see the dressing covering L4-O's eye has been ripped off.

"And I just finished that..."

I sigh, and begin to re-bandage the wound...

written by Malkom on Dec 19, 2011 23:42

I look at the sign, seeing if it has two dots, an equals sign, and a number three. If so, I look confused...

"I swear, I've seen that thing before somewhere!"

written by Speeder on Dec 19, 2011 23:43

"Well... information about him is kinda like UV clearance, but since I mention anyway, he is a F class mutant. Of course I won't explain more, because the clearance about him is so high that I do not even know what clearance the information about him is cleared... You love when that happen don't you? When something has so high clearance that the clearance is unknown to you? I think that this maybe happen even to UV citizens, and some things only Friend Computer can have in its database, and maybe whatever people that built him and thus know how to access that... I wonder if they have a clearance at all... If they have, I would name it GAMMA, that is beyond UV... but let's not dwell in that, I am again talking things that maybe are treasonous."

written by Mingamango181 on Dec 20, 2011 00:19

"Some clone told me to get lost. Interesting thing, unless he was tapping into my mind, of which course I'm sure is not surprising."

written by Gligar on Dec 20, 2011 01:35

Lift hall, A level, Eta Subsector

L4-O takes a painkiller and thanks Azir-R. He says that he didn't want to stick around at the ambush, and now he knows why. It seems that their assailants had much better aim than other foes they have encountered.

Although... shouldn't they have had access to better armaments than ORANGE lasers? He realises that they probably did have better, but were expecting the Power Services team to be alone.

Jam-Y facepalms (in full view of Speed-Y, even). He'd just finished that dressing! Oh well, he'll have to start again.

Speed-Y replies to the other YELLOW. Much of the information, he says, is high clearance, but he can say that Headgrabber is an F-Class Mutant. That's really all he can say. He isn't even sure that he's cleared to know what clearance the information is... could it be higher than ULTRAVIOLET? Could it be... GAMMA?

He'd better shut up. There's a camera looking at him. We can't be having rumours, now can we?...

Treason point to Speeder!

"F-class mutant? GAMMA? You've lost me. Oh well... never mind."

Interrogation room, H level, Gamma Subsector

Mick-R looks at the sign. Sure enough, there is the colon, the equals, and the three. Though not in that order.

He looks confused. He's sure he's seen that sign before.

"And I'm sure I've seen you before," the signs owner replies. "Shouldn't you be on a mission now, instead of being my next test subject?"

"No matter. I'll just put it on your report." The sign appears again.

The goons begin to escort Mick-R out of the room, past the clone, who turns out to be - yes, it's Rapt-G.

Who, if he were writing this, would probably insert a rendition of the sign here.

Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango explains that someone told him to get lost, and he ended up here. He suspects that the someone was tapping into his mind.

"That does not explain why exactly you are here," the guardbot counters. "You have the whole complex to be lost in, and you choose here."

written by Speeder on Dec 20, 2011 01:40

"F-class mutant means that is a very strong mutant and that its existence is treasonous, and that the only thing Friend Computer can do about a F-class mutant is erase it, not even termination is sufficient, as they might return F-class after decanting.

Many very strong loyal mutants struggle to avoid increasing their powers to the point of being a F-class.

It must suck when your very existence is treason..."

written by Mingamango181 on Dec 20, 2011 02:32

"I suspect a certain mutant has redirected me here. Of course, it won't be that easy to explain that, so I think you'd be better off asking John-R himself."

written by Jam on Dec 20, 2011 02:50

I suddenly look up at Speed-Y...

"GAH! TREASON!"

I dive at him and try to pin him to the ground...

"What are you talking about? Clearances above UV? That's absurd, and probably above your clearance, if it even exists! Hmm... The UV's wouldn't even be cleared to know about it... How would that even work..."

I trail off as I think about it, then I suddenly snap back to reality.

"WELL ANYWAY! You should explain yourself, and quickly!"

written by Speeder on Dec 20, 2011 04:35

I attempt to not get hit of course, my leg is not healed yet... I do not want it more hurt.

"What wait! I do not know if it is treason or not... And you are bringing up the subject again and wondering about it, you are being now treasonous yourself! Stop thinking about it!"

written by Lightning4 on Dec 20, 2011 06:06

I take the facepalming move this time. Well, I try to facepalm while avoiding putting my fingers anywhere near my missing eye.

I attempt to refasten the bandages over the eye socket.

"This is fun and all, but shouldn't we be moving on to Industrial Subsector B now. We should stop treason being committed there, instead of just spreading more of it here."

I frown.

"Not like we need any more of it here already..."

written by Azirphaeli on Dec 20, 2011 13:11

"I agree, we have a mission to attend to."

written by Granpire viking man on Dec 20, 2011 15:56

I glance at Speed-Y and Jam-Y on the ground and scoff.

Then I look to Azir-R and say, "Speaking of missions, do we know what that is yet? I'm afraid I wasn't yet informed."

written by Granpire viking man on Dec 18, 2011 06:05

That was a pretty good trivia question, Azir! 😊

written by Gligar on Dec 20, 2011 17:29

Lift hall, A level, Eta Subsector

Speed-Y explains about F-class mutants. He thinks that it must suck to have your very existence be treasonous.

Jam-Y realises what Speed-Y said a moment ago about clearances, and knocks him to the floor. What is Speed-Y talking about? Clearances above ULTRAVIOLET? How is that even possible?

He trails off as he tries to visualise how that would work, before coming back to reality, and demanding that Speed-Y explain himself.⁶⁸⁷

Speed-Y points out that he doesn't know if it's treason or not, and also that Jam-Y is bringing it up again by pointing out that it's treason... and thinking about it... and... that would mean that he's being treasonous as well! He should stop doing that.

It's L4-O's turn to facepalm (well, it would be if he wasn't trying to avoid touching his eye socket...). As he tries sorting out the bandages himself, he suggests that they start heading over to Industrial Subsector B. They should be *stopping* treason, not spreading it...

Azir-R agrees. After all, they have a mission to go to.

King-R asks about that. Nobody has told him what the mission is yet.

Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango suggests that he might have been sent here by some mutant, and adds that the guardbot should probably contact John-R for more information.

"I do not believe that he will be of help," the guardbot replies. "After all, how could he affect what is happening to you right now? He does not seem to be as powerful as you suggest."

written by Malkom on Dec 20, 2011 18:26

I attack the guards.

written by Mingamango181 on Dec 20, 2011 20:51

"...Who knows? My deranged mind seems to certainly hold that sort of opinion right now. Except that wasn't quite how I saw him when it came to first impressions."

I give a little sort of stretch to ease my limbs.

"Has there been any developments with this place?"

⁶⁸⁷ Gligar: (OOC: Nice to see that the Loyalty Officer is doing his job! +1pp.)

written by Gligar on Dec 20, 2011 22:26

Corridors, H level, Gamma Subsector

As he's being dragged through the corridors, with Rapt-G in tow, Mick-R decides to do something incredibly stupid, and attack the IntSec goons.

TWO Treason Points to Malkom!

He manages to knock one of the goons to the floor.

But there are four of them. And Rapt-G, who, if you'll remember, is a registered mutant.

As the four goons begin to wrestle Mick-R to the floor, Rapt-G holds out his hand, palm upwards, and concentrates. "I dislike having to use this," he tells Mick-R, "but it is clear that it is needed."

In Rapt-G's hand appears a ball of fire. "I warn you, if you attempt to escape again, you'll be burned alive."

Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango doesn't really know. He currently thinks so, but that doesn't match his first impression.

He asks if anything has happened down here. The guardbot replies, "There was a decrease in the numbers of unidentified zombies and mutants approximately 3.4 daycycles ago."

written by Jam on Dec 20, 2011 22:26

I look at Speed-Y closely...

"Okay... Just be more careful in the future!"

I let him go, and go back to L4-O. There, I continue working on the bandages...

written by Azirphaeli on Dec 20, 2011 23:16

Somewhere, somehow, I feel like something incredibly awesome is about to happen.

Meanwhile, I wait for the team to continue on after tending to L4.

written by Cryoburner on Dec 21, 2011 00:12

Having finished verifying that what the box contains is in fact a red jumpsuit, I pull it out, and quickly swap it for what I'm currently wearing. I then carefully affix the nametag to the jumpsuit, examining it as I do so, particularly how it fastens to the outfit. I make sure it is oriented so that it is most efficiently readable while looking down at it.

Having done this, I proceed to assemble the unassembled infrared backpack that appeared from somewhere, place it on my shoulders, and tuck the empty box with my name on it inside.

"Now, let's go!"

I begin matching in place.

written by Malkom on Dec 21, 2011 00:59⁶⁸⁸

I look confused.

++ Received command: mmx ers -c 0x66466644535666 ++

++ Erasure complete ++

++ Note: disconnected 3 (three) unauthorized users from the system in the last 6.2 seconds ++

I look even more confused.

written by Granpire viking man on Dec 21, 2011 01:15

"Ummm... Excuse me, the mission?"

"Am I not cleared to know that information?" I ask worriedly.

written by Lightning4 on Dec 21, 2011 01:52

I let Jam-Y work, then proceed back to my spot on Nukabot.

"Hopefully we don't have to split up like that again..."

I look at King-R.

"I... guess there's no reason not to tell you. We're investigating a disturbance in Industrial Subsector B. Power fluctuations, hence the Power Services group. Almost certainly treasonous clones to... dispatch."

I frown.

"With extreme measures."

written by Gligar on Dec 21, 2011 02:18⁶⁸⁹

Lift hall, A Level, Eta Subsector

Jam-Y takes a good long look at Speed-Y.

And lets him go, with a warning.

Then he goes back to helping L4-O with his bandages. There, that should do it. Again.

Azir-R looks around. It is as if he can sense impending awesomeness... Then again, he works with vidshows. He's probably thinking of a trope or six right now.

He continues waiting for the team to get moving.

King-R asks about the mission again. He wonders if he isn't cleared for the information.

Now that he's free to do so, L4-O gets back onto Nukabot while he explains to King-R about the mission.

Interview room, H level, Gamma Subsector

Finally convinced that he is looking at a RED jumpsuit and not anything else, Cryo-R changes out his attire. He also

⁶⁸⁸ MALKOM: (OOC: Yay! Now I can make that Treason Point Sandwich I've been dreaming of 😊)

⁶⁸⁹ GLIGAR: (OOC: I think you'll find that Treason Point Sandwiches taste of anger and fail, Malkom. With a dash of LOSE TWO PERVERSITY POINTS thrown in. Why? Because I thought I told you that pretending to be a hacker AND a clone wasn't necessary. And in any case, MemoMax does not work that way.)

Please do not anger me further. Failure to comply will result in your character being removed from play.)

looks at the name tag. It's RED, and reads, "Hello, my name is Cryo-R-BRN-5, and I'm with CPU!" Attached to the back is a safety pin, with which one might attach the name tag to a jumpsuit. Cryo-R does this.

Though the name tag ends up upside down.

He doesn't seem to notice, though. After all, he can read it.

Now that the jumpsuit is out of the way, Cryo-R can see moe of the box, specifically a Series 1300 PDC, and an apple.

An **apple**.

An **APPLE!**

Jeremy-Y notices and comments, "Ah yes! Some traditions are too good to throw away."

From outside, a commotion can be heard.

Corridors, H Level, Gamma Subsector

It's only Mick-R, the goons, and Rapt-G. Mick-R is staring at Rapt-G, looking confused and drooling a little. Rapt-G looks like he wants to get out that sign again, but instead muses, "Hmmm... perhaps I may need to test his next clone instead... Still let's see what we can do with him..."

The fire goes out, and the goons continue their journey.

JHT Sector Central Compnode, V Level, Central Subsector

Amongst the servers, a clone types at a terminal... He seems pleased with himself.

A noise makes him turn.

He finds himself staring right down the barrels of a pair of automatic nailguns.*

"You've got one minutecycle to explain how you haven't been erased yet."

written by Jam on Dec 21, 2011 03:06

Seeing as we're about ready to go, I get into position and follow behind Nukabot...

"Say, I wonder what ever happened to Mango-R... Last I saw, he was being skewered by about 15 lasers at once... I wonder if he was erased..."

written by Speeder on Dec 21, 2011 03:24

"Why you remember that when you cannot remember earlier things?"

I hop back on Nukabot.

"And I cannot remember WHY he was skewered by 15 lasers at once."

* These aren't your average construction tools, you know. Old Reckoning "nailguns" have nothing on these. And as a reminder: nails are Indigo Clearance.

written by Cryoburner on Dec 21, 2011 04:02

"An **APPLE!** I will love and cherish it forever. Perhaps someday I will get to visit an apple factory and fulfill my lifelong dream, but until then, I will have this apple to accompany me."

"And a PDC! I've always wanted a PDC, for as long as I can remember, anyway."

I proceed to assemble the unassembled infrared backpack, placing the box with apple inside into it. After examining the PDC, I place it into an accessible pocket of my jumpsuit, in case any PDC-related activities present themselves.

written by Granpire viking man on Dec 21, 2011 04:05

"Power? I know a thing or two about power!."

"That's what I was doing before I joined you all. Maybe I could help fix this is a somewhat less... messy way?" I say, glancing at L4-O's eye with distaste.

"Exactly what is the nature of this disturbance?" I ask.

written by 4616599 on Dec 21, 2011 11:44

I look mildly concerned, but silent. I climb back on Nukabot.

written by Lightning4 on Dec 21, 2011 12:24

I frown as King-R looks at me oddly.

"Not much else to tell. Power is out. Extreme likelihood of treasonous clones or groups of clones. Probably some kind of industrial sabotage while we're at it, I bet..."

"So... are we ready to go again? I feel like hurting something."

written by Azirphaeli on Dec 21, 2011 12:54

"Well then I say we move to where there's something other than us around to hurt, preferably something deserving!"

written by Gligar on Dec 21, 2011 17:26

Lift hall, A Level, Eta Subsector

Since it looks like the team might possibly be getting ready to move out, Jam-Y takes up a position behind Nukabot. He wonders whatever happened to that Mango-R... the last thing Jam-Y knows about him is that he was skewered by 15 or so different lasers...

Speed-Y thinks that it's strange that Jam-Y can remember that, but cannot remember other things, like half of their first mission... not that he can talk, since he can't remember why Mango-R was skewered. He takes his place on Nukabot.

King-R mentions that he knows about power, and suggests that he could help with that. In a clean way, of course. He glances at L4-O's bandages... ad also asks about the disturbance.

L4-O catches his eye and frowns. There's not really a lot he can say about the disturbance... power is out with a likelihood of treasonous groups... possibly industrial sabotage. That's about it.

He suggests that they get going, since he wants to hurt something.

Azir-R suggests that they move somewhere where there is something other than the team to hurt. Preferable somewhere with people who deserve to hurt.

Joris-R takes his place but keeps quiet.

Nukabot asks, "Is that everything?"

Interview room, H Level, Gamma Subsector

Cryo-R, it seems, has quite a few lifelong dreams, and visiting an "apple factory" (i.e. the hydroponics bays) is one of them. In the meantime, he says, he will cherish this apple. Jeremy-Y suggests otherwise. "How about you... inspect the apple's taste for a while? It won't stay fresh forever."

But Cryo-R has moved on to the PDC... which, predictably, he always wanted. He puts it in a handy pocket.

As for the apple... he keeps that in the box... and then does the jumpsuit/backpack thing with the INFRARED jumpsuit despite the jumpsuit being labelled as such. Jeremy-Y, of course, tries to stop him. "Cryo-R, no! That is clearly a jumpsuit! Why don't you inspect the apple while you think about it?"

written by Malkom on Dec 21, 2011 18:53

I drool.

"Nice suit, mister... who are you again?"

written by Speeder on Dec 21, 2011 19:09

I turn to the Power Services team.

"Ready to roll out?"

written by Gligar on Dec 21, 2011 21:55

Corridors, H level, Gamma Subsector

It would appear that Mick-R has suffered some brain damage... not too surprising, given recent events.

He drools at Rapt-Y before complimenting him on his suit, and asking who he is. "I'm Rapt-G-JDI-7... remember? I'm your br-"

He is interrupted by his PDC, which he answers. "Hello?... Yes, this is Rapt-G-JDI... Y-yes, sir... I'm looking at him right now. He's drooling at me... A WHAT?!... I see, sir... Understood."

He puts away his PDC and looks back at Mick-R. "It seems that I have me test subject."

And yes, the sign comes out again.

Lift hall, A Level, Eta Subsector

Speed-Y turns to the Power Services team. Are they ready to roll out.

The team confers for a moment. "Oh yes, we're ready." "Definitely." "We've been ready."

written by Speeder on Dec 21, 2011 22:07

"Ok, L4 and Nukabot, to Industrial Subsector B."

Then I turn to Power Services.

"Hey, that is not the place that is VERY DIRTY with BLACK PARTICLES in the air ALL THE TIME?"

I turn to Mick.

"What we can do about it?"

written by Granpire viking man on Dec 21, 2011 23:01⁶⁹⁰

"Hmmm, I wonder whether there might be way for a hygiene officer to deal with these 'dirty black particles'..." I ponder aloud.

"It would be disastrous if these dirty black particles were dangerous, and the whole team was killed because of it."

Then I search the box of hygiene supplies frantically for some sort of oxygen masks, then notice that the Yellow power services clones aren't wearing any, so I decide against it.

I turn to the Power services clones and ask whether these black particles pose any sort of health risk.

written by Jam on Dec 21, 2011 23:57

"Oh, most of my memory has come back... Except for one part... There was a clone... I can't remember anything about him, but I think I knew him... Oh wait, he was on a vidscreen, that's right! I wonder if he was a newsclone..."

I watch as Speed-Y turns toward the general direction of Gamma Subsector, and says something...

"Who are you talking to? There's noclone there..."

written by Lightning4 on Dec 22, 2011 00:19

"You heard the leader, let's move!"

I keep my blaster at the ready for the approaching trip.

written by Gligar on Dec 22, 2011 01:03

Lift hall, A Level, Eta Subsector

Speed-Y gives the order to move out. "I was beginning to think that you would never ask," Nukabot replies, and starts moving. Everyone starts off behind it.

Speed-Y then thinks of something. Industrial Subsector B... isn't that the extremely dirty place where there are black particles in the air at all times?

He turns to ask the Hygiene Off... wait, why is he speaking in the general direction of Gamma Subsector? Is he trying to speak to Mick-R?

King-R is right here, though, and he's a Hygiene Officer as well. He wonders if he could deal with the particles. What if they were dangerous? What if the team died because of them?

⁶⁹⁰ GRANPIRE VIKING MAN: (OOC: Mick-R is in a completely different subsector, Speeder)

Corridors, A Level, Eta Subsector

He starts looking through the box of supplies for oxygen masks, but then notices that the Power Services team aren't wearing them, and changes his mind, and instead asks the Power Services team whether the particles cause a health risk. The YELLOW replies, "I believe that a risk assessment was taken a couple of yearcycles ago. If I recall, the report stated that the air quality was deemed acceptable for RED- and INFRARED-clearance citizens. Others, it mentioned, should wear masks or filtration equipment. I suspect that they will have spare equipment for us."

Jam-Y states that most of his memory has returned. There's just one thing: he can't remember the identity of a clone he saw on a vidscreen...

He also wonders why Speed-Y is speaking at Gamma Subsector. There's no-one in that direction.

L4-O urges the team to pick up the pace, and readies his blaster.

written by Speeder on Dec 22, 2011 01:07

I look confused for a while. Then I look at the Power Services people.

"Ok, so... are we supposed to hold our breath until we are inside whatever building has the masks?"

written by Granpire viking man on Dec 22, 2011 02:45

I return to supply box, searching frantically for anything I can use to breathe through.

Surely there's some sort of cleaning cloth I can breathe through, in case they don't give oxygen masks to us reds?

"Will there be spare equipment for us?" I say to the Yellows. "It can't hurt to be too sure, of course," I add, "Maybe the situation has worsened."

If I find any cleaning cloths, I hand them to Joris-R and Azir-R, as well as taking one for myself.

written by Cryoburner on Dec 22, 2011 03:03

"A jumpsuit? I'm pretty sure it's a PDC."

I pull out my PDC again to make sure, before returning it to the pocket.

"Ah, you do have a good point about the apple though."

I reach input my backpack, pull the apple out, and begin licking it.

"So, what's next on the agenda?"

written by Malkom on Dec 22, 2011 04:30

"Er... I'm a test subject? What exactly do you mean?"

I suddenly notice that I'm drooling. I try to clean it up.

written by Lightning4 on Dec 22, 2011 10:54

"Onward then, Nukabot."

I do a quick survey of the room and the path ahead from my position on Nukabot to see if everything is safe for us.

written by Mingamango181 on Dec 22, 2011 11:51

"By what sort of amount has this changed?" I ask, "and if clearance allows, what cause?"

written by Jam on Dec 22, 2011 13:23

I follow behind Nukabot...

written by Gligar on Dec 22, 2011 17:46

Corridors, A Level, Eta Subsector

Speed-Y looks confused. Are they just expected to not breathe until they get their masks? The Power Services YELLOW clone admits that he does not know. "Actually, I've never needed to visit the Industrial Subsectors before."

King-R looks through the supply box again, looking for anything that could potentially be a mask of some sort. He soon realises that he'd have to raid the emergency sanitation kits for their cloths.

He asks whether there might be spare equipment for them. After all, the situation may have worsened, and it can't hurt to ask, right?

The YELLOW replies that it can't hurt to check. "If it came to it, you could always put in a call to PLC and request some gas masks. But then... that might suggest that Friend Computer didn't equip you properly, wouldn't it? You probably wouldn't want that on your permanent record."

As they continue, L4-O keeps scanning the path ahead, looking for danger. There are only a few clones around, and they don't seem that interested in the group.

The group makes one final turn, and emerges in what must be the space between subsectors. It looks like it's being used as an autocar and bot parking area.

Bot parking area, below Central Subsector

There doesn't appear to be a clearance designation... wait, yes there is. See those coloured stripes on the floor? Those designate where it is safe for clones to walk. Everywhere else is given over to bots Except for the area right in the middle, which is used as a Mobile Tile landing zone. Surrounding that are a number of vendors.

Looking up, past the cloud of Mobile Tiles passing between subsectors in the Interactive Corridor Experience, one can see the sector's main cloning station, attached to the underside of Central Subsector. It must be said that the cloning station itself seems to be an oddly symmetrical shape for a cloning station. There is a reason for that, but it is beyond your security clearance.

Interview room, H level, Gamma Subsector

Cryo-R looks puzzled. How could Jeremy-Y confuse a PDC for a jumpsuit? He looks at his PDC again. Yes, it's definitely a PDC.

But about the apple...

He pulls it out of the box, which is situated inside his second jumpsuit which he is illegally wearing as a backpack (causing

Jeremy-Y to issue a CPU-Approved Facepalm Variant), and... licks it. He quickly realises that licking the skin of an apple is not going to tell him what the inside tastes like. And what about the texture, and how well it hold its shape when he chews it, and...?

"Very well, let's move on. We need to get you assigned to a new dormitory... if you'd like to follow me?"

Corridor, H Level, Gamma Subsector

Mick-R looks confused. What does Rapt-G mean by "test subject"?

"Quite simply, it means that you will be helping me test out some new cyberware. With any luck, they should reverse your brain damage as well as make you more loyal, I hope", Rapt-G replies. "I promise that it won't hurt me a bit." He holds up the sign again.

Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango inquires as to how much the population has been reduced, and how

"The number has been greatly reduced. You are not cleared to know why or how."

written by Malkom on Dec 22, 2011 18:31

"Cyberware?" I try to think.

"That reminds me of... candy... lovely, shiny, RED candy... in seven different flavours... all inspired by Hot Fun..." I look dreamy.

"What flavor is the cyberware in, Greenie?"

written by Gligar on Dec 22, 2011 21:29

Corridors, H Level, Gamma Subsector

As Rapt-G, Mick-R, and the goons head towards a lift hall, Mick-R comments that the term "cyberware" reminds him of... candy? Sure, okay. He asks about the cyberware's flavour. "Flavour? Oh, So Happy flavour, I think."

The group arrives at the lift hall. Rapt-G hits a call button. With the sign, even.

written by Azirphaeli on Dec 22, 2011 21:38

I follow the team as I begin to worry about potential health hazards.

written by Jam on Dec 22, 2011 21:55

I continue following the others.

"Hey, cool! Is that the Interactive Corridor Experience? I've heard good things about that, but I've never actually experienced it myself. I'll have to try it sometime..."

written by Cryoburner on Dec 22, 2011 22:20

"That sounds great!"

I follow Jeremy-Y. While following him, I more closely visually inspect the apple.

written by Malkom on Dec 22, 2011 23:37

"So Happy flavour? Never heard of it. I'd best look it up!"

I hurry towards Rapt-G and hold out my hand. "Can I borrow your super-shiny PDC of awesome, sir? I need to look up the latest cyberware flavours!"

While waiting, I hop from one foot to the other.

written by Granpire viking man on Dec 23, 2011 00:53

I think about my situation for a second, then decide to wait and see if there are some extra gas masks when we arrive. If worse comes to worst, at least us reds have clearance for cleaning cloths.

"All I'm saying is, maybe these treasonous clones have made a false report. Maybe friend computer has been misinformed by these communists!"

written by Gligar on Dec 23, 2011 01:50

Bot Parking Area, below Central Subsector

The group continues on. Azir-R looks worried.

Jam-Y notices the Interactive Corridor Experience, and comments on it. He's ever had the opportunity to use it before, and hopes that he gets the chance. One of the Power Services ORANGES states that he's used it once before. "It's... quite an interesting experience, kind of like using a Transition, but it's all automated."

King-R thinks. It might be worth waiting to see if there are gas masks to use after all. And if not, there's always the cleaning cloths.

To the YELLOW, he adds that perhaps Friend Computer was misinformed?

"I hope not. But at the same time, I... er, that is, it's been a while since Friend Computer sent out firing squads, isn't it?" He looks a little nervous.

Interview Room, H Level, Gamma Subsector

Cryo-R continues to not eat the apple. Instead, he eyes it closely. It's RED, and apple-shaped, and also covered in drool where he licked it.

He follows Jeremy-Y out of the room, down the corridor, and into a lift hall, where Rapt-G, Mick-R and the goons are already waiting for the lift.

Lift hall, H Level, Gamma Subsector

Mick-R has his hand out, as he has just requested Rapt-G's PDC. Rapt-G replies, "If you were going to look up So Happy flavour, don't bother. It isn't out of testing yet." He holds up the sign again. "And anyway, shouldn't you have your own PDC?"

After a moment, the lift arrives.

written by Malkom on Dec 23, 2011 02:04

"My own PDC? My VERY OWN PDC?!"

Looking ecstatic, I dig in my pockets.

written by Mingamango181 on Dec 23, 2011 02:18

"Indeed."

I pause to think about the connotations of this statistic, but don't voice it to the guardbot.

"Right then. May I enter?"

written by Jam on Dec 23, 2011 02:46

I continue walking along, and look at the different bots that are parked nearby...

"Too bad Massacrebot got blown up in that explosion... We should talk to Derek-G sometime, and see if he's working on another prototype... Maybe we could even test it in our next mission!"

I seem to look especially happy at the thought of Massacrebot being revived...

written by Cryoburner on Dec 23, 2011 04:05

"Hello, fellow lift passengers! Are you here to ride the lift with us? We're going to another level."

I shine the apple with my jumpsuit. If Jeremy-Y enters the lift, then I do so as well. Otherwise, I don't.

written by Granpire viking man on Dec 23, 2011 05:34

I relax a little as I see the Yellow's nervousness approach my own.

"I wonder if the particles are related to these disturbances" I wonder aloud, "and how long have the disturbances been happening? I hope this is a power-related problem rather than a treason-related one, but I suppose trouble is meant to be shot, after all."

"Trouble is so messy." I end with a sigh. "You know, I don't mind messes, I'd just prefer them not to be made of human flesh."

written by Speeder on Dec 23, 2011 06:03

"Well... I do not think my last body ended in a mess, TOO BAD, since this mean I cannot recover my previous Speeder's Spear or my nut launcher. Or massacrebot... I miss massacrebot... And now if we get it back, it is my turn to NOT use it, since this time, it is me that is with the broken leg."

written by Azirphaeli on Dec 23, 2011 13:08

"Lets now dwell on the past and things we miss. It reduces happiness levels. Lets instead focus on all the cool stuff we'll see/do/acquire in the near future."

written by Lightning4 on Dec 23, 2011 15:04

"I dunno if he'd let us use another prototype after what we did with the last one. I mean sure, saved the sector and all, but Massacrebot kind of evaporated..."

I shrug.

"At least I assume so. Not like I was there to witness the explosion or anything. What with all those mutants..."

I nod to Azir-R.

"Agreed. Let's go blast us some commies. Or whatever they are. Did we ever find out if they were commies yet?"

written by Gligar on Dec 23, 2011 17:26

Lift hall, H level, Gamma Subsector

Mick-R looks ecstatic at the prospect of having his own PDC. He roots through his pockets, to find...

...nothing. Only his ME Card.

Cryo-R greets the newcomers and asks if they'll be using the same lift. Rapt-G tells him, "What do you think?" before holding up the sign again and entering the lift. The goons, and Mick-R, follow him.

Jeremy-Y steps in after them. Cryo is last, polishing the apple (and leaving drool marks on his jumpsuit) as he steps into the lift.

Rapt-G's lift, Gamma Subsector

As it happens, Jeremy-Y is closest to the controls. He asks Rapt-G, "Whwere were you headed, sir?"

"T Level, please."

Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango thinks about what the guardbot just told him, then asks for permission to enter. "What business do you have in the Underplex?" the guardbot demands.

Bot Parking Area, below Central Subsector

As he walks, Jam-Y looks around at the various bots parked here. He can see different kinds of scrubots, docbots, forkbots... even a couple of combots are parked here.

He reflects on the destruction of Massacrebot, and wonders if Derek-G is working on another prototype. Perhaps they will get to test it. The prospect of testing another ArmourBot makes him happy again.

King-R relaxes a little as he sees that the YELLOW is about as nervous as he is. His thoughts again turn to the particles. Perhaps they are related to the disturbances... perhaps they are the cause? How long have the disturbances been happening, anyway? Hopefully, the disturbances are power-related rather than treason-related, but either way, they have a job to do.

But then, whichever it turns out to be, they'll end up causing a mess. It;s not that he minds messes, but he would much rather that the mess wasn't caused by cloneflesh.

Speed-Y tells him that his last death didn't leave a mess... but that's too bad, because he misses the cool things he had in his previous clone... the Spear(TM), the nut launcher... and Massacrebot. It's too bad that even if they get to test another, he'll have to sit it out due to his injuries.

Azir-R suggests that they instead look to the future. Dwelling on lost items is a sign of unhappiness.

L4-O isn't sure that Derek-G would let them test another prototype. After all, they did kind of cause the first to... go away. Or so he assumes... he wasn't exactly there to see it, what with all the mutants.

But he agrees with Azir-R. They should look forward to the mission instead of dwelling on the old one.

As the team heads out of the bot parking area, heading towards the roadway, one of the Power Services clones has a question.

Roadway, A level

"Er... can someone explain something? Exactly what was this Massacrebot? I know it was a prototype, but what was it?"

written by Speeder on Dec 23, 2011 17:48

"Well... It was a sort of combat bot that you weared, or entered... It mimicked the movements of the clone inside it, and it was scary, and it was powerful, and it could destroy commies easily. Also it was very resilient, the only thing that managed to destroy it was a nuclear blast... Unfortunately I was holding the nuke on the hand of the bot and trying to type on it with my own hand, thus this mean that both me and the bot got vaporized."

I smile happily.

"That thing, I named it Massacrebot, and the brain on it liked by the way, because shooting commies with it was a MASSACRE. Seriously, what more you can expect of a automatic slughthrower and a cone rifle as weapons in a nigh invulnerable thing?"

I still look very happy remembering of the bot friend.

"I miss its 'Yip Yip' when we exploded things."

written by Malkom on Dec 23, 2011 18:02

My face falls to extreme levels of unhappiness. "I don't have my own, Greenie, so how 'bout you lend me yours like a good chap?" I whine, sticking out my hand again.

After a few moments something else occurs to me...

"Say, Greenie, those are some cool clothes! Where can I get some lusciously green clothes like you?"

written by Granpire viking man on Dec 23, 2011 21:21

I frown and mutter, "Well even if your last death wasn't a mess, I bet Massacrebot caused lots of messes before he died."

"And you know how I feel about messes." I add with an even deeper frown.

I shudder at the prospect and ask about the Nut Launcher. What was that, anyway?

written by Jam on Dec 23, 2011 21:46

I notices King-R seems to be frowning...

"You look a bit unhappy right now... Remember, unhappiness is treasonous!"

I grin at him, the look towards Azir-R...

written by Azirphaeli on Dec 23, 2011 22:11

"See what did I say about dwelling on the past." Stop that right now and cheer up."

"You don't want to be the new Mick" I add

written by Gligar on Dec 23, 2011 22:43

Roadway, A level

Speed-Y explains about Massacrebot, about what it was, and how it got its name. Oh, how he misses those excited yips when it hit soemthing... Te thought of it all makes him happy.

"Sounds cool. But why d - actually, never mind. I'm probably going over my clearance."

King-R doesn't think so. Even though Speed-Y's death might have been clean, think of the mess Massacrebot made before it was wiped out... (Isn't that what scrubots are for?)

He then asks about the Nut Launcher. What was it?

Jam-Y points out that King-R looks unhappy about now. And unhappiness is treason. He looks over at Azir-R, who agrees, and tells the group to stop reminiscing.

Nukabot comes to a stop. It seems that a checkpoint, equipped with some sort of scanner, has been set up on the roadway.

Rapt-G's lift, Gamma Subsector

Mick-R becomes unhappy when he realises that he doesn't have a PDC. Once again, he asks for Rapt-G's. "I'm sorry, but this is a Series 1650. It's GREEN Clearanc-"

He's interrupted by Mick-R, who asks where he could get clothe like Rapt-G is wearing. "They, too, are GREEN Clearance. They come from a mall in AHK Sector, which is above your clearance. Sorry." He holds up the sign again, and glances at one of the goons. The goon nods silently.

The lift continues to ascend for a moment, before stopping. "That's our floor, Cryo-R," says Jeremy-Y, who steps out of the lift.

written by Jam on Dec 23, 2011 23:25

"Oh, a checkpoint!"

I pull out my ME card, and get in line for the checkpoint...

written by Lightning4 on Dec 24, 2011 00:22

I too get my ME card out and get ready to pass through the checkpoint.

written by Gligar on Dec 24, 2011 01:57

Roadway checkpoint, A level

Jam-Y and L4-O are the first to approach the checkpoint. They find that a small queue has formed. The clones seem to be waiting for the scanner to be rebooted.

One of the ORANGE Power Services clones approaches behind them. "What's the holdup?"

John-R is about to hop down off Nukabot when his Com 1 crackles to life. **"Team Epsilon! Report!"**

written by Speeder on Dec 24, 2011 02:33

I wait by John-R in nukabot, waiting for him to reply or hand me the Com 1.

While this does not happen I explain the nut launcher.

"It was two tubes with balloons attached to them, they could launch rudimentary projectiles. Kinda crude and underpowered, but still useful, and most importantly, FUN."

Then I turn to the Power Services guy.

"I think you want to know why it made Yip Yip, it is because the bot brain used was from a petbot... Now WHY it was a petbot, I have no idea."

written by Jam on Dec 24, 2011 04:40

I listen to the conversation with Friend Computer, if it occurs...

written by Granpire viking man on Dec 24, 2011 04:56

As I see the checkpoint coming up and Jam-Y and L4-O pull out their ME cards, I ask about ME cards.

"Should I not have an ME card?"

Then my attention is drawn to John-R's Com 1, and I become silent, just in case I am addressed.

written by Cryoburner on Dec 24, 2011 06:35

"Wow! Our very own floor!"

I step out of the lift, and onto our floor. I step on it a few times, examining it as I do so.

written by Lightning4 on Dec 24, 2011 07:54

I let someone else explain to Friend Computer this time. I simply keep quiet and listen to the conversation around me.^{691 692}

written by Gligar on Dec 24, 2011 17:05

Roadway checkpoint, A level

Speed-Y waits for John-R to reply. After a moment, he does: "Yes, Friend Computer! This is Team Epsilon. We're on our

⁶⁹¹ Jam: You know, I only just realized now that it was never said who was talking over the Com 1... For some reason, I assumed it was Friend Computer (probably because of the bold text).

⁶⁹² SPEEDER: (OOC: yes, you are well conditioned by gligar! Also, I think you meant to post that on OOC thread...)

written by Gligar on Dec 22, 2011 01:10

Recently, the post count has been consistently in the high teens. Yesterday, for instance, saw nineteen posts. The highest count is twenty, which we've hit a few times over the course of the game. My question to you, players, is: can we hit 21? 😊

written by Speeder on Dec 22, 2011 01:12

As more players join, I think that yes.

It would be easier if some old players returned though... (Megagun and Bensel I am looking to you).

written by Cryoburner on Dec 22, 2011 02:24

I think Megagun is still scrubbing the floor somewhere.

written by Speeder on Dec 22, 2011 02:35

Cryo I must say that I always laugh reading your poses.

way to Industrial Subsector B right now! We just have to go through this checkpoint."

John-R pauses, giving Speed-Y the time to explain about his nut launcher, and explain to the Power Services clone why Massacrebot used to say yip yip a lot. Even though he doesn't know the full reasoning.

Friend Computer tells John-R, **"I am pleased to hear that. However, the fact remains that, by standard mission metrics, you should have arrived at your mission 1.29 hourcycles ago. Can you explain that?"**

Jam-Y listens in but says nothing.

King-R wonders about ME Cards. Shouldn't he have one? He does! It's right there in his pocket. Now that that little dilemma is solved, he starts listening to the Com 1, just in case it concerns him.

L4-O decides to keep quiet as well.

Some beeps emanate from the scanner. It looks like the IntSec clones have got it working again. They motion for the queue to come forward.

Lift hall, P level, Gamma Subsector

Cryo-R steps off the lift, and immediately begins inspecting the floor. It seems optimal for the purpose of being walked on.

Jeremy-Y stops at the exit. "When you are ready..."

Rapt-G's lift

The lift stops once again. "T Level," it announces.

The goons begin to file off, taking Mick-R with them. Rapt-G takes up position in front, and the team starts moving.

written by Speeder on Dec 24, 2011 17:26

"Tell our mutual friend that we got attacked by Cyborgs. It may find that information interesting. Also tell it that someone stopped one of the elevators and tried to kill the Power Services team inside, thus meaning that somehow they KNEW that the team was inside that particular elevator."

written by Jam on Dec 24, 2011 17:44⁶⁹³

I continue listening...

written by Granpire viking man on Dec 24, 2011 19:11

I think about my momentary unconsciousness from earlier, and speak up.

⁶⁹³ JAM: (OOC: Yeah, that last post was meant for the OOC thread... Now that's the second time I've accidentally posted in the wrong thread... 😊)

And the way your character run in circles around people using his tongue is hilarious, he ALWAYS do the wrong thing and ALWAYS convince people that it was the right thing.

written by Granpire viking man on Dec 22, 2011 02:50

Amen to that. 😊

Although his poses aren't exactly the funniest part of the whole thing. 😊

"I'm afraid I fell unconscious for... only a few minutes after seeing Jam-Y's bloody hands. That might have contributed slightly to the delay. Other than that, I only joined the team recently, so I can't speak for anything before that."

Clearing my throat, I say, "I will try to... not faint anymore."

written by Jam on Dec 24, 2011 19:17

I turn to King-R.

"Really? It didn't seem longer than a minutecycle to me..."

written by Gligar on Dec 24, 2011 21:59

Roadway checkpoint, A level

As the team waits for the queue to clear, Speed-Y tells John-R to mention the cyborgs in his report. John-R nods, and replies into the Com. "We encountered a group of cyborgs during a lift ride, who seemingly wanted to kill the Power Services Team we're accompanying. We were able to get through them and continue on our way, but it raises the question: how did they know that we would be passing through?"

"Your report is incomplete," our mutual friend replies. **"By standard projections, dispatching a group of cyborgs should only take ten minutecycles. This leaves 1.12 hourcycles unaccounted for. Your team is fined 100 credits each for tardiness. Can you explain the remaining 1.12 hourcycles?"**

King-R believes that he might have been responsible for part of the delay. He points out that he fainted at the sight of Jam-Y's bloodstained hands earlier, and believes that he was out for several minutecycles. He'll try not to do that any more.

Jam-Y assures him that he was only out for a minutecycle or so.

The IntSec clones wave the team over to the checkpoint.

written by Jam on Dec 25, 2011 03:20

I walk up to the checkpoint, and offer the IntSec clone my ME card...

written by Lightning4 on Dec 25, 2011 03:24

"Well, mandatory equipment dispersal takes some amount of time. Though I doubt 1.12 hourcycles... umm... and I believe Friend Computer already contacted us then."

I simply shrug.

I liked that bit with the apple. I hope that you will one day live your dream of Visiting an apple factory, Cryo!

written by Malkom on Dec 22, 2011 04:32

I just wish I was as good as him... only differently... :)

written by Gligar on Dec 22, 2011 17:50

Sp apparently, Cryo is a cat or something... after all, he seems to feel the need to lick his food to death before eating it 🐱

written by Cryoburner on Dec 22, 2011 22:52

I thought we were discussing Megagun's scrubbing abilities. -.-

written by Malkom on Dec 25, 2011 03:57

I sigh and turn to the goons as they pull me off of the lift. "Say, can you look something up for me? No? How about you? No? Dang....."

I suddenly perk up.

"Say, Greenie! Once I've tried out your new cyberware flavor, I can get one of those wonderful round red things that other clone in red seemed to like so much."

And after another moment, I think of something.

"What's clearance, Greenie? Is it where I feel all clear-headed? Or when I manage to clear a screen or a room? How can something be above clearing a screen or room? Everyone does it at some point..."

written by Granpire viking man on Dec 25, 2011 05:34

Deciding that further delay will not benefit the team at all, I run up behind Jam-Y and take out my ME card, offering it to the IntSec clone after he is done processing him.

written by Mingamango181 on Dec 25, 2011 11:51

"Merely to see if there is something more to this place... After all, a nuclear detonation, the fallout would pose a risk to the sectors above." I reply.

written by Speeder on Dec 25, 2011 12:51

I decide the best course of action is the same of Mick.

written by Gligar on Dec 25, 2011 18:25

Roadway checkpoint, A level

Jam-Y is the first to offer his ME Card to the guards. One of them scans it, and indicates that he should step through the scanner.

L4-O makes a suggestion to John-R, who relays this to our mutual friend. "Our Equipment Officer tells me that some of the time was taken up by sorting out our equipment. He does not believe that it took 1.12 hourcycles, though, Friend Computer."

King-R rushes up behind Jam-Y and gets out his ME Card. He waits for Jam-Y to step through the scanner.

Speed-Y follows suit.

Corridors, T Level, Gamma Subsector

Once again, Mick-R wants to look something up. Once again, he is rebuffed.

He looks sad for a moment, before remarking that he'd like an apple. "An apple? Whatever for?" The sign again.

He then speaks up again. He's forgotten what clearance is. "Clearance is what you don't have." The sign again.

The group stops at a door. "Ah, here we are." Rapt-G sticks his ME Card into a slot, and the door opens. "Bring him in, please.

"And just to remind you, my name is Rapt-G-JDI-7, not 'greenie'."

Underplex Access Junction 85-08, O Sublevel, Deep Subsector

Mango says that he just wants to see if there is anything more to the Underplex. He suggests that a nuclear detonation might be a threat.

The guardbot does not seem to be impressed, and points a weapon at Mango. "Invalid reason Potential subversion detected. Access denied. Vacate the access junction immediately."

written by Jam on Dec 25, 2011 22:43

"What kind of scanner is this?" I ask the guard.

I step through the scanner anyway, and try to judge its function while I'm walking through...

written by Mingamango181 on Dec 26, 2011 00:01

I leave.

written by Gligar on Dec 26, 2011 00:08

Roadway checkpoint, A level

Jam-Y inquires as to what kind of scanner it is. "I can't tell you, for reasons of security. Just get through the scanner already."

He does.

Beep.

Underplex Access Junction 85-08, O sublevel, Deep Subsector

Having failed to gain access to the Underplex, Mango leaves.

Deep Subsector lift

Instead of just... appearing elsewhere, he finds himself in the lift.

written by Lightning4 on Dec 26, 2011 00:15

I proceed through the checkpoint as well, presenting my ME card when needed, and going through the scanner when needed.

written by Jam on Dec 26, 2011 01:39

I look at the scanner, then at the guard...

"Was that a good beep or a bad beep?"

I look slightly nervous...

written by Granpire viking man on Dec 26, 2011 04:13

I present my ME card calmly and step into the scanner.

written by Speeder on Dec 26, 2011 12:56

I just step though the scanner on my turn, like if it was nothing important.

written by Gligar on Dec 26, 2011 16:25

Roadway checkpoint, A level

L4-O is the next to go through the checkpoint. Following Jam-Y's lead, he presents his ME Card for scanning before passing through the body scanner.

Beep.

The guards start looking at readouts on the scanner, and conferring amongst themselves.

Jam-Y looks nervously at the beeping scanner. Why is it beeping? Is that a good thing or a bad thing? The guards look at him, and back to their readouts.

King-R is next. He follows suit, presenting his ME Card and going through the scanner.

Beep.

The guards check their readouts again. An additional readout seems to have appeared.

Then, it's Speed-Y's turn. He also passes through the checkpoint, and walks through the scanner.

Beep.

written by Jam on Dec 26, 2011 16:34

I calm down once I notice the scanner is beeping for everyone. Then I decide drink the rest of the B3 I opened earlier, while I wait for my ME card to be returned and for the others to go through the scanner...

written by Malkom on Dec 26, 2011 19:25

I sigh. "Where can I buy some clearance then? At a mall? A supermarket, perhaps?" While waiting for something interesting to happen, I try to take off one of my shoes while still hopping along.

written by Gligar on Dec 26, 2011 22:07

Roadway checkpoint, A level

Jam-Y calms down a little. It looks like everyone on the team is being beeped at, including Lucas-R, who goes through next. Beep.

One of the goons starts handing back ME Cards, while the other keeps monitoring the scanner. Neither of them says anything, though from the looks on their faces, they don't like what they see.

While he waits for the team, Jam-Y finishes his can of B3.

Rapt-G's Lab, T Level, Gamma Subsector

Mick-R wonders if it's possible to buy clearance.

This causes the goons – all of them – to level laser rifles at Mick-R’s head. One of them yells, **“BUYING CLEARANCE?! WHAT ARE YOU SUGGESTING, THAT ALPHA COMPLEX IS CORRUPT?!?!?!?”**

Mick-R tries to ignore them, and remove one boot for some off reason. He’s successful, though Rapt-G, who has been retrieving some sort of object from a storage locker, notices. He’s now accompanied by a docbot, which tells Mick-R, “Please keep your jumpsuit on at all times unless otherwise instructed. The first round of tests will not require you to remove any articles of clothing.”

Rapt-G adds, “Can you gentlemen move him onto the table over there?”

written by Malkom on Dec 26, 2011 22:27

I look *puzzzzled*.

“Alpha Complex?! What the heck is that? Some kind of neurotic disease?”

written by Lightning4 on Dec 27, 2011 01:20

I head back to Nukabot and get back on.

“Are we cleared to move on?”

written by Cryoburner on Dec 27, 2011 01:21

Having determined that our floor offers an optimal walking factor when combined with standard footwear, I decide it best to do so, and walk upon it toward Jeremy-Y, and through the exit.

written by Gligar on Dec 27, 2011 01:55⁶⁹⁴

JHT Sector Central Compnode, V Level, Central Subsector

The owner of the voice (do I really need to identify him?) stands over the remains of the intruder. “*When I give an order, I expect it to be carried out... that means talk when I order it.*”

“Now... let’s see... what’s the damage...?”

Rapt-G’s lab, T level, Gamma Subsector

Apparently, the damage is more severe than originally thought. Mick-R’s entire memory is gone. For instance, he has forgotten what Alpha Complex even is.

This does not go down well with the goons. **“YOU’RE INSIDE IT!”** one yells as he shoves Mick-R onto the indicated table.

“That will do,” Rapt-G tells them. “Can you hold him down, please? Good.”

He moves over to Mick-R. “Now,” he says, “I’m going to inject you with this.” He holds up a syringe. “It will help prepare what’s left of your brain for the tests and hopefully tell us exactly what damage was done. Do you understand?”

⁶⁹⁴ GLIGAR: (OOC: **Attention:** The rules in the first post have been updated. I strongly suggest that you familiarise yourself with the changes.)

JHT Sector Central Compnode, V Level, Central Subsector

“...it was actually successful? Is this how Leeroy-O ended up inside Mega-R’s mind?”

Of course, the fact that someone even got hold of an erased clone’s MemoMax data is troubling...”

Roadway checkpoint, A Level

L4-O hops back onto Nukabot. He asks if they’re clear to go.

One of the guards tells him, “Get going. Don’t clog up my checkpoint.”

Lift Hall, P Level, Gamma Subsector

Cryo-R seems to have finished inspecting the floor, since he once again follows Jeremy-Y.

“Good,” the latter says. “Are you satisfied with the floor?”

Corridors, P Level, Gamma Subsector

The two begin walking to... wherever it is that Jeremy-Y is taking Cryo-R.

written by Granpire viking man on Dec 27, 2011 01:32

“I hope there isn’t a problem with hygiene...”

I wait nervously for the guards to speak up.

written by Speeder on Dec 27, 2011 01:48

I just look at the guards for a while.

written by Malkom on Dec 27, 2011 02:18

“Good Lord, really?” I look mildly surprised as I glance round the room (at least as much as possible while being held down. “This little room is awfully small for being a Complex, and awfully big for being an neurotic brain disease. Seriously, can someone tell me what’s going on here?”

written by Speeder on Dec 27, 2011 02:55⁶⁹⁵

I hop back onto Nukabot after getting back my ME card.

“Ok, you heard the man, Nukabot, you can start rolling as soon everyone is on board.”

written by Granpire viking man on Dec 27, 2011 04:41

I follow Speed-Y.

“Hmmm, from the way they looked at us back there, I would think that they are frustrated that we didn’t have whatever it was they were looking for.”

“What could they have been looking for?” I wonder aloud.

written by Speeder on Dec 27, 2011 10:09

“Probably unregistered mutants, or commies.”

I think a bit.

⁶⁹⁵ SPEEDER: (OOC: *whoa, the new rules make my 1-UP even more important, YAY for being awesome =D*

Ok, just kidding, let’s return to the game)

"Indeed, they were probably bored and wanted to shoot something, maybe they should get themselves back to be Troubleshooters, because as you will know soon, there are no boredom in shooting trouble, it is something very much FUN and active."

written by Mingamango181 on Dec 27, 2011 11:47

I look at at the buttons available in the lift, considering the last time I was here, there were buttons there.

written by Lightning4 on Dec 27, 2011 12:32

"Hmph. Okay then. Well then, Nukabot, let's get a move on again."

I go back to observing the road ahead for any threats.

written by Jam on Dec 27, 2011 15:21

I follow Nukabot again...

written by 4616599 on Dec 27, 2011 15:51

I snap out of my daze, passing through the scanner. I note when the beep occurs, paying careful attention to when any equipment or body parts pass through.

I then greet the guards and chase after the rest.

written by Gligar on Dec 27, 2011 17:13

Rapt-G's lab, T Level, Gamma Subsector

Mick-R misunderstands the goon in a manner which seems deliberate. He seems to think that one room is too small for a complex, and too big for a brain disease. He wants to know what is going on.

One of the goons looks like he's about to shoot, but Rapt-G stops him. "There, I've injected those... so let's see..."

He goes over to a terminal and does something to it. This takes him a couple of minutecycles... apparently, he has to look something up. "...oh. It seems that your memory centre is almost completely fried. Your MemoMax chip can't find anything to relay, but then, from what I've heard about you, that's hardly surprising. It seems that someone tried to overwrite your memories through the chip, which is something that can only really be done to a blank brain. Since yours wasn't... it got damaged. And here you are, with no memory.

"That's where I come in. Instead of the implants I was going to use, I propose that we switch to another set of tests. The other tests will involve replacing the burnt-out sections of your brain with memory chips... that should allow you to remember things."

Roadway checkpoint, A level

King-R hopes that the beeps don't have anything to do with hygiene. He waits to see if the guards say anything else.

Speed-Y watches the guards. As soon as he receives his ME Card, he hurries back over to Nukabot, and tells it to get moving as soon as everyone is aboard. It looks like

there are only a couple from the team left to process. After that, it's the Power Services team.

King-R thinks that the guards are unhappy because they didn't find what they were looking for... whatever that is.

Joris-R passes through the scanner. It beeps for him, as well. He notices that it is beeping as soon as his head crosses the scanner.

Speed-Y guesses that they may be looking for unregistered mutants, or perhaps signs of communism. He supposes that they might be bored, sitting there waiting for something to shoot. Perhaps they should consider being Troubleshooters again? Troubleshooting is certainly FUN...

As the stragglers return to Nukabot, L4-O also tells it to get going. It moves past the checkpoint.

Of course, the Power Services crew still need to go through the checkpoint.

Deep subsector lift

Mango inspects the panel. It contains the same buttons as before. Strange... he was probably half-expecting some miraculous GET ME OUT OF HERE button or something...

written by Granpire viking man on Dec 27, 2011 18:06

"I suppose they could be right," I reply to Speeder, "But I could have sworn they looked unhappy with us specifically. Oh well. Maybe they are just bored."

Then I watch the guards to see if they still don't like what they see after the power services clones go through the checkpoint.

written by Speeder on Dec 27, 2011 19:40

"Oh, wait... Nukabot, wait for the Power Services team to catch up with us... Our mission is to escort them basically... Leaving them behind sounds wrong..."

written by Jam on Dec 27, 2011 19:57

I suddenly remember something...

"Oh, King-R, I have Mick-R's old Hygiene Officer equipment. I guess you should be the one to have it, since you're the Hygiene Officer..."

I offer the box to him...

written by Speeder on Dec 27, 2011 20:00

I look at Jam

"Now your memory is being short again? He just checked that box for things that can be used as breathing mask, remember?"

written by Jam on Dec 27, 2011 22:03

"But... Huh?"

I look down at Mick-R's Equipment box...

"I've been carrying this box the whole time, and I'm sure it was Mick-R's... Look, it's even got his ME card in it! Then... What box did King-R check?"

I look confused.

written by Malkom on Dec 27, 2011 22:13

"Wait, wait! I just had a sort of flash of recollection!"

I wait for a long moment.

"Oh dang, I don't remember it anymore. What's an implant? And how many memory chips? Are you using the standard model or the Fraunz-R-TNK-3 type? Enhanced silicon, perhaps?"

...

"Wait, what's silicon again?"

written by Gligar on Dec 27, 2011 23:30

Roadway, A level

King-R voices his opinion that he thought that the guards were unhappy with the team specifically. But perhaps they're just bored.

He watches as the PowServ team is checked. The guards seem to act the same way towards them as well.

Speed-Y realises that they're going on ahead, and tells Nukabot to stop.

Jam-Y remembers that he has Mick-R's equipment. As Hygiene Officer, King-R should have it. He offers the box to King-R...

...but hang on! Isn't that the box that is currently sitting on Nukabot? Yes, there it is! Speed-Y points it out.

But it's also in Jam-Y's hands, complete with Mick-R's ME Card!

How can the same box be in two different places...?

Rapt-G's lab, T Level, Gamma Subsector

Mick-R remembers something... but then promptly forgets it. And also the memory that would tell him what an implant is.

Maybe.

He asks about the memory chips, and about what type will be used... and then forgets what "silicon" is.

Which is a good thing, since that stuff about memory chips is beyond his clearance anyway!

Rapt-G just tells him to be quiet. "I'll take that as a yes, then." Since both of his hands are full, he doesn't bring out the sign this time. "Okay then. Docbot, can you prepare him for the procedure?"

"With pleasure," the docbot replies, obviously happy to get to work.

And of course, since it's a docbot, it revs up its chainsaw...

written by Malkom on Dec 28, 2011 00:27

"Oh God," I say before passing out.

written by Mingamango181 on Dec 28, 2011 00:50

Almost disappointed, I push the button which will take me as far up as possible.

written by Granpire viking man on Dec 28, 2011 00:51

"UGH!"

"What did I brush my teeth with earlier!?"

I run over and check the contents of Mick-R's box, to ensure that they have similar supplies. You know, just to be sure I didn't scrub my teeth with flavored disinfectant.

written by Gligar on Dec 28, 2011 02:13

Rapt-G's lab, T Level, Gamma Subsector

Mick-R passes out at the sound of the chainsaw.

That's probably a good idea, given that the docbot quickly approaches Mick-R's head and proceeds to cu5\$E")%^&^\$% CONNECTION TERMINATED

What in the compnode?!

Deep Subsector lift

Mango tries to ignore his disappointment by pressing the button for the topmost level. That would be X Level, up in Epsilon Subsector.

The lift rises.

Mango realises that he's never been up to X Level.

Roadway, A level

King-R panics. Just what did he brush his teeth with earlier?!

Frantically, he looks through Jam-Y's box... to find it identical to the one on Nukabot. No, not just identical. They're the same box. In two places at once.

written by Lightning4 on Dec 28, 2011 02:15

I continue watching the Power Services team, once they get back to Nukabot I tell Nukabot to proceed towards the Industrial Subsector.

written by Mingamango181 on Dec 28, 2011 02:23

I close my eyes as the lift rises. I think quietly in my mind.

Is there not a way out of this place?

Am I doomed to an existence of being aware that I'm boxed in?

Is there no one who can help?

written by Jam on Dec 28, 2011 02:49

I notice the box that's sitting on top of Nukabot, and stare at it for a full ten secondcycles, mouth agape in shock...

Then I quickly look down at my own box...

"What in Alpha Complex is this?"

I run over to the other box.

"Why is there two boxes? And they look so similar, it's like they're the same box!"

I cautiously reach out and touch the other box, trying to verify it's real, and not just a figment of my imagination...

"Do you see that King-R? They're exactly the same! Not just similar, exactly the same! Is this the work of some sort of mutant? Hang on, I've got a list here somewhere..."

I take out a piece of paper from my pocket, and read through it...

"...no, no, no, there's nothing in here about object duplication! So, either we're dealing with a new mutation, or this is something else... Probably something really high clearance..."

written by Cryoburner on Dec 28, 2011 04:29

"Yes, that is a fine floor. It's very flat and floor-like."

I continue walking upon the floor with Jeremy-Y, and have a look around at our other surroundings, taking particular note of any hints pertaining to where we might be walking to, or whether there's a cafeteria nearby.

written by Gligar on Dec 28, 2011 15:08

Roadway, A level

While L4-O keeps watching the PowServ clones go through the checkpoint, Jam-Y finally realises the box problem.

He looks at his box. He looks at the other box. He even touches the other box. Yes, it's definitely there.

The question is, why? If it the work of some kind of mutation? Hew checks his list... no, it's not on there. Some high-clearance thing, then?

As he's pondering that, the PowServ clones return from the checkpoint. L4-O directs Nukabot to continue.

Deep subsector lift

Mango waits. He seems to be thinking treasonous thoughts. He's still adamant about trying to leave.

The lift continues to rise.

Corridors, P Level, Gamma Subsector

Cryo-R tells Jeremy-Y that he;s happy with the floor, and looks around.

It seems that Jeremy-Y is leading him through an ORANGE area. To... that office there, apparently.

He can't see a cafeteria, though.

HPD&MC Office of Housing Assignment, P Level, Gamma Subsector

Cryo-R follows Jeremy-Y into the office. His first impression is the huge size of the place - it is larger than might be suggested by the spacing of the doors outside. Rows upon rows of jet-black desks stretch back quite a distance, with clerks typing away on Computer terminals, or marching

smartly between desks. The ceiling of the office is covered with pneumatic tubes for the message delivery system, which consists of a multitude of message pods shuttling to and fro via whatever complicated system this office uses.

But all of this pales in significance compared to the overwhelming *silence* that permeates the office. Absolutely no-one is talking, or even making any noise at all.

Those keyboards must be the special no-noise model.

Jeremy-Y looks at Cryo-R, motions for silence, and walks over to one of the marching clerks. He hands the clerk a piece of paper. The clerk nods, and walks over to a message tube. He produces a pod, places the piece of paper in the pod, and inserts it into a message tube.

written by Lightning4 on Dec 28, 2011 15:48

"Any of you have any idea what's up with that checkpoint. Something seemed... odd."

I look a little concerned, and I glance back at the checkpoint as we move away.

written by Jam on Dec 28, 2011 18:00

I take out a spanner and carefully place it in the box I'm holding...

Then I run after Nukabot and look in the other box, to see if a spanner has somehow appeared in that box...

written by Speeder on Dec 28, 2011 18:15

I pay attention to the results of the Jam experiment.

written by Azirphaeli on Dec 28, 2011 19:33⁶⁹⁶

I watch with great interest in the results of this experiment, the implications are extraordinary!

written by Malkom on Dec 28, 2011 20:47

Warning: cranial cavity breach initiated by <CHAINSAW/59e598fff835ef85938efab9853829v88539838fdfe f898teeeffefggaaacdc8a98c>

written by Gligar on Dec 28, 2011 21:12

Roadway, A level

L4-O voices his opinion that there was something... off about that checkpoint... He glances back. Some more clones are being scanned.

Jam-Y is more interested in this box-that-is-in-two-places-at-once. He decides to run a little experiment and, pulling out one of his spanners, places it in the box he is holding. This done, he runs up to the still-in-motion Nukabot and opens its box.

There is a spanner in the box.

He realises that both Speed-Y and Azir-R have been watching him.

⁶⁹⁶ AZIRPHAELI: (OOC: Sorry guys, been on xmas vacation... and I come back to a magic teleportation box, awesome!)

Rapt-G's lab, T level, Gamma Subsector

Hey, why isn't the link restored yet?! Don't make me go down there!

written by Malkom on Dec 28, 2011 21:54

Warning: cranial cavity rupture!

Warning: cranial cavity rupture!

Warning: cranial cavity rupture!

[snip]

Warning: cranial cavity rupture!

Warning: foreign objects detected in cranial cavity!

Warning: foreign activity detected in cranial cavity!

written by Jam on Dec 28, 2011 22:28⁶⁹⁷

I carefully take the spanner out of Nukabot's box...

"This wasn't in here before, was it?"

I check if the spanner I put in the box I'm holding is still there...

"Do you guys know what this means? This must be some sort of new R&D experimental box that can be in two places at once!"

I check how large the box is, and if it'd be big enough to hold, say, a Jam-Y-sized clone...

⁶⁹⁷ JAM: (ooc: What happened to Malkom's avatar? Is that some kind of bug with Postline, or is that supposed to happen?)

(ooc: Also, looks like Azir-R's prediction back on page 470 came true!
😊)

written by Azirphaeli on Dec 28, 2011 23:03

"Imagine the possibilities of this. Like, how great is the range on these things? Could we send small items to team members from sector to sector through our boxes. Also, can we see hands in the boxes? I mean, this is amazing!"

written by Mingamango181 on Dec 28, 2011 23:17

I open my eyes.

"I must be losing my mind or something."

written by Speeder on Dec 29, 2011 01:21

After a while looking at the boxes I comment.

"Nice, we can teleport stuff around now... I guess the box need to be closed to it work but... Hey, now if we ever need to split in two teams, we can hand stuff from one team to the other!"

I try to wonder what happened to result in a sort of quantum split of the box.

written by Gligar on Dec 29, 2011 02:03

Roadway, A level

Jam-Y removes the spanner from Nukabot's box. That wasn't there before, was it?

He checks his own box. The spanner is gone.

Jam-Y then announces his conclusion: they have somehow come into possession of an R&D experimental box capable of being in two places at once!

He looks at the box. It seems to be about 50cm on a side by about 70cm high. A clone might fit in there if he were small... which Jam-Y is not...

Rules (updated 27 December 2011)

- You are *all* playing this game. Yes, even you.
- Stats will be rolled up as and when they are needed. For the start, there will be no character sheets since nothing's been defined.
- There's are no time limits involved. I will post updates when I consider there to be enough material.
- Perversity points ~~will work as before~~: Players start with 10 and can win them for interesting posts. They can be spent to influence in-game events, such as to make something happen, or to help or hinder another player.
- Trolls, munchkins, minmaxers, etc. etc. are classed as Commie Mutant Traitors and will be erased.
- Those who haven't taken control of their character yet, and those who have been out of the game for a while, should send me a PM indicating that they wish to do so.
- Please avoid formatting your text in such a way that it is not visible. If you wish to send something to me alone, please send me a PM. Remember that the text of this thread is being backed up into a local file. Invisible text is included *without* its formatting.
- You should not assume that things will succeed (except for certain trivial things). For instance, if I don't mention an object, it probably doesn't exist. If I've mentioned it before and you've returned to its location, it might still be there, but it might have moved. Similarly, if someone's trying to punch you, for instance, don't just say "I dodge, and hit him back". Both of those thing require dice rolls on my end, and the dice might decide to hate you. (Dice have a mind of their own sometimes. It's best to appease them.) A better way of phrasing the example might be "I attempt to dodge. If I succeed, I try to return the punch."
- Don't wait for everyone else to post. If you want to post, do so. Do try not to post too many times per turn, though. Once or twice per turn is usually sufficient.
- If you run out of clones (or are otherwise uable to continue using your character), you are free to create another character. **HOWEVER**, the new character must be different. Don't just give me Old Citizen 2.0. *Especially if your old character was erased.*
- You may control *one* character at a time. Please do not attempt to create and/or control arbitrary NPCs without my consent.
- This is not a *Zap* game. Don't arbitrarily get yourself killed for no reason. Doing this a lot might be funny to you, but does not fit the tone of this game.

Azir-R encourages everyone to think of the possibilities of such a box. How long is its range, for example? Are such things as hands visible in the boxes?

Speed-Y thinks that the boxes are nice. If they ever need to split up, they can send items between subgroups... He tries to work out exactly how the box happened, but just ends up with a headache.

The Industrial Subsectors, or rather, the omnipresent clouds that hang over them, loom in the distance.

Dormitory 6, Building 2, Industrial Subsector B

Inside, a clone, Mango-NHG, wakes from a... rather odd dream. He must be losing his mind, he reasons.

He dimly remembers the advice given to Junior Citizens about odd dreams: go find a confession booth.

written by Speeder on Dec 29, 2011 03:44⁶⁹⁸

I look at the box for a while, but upon realizing that it will probably melt my brain or my memomax chjp or something like that, I give up.

⁶⁹⁸ *SPEEDER: (OOC: I will take a trip to my grandma home for her marriage anniversary... I dunno if I will be able to post... there are a computer there with internet, but there are also quite a competition for it...)*

written by Jam on Dec 29, 2011 03:51

I look slightly disappointed that the box is too small to fit inside, but then I cheer up...

"Hey, I wonder what would happen if we put one of the boxes inside the other! Or would we be putting the box inside itself? That's confusing..."

I think about that problem, and the term "infinite recursion" dimly comes to mind. After that, I get a sudden headache, and I decide to just not think about the whole putting-the-box-inside-itself problem.

Instead, I stick my hand inside the box I'm carrying, and wiggle my fingers around...

"Okay, does anyone see a hand in the other box?"

written by Azirphaeli on Dec 29, 2011 04:29

I look in the box to report back on whether Jam's hand is in there,

written by Granpire viking man on Dec 29, 2011 06:10

"This is quite wonderful! I had no idea just how remarkable the box was."

“Strange, though. I don’t remember seeing Mick-R’s ME card inside the box when I looked in it to take some hygiene supplies. At what point was the box changed?”

written by Lightning4 on Dec 29, 2011 13:09

“That... does not sound like a good idea. Though maybe we can give it to some commies and tell THEM to put the box inside the other box, and see what happens...”

I examine the box(es) from my location too.

“Curious things. I wonder how that happened... I don’t recall there being more than one Hygiene box. Then again, maybe I miscounted... in which case I failed as an equipment officer...”

written by Gligar on Dec 29, 2011 17:44

Roadway, A level

Speed-Y keeps looking at the box(es) for a while longer, but eventually gives up. He doesn’t want to burn anything out after all.

Jam-Y looks disappointed that he wouldn’t fit inside, but cheers up quickly. He starts thinking about what would happen if they put one box inside the other, but also gets a headache from it. It would probably involve infinite recursion, or perhaps division by zero, or some other treasonous concept...

He ultimately decides on a simpler test. He sticks his hand in his box and wiggles it around. He asks if someone can see his hand in the other box.

Azir-R goes to have a look. Sure enough, Jam-Y’s hand is visible in the box.

King-R thinks that the box is wonderful.

But he doesn’t remember seeing Mick-R’s ME Card in Nukabot’s box. So... when did it change?

L4-O thinks that putting both boxes inside each other would be a bad idea. Perhaps they could trick some commies into doing it?

He looks at the boxes again. He just realises that he had failed to notice that there were two boxes. That must mean that he has failed as an Equipment Officer.

The Industrial Subsectors loom ever closer.

written by Jam on Dec 29, 2011 19:01

I look at L4-O...

“You know, technically there is only one Hygiene box, that somehow exists in two places at once... Hmm... I wonder what that would look like...”

I decide to find out, by sticking my head into the box and trying to look out...

written by Gligar on Dec 29, 2011 22:02

Roadway, A level

Jam-Y points out to L4-O that it’s really just the one box. In two places at once, granted, but still just the one box. He wonders what it looks like to...

And promptly sticks his head into his box... whoa, that’s an odd feeling. Jam-Y gets the impression that having one’s head in two places at once is... far from optimal. But he does get to see a sort of overlay effect when he turns his head to look outside the box.

written by Malkom on Dec 29, 2011 23:57

Warning: foreign sealant applied to cranial cavity breach.⁶⁹⁹

written by Gligar on Dec 30, 2011 01:12

Roadway, A level

The Industrial Subsectors get closer and closer.

After a minutecycle or so, Nukabot comes to a halt. It has reached yet another checkpoint, this time at the Industrial Subsectors themselves.

This is probably a good thing, since the team has now entered the black cloud of... whatever it is. It is noticeably harder to breathe than before.

HPD&MC Office of Housing Assignment, P Level, Gamma Subsector

Jeremy-Y and Cryo-R wait. Their forms seems to have passed through the overhead message system, landed on someone’s desk, entered into a Computer Terminal, and is apparently being processed by whatever subsystem handles housing reassignment requests. All in complete silence.

Rapt-G’s Lab, T Level, Gamma Subsector

Meanwhile, several levels above, a connection is restored! 😊

This is probably because Rapt-G is speaking to someone over his PDC.

Mick-R still has his head open. The docbot is in the process of installing some kind of data access port.

“Well, hurry up,” Rapt-G is saying. “These memory chips can’t handle the amount of memories that a clone generates over his lifetime. I need more. Get that external pack to me ASAP.”

written by Cryoburner on Dec 30, 2011 03:04

I more closely examine the series of tubes running throughout the room, paying particular attention to the ways in which they differ from a big truckbot, which theoretically could also be used to carry messages from one desk to another.

⁶⁹⁹ GLIGAR: (OOC: Again with the assuming...

Also, you’re not an android. So I really don’t think you need that.)

written by Jam on Dec 30, 2011 04:13 *Roadway checkpoint, Industrial Subsectors, A Level*

“Woah... That’s weird... It’s like I’m in two places at once...”

I pull my head out of the box.

“That’s... Ohhh, I feel kinda... uh...”

I suddenly fall over...

“Hang on a sec, I’m okay... Just a bit dizzy...”

written by Azirphaeli on Dec 30, 2011 04:31

Hmmm... you know... I have an idea ⁷⁰⁰ hey Jam clear out. I wait for him to move and yell catch!

I throw, with adequate but not extensive force, a can of B3 into the box, angled so that it should pop back out heading gingerly towards Jam for him to catch and enjoy.

written by Malkom on Dec 30, 2011 04:32

I feel a vast eternity of nothingness. With no concept of spacetime, infinity == null. Yes no?

written by Lightning4 on Dec 30, 2011 05:49

I cough a bit.

“Let’s get inside. Maybe the air is better in there than out here.”

I present my ME card and do whatever is required of me at this checkpoint.

written by Gligar on Dec 30, 2011 15:04

HPD&MC Office of Housing Assignment, P Level, Gamma Subsector

While he waits, Cryo-R decides to examine the pneumatic tubes attached to the ceiling. The way they crisscross like that, allowing message pods to drop gently onto their destination desks with a minimum of noise and effort*, somehow reminds him of those big truckbots, which transfer important cargoes between sectors. Theoretically, one could be used to transport messages between desks, were it not for several important issues: 1) a big truckbot would not fit through the corridor leading to the office, much less the door they used to enter; 2) a big truckbot would not fit between desks, and would, in all probability, crush many of the desks as it tried to deliver its messages; 3) a big truckbot would generate an excessive amount of noise. In addition to being highly distracting, the noise would be out of place in an office which seems to strive for complete silence. Even the thought of speaking seems a bad idea here.

* It should be noted that message pods hardly ever drop onto the wrong desk. The routing system is efficient enough that the chance of that happening is less than [DELETED FOR SECURITY REASONS]%.
⁷⁰⁰ AZIRPHAELI: (OOO from an old Call of Cthulhu campaign where old man Roger Wilson found a similar box, and...)

Jam-Y pulls his head out of the box. The act of putting it in two places at once has left him rather dizzy and disoriented, so much so that he ends up collapsing to the floor.

Azir-R has an idea. Taking out a can of B3, he gently throws it, such that it should land in Nukabot’s box. And it does.

It then passes through the box and drops about 8cm to the floor, where it rolls a short distance, coming to rest near Jam-Y’s head. (He’s still on the floor, remember?)

L4-O coughs. he suggests that they get inside quickly.

He heads into the checkpoint and presents his ME Card. As it happens, there is just one guard on duty. He is wearing a filter mask.

“What is your business in the Industrial Subsectors?” he asks.

Rapt-G’s lab, T level, Gamma Subsector

It looks like the docbot is just finishing up, having installed the memory chips on hand.

But Rapt-G is still waiting on the delivery of the other chips. The question is, where will those fit, if not in Mick-R’s head?

written by Speeder on Dec 30, 2011 15:39

I get kinda unhappy and annoyed.

“This is not safe for YELLOW citizens, why I have to breath this thing?”

I try to do whatever things are required in the checkpoint the fast as possible.

written by Lightning4 on Dec 30, 2011 15:56

“We’re Troubleshooter Team Epsilon, here to investigate some sort of power disturbance in the sector. One very likely related to treasony treasonous treasondoer clones.”

I frown.

written by Malkom on Dec 30, 2011 18:59

There seems to be something wrong with the nothingness. It’s.... green? And hard. And chippy, like silicon. That’s not much like eternal nothingness.

written by Azirphaeli on Dec 30, 2011 19:56

I am still hung up on the box.

“Imagine is we gingerly placed one box in a commie headquarters... and then another we weigh down and plunge to the bottom of a huge reservoir tank. We can flood the commies out.”

written by Gligar on Dec 30, 2011 21:10

Roadway checkpoint, Industrial Subsectors, A Level

Speed-Y looks annoyed. He believes that the air is not safe for him to breathe here.

L4-O presents his ME Card to the guard, explains that they’re Team Epsilon, and that they’re here to investigate

the power failures. The guard reacts. "I thought you'd be here ages ago," he says. "You'd better present yourselves to the main office in Building 1 of Subsector B. They may have more details for you... and you could probably get some breathers or something as well. Can I have the Team Leader's card?"

Eager to get inside, Speed-Y offers it to him. He scans the card. "Alright. I'm not keeping you."

Azir-R is still fixated on the box. He outlines a suggestion that could potentially flood a commie bunker. But then, how would you get the box back?

Rapt-G's lab, T level, Gamma Subsector

There is a knock on the door. Rapt-G opens it, revealing a deliverybot carrying a box. He takes the box, signs a big sheaf of papers, licks something like six tongueprint scanners, swipes his ME Card through a couple of slots, and closes the door, before finally opening the box.

It contains what appears to be a good number of memory chips.

written by Jam on Dec 30, 2011 21:17

"Hey, cool!"

I pick up the B3.

Then I listen to Azir-R's suggestion.

"The problem is, we need to find a commie headquarters first. Interesting idea though..."

I try to gently toss the B3 back through the box...

written by Malkom on Dec 30, 2011 21:27

The green chippiness recedes, to be replaced by a feverish dream...

Click click. I stare at the lines of code in front of me and feel cold. I'll never complete this hack in time! They're getting closer, closer, closer...

Wait...

If I put a JMP in here, vector... three... spaces forwards... that should do it. I have to shift the rest of the file another five bytes to accommodate the new instruction. Click on the icon, I reach for a key- wait, what's that noise...?

No... it can't be! I had another fifteen minutes! They promised me!

written by Cryoburner on Dec 31, 2011 01:58

Having determined that the tubes are likely an adequate solution to the problem of frequent desk-crushings, I have another look at the tube that carried Jeremy-Y's message, and see if I can visually follow the tube's path to determine which desk the message may have been sent to. Perhaps that clone needs assistance. If I can't determine where it went, I just look around for any clone who looks as though they could use assistance.

written by Gligar on Dec 31, 2011 02:21

Roadway checkpoint, Industrial Subsectors, A Level

Jam-Y seems to have recovered enough to appreciate Azir-R's experiment. His suggestion, however, carries the small problem that they would need to find a commie headquarters first.

He picks up the can of B3 and tries to return it in the same manner. It almost looks like fun.

That black stuff begins to settle on jumpsuits, boxes, B3, Nukabot...

HPD&MC Office of Housing Assignment, P Level, Gamma Subsector

Cryo-R continues with his investigation of the overhead tubes. He is now trying to trace the path of Jeremy-Y's message through the network of crisscrossing tubes, to find the desk of the clone who is handling his housing reassignment. Let's see... it goes up there, makes a left there, then right through that junction, then straight through... no wait, it went *left* there... Or did it... hang on, that junction has *seven* right angles! He gives up, and just looks around. Wow, this office really is efficient. It looks as if everyclone knows how to do their jobs without needing help. Cryo-R kind of looks disappointed.

Another message makes its way through the tubes towards where Jeremy-Y and the clerk are waiting. It lands in the receptacle with a *[no sound]*, where the clerk opens it, and hands the contents to Jeremy-Y. The YELLOW heads over to Cryo-R and indicates that he should follow.

Rapt-G's lab, T level, Gamma Subsector

We can now see how Rapt-G intends to interface these memory chips with the experimental chips inserted into Mick-R: by putting them into a special backpack. The backpack would presumably connect to that access port.

He instructs the docbot to wake Mick-R.

written by Jam on Dec 31, 2011 02:52

I notice the black stuff settling on everything, and notice we're right in front of the Industrial Subsectors.

"Oh, we're here! That was fast..."

written by Azirphaeli on Dec 31, 2011 03:31

Yeah, now lets try and get out of here asap.

written by Mingamango181 on Dec 31, 2011 05:24

I think very quietly to myself.

Why do I have to think about all this? Why can't I just be someone else?

I decide to get up.

written by Malkom on Dec 31, 2011 05:46

Oh, Computer take it all, it's Intsec. With... nailguns? Oh gosh, that must be painful to have shoved through your eyeba-

I wake up sweating, to see a docbot pumping some kind of fluid into me.

"AAAH INTSEC WITH NAILGUNS! GET THE NAILGUN AWAY FROM ME, QUICKLY!"

I try to jerk away, and notice that I'm being held down. I scream.

Loudly.

Make that... very loudly.

Ow. I may have damaged my larynx.

written by Lightning4 on Dec 31, 2011 06:44

"Well, let's go then. Building 1, Subsector B, Nukabot!"

"Wherever that is..."

I cough a little and wipe some of the dust off of me.

written by Gligar on Dec 31, 2011 15:01

Roadway checkpoint, Industrial Subsectors, A Level

Noticing the black stuff settling on everything, Jam-Y realises that they must be here. Azir-R confirms, and suggests that they get inside.

L4-O agrees, and instructs Nukabot to proceed.

Okay... Subsector B seems to be *that* side... and then.... Building 1... which is that?

Oh right... a sign. It's that one.

Nukabot soon pulls up to the building's entrance.

Dormitory 6, Building 2, Industrial Subsector B

Mango gets off his bed. He seems to want to be someone else. Sadly, this is not an option.

It turns out that he is not alone in the dorm. Another clones stands by the door, waiting.

Rapt-G's lab, T level, Gamma Subsector

MickR wakes with a start. He seems to have been dreaming.

He babbles something about nailguns before screaming (when he realises that he's being held.)

"SHUT UP!" one of the goons yells, punching him in the stomach.

"It looks like your brain still works," Rapt-G says, uncovering his ears. "But you might want to save your breath. There are more tests coming. For instance, your memory capacity is now way below normal. If you co-operate, I'll let you test this backpack." He holds up the special backpack.

written by Lightning4 on Dec 31, 2011 16:38

I survey whether Nukabot will fit in the door. If so, I tell it to proceed. If not, I get off and go in myself.

Either way, once inside, I look around for the direction of the Main Office.

"Let's see... main office, main office... hm."

written by Jam on Dec 31, 2011 16:44

I follow along, and look around for anything treasonous that might be happening...

written by 4616599 on Dec 31, 2011 17:33

I seem to remember something.

I glance around.

"Why do I have the feeling there should be a crashed Transition around here?"

written by Gligar on Dec 31, 2011 21:20

Building 1, Industrial Subsector B

L4-O has a look at the building's entrance. It looks like a regular clone entrance, not suitable for large bots. As such, Nukabot won't fit through it.

He heads inside.

Jam-Y arrives not long after Nukabot, along with the PowServ team.

As he arrives, Joris-R can't help but think that there should be a wrecked Transition somewhere around here. But if there was, it has most likely been moved since the last time an "anti-mutant suit"-wearing clone tried to pass through here.

Foyer, Building 1, Industrial Subsector B

L4-O enters, and breathes a sigh of relief at getting out of the worst of the black stuff. But even though most of the black stuff is staying outside, he finds it a little difficult to breathe.

The place is dark. Around the walls, L4-O can see more of those "emergency lights", illuminating a RED clearance stripe. On the far wall, a sign indicates the presence of the main office in one direction, and a dormitory in the other. Also present is a noticeboard.

written by Jam on Dec 31, 2011 22:32

I follow L4-O, since he seems like he knows where he's going...

"Hmm... Kinda dark in here..."

written by Lightning4 on Jan 01, 2012 00:59

I take a look at the notice board before I proceed into the direction of the Main Office.

"Yeah... not very easy to breathe in here either."

written by Speeder on Jan 01, 2012 13:48 *Reception, Building 1, Industrial Subsector B*

I get annoyed with the black stuff making my YELLOW jumpsuit look like infrared.

I shake them off the best I can, and then follow the team searching for the Office...

Actually following the sign when I find it.

written by Gligar on Jan 01, 2012 16:43

Foyer, Building 1, Industrial Subsector B

Jam-Y enters Building 1, trailed by Speed-Y and the rest of the team. He notices how dark it is.

L4-O points out the air quality to him, and glances at the noticeboard. There are a few notices posted, mostly advising about quotas and workcycle changes. One catches his eye, though: a list of recent reactor shielding volunteers. One name on there is familiar: Mango-NHG. Apparently, he was scheduled to complete two duty sessions, one yesterday, and one today.

L4-O begins to follow the sign, followed by the rest. Speed-Y tries to brush some of the black stuff off from his jumpsuit.

Reception, Building 1, Industrial Subsector B

The sign points down a corridor, leading past two more doors, and finally reaching what seems to be a reception area. There doesn't seem to be a receptionist on duty, though. Instead, several ORANGE clones seem to be holding an impromptu meeting, and are apparently discussing the power problem.

written by Malkom on Jan 01, 2012 18:18

"What's that? Are there nailguns in it? Or cyberware? Can I taste some of the cyberware? Or perhaps there's mushroom spores in it that grow fungus in my head and control my thoughts! No thank you!"

written by Jam on Jan 01, 2012 19:06

I listen in on the meeting...

written by Gligar on Jan 01, 2012 21:24

Rapt-G's lab, T Level, Gamma Subsector

Mick-R wants to know what the backpack contains. He thinks it might be nailguns, or cyberware (which he wants to taste), or perhaps fungal spores that will latch on and take control of him...

"I have several questions about what you just asked," Rapt-G replies, "but we can save that for the confession booth. In fact, the backpack contains additional memory chips. The human brain is capable of storing many orders of magnitude more data than even the most complex bot brain. It would take an idea bot to fully store a MemoMax backup. As such, it takes far more computer chips than will fit into your head to make up for the amount that you lost during the aborted overwrite. If you accept my terms, you will be restored to full capacity again. Of course, if you don't, you might end up forgetting things. Like breathing."

Jam-Y listens in on the ORANGE meeting.

One clone is talking about the "emergency lights" being totally unlike anything that Tech Services has fielded before. She isn't sure that they're the right thing here. But one of her colleagues thinks otherwise. "They give off light, don't they?"

"That's not the point. Some of them are being set up close to the production lines in Building 3! And you've all read the reports about those lines... I just hope that team gets here."

None of them seem to have noticed the big group of clones who just entered.

written by Speeder on Jan 01, 2012 22:21

I approach them.

"Excuse me, I am the leader of Team Epsilon, in charge of escorting and assisting a Power Services team in fixing the problems. Can you help us?"

Also, is the production lines in Building 3 flammable? A accident with those emergency lights delayed us and also made very obvious what they can do..."

written by Jam on Jan 01, 2012 22:47

"Er... What accident? Is my memory going again?"

written by Gligar on Jan 02, 2012 01:25

Reception, Building 1, Industrial Subsector B

Speed-Y speaks up for the team, introducing himself as the Team Leader for Team Epsilon. He tells them that they have a Power Services team with them.

He also asks about the production lines, wondering if they are flammable. He explains that they have encountered the "emergency lights" earlier, and ended up getting into an accident with them.

Jam-Y is confused. He doesn't remember an accident... perhaps his memory is playing up again?

"An accident?" asks the female ORANGE. "Could you explain the accident for us? Or rather, for the rest of the nonbelievers here? They seem to believe that the lights are far enough away from the lines to not cause any problems... but I've been in there, and I can tell you that yes, things can catch fire rather quickly.

"Now normally, that's not a problem, but with these lights..." She looks worried.

"And like I keep telling you, Joan-O, you shouldn't worry like this," her colleague interjects. "As long as no-one falls in to the machines, it'll be fine. We can't be having anyone spreading unhappiness, now can we?"

written by Speeder on Jan 02, 2012 02:07

"Well... Some clones while lighting the emergency lights entered in contact with them and suddenly got set on fire."

As we tried to bat the fire, the ones that did that ALSO got set on fire...

The clones on fire started to run around randomly in pain, and set other things on fire... The end result was lots of clones and things on fire.

The only way to end it, was a cone shell that removes oxygen from the place, unfortunately that also killed two of our own clones that were not on fire."

written by Granpire viking man on Jan 02, 2012 05:30

I listen earnestly to Speeder's story and comment, "I think it's important to notify other clones that running around spontaneously is not beneficial to them, and that it poses a health risk to other clones."

"This sort of behavior is illogical, and needs to be stopped, especially in cases of self-combustion," I explain, "Hopefully this will increase our chances of success."

written by Malkom on Jan 02, 2012 06:18

I look confused. "Terms? What's a term? Are they edible?"

written by Lightning4 on Jan 02, 2012 07:27

"And it also poses a threat to the property of Friend Computer... hence having to use that shell as we had no fire-suppressant equipment handy... alas, that shell would've been great against commies. Maybe I've got another one in here somewhere..."

"So, we're here and we hear there are problems regarding the power here?"

written by Cryoburner on Jan 02, 2012 10:29

I follow Jeremy-Y, giving a thumbs-up to the deskclones as I pass, in approval of their high levels of efficiency.

written by Gligar on Jan 02, 2012 16:37

Reception, Building 1, Industrial Subsector B

Speed-Y explains about their previous encounter with the lights: some of the clone lighting them somehow lit themselves on fire. The fire somehow spread to clones who attempted to extinguish them. A lot of running around ensued, setting more things ablaze. They ultimately had to resort to using an oxygen suppression cone rifle shell. But even that had its problems, of the clones-dying variety.

King-R points out that running around screaming is not the proper way to handle being on fire, and states that it is a health risk to others. It is important to educate clones of this, especially in cases where being set on fire is likely to happen. Maybe it'll help them.

L4-O adds that, in addition to be a danger to clones, being on fire is also a danger to Computer Property. Which is one reason why they had to use that shell, as there was no fire suppression equipment handy. He would have preferred to use it against commies, though. Perhaps he has another one somewhere.

But enough of that. He inquires about the power problem. One of the other clones interrupts him. "Wait, how can you have a cone rifle? Aren't those BLUE? And isn't possession of cone rifle shells big-time terminate-you-if-you're-caught treason?"

Rapt-G's lab, T Level, Gamma Subsector

Mick-R doesn't seem to understand what "terms" are. Are they something you eat?

Rapt-G facepalms. "Look, just say 'I agree', okay? Failing to agree is treason."

Corridors, P Level, Gamma Subsector

Waving to the deskclones, Cryo-R heads out, following Jeremy-Y.

Once they're out of the door, Jeremy-Y says, "Thank you for not speaking in there. The last clone who tries to speak... didn't emerge from the office. But anyway. You've been assigned accommodation several levels below, over in Alpha Subsector. We'll be heading down there so that you can claim a bunk, before heading to your place of work."

written by Speeder on Jan 02, 2012 17:17

I point to L4.

"He is with the Armed Forces when not working as Troubleshooter, and also have a special Cone Rifle brevet. We got permission for that on our last mission when it was the only decent weapon that we found... And since we made a great job, we could keep it."

written by Lightning4 on Jan 02, 2012 20:00

I smile.

"Yup! No treason here. And... I'm not sure if the punishment is that high. I know they're BLUE, but I thought the instant termination didn't start until at least INDIGO. I could be wrong though... still need to brush up on my weapons and clearance-infracton punishments."

I ponder over the matter, at least until I'm interrupted by mission-related conversation.

"Doesn't matter either way, since I'm cleared to use it and all..."

written by Malkom on Jan 02, 2012 20:28

"Well, could you tell me what treason is first?"

written by Mingamango181 on Jan 02, 2012 20:53

I look over at the new arrival, and take a brief overview of their appearance.

"Hi."

written by Jam on Jan 02, 2012 22:39

"Oh, I remember the oxygen-removing cone rifle shell..."

I smile, and walk up the one of the 'emergency lights'. I inspect it, without getting too close to the flame...

"Hmm..."

written by Gligar on Jan 02, 2012 23:32

Reception, Building 1, Industrial Subsector B

Gee, Speed-Y's doing an awful lot of explaining, isn't he?



This time, he talks about L4-O and his cone rifle, and how he came to acquire it. L4-O confirms, though he thought that the instant termination didn't kick in until INDIGO. Unless he's wrong, of course... he needs to brush up on that.

Though, as he says, it doesn't really matter, what with him being cleared for it.

"Have you got the brevet's number handy?" the clone asks. "You can never be sure with brevets. There are fakes going round."

As it turns out, Jam-Y remembers the cone rifle shell. He goes over to the nearest "emergency light", which happens to be near a door leading further into the office, and has a look at it. It seems to consist of a black rod of some waxy substance, with some kind of string sticking out of the top. The string is lit. This is attached to some sort of special metallic holder, which has been fixed to the wall.

Rapt-G's lab, T Level, Gamma Subsector

Mick-R has one more question: what is treason?

Rapt-G facepalms again, extracts some sort of pill from his pocket, and eats it. "Asking too many questions is treason. Not co-operating with me is treason. Lots of things are treason. Treason is doing what is not allowed. Now, no more questions. Do you agree or not?"

Various clicks and things indicate that the IntSec clones have readied their weapons. Rapt-G adds, "If you don't agree, the guards will open fire."

Yay, the sign makes another appearance!

written by Cryoburner on Jan 03, 2012 00:20

"Oh, was I not supposed to talk back there? I thought everyone was just being quiet to help me concentrate on all the important things I was concentrating on. I, of course, wasn't talking as I was busy concentrating."

"Anyway, that sounds really important! We should head down right away!"

I hurry off in a direction where it seems a lift might be found. If I manage to locate one, I begin rapidly pressing its call button.

written by Jam on Jan 03, 2012 00:39

"You know... If I didn't know any better, I'd have thought that string was some sort of fuse or something..."

written by Granpire viking man on Jan 03, 2012 02:08

My eyes widen and I start to think of ways to blow out the fuse.

"Whatever you do, don't touch it! Better yet, don't even get near it. You know what happened to those other clones."

"Maybe we can blow on it, or spit on it. Who is the furthest spitter?"

written by Gligar on Jan 03, 2012 03:21

Corridors, P Level, Gamma Subsector

Apparently, Cryo-R wasn't even aware that he wasn't supposed to talk in there. He thought that everyone was being quiet for *his* benefit... Oh, well. It got the job done, right?

He agrees that going to the dormitory is important, and begins to head towards a lift - specifically, the one he remembers. Jeremy-Y follows along after him.

Lift hall, P Level, Gamma Subsector

Cryo enters ahead of Jeremy-Y, and... er... "tests" the call button by mashing it.

Jeremy-Y enters, and notices. "Er... it's standard practice to only press the button once," he suggests. "After all, there are reports of liftbots deliberately running slow when they detect a clone mashing the call button."

Indeed, the lift does seem to be taking its time getting here...

Reception, Building 1, Industrial Subsector B

Jam-Y looks critically at the burning string. If he didn't know any better, he would have thought it was a fuse or something...

King-R cautions everyclone to not approach it. He suggests that they could blow on it, or maybe spit on it... who can spit the furthest?

Dormitory 6, Building 2, Industrial Subsector B

Mango notices the other clone, and greets him.

"It's Mango-NHG, right?" asks the other clone. "I have a message for you."

The newcomer, a RED clone with PLC insignia on his jumpsuit, shows him a message packet, along with a form. "Just sign here, please."

written by Malkom on Jan 03, 2012 05:16

"I agree, and what does that mean?"

written by Granpire viking man on Jan 03, 2012 07:12

Knowing that I failed miserably at my last spitting contest, I wait for someone else to take initiative.

That, or find a better way to put out a burning fuse. Just how quickly is the fuse burning, anyway?

I decide to cautiously creep up to the fuse and inspect it from a distance that seems reasonably far enough not to catch fire.

Is it really even a fuse?

written by Mingamango181 on Jan 03, 2012 10:58

"Right," I reply.

I take the form and sign it.

Mango-NHG

I then take the message packet.

written by Lightning4 on Jan 03, 2012 12:53

I take out my brevet and pause for a moment to think whether that's something I should be doing or not.

If it is, then I proceed to show the brevet.

Once that is dealt with, I put it securely away.

written by Jam on Jan 03, 2012 13:05

I start panicking, and try to blow on the fuse to put it out...

written by Gligar on Jan 03, 2012 16:32

Rapt-G's lab, T Level, Gamma Subsector

Faced with such options, Mick-R agrees... and then asks what it means.

Rapt-G ignores the question. "Excellent! Now, put this on."

Reception, Building 1, Industrial Subsector B

King-R remembers that he's not very good at spitting, and since noclone has come forward, he abandons that idea. He instead turns his attention to the string. It doesn't seem to be burning away all that fast... and you have to admit, it does give out light, if not as much as regular lights.

Perhaps it isn't even a fuse.

Jam-Y panics. To him, it's clearly a fuse... He tries to blow it out. It stubbornly doesn't want to go out.

L4-O takes out his brevet and studies it. Yes, there's the number... but is it alright to show it? Ah, yes... it says right there that it's okay to show it if requested. He does.

"Thanks," the clone replies. "It always pays to stay alert..."

"Now, on to other matters." The clone sorts through some papers, and finds something. "We started having power problems yesterdaycycle, around the time that the latest group of reactor shielding volunteers went to the reactor. Since then, the problems have spread from Building 2 to all three buildings in this subsector, and the three in Suubsector 1. From what you tell us, it seems that there are problems in the main domescraper as well?"

"Speaking of power," John-R puts in, "I'll have to ask everyone who hasn't turned their lights on to do so. Recent footage isn't very good."

Dormitory 6, Building 2, Industrial Subsector B

Mango confirms his name, and signs the form.

The deliveryclone thanks him. "Have a pleasant daycycle, citizen." He then heads out.

Mango looks at the packet. It's a standard message packet, with the Crash Priority logo. Which makes sense, since they're one of the main logistics firms hereabouts. There's a strip marked Open Here, but there is no clue as to who sent the message.

written by Lightning4 on Jan 03, 2012 16:59

I check to make sure my light is on, then proceed with the conversation.

"Yes, there's problems in the main domescraper too. Some levels had clones setting up the same emergency lights."

I think back.

"I questioned one of them... said a clone by the name of John-G issued the order to put them up. Not sure if there's any relevancy, probably just someclone wanting to keep the lights on."

"Anywhere you want us to start our search? The reactor, by the sounds of it?"

I turn to the Power Services group.

"Or perhaps you guys have an idea?"

written by Speeder on Jan 03, 2012 17:35

I think a bit.

"Is that the same team that Mango was part of?"

I point to the sign where Mango name is mentioned.

written by Malkom on Jan 03, 2012 18:49

I reach for it and try to pull it onto one of my feet.

written by Mingamango181 on Jan 03, 2012 21:20

Seeing as there is no visible indication of the sender on the outside, I attempt to open the packet via pulling the strip.

I read the message if it's there, considering that the contents would be highly likely to be of importance as well.

"Hmm..."

written by Cryoburner on Jan 03, 2012 21:39

I stop pressing the button.

"Hmm... You would think the liftbots would move faster, assuming there were hundreds of clones in the lift hall, all waiting for a lift. Maybe it would be a good idea to consult a lift expert about this. I actually have a friend who is such an expert, albeit not a very good one."

written by Azirphaeli on Jan 03, 2012 21:51

"I'm at a loss, so I shall defer judgement to our leader."

written by Gligar on Jan 03, 2012 22:44

Reception, Building 1, Industrial Subsector B

L4-O checks his light, turns it on, and continues. There are problems in the main domescraper, and the lights are being installed there as well. When questioned, one of the clones

If I remember right, the liftbots are currently out of commission. Oh well, I guess I'll have to wait for Power Services or something to get on it before I start making use of them again.

written by Lightning4 on Jan 04, 2012 12:47

Oblivious to what Jam-Y is doing, I reflect on the PowServ team.

"Hmm. It's a good an idea as anyway, I guess we could start there."

I finally notice Jam-Y doing... things.

"Or find Mango. Then go to Building 2."

"OH! I nearly forgot. I don't suppose you have air filters for us? It's not very friendly out there. Certainly not cleared for ORANGE and above..."

written by Jam on Jan 04, 2012 13:19

"Found him! He's... er... That way!"

I point.

"...in the next building over, a few levels up."

I look at the clones that suddenly backed away from me...

"What? I'm not going to explode or anything!"

written by Granpire viking man on Jan 04, 2012 13:24

"I appreciate your devotion and attention to everything you're doing, clones, BUT THERE'S A BURNING FUSE HERE!"

"DOES ANYONE HAVE A FIRE-RETARDANT? Or something?!"

I search frantically around the room for one. I don't care if it's a fuse, I'm putting this thing out.

written by Speeder on Jan 04, 2012 14:39

"If you quench that fire we will be in the dark, do not mess with it!"

And then I comment.

"And don't scream, it will make you breath that stuff faster... Or you forgot you are breathing some black stuff?"

written by Granpire viking man on Jan 04, 2012 16:31

"That fire is burning on a fuse!"

"Besides," I add, "L4 just turned on his light."

Then I continue searching for something liquid, or salt, or a cup, or anything else to maim the fire.

written by Gligar on Jan 04, 2012 16:56

Rapt-G's lab, T level, Gamma Subsector

After vocalising about his pain, Mick-R does what he does best: look confused.

But then he yells about nailguns and tries to run away.

He gets as far as the door before the guards open fire.

What th - they missed! See, he's out of the door already!

Rapt-G sighs. "Get him back here, please. I don't care if it's this clone or the nest one, but I'm getting test results, no matter what. He brings out the sign again. "Now..." He turns to the terminal, goes into data entry mode, and begins filling out a form:

```
Test code:      [[REDACTED] ]
Test subject:   [(17) Mick-R-NRK-4 ]
Test results:   [Inconclusive. Subject managed to escape the testing area. ]
Recommendations: [Issue an Official Reprimand for Mick-R-NRK-4. ]
                [Place "Unsatisfactory" mark on Mick-R-NRK's permanent record.]
```

Reception, Building 1, Industrial Subsector B

Speed-Y hopes that Jam-Y has remembered how to control his powers... the last thing he wants is to accidentally fry someclone's mind, least of all Mango's.

He still can't remember why Mango was demoted...

L4-O thinks that the PowServ clones have a good idea. Perhaps they should head over there.

Noticing Jam-Y at work, he suggests that they could go find Mango first.

Oh wait! He just remembered! are there air filters available?

"Air filters?" asks Joan-O. "Do you mean masks? That's probably an idea. We might have some... I'm not sure." She heads off somewhere.

Jam-Y suddenly speaks up, and points in some direction. Apparently, Mango is over there. And from comments by the ORANGES, "over there" is Building 2.

Jam-Y adds that he's not going to explode or anything...

King-R is still concerned about the string., He insists, rather loudly, that they extinguish it first. He looks around for some way of extinguishing it, and finds... yes, a fire extinguisher. He attempts to use it, only to find that it's empty.

Speed-Y warns him that extinguishing it would only leave them in the dark. And, while he's at it, King-R shouldn't be yelling like that. Did he forget what he's breathing?

Dormitory 6, Building 2, Industrial Subsector B

Mango finishes reading the message and puts it back in the packet, before heading out of the dormitory. He recalls the lifts being out of commission, so he heads for the stairwell.

written by Malkom on Jan 04, 2012 20:57

I pound away as fast as I can, trying to grab a high-clearance clone's laser pistol and shoot him in the head with it if possible.

written by Lightning4 on Jan 04, 2012 21:09

I patiently wait for the clones to return. I shoot the confused, arched eyebrow look in the direction of King-R, but then go back to watching the area where the clone went.

written by Gligar on Jan 04, 2012 22:25

Corridors, P Level, Gamma Subsector

The guards pursue Mick-R as he runs.

He reaches a corner, turns... and attacks a guard, trying to get his weapon.

ZAP ZAP ZAP ZAP ZAP ZAP ZAP ZAP ZAP

Mick-R collapses to the floor with several laser wounds.

There's one good thing about it all: those chips can be reused in another project. Most likely, one that does not involve an unreasonable facsimile of an erased clone family. How unoriginal, Mick-R. Try something else next time.

Reception, Building 1, Industrial Subsector B

L4-O waits for Joan-R to return while idly looking at King-R with an bemused expression.

He doesn't have to wait long. "Well, I have some good news and some bad news. The good news is, I did find some masks. The bad news is that there are only four of them."

written by Jam on Jan 04, 2012 22:49

"I don't think I'd be able to fry Mango's mind from such a distance... I'm not *that* powerful!"

With Mango found, I turn my attention back to the burning string...

"Oh, I've got an idea!"

I take a YELLOW B3, and start to drink it...

"We could put the fire out with some B3!"

...I continue drinking...

"..."

"You know, we aren't even sure the flame-on-a-string is a fuse... Maybe it's just a flame on a string?"

written by Speeder on Jan 04, 2012 22:55

After a while looking at Jam I say.

"Yes, this is obviously a light device with a flame on a string, it is right now very obsolete, and probably the information about how to make it is known only to Friend Computer and those it allow access to old reckoning files, but it has obviously the advantage of not being affected by electronic disruptions, thus it is quite useful... The fact it is rarely used might be related to its tendency to set stuff on fire when clones do not take the proper care near it, thinking it is only some chemical light instead of a real fire..."

written by Lightning4 on Jan 04, 2012 23:21

"Hm. Well, clearance gets priority I guess. Our two YELLOWS get them, and um..."

I glance over at the PowServ group to see if there are YELLOW clones among them, and how many.

written by Malkom on Jan 05, 2012 00:26

I feel like I'm dying. It's probably true...

"Curses! Foiled again!"

written by Gligar on Jan 05, 2012 01:33

Reception, Building 1, Industrial Subsector B

Jam-Y claims that he is not powerful enough to fry Mango's mind from here.

With that seen to, he turns his attention back to the burning string. Perhaps they could use B3 to extinguish it? He grabs a YELLOW can and proceeds to drink it. And as it does, it occurs to him that the flame-on-a-string may not, in fact, be a fuse. Perhaps it is just... a flame on a string?

Speed-Y suggests that he might be right. The whole thing, with the rod, string and the flame it produces, may simply be an obsolete form of lighting system. So obsolete, in fact, that he suggests that few clones know how to produce it... perhaps only those whom Friend Computer trusts with access to certain ancient files dating back to the Old Reckoning... But in any case, they do have the advantage that they are unaffected by power fluctuations. There is the downside of the flame spreading to nearby materials if you get them too close, though, especially when handled by unknowledgeable clones. Perhaps that is why they are rarely used.

L4-O replies to Joan-R that clearance gets priority. This means that Speed-Y, Jam-Y, the PowServ YELLOW, and an ORANGE will get masks. The question is, who is the lucky ORANGE?

Corridors, T Level, Gamma Subsector

Mick-R manages to get out one more sentence before dying of his wounds.

Again.

written by Granpire viking man on Jan 05, 2012 02:24

I shoot a doubtful look at Speed-Y, and reply, "I still think the 'lights' are too dangerous to be used."

I then whisper darkly to the others, "Also, what if they really do blow up when the fuse is gone? It might explain the power anomalies in this area. Maybe the commies have managed to sneak in illegal old reckoning technology into this sector and are using these emergency lights to blow up buildings in this sector!"

I glance again at the fuse - which I am determined it is - and think about my theory some more.

written by Jam on Jan 05, 2012 02:31

"That's a very interesting theory Speed-Y. It seems to make sense..."

Satisfied, I focus on the issue of who will get the ORANGE mask.

"Speed-Y, how about you pick a number between one and one million, and the clone that guesses closest gets the mask?"

written by Speeder on Jan 05, 2012 04:28

I look at the black stick again.

"I doubt it is explosive. If it was, we would be seeing VERY MASSIVE explosions... Considering its size, and how much of it is in use..."

I look at Jam, and then I nod and say.

"Good idea... Ok, I thought of a number! Now ORANGES, take your guesses."

written by Mingamango181 on Jan 05, 2012 11:00

I begin my way down through the stairway, walking carefully so I don't fall in the process. I note that I don't have many clones remaining.

written by Lightning4 on Jan 05, 2012 13:22

"Ooh. Fun. Ummmm."

I think long and hard.

"471,613!"

written by Gligar on Jan 05, 2012 13:52

Reception, Building 1, Industrial Subsector B

King-R still believes that the light is, in fact, a fuse.

He argues that the lights exploding when they burn themselves out would explain the power failures. Perhaps the technology was smuggled in, and is being used to blow up buildings in the sector!

He continues thinking.

Jam-Y seems to prefer Speed-Y's idea. He turns to the problem of the fourth mask: who will get it? He proposes that Speed-Y think of a number for the ORANGES to guess. Whoever gets the closest gets the mask.

Speed-Y thinks of a number. He also looks at the black rod again. He doubts that it is an explosive. Given the number of them, any such explosion would be *massive*...

Oh, and he's thought of a number now! ORANGES, take it away.

L4-O guesses 471,613. One of the PowServ ORANGES guesses 309,586. Another guesses 958,298. A third goes the other way, and says that it's 1.

Lift hall, P Level, Gamma Subsector

Now that Cryo-R has finished mashing the button, the lift shows up in almost no time.

Stairwell, Building 2, Industrial Subsector B

Mango starts heading downstairs. He discovers that more clones are using the stairwell than before. Understandable, I suppose.

written by Speeder on Jan 05, 2012 14:35

"I see.... I am very predictable, the guy that guessed 1 hit on the spot!"

I wait.

For...

Something.

written by Cryoburner on Jan 05, 2012 16:59

"Hello Lift! Are you having a pleasant day, today?"

I step into the lift.

"I think there might have been several hundred clones in the lift hall a moment ago. I don't see them now though."

I look out the door, glancing back and forth.

"I sure hope they didn't leave if they were waiting a lift. Perhaps I just thought I saw them though. It might have been a scrubot, or something. You shouldn't worry about it too much."

written by Lightning4 on Jan 05, 2012 19:59

"Aw. Oh well. Maybe some traitorous clones will have some masks we can... collect."

I look around.

"So uh... are we ready to go then?"

written by Gligar on Jan 05, 2012 21:48

Reception, Building 1, Industrial Subsector B

Apparently, Speed-Y's number was... 1! The ORANGE looks pleased to have got it right.

That done, Joan-O says, "Okay, now that's sorted, so one for each of the YELLOWS, and one to that ORANGE over there..." She hands out masks.

L4-O hopes that they will run into some masked traitors from whom they can... collect masks. He wonders if that's everything.

Joan-O replies, "I don't think there is anything else to cover... I'll let you get on with it."

Jeremy-Y's lift

Cryo-R enters first and greets the liftbot. He suggests that there might have been several hundred clones in the lift hall recently, though they aren't there now. "If that is the case," the liftbot answers, "then they will just have to wait their turn. I have never tried to fit several hundred clones inside myself all at once... it might be an interesting experiment somedaycycle. Heh heh heh.... er, I mean, where to, citizens?"

Jeremy-Y answers, "B Level, please."

The lift complies, and begins to descend.

written by Lightning4 on Jan 05, 2012 22:02

“Well then. Let’s get back outside and to Nukabot then? Building 2 is where we need to go, right?”

I start making my way back to Nukabot.

written by Speeder on Jan 05, 2012 22:07

I also follow my own team.

written by Jam on Jan 05, 2012 22:32

I follow everyone else...

written by Azirphaeli on Jan 06, 2012 01:23

I Follow

written by Gligar on Jan 06, 2012 01:38

Reception, Building 1, Industrial Subsector B

L4-O suggests that they get back to Nukabot and head to Building 2. He demonstrates his eagerness to get underway by leading the way.

After a few moments, other clones follow him: Speed-Y, Jam-Y, Azir-R... and eventually, the rest of the team.

Outside Building 1, Industrial Subsector B

Nukabot is where L4-O left it. It’s now covered in a thin layer of the black stuff, and doesn’t stand out as well as before.

From somewhere down the roadway comes the sound of bots passing through. Fairly largish ones, from the sound of things.

Cloning station, somewhere in JHT Sector

Okay, there aren’t too many places left that you’re cleared to know about where a cloning station could be hiding or are there... but, somehow, there is still another.

And, as you might imagine, a cloning tank has fired up, and is almost ready to disgorge its contents.

I’m sure Rapt-G would be interested to know that the clone is Mick-R. Who, I am sure, will no doubt play some merry tricks with the cloning system to get exactly the outcome he wants from this decanting.

I jest, of course. If this were the case, Mick-R would have been erased two clones ago.

written by Lightning4 on Jan 06, 2012 01:51

I take my place back on Nukabot and wait for the group to get back together.

“Building 2 then, Nukabot! Holding out okay out here? It’s... a bit smokey out here.”

written by Granpire viking man on Jan 06, 2012 01:58

I hold my breath, run out the door, and grab the aforementioned cleaning cloths, taking one for my self and breathing through it, then taking several others for the rest of our team and the power services team.

They are called **emergency** sanitation kits after all, aren’t they?

written by 4616599 on Jan 06, 2012 02:50

I groan, pushing myself away from the wall. Apparently being dazed in smoggy air isn’t quite a good thing.

I quickly run off after the team!

written by Speeder on Jan 06, 2012 03:26

I put my mask on, and then I become happy.

I happily hop back on nukabot, and clean whatever black stuff is within my reach.

written by Gligar on Jan 06, 2012 16:38

Outside Building 1, Industrial Subsector B

L4-O hops aboard Nukabot, and instructs it to get moving. He also asks about how well it is coping with the smoke and such. “I do not detect any problems so far,” it replies.

King-R holds his breath and runs after Nukabot. He opens The Box and raids the sanitation kits for their cloths, and starts handing them out*. It’s almost as if he thought they were given inadequate equipment. That sounds to me like he is saying that The Computer could make a mistake...

Joris-R realises that the team is heading out, and runs after them.

Happy that he has a mask, Speed-Y hops onto Nukabot, and tries to clean off some of the black stuff. But, as there is more of it all around that just wants to cling to Nukabot, the effort proves to be futile.

It doesn’t take long to get to Building 2, though.

Cloning station, somewhere in JHT Sector

Speaking of arrivals...

Mick-R’s cloning tank opens, spreading tank goo all over the floor, and dropping Mick-R right into a puddle of the stuff. It’s kind of cushiony.

As the goo begins to drain away, Mick-R tries to make sense of his somewhat conflicting memories... almost as if his lives have been taken up by completely different people...

Then it clicks. He’s just unstable, and should probably see a docbot.

Look, there’s one here now.

written by Lightning4 on Jan 06, 2012 17:03

I wipe away some of the soot off of myself and from the general area, then look around to make sure everyone is with us.

Once we arrive at Building 2, I get off Nukabot and take position near the door, waiting for the rest of the team to gather up.

* It’s true that they’re emergency kits, but it should be remembered that they are sanitation kits as well. What’s a sanitation kit without a cloth?

written by Granpire viking man on Jan 06, 2012 17:44

Letting out my breath, I exclaim, "I'm glad Friend Computer thought of our lung hygiene by giving us these cleaning cloths!" (Isn't hygiene, after all, what they were designed for?)

I cover my mouth and breathe deeply.

"I know the air was deemed suitable for reds, but as the team's hygiene officer, I think it's also important to protect the hygiene of our lungs."

I take off the cloth and taste a single particle of the stuff floating around, just to find out whether it tastes as filthy as it looks.

written by Malkom on Jan 06, 2012 18:47

"Hey, Dr. Bot!"

I stop, and remember that my arm, or someone else's arm - or was it their legs? - got sawed off by a docbot. I do not want that to happen to me.

"Could you sell me a B3?" I say as a way of preventing the docbot from thinking I want my extremities ripped off with a chainsaw.

written by Speeder on Jan 06, 2012 19:02

I give up seeing I cannot clean Nukabot.

I see if Nukabot fits Building 2, if not, I hop out of it, and stroll toward the entrance.

written by Gligar on Jan 06, 2012 21:28Roadway, Industrial Subsectors

L4-O also tries to clean up some of the black stuff, and also finds it futile. Looking around, he can see that the whole team is here. Good.

King-R justifies using cleaning cloths for masks by saying that he is using them for hygiene - specifically lung hygiene. He is pleased that Friend Computer provided them. Also, while he's thinking about it, King-R decides to taste one speck of the black stuff, to see if it tastes as awful as it looks. Unsurprisingly, it does.⁷⁰¹

Outside Building 2, Industrial Subsector B

Once again, it seems that Nukabot will not fit inside the door...

At least not the people door.

In this case, there are two doors visible: the people door, and a larger door for vehicles. As Nukabot approaches the building, the larger door opens.

L4-O ignores it, and hops off, heading for the people door.

Speed-Y does not. He waits until Nukabot has entered the larger door before getting off.

John-R reaches up to wipe off his camera.

On the roadway, those bots seem to have stopped. Apparently, the smoke and such are beginning to affect their mechanisms.

Cloning station, somewhere in JHT Sector

Mick-R notices the docbot and hails it. But instead of requesting medical treatment, he asks for a B3. "I could certainly sell you a B3, but I would have to charge a handler's fee."

On one wall, a light illuminates, indicating that the chemical showers are in the process of resetting themselves.

Jeremy-Y's lift

The lift continues to descend. One of the indicator lights on the control panel flickers slightly.

written by Azirphaeli on Jan 06, 2012 21:28

I agree with King, and while enjoying the benefits(?) of short shallow breaths, salvage for a cloth from the emergency kits and using it to filter the air if one exists still.

written by Lightning4 on Jan 06, 2012 21:39

I notice the larger door.

"Oh. Um. I guess it's not necessary to leave Nukabot behind this time."

I get back on Nukabot and look around.

"So, where is this thing we need to bring you guys to?"

written by Jam on Jan 06, 2012 22:11

I start to cough, and realize I haven't yet put my mask on... Actually, I don't think I ever even got my mask, did I?

Well, anyway, if I have my mask, I put it on, and if I don't have my mask, I ask for it, then put it on.

written by Mingamango181 on Jan 06, 2012 22:38

I advance onwards, so as to leave the building I'm in right now.

written by Speeder on Jan 06, 2012 23:53

After we get inside the building, I take a careful look around.

Yes...

>|

or if alias is not supported.

>look

written by Granpire viking man on Jan 07, 2012 01:19

I walk at a leisurely pace up to the building, and follow Speeder into the building through the larger door.

When inside, I carefully fold up my cloth and put it into my jumpsuit pocket, since we will likely still have to return outside.

⁷⁰¹ GLIGAR: (OOC: A nice dodge there. +1pp.)

written by Gligar on Jan 07, 2012 02:18

Garage, Building 2, Industrial Subsector B

Azir-R agrees with King-R's decision and takes a cloth.

Having realised that there is a second entrance, L4-O rushes back in, as there is apparently no reason to abandon Nukabot this time. Looking around, though, he sees that perhaps he is mistaken, as the only other exit is slightly too small for Nukabot. He gets the impression that blasting a hole in the synthcrete isn't exactly going to be appreciated.

Regardless, he asks the Power Services clones where it is they are supposed to be going. "We're supposed to be headed for the power distribution board... I believe it's on the other side of the building."

Jam-Y coughs. He realises that this is because he hasn't put his mask on yet, and does so. He's been holding it since it was given to him back in Building 1.

Speed-Y also has a look around...

Garage, Building 2, Industrial Subsector B

Clearance: RED

The garage seems to be used for the maintenance of bots and vehicles, and is equipped with tools to assist with such maintenance. Apart from the main entrance, there is only one other exit, too small for a vehicle to access.

Nukabot is parked here, ready to go.

A scrubot sits deactivated in the corner.

King-R walks in, leisurely, through the vehicle entrance, folding up a cloth as he does.

>

Foyer, Building 2, Industrial Subsector B

Having finally made his way down the stairwell, Mango decides to head out. As he does he can hear some familiar voices in the distance.

Outside Building 2, Industrial Subsector B

Apparently ignoring them, Mango heads outside.

He becomes aware of bot noises from the roadway.

written by Jam on Jan 07, 2012 02:47

I look a bit disappointed that Nukabot won't be able to fit through the larger exit...

"Hmm... Does this mean we'll have to leave Nukabot behind?"

written by Granpire viking man on Jan 07, 2012 06:22

Noticing that Nukabot can't fit inside, I also look disappointed.

Then, calling out the door(so as to avoid breathing in particles), I ask the Power Services Clone, "If memory serves, aren't power distribution boards on the outside of the building? Those memories of my pre-troubleshooter days are quite hazy, though..."

written by Mingamango181 on Jan 07, 2012 10:46

Odd. What seems to be all the commotion?

Maybe it's the team that was sent.

I decide to go take a look at what it is that's causing the bot noises.

written by Lightning4 on Jan 07, 2012 11:55

I frown and get off Nukabot.

"Looks like it. Again. At least Nukabot won't get covered in much smoke this time..."

I go over to the door, and peek out of it to survey for anything dangerous. Or semi-dangerous. Or even things not dangerous at all, really.

written by Speeder on Jan 07, 2012 12:59

I smile happily, and go check the scrubot.

written by 4616599 on Jan 07, 2012 16:35

I too grab a cleaning cloth as a mask, and watch Speed-Y.

written by Gligar on Jan 07, 2012 16:41

Garage, Building 2, Industrial Subsector B

Looking at the door, Jam-Y starts looking disappointed. This'll mean that they'll have to leave Nukabot behind, doesn't it.

King-R also looks disappointed. Then a thought occurs to him... the last time he checked, power distribution boards were usually installed on the outside of buildings, right? "In some sectors, maybe," is the reply. "But it really all depends on where the reactor is situated. In our case, the reactor's below us. Far below us. So, according to CPU Mandate 214/694... no, 214/677... oh, forget it. The point is, the distribution board is inside here."

L4-O agrees that it looks like Nukabot will be staying behind. At least it won't be getting covered in black stuff.

While he goes to look at what's on the other side of the door, Speed-Y has a look at the scrubot. As mentioned, it is deactivated. Several sticky notes have been fixed to its chassis, explaining why it's sitting here:

Keeps running out of memory... suggest we get it upgraded

Keeps trying to watch vidshows, but crashes

Try a memwipe before spending money on this thing

Memwipe DENIED by order of [name illegible]

Corridor, Building 2, Industrial Subsector B

The corridor is mixed RED/INFRARED Clearance, with the INFRARED section at the far end, leading from a pair of doors to what seems to be the foyer. The RED section seems to only serve to keep the INFRAREDs from accessing the garage. The corridor is quiet right now, due to it being partway through a shift.

As with Building 1, those “emergency lights” are in evidence here.

Roadway, Industrial Subsectors

On hearing the bot noises, Mango goes to investigate.

He doesn't see any clones there, only bots: a cloningbot (capacity four), a hygienebot and a pair of jackobots. The cloningbot seems to have developed a fault with its treads.

The jackobots seem to be inspecting the damage done to the cloningbot. “Replacement motors may be required,” one observes.

written by Lightning4 on Jan 07, 2012 18:28

If the group proceeds through the corridor, I keep with them.

I look around on alert.

“Hate quiet places... you never know when something is going to come out and attack...”

written by Malkom on Jan 07, 2012 18:31

I try to buy a B3 from any vendobots. Let's see here...

\$ /bin/adv/interp -c 'buy B3 from vendobot' -d http://0x44.com:5364/paranoia/ -q 1

written by Jam on Jan 07, 2012 19:46

I follow the others!

“Wouldn't it be easier to tell if someclone is going to attack you if it's quiet? You could hear it coming! I'd be more nervous in a noisy place...”

written by Gligar on Jan 07, 2012 21:28

Corridor, Building 2, Industrial Subsector B

The Power Services team follows L4-O into the corridor, and heads towards the foyer. “We should be able to get to the distribution board this way.”

L4-O follows them. He seems nervous... he apparently doesn't like quiet places. According to him, commies could jump out at them any minutcycle!

Jam-Y suggests the opposite: that quiet times are when you can listen for the inevitable commie attack.

For the moment, though, everything is calm.

Other members of the team follow along behind them.

Foyer, Building 2, Industrial Subsector B

More “emergency lights” have been set up here, as well. As might be imagined, the foyer here also contains a noticeboard. Unlike the other foyer, however, this one is INFRARED. Two other corridors lead off deeper into the building. From the signs, one leads to the main lift.

The Power Services clones head for the other.

L4-O becomes aware of an odd quiet beeping from somewhere in the foyer.

Cloning station, somewhere in JHT Sector

It seems that Mick-R wants a B3... but there is no vendobot in the decanting area. And besides, how would he pay for it? It's not like he decanted with a jumpsuit and ME Card, now is it?

The light on the wall goes out. Another illuminates, indicating that the showers are ready.

written by Speeder on Jan 07, 2012 21:22

I start laughing and kick the scrubot, but not strong enough to damage computer property.

“Hey friends, I found that crazy guy that overrode Megagun!”

I point to the scrubot.

I then look at the thing.

“Small complex huh?”

written by Jam on Jan 07, 2012 21:48

I suddenly seem to be sweating.

“Something's wrong... John-R, could you try blasting my mind for a secondcycle?”

I hold my laser pistol ready, and prepare myself for any attacks that might be incoming.

written by Mingamango181 on Jan 07, 2012 23:40

I decide that the jackobots are doing well enough as they are, and continue on my way.

written by Lightning4 on Jan 08, 2012 00:26

“Wait. Guys. Shhh. A beeping.”

I look around nervously and try to locate the source of the beeping in the room, while trying to stay reasonably far from it.

written by Gligar on Jan 08, 2012 00:55

Garage, Building 2, Industrial Subsector B

Oblivious to the fact that his team has already gone on ahead, Speed-Y prods the scrubot with his foot, and laughs. He's found Leeroy!

He turns around to tell everyone... but they're not there.

Foyer, Building 2, Industrial Subsector B

Jam-Y suddenly breaks out in a sweat. He says that something is wrong, and asks John-R to attack... him.

He has his laser pistol ready, as if he is expecting an attack. But before John-R can do anything, L4-O tells them to shush, and listen... something is beeping.

He looks around, and notices a box he had missed before. It's a mystery why, since it has a light on it and everything. The light blinks along with the beeping.

Those aren't normal... are they?

Roadway, Industrial Subsectors

Mango decides not to interfere and instead heads towards... where exactly? Shouldn't it be near lunch already?

Jeremy-Y's lift

Speaking of lunch, I bet Cryo-R would like some. There's probably a cafeteria somewhere near his dorm. And it shouldn't take long to get there, since the lift has just stopped at B Level.

written by Lightning4 on Jan 08, 2012 01:26

"Um. Guys?"

I point towards the box and the blinking light.

["I've got a bad feeling about this."](#) What is that?"

(Link? What link? You see no link in my message. That's clearance [DFSR]!)

written by Malkom on Jan 08, 2012 03:56

"Hey Doc, where can I get this slime off of me? Or wait, is this grime?"

I rub my head for a moment...

"Never mind. Just... where's the bathtub again?"

written by Cryoburner on Jan 08, 2012 05:07

As the lift arrives, I stare at the light that flickered and note whether it is still flickering, or if it will flicker again.

"Hmm... Did you notice that flicker? Flicker... flicker... Wait... time-critical tasks... The device!"

written by Granpire viking man on Jan 08, 2012 07:53

First, I shiver at the sight of the so-called "emergency lights"

I then glance from Jam-Y's eccentricities to the the blinking box-light.

I look confused for a moment, then decide that the two events must somehow be related.

"I think it might be wise to escort Jam-Y out of this room. I will do this."

"John-R, could you please keep your gun trained on Jam-Y? You know, just in case... He did say something like that himself."

I then try to push Jam-Y out of the room.

written by Speeder on Jan 08, 2012 14:31

I notice my team left without me, and I look unhappy.

Specially since I am the team leader, I never ordered the team to move on, did I?

Well, I attempt to catch up with the team.

written by Azirphaeli on Jan 08, 2012 15:33

I watch the the situation with Jam intently, and don't notice Speedy's unhappiness since he's not with us just yet.

written by Jam on Jan 08, 2012 16:06

"John-R? That was an order..."

I jump as King-R tries to push me out of the room...

"GAH! TRAITOR!"

I aim my laser pistol at his forehead.

written by Gligar on Jan 08, 2012 16:54

Foyer, Building 2, Industrial Subsector B

L4-O notices that everyone seems to be ignoring him, and resorts to an old cliché to try to attract everyone's attention.

King-R notices. He decides that the box must have something to do with Jam-Y's behaviour, and suggests that he be removed from the room. He volunteers to do this himself, and, asking John-R to keep Jam-Y in his sights, tries to push Jam-Y somewhere else.

Lucas-R looks on in surprise, almost forgetting that he also has a laser pistol. He fumbles for it.

Jam-Y realises that John-R hasn't complied yet, and reminds him that he did give an or - wait, why is he being pushed? Traitor!

He whips out a laser pistol and points it at King-R.

Azir-R just watches.

John-R replies, "Yes, I know you gave me an order, but we got sidetracked before I could do anything. Alright, brace yourself."

He concentrates for a moment.

Jam-Y drops to the floor as he gets to experience what a Mental Blast feels like. Hint: it hurts.

Speed-Y arrives at a run, looking less than happy. Just as the YELLOW PowServ clone tess everyone, "Well, this isn't getting the board fixed. If it's alright with you, we'll go on ahead. You lot can drop by when you're done having fun."

Cloning station, somewhere in JHT Sector

Mick-R asks the docbot where he could get the tank goo cleaned off. No wait... never mind, he asks about a bathtub.

The docbot replies, "The chemical showers appear to be available." It indicates a door near the lights.

Jeremy-Y's lift

Cryo is still staring at the flickering indicator light. It's still flickering. Did Jeremy-Y notice?

"Hmmm, you seem to be right. Liftbot, what is the meaning behind this flickering light?"

"I am not aware of a flickering light," the liftbot replies.

Regardless, it is there. It reminds Cryo-R of time-critical tasks...and a "device".

"Oh well, we can investigate that another time. Right now, we have a dormitory to visit."

written by Cryoburner on Jan 08, 2012 17:51 Foyer, Building 2, Industrial Subsector B

"Hmm... That seems reasonable. Will there be lunch?"

I step out the lift, keeping an eye trained on the flickering light as I do so. If it's a level indicator, I note which level it corresponds with. Once out of the lift, I have a look around at my new surroundings, and begin following Jeremy-Y to wherever it is Jeremy-Y is going.

written by Lightning4 on Jan 08, 2012 18:17

I cautiously approach the box, keeping an eye on it for any change in behaviour.

"If this thing's a bomb, what you guys are going to be doing might not matter for long..."

written by 4616599 on Jan 08, 2012 18:30

I watch L4-O carefully, while quickly retreating to the entrance.

"I'll...watch the door."

written by Jam on Jan 08, 2012 19:30

"AGRHGHGHGHGGH—OKAY! STOP! STOP!"

Assuming John-R has stopped, I take a few secondcycles to recover...

"Vatcrap... Wow, that really hurts! Well, that answered a question I had.. Thanks John-R, I'll make sure to mention your loyalty and unquestioning obedience to FC!"

I try to stand up...

written by Malkom on Jan 08, 2012 20:52

I wander gradually towards the door, and pull it open. That done, I go inside and look for a way to clean the goo off me.

On the way, I decide to give some of the goo a lick...

written by Speeder on Jan 08, 2012 21:42

"WHAT? THE TEAM MOVES FORWARD WITHOUT ME AND THEN START INFIGHTING? WHAT IS THAT?"

written by Gligar on Jan 08, 2012 21:46

Jeremy-Y's lift

Cryo-R finds Jeremy-Y's proposal to be reasonable. He asks if lunch is available. Jeremy-Y checks his PDC for the time, and replies, "It is getting close to lunch time. I'm sure that by the time we've visited your dorm, they'll be ready to serve. Come now." He walks out of the lift, with Cryo in tow.

But Cryo can't help but look at the flickering light again. It's the indicator light for X Level...

Corridor, B Level, Gamma Subsector

As Jeremy-Y and Cryo-R walk down the corridor, Cryo-R gets the feeling that he is being watched...

L4-O chooses to approach the box. It continues blinking at him, and beeping. He calls out that it might be a bomb, and if it is, everyone else's Fun won't matter for much longer.

Joris-R watches L4-O, while volunteering to watch the main door. He slowly heads in that direction.

Meanwhile Jam-Y writhes in pain. See, I told you that being mindblasted hurts. After a moment, he manages to call out to John-R, telling him to stop. John-R stops concentrating, leaving Jam-Y to catch his breath for a moment, and comment that his attack answered a question that Jam-Y had. At the very least, John-R is following orders.

Jam-Y gets to his feet, rather shakily.

The box continues to beep.

Speed-Y demands to know what is going on.

Cloning station, somewhere in JHT Sector

Mick-R wanders towards the door. Rather slowly I might add, but he does get there, and heads inside.

Chemical shower chamber, somewhere in JHT Sector

This shower room is unlike the others he has seen. For one, there are no cubicles, just conveyor belts with showerheads at intervals. It looks like he is to stand on a conveyor belt, which will take him through alternating chemical and water showers, while scrubbing himself with the provided brushes. The whole thing looks surprisingly like a decontamination setup.

But perhaps this should not be a surprise. Especially given the taste of the stuff... it's awful! Perhaps you're not supposed to eat it.

written by Jam on Jan 09, 2012 01:34

"Oh, I just asked John-R to blast me, and now I have a headache..."

written by Lightning4 on Jan 09, 2012 02:04

I continue to very cautiously approach the box. I assess its size, and try to assess how explosive it could be based on its size and what types of common (or uncommon) explosives could be used on something of that size.

If I get close enough, I try to get a good look around the area of the box and on all sides of it that I can.

written by Granpire viking man on Jan 09, 2012 03:06

Still shocked, I let my hands drop to my sides and sigh in relief.

"Is pushing treason? I didn't think it was, I just wanted to push you away from that box... Hmmm, that box..."

"You know, I've never known anything that beeps to be very fun. But what if it's a gift? Can the box be opened?"

I run over and try to open the box eagerly.

written by Malkom on Jan 09, 2012 03:54

I take a couple of brushes, scrub my fingernails a bit, then start trying to shower, first putting on a mask if there is one.

written by Speeder on Jan 09, 2012 04:43

I see the commotion with the box, but I also see King going suicidal on it, so I back up a bit waiting to see what will happen first.

written by Cryoburner on Jan 09, 2012 05:08

I spin around and look back to see if anyone is watching me from behind. Is the lift is watching? He was flickering. Perhaps he was watching as well...

I then spin back around to look up ahead, to see anyone is watching there. Perhaps Jeremy-Y is watching! I did notice him watching things earlier...

written by Gligar on Jan 09, 2012 16:53

Foyer, Building 2, Industrial Subsector B

Jam-Y explains that he just asked John-R to mind-blast him. Now he has a headache.

L4-O continues sizing up the box. It doesn't seem very large, perhaps 15 x 15 x 10cm, with the aforementioned blinking light on the top. But that doesn't necessarily mean that it isn't a bomb... given the existence of tacnuke cone rifle shells, even a box that size has the potential to be a serious threat.

As he gets closer, he ascertains two things: 1) the box doesn't seem to have proximity triggers; and 2) the box has wires coming off it, though he can't see where they go.

King-R is still shocked but lets his hands fall. Apparently, he only wanted to punch Jam-Y away from the box. Speaking of which... what if the box is a gift? He goes over to open it.

Speed-Y backs off, his face an interesting mix of emotions.

As soon as King-R touches the box, the beeping changes its pitch, and the box releases a burst of BLUE gas right into King-R's face.

King-R suddenly goes numb...

Chemical shower chamber, somewhere in JHT Sector

Mick-R takes a couple of brushes, hops onto a conveyor belt and begins scrubbing.

There don't seem to be any oxygen masks but, given the open nature of the place, that might not be a concern.

I hope he remembers to keep his eyes closed during the chemical cycles.

Corridors, B Level, Gamma Subsector

Cryo-R spins around. He cannot see anyone behind him, so there was probably no one behind him to watch him.

Was the lift watching? How would he even tell?

Is Jeremy-Y watching him? Seemingly not, given that he's in front of Cryo-R, and looking ahead of him.

Cryo-R continues on, until:

"Here we are. Dormitory JHT-26-B."

written by Malkom on Jan 09, 2012 18:08

I close my eyes unhappily, as a memory (of sorts) surfaces:

I'm typing into a computer terminal frantically; the terminal is hooked to a docbot with a big steel cable. As I try to turn the bot off, it revs up its chainsaw and approaches my legs...

I quickly open my eyes again, then close them as I see a fountain of RED chemicals suddenly start showering right in front of my nose. I try, somewhat unsuccessfully, to banish the maybe-memory of the docbot sawing my legs off.

written by Lightning4 on Jan 09, 2012 18:10

"EEP!"

I try to sprint away out of the proximity of the BLUE gas.

If there, I continue watching from a safer distance.

"I hope that's not the same stuff in my gas shells... though it's only BLUE... not VIOLET..."

written by Granpire viking man on Jan 09, 2012 18:36

"Naaaaaaaaw, naaaaaaawt BLUE!" I attempt to yell with a numbed tongue.

I do my best to cough up as much as I can of the gas.

"Whlaaat haaalve Aayyye Doooolne?"

written by 4616599 on Jan 09, 2012 19:17

I hear the commotion.

"Don't panic, King-R!"

I fire my stunner.

written by Speeder on Jan 09, 2012 19:47

I...

wait for it.

facepalm.

"Good that King is hygiene officer, not any other sort of officer that needs caution before doing things."

I attempt to see if I notice any pattern on the wires and where they go, but without inhaling the gas.

written by Jam on Jan 09, 2012 22:55

I look surprised as King-R gets sprayed in the face...

"Oh, vatcrap..."

I try to drag him away from the beeping box, while not breathing any of the BLUE stuff in...

written by Gligar on Jan 09, 2012 23:06

Chemical shower chamber, somewhere in JHT Sector

Mick-R closes his eyes, and seems to be having a flashback... From what I'm reading of his profile, he may need a brainscrub. No... make that a monthcycle of mandatory re-education.

Apparently, the flashback is unpleasant, judging by the way he opens his eyes. And then closes them... just slightly too late to avoid a chemical spray. Those chemicals must sting like crazy!

On the plus side, he doesn't have to reflect on his flashback any more.

Also on the plus side is the fact that he passes through the chemical spray rather quickly. The conveyor belt takes him to a hot water jet next.

Foyer, Building 2, Industrial Subsector B

L4-O runs! Is that enough to avoid the gas? Maybe...

He stops and turns back to watch King-R, hoping that this gas is not the same as is present inside his gas shells. Well, for one thing, this is BLUE and not VIOLET.

Wait... BLUE toxin... that sounds familiar...

King-R tries to yell, and cough up as much gas as he can. That might not be enough, though.

He wonders what he's done. Well, all things considered, he may well have killed himself. Maybe.

Jam-Y's face falls, and he rushes towards King-R to try to pull him away from the box...

Joris-R tells King-R not to panic, and reflexively fires his taser... right as his aim reaches Jam-Y. Zap! Jam-Y is floored. Needless to say, he doesn't manage to reach King-R.

Lucas-R suddenly yells, and jumps right at Joris-R, knocking him to the floor. "EXPLAIN YOURSELF!" he yells.

Speed-Y facepalms. (Were you expecting any other gesture?) It's a good thing King-R is the hygiene Officer...

He also looks at the box (though he does not approach, not that he knows what it can do). He pays attention to the wires. Unlike L4-O, he notices that the wires lead up to some of the "emergency lights"...

written by Granpire viking man on Jan 09, 2012 23:44

If I am not already on my stomach, I roll myself over and try to breathe the air that is closest to the floor, sucking the floor if I must.

Seeing that Lucas-R is becoming distracted and attacking Joris-R, I grunt in anger and call loudly for help.

Then, remembering Friend Computer's marvelous lung hygiene solution, I reach into my pocket with all the effort I have left and cover my mouth with it!

Not only is the cloth a good lung hygiene cloth, it's also a great anti-treason cloth. I don't have the clearance to breathe this gas!

written by Lightning4 on Jan 10, 2012 00:15

"BLUE toxin... that seems familiar somehow..."

I think harder on the matter.

I sigh and look at the gas. If King-R is accessible from the edge of it, I hold my breath and run up and attempt to pull him to safety.

written by Jam on Jan 10, 2012 00:47

I twitch and spasm and scream and accidentally pull laser pistol triggers and spasm and feel an incredible amount of pain and twitch and have a treasonous level of unhappiness and scream and do whatever else a tasered clone would do...

written by Cryoburner on Jan 10, 2012 01:15

"Dormitory JHT-26-B!?"

I look inside Dormitory JHT-26-B, and note whether anyone is watching from within.

written by Gligar on Jan 10, 2012 02:04

Foyer, Building 2, Industrial Subsector B

King-R rolls over onto his stomach and tries to breathe normally. Noticing that Joris-R is otherwise occupied, he calls for someone else to help him, and pulls out his cloth again so he can breathe though it.

Or at least tries to. His numb fingers can't find his face...

L4-O thinks harder about the BLUE toxin. Why is it familiar? Wait! Wasn't there a BLUE biotoxin scanner on the way to Briefing? Lucas-R was taken away for decontamination, he recalls.

His musings are interrupted by King-R's insistent cries for help. Sighing, he goes over to lend a hand, pulling King-R over to a safer place.

Meanwhile Jam-Y has problems of his own. He seems to have temporarily lost control of his body... and as he twitches and writhes and screams, his laser pistol is set off! ZAP! ZAP! ZAP!

Strange... all three seem to be in the general direction of Joris-R... One shot singes Lucas-R's hair, but the enraged clone doesn't seem to notice. He's more interested in pinning Joris-R to the ground and pummeling him, while repeatedly asking what in the comnode he thinks he is doing.

Corridor, B Level, Gamma Subsector

Cryo-R reacts as Jeremy-Y indicates the dormitory, and looks inside.

Dormitory JHT-26-B, B Level, Gamma Subsector

As it happens, there is a clone present. His name is Kris-R-QJT-1. He doesn't seem to be looking in the direction of the door, though. Perhaps he is looking for something. Or maybe he is dropping something off on his way to the cafeteria. Or something. Either way, he doesn't seem to be watching Cryo-R.

As for the dormitory itself... well, it is a RED dormitory, with six bunks, each with a number from 1 to 6. Beside each number is a nameplate, four of which have been filled in with names, identifying who has what bunk. Kris-R seems to have bunk 3. Bunks 2 and 5 are vacant.

Six lockers have been placed against the far wall, each, again with its number. Again, four have been labelled. Between lockers 3 and 4 is a door leading into another room, probably leading to a hygiene station or something.

written by Granpire viking man on Jan 10, 2012 03:04

I make an attempt to see if this "safer area" is equipped with safer breathing conditions. In other words, I take a good deep breath.

If the breath doesn't seem to bring further numbness to my body, I try to sit up.

Also, if I am still clutching the sanitary cloth, I pocket it again.

written by Malkom on Jan 10, 2012 03:13

I facebrush.

written by Azirphaeli on Jan 10, 2012 03:23

Good thing we all have those breathing masks, I think.

Meanwhile I wheel away from the box and the blue gas that burst out of it.

I do stay away from the seemingly psychotic Jam, making a note to address this when I think he won't kill me horribly.

written by Lightning4 on Jan 10, 2012 03:51

Getting the feeling that I won't get a response should I question Lucas-R right now. I take a moment to actually process all that is going around me, then sigh at the complete breakdown of order.

"HEY! CAN WE GET THINGS IN ORDER PLEASE?"

written by Kristos on Jan 10, 2012 04:18

I quickly finish a task on my PDC and turn around, facing the entering clones. "Hello, can I help you?"

written by Speeder on Jan 10, 2012 06:08

I look very, very, very unhappy...

"Sorry Power Services friends, usually my team do not infight like that."

I look to John, and then I ask.

"Ok, although the box with blue toxin is dangerous, we won't get far with a team imploding, care to help me stop the madness?"

I take out the YELLOW gun, and fire a warning shot in whatever spot of the ceiling it looks safe to hit, and then I yell.

"EVERYONE FIGHTING EACH OTHER, STOP RIGHT NOW! I KNOW YOU ARE CRAZY TO SHOOT TROUBLE, BUT WE WON'T GET FAR THIS WAY!"

written by 4616599 on Jan 10, 2012 09:58

"Agh!" I struggle around.

"We're all a bit nervous here, aren't we? Is it really a big issue if I misfired? Isn't a taser something you'd usually use to control a situation- isn't that what our Friend advocates?"

"Why, I was meaning to help King-R! Let's say the gas had managed to partially paralyse him. Perhaps a jolt would shock him any from the gas before it could harm him further..."

I stare at Jam-Y nervously.

"You know, I'd be more worried about Jam-Y. In case you didn't notice that *mutant* just singed your hair!"

written by Gligar on Jan 10, 2012 16:25

Foyer, Building 2, Industrial Subsector B

Ignoring the unfolding chaos around him, King-R tries to figure out if the air in his new location is safe to breathe. He does this by breathing.

It is a good thing, then, that he is now out of the rapidly-spreading BLUE cloud, since he doesn't seem to be getting any worse. He tries to sit up, a task which is difficult when you can't feel anything. But he manages it, and manages to pocket his cloth again.

Azir-R gets out of the way of both the box and the ensuing mayhem. He makes a mental note to speak to Jam-Y later.

L4-O looks around, not quite able to believe what is happening. It is important, he realises, that everyone come to their senses, and proceeds to yell for order.

Speed-Y tells the Power Services clones that this doesn't usually happen, only to realise that they have already moved on to go and find the distribution board.

He looks around, and notices that John-R has yet to explode in spontaneous violence. He asks for his assistance in getting the team back into its usual coherent state. John-R nods, and fiddles with his Multicorder. He doesn't yet say anything, because Speed-Y has taken out his "revolver" and fired a shot into the ceiling.

Speed-Y then proceeds to add his own yelling. He says that although the team is ready to shoot trouble, they're not going to get anywhere.

Joris-R claims that they're all nervous, and suggests that one misfire shouldn't be much of an issue. And besides, he was trying to help King-R... perhaps a jolt might have overcome the paralysis.

He adds to Lucas-R that Jam-Y just singed his hair.

Lucas-R looks like he wants to continue pummelling Joris-R into paste. Instead, he just replies, "Yes, because you shot him. But what it is to you? A little misfire shouldn't be a cause for concern..."

"...unless it happens to target a clone *two clearances above you*," John-R interrupts. "Which, by the way, I have on tape, thanks to your cameras. I'm sure Rapt-G would *love* to pick it apart during Debriefing. After all, your 'misfire' not only hit a YELLOW, but it hit the team's Loyalty Officer. Does anyone else find that suspicious? The Loyalty Officer, perhaps? I hate to have to do his job for him, but it seems that I have to right now.

"And what does it mean to you that he is a mutant? Does that mean that he is any less trustworthy than, say, Speed-Y? The two are the same clearance! As a registered mutant myself, I find myself unable to let that one slide. I take that as an insult, citizen. And again, I have it right here.

"So... would you like to explain yourself, for the record? Or should I just call Friend Computer right now?"

He has his hands full with his Multicorder, and now the Com 1 that he displays with his other hand, but Joris-R knows full well that he doesn't need a laser pistol to attack him.

Dormitory JHT-26-b, B Level, Gamma Subsector

Kris-R looks up from his PDC. I can't see the screen from here, so I can't see what he was doing. No matter. He notices two CPU clones with nametags - one, a YELLOW, is Jeremy-Y, and the RED, whose nametag is upside-down for some reason, is Cryo-R. He asks if he can help.

"Ah, hello, citizen," Jeremy-Y answers. "I was just showing Cryo-R here to the dormitory. He's just been promoted from INFRARED, and has been assigned to this dormitory. I see that there is more than one vacant bunk in here? So Cryo-R has a choice! How nice."

written by Lightning4 on Jan 10, 2012 17:04

"Not to go against protocol, but do you guys think we could sort out the treason issue somewhere where there isn't a rapidly expanding cloud of BLUE toxin?"

I glance back at it, staying away from it as best as I can.

"Although maybe Friend Computer would know about this stuff... hm..."

written by Malkom on Jan 10, 2012 17:26

Malkom said:

I facebrush.

If not done already, I do this.

written by Speeder on Jan 10, 2012 18:06

"Joris, I am suspecting you are a anti-mutant! You were acting strange, attacked Jam and used Mutant as a way to insult him! It is obvious that you are attempting to eliminate a famous mutant that you can handle so you get credit in your organization!"

I turn to John

"In fact, L4 also has a very good idea, call Friend Computer please, we need to both handle the treason and ask him about the BLUE toxin... the wires on the box are connected to the emergency lights, it may be a trap to us."

written by 4616599 on Jan 10, 2012 18:25

"Let's not get... too paranoid. I seem to recall Jam-Y claiming to set my mind on fire before. Does that make him anti-non-mutant?"

"But since we're on the topic of treason- why, Jam-Y tried using lethal force against King-R and me! What I did- misfire a taser- seems rather small in comparison, eh?"

written by Speeder on Jan 10, 2012 18:35

"He set your head on fire because I told him to do so, because you were acting treasonous.

And your misfire looked more like on purpose...

So, if you are not a anti-mutant, this is about revenge then?"

written by Kristos on Jan 10, 2012 19:43

"Yes, and the lockers are just right over here."

I point to the lockers.

"I was just finishing a note before heading to the cafeteria."

"Oh, and do know that bunk 2 makes strange sounds if you don't lie perfectly still. It is the least popular in this room."

written by Azirphaeli on Jan 10, 2012 20:31

I also make a mental note that everyone who was in the elevator with us enjoying the teambuilding exercises is currently not being treasonous. Food for thought.

written by Gligar on Jan 10, 2012 21:40

Foyer, Building 2, Industrial Subsector B

L4-O suggests that, given the rapidly expanding cloud of BLUE toxin, they should deal with treason elsewhere. Although... perhaps our mutual friend might know about the toxin.

Speed-Y airs his suspicion that Joris-R may be an Anti-Mutant. After all, he has been acting strange, attacking a registered mutant and insulting him. Speed-Y suspects that he may be trying to eliminate Jam-Y to gain favour in the organisation.

He adds that L4-O has a good idea, and instructs John-R to place the call. Perhaps they can solve both problems that way.

While John-R sets about getting The Computer's attention, Joris-R suggests that they not get too paranoid. (Is that even possible?) He remembers that Jam-Y once claimed to have set his mind on fire for some reason, and suggests that this makes Jam-Y an "anti-non-mutant"... and after all, he just tries to use lethal force against him! To Joris-R, this is more serious than a simple taser misfire.

Speed-Y explains that Jam-Y setting Joris-R's head on fire was ordered by him. Joris-R was acting treasonous at the time, and needed to be put down. And as for the misfire, it looked too much like a deliberate attack to Speed-Y. Therefore, something is up: either Joris-R is Anti-Mutant, or he is out for revenge.

Azir-R notes that the traitors evident here are those clones who did *not* participate in the group activity in the lift...

After a moment's pause, Friend Computer finally answers. **"Team Epsilon! Report!"**

Chemical shower chamber, somewhere in JHT Sector

Mick-R continues brushing, and focuses on the face.

He doesn't have long left in the cycle... just one last chemical wash, and one rinse cycle...

Dormitory JHT-26-B, B Level, Gamma Subsector

Kris-R points out the lockers, and adds that he was just finishing writing a note on his PDC before heading for lunch. OH, and watch out for bunk 2, it tends to make noise when a clone sleeps in it, unless they're being perfectly still. It's not exactly the most popular bunk.

written by Malkom on Jan 10, 2012 21:44

I wait.

written by Speeder on Jan 10, 2012 21:45

"Friend Computer, we have a incident here with BLUE gas, a box with wires attached to emergency lights released that gas when the hygiene officer suddenly decided to approach the box.

I am aware that IntSec was searching for that earlier, I am requesting information to know at least what the gas do, so we can properly handle our hygiene officer, and then the box.

Also one clone here is acting in a suspicious manner, firing at the loyalty officer, using the word 'mutant' as a offense, and then using at his defense the method that our loyalty officer used to terminate his last treasonous clone."

written by Granpire viking man on Jan 10, 2012 22:09

I nod at everything that Speeder said, then try to very warily stand to my feet.

While I listen for Friend computer's response, I take a look at the box after having released the gas, as well as the wires around it.

written by Jam on Jan 10, 2012 22:16⁷⁰²

I remove any wires from the taser that might be imbedded in my skin (if I can), and point an accusing finger at Joris-R.

"He shot me, and called me a mutant! Oh, wait, I am a mutant... Well, he still shot me, probably because I'm a mutant!"

I also look to Speed-Y.

"I'm famous?"

(Or, if I'm still being zapped, I just continue to jerk and spasm uncontrollably...)

written by Granpire viking man on Jan 10, 2012 22:33

I clear my throat.

"I think it's also important to remember that Joris-R was trying to shoot at me, or at least, that's what he said he was trying to do. I can't think of a good reason to shoot at me when I'm downed."

Looking at Joris-R, I add, "Besides, who said anything about paralysis? I was numb, for anyone who cares, and I still am, somewhat."

written by Lightning4 on Jan 11, 2012 01:27

I notice that Speed-Y has mostly said everything I already wanted to say, and simply keep quiet and listen to Friend Computer... from a safe point, anyway.

written by Gligar on Jan 11, 2012 01:44⁷⁰³

Chemical Shower Chamber, somewhere in JHT Sector

Mick-R waits out the rest of the cycle.

Finally, with one last drying cycle, it finishes, and he steps off the conveyor belt.

As he does, a door opens in front of him, leading into still a third room.

Foyer, Building 2, Industrial Subsector B⁷⁰⁴

Speed-Y explains to our mutual friend about the gas, and how their Hygiene Officer got hit by some of it. He realises that it is the same gas that Internal Security were testing for earlier todaycycle, and asks for more information about it.

He adds that he has a clone acting suspiciously. Said clone attacked and insulted their Loyalty Officer.

King-R wobbles to his feet. He decides to have another look at the box, trying to take extra care this time not to disturb it. Unfortunately, he finds it almost impossible to walk with no feeling in his legs, and ends up falling over.

Jam-Y pulls off the taser's electrodes, and points at Joris-R, exclaiming that he shot him and called him a mutant (because he is). Perhaps the two are related. To Speed-Y, he asks about his own fame...

⁷⁰² JAM: (OOC: Er, is the taser still zapping me?)

⁷⁰³ GLIGAR: (OOC: 25 posts! 🐱)

⁷⁰⁴ GLIGAR: (OOC: yes, the taser is finished zapping you, Jam)

King-R gets to his feet once again, and points out that Joris-R was going to shoot at him as well. What's the point, when he was already downed? And anyway, why did Joris-R assume that he was paralysed? He wasn't. He's only numb...

The Computer appears to process the team's reports.

"I am interested to hear about the gas dispensers. This answers one open question about why they were stolen, while leaving open many others. As for the gas itself, details are Security Clearance BLUE.

"Now, regarding your accusation of treason against Joris-R-DNK. It seems to me that he attacked the team's Loyalty Officer, Jam-Y-JYR, simply because he is a mutant. As Jam-Y is a registered mutant, this is not simply a matter of stamping out treason as it would be if he were not registered. It becomes a matter of a RED Clearance clone attacking a YELLOW Clearance clone over a matter which ceased to be treason when he registered. Therefore, there is another factor at play here. Perhaps Joris-R would like to elaborate, and explain just why he attacked a YELLOW Clearance clone. Retaliation for terminating a previous member of your clone family, apparently for treason, is not acceptable as a valid reason. Surely the Loyalty Officer can see this."

written by Speeder on Jan 11, 2012 01:50

Although I know it is stupid to argue with Friend Computer...

"Ok, details are clearance BLUE, can at least you tell me what to do with the gassed hygiene officer? Even if your reply is to take him to a BLUE clone?"

written by Cryoburner on Jan 11, 2012 02:40⁷⁰⁵

"Hmm... Would you say the sounds it makes are 'suspicious'? Like a bunk eating a clone, perhaps?"

I look at bunk 2, and poke at it suspiciously.

I then look at bunk 5, and poke at it somewhat less suspiciously.

written by Granpire viking man on Jan 11, 2012 04:07

I poke myself in the arm, just to see if I'm still numb.

"What if this gas makes me feel no pain? Wouldn't that be great?"

I grin brightly at that possibility. That is, if my poke wasn't met with any sensation.

Then, I take another look towards the box, taking care to steady myself on anything or anyone stable nearby.

written by Lightning4 on Jan 11, 2012 04:09⁷⁰⁶

"And what are we to do with the dispenser? It's currently um... dispensing. And the gas is starting to spread through

⁷⁰⁵ CRYOBURNER: (Was anyone else a little disappointed that Speed-Y's shot into the ceiling to restore order wasn't immediately followed by the sound of a clone crying out in pain? 😊)

⁷⁰⁶ LIGHTNING4: (Slightly. 😊)

this foyer... I hope it doesn't spread through this entire subsector. Or, Computer forbid, the entire complex!

written by Kristos on Jan 11, 2012 04:43

"I do not know. Though I would be interested to know. The bunk has never been occupied while I was present." After typing another quick note in my PDC (this one about Cryo-R), I add, "You seem to be the analyzing type of clone. That is good for feedback. Our Mutual Friend likes mandatory non-treasonous feedback."

written by Mingamango181 on Jan 11, 2012 08:38

I ponder just where it was that the cafeteria was, so that I might have an alright lunchcycle, considering that the crowds really can get in the way...

I start off for the nearest cafeteria.

written by Jam on Jan 11, 2012 14:14

I smile.

"Of course, Friend Computer!"

written by Azirphaeli on Jan 11, 2012 14:18

"I owe you a B3 if you make it out of this one King."

written by Granpire viking man on Jan 11, 2012 14:27

I raise an eyebrow at Azir-R. "I don't feel like I'm dying, I just feel very, very numb."

"Actually, I'm curious if I could ever taste a B3 again."

written by Azirphaeli on Jan 11, 2012 15:45

That's good that you don't feel like you are dying... however, I find issues trusting things I know nothing about.

written by 4616599 on Jan 11, 2012 15:51

"Well, let's put aside the whole misfire fact for now. It's possible that I may have, due to the heightened state of panic earlier, accidentally been inclined to fire at what I considered was a highly suspicious clone. Bear in mind that a taser is an immobilising weapon but not a terminating weapon- something you'd use to control a potentially treasonous situation."

"And speaking of a potentially treasonous weapon- I must point that Jam-Y has occasionally acted... rather twitchy. He appeared to panic upon entering this room for instance, refusing to tell us why- instead, he nearly killed King-R and had to be mind blasted by John-R. And I thank John-R for that."

"Also, he reacted to what could have easily been an accidental taser misfire by shooting at me. Three times. Despite the fact that Lucas-R, our sprightly PLC companion, was already pinning me down and effectively rendering me harmless- not that I was much of a threat in the first place. Despite the fact that he could, had he misfired- a very real possibility when your aim is twitching- have shot Lucas-R instead!"

written by Gligar on Jan 11, 2012 17:37

Foyer, Building 2, Industrial Subsector B

Speed-Y wonders aloud what to do about King-R, given that the details of the gas are BLUE. "Please have the affected clone contact Medical Services for assistance. In the mean time, he should try not to die."

King-R pokes himself in the arm. It looks like either the arm or his finger is still numb. Probably both. He wonders if the gas would make him feel no pain? That would be great!

He tries once again to have another look at the box. Ha manages to get closer to it but doesn't see anything else of note.

L4-O asks what to do about the box, given that it is emitting gas. **"I am sorry, but you are not cleared for that information."**

Jam-Y assures Friend Computer that he does know.

Azir-R admits to King-R that he owes him a B3. Assuming that King-R comes out of this alive.

King-R replies that he doesn't feel like dying, he... just can't feel anything.

Azir-R replies that, although that is a good sign, he can't exactly trust what is going on, since he knows nothing about the gas.

Joris-R counters the accusations of treason with some of his own. Naturally, they are aimed at Jam-Y. First, he claims that Jam-Y acted twitchy for reasons that he wouldn't go into. Then, he claims that Jam-Y tries to kill King-R, and had to be stopped by John-R, something for which he claims to be grateful. He adds that Jam-Y reacted to Joris-R's taser blast by almost terminating their "PLC" clone, Lucas-R.

Before Lucas-R can correct him and remind him that he's Tech Services, John-R interrupts. "Wait wait wait... I think I might be able to help here. I suspect that Jam-Y might have been concerned about someone (perhaps some powerful mutant), or something (perhaps that box) trying to nullify his power, and asked for my assistance. The threat of imminent attack can render a clone even more paranoid than usual. Perhaps he overreacts.

"It's true that he aimed a laser pistol at King-R, but remember the clearance difference. A YELLOW tells you do do something, you do it... and I admit that I was a little slow at responding to Jam-Y's order there. But then, I allowed myself to get sidetracked.

"Anyway, the box turned out to not be a psionic nullifier, or whatever. Jam-Y noticed King-R go down, and tried to help... only to be shot - 'accidentally', you claim - with a taser. I take it you've never been shot by one? Well, I have, and I can assure you, your muscles will spasm like that. If you're holding something with a trigger, you could find yourself pulling the trigger without even realising it. He may not have been aware that Lucas-R was in the way at the time."

"And while I'm at it... your attempt to apprehend Jam-Y, as he was trying to help King-R, may well have jeopardised King-R's chances at survival. After all, he might be alright now, but he might drop dead any momentcycle. What if he'd been pulled clear earlier?"

"Thank you, citizens," The Computer replies. **"I am now processing. Stand by."**

Dormitory JHT-27-B, B Level, Gamma Subsector

Cryo-R wonders if the sounds made by the bunk might be considered suspicious, as it it were eating a clone or something. He pokes at the offending bunk, causing it to creak loudly.

He then pokes bunk 5. There is only the sound of the used packing material in the mattress as it rubs against itself.

Kris-R admits that he doesn't know, since the bunk has remained unoccupied while he's been here. But he'd be interested to find out.

He pulls out his PDC again, and makes a couple of notes. He likes Cryo-R's analytical style. It's good for feedback. Friend Computer likes good feedback.

written by Malkom on Jan 11, 2012 18:08

I try to finish the shower and leave the shower area, and then get myself a nice, shiny RED jumpsuit.

written by Speeder on Jan 11, 2012 18:10

"Friend computer usually does not have to warn that he is processing... Or he is with a heavy workload right now, or we confused him and he is trying to untangle our story."

I stand by.

Although watching to see how much the gas will expand and on wether the box is beeping or not, and wheter it is releasing more gas or not.

written by Granpire viking man on Jan 11, 2012 18:18

"Why does everyone assume that I'm going to die?" I ask everyone, with a worried look, "I just said I don't feel like I'm about to drop dead!"

"In fact, aside from this bizarre numbing and a little wobbliness in my legs, I feel quite fine!"

"Anyway, I think it is troubling that Joris-R changed his story. First, he said that he misfired while he was trying to shoot me, and now he says he "may" have been trying to fire at Jam-Y. I think both possibilities are a little troubling."

written by Lightning4 on Jan 11, 2012 18:48

I continue watching the status of the gas and the box, for any more anomalous behavior.

I look at King-R as he speaks.

"Well, it IS a mysterious BLUE toxin of which we know nothing. Though, I guess maybe it could be harmless? Lucas-R apparently had some in his system?..."

I think, then turn to Lucas-R.

"Do you know anything about this BLUE toxin? If so, please explain."

written by Gligar on Jan 11, 2012 21:49

Chemical shower chamber, somewhere in JHT Sector

Now that he is finished with the shower sequence, Mick-R heads through the door, down a flight of stairs on the other side, and into:

Clone Processing, somewhere in JHT Sector

Clone Processing, of course, is just a fancy name for "make sure the clone is ready to go, and do the forms and such". In this case, there is a single clone present at a desk near yet another door.. He seems to be practically drowning in forms, though, and hasn't seen Mick-R.

Near the desk are three vendobots. One seems to be for food and beverages, another seems to contain equipment, and the third seems to actually be an ME Card dispenser. All three have tongueprint scanners.

Closer to Mick-R are the equipment racks. There is one for jumpsuits, and one for PDCs. A sign nearby reminds Mick-R to only take one of each, and to make sure that they are appropriate for his clearance.

Mick-R starts with a nice RED jumpsuit.

Foyer, Building 2, Industrial Subsector B

Mango pushes open the door on his way to the cafeteria, to find Team Epsilon.

Speed-Y is explaining that Friend Computer usually does not need to take time to process. Perhaps it is busy, or confused?

He looks over at the box. It seems to have stopped dispensing gas, and the cloud seems to be dissipating.

A worried King-R asks why everyone seems to think he's going to die, when he feels fine (except for his numbness). He adds that he has noticed that Joris-R changed his story slightly, concerning the taser shot. He doesn't like either story.

L4-O looks over from the box to King-R. He explains that the gas is an unknown (to them) BLUE toxin and may have adverse effects. Then again, it may well be harmless. Didn't Lucas-R have some in his system? Does he know anything about it?

"What?" Lucas-R replies. "I don't know anything about it. I don't know why that scanner read positive either."

The Computer interrupts. **"Processing has been completed. I find that both Jam-Y and Joris-R are partly at fault for this incident. Jam-Y is fined 100 credits and has been placed on probation. He is at attend meetings with his Mutant Liaison Officer on a daily basis.**

"Joris-R has been found guilty of hate-crimes and possible secret society membership. He is sentenced

to termination. Termination is to take place within the next hourcycle.

"In addition, Speed-Y has been fined 50 credits for failure to keep order within the team.

"I have one further query: what progress has been made regarding the source of the power disruption?"

Nobody has yet noticed Mango.

written by Speeder on Jan 11, 2012 22:25

"The Power Services team is checking the distribution boards on this building.

And then..."

I see Mango going to the cafeteria.

"Friend Computer, I am seeing my ex-teammember Mango here, I cannot remember why he was demoted, can you explain to me the reason, and tell me if I can get him on the team again? He was a decent troubleshooter before his demotion."

I then look at Joris.

"Also, there are a cloning station nearby? I do not want to terminate Joris now if this mean it will delay more our mission."

written by Malkom on Jan 11, 2012 23:13

I pull on the jumpsuit, pick up a PDC, and figure out if I can take video and/or stream video to someone else's PDC. I then see if I can pull up a map of the Complex area I'm in.

While I'm at it, I look around for a strap or a length of cord, even though there probably isn't any here.

written by Mingamango181 on Jan 11, 2012 23:42

I almost panic at that very moment.

This... isn't... good.

I walk on without responding, looking, staring almost at where I'm going.

written by Cryoburner on Jan 11, 2012 23:59

"Hmm... Bunk 5 seems somewhat less likely to eat me. I will go with that one."

I head over to the lockers and check if there is anything interesting inside. I make sure to check all of them.

written by Lightning4 on Jan 12, 2012 00:08

"As for the source... oh dear. The power services group left without us didn't they... we should catch up quickly."

If they have indeed left, I check to make sure I know which way they went.

"If I may be excused, Friend Computer? They need a guard. We were just momentarily... waylaid by that BLUE stuff."

If I get permission, I run off in the direction the PowServ team went, weapon in hand.

written by Jam on Jan 12, 2012 00:56

I look to John-R.

"Wow... That explanation is almost exactly the one I was going to give... It's like you can read my mind or something... Or maybe you just know what I'm going through. Well, thanks anyway!"

Then, I respond to Friend Computer.

"Understood, Friend Computer! "

Then I realize I just got fined and put on probation for no reason... And Joris-R is the one to blame for that!

"I can make sure Joris-R's termination takes place within the next minutecycle if you'd like, Friend Computer!"

I aim my laser pistol at Joris-R, and verify there are shots left in it...

written by Kristos on Jan 12, 2012 01:49

I glance toward Cryo as he investigates (or attempts to investigate) all of the lockers and think to myself, "A very analytical clone. I wonder if it is possible to be too analytical." The thought becomes vocalized as a snicker.

If Jeremy-Y is still present I turn to him and say, "Is there anything else I can do for you sir?"

written by Gligar on Jan 12, 2012 02:15

Foyer, Building 2, Industrial Subsector B

Speed-Y explains that the PowServ team is checking out the distribution board right now.

He is about to say more when he spots Mango at the door. He instead asks about why Mango was demoted, and whether there was a chance of getting him back on the team. Mango takes the opportunity to slip through the foyer and continue his journey. Apparently, he doesn't want to associate with the Troubleshooters.

"If you are referring to Mango-NHG, he was demoted for attempting to terminate this sector's High Programmer. As such, I do not trust him. If he wishes to prove his loyalty once again, he is free to do so. Until then, he will remain INFRARED."

Speed-Y then asks about the nearest cloning station. **"There is a nearby cloning station. He will have to make his way back from there."**

L4-O realizes that the PowServ team left without them. He checks to see if he remembers... yes, they went that way. He asks for permission to follow them. **"I suggest that you check up on the Power Services team. They may have additional information by now."**

L4-O barely takes the time to check his weapons before running off.

Jam-Y praises John-R's explanation, saying that it was surprisingly accurate, almost as if John-R read his mind. Or maybe he just knows what Jam-Y is going through. John-R just smiles.

Jam-Y then responds to our mutual friend, offering to effect the termination right now, if given the word.

He checks his laser pistol. One shot left.

"Very well. Carry out the termination. If there is nothing more, that will be all."

Corridor 2, Building 2, Industrial Subsector B

L4-O pursues the PowServ team... or at least, he looks for them.

He passes into an ORANGE section of corridor, when voices from a nearby door catch his attention.

"...saying that the board was sabotaged?"

"Yes, it looks like it. Whoever did it wasn't very thorough, though."

"Can we repair it?"

"Absolutely."

Corridor 3, Building 2, Industrial Subsector B

Mango continues onward, until he reaches the place where he remembers the cafeteria to be. There are a few clones already here.

Clone Processing, somewhere in JHT Sector

Mick-R puts on his jumpsuit and grabs a PDC. Looking through its functions, he determines that he can take video, but can't stream it anywhere. He pulls up a map, and is able to discern that he is in Iota Subsector.

He is less successful at finding a length of cord or similar item, though.

The clone at the desk seems to be trying to clear a little space to see around all his paperwork. "Is there someone there?"

Dormitory JHT-27-B, B Level, Gamma Subsector

Due to its low likelihood of eating him, Cryo-R chooses bunk 5.

He heads over to the lockers and tries to open them. He quickly discovers that he can only open lockers 2 and 5. A note inside locker 2 explains why: the lockers are tongueprint coded. When a clone is assigned to a bunk, he should register his tongueprint into the corresponding locker's lock. Registering the wrong locker is insubordination, and will also cause confusion when other clones attempt to open their lockers.

Kris-R notices Cryo looking at the lockers and laughs quietly. He asks Jeremy-Y is there is anything else he can do. "Yes... once Cryo has sorted out his locker, could you direct us to the cafeteria?"

written by Speeder on Jan 12, 2012 02:44

"Ok, you are the loyalty officer, terminating treasonous clones in the team is your task."

I check my weapons, check how much partially spent barrels I have, and check if I am running out of any ammo.

"I suggest you all do the same.

Also, we will ignore that box, and chase the Power Services team, we cannot do anything about it now."

written by Malkom on Jan 12, 2012 03:09

I squat down behind the desk, raise the PDC's edge above the papers, and say "QUESTION EVALUATED TO POSITIVE RESULT" in a mechanical voice.

written by Granpire viking man on Jan 12, 2012 03:17

"Gah! Please try not to make a mess!" I turn my head away from Joris-R, so as to avoid the sight of his brains in any other place then they presently are.

While still looking away, I ask, "You know, after all this stuff, you don't think it's maybe good a idea for me to have my own laser pistol? Not that I'm complaining... I do hate the mess... If only there was some sort of weapon that didn't make a bloody mess while I um... Shoot trouble."

Then I wince in anticipation for Jam-Y's blaster shot.

written by Speeder on Jan 12, 2012 03:45

"Sure... ask the equipment officer, that is L4 that just ran away, but when we catch up with him, just ask!

Or ask Azir, maybe he has some in the backpack."

written by Lightning4 on Jan 12, 2012 05:23

I peek inside the door to make sure it's actually the PowServ team inside, then enter.

"Sounds like you found what you set out to repair. Sabotage, I hear? Not surprised to learn about that..."

"Friend Computer believes you may have additional information for us by now?"

written by 4616599 on Jan 12, 2012 06:56

I suddenly dive behind the box!

written by Azirphaeli on Jan 12, 2012 14:06

As advised, I checked my ammo supplies (including b3) and how many shots are left for the equipped barrel.

I also check for an extra blaster for King.. though I am unsure I have one.

written by Gligar on Jan 12, 2012 17:36

Foyer, Building 2, Industrial Subsector B

Speed-Y tells Jam-Y to go ahead, saying that terminating traitorous team members is the Loyalty Officer's job.

He then checks his weaponry. He finds that he has three shots remaining on his current barrel. And with five more YELLOW barrels, two RED ones, and 25 slugs, he should be set. He recommends that everyone else check their ammunition.

King-R insists that they not make a mess when they terminate him, and looks away.

He than asks about getting weapons of his own, as he does not have one. He seems to have forgotten that he actually does have one: a laser pistol complete with a RED barrel.

Speed-Y tells him to ask L4-O when they catch up with him. Or perhaps he could see of Azir-R has one for him.

When he believes that no-one is looking, Joris-R attempts to dive behind the box. But, as it turns out, there is not enough space for him to fit, causing the box to emit another dose of BLUE toxin, which hits Joris-R dead on.

Azir-R also checks his equipment. He finds that he has a laser pistol fitted with a fresh RED barrel with one spare in a pocket of his jumpsuit. In another pocket, he has a taser. In his backpack are more laser pistols and barrels of varying clearances, as well as three YELLOW single-shot slugthrowers. Also present are nine cans of B3.

Sadly, he has no blasters.

Clone processing, somewhere in JHT sector

Mick-R decides to have some fun, and pretends to be a bot by sticking his PDC up near the stacks of forms such that it might appear to be a camera, and responds mechanically. Or as mechanically as he can.

The clone reacts. "A bot? Here? Oh well, have you seen a clone decant recently? There's supposed to be one arriving any minutecycle now."

Power room, Building 2, Industrial Subsector B

L4-O peeks in, to see the PowServ team clustered around a large panel which takes up most of one wall, filled with circuitry and what appear to be fuses and circuit breakers. That must be the power distribution board. Even to L4-O's untrained eye, there appears to be damage. Some of the circuit breakers appear to have been torn off and smashed, for instance, and even one of the larger fuses seems to have been removed - or perhaps it's a spare, since L4-O can't make out where it's supposed to go. If the cylindrical thing on the floor is even a fuse.

He asks if the team has any more information for them, as Friend Computer suggested that they might. "Actually, yes," the YELLOW replies. "It shouldn't take too long to repair the damage. What troubles me is that anyone had access to this room in the first place. Perhaps you should check the security records?"

written by Malkom on Jan 12, 2012 17:59

"PROCESSING QUERY... ERROR: UNABLE TO ACCESS CLONE DECANT DATABASE."

If there's a button on my PDC I can secretly press to snap a photo, I do so.

"ARE YOU SURE YOU HAVE CLEARANCE, CITIZEN?"

When and if the clone comes around for a better look, I jump out and yell BOO at him!

written by Azirphaeli on Jan 12, 2012 18:32 Corridor B4, B Level, Gamma Subsector

"Well King, if you don't have a pistol, I've got a spare RED one for you."

I toss it at him nonchalantly, along with a RED barrel.

written by Cryoburner on Jan 12, 2012 19:25 Power room, Building 2, Industrial Subsector B

I take the note inside locker 2. I then have a look inside the doorway between lockers 3 and 4.

"Hey, did someone say something about a cafeteria? That sounds like a place where lunch might be."

written by Kristos on Jan 12, 2012 19:50 Corridor 2, Building 2, Industrial Subsector B

"Yes, Cryo-R, you are correct. Be sure on the next applicable survey to record any anomalies such as cafeterias *not* serving lunch, as that is not fun and is therefore treasonous. Friend Computer does not like treason."

I then direct the two clones to the nearest cafeteria.

written by Lightning4 on Jan 12, 2012 19:53

"Security records... got it. I just need to um, know where that is... I would assume a security office I guess...?"

If I don't get a response, I step out and try to look for it myself.

written by Gligar on Jan 12, 2012 22:14

Clone processing, somewhere in Iota Subsector

Mick-R continues his game, claiming that he can't access the clone database. He asks if the clone has clearance while attempting to take a picture of the clone.

Ka-click!

"What do you mean, do I have clearance? I work here. Of course I do. Go and verify it physically if yo-

"...wait a minute, is that a PDC? You aren't a bot, are you?"

Foyer, Building 2, Industrial Subsector B

Azir-R tosses a laser pistol, complete with barrel, to King-R.

The new cloud of BLUE toxin begins to spread, mingling with what remains of the old one. Joris-R begins to feel the effects... in addition to being numb, he finds it difficult to move at all...

Dormitory JHT-27-B, B Level, Gamma Subsector

Cryo-R decides to take the note. But what if some other clone is assigned to the dormitory? His kleptomania now satisfied, he checks out the door, which turns out to lead to a hygiene station.

He realises that someone mentioned the cafeteria, which arouses his interest. There might be lunch there!

Kris-R agrees. A cafeteria is a good place to find lunch. Any instances of cafeterias not serving lunch should be reported on the next appropriate survey.

With that, he heads out of the room, beckoning the other two to follow.

Kris-R heads towards what should hopefully be a cafeteria. He passes straight through a junction with a YELLOW corridor without stopping.

L4-O assumes that security records would be kept in a security office. But... where would that be? The PowServ clones don't seem to know. It appears that he must try to find it himself.

Corridor 2, Building 2, Industrial Subsector B

Hmmm... it doesn't seem to be *here*...

written by Jam on Jan 12, 2012 22:21

I look at Joris-R, and back away from the BLUE gas.

"What are you trying to do, get yourself terminated?"

I take a step closer to him.

"Though, I guess I can understand why you don't like mutants... It must have been rough having Headgrabber in your head. Say, he's not still there, is he? Oh well, he won't be there for long..."

I walk up to Joris-R and fire my laser pistol at his head. Then I back away again...

written by Gligar on Jan 13, 2012 01:21

Foyer, Building 2, Industrial Subsector B

Jam-Y looks over at Joris-R. Is he trying to get himself killed? He guesses that it's understandable why he doesn't like mutants, though: Headgrabber. Is he still there? Not that it matters.

He steps forward, and shoots, right between the eyes. ZAP.

If King-R were watching, he would be pleased to notice that no brainstuff was spilled from the cavity. In fact, the only evidence that Joris-R was just shot in the head with a laser is the neat hole in his forehead, which now has smoke coming out of it. And possibly a wisp of smoke from Jam-Y's now-spent laser pistol barrel.

written by Granpire viking man on Jan 13, 2012 02:13

I glance towards Azir-R and do my best to catch the pistol and barrel.

"Wow! I get two pistols? Can I do that?"

I grin hopefully.

Then, glancing in the direction of the ZAP, I see notice that Joris-R's death wasn't so messy

"Hurray!"

My grin widens even further.

written by Jam on Jan 13, 2012 02:44

I also grin.

"That was a nice clean shot!"

written by Speeder on Jan 13, 2012 03:14

"Oh no... I just had the idea of make him manipulate that box, since he seemed so eager, maybe he could win the right to be not terminated..."

written by Granpire viking man on Jan 13, 2012 03:17

I raise a numb eyebrow at Speed-Y.

"Are you suggesting we ignore the words of FRIEND COMPUTER? It said, quite clearly, that he was to be terminated. It didn't mention anything about winning back his clone..."

written by Speeder on Jan 13, 2012 03:19

"He is to terminated, in a hourcycle... Not necessarily now."

written by Lightning4 on Jan 13, 2012 03:21

Weapon in hand, I continue wandering around the corridors of the Industrial subsector, looking for the security office, someclone that knows where it is, or a sign leading to it.

written by Azirphaeli on Jan 13, 2012 04:49

"Sure, you can fire both at once like in the vidshows"

written by Gligar on Jan 13, 2012 16:54

Foyer, Building 2, Industrial Subsector B

King-R looks over at Azir-R, notices that he's throwing things, and catches the laser pistol and barrel. Realising (finally) that he already has a laser pistol, he (happily) wonders aloud if he can use both at once, before looking over at the aftermath of Jam-Y's laser shot. Noticing that it was a nice clean shot, he grins even wider.

Jam-Y also seems happy at the results.

Speed-Y, on the other hand, seems to be less happy about it... they could have used him to investigate the box in more detail...

King-R points out that our mutual friend requested that he be terminated. Was Speed-Y suggesting that they ignore that order?

Actually, no, as Speed-Y points out that he was to be terminated within the hourcycle. Not necessarily right away.

Azir-r assures King-R that he can use both laser pistols at once if he wants.

Corridors, Building 2, Industrial Subsector B

L4-O continues searching for the security office. Heading back through the foyer to the other corridor... no, not there... heading back and taking the foyer's third exit... hmmm... there are the stairs, and the lift - and hey, the cafeteria - but... no security office. It must not be on this level.

Corridors, B level, Gamma Subsector

Kris-R leads Jeremy-Y and Cryo-R through another corridor, takes a turn... to find that the expected corridor seems to

have had its clearance changed since five minutecycles ago.

Hmmm...

written by Lightning4 on Jan 13, 2012 18:21

"Ooh. Cafeteria. I'm a little hungry... but the mission... hmph."

I press on, up the stairs. I continue my search there.

written by Gligar on Jan 13, 2012 21:23

Corridors, Building 2, Industrial Subsector B

Though he admits that he is hungry, L4-O presses on. He needs to find that security office.

Stairwell, Industrial Subsector B

From above, L4-O can hear the sounds of clones heading down the stairwell. Lunchtime must have just begun.

Corridors, Level 2, Industrial Subsector B

And L4-O begins the search anew.

He doesn't need to look for long, before he finds the security office at the end of a corridor.

written by Jam on Jan 13, 2012 21:59

"So, should we go find L4-O then?"

I try to carefully drag Joris-R's body away from the box without setting it off, so that if a scrubot comes to clean up, it won't accidentally melt the box.

written by Azirphaeli on Jan 13, 2012 22:26

"I guess that would be a good idea."

written by Mingamango181 on Jan 13, 2012 23:03

I move on, and examine the options that I have.

written by Speeder on Jan 13, 2012 23:44

"Ok, so noone will attempt to check your equipment? Alright..."

Let's go find L4 then."

written by Kristos on Jan 14, 2012 00:17

I pause at look at what clearance the corridor is. Then I turn around to be sure the other two clones are still with me.

written by Lightning4 on Jan 14, 2012 00:38

I make my way into the security office and have a look around inside, seeing if there's anyone present to question.

written by Gligar on Jan 14, 2012 01:48

Foyer, Building 2, Industrial Subsector B

Jam-Y asks if they should go and find L4-O while dragging the corpse of Joris-R out of the way of the box. Azir-R agrees that it would be a good idea, while John-R points out that he headed down the third corridor.

Speed-Y agrees, and gives the order to move out.

Corridor 3, Building 2, Industrial Subsector B

Having managed to avoid running into L4-O, even though he passed through here, Mango considers his options. Either, he could enter the cafeteria and get some food – he is hungry, after all, and aren't they serving algae pizza todaycycle? – or he could go and find the vidscreen room, and wait for the next serving. Although, by then, he'd be expected at workcycle, and after missing one and a half shifts because of reactor shielding duty, he can't afford to be late.

Or perhaps he could try to find food elsewhere...

Security Office, Level 2, Building 2, Industrial Subsector B

L4-O enters the office, to find one clone on duty. He is sitting at the security station with his back to L4-O. Visible on the station's many vidscreens is... not a lot, actually. Maybe the monitors are on the wrong setting, or something.

Also present is a Computer Terminal, which is currently logged on.

Corridor B1, B Level, Gamma Subsector

Kris-R checks the corridor. It's empty, but is now BLUE Clearance. It was RED five minutecycles ago, he's sure of it...

Looking back, he can see Jeremy-Y and Cryo-R coming up behind him.

written by Lightning4 on Jan 14, 2012 02:19

I clear my throat to get the clone's attention and introduce myself.

"Troubleshooter Team Epsilon here! I'm here on to inquire as to how a clone may have been able to gain access to the power room of this subsector? I was told to have the security records checked."

written by Cryoburner on Jan 14, 2012 02:21

I examine the blue corridor more closely, particularly how its clearance is marked, as well as whether Kris-R is in the blue corridor. If I am in the blue corridor myself, I make a point of stepping out of it, specifically to someplace less blue, and preferably more cafeteria-like.

written by Malkom on Jan 14, 2012 06:01

I introduce a loud noise into the clerk's field of auditory perception, patterning it after the word BOO. I make a point of jumping out, and scattering the papers...

"Oh no! So sorry!"

I grab some and start stacking them up again, using this as an excuse to look at them as I do so.

written by Jam on Jan 14, 2012 16:17

I search Joris-R's pockets and grab all of his stuff, so that I can give most of it to his next clone.

Then I try to follow in the direction L4-O went...

written by Granpire viking man on Jan 14, 2012 17:03

I pocket my two pistols and smile.

Then, I follow Jam-R in pursuit of L4-O.

written by Gligar on Jan 14, 2012 17:57

Security Office, Level 2, Building 2, Industrial Subsector B

L4-O clears his throat, causing the clone to turn his chair to face L4-O. He turns out to be a clone in a YELLOW jumpsuit that seems to be slightly too small for him.

L4-O asks about how a clone could have gained access to the power room, and mentions that he wants to check the security records.

"What makes you think that I'll just tell you? How do I know that you're not some commie traitor? Huh? Tell me!"

Corridor B1, B Level, Gamma Subsector

Cryo-R looks at the BLUE corridor, noting that the clearance stripe appears to have been freshly painted. None of the three are physically in the BLUE corridor, which is probably a good thing considering the visible cameras: all are pointing in their direction.

Clone processing, somewhere in Iota Subsector

Mick-R makes a loud noise at the clone, and "accidentally" knocks over some of the papers. This causes the clone to freak out. "Noooooooooooo! My filing system! **No don't touch them!**"

For Mick-R has picked up some of the dropped papers and is trying to read them. the first: a report about cloning tank efficiency, clearance GREEN.

The clone tries to take them out of Mick-R's hands. "What exactly did you want, anyway? Are you the clone that just decanted?"

Cloning chamber, somewhere in Iota Subsector

Speaking of cloning, another clone is forming in one of the tanks...

Foyer, Building 2, Industrial Subsector B

Jam-Y decides to take Joris-R's equipment, but runs into a small problem: he doesn't have the space.

That's right, he seems to have found the limit regarding how much you can cram into a jumpsuit's pockets. And remember that he's already carrying Mick-R's things.

As such, he leaves Joris-R's stuff behind and goes to look for L4-O.

King-R grins and follows him.

Corridor 3, Building 2, Industrial Subsector B

Heading down the corridor, they come to the cafeteria, which no seems to be open. L4-O doesn't seem to be in there.

A short distance away, a familiar-looking INFRARED appears to be staring at nothing.

written by Speeder on Jan 14, 2012 19:42

I attempt to carry Joris jumpsuit with his equipment, without the body.

Then I follow the team, wether I can, or not, carry the things of Joris.

written by Lightning4 on Jan 14, 2012 21:11

"Hm."

I think for a moment, then start whistling the most loyal tune I can think of. Maybe "Friend Computer is our Friend."

"Is that sufficient, or will I have to go into food jingles too? I know a *lot* of them and I'm certain no traitors would know that many!"

I add:

"Ooor, you could also ask Friend Computer yourself if I'm supposed to be here. Friend Computer sent me here, after all. That will get you the truth."

written by Kristos on Jan 14, 2012 21:58

"I do not remember this corridor having BLUE clearance before. The cafeteria is just over that way. [I point.] Friend Computer must have a wonderful new idea for the complex! We'll have to take another route."

First I get a good look completely around me, seeing if anything else appears different. Then I put my hand over my face and concentrate.

written by Gligar on Jan 14, 2012 22:25

Foyer, Building 2, Industrial Subsector B

Seeing Jam-Y fail to take anything, Speed-Y decides that it would be easier to simply strip Joris-R's corpse and take everything, jumpsuit and all. It's bulky, since Joris-R was also wearing reflec. but Speed-Y somehow manages to carry everything.

Once he's satisfied that none of that stuff is going to be left behind, Speed-Y accompanies the rest of the team down Corridor 3.

Security Office, Level 2, Building 2, Industrial Subsector B

L4-O decides that the best way to prove that he is not a commie traitor is to whistle. Specifically, he whistles "Friend Computer is my Friend". When he's done, he asks if he should start on advertising jingles.

"I don't like the tone of your voice, citizen," the YELLOW replies in a low voice. "Remember who you're talking to." In a more normal tone, he adds, "I'm sure you could recite jingles all daycycle. How about you skip that? I'm convinced. At least for now. Now, what was your question again?"

Corridor B1, B Level, Gamma Subsector

Kris-R states that he doesn't remember that corridor being BLUE before... it must be a new plan that Friend Computer

has for the Complex. As for the cafeteria, it's over that way - that is, down the BLUE corridor. But there must be anther way round... He puts his hand to his face and appears to think for a moment.

written by Mingamango181 on Jan 14, 2012 22:30

I decide to take my chances with the cafeteria, since I do need to be at the highest performance possible before my workcycle comes...

During it too.

written by Lightning4 on Jan 14, 2012 22:35

"Ah sorry if I came off like that. Just there's been some strange goings on lately in this sector. The PowServ team is here, and wishes to know about the security records for the power room. Specifically, who has been inside lately."

I look around the room a little bit while waiting for a reply.

written by Cryoburner on Jan 15, 2012 02:01

"Hrm... Maybe we should go back and ask the lift. He seems to be the type to do a lot of traveling, so he might know another route to the cafeteria, or where the next closest cafeteria might be. Maybe he'll even escort us there!"

I begin wandering in the direction of the lift.

written by Kristos on Jan 15, 2012 02:08

I look back up. "Do either of you know the best low clearance way to the cafeteria from here?" Without waiting for a reply I begin walking back the way I came.

written by Gligar on Jan 15, 2012 02:42

Corridor 3, Building 2, Industrial Subsector B

The familiar looking clone snaps out of it, and heads into the cafeteria.

Cafeteria, Building 2, Industrial Subsector B

Mango enters, having decided to risk it. He is hungry, after all.

He joins the queue. Everyone seems to ignore him.

Security office, Level 2, Building 2, Industrial Subsector B

L4-O apologises, and restates his question regarding who has been inside the power room.

"Ah, right," the YELLOW answers. "Let's see then, shall we?" He turns to the Computer terminal and begins entering a query.

Meanwhile, L4-O can't resist looking round. The place is seemingly set up for three clones, but there's only the one here, making it pretty empty. The most prominent feature, the security station, takes up most of one wall. It consists of a number of vidscreens, which would show camera feeds if there was enough light for it. Perhaps there's a low-light setting or something, but it doesn't seem to be in use.

Corridor B1, Gamma Subsector

Cryo-R wonders if they should return to the lift. Perhaps the lift has encountered the cafeteria in its travels. Maybe it could even take them there.

Kris-R seems to be stumped. He asks if either of the other two have any idea how to get to the cafeteria, and starts heading back the way they came.

written by Speeder on Jan 15, 2012 03:35

I look around the corridor to see if L4 or the PowerServices team or Mango is around or inside any room connected to it (unless it has like 300 rooms... then it is a problem...)

written by Jam on Jan 15, 2012 03:55

I also look around for L4-O, or the Power Services team...

In the middle of my searching, I suddenly stop and look over at where the familiar-looking clone was...

"Wait, that was Mango, wasn't it?"

I walk quickly into the cafeteria and try to find Mango (or L4-O, or the Power Services team) there.

written by Granpire viking man on Jan 15, 2012 05:00

I decide to stay and wait with Speeder.

"So, this Mango-clone? What's he like? What's his clearance, by the way? It seems people only refer to him as Mango..."

"You know, if ever we do get our team back together, it might be a good idea to take me to a MedBay. Maybe we'll see one on the way?"

written by Lightning4 on Jan 15, 2012 06:28

I look around a bit more before focusing my gaze back on the clone. I patiently wait for the information I require.

written by Mingamango181 on Jan 15, 2012 09:51

I wait nice and patiently in the queue as I prepare for the lunchcycle.

They'll be after me in a moment...

I sigh silently.

written by Azirphaeli on Jan 15, 2012 15:07

Since I am not familiar with the clone we are looking for, I wait with the team.

written by Gligar on Jan 15, 2012 17:30

Corridor 3, Building 2, Industrial Subsector B

Speed-Y starts looking around, to see what he can find.

The first thing he finds is the cafeteria, with that familiar-looking clone standing in line.

The second thing is a stairwell. It leads up.

While he's doing that, Jam-Y is also searching. He realises why that clone looks familiar... might it be Mango? He enters the cafeteria.

King-R decides to stay with Speed-Y, and asks about Mango. Who is he? What clearance is he? It's strange to not hear a clearance mentioned...

He also suggests that they find a medical bay once this is over.

Azir-R also waits. He isn't really sure about Mango either. After all, they only met briefly during Debriefing that one time...

Security office, Level 2, Building 2, Industrial Subsector B

While he waits, L4-O continues looking around. He quickly realises that there isn't much else to see.

After a moment, the security station attracts his attention again. The vidscreens suddenly flicker to life, displaying... well, what you'd expect.

One of them shows the power room, with the PowServ team working on something - possibly a replacement circuit breaker.

The YELLOW suddenly speaks. "Hmmm... why can I not get a list of names? Surely they can't have...?"

Cafeteria, Building 2, Industrial Subsector B

Mango tries to remain calm as he waits to be served.

Behind him, at the entrance, Jam-Y looks around, and notices him. Mango doesn't turn around or do anything, so he doesn't notice.

After what seems like an age, it's Mango's turn to be served. The servingclone hands him a tray. Yep, it's algae pizza and B3 Plain todaycycle.

written by Jam on Jan 15, 2012 17:43

I suddenly notice how hungry I'm feeling, and decide to get into line...

I try to figure out what clearance of food they're serving, how much it will cost, and if it'd be okay for a troubleshooter like me to have some, since I don't actually live or work in the subsector.

I also pass the time by trying to talk to the clone or clones directly in front of me, and ask them if they know anything about the recent power disturbances, and who might have caused it. (I also note their clearances, and look for name tags)

Also, I try to keep an eye on Mango while I'm waiting...

written by Lightning4 on Jan 15, 2012 18:58

Concern crosses my face.

"Hm? That doesn't sound good at all."

I continue watching the screens, and listen to any further comment by the YELLOW.

written by Speeder on Jan 15, 2012 19:15

Since I see Jam doing something, I do not attract Mango attention yet.

I turn to the teammembers around me and speak softly, with intention of not being heard from the line.

"This guy is Mango."

I point to him.

"He was a great troubleshooter, then a F class mutant invaded his mind, and since then he is acting strange, even after we seemly removed that mutant... And now seemly even after being terminated by Friend Computer itself."

written by Malkom on Jan 15, 2012 20:21

I nod vigorously, and try to help with putting the papers back in order. "Can't you see a good prank when it looks you in the eye and pulls a hat over your boots?" I grumble a bit.

written by Granpire viking man on Jan 15, 2012 21:03

"Hmmm, very interesting... What makes you think he's still acting strange? Is he avoiding us?"

"Is he a clone without a clearance? Or does no one know it since he left the team?"

written by Gligar on Jan 15, 2012 22:44

Cafeteria, Building 2, Industrial Subsector B

Realising how hungry he is, Jam-Y gets in line. Looking ahead, he can see serving windows for INFRARED, RED, and ORANGE clones. He guesses that it would be okay for him to eat here, but what about payment? Ah, there's a sign stating that visitors should present their ME Card at the window.

While he waits, he asks some of the clones in the queue if they know anything about the power disturbances. But all anyone really knows is that the failure happened suddenly, in the middle of a work shift yesterdaycycle. Or was it the day before? Clones are having difficulty remembering. There are no nametags on any of the clones here, but Jam-Y can see that there are INFRARED clones, as well as RED. The ORANGES must not have got here yet.

Up ahead, Mango has his food, but seems to be holding up the line while he stares at it.

Corridor 3, Building 2, Industrial Subsector B

Speed-Y decides to remain where he is and not attract Mango's attention. Jam-Y can do that if need be.

Instead, he speaks quietly to the rest of the team, pointing out Mango and explaining that he was a Troubleshooter...

written by Granpire viking man on Jan 13, 2012 14:50

Is there a rule about posting too many times per turn? I thought I'd read that in the last game, one shouldn't post more than once or twice, but does this apply here?

written by Speeder on Jan 13, 2012 15:28

Well... just be sensible 😊

Usually in two posts you post everything you want, but I think Gligar might allow three if they are short enough, not only in what you wrote, but also what your character did...

Suppose each turn takes a minute or two at most, thus if you write a epic scene, I think gligar will not like.

until Headgrabber invaded his mind. Since then, he's been acting strange. Even after termination.

King-R asks what makes him think that he's still acting that way... is he avoiding them? And does he have no clearance or something? "He does - he's INFRARED," Lucas-R tells him. "He was RED, but got demoted when he was terminated. Is it even possible to have no clearance...?"

Security room, Level 2, Building 2, Industrial Subsector B

L4-O looks concerned, and says that the YELLOW's problem can't be good. He keeps watching the vidscreens.

One of them shifts to the cafeteria, and shows the queue of clones waiting to be served. It looks like Jam-Y is hungry, since he's joined the queue, and is speaking to clones about something.

The YELLOW speaks again. "Looks like that's all I can do right now... but why can't I get those names? Normally, I can cross-reference ID numbers with the citizen database, but it looks like I'm locked out this time. So all I can give you is the ID list."

Clone processing, somewhere in Iota Subsector

Mick-R again tries to help with putting the papers back where they were, and explains that he was just fooling around, but the clone again tells him not to touch the papers. "I had these in a specific order, and it's going to take weekcycles to repair the damage you made!" He turns and, from the middle of a stack of papers, pulls out some forms. "Just fill these out, get your ME Card from the machine and get going, will you?"

Cloning chamber, somewhere in Iota Subsector

The clone, now complete, is now identifiable as Joris-R-DNK-5. He twitches as his memories are downloaded into his body.

Finally, it's complete, and Joris-R drops down onto the floor accompanied by a whole load of tank goo.

written by Mingamango181 on Jan 15, 2012 23:00

I finish clouding my mind full of worry and paranoia, and move along, making sure that I've done everything necessary in regards to the food before I go and sit down somewhere, preferably somewhere crowded.

written by Speeder on Jan 15, 2012 23:17

I turn to Lucas

"Loyal clones must have a clearance, if you have your clearance stripped from you completely, it means that you did something to make the Computer erase you, but while being very good in evading that fate. I think Headgrabber

and some other strong class F mutants got their clearance stripped from them, since they are not supposed to be allowed anywhere, and yet are too hard to capture and erase."

written by Lightning4 on Jan 15, 2012 23:19

"Hm. Well, I guess that will have to do. I'm sure we'll be able to do something with it."

I take the list if presented to me.

"Thanks. I guess I should get this back to the PowServ team then."

If there's no further need of me, I make my way back out into the corridor, and proceed back downstairs to where the PowServ team is.

written by Jam on Jan 16, 2012 02:00

I watch Mango-R leave from the front of the line, and note where he's sitting at...

Then I continue waiting in line, with a slightly bored look on my face...

"So... What do you clones do over here in the Industrial Subsector?"

I listen to their reply.

"Ah, that sounds fun... As I'm sure you've guessed, I've been assigned to investigate the recent power disturbances... My team and I are—well, I probably shouldn't go into too much detail, you never know who could be a traitor... Hey, that reminds me of a clone I knew a while back... Maybe you've heard of him, his name is Mango?"

Again, I pause so they can reply. And, of course, I note their replies...

"He used to be a troubleshooter, you know. Nice guy, except for when he was—er, something beyond your security clearance... Well, to make a long story short, he kinda went a little crazy, and ended up—oh, I think that's above your clearance too, sorry. Well, just know that what he did was bad enough that he got about ten or so lasers shot through him at once, and most of them were ULTRAVIOLET clearance. Oh, and he also got demoted to INFRARED..."

I grin, and check how far the line has progressed while I was talking...

written by Gligar on Jan 16, 2012 02:30

Cafeteria, Building 2, Industrial Subsector B

Having stared at his food long enough to make anyone paranoid, including himself, Mango goes to sit down. He looks around, and finds a seat right in the middle of a bunch of clones, all of whom ignore him.

He's watched by Jam-Y, though. Jam-Y, who is talking to other clones, asking about what they do. They reply that they're involved with the manufacture and testing of ring-for-service bells. Jam-Y then starts talking about how he's on a mission, before he claims to be reminded of Mango. He asks if any of the clones know him. "Mango...

yeah, I think I've seen him. He does impact testing in Building 3. He's a bit of a loner," one clone, an INFRARED, replies. Jam-Y fills him in on some of Mango's past. "Well... that's certainly interesting."

Jam-Y glances down the line. It looks to be the INFRARED's turn. Not long until he gets some food.

Corridor 3, Building 2, Industrial Subsector B

Speed-Y tells Lucas-R that all loyal clones need to have clearance. Having no clearance means that you have been erased and officially don't exist... sort of like F-Class Mutants, he believes. Perhaps, he suggests, Headgrabber and Co. were erased, but escaped due to their powers.

Security office, Level 2, Building 2, Industrial Subsector B

L4-O decides that the list of IDs will have to do. He waits while the terminal to print out the search results - rather loudly, I might add - and or the YELLOW to hand them over. He then thanks the YELLOW and heads out, and back downstairs.

Corridor 3, Building 2, Industrial Subsector B

He arrives back on Level 1 to find Team Epsilon, minus Jam-Y, waiting around outside the cafeteria.

written by Malkom on Jan 16, 2012 02:35

"Oh, alright..."

I start filling the papers out on a convenient surface with a convenient pen.

"I still say you can't take a good prank," I mutter under my breath.

written by Jam on Jan 16, 2012 04:02

"Oh, looks like we're almost up... Well, it was nice chatting with you guys!"

I prepare to receive my food ("Yes, ORANGE is fine"), and step out of line once I do... I look around for a place to sit, by Mango if possible, then if that's not an option, by that INFRARED that knew Mango, and if that's not an option, in a random seat of appropriate clearance...

written by Lightning4 on Jan 16, 2012 04:14

I walk over to the group.

"Oh. Good to see you guys have gotten everything in order. The PowServ team wanted me to check on the security records for the power room, I'm just delivering this to them."

I show the papers.

I point in the direction of the power room, if I can.

"Power room is that way, somewhere. I'll get this to them, and if they don't need me, I'll come back here... I'm kind of hungry!"

I proceed onward to the power room.

written by Granpire viking man on Jan 16, 2012 04:15

"Ah, well, that's a relief. At least a little thing like death isn't enough to make you a non-person."

"Then again, friend computer doesn't have clearance, so maybe you'd get to hang out with It if you had no clearance."

I smile warmly at this possibility.

"Can Infrareds even be troubleshooters? Will Mango be allowed to join us again?"

written by Speeder on Jan 16, 2012 06:07

"Lucas joined us as infrared and got promoted to RED when he proved himself.

Also, yes, all machines, including Friend Computer itself, are not included in the clearance system, it is assumed they all can ignore clearance, and the only things off-limits to them, are whatever they are programmed to not do.

Friend Computer itself has restraints like that, it cannot for example, become a communist, probably not even a normal high-programmer can change that, I am pretty sure the original designers of The Computer made sure that if by chance it happened to exist a treasonous UV clone, it would not be able to force the city itself to become treasonous.

Of course, this mean we can trust that Friend Computer is always right and always loyal."

written by Cryoburner on Jan 16, 2012 10:36

I continue wandering in the direction of the lift. This corridor sure is long. If I ever reach the lift, I press its call button once.

written by Mingamango181 on Jan 16, 2012 10:41

I take a look at the food that I've received.

This looks good. Quite good actually.

I begin to consume the food.

written by Gligar on Jan 16, 2012 17:00

Clone processing, somewhere in Iota Subsector

Mick-R takes his forms and finds a surface to write on. That turns out to be the surface of one of the vendobots. He mutters about the clone not being able to see a decent prank. "What did you just say?" the clone demands.

Cafeteria, Building 2, Industrial Subsector B

Noticing that he's almost at the front, Jam-Y finishes his conversation. It's soon his turn, and he goes to the ORANGE window. He presents his ME Card as instructed and receives some Soylent ORANGE and matching B3.

That done, he goes to find somewhere to sit. There is nowhere available near Mango, since the other INFRARED just took the last available seat there. Instead, he just finds an empty table and sits there.

Meanwhile, Mango has decided that todaycycle's food looks quite appetising. He begins eating, which confirms his thoughts.

Corridor 3, Building 2, Industrial Subsector B

L4-O rejoins the team and fills them in on what he's been doing with regards to the security station. He shows them the list he received, and points in the general direction of the power room. He says that he will be taking the list to the PowServ clones, to see what they can do with it. And then he'll come back, since he's hungry.

Then he heads off again.

King-R is relieved that death isn't enough to make a clone an unperson.

Then he wonders about clearance again. Would having no clearance give a clone the opportunity to hang out with Friend Computer? And can INFRAREDS be Troubleshooters?

Speed-Y points out that Lucas-R was INFRARED when he joined them. He adds that bots (and yes, Our Mutual Friend) do not have clearance. Instead, they have pre-programmed limits as to what they cannot do. Even, he guesses, Friend Computer: presumably, it can't become communist. He guesses that not even a High Programmer could change that. It must be hard-coded deep into the system or something. However it's done, it means that he can always rely on The Computer being trustworthy.

Corridor B3, B Level, Gamma Subsector

Cryo-R continues wandering back to the lift. Kris-R, it seems, is trying to find an alternate route to the cafeteria, but Cryo-R is convinced that the lift will help them. He finally finds the appropriate door and enters the lift hall.

Lift hall, B Level, Gamma Subsector

He presses the call button. Once.

The lift's doors immediately open.

written by Speeder on Jan 16, 2012 17:10

"It must be a interesting scene, a high programmer attempts to input a communist program in his Computer Workstation, and immediately some turrets probably beyond UV clearance, in case that high programmer is wearing reflec, show up and shoot him.

And I do not doubt that his next clone will be demoted too..."

written by Lightning4 on Jan 16, 2012 17:35

I momentarily wonder whether the team was paying attention to me, but dismiss the thoughts.

I proceed back to the PowServ team. If I arrive, I present the list.

"Unfortunately, the clone running the station couldn't get names to match these IDs. Maybe we can still get something out of it?"

written by Granpire viking man on Jan 16, 2012 18:05

I turn to Speed-Y

"I wouldn't speculate too much about that. You might say something by mistake that is beyond my clearance level, or even yours. Maybe there actually are turrets beyond UV clearance, and then we'd all need brainscrubs, and the Computer knows we don't have time for that..."

I tap my foot impatiently.

"Can we please find the others?"

written by Speeder on Jan 16, 2012 18:58

I nod.

"I agree... let's not dwell too much on that, I only said that, because it is pretty obvious that Friend Computer have defense systems that go beyond any citizen on the complex, otherwise its own existence would be pointless..."

written by Gligar on Jan 16, 2012 22:15

Corridor 3, Building 2, Industrial Subsector B

Speed-Y continues with his thoughts. He describes a scene where a High Programmer attempts to input a communist program into his terminal, only to be terminated by turrent of an even higher clearance.

There he goes, speculating about clearances beyond ULTRAVIOLET again...

Treason point to Speeder!

King-R suggests that he not speculate. Such thoughts might be beyond his clearance, or maybe beyond Speed-Y's clearance. Assuming that those turrets even exist, they'd all need brainscrubs, and they don't have time for that. Can they go find the others now?

Speed-Y agrees to stop, saying that he only said what he said to point out that he believes that Our Mutual Friend has defences of its own, untouchable by clones.

written by Jam on Jan 16, 2012 23:00

I eat my food quickly, and drink my B3. While I'm doing that, I try to watch Mango and that other INFRARED, in case they're doing anything interesting...

written by Speeder on Jan 16, 2012 23:27

I go buy a B3, of highest clearance available to me, and if possible also a algae pack or hotfun or whatever else I can eat fast.

But I do that observing Mango, and waiting for L4 to show up again.

written by Mingamango181 on Jan 16, 2012 23:47

I continue eating, and am almost enjoying it.

Except I sense that that I'm being watched. Somehow, I suspect all cycles in regards to food will be like this.

written by Lightning4 on Jan 17, 2012 00:12

I proceed onward to where the PowServ team was, not pausing for anything of course! Maybe. Unless there's something really interesting in my way.

written by Granpire viking man on Jan 17, 2012 01:28⁷⁰⁷

I buy the most inexpensive item on the menu, and the most inexpensive type of B3.

"It's not as if I can taste anything!" I explain to the others.

written by Gligar on Jan 17, 2012 02:28

Cafeteria, Building 2, Industrial Subsector B

Jam-Y eats up as fast as he can, while keeping an eye on Mango, who is eating what looks like algae pizza. Looks like he's almost finished.

And it looks like the rest of Team Epsilon is drifting in this direction while they wait for L4-O. Speed-Y waits for his turn, and then buys some Soylent ORANGE and B3 Tastes Like Something Orange. He grabs a seat near Jam-Y and also watches Mango. He might want to be a little more subtle about it, because clones have this odd feeling when they're being watched intently. I'm sure Speed-Y knows what I mean.

King-R also buys food, although he chooses a Vita-Yum Meal Substitute Bar and some B3 Plain. After all, he can't really taste anything anyway.

John-R gets some Hot Fun and, yes, some B3.

Lucas-R instead chooses the algae pizza. I guess he's feeling nostalgic or something.

Power room, Building 2, Industrial Subsector B

L4-O arrives. He notices that the PowServ team are still working on that circuit breaker, or whatever it is.

Cloning station, somewhere in Iota Subsector

Joris-R hasn't moved from where the cloning tank deposited him. He is now being poked by the docbot. "Citizen, are you alright?"

Clone processing, somewhere in Iota Subsector

Mick-R is still filling in his forms. He's almost done now.

written by Cryoburner on Jan 17, 2012 02:29

"Hello Lift! Heading to lunch, I see? Maybe we could go together, seeing as I'm about ready myself. I could escort you there, of course. Any place in particular you'd like to go? How about that one cafeteria near here... You know the one I'm talking about... That one with the red-clearance clones in it?"

I glance back toward the door to see whether Jeremy-Y or Kristos-R happened to follow me here. In case they want to buy us lunch or something.

⁷⁰⁷ GRANPIRE VIKING MAN: (OOC: Where is Joris-R?)

written by Kristos on Jan 17, 2012 03:04

I turn back and quickly head to the lift.

"Cryo-R, where are you going? I found another route to the cafeteria. Follow me!"

written by Lightning4 on Jan 17, 2012 03:17

"I'm back! Unfortunately, the clone at the security office couldn't get the names to match the IDs on this list, but he was able to print this out for me."

I present the list.

"Hopefully it's still of use?"

written by Granpire viking man on Jan 17, 2012 03:30

I chew in silence for a while.

"You know, this is the weirdest feeling ever. I don't taste my food, and it's sliding down my throat, and I can't even feel it. I could be chewing my tongue off for all I know."

I appear shocked at this, and touch my tongue, just to be sure that it's still there. Realizing that I can't feel it with numb fingers, I open my mouth and ask Speed-Y if my tongue is still there. In that order.

written by Speeder on Jan 17, 2012 04:43

I give a puzzled look to King, but I look if his tongue is in there.

"Whatever that gas do, it is really bizarre..."

I tell him the results of checking on his tongue.

Then I decide that I am not of the sort that like to wait, and approach Mango (my food and drink in hand).

"Why you are avoiding us? What happened to you since you left the team in the O level? You saw something THAT scary that motivate you to behave the way you are behaving?"

Of course, the way I pop behind him might startle him, but... I cannot do anything about it.

written by Jam on Jan 17, 2012 09:13

I see that Speed-Y is going over to Mango, and follow him...

I also restrain Mango if he tries to run...

written by Mingamango181 on Jan 17, 2012 09:38

I finish off whatever remains of my food, not sure at the noise surrounding me. Probably the noise from everyone that seems to be there.

I stand up from my seat.

written by 4616599 on Jan 17, 2012 10:50

My head suddenly darts up.

"Jam-Y! I mean, I'm fine, thanks."

I look around. "Is this place near Industrial Subsector B?"⁷⁰⁸

written by Speeder on Jan 17, 2012 16:53

I actually poke Mango and wait to see if he will look at us.

I turn to Jam.

"I think he is still Headgrabbed, otherwise why ignore and flee from us?"

written by Gligar on Jan 17, 2012 19:32

Lift hall, B Level, Gamma Subsector

Cryo-R chats with the lift, asking it if it is going to lunch. If so, he and his friends would like tyo join it. Is the lift going to the cafeteria with the RED-Clearance clones?

The lift doesn't get a chance to answer, as Kris-R (and Jeremy-Y) catch up with him. Kris-R asks what Cryo-R is doing. Whatever it is, it isn't necessary, as Kris-R has found another route to the cafeteria.

Power room, Building 2, Industrial Subsector B

L4-O announces his presence, and tells the YELLOW about the list. He hopes that they can do something with it, even though he was only able to get ID numbers.

"We should be able to cope," the YELLOW answers. "It's actually possible to read ID numbers and get some information from them yourself. For instance, the first three letters are a sector code. See if you can pick out anything you recognise."

Cafeteria, Building 2, Industrial Subsector B

King-R eats in silence for a while. He realises that, even though he can sort of feel that he is eating properly, he might be chewing his own tongue off for all he knows.

He reaches up and tries to feel for himself, but realises that he still can't feel it, so asks Speed-Y to tell him if his tongue is intact or not.

Speed-Y looks puzzled, but agrees to have a look. Sure enough, King-R's tongue is there, although it's kind of bleeding. After notifying King-R of this, he heads over to near where Mango is sitting. He demands to know why Mango started to avoid them after that incident in O Sublevel. What did he see down there?

Even though Speed-Y's appearance seems to have shocked other diners nearby, who have stopped eating and are now looking over at Speed-Y and Mango, the latter still refuses to acknowledge Speed-Y's presence. Instead he simply finishes eating and stands. He can't leave, though, since Speed-Y is right where he needs to go. Turning in another direction, her finds his path blocked again, this time by Jam-Y.

But is he aware of them in any sense other than "there is a clone in my way?" Speed-Y decides to test this by poking Mango to see if he responds. To Jam-Y, he adds that he believes that there is still a presence inside Mango's mind. Why else would he ignore them like this?

⁷⁰⁸ LIGHTNING4: (Hello page 500!)

Cloning chamber, somewhere in Iota Subsector

Joris-R finally responds. He's a little confused for a moment - he still believes that he is in the foyer of Building 2 - before he comes back to reality. He asks if he's near Industrial Subsector B. "You are in Iota Subsector," the docbot replies. "Iota Subsector is approximately halfway between the main domescraper and the Industrial Subsectors."

Clone processing, somewhere in Iota Subsector

And that's Mick-R done with his forms. All he needs now is his ME Card. Well, the machines is right there. All he needs to do is provide his tongueprint to receive his card.

written by Lightning4 on Jan 17, 2012 20:01

"That's a good idea."

I get right on it, and start reading the list for any sector codes I recognize.

written by Malkom on Jan 17, 2012 21:04

I grimace, tongueprint the vendor, and take an ME card. If done, I then head out, looking for a handy vendobot; if I see one I immediately buy something cheap, sweet and lickable to get rid of the disgusting taste of the tongueprint scanner.

written by Kristos on Jan 17, 2012 21:43

With a wink to Jeremy-Y, I say "Good-bye lift! Maybe we can enjoy a meal with you some other time."

I then head down the corridor and to the left. Hopefully both clones are following me this time.

written by Jam on Jan 17, 2012 22:09

I turn to Speed-Y.

"I dunno... Last I saw, I'm pretty sure Headgrabber was in Joris-R's head. Though, that might have been his last clone, I can't really remember..."

I look at Mango-R...

"I could just go in and check, but I'm feeling a bit tired right now..."

written by Mingamango181 on Jan 17, 2012 22:28

I frown just a moment and remain silent.

Just leave me be...

written by Gligar on Jan 17, 2012 22:29

Power room, Building 2, Industrial Subsector B

L4-O decides that that's a good idea, and starts looking through the list himself. Most of the sector codes he doesn't recognise. But there are a few JHTs (as you might imagine), a couple of GUNs, an NHG, a JYR, a couple of DOFs, and a QKW.

Clone processing, somewhere in Iota Subsector

Mick-R looks distastefully at the tongue scanner, and licks it. This causes the machine to dispense an ME Card. Good.

Since he quickly departs the processing chamber, he doesn't see a small manipulator emerge from the machine holding a cleaning cloth, and begin to clean the scanner...

Corridor F3, Iota Subsector

Not that Mick-R is out of there, he finds himself in yet another maze of corridors. They may even be twisty and little, but all that concerns Mick-R is that he is cleared to be here (the corridor is INFRARED) and the presence of a vendobot not too far from the cloning station. He goes to it and purchases a B3 Plain for one credit, and proceeds to consume it.

Corridor B3, Gamma Subsector

Kris-R lightly decides to say goodbye to the lift, while winking at Jeremy-Y. The lift doesn't reply.

Kris-R starts heading back down the corridor, and waits for the other two at the first junction. It looks like he wants to turn left.

Jeremy-Y turns to Cryo-R. "Let us get moving," he suggests. "We wouldn't want to miss lunch."

Cafeteria, Building 2, Industrial Subsector B

Jam-Y tells Speed-Y that as far as he is aware, Headgrabber was in Joris-R, having jumped from Mango at some point. He could go in and check, but he's feeling a bit tired right now.

written by Malkom on Jan 17, 2012 22:34

"Aaaaah, the foul taste of tongueprint scanner is gone. Now, what was I supposed to be doing again?"

I frown, sip the last of my B3, and decide to fiddle with my PDC, absently pulling up the call function and dialing in a number. I only realize that I'm calling some sort of leader - team leader? Department leader? Cable leader? Wait... how can I call a cable leader?

Oh well. Maybe this leader guy will know what I'm supposed to be doing.

While waiting, I amble aimably through the maze of twisty little corridors. Strangely, they all seem to be alike. Yes indeed.

> n,n,n,e,n,w,n,ne,se,s,look

written by Mingamango181 on Jan 17, 2012 22:41

I attempt to walk out.

written by Lightning4 on Jan 17, 2012 22:48

"Hm. There are a few I recognize here. Some JHTs, a couple of GUNs, a NHG, a JYR... a couple of DOFs... and hey, a QKW."

I pause and think.

"Oh wait. Think that one might be me."

"A few clones from our team are from those sectors. But I don't know if they would've been here... hm."

"Any way we can get more information from these specific IDs? I wonder if any of these will narrow it down a little."

written by Speeder on Jan 17, 2012 23:20

I blink, and does not move from where I am.

"Seriously, I suspect you are still with something wrong going in your head... Or you hate us now?"

I turn to Jam.

"What we should do about him? And yes, Joris was headgrabbed too I think, but I dunno if it was headgrabber himself."

written by Jam on Jan 18, 2012 00:47

I block Mango's path, and watch him for any sign of a reaction.

"Don't you remember us?"

I look over at Speed-Y.

"Maybe he's been brainscrubbed..."

written by Granpire viking man on Jan 18, 2012 01:27

I watch Jam-Y and Speed-Y from a few paces away.

"You know, I was an Infrared just a few hours ago, and from the little I can remember, memory was a little hazy, and I couldn't exactly think clearly. I don't know why... Anyway, maybe Mango just needs a bit more... specific reminder of how he knew you?"

"Maybe like some kind of momento?"

written by Gligar on Jan 18, 2012 02:53

Corridor F3, Iota Subsector

Mick-R sets off, seemingly following some sort of directions. While he's at it, he idly places a call on his PDC.

He eventually realises that he's arrived at his destination: a pair of lifts.

Cafeteria, Building 2, Industrial Subsector B

Mango attempts to walk out of the cafeteria, only to be blocked by Jam-Y.

Speed-Y tells him that he suspects that something is still wrong with him. Or maybe he just dislikes them. He asks Jam-Y what they should do with him, and mentions that Joris-R was indeed affected by a Headgrabber-like mutant, though he is unsure if it it's Headgrabber himself.

Jam-Y asks Mango if he remembers them.

Or maybe he was brainscrubbed...

King-R suggests that he may simply be having issues with memory due to being INFRARED. In his own experience, for instance, he has found that even recent INFRARED memories tend to be blurry and indistinct. Perhaps Mango needs a more specific jolt to his memory?

Power room, Building 2, Industrial Subsector B

L4-O reports his findings, and notes that the QKW might have been him.

Though some of the sector codes do match clones from his team, he does not think that they actually accessed the power room at all. He asks if there's a way of getting more information.

"Hmmm... sector codes from your team? Why don't you check their ID codes against the list? You could check against their ME Cards if you had a card scanner."

written by Lightning4 on Jan 18, 2012 03:14

"Hrm. I'm not sure if we have one of those."

I check my tool kit to see if there's one in there.

If I don't find one, I resume speaking.

"I don't know if there was one in our standard equipment. Maybe? I just handed the boxes out, didn't really see exactly who got what special tools. If we don't have one, where might we get one?"

written by Mingamango181 on Jan 18, 2012 10:16

I want to go past. I don't want them after me. Here to push me into this moment, away from what I feel I should be.

I feel quite a bit depressed, and just stand there, trying to avoid eye contact.

written by Jam on Jan 18, 2012 12:10

"Is it just me, or does Mango look a bit depressed?"

written by Cryoburner on Jan 18, 2012 14:32

I whisper somewhat loudly to the lift,

"I get impression that he might not want you to eat with us. You don't suppose he has something against lifts, do you?"

I look in the direction of the corridor to see if I can see Kris-R looking as though he has something against lifts.

"I suppose you could still come with us, though I'm not so sure he'll be paying for your lunch."

I begin wandering toward Kris-R and presumably a cafeteria, glancing back to see if the lift is following.

written by 4616599 on Jan 18, 2012 15:19

I grin.

"Is there Transition rental near here?"

written by Gligar on Jan 18, 2012 16:31

Power room, Building 2, Industrial Subsector B

L4-O isn't sure if they have a card scanner. He checks his equipment to see if he has one. Nope... it doesn't look like it. He adds that he isn't sure if there is one in their equipment... he didn't check each individual box, after all. He asks where he might get one.

"Hmmm... if you don't have one, you could order one from PLC. I don't know how much they would charge, but it's worth a try. Or... hmmm. Do you have a Financial Officer?"

One of the other PowServ clones announces, "We're almost done, sir. All we need to do is install this..."

Cafeteria, Building 2, Industrial Subsector B

Mango just stands there, looking depressed. And unhappy. Jam-Y spots it.

John-R looks at Mango quizzically. "Are you sure he doesn't remember us? Is there even anything in there?"

Speed-Y's PDC rings.

Cloning chamber, F Level, Iota Subsector

Joris-R grins, and asks if there is a Transition rental near here. "There is indeed, citizen," the docbot replies. "I believe that the office is on A Level, near the Internal Security checkpoint."

On the wall, a light illuminates, indicating that the showers are ready for use.

Corridor B3, Gamma Subsector

Cryo-R tells the lift that they won't be able to have lunch together after all.

Looking back at Kris-R, he can see that both he and KJeremy-Y are waiting for him to accompany them.

Well... maybe the lift could accompany them, though Kris-R or Jeremy-Y may not be able to pay for its lunch, Cryo-R tells it.

As if a lift could even enter a cafeteria.

But Cryo-R seems to be expecting it to do so. As he walks towards the other two, he looks back at the lift, to see that it hasn't moved.

If he were equipped to access the bot communication channel, he would be able to hear it muttering to itself about stupid fleshbags...

written by Speeder on Jan 18, 2012 17:31

I facepalm...

And move away from Mango, rather frustrated.

Then I notice my PDC, I hand my food to Jam (no one touches my B3), and answer the PDC.

written by Lightning4 on Jan 18, 2012 17:35

"We do. Or... well, we did. I think that was Joris-R? Who was um, kind of scheduled to be terminated very soon, if it hasn't already happened."

I watch them continue working on the panel.

"I can either go off now to find my team, or I can just wait until you're done and we can start solving the mystery together?"

I shrug.

written by Granpire viking man on Jan 18, 2012 17:52

"Jam-Y! Maybe Mango would remember you if you brought him to see Nukabot! Nukabot seems like a memorable bot!"

"Of course, we should see what Speed-Y thinks first."

written by Kristos on Jan 18, 2012 19:11

I continue on route to the cafeteria.

written by Mingamango181 on Jan 18, 2012 21:51

I try to leave. Their presence...

It just plain hurts.

written by Gligar on Jan 18, 2012 22:24

Cafeteria, Building 2, Industrial Subsector B

Speed-Y facepalms and moves away a little. Why won't Mango respond?

Oh hey, his PDC is ringing. That's a good excuse... He answers it.

It's Mick-R.

King-R suggests taking Mango to see Nukabot. Surely he'd remember that.

Mango... tries to leave again.

He soon finds that other clones are crowded round. Maybe they want to see him respond too?

John-R frowns, and thinks.

Power room, Building 2, Industrial Subsector B

L4-O replies in the affirmative. Oh wait, he was terminated, wasn't he? Or has he been, yet?

He offers to go find the team now. Or he could wait until PowServ are done, and they could go together.

The YELLOW replies, "We can wait if you'd prefer."

The YELLOW goes back to working with his team. They install the replacement circuit breaker.

The first thing that happens is... that the lights don't come on.

The YELLOW looks confused. "That should be the light circuit..."

Second: *Beep. Beep. Beep.*

The YELLOW gasps...

Cafeteria, Building 2, Industrial Subsector B

Beep. Beep. Beep.

Corridor B2, Gamma Subsector

Kris-R continues along his new route. Another left... and a right... then another left... and there's the BLUE corridor. Only this time, he's on the other side.

written by Jam on Jan 18, 2012 22:55

I look up in alarm...

"Wait, what's that beeping? Where's it coming from?"

I attempt to find the source of the beeping.

"Also, make sure Mango doesn't leave yet, guys..."

written by Speeder on Jan 18, 2012 22:56

As I hear the sound, I try to remember if the BLUE is denser than air or not...

In case it is not denser (and thus will rise), I start to scream.

"EVERYBODY TO THE GROUND, AND DO NOT BREATHE BLUE GAS!!!"

I do not even bother to turn off the PDC, I turn to Jam.

"Handle the situation here, I do not want a panic killing everyone trampled."

I pocket the PDC, finish the B3 (of course), and run taking out the YELLOW gun...

I run toward those stairs I saw on the same corridor as the cafeteria, looking for the Power Services team.

written by Kristos on Jan 18, 2012 23:16

"See? Wasn't that easy and non-treasonous?"

I smile as we step into the cafeteria (or step closer).

written by Lightning4 on Jan 18, 2012 23:33

"Um. Is that a good beeping or a bad beeping? Or a very bad beeping that is about to kill us all if we don't sprint out of here ASAP?"

I get ready to run at a moments notice. If the PowServ team shows indication of running too, I gun it out the door and in the direction of the exit.

written by Granpire viking man on Jan 18, 2012 23:37

I run frantically after Speed-Y, opting not to pull out my pistols, since the sounds are only beeps, and I can run faster without them.

"Where are you headed?" I yell to Speed-Y.

"Darn, I forgot to wash my hands!" I mutter. "I need to remember to stop by Nukabot so I can get some cleaning fluid."

written by Gligar on Jan 19, 2012 02:51

Cafeteria, Building 2, Industrial Subsector B

Jam-Y looks up, and tries to find the source of the beeping.

Other clones notice the beeping, and start looking around in alarm...

But Jam-Y spots it first. It's coming from a box, of the same sort as the one in the foyer...

He asks someone to make sure that Mango does not leave yet.

Speed-Y has not noticed the box, but has been reminded of the box in the foyer. He yells for everyone to get down while he tries to remember if the gas is heavier than air or not. He... isn't really sure, but he thinks that it is not.

He tells Jam-Y to handle the situation here, and runs out, shoving his PDC into his pocket and grabbing his "revolver". And telling Jam-Y to look after his food. (OOC: forgot about that...)

Corridor 3, Building 2, Industrial Subsector B

Speed-Y dashes for the stairs, looking for the PowServ team.

He becomes aware that he can hear beeping from here as well.

He realises that King-R has followed him, and is asking where he is going. But King-R realises that he hasn't washed his hands, and makes a note to get supplies from Nukabot.

Speed-Y realises that he did not hang up his PDC. Mick-R will most likely have heard what is happening here.

Power room, Building 2, Industrial Subsector B

L4-O wonders about the beeping. Is it good, bad, or get-out-of-here-NOW-bad?

He watches the PowServ team...

...who are looking nervously for the source of the beeping.

The find it: another box. The same type.

They may not have had a good look at the one in the foyer, but that doesn't mean that they can't scam.

L4-O follows them.

Corridor 2, Building 2, Industrial Subsector B

They make it as far as the corridor before one of them realises that there is also a box here, as well.

It too is beeping.

But not for long. The beeping becomes constant, and the box emits its toxic payload.

As do other boxes, around the subsector.

Around Industrial Subsector B

Now suddenly unable to feel anything, clones fall to the floor where they stand. Some fall down stairs, breaking bones. Others end up taking a plunge down several levels of testing chambers, and suffering fatal injuries. A few just... stop breathing.

The team can see some of it. Even those who took precautions were taken unawares by how sudden it all was. Let's just hope that some clones escaped the horror of biotoxin.

Corridor B2, Gamma Subsector

Kris-R states how easy that was. No lift needed. For the cafeteria is right there!

He steps inside.

Cafeteria, B Level, Gamma Subsector

It's a pretty nice cafeteria, as well. Each table is within viewing distance of a vidscreen mounted on one wall, which is currently displaying a news bulletin about something or other. Already, the place is about half full. There is a small queue shared between the two serving windows, which seems to be going by quite quickly. Clones seem to get their food in as little as a few minutecycles.

written by Mingamango181 on Jan 19, 2012 03:03

I notice that something is quite wrong.

Quite.

I make for the nearest place with air, ignoring all requests to stay still.

written by Malkom on Jan 19, 2012 03:24

I speak into my PDC. "Say, sounds like you have a technological disturbance here. What's going on? And what am I supposed to do? I thought I had something to do, but I can't remember what it was..."

Just then, someone yells into my ear to get down. I fling myself down, reflexively.

>dodge

I yell into my PDC. "HEY! WHAT IN THE NAME OF THE MOST COMPLEX PROGRAM CONTAINED IN THE COMPUTER IS GOING ON?!?!?!?!?!?!?!?!?!?!"

written by Speeder on Jan 19, 2012 03:41

As Mick yells into the PDC, I am diving for the ground to dodge the blue gas as I can, hoping that King will follow suit (although he is already gassed anyway).

I hope the breathing mask against pollution also helps against the gas.

I take the PDC and say.

"Industrial Subsector B under attack by a BLUE chemical, please find a BLUE clone, and tell him that, he will know what to do."

I turn the call off, and attempt to call a certain person I've met before, person that probably has nothing to do with this, but might still want to help.

written by Malkom on Jan 19, 2012 04:17

I look in consternation at my PDC, shake it, then clip it to my belt before stepping into the elevator (might as well start here...) and saying, "Take me to the nearest BLUE clone, would you?"

While waiting, I lean against the elevator walls and hum a tune.

written by Granpire viking man on Jan 19, 2012 04:24

Seeing as I'm already affected by the gas, I don't bother dropping to the ground. Instead, I look around the corridor for a BLUE clone, preferably one that is still living. If I don't spot one, I run into the cafeteria.

"I only hope this BLUE will actually know what to do... How does Speed-Y even know this, anyway?" I mutter as my eyes scan the room for a BLUE.

written by Kristos on Jan 19, 2012 04:27

I go to the back of the queue.

written by Lightning4 on Jan 19, 2012 06:15

Assuming I'm still conscious (and alive), I try my best to hold my breath and get to the sector exit. I spend the whole time hoping the garage also did not contain one of those boxes, or that I at least get to the room with the already-discharged box.

written by 4616599 on Jan 19, 2012 08:57

Thanking the docbot, I grab a mask and head for the showers.

written by Jam on Jan 19, 2012 13:31

"Augh!"

I panic, and try to cover any exposed skin...

I also start yelling...

"STAY CALM! THE GAS WILL NOT KILL YOU immediately! DO NOT PANIC!"

written by Cryoburner on Jan 19, 2012 16:05

"Wow! A cafeteria!"

I make my way over to the queue, and begin looking around to see if there are any lifts here. I then look back toward the cafeteria's entrance, to see whether the lift has followed us.

written by Azirphaeli on Jan 19, 2012 18:30

Despite the shouts to stay calm I highly doubt too many clones are not diving for cover. I know I am.

written by Gligar on Jan 19, 2012 20:07

Cafeteria, Building 2, Industrial Subsector B

Mango once again decides to try to leave. He quickly discovers how difficult it is to do so without being able to feel his legs. To his credit, though, he does manage to stumble his way to the door before falling to the ground.

Mick-R's lift, Iota Subsector

Still on the PDC, Mick-R notes that they might have a probe - **GET DOWN!**

He does.

But there is nothing obvious here to harm him.

He yells down the PDC for an explanation.

Corridor 3, Building 2, Industrial Subsector B

Even as he's being yelled at by some insubordinate RED Troubleshooter, Speed-Y is diving to the ground in an attempt to avoid as much gas as he can. He hopes that

King-R will do the same. He puts on his mask again, hoping that it will protect him from more than just smoke.

He orders Mick-R to find a BLUE clone and report that the subsector is under attack by some sort of BLUE toxin. Hopefully, the BLUE will know what to do.

Then he hangs up, and tries to place another call...

Meanwhile, King-R decides not to hit the deck. Instead, he starts looking for a BLUE clone as well. First, the corridor. Nope, no BLUE clones are evident. He heads back into the cafeteria.

Mick-R's lift, Iota Subsector

Mick-R shakes his PDC in frustration before putting it away. He then steps into the lift and instructs it to take him to the nearest BLUE clone.

"I will try my best, citizen," the lift tells him, and begins to descend.

While he waits, Mick-R hums a tune.

Cafeteria, Building 2, Industrial Subsector B

While narrowly avoiding tripping over Mango, King-R starts looking for a BLUE in the cafeteria. But there doesn't appear to be one present. But how does Speed-Y know that a BLUE will know what to do?

While trying to cover what exposed skin he has, Jam-Y yells for everyone not to panic, since the gas is not ^{immediately} fatal. Despite that, though, several clones do try to take cover from the gas. Clones such as Azir-R, for instance.

Cafeteria, B Level, Gamma Subsector

Kris-R, Cryo-R and Jeremy-Y join the queue for food. Of course, Cryo-R has to look around to ascertain whether a lift is present. There isn't one. Why would there be?

He also looks back at the door as if expecting the lift from before to have somehow torn itself from its lift shaft and followed them. Needless to say, it has not. I doubt that lifts eat lunch, anyway.

Corridor 2, Building 2, Industrial Subsector B

L4-O tries to hold his breath, and picks his way through the fallen PowServ clones, trying to get to an exit.

Foyer, Building 2, Industrial Subsector B

Or at least, somewhere less toxin-y.

Unfortunately, it seems that the foyer's box still had enough toxin to create a cloud almost the size of the room. He keeps running.

Cloning chamber, F Level, Iota Subsector

Thanking, the docbot, Joris-R looks around for a mask. There doesn't seem to be one.

Chemical shower chamber, F Level, Iota Subsector

When he gets to the shower, the reason becomes clear. Instead of the self-contained cubicles used in the rest of the sector, this shower uses a conveyor belt to move a clone beneath several showerheads, some of which are water, the others are the chemical solution. At the far end is a set of drying fans. Brushes are available to allow clones to scrub themselves.

written by Lightning4 on Jan 19, 2012 20:26

I push forward to the best of my ability, until I can go no more.

So close to the exit... can I make it?

written by Malkom on Jan 19, 2012 22:08

I decide to try and call up some cool music on my PDC.

If successful, I snap my fingers along with the beat...

written by Mingamango181 on Jan 19, 2012 22:34

Feeling quite numb in the legs, I see if I can position myself upright and try to avoid breathing as much of whatever it is. I also look for any air pockets that haven't been filled with the gas yet, and take refuge there if possible.

written by Jam on Jan 20, 2012 01:32

I try to figure out how the gas is affecting me...

"Okay, does anyone have anything that could be used to cover that gas dispenser?"

I also make sure my mask is securely over my face...

written by Gligar on Jan 20, 2012 01:55

Foyer, Building 2, Industrial Subsector B

L4-O keeps trying. He simply must get to the exit. He gets within reaching distance, when his lungs start complaining at him. They need air! Reflexively, he takes a deep breath, and inhales a big gulp of BLUE toxin. His legs fail him, and he falls to the ground.

Mick-R's Lift, Iota Subsector

To pass the time, Mick-R has a look at music on his PDC. Let's see... what's available. Ah, that one looks good, and it's only 0.1 credits! He plays it.

Of course, it's not that easy. He first has to listen to the ad. It's something about Transition rentals on A Level.

Cafeteria, Building 2, Industrial Subsector B

Mango manages to pull himself into a sitting position, and tries not to breathe much. It's kind of difficult. Looking around, he notices that the place is pretty saturated with gas now.

Jam-Y thinks about the gas. It seems to be killing his sense of touch, and it's kind of difficult to move his head much. Is he wearing his mask? It seems not... he'd better correct that... ah, there he goes.

He asks if someone has something that could be placed over the box. An INFRARED produces a small towel. She seems to want to speak but can't manage to do so... indeed, it seems she's also having problems with movement...

written by Lightning4 on Jan 20, 2012 04:42

I try to keep struggling. I attempt to crawl out of the door and into hopeful safety. Or at least try to get close to Nukabot.

"Help..."

written by Mingamango181 on Jan 20, 2012 10:43

I try to conserve my breath. But I don't feel that I'm going to be getting any air any time soon.

Panicpanicpanicpanicpanicpanicpanicpanic

written by Azirphaeli on Jan 20, 2012 13:15

If I am not covering my face with the cloth, I certainly am now.

written by Speeder on Jan 20, 2012 14:09

I wonder if my call is working and if the mask is working too (and if the gas looks denser, or lighter, than the air).

written by Jam on Jan 20, 2012 15:13

"Okay, it's getting hard to move..." I say to myself.

I feel a bit nervous, but try to look calm, like I know what I'm doing. I point to the side of the room that doesn't have the box.

"Everyclone move to that side of the room, as far away from the box as possible! Breathe through the inside of your jumpsuit! And close the door to the cafeteria!"

I look around at all the clones, and try to see if they are listening to me... I also look for any registered mutant bands...

"Okay, if there are any Uncanny Luck mutants here, now would be the time to start using your powers! If there are any Cryokinesis mutants here, focus your powers on that box... I don't care if you're registered or not, I'm sure Friend Computer will forgive you if you save a room full of clones from whatever this stuff is!"

I take out my list of known mutations, and read through it...

written by Gligar on Jan 20, 2012 16:39

Foyer, Building 2, Industrial Subsector B

L4-O still keeps going. Now limited to crawling, he continues... towards the door...

And reaches it!

He pushes with all his remaining strength, and manages to open the door and get out.

Outside Building 2, Industrial Subsector B

Once through the door, however, L4-O's strength fades, and he passes out.

Cafeteria, Building 2, Industrial Subsector B

Mango keeps trying to not breathe the gas, but he really needs to breathe... and it's beginning to show...

Speaking of clones with problems, it looks like Lucas-R is also showing signs of distress. But he realises that he can cover his mouth, and does so.

Azir-R also realises that his mouth is not covered, and uses his cloth to do so.

Jam-Y tries to remain calm. He starts giving orders: everyone should move to the other side of the room, the door should be closed, and mutants should step forward to help out... he's looking for Uncanny Luck and Cryokinesis, in particular... and he doesn't care if they're registered or not.

One clone does step forward, a RED registered mutant. "I have Uncanny Luck, sir. I don't know if I can control it, though..." As clones continue to move, he heads over to the box.

A couple more clones look uncertain, as if they're pondering a big decision...

A few more just lie there, not moving.

As his orders are carried out, Jam-Y pulls out that list of mutations, and browses through it.

Corridor 3, Building 2, Industrial Subsector B

Speed-Y realises that his call isn't getting through...

He also realises that he's still able to move, even through the numbness. The mask must be working.

Cafeteria, B Level, Gamma Subsector

The queue moves. It is now Kris-R's turn to order food.

Mick-R's lift, Iota Subsector

The ad finishes playing, giving way to Mick-R's music selection.

Just as the lift stops and opens its doors.

written by Malkom on Jan 20, 2012 17:15

"Devious! Unhappy lift."

I allow the music to play while strolling through the doors and towards any available BLUE clones. "Hey there! I'm not sure why, but there's some kind of emergency involving something that needs a BLUE clone. Some leader guy told me! You can call him." I recite the guy's number in time to the music.

written by Lightning4 on Jan 20, 2012 17:32

I spend this time to reflect on the inside of my eyelids.

Or I would, anyway.

Instead, I just lie there, undoubtedly getting covered in soot.

written by Kristos on Jan 20, 2012 18:59

I look to see what food is available.

written by Jam on Jan 20, 2012 19:57

I look at the RED mutant.

“Excellent! Let’s hope you can control your powers! Good luck!”

Then I look at my list again, and begin to name any mutations that seem like they would be even a bit useful...

“Object Phasing, Radioactivity, uh... Toxic Metabolism, Pharmaceutical Metabolism, Deep Thought, Detect Mutant Power, uh... Mechanical Intuition, Biological Intuition, Chemical Intuition, Mind Sense, Push Mutant Powers, Telekinesis, Teleport Object...”

I look up.

“If you have any of these powers, step forward now!”

I look around at the clones in the room, and notice some seem uncertain, as if they are actually mutants but won’t admit it...

“I see some of you are a bit uncertain! If you admit you’re a mutant and end up saving the lives of a room full of clones, I’m sure Friend Computer will reward your bravery, honesty, and loyalty! Probably with credits, possibly with a promotion! Registration isn’t very difficult, either, and once you’re registered Friend Computer will be able to protect you! Isn’t that right, John-R?”

written by Azirphaeli on Jan 20, 2012 20:11

I try to move away from the source of the gas, as the other clones are.

written by Mingamango181 on Jan 20, 2012 21:48

I stop moving.

I still try to get some air though.

written by Gligar on Jan 20, 2012 22:45

Outside Building 2, Industrial Subsector B

L4-O remains unconscious. But at least he’s out of the toxins. Right?

Cafeteria, Building 2, Industrial Subsector B

Jam-Y wishes the RED luck in controlling his powers, before looking at his list again. He extracts from it a shorter list of mutations which might possibly be of use, which he reads out and asks for. Noticing the hesitation of certain clones, he assures them that if they act now and admit that they’re mutants, he’s sure that Our Mutual Friend will reward them. He adds that registration is easy and comes with its own benefits. He asks John-R to back him up. “That’s right, Sir... but... looking at some of these clones’ expressions, you’ve probably confused them with that list. They might not even know the proper names for their mutations. If they are mutants, that is.”

Azir-R tries to comply with Jam-Y’s order to move away, and manages to do so. He does have to avoid another falling clone, though, who either ran out of air or got affected a little too much by the gas.

Mango is torn between not moving and trying to find some non-toxic air...

But he can’t take it any more. He takes a breath...

Two clones, both INFRARED, seem to have made a decision. One admits to having Toxic Metabolism, and a second says that she is able to move things with her mind, though she doesn’t know what it’s called. A third looks at them angrily and opens his mouth to speak, but ends up taking another lungful of gas and keeling over.

A Level, Iota Subsector

Still listening to his music, Mick-R begins wandering, looking for a BLUE clone. He soon finds one – apparently a CPU official of some kind – and tells him that there is some sort of emergency involving something BLUE. Mick-R doesn’t know the details, but says that “some leader guy” does. “You’ll need to tell me more. Where is this supposed emergency? Who is this leader guy of yours? And why hasn’t this been reported through official channels?” He sighs. “Alright... lets see what this is all about.” He pulls out his PDC, and makes a call.

Corridor 3, Building 2, Industrial Subsector B

Speed-Y is continuing to try to make his call, when his PDC suddenly rings.

Cafeteria, B Level, Gamma Subsector

Kris looks at the menu. It looks like todaycycle’s choices are Soylent RED or Hot Fun, with either B3 Extra Classic or TeaSir.

written by Lightning4 on Jan 21, 2012 00:11

I continue lying there until I either come around, or someone rescues me, or something else happens entirely.

written by Kristos on Jan 21, 2012 00:42

I order Soylent RED with TeaSir and, after receiving my meal, find a seat.

written by Gligar on Jan 21, 2012 01:37

Outside Building 2, Industrial Subsector B

L4-O continues to not do much for a moment, before coming round.

He’s still numb, and it’s difficult to move, but he at least has some energy.

Cafeteria, B Level, Gamma Subsector

Kris-R orders some Soylent RED and some TeaSir for 10 credits and goes to sit at an empty table nearby.

Cryo-R is up next.

written by Malkom on Jan 21, 2012 02:04

“Thanks! I’ll make sure to mention it to our friend, the Leader Guy. Perhaps he will reward you as well as rewarding me!”

I stroll amiably off, keeping time with the music, and look around for someone to buy one of those classy laser pistols off of...

written by Jam on Jan 21, 2012 02:08

I look at John-R.

“Good point... Okay, can anyone else here absorb toxins, move things with their minds, freeze things in ice, emit radiation, or somehow know how a machine or a drug or toxin works just by looking at it? What about making things be not-solid, or boosting other mutants powers, or teleporting things, or speaking to other clones with your mind?”

I also look towards the Toxic Metabolism INFRARED.

“Do you think you could absorb some of the toxin in the air? Or, even better, see if you can suck the toxin out of some of the unconscious clones here! Maybe we can still save them...”

I continue thinking about what to do...

written by Mingamango181 on Jan 21, 2012 02:20

I cough and hack, possibly to get some toxin out of me.

written by Lightning4 on Jan 21, 2012 03:11

I start trying to reflexively purge my lungs of the toxin, even though it's probably replacing it with the sooty air.

At least that's preferable to the toxin.

If I manage to stabilize, I try to sit up and check where I manage to get to, and see what's going on around me.

written by Azirphaeli on Jan 21, 2012 04:22

“Phew, sorry chief” I apologize to the fallen clone as I climb over him.

written by Granpire viking man on Jan 21, 2012 07:02

Dismissing the notion of finding a BLUE clone, I head back to the group.

“Does anyone know where the gas all came from? It couldn't have all come from that box that got me, could it?”

“Because I do seem to be still standing, and not having any difficulty breathing. If there's something I can do, please tell me. Maybe blasting that flashing box?” I add, tapping my laser pistols.

written by 4616599 on Jan 21, 2012 07:07

I continue scrubbing myself.

“Wow, this makes showers Fun!” I tell the docbot.

written by Gligar on Jan 21, 2012 17:42

Corridors, A Level, Iota Subsector

Mick-R thanks the BLUE and starts to leave. “Hold it, citizen! I haven't finished with you yet!”

But Mick-R ignores him, and goes looking for a place to purchase a laser pistol.

There doesn't appear to be a vendor, but... doesn't PLC have a delivery service?

Cafeteria, Building 2, Industrial Subsector B

Jam-Y decides that John-R might be right, and rephrases his list. This gets a response from a couple more clones - one claims to have what sounds like Cryokinesis, and the other seems to have Mechanical Intuition. As they step forward, a couple more pass out through lack of air.

Before they can do anything, though, John-R interrupts. “Hang on, hang on, can we have some more light on those clones? This gas seems to be doing something odd to the helmet lights.”

Jam-Y looks towards the Toxic Metabolism mutant. (“No, not *that* one!” John-R admonishes.) He tells him to try to remove some of the toxins from the air... or perhaps from some of the affected (and now not moving as much) clones. He agrees to try, and seems to concentrate while taking deep breaths.

Jam-Y continues thinking.

Mango starts coughing heavily, trying to get some of the toxin out of him. But there's just more toxin around him...

Azir-R apologises to the fallen clone and keeps moving. It's getting difficult to breathe, though.

King-R approaches from the door and asks where all the gas came from. Surely not from the box in the foyer?

He points out that he is still standing, and apart from being numb, is otherwise okay. He asks if there is something he can do, say, shooting at the box in here? He does have two laser pistols, after all.

Outside Building 2, Industrial Subsector B

L4-O also tries to cough up some of the toxin. In his case, though, it gets replaced by the omnipresent smoke which, while unpleasant, is still preferable to BLUE toxin.

He manages to sit up, and realises that he is outside the building. From somewhere off in the distance, he can hear other clones coughing, as if they have also been caught up in BLUE toxi. Surely those boxes can't be in the rest of the Industrial Subsectors?

Chemical shower chamber, F level, Iota Subsector

Joris-R has been scrubbing himself during his shower cycle. He announces that scrubbing makes showering fun, but there is no-one there to hear him. It seems that the docbot did not follow him.

Soon, though, the drying cycle begins.

written by Lightning4 on Jan 21, 2012 19:13

I cough and hack some more, and attempt to get back on my feet if I can.

written by Cryoburner on Jan 21, 2012 20:09

“Wow! Lunch!”

I look over today's menu, taking special note of what material it is made of, and whether it is attached to anything.

"I will have the Hot Fun and a B3 Extra Classic. And perhaps some TeaSir... and maybe some Soylent Red..."

"Oh, I also have to pick up lunch for a friend! I think he might be stuck in a lift shaft or something. I'm not sure what he likes, so one of everything should be fine."

written by Gligar on Jan 21, 2012 22:20

Outside Building 2, Industrial Subsector B

L4-O continues coughing up what gas he can. Soon, he's able to get to his feet.

Noises from the vicinity of Building 1 attract his attention.

Cafeteria, B Level, Gamma Subsector

Cryo-R notices the menu, and, of course, examines it. It turns out that the menu is "written" on a vidscreen, which is attached to the wall.

He then orders... everything on the menu. Twice.

"I'm sorry, citizen," replies the servingclone, "but regulations prohibit me from supplying more than one mealpack and one drink per clone. The last time someclone was allowed to take more than one, he exploded. That's also why we don't supply WaferThin™ mints any more." He gives Cryo-R a packet of Hot Fun and a B3. "That'll be 10 credits, please."

written by Kristos on Jan 22, 2012 02:38

I greet any clones that might be near me and begin eating my food. Chances are I know some of them.

written by Cryoburner on Jan 22, 2012 02:39

I have a look at the packet of hot fun to see whether it requires any additional preparation.

"Hmm... I suppose that will work. But what about my friend? I think he may be stuck in a lift shaft, and growing hungry. Might it be a good idea to at least bring him a B3 or something?"

written by Gligar on Jan 22, 2012 03:15

Cafeteria, B Level, Gamma Subsector

Kris-R spots a couple of clones from his dormitory, and greets them before starting to eat. They say hi in return.

Cryo-R looks at the packet of Hot Fun. Judging from the steam being given off through the small holes in its packaging, it has already been adequately heated.

He asks about his "friend" in the lift shaft. The servingclone replies that he can't help. "Perhaps he should have thought about that if he was planning to get stuck in a lift shaft. Now, can you pay up and move along? You're holding up the YELLOW citizen."

written by Jam on Jan 22, 2012 03:27

I look towards the Cryokinesis clone.

"See if you can freeze the parts of the box that are releasing the gas!"

Then I look towards the Mechanical Intuition clone.

"Once we get the gas dispenser shut off, I want you to go and see if you can figure out how it works..."

After that, I walk over John-R.

"What are you seeing?"

I look at the helmet lights.

written by Lightning4 on Jan 22, 2012 03:41

"Hm?"

I start moving slowly towards Building 1. I gain some speed if I am able, otherwise, I keep to a slow pace.

written by Granpire viking man on Jan 22, 2012 08:03

I fire one shot at said box.

written by Mingamango181 on Jan 22, 2012 10:58

I try to stay awake as best I can, but know that I won't be able to much longer.

written by 4616599 on Jan 22, 2012 17:12

After the drying cycle finishes, I exit and start filling up forms.

written by Gligar on Jan 22, 2012 17:20

Cafeteria, Building 2, Industrial Subsector B

Jam-Y tells the Cryokinesis mutant to try to freeze parts of the box related to releasing gas. To the Mechanical Intuition clone, he adds that he wants to find out how these boxes work.

"Please remain calm, citizens," our mutual friend intones. **"Everything is under control."**

While they're trying to do that, Jam-Y goes over to John-R and asks what he's seeing. "Well, part of the problem is that there's not enough light. None of the team are looking at these mutants, so I can't get them on camera. Normally, I'd only need one of the lights, but with this gas, I need two or more just to get a good picture. I need everyone to work with me here."

Jam-Y looks at the lights. They seem plenty bright enough to him, but then again, he's no Cryo-R. He doesn't know about Adequate(tm) lighting, does he?

Mango concentrates on not passing out. King-R doesn't make it any easier when he decides to shoot the box anyway.

He shoots once. But that's enough to cause the box to explode in a shower of sparks, burnt electronics, and yet more gas.

A muddy brown gas, this time.

Nearby clones - including three of the mutants - are hit by a full dose, and fall to the floor, their skins turning an interesting shade of BLUE-GREEN.

Other clones feel a... burning...

Outside Building 2, Industrial Subsector B

L4-O is intrigued by the sounds, and goes to investigate. Rather slowly.

It seems that some clones have pulled up in a vehiclebot, and are approaching Building 1. They seem to be wearing gas masks, and are armed with laser rifles.

Other vehiclebots seem to be approaching, as if they're heading towards other buildings.

Clone processing, F level, Iota Subsector

Joris-R enters from the chemical showers. He notices the clone at the desk, still trying to frantically restack forms after Mick-R disrupted his filing system.

The clone notices Joris-R approaching. "Can you get yourself dressed first? I need time here. Some clones just don't realise how important all this stuff is."

Corridor 3, Building 2, Industrial Subsector B

Speed-Y's PDC is still ringing.

But Speed-Y seems to be too busy to answer it. There's an older INFRARED trying to attract his attention, gesticulating wildly towards the power room. Speed-Y seems to be having trouble fighting him off.

written by Jam on Jan 22, 2012 17:50

I look at the exploded box in horror...

"KING-R! WHAT DID YOU JUST DO?!"

I back away from the exploded box, and try to see who the affected mutants are.

"HOW ARE WE SUPPOSED TO STOP THE GAS IF YOU BLOW THE BOX UP!?"

I check if anything is on fire, since I feel a burning feeling...

written by Lightning4 on Jan 22, 2012 18:37

I decide it would be in my best interest to wait outside of Building 2 for the clones to attack.

I idly wonder if they're Armed Forces, and any squads I know of.

I make my way back to just outside the door of Building 2. I continue coughing a bit more while there, if there's anything left to cough up.

I also check my status to see if the toxin has affected me in any serious way.

written by Gligar on Jan 22, 2012 21:59

Cafeteria, Building 2, Industrial Subsector B

Jam-Y takes a moment to take in the horror of it all, before yelling at King-R. How are they supposed to stop the gas if he goes around blowing up the box?

Also, is he on fire? No, but... it burns...

Also, what about those mutants? The registered Toxic Metabolism clone seems to have fared the worst... half his face has melted off. The other two - the Cryokinesis and the Mechanical Intuition - have less of their faces melted off. But none of the three seem to be doing much of anything... including breathing.

And to think that this was caused in part by a squeamish Hygiene Officer.

Outside Building 2, Industrial Subsector B

L4-O decides to wait and see if these clones will attack. He tries to see if they're Armed Forces... but no. They don't seem to be acting right. Surely there'd be a clone doing a lot of shouting, with the rest packing lots of weapons? But no. Apart from the aforementioned laser rifles, there are no weapons in evidence.

At least none that L4-O can recognise.

The clones enter Building 1.

The other two vehiclebots continue to approach. One is almost at Building 2. It seems to be headed for the garage.

While watching this, L4-O does a quick damage assessment regarding the gas, and how it has affected him. Hmmmm... it seems to be harder to breathe than when he was out here before. His limbs feel stiff. And there's the aforementioned numbness.

written by Lightning4 on Jan 22, 2012 22:28

I think for a moment, and get an idea!

I try to hide out of sight and pull out my PDC.

I attempt to contact Nukabot and notify it of the clones about to come in, and to keep an eye on their behavior to try to determine their organization and if they're hostile.

written by Mingamango181 on Jan 22, 2012 23:51

I attempt to get out.

There has to be something I can do...

written by Azirphaeli on Jan 22, 2012 23:59

With this new funtstic gas, I double time it.. or try to at any rate

written by Gligar on Jan 23, 2012 02:14

Outside Building 2, Industrial Subsector B

L4-O watches the approaching vehiclebots... Aha! He ducks into a convenient cranny formed by a couple of the building's supports, pulls out his PDC, and sends a message...

He glances out. The vehiclebot arrives, and, as advertised, enters the garage, out of sight from L4-O.

Cafeteria, Building 2, Industrial Subsector B

Mango manages to get out of the cafeteria, finding himself in the corridor beyond.

Meanwhile Azir-R is still trying to reach a part of the room that is nowhere near the exploded box. That ends up being

near to Jam-Y. But it's not far enough away to negate the burning that continues to eat away at the remaining clones (two more of whom have already succumbed.)

Corridor 3, Building 2, Industrial Subsector B

Mango takes in the scene: BLUE smoke, with Speed-Y trying to avoid it, except that his PDC is going off and he's being harassed by an INFRARED.

And passes out...

written by Cryoburner on Jan 23, 2012 01:57

I pay up and move along, finding a seat near Kris-R if possible. I then open my Hot Fun and examine it, noting the levels to which it is hot and/or fun.

written by Kristos on Jan 23, 2012 06:06

I introduce Cryo-R and the other clones to each other.

"This is Cryo-R. He's new to our dormitory. He seems to specialize in... inspecting things."

I then perhaps tell Cryo-R a bit about the two clones from our dormitory.

written by Lightning4 on Jan 23, 2012 08:48

I worriedly stare at my PDC, waiting for a reply. I peek out occasionally to check if anyone is coming in my direction.

written by Mingamango181 on Jan 23, 2012 10:58

Consciousness is lost.

written by Azirphaeli on Jan 23, 2012 15:15

If I have anymore pain meds, I pop one to help ease the burning and the misery as I crawl to perceived safety.

written by Gligar on Jan 23, 2012 16:51

Outside Building 2, Industrial Subsector B

L4-O watches his PDC...

Finally, it vibrates at him. It's a message from Nukabot:

The newcomers you mentioned have arrived. They appear to be trying to reactivate the scrubot.

Cancel that. They are breaking out gas grenades. One is saying that their Plan, whatever that might be, will have to proceed without some component. Apparently, someclone failed to secretly install a component on the power distribution board. Said clone will be punished, it seems.

written by Kristos on Jan 20, 2012 19:21

I figured this is worth a remention:

Chemical showers

The water level continues to rise, but as it does, a click is heard from the door.

Jam-R seems to be having problems with his eyes. Apparently his ability to distinguish colours has been messed up. I'm sure he'll be okay, eventually.

Jam-R

I open the door and burst out. I stare in confusion at the ULTRAVIOLET clone that is standing outside the door. I bow.

"Thank you, O mighty High Programmer! I knew Friend Computer, in it's wisdom, would send someone to save me! Though I didn't expect it would send an ULTRAVIOLET citizen! I'm honored to be in your presence!"

Another clone is asking about a cloningbot which arrived just after you left the garage. She is being told to ignore it.

Oh... more details about the Plan... it partly involves "mopping up the survivors", whatever that means, to give them targets for the grenades.

The other vehiclebot continues past without incident.

Cafeteria, B Level, Gamma Subsector

Cryo-R finally decides that he has sufficiently examined everything over by the serving window, pays up, and sits near Kris-R, where he proceeds to further examine the Hot Fun. It has already been established that it is hot, so he opens it to see how fun it is. Of course,, the best way to do that is to eat it, so he proceeds to start performing that action. It seems to meet the accepted levels of Fun.

While he's doing that, Kris-R takes care of a few introductions: he points out Cryo-R to his dorm mates, Steve-R and Tom-R, and explains to Cryo-R that both work in PLC. Steve-R's injury record seems to be notably high, but he continues doing his job to an acceptable fashion.

Over at the service window, it's Jeremy-Y's turn.

Cafeteria, Building 2, Industrial Subsector B

Azir-R pulls out a painkiller and consumes it. Her hopes that it will help against... whatever this burning is. That done, he crawls towards the door, and opens it to get out of the room.

written by Lightning4 on Jan 23, 2012 19:17

I immediately relay messages to both Jam-Y and Speed-Y detailing this:

There are clones entering the buildings. They are saying something about 'mopping up the survivors' through the use of some kind of gas grenade. They may be hostile, and they also were discussing something about a secret component on the power distribution board not getting installed. Either way, take this information as you will.

written by Azirphaeli on Jan 23, 2012 21:40

Now that I am outside I assess the situation here, looking for dangerous clones, potential problems, and a place to rest and recover.

I look at the face of the High Programmer, and see Mango's face, but somehow fail to recognize him.

"You seem familiar somehow... If I may ask, sir, have we met before?"

I notice a YELLOW clone typing at the terminal. I gasp as I realize that it's Kristos.

"Oh, Kristos-Y, sir! Congratulations on the promotion!"

written by Jam on Jan 23, 2012 22:11

I continue to feel the burning, and decide it's not safe here anymore...

"Okay guys, it's not safe here! Let's try to get outside the building!"

I walk towards the door to the cafeteria...

written by Gligar on Jan 23, 2012 22:24

Outside Building 2, Industrial Subsector B

L4-O sends a PDC message to both Speed-Y and Jam-Y.

Cafeteria, Building 2, Industrial Subsector B

Jam-Y gives the order to get out of the cafeteria, and leads the way himself.

Corridor 3, Building 2, Industrial Subsector B

He arrives outside to find Azir-R crawling around, looking for trouble. He seems to have forgotten to get his wheelchair. Also present are Speed-Y, who is trying to avoid the gas while being harassed by both an INFRARED and his ringing PDC. The INFRARED seems to be gesticulating in the direction of the power room, though his movements seem to be rather stiff.

Also in the corridor, slumped against the wall, is an unconscious Mango.

Jam-Y's PDC suddenly vibrates at him.

And if that weren't enough, a faint vibration, as of clones headed this way, can be felt through the floor.

written by Jam on Jan 23, 2012 23:28

"Hmm?"

I check my PDC and read L4-O's message...

"Oh, this is bad... This is very bad... Clones are coming to terminate us with gas grenades!"

I notice an INFRARED seems to be trying to convey something important to Speed-Y...

"What are you trying to say, citizen?"

written by Lightning4 on Jan 23, 2012 23:38

I wait for a little bit, look around to make sure it's safe again, then if it's safe, continue with one last PDC message back to Nukabot:

I look back at Lucas, and gasp in surprise when I notice that he's wearing a BLUE jumpsuit. (ooc: he's wearing a jumpsuit, right?)

"What? Why is everyone getting big promotions all of the sudden?"

I scream in horror as I look down at my own jumpsuit and notice it's INFRARED!

"What happened? You would think that I would remember being demoted..."

I panic as I realize that I'm kneeling on a ORANGE floor, and standing in front of a ULTRAVIOLET citizen.

"Sir! I'm sorry, sir! I didn't realize that the floor was ORANGE, sir!"

I (again) scream in horror as I notice a BLUE laser pistol in my pocket. I immediately take it and drop it on the floor. I take out another laser pistol, and sigh in relief as I notice it's INFRARED. Then I realize that there's no such thing as an INFRARED laser pistol! I

Thanks for the information. You should probably get yourself out of the garage and park somewhere nearby that's hidden, as soon as it's safe to get out. We don't need you getting taken off by whoever these clones are.

written by Cryoburner on Jan 24, 2012 00:24

I respond to the other clones at the table...

"Oh, hello there! I just got back from a busy week of inspecting ring-for-service bells, among other things. It was something of a vacation awarded to me by the computer for being great."

I continue munching on my Hot Fun as I examine my container of B3 in greater detail.

written by Gligar on Jan 24, 2012 01:36

Corridor 3, Building 2, Industrial Subsector B

Jam-Y reads L4-O's message, and tells everyone that clones are coming...

He then notices the INFRARED, and asks what's wrong. "Sir... *cough* there's dead clones... in Corridor 1... *cough* outside the power place... but..." The clone doubles over and gives in to a coughing fit.

John-R emerges from the cafeteria, with a couple of the INFRAREDS in tow. All three of them are clearly burned by something, their skin turned almost the colour of... of... pre-soylent?

Speed-Y's PDC continues to ring.

The vibrations become footsteps. Heavy ones. Muffled explosions can be heard.

Outside Building 2, Industrial Subsector B

L4-O tells Nukabot to get somewhere safe as soon as it is safe to do so.

Cafeteria, B Level, Gamma Subsector

Cryo-R greets Steve-R and Tom-R, and claims that he just came back from a "vacation" inspecting bells. Steve-R looks at Cryo-R. "Oh... kay? That's a kind of weird vacation..."

But Cryo-R isn't listening. He's trying to somehow make the can of B3 somehow sprout more detail. Needless to say, it does not. However, he doesn't have much time to contemplate this, as an announcement from Our Mutual Friend interrupts him.

"Attention, Cryo-R-BRN, Kris-R-QJT, and Mick-R-NRK! You have been chosen for a fun mission of utmost importance! Please report to the M[static] Hall,

clutch my head in confusion, and lay on the floor. I conclude that I must be asleep. I wait for this horribly confusing nightmare to end.

[static] Level, Emergency Bun[static]-3 for your briefing, before 13:00. Remember, tardiness is treason. Thank you for your co-operation."

Somewhere on A Level, Iota Subsector

Looks like Mick-R heard it, too. He's been running around, trying to find another vendor, with little success.

written by Cryoburner on Jan 24, 2012 04:07

"Oh wow! Looks like we get to go to the mall level for an emergency bun briefing!"

"Om-nom-nom-nom..."

I dump the remaining Hot Fun in my mouth as I stand, chewing chewingly. I pocket the B3, seeing as I probably don't have time to drink it right now.

written by Lightning4 on Jan 24, 2012 08:27

I get back up and start peeking out of my hiding spot. If there are no more vehiclebots coming, I cautiously start approaching the garage entrance.

written by Jam on Jan 24, 2012 13:34

"There's dead clones everywhere! But what else were you going to say?"

I look in the direction of the footsteps, and take out my laser pistol.

"Speed-Y, your PDC is ringing..."

written by Azirphaeli on Jan 24, 2012 16:13

I cough a lot trying to clear the gas and mad stuff from my lungs. Then I try to get up and balance myself against a wall. As I notice the sounds of footsteps, I ready my pistol.

written by Gligar on Jan 24, 2012 17:18

Cafeteria, B Level, Gamma Subsector

Cryo-R reacts to the mission alert, although, as you might expect, he gets the details wrong, since to him listening isn't the same as examining, and examining is really the only thing he's good at.* He finishes off his Hot Fun and grabs the can of B3 for later consumption.

Kris-R doesn't seem to react.

Steve-R and Tom-R do react, though. "Well, lucky you, you've got a mission!" "We still ahven't been called forward... but!msurethatthatmeansthatourmissionwillbeextrafun!"

Outside Building 2, Industrial Subsector B

L4-O peeks out of his hiding place. It looks clear, so he moves, slowly creeping round the building towards the garage.

On his way, he notices Nukabot, as it moves round the building to someplace behind it.

* You might even say that he's an expert at it...

But not of anything else.

He eventually reaches the garage, to find it empty of clones. And of gas, for that matter.

But not empty of bots. Leeroy the scrubot still sits deactivated in the corner, and the cloningbot mentioned by Nukabot is present. Along with a hygienebot and a couple of others... it's almost like a portable cloning station!

As L4-O watches, the cloningbot fires up...

Cafeteria, Building 2, Industrial Subsector B

Jam-Y tells the INFRARED that there are dead bodies everywhere, and wants to know what else the INFRARED was going to say. The INFRARED doesn't respond, since he's still coughing.

Though not for long. He apparently runs out of breath and collapses.

John-R appears from the cafeteria, with Lucas-R in tow. "Sir... I'm not sure that any of them in there are going to survive... if there are any still alive that is..."

As Azir-R continues coughing, the footsteps get closer.

As Mango regains consciousness, the owners of the footsteps make themselves known:

More cyborgs.

written by 4616599 on Jan 24, 2012 17:31

I look for a jumpsuit and put it on. I also take my ME Card.

I then take another jumpsuit.

"This might come in useful."

Looking for a PDC, I mumble. "Okay, I'll have to contact the rest. I hope Jam-Y is being useful and not traitorous or anything. They're probably just trooping around examining things in any case."

written by Kristos on Jan 24, 2012 18:15

"Oh! Kris-R. That is me! Thanks fellows... this will be fun."

I turn to Cryo-R.

"Do you know a Mick-R?"

I finish drinking the last bit of TeaSir and, if Soylent RED is resealable, pocket it. If I do not have a laser pistol I set about getting one.

written by Lightning4 on Jan 24, 2012 19:32

I continue watching the cloning tank, to see if I can see who it might be from my vantage point.

I ready my blaster.

written by Azirphaeli on Jan 24, 2012 20:19

If I see the cyborgs, my pistol is definitely readied.

written by Gligar on Jan 24, 2012 22:14

Clone Processing, F level, Iota Subsector

Joris-R takes a jumpsuit and wears it. He also grabs a PDC and his ME Card.

He attempts to take a second jumpsuit, but is stopped by the clone, who seems to materialise behind him. "No, citizen! The rules are clear: only one jumpsuit per clone!"

The clone returns to his desk, and the piles of paperwork. "Now... forms... here we go." He hands a pile of forms to Joris-R, and tells him to fill them out.

Cafeteria, B Level, Gamma Subsector

Kris-R realises that his name has been called, and finishes his TeaSir. Getting to his feet, he seals his Soylent RED packet, still with about half of his lunch remaining, and pockets it, asking if Cryo-R knows Mick-R.

Outside the garage, Building 2, Industrial Subsector B

L4-O watches the cloning tank, blaster at the ready. Inside, he can see a clone forming. It doesn't look like anyone he knows.

Corridor 3, Building 2, Industrial Subsector B

As the cyborgs come into view, Azir-R fires!

And manages to miss everything... oh well.

The lead cyborg notices the Troubleshooters and assorted INFRAREDS and throws a grenade.

written by Mingamango181 on Jan 24, 2012 22:24

I blink, and attempt to sit up.

written by Azirphaeli on Jan 24, 2012 22:28

Initiate dodging via pushing myself off the wall and tumbling out of the way of the grenade.

If I survive, while on the ground I aim and fire again.

written by Lightning4 on Jan 24, 2012 22:37

I peek behind me to see if anyone is coming, then into the garage to see if there was anyone around that I didn't notice before.

If there's nobody around I creep in and start approaching the cloningbot. I look for any evidence of who this clone may be... and his affiliation.

written by Jam on Jan 24, 2012 23:51

"Oh vatcrap..." I say as I see a grenade flying our way.

I try to dodge away from the grenade, and fire back with my laser pistol, aiming for any fleshy parts.

written by Gligar on Jan 25, 2012 02:34

Corridor 3, Building 2, Industrial Subsector B

The gas has left him pretty weak and stiff, but Mango manages to sit up and look around. Just in time to see a grenade flying towards him.

Azir-R sees it too, and pushes him out of the way. His laser pistol speaks again, and scores a direct hit on the lead cyborg's left arm, destroying a servo.

Jam-Y sees it too, and pushes him out of the way. His laser pistol speaks, and scores a hit on the same cyborg, hitting the flesh part of the same arm, rendering it useless.

The grenade doesn't go off. Instead, it beeps.

The lead cyborg mutters something under his breath, something about not trusting "them" to get things right.

Garage, Building 2, Industrial Subsector B

L4-O approaches the cloningbot a little closer, crossing over into the garage itself. He can now tell that the clone is female, but, again, it's not anyone he can recognise.

Soon, the cloningbot completes its cycle. "Stand clear, please," it says, in an oddly soothing tone of voice. After a moment, the tank drains and opens, releasing the confused-looking clone into the garage. "Wh - why am I in here? The last thing I remember was... some sort of gas box?"

written by Jam on Jan 25, 2012 03:49

I look worried.

"That's right, L4-O said the cyborgs would be bringing gas grenades..."

I think about how to solve this problem, and end up solving another problem... I grin, and start laughing...

"Friend Computer is so smart! It knew what we were going to be fighting against, and gave us the perfect weapon!"

I take out my taser, walk towards the cyborg, and fire into a fleshy part. I try not to miss...

written by Lightning4 on Jan 25, 2012 08:24

"What's that? A... gas box? If you could identify yourself and clarify..."

I keep a watch out for any incoming clones.

written by Azirphaeli on Jan 25, 2012 15:37

How close am I to this grenade?

Feeling like a real action hero now, if it's close I will grab it and toss it back behind the cyborgs of the cyborgs, then I will try to fire at it as it arcs over them.

If it's fairly far away, out of range of me swiveling/rolling towards in a time effective manner, I'll just roll further away and fire again.

written by Gligar on Jan 25, 2012 17:17

Corridor 3, Building 2, Industrial Subsector B

Jam-Y remembers L4-O's message, and thinks about what to do about the situation. Then he realises that he was assigned the perfect weapon! It's like The Computer knew or something!

Pulling out his taser, he creeps towards one of the cyborgs, and fires! The cyborg's implants start arcing, immobilising him and obviously causing a lot of pain

Azir-R is more concerned about the grenade. It may just be lying there not five metres away, but it's still beeping and could go off any moment. He decides to take action, and pounces on it, grabs it, and throws it back. He also attempts to shoot at it, but for some reason, his laser pistol isn't going off.

The grenade continues to beep, causing yet more mumbling from the cyborgs.

Garage, Building 2, Industrial Subsector B

L4-O asks the clone for more details. She replies that her name is Alice-R-NOL, and that the "gas box" must have been installed in the testing area when the lights went out. She had thought it was suspicious, but had been unable to report it. And then it goes off... and she ends up here. But why *here*, of all places? And is there a shower?

The cloningbot explains: "Myself and my fellow bots were passing through the Industrial Subsectors when some of my servos began to fail. I diverted into the garage so that I could be repaired. However, it turns out that our services were needed. The hygienebot is right there, citizen."

written by Azirphaeli on Jan 25, 2012 17:54

"What..?"

I check my the barrel on my pistol while trying to scoot towards cover (that isn't in a gas choked room).

written by Cryoburner on Jan 25, 2012 18:50

"Mick-R? Wasn't that the clone who did the jingle for MintFresh cleaning fluid that lead to that complex-wide shortage they were talking about? You know, *Why My Fluid is So Minty?* Hmm... MintFresh..."

I glance around the cafeteria for any MintFresh cleaning fluid that might be present.

"We should probably be going though. We wouldn't want to keep the computer waiting. What if there's lunch at the briefing!"

written by Lightning4 on Jan 25, 2012 18:52

"Hm. Then I guess you might not be with our... friends in here. Those gas boxes have been going off all throughout this sector."

I frown.

"Still a bit... suspicious though..."

If I can see the corridors connecting to the garage, I check to see if the gas is starting to or has already dissipated. I then focus my attention back on the clone.

written by Kristos on Jan 25, 2012 19:58

"I did not quite understand what location we are supposed to be approaching... It is an Emergency Bunker 3 for sure. Perhaps your friend (the lift) will be able to help us find it?" I begin walking in the direction of the lift.

written by Speeder on Jan 25, 2012 21:33

I suddenly grab the PDC and answer with the muffled voice because of the mask.

"Wello?"⁷⁰⁹

written by Gligar on Jan 25, 2012 22:34

Corridor 3, Building 2, Industrial Subsector B

Azir-R looks down at his laser pistol and tries to figure out what's wrong with it. Hmm... the barrel seems to have worked its way loose. He tightens it up again while trying to find some decent cover... ah, the stairwell...

Speed-Y finally snaps out of his trance or whatever and answers his PDC.

It turns out that there's a BLUE clone on the line by the name of Smith-B-FDS. He is demanding to know why a RED clone suddenly showed up and told him that the Industrial Subsectors were under attack before vanishing on him.

One of the cyborgs notices the grenade and begins to back off, but it is too late.

The grenade unleashes yet another cloud of gas. But this gas stays low. Hmm.

The new gas curls around the feet of the cyborgs, seemingly looking for... whatever. Cyborg parts? Probably not, given how it's corroding them. The cyborgs ignore it, though, and ready their laser rifles again.

Cafeteria, B Level, Gamma Subsector

Cryo-R seems to think that Mick-R was involved in the making of some MintFresh commercial... something about the jingle causing a complex-wide shortage or something. "Huh? No... you're probably thinking of *Mike-R-NRK*", Steve-R corrects him. "He was in HPD&MC until the MintFresh incident, when he was transferred to... something way deep, I think..."

Kris-R didn't catch the exact location of their briefing. He thinks it's somewhere called Emergency Bunker 3, but doesn't know where that is. Cryo-R ignores him, and looks for some MintFresh cleaning fluid. There doesn't seem to be any on display.

Kris-R suggests that the lift might know where the bunker is, and heads for the cafeteria's door.

Garage, Building 2, Industrial Subsector B

L4-O guesses that perhaps Alice-R isn't with their "friends", and tells her that the gas boxes have been going off everywhere. "What? That... doesn't sound good..."

As if on cue, Friend Computer speaks up again. **"Please remain calm, citizens. Everything is under control."**

⁷⁰⁹ SPEEDER: (ooc: my dad tried to move the router location, and that involved cutting wires and whatnot, and somehow he did some shit and the modem resetted... and the ISP force us to not know anything about the modem, this happened in a municipal holiday, and my internet only got fixed today... I am not too happy about it 😞)

L4-O can't shake his suspicion, though. He glances towards the door to the corridor, and notes that the gas doesn't seem to have dissipated yet. Actually, there's a fresh brown tinge to it.

written by Speeder on Jan 25, 2012 23:14

"Hello! I am Speed-Y the leader of Troubleshooter Team Epsilon. "

I take my breath... or rather, I try, with all the gas and the mask and whatnot... I also give a light punch in the wall to see if my hand is numb or not.

"The Industrial Subsector B is under attack, seemly it was booby trapped to make a BLUE gas spread inside it. I asked Friend Computer for information, but it refused, because the gas is BLUE, I wonder if you can do something, even if is only give us whatever information that we can have on how to handle it... Also I would really like to know if some cyborgs were related to the BLUE gas theft..."

written by Lightning4 on Jan 25, 2012 23:33

"Hmph... well, not going that way, that's for sure."

I shake my head and frown.

"So, do you know anything else about what's going on? What these gas boxes are? Where were you before it went off? Anything at all will be of great help."

written by Jam on Jan 26, 2012 00:23

I check the clearance of their laser rifles, and back away. Too bad I only get one shot with the taser... (or do I?)

Time to get my laser pistol back out... Or, even better, a grenade!

written by Gligar on Jan 26, 2012 03:09

Corridor 3, Building 2, Industrial Subsector B

Over the PDC, Speed-Y starts telling Smith-B the particulars of the attack, and asks for any information that he could give. He also asks whether cyborgs were involved with the toxin theft. "How would I know any of that?" Smith-B replies. "I don't know anything about bioweapons. And if it's BLUE, then I couldn't tell you anyway. You're not cleared for it. And... wait, did you say cyborgs? That means Copore Metal... but I heard that it was Pro Tech... surely they can't - "

The call suddenly dissolves into static.

Jam-Y looks at the cyborgs' laser rifles. He gets ample opportunity to check their clearance, since the cyborgs suddenly start firing! One clips Speed-Y's reflex with an ORANGE beam, which leaves a burn mark and probably some nasty scars. No pain, though, since, as his punch test revealed, he's numb.

A second fires a GREEN beam, seemingly trying to hit Azir-R, but not exactly succeeding.

A third hits the coughing INFRARED in a comical place, causing him to collapse in an equally-comical pose. I wonder if I need censor pixels for that one...

Jam-Y backs away, and fishes in his pockets. It's a pity he doesn't have a grenade. He does have a can of YELLOW B3, though...

Garage, Building 2, Industrial Subsector B

L4-O continues with his questions, asking if Alice-R knows anything else. "Nnnno... I don't know anything about these boxes. Only that they were installed in a lot of places, like in Building 3, where I was when this thing started. Can I at least use the hygienebot now?"

written by Speeder on Jan 26, 2012 03:27

I get annoyed, VERY annoyed, and when I annoyed, I DO WANT to kill.

"Do not interrupt me!"

Remember that weapon already in my non-PDC hand? (that did not fired when I punched the wall it seems...)

I fire it toward the cyborgs

written by Azirphaeli on Jan 26, 2012 03:29

I fire back in a not-so-well disguised effort to teach them how to aim. Since parts are corroding, I'll aim for those weakened bits.

written by Cryoburner on Jan 26, 2012 06:15

"Mike-R? That might have been it. Oh, I really should be going though. I wouldn't want to be late for lunch!"

I wander toward the cafeteria exit, waving goodbye to all my friends...

"Goodbye Steve-R, perhaps one day we will meet again. Goodbye Tom-R, I will never forget all the great times we had together, like that time when we had lunch together, and I ate Hot Fun, and you sat at the table. Goodbye Jeremy-Y, I will always cherish that moment when that jackobot gave me a box with an apple inside, and you were in the room. Goodbye servingclone, you served the best food I ever had in this cafeteria, even if my other friend starved to death in a cold, dark lift shaft because of you."

I make sure to wave to any other clones who look my way, in case I happen to know them from somewhere, before heading out into the corridor, and toward the lift.

written by Lightning4 on Jan 26, 2012 06:42

"Oh. Sorry, that's fine. So... Building 3 too then. This isn't good at all."

I look to see if I can see the vehiclebots the clones were using to get in here. While Alice-R is using the hygienebot, I search those if they're available.

written by 4616599 on Jan 26, 2012 06:48

I start filling up forms.

"Wow! Look at the mess here. I think I know a clone that could supply filing systems." I lightly mumble,

written by Jam on Jan 26, 2012 13:53

"Argh! I though I had a grenade here somewhere... Oh well..."

I aim my laser pistol at the face of the cyborg with the highest clearance weapon, and fire.

written by Gligar on Jan 26, 2012 18:06

Corridor 3, Building 2, Industrial Subsector B

Speed-Y looks at the cyborgs with a far-below-minimum-happiness expression on his face. He does not like to be interrupted. They'll pay for that.

The observant among you may have noticed that he still has a weapon in his other hand. It didn't go off when he punched the wall, probably because it's not malfunctioning.

What, did you seriously think laser pistols malfunction 5% of the time? Are you suggesting that Friend Computer would allow such imperfect weaponry to be made, and distributed to an unsuspecting populace? Are you? Are you?! Who started that rumour anyway? Why hasn't it been reported yet? Why haven't you reported the spread of the rumour, citizen? Are you in league with the cyborgs?!

If so, then you're probably right there, being shot by Speed-Y's laser pistol. He is shooting, after all. He intends to kill, and he is good at it. See, he just hit a cyborg in the chest.

It's a pity that it didn't really do much, other than leave a scorch mark.

No wait... that's the one *behind* the one he shot! Apparently, the beam went through one! It probably hasn't realised that it's dead yet, though.

Azir-R also shoots. Apparently, he wants to show the cyborgs how it's done or something. And this time, he pulls off a nice clean hit to a cyborg's corroding foot. Said foot explodes in a shower of sparks, can knock the cyborg into the gas, face first.

Jam-Y expresses frustration at not having a grenade, but oh well. He does at least have a laser pistol, which he shoots at one of the cyborgs, which turns out to be the one with a fresh scorch mark on his chest. Jam-Y's shot is a little more successful, and scores a direct hit in the vicinity of the cyborg's heart. He falls to the ground and begins to corrode/decompose.

John-R concentrates briefly, but soon just shakes his head. He can't get through the cybernetics, it seems.

Lucas-R also shoots, though he manages to miss... no wait, he hit the one at the back of the group!

Cafeteria, B Level, Gamma Subsector

Cryo-R agrees that it might have been Mike-R, and wanders towards the exit and Kris-R, while waving to clones, and saying goodbye. It's almost as if he thinks he'll never return... oh well, at least he seems happy.

Jeremy-Y shrugs. He'll have to remember to catch up with Cryo-R after the mission.

"Sir," Steve-R asks him, "what is it with that clone? He's kind of odd..."

"Well, I'll tell you what you're cleared to hear..."

Corridors, B Level, Gamma Subsector

Kris-R and Cryo-R soon reach the lift, to find that it's been called away.

Clone processing, F level, Iota Subsector

Joris-R fills out his forms, and notes that he knows a clone who could do something about filing.

The forms done, he looks up.

The clone is still busy sorting out his forms, and may not have heard him.

And... surely these cameras aren't defective, are they? I could swear that his eyes seem to be glowing...

Garage, Building 2, Industrial Subsector B

L4-O gives her the go-ahead, and looks for the vehiclebots the cyborgs used. He can see one of them from here: it's just outside the garage.

He goes to investigate.

Behind him, it seems that the gas is beginning to dissipate.

Outside the garage, Building 2, Industrial Subsector B

L4-O reaches the vehiclebot, which seems to be an autocar. It's locked tight.

written by Azirphaeli on Jan 26, 2012 18:25

"Pity, all these cyborg enhancements and none of them can help you guys make a steady shot." I say above the noise of laser fire, including another shot from me.

written by Speeder on Jan 26, 2012 18:46

I notice the... melting cyborgs.

"People, I think we should go the other way, even if we are having fun killing these guys, I do not want to melt, and even if it melts only cyborg parts, something I doubt, I DO have a cyborg part."

I start to retreat in the opposite direction of the gas, and I also... shoot more.

written by Lightning4 on Jan 26, 2012 19:28

I contemplate using more... violent means to gain access to the autocar. I look for any good weak points that I might exploit to get in.

If I fail to find any, I frown and look at the autocar and say "Open says me!"

Not expecting that to work, and failing any other option, I start checking my toolkit for a tool that might get me in.

written by Gligar on Jan 26, 2012 22:00

Corridor 3, Building 2, Industrial Subsector B

Azir-R fires again. It's a pity that the cyborgs' enhancements don't seem to be doing anything for their ability to aim. His, on the other hand... seem to have improved a little.

He hits another cyborg... though he ends up hitting a reflec-shielded arm servo.

Said cyborg advances slightly.

Speed-Y notices the effects of the new gas, or at least its corrosive qualities, and suggests that they head the other way. He reminds everyone that he also has a cyborg limb, and he wouldn't want that to be damaged.

He leads the way, heading towards Azir-R and the stairwell. He also shoots again, narrowly missing the advancing cyborg. Who returns fire.

And... there must be something wrong with his aiming, since he aims in *completely* the wrong direction, managing to hit Mango in the chest.

Outside the garage, Building 2, Industrial Subsector B

L4-O considers his options for gaining access to the cyborgs' autocar. First on his list: weak points. He spots a fairly large one in the shape of the rear item compartment, which seems to be quite dented. He could probably get in through there. Probably. Assuming that he had some sort of tool to open it.

written by Azirphaeli on Jan 26, 2012 22:50

I give a parting shot to this clearly formidable cyborg and us the stairway as leverage to get on my feet (foot) and hop after the team.

written by Jam on Jan 26, 2012 22:58

I fire at an exposed part of another cyborg, then follow Speed-Y...

written by Mingamango181 on Jan 26, 2012 23:36

I cough.

written by Cryoburner on Jan 27, 2012 01:09

"We should call the lift!"

I press the button to call the lift.

Twice.

written by Lightning4 on Jan 27, 2012 01:38

"Hm."

I search my toolkit or my person for anything I could pry open that compartment with.

If I find one, I get cracking!

written by Speeder on Jan 27, 2012 01:40

I keep getting away and shooting back... Aiming at the same cyborg that is bothering Azir. I leave the crap aim cyborg alone.

written by Gligar on Jan 27, 2012 02:50

Corridor 3, Building 2, Industrial Subsector B

As the team prepares to exit the corridor, more shots are fired on both sides.

Azir-R fires at the advancing cyborg, though he causes no damage.

Jam-Y shoots at one of the other cyborgs, and causes some sparking. He runs after Speed-Y.

Speed-Y pulls off one last shot, hitting the advancing cyborg, and makes it spark some more, before leading the team into the stairwell.

John-R fires off another shot, also hitting the advancing cyborg.

The cyborg stops. Apparently, the team has caused enough damage to cause problems.

It turns towards the door to the cafeteria. It's about to open the door when it is forced open from the inside... by the Toxic Metabolism mutant. But... didn't he collapse (and probably die)?

Lucas-R tries to shoot, but it fails. He gives up and runs.

Mango... coughs.

But... where's King-R?

Stairwell, Building 2, Industrial Subsector B

The stairwell seems to be deserted. Apparently, clones are choosing to stay put instead of trying to flee.

Or maybe there are none alive...

Corridors, B Level, Gamma Subsector

Cryo-R thinks that it would be a good idea to call the lift, and does.

He presses the button twice.

He gets the impression that perhaps the lift is unhappy about that.

Outside the garage, Building 2, Industrial Subsector B

L4-O looks in his toolkit. He finds a big screwdriver that he could probably use to pry open the compartment, and proceeds to attempt to do so.

The compartment door moves, but stubbornly refuses to open.

written by Jam on Jan 27, 2012 03:18

My eyes widen as I see the Toxic Metabolism mutant.

"You're still alive?!"

I check the state of his face, and wonder how he managed to survive...

written by Lightning4 on Jan 27, 2012 04:21

I frown and give it as much force as I possibly can.

"Come on! Open!"

If I fail that, I try to give the compartment a swift kick in pure annoyance.

written by Azirphaeli on Jan 27, 2012 04:31

I hop/hobble (hopple?) after the team, missing my wheel chair.

written by Kristos on Jan 27, 2012 06:11

I wait for the lift. When it arrives, I request to be brought to the level of the probable Emergency Bunker 3.

“Our Mutual Friend has ordered us to a mission briefing there at 13:00!”

Then I check the time on my PDC and write a note:

Mssn bfng at Emrg Bnkr 3, 1300. Cryo-R-BRN, Kris-R-QJT, Mick-R-NRK. :)

written by Speeder on Jan 27, 2012 07:49

I look at Azir.

“What happened to your wheelchair?”

I look to Jam.

“Who was supposed to be dead? You saw something before getting to the staircase?”

I turn to King... King?

“Where are King-R? I remember he following me out of the cafeteria...”

I continue to whatever place the staircase go.

written by Cryoburner on Jan 27, 2012 08:12

(What if the lift never arrives?)

I contemplate the possibility of the lift never arriving.

“You think he’s okay, right? The Lift, that is. I somehow get the impression that he might be unhappy about something, perhaps about not getting lunch...”

written by Azirphaeli on Jan 27, 2012 13:08

“I had to move faster through a panicking gas-clouded room than the wheelchair would allow.

written by 4616599 on Jan 27, 2012 15:24

I finish with the forms.

“Are your eyes okay, sir?”

I flash the clone a suspicious look.

written by Gligar on Jan 27, 2012 17:51

Stairwell, Building 2, Industrial Subsector B

Jam-Y looks at the mutant and wonders how he survived.

Then he sees the clone’s face. It’s half melted.

Azir-R does his best to hobble back into the stairwell. This is noticed by Speed-Y, who wonders what happened to his wheelchair. He replies that he had to move faster than the wheelchair could manage in a gas- and clone-packed cafeteria.

Speed-Y turns to Jam-Y and asks who was supposed to be dead. Clearly, he hasn’t seen the mutant yet.

He then notices the absence of King-R... wait, wasn’t he following them out of the cafeteria?

Ohhh... there he is, still in the corridor. He’s staring at the mutant, oblivious to the fact the the cyborgs are approaching. The lead cyborg just threw a grenade into the cafeteria.

Speed-Y seemingly ignores it and heads up the stairwell.

It looks like it goes up for several levels. Where does Speed-Y want to go?

Outside the garage, Building 2, Industrial Subsector B

Using his screwdriver, L4-O attempts to force the compartment open. But the lock, it seems, is defeating him.

In frustration, he tries kicking it. And the thing pops open!

Back in the garage, it seems that the cloningbot has started itself up again.

Corridors, B Level, Gamma Subsector

Cryo-R wonders if the lift will ever arrive. Perhaps (since he still wants lunch, even if he’s just finished eating lunch) the lift is upset at not getting lunch...

The lift arrives not long after he finishes saying that. Kris-R enters, and asks about ‘Emergency Bunker 3’.

“I am aware of something with a name similar to that,” the lift admits. “However, getting there requires nontrivial amounts of walking. That is something you must do on your own. I will take you as close as I can go.”

King-R makes a note in his PDC, noting as he does that it is 12:40 right now.

Clone processing, F Level, Iota Subsector

Joris-R hands back his completed forms. He notices the clones eyes, and looks on suspiciously.

He isn’t sure if it’s a trick of the light or whatever.

But the clone looks up at him, and the effect goes away. “Oh... thanks. I think that covers everything.”

written by Cryoburner on Jan 27, 2012 18:21

“Hello lift! It’s great to see you’re okay! Did you get lunch yet?”

I step into the lift.

“Say, I vaguely remember something about an emergency bunker. Emergency Bunker... B-3, I think it was. The one we’re looking for is apparently on the mall level though.”

written by Lightning4 on Jan 27, 2012 19:13

I smile happily that I finally got it open.

I start searching the autocar. If necessary, I start making my way inside while trying to take care not to somehow lock myself inside.

written by Kristos on Jan 27, 2012 20:51

Hoping the lift does not alter its destination after Cryo-R’s information, I wait for the lift to arrive at the target floor.

[907]

"Can you give directions to that bunker from where you will take us?"

written by Gligar on Jan 27, 2012 22:26

Kris-R's lift, Gamma Subsector

NOTE: due to communist sabotage, the previous post referred to King-R being present in the lift. This is clearly false.

In reality, there are only two clones present: Cryo-R and Kris-R. The former asks the liftbot whether it has had lunch yet (sigh). The liftbot replies that it is incapable of eating anything.

Cryo-R then mentions that he vaguely remembers something about an Emergency Bunker... B-3, was it? But the one they're looking for is on the mall level...

"You must be mistaken, citizen," the liftbot tells him. "There is no mall level."

Kris-R ignores him, and asks the liftbot for directions to the bunker. "I am not entirely certain where it is. However, it is reachable from the central bot parking area."

The lift comes to a halt, and opens its doors.

Outside the garage, Building 2, Industrial Subsector B

Pleased that he got the compartment open, L4-O searches the autocar.

There doesn't appear to be anything inside the storage compartment except for a discarded Hot Fun wrapper. However, he finds that he can access the main cab by wiggling through an opening in the compartment, and between two seats. After doing so, he discovers what looks to be a pair of message packets.

written by Lightning4 on Jan 27, 2012 23:09

"Aha! Here we go..."

I quickly grab the message packets and start reading their contents.

I also make sure my camera is still on and in working order, and allow it to see the messages clearly as well.

Assuming there's anything there to read, anyway.

written by Cryoburner on Jan 28, 2012 01:47

"Ahh, incapable of eating... So you must be full then. Well, it's good to hear you managed to find lunch!"

"Oh look! We're here! This must be the mall level!"

I step out into the mall level.

written by Gligar on Jan 28, 2012 02:22

Cyborgs' autocar, outside Building 2, Industrial Subsector B

L4-O looks happy at finding the message packets, and immediately begins reading through them. Most of the contents are the usual advertising and reminders to use a confession booth/report suspicious activity/register your

mutation. One sheet, however, catches his attention. It is an Information Request Refusal form for something called the Reanimator Project. Apparently, the request was refused because the project involved reanimating deceased clones...

Someone has written a note on the form: *Found it.*

Kris-R's lift, Gamma Subsector

Cryo-R assumes that the lift can't eat because it is full, and therefore must have obtained lunch from someplace. He has ignored the lift's comment that there is no mall level, and also assumed that they have been sent to the mall level. He disembarks, to find a RED corridor with three doors.

written by Mingamango181 on Jan 28, 2012 02:23

Is it worth trying to move?

Probably not.

Horrible aim, by the way.

written by Kristos on Jan 28, 2012 03:26

"Cryo-R, tell me what you see behind the right-most door. We need to find the Emergency Bunker."

I open the left-most door and peer through it. Then I open the middle door and peer through it.

written by Speeder on Jan 28, 2012 04:21

I stop on the next floor...

[I] see if there are dangerous gases here, and if not, I instruct the team to setup a ambush here, by mostly kneeling looking at the door and pointing the guns there.

written by Lightning4 on Jan 28, 2012 05:27

"Oooh. This looks positively treasonous. Interesting. I wonder..."

I think for a moment, then decide to start getting on my way.

I give the autocar one last look for anything else of use and take such items. I then try to make my way back out of the autocar through the way I came in.

Once out, I make my way back to the garage to check on the status of the clone(s).

written by 4616599 on Jan 28, 2012 15:22

"Sure. Have a good daycycle!"

I smile weakly, and exit the room with eyes still fixed on him. I dive floorwards if anything sudden happens.

written by Gligar on Jan 28, 2012 17:38

Corridor 3, Building 2, Industrial Subsector B

Mango decides not to move. Given his injuries, that's probably a good idea.

Maybe.

The half-melted Toxic Metabolism mutant lurches into the corridor, and looks around. He doesn't notice Mango yet.

The cafeteria door closes again... before being yanked open from the inside.

Corridor A2, Gamma Subsector

Kris-R asks Cryo-R to check one of the doors, while he checks the other two. One is locked, while the other looks like it leads to a currently-unmanned IntSec checkpoint. Beyond the checkpoint, there seems to be some kind of big, mostly-empty space.

Stairwell, Building 2, Industrial Subsector B

Speed-Y stops at Level 2, and looks for dangerous gasses. It looks like there is only the BLUE gas to worry about, and even that's beginning to dissipate.

Speed-Y gives instructions to the team to set up an ambush at the door.

Cyborgs' autocar, outside Building 2, Industrial Subsector B

L4-O decides that the form looks treasonous, and thinks for a moment. It would probably be better if he got moving, so he looks around one last time, finds nothing else, and heads back out through the compartment.

Heading back to the garage, L4-O can see that the cloningbot has decanted two more clones, and is ready to reset for another cycle. Meanwhile it looks like Alice-R has found some jumpsuits carried by a third bot, and is getting changed.

Clone processing, F level, Iota Subsector

Joris-R wishes the clone a good daycycle, and exits, while keeping his eyes on him. The clones gores back to his paperwork, turning his back to Joris-R.

Corridor F3, Iota Subsector

Joris-R manages to reach the corridor without incident.

written by Lightning4 on Jan 28, 2012 18:56

Once I reach the garage, I question the two other clones using a similar batch as the first.

"What are your names? Where were you when you... expired? Doing what? And do you know anything about what's going on at all?"

I await responses.

written by Cryoburner on Jan 28, 2012 19:44

I open the right-most door and peer through it.

If it does not open, I knock instead.

"Hello!"

written by Azirphaeli on Jan 28, 2012 21:35

"Will do"

I get into a decent position for an ambush.

written by Jam on Jan 28, 2012 22:43

I pull Toxic Metabolism guy up the stairs, and try to figure out where Speed-Y went...

"Speed-Y?"

written by Gligar on Jan 28, 2012 23:16

Garage, Building 2, Industrial Subsector B

L4-O asks the two clones the same questions he asked Alice-R. The two clones are confused, but respond that they are Joe-JHT and Rob-R-JHT. Both were involved in an incident involving gas in the cafeteria. While there, a YELLOW asked for mutant volunteers to help combat the gas. Rob-R stepped forward due to being a registered Uncanny Luck mutant. He adds that Joe was initially uncertain due to be unregistered - it seems that he didn't know what his mutation was called, but it ended up being Toxic Metabolism. Then... something happened, and they ended up in here. That's all they really know.

Alice-R's eyes go wide when she realises that there's an unregistered mutant in the room. "You've got some explaining to do, citizen," she states.

Corridor A2, Gamma Subsector

Cryo-R opens the door. It leads to what appears to be a debriefing room of some kind. It's empty and dark right now.

Starwell, Level 2, Building 2, Industrial Subsector B

Azir-R acknowledges the order, and complies.

Presently, Jam-Y appears, dragging the Toxic Metabolism mutant. (Joe? Isn't he in the garage...?) Said mutant looks around blankly, before looking Jam-Y straight in the eye...

written by Lightning4 on Jan 29, 2012 01:24

"Hmm. A YELLOW in the cafeteria. Wonder if it was my team here..."

I check the direction of the corridor again to see if the gas is starting to dissipate.

"Wish I had a gas mask..."

written by Kristos on Jan 29, 2012 01:36

"Hey, there's a big open space in here. Maybe we should go this way..."

I wait for Cryo-R to respond as I keep an eye out for clones or bots.

written by Gligar on Jan 29, 2012 02:14

Garage, Building 2, Industrial Subsector B

L4-O wonders if the YELLOW in the cafeteria was with his team, before looking at the corridor. The gas does seem to be dissipating somewhat.

He wishes he had a gas-mask.

[909]

The sound of... walking? Shuffling? *Something* approaching... can be heard from the corridor.

Corridor A2, Gamma Subsector

Kris-R points out the open space to Cryo-R, and suggests that they might need to go that way.

He waits for Cryo-R to respond.

written by Lightning4 on Jan 29, 2012 03:03

I ready my blaster.

"Who goes there? Loyal or treasonous?"

written by Mingamango181 on Jan 29, 2012 03:11

I wait for something to happen.

Anything that might seem important could count as something...

written by Cryoburner on Jan 29, 2012 03:14

"Hey, there's an empty and dark room of some kind in here. Maybe we could find some ventilation ducts that will happen to lead us to our destination... "

I wait for Kris-R to respond as I keep an eye out for any light switches near the door that could illuminate any ventilation ducts in the room.

written by Gligar on Jan 29, 2012 17:46

Garage, Building 2, Industrial Subsector B

L4-O demands that whoever is coming identify themselves.

The only answer is a kind of moan.

Followed by a clone appearing round the corner. His face seems half-melted, as does one of his legs.

I can imagine what King-R would think of this.

Corridor 3, Building 2, Industrial Subsector B

Of course, he doesn't need to imagine, since he can see a similar clone emerge from the cafeteria with his own eyes. The cyborgs seem satisfied with what they see, and move on past the cafeteria, to places further down the corridor.

Mango waits for something to happen. He doesn't have long to wait before something does happen: the clone approaches King-R and grabs him.

Stairwell, Level 2, Building 2, Industrial Subsector B

A similar thing happens here: the Toxic Metabolism clone grabs Jam-Y. He looks hungry. You know, like Cryo-R always seems to be...

Corridor A2, Gamma Subsector

Not to mention the fact that he always likes to go places that aren't where he's supposed to go. Though maybe, in his eyes, it's all part of some big game...

Take right now, for instance. He has fixated on the debriefing room, and insists that there may be an air dust there to help them get to the bunker. He even looks for a light

switch, though he doesn't find one. What does King-R have to say about this? I do not know.

A level, Iota Subsector

Mick-R doesn't seem to have responded to his latest mission alert. And, given the fact [REDACTED], I think that it's safe to say that he seems to have a problem with "[REDACTED]".

written by Lightning4 on Jan 29, 2012 18:40

"Well then, looks like there's that Reanimator project..."

I try to unload as many blaster shots into the 'clone' as I can, while trying to keep my distance from it.

written by Jam on Jan 29, 2012 19:43

I look at Toxic Metabolism guy...

"Something the matter?"

Sensing that something isn't quite right, I try to break free of the clone's grip...

written by Mingamango181 on Jan 29, 2012 19:52

I attempt to stand, feeling that if there was any help on its way, it would not have found me.

written by Gligar on Jan 29, 2012 22:07

Garage, Building 2, Industrial Subsector B

Looks like L4-O has his answer... and it seemingly has to do with the Reanimator Project!

He opens fire with his blaster.

He's able to fire five times in rapid succession. But out of those shots, he only hits twice. Not that those two hits don't have an effect: L4-O is able to knock off the "clone's" left arm.

He/it doesn't seem to notice, though, and keeps going...

Stairwell, Level 2, Building 2, Industrial Subsector B

Jam-Y tries to break free of the clone's grip. It's difficult - almost as if he were trying to break free of a locked bot manipulator - but he's able to do so.

Something doesn't seem right...

Corridor 3, Building 2, Industrial Subsector B

Mango stumbles for a moment before forcing himself to his feet.

This is apparently noticed by the half-melted clone, who drops King-R and turns towards Mango, a hungry look in what is left of its eyes...

written by Lightning4 on Jan 29, 2012 23:21

"Idea..."

After seeing what happened to the arm of the clone. I try to aim for the legs of the 'clone' and unleash another barrage of shots with my blaster.

[910]

I continue to try and keep my distance from the 'clone'.
yummy jam!

written by Jam on Jan 30, 2012 00:22

"Ah! You're supposed to be dead!"

I think about shooting the zombie-clone, but decide I don't want to waste the shots.

Instead, I search for one of those Emergency Lights, and see if I can detach it from the wall and set the clone on fire.

written by Gligar on Jan 30, 2012 02:20

Garage, Building 2, Industrial Subsector B

A light fixture goes on in L4-O's mind. Sadly, it can't be examined (take that, Cryo-R!), but I'm sure it gives L4-O enough illumination to realise that he can aim at the "clone's" legs. Like so. He lets loose with another five-shot burst. This one's a little better, hitting the mark three times, and removing one leg. As you might imagine, the "clone" falls into its face...

...and continues dragging itself forward with its remaining arm.

Joe looks on in horror. "Wh... what..."

The other clone seems to have ducked into the hygienebot.

Alice-R seems to have also noticed the "clone", and seems to have forgotten about Joe. She doesn't seem to know what to say either.

Stairwell, Level 2, Building 2, Industrial Subsector B

Jam-Y recoils in shock. This clone is supposed to be dead!

Frantically, he looks for an "emergency light". There's one. With all his strength, he tries to pull it from the wall... and pop, it comes out of its holder. Now armed with a source of fire, he puts it to good use trying to ignite the "clone". He's able to set its jumpsuit on fire in a few places.

written by Lightning4 on Jan 30, 2012 03:56

Now that it should be easier to keep my distance, I focus my attention on aiming true with a (hopefully) final barrage straight into the head of the "clone".

"When I shoot you, you're supposed to..."

<hopefully, firing>

"STOP! MOVING!"

written by Jam on Jan 30, 2012 13:25

"There! Now hurry up and die!"

I walk away, in the direction I thought Speed-Y went.

written by Kristos on Jan 30, 2012 15:51

I go over and look into the room Cryo-R is at.

"This doesn't appear to lead anywhere. Though I'm sure it would be Fun, we don't have time to crawl through

ventilation ducts. It is almost 13:00! Come on, let's go through this other doorway."

I begin walking through the other doorway with or without Cryo-R, doing my best to not upset Our Mutual Friend.

written by Gligar on Jan 30, 2012 17:31

Garage, Building 2, Industrial Subsector B

L4-O is unhappy that the fact that this "clone" is still moving. But at least it isn't moving at fast... perhaps another barrage? He lets loose again, this time adding in a demand for it to stop moving. Again, three hits, right to the head, and two misses.

The head collapses in on itself.

But the "clone" doesn't seem to notice, and continues on.

For a moment.

Then it stops, collapsing to the floor.

Joe speaks up again. "Can... can someone just tell me what happened? Or am I not cleared for it? Ow... is it hot in here or something?"

"No, actually it's kind of cold. And it's probably beyond your clearance," Alice-R tells him. "Then again, it's probably beyond my clearance as well... just what is going on?"

While she is talking, the hygienebot finishes up, and Rob-R steps out, looking for a jumpsuit. It looks like Alice-R left the other bot open, though, so it isn't like they're difficult to find.

Stairwell, Level 2, Building 2, Industrial Subsector B

Jam-Y is also dealing with his "clone"... as he watches, the fire from its jumpsuit spreads a little further, now covering some of its skin.

Suddenly, the fire flares up, and the clone begins to burn furiously.

Satisfied, Jam-Y walks away, heading over to where Speed-Y and the rest have prepared to open the door to Level 2.

Corridor A2, Gamma Subsector

Kris-R heads over to look at the debriefing room. He doesn't think that there is anything there that will help them get to their destination. Instead, he believes that his door is the best way to get there. And as he points out, they're running short on time, so they can't afford to dither over air ducts.

Without waiting for an answer, Kris-R heads for the big open space.

Bot Parking area, below Central Subsector

What he sees surprises him. This seems to be the otherwise-unused space between subsectors. Far above, he can see some building that is possibly Central Subsector or something. Heading to and from it is the Interactive Corridor Experience, with its Mobile Tiles carrying clones to and from various exits in the subsectors themselves,

[911]

and a lit area up ahead comprised of a number of PLC vendors.

The rest of the space is filled with numerous bots of all types. Leading between them in various convoluted paths are coloured stripes, indicating where clones of various clearances may walk.

As might be imagined, there are exits at ground level, too. One of them, off to the left, seems larger than the rest.

written by Cryoburner on Jan 30, 2012 17:54

"Well, the lighting in this room is clearly inadequate for locating ventilation ducts. We'll need to find some additional light sources. Maybe there's some in the mall."

I follow Kris-R into the mall, noting any light stores located there.

written by Mingamango181 on Jan 30, 2012 20:05

I struggle to get away, not easily able to move with issues involving being shot.

written by Lightning4 on Jan 30, 2012 22:07

I smile and blow on the end of my blaster before putting it away, even if there's no smoke wafting from it... though after usage like that...

"Zombies. Pretty sure that was one. That's all I can say, because I'm pretty sure the specifics are above my team's clearance. Though I think it has something to do with this... Reanimator Project."

I check the clearance of the Information Request Form, or clearances stated.

"Wasn't hard to put two and two together, anyway. I don't know anymore, and knowing any more is probably treasonous anyway unless Friend Computer clears us to know it."

I scrutinize the corridor again, to see if there are any more of those things coming, or any of the clones that originally invaded. I also see if the gas has safely dissipated enough for me to travel onward yet.

written by Jam on Jan 30, 2012 23:39

"Speed-Y! There are zombies here! That clone we just met with the half-melted face was one of them! Why would they be here?"

I look around nervously for any more zombies...

written by Gligar on Jan 30, 2012 23:49

Corridor A2, Gamma Subsector

Cryo-R chooses to follow Kris-R into the bot parking area, not because he believes it will get him to his destination, but because he thinks that it's a mall and he wants a light source so he can find those ducts...

What would a RED Clearance clone want in a mall, anyway?

Bot parking area, below Central Subsector

Cryo-R finds Kris-R walking in some direction, and follows him. He seems to be looking for a light vendor. Sadly, the only vendors present are in the Interactive Corridor Experience landing area, and seem to be related to bot rental and food.

Corridor 3, Building 2, Industrial Subsector B

Mango decides to try to get away, not an easy task when you're injured from being shot. But his assailant is even slower, enabling him to keep ahead. He heads in the general direction of the foyer...

Only to find another... well, you already know by now. It seems to have been one of the PowServ team at one point. Now, it doesn't seem to know much about power.

Garage, Building 2, Industrial Subsector B

Now that he's done shooting, L4-O can't resist blowing at the end of his blaster... well, it is a bit hot, I guess.

He briefly explains his analysis of what's going on, and adds that he isn't even sure that his team is cleared to know all the details.. He checks the refusal form he found in the autocar, but even that doesn't mention any security clearance, save that the intended recipient was Clearance GREEN.

He looks again at the corridor. The immediate surroundings look clear, but there is movement nearer the foyer. On the plus side, though, the gas has dissipated to the point where he can barely see it.

Joe notices that the hygienebot is free, and decides to use it. Meanwhile, the cloningbot fires up again.

Stairwell, Level 2, Building 2, Industrial Subsector B

Jam-Y has figured out the problem as well... in part, and tells Speed-Y.

Now understandably nervous, he looks around for more, but can't see any. Really, though, he knows that they're like commies. They could be anywhere.

written by Cryoburner on Jan 31, 2012 01:30

I examine the bot vendor, noting whether it happens to vend any bots with lights on them.

written by Speeder on Jan 31, 2012 02:14

I look at Jam, my face first thinking, then very frightened.

"Jam, JAM, I KNOW WHAT THE BLUE GAS IS!!!"

I attempt to see how much resistance the gas puts if I start to move a limb fast on it, like trying to see if it is truly a gas, or something like dust.

"Jam, remember Lucas had to be decontaminated? And he had no symptoms?

This 'gas', the numbing part is probably a side-effect after altering your nervous system, this is a nanomachine cloud,

this is the thing that created that problem with zombie Cryo and others!"

I look even more worried and terrified.

"Jam, they are transforming EVERYONE in cyber-zombies, this gas will turn THE ENTIRE SUBSECTOR to be a army of clones with electronical nervous system that can remotely controlled! They are building a instantaneous robotic army!"

I look for a camera.

"Blast it, it won't help me, I do not have the clearance."

I turn to Jam.

"Jam, we NEED to find a high clearance clone that smart enough to understand our problem here, we CANNOT let the robotic army leave this building, and thus, most importantly, we NEED to keep loyal clones alive, because as soon as they die, they will become a weapon, if everyone die, the traitors win, we cannot kill the zombies, because they are machine, we can only keep people from becoming zombies... We need to find the highest concentration of clones of this building and protect them, not the cafeteria of course, that we obviously already lost, in fact, we need to get away, soon there will be all those clones of the cafeteria trying to stop us and whatever else Friend Computer send of reinforcements... something that is unlikely to happen, since it might not want the reinforcements to become zombies too..."

written by Gligar on Jan 31, 2012 03:01

Bot parking area, below Central Subsector

Still convinced that he needs to access the air ducts, Cryo-R approaches the bot vendors. He notices that there are four booths, all staffed by actual clones. The booths are decorated with pictures of bots, though he can't tell what types they are, or even if they have lights.

Kris-R keeps heading for the exit.

Stairwell, Level 2, Building 2, Industrial Subsector B

Speed-Y turns to Jam-Y. It seems that he has formulated an explanation for the gas.

He supposes that it is a nanomachine cloud. He tests this by waving his hand around and seeing if it resists his movement. He's not entirely sure if it does or not.

He adds that the numbness must be the first stage of the process, where the nanomachines begin altering the body as they see fit. When the host dies, they take over and reanimate the dead clone as a techno-zombie. Given what he's seen, he believes that said zombies could be controlled remotely... and that could mean that an army is being raised here. An army of the undead.

He looks for a camera before realising that he lacks the clearance.

He then outlines his plan: find a high-clearance clone that can deal with it properly. In the meantime, they are to find as many living clones as they can and protect them. The

dead, he adds, must not leave the building. The last thing they want is more dead. Which includes them. Meaning that they have to get away from the cafeteria.⁷¹⁰

written by Jam on Jan 31, 2012 03:12

I take a step backwards...

"Thats... Thats..."

I shiver, and my face pales.

"That's terrible! It makes perfect sense though! But... A robot-zombie army... What a horrible thought!"

I take a secondcycle to imagine what that would be like, and it's clear from the look of horror on my face that I'm not liking it.

"So, you want me to find the highest concentration of living non-zombie clones in the entire building? Or should I start with finding the highest clearance clone, which would involve me getting the names of every clone in range? You're gonna have to choose between one or the other, unless you can find me a source of mutant energy..."

written by Cryoburner on Jan 31, 2012 03:41

Noticing Kris-R wandering off again, I decide to see where he's headed. Maybe he's found where to get lights. A bot with lights would work, but fitting him through the air ducts afterward might prove troublesome.

In any case, I run over to where Kris-R is headed, continuing my search for lights.

written by Lightning4 on Jan 31, 2012 03:44

"I don't know if that was sufficient, but what else I do know is that there's something going on in this Industrial Sector. Though um, that's rather obvious at this point. I'm sure it has something to do with the recent power fluctuations throughout the sector, as well as those clones that came in on those vehiclebots outside."

"I would recommend maybe trying to get to the main domescraper for now, to safety."

A worried look crosses my face.

"Unless... they've been hit too? I sure hope not."

"I need to find my team. I hope they're still alive."

I give the garage a sweep for any useful equipment that will help me in the building. Hopefully something including a gas mask, or at least some kind of cloth I can put over my face to inhibit gas inhalation.

written by Speeder on Jan 31, 2012 05:28

I look at Jam for a while.

"In fact, I do not thought of using your powers... But indeed, they might help..."

I think a bit.

⁷¹⁰ GLIGAR: (OOC: +1pp to Speeder, there. That's a nice explanation 😊)

"We cannot just check names to see if a clone will help, it does not matter if we find a UV clone that is unwilling to help for whatever reason... But we can surely find the nearest group of alive clones and rush there to attempt to protect them... And somehow get reinforcements from somewhere inside this building."

I look at the camera again, and other cameras, and wires in the walls, and seams in the ceiling.

"I wonder if somewhere on this building we can too hijack the turrets, that would be really convenient, like we did once in the our bunker."

written by Malkom on Jan 31, 2012 06:05⁷¹¹

I look around, ascertain my location, and then call up the Leader Guy again. "Hey! This's Mick-R, whassup? And how can I find you guys? I think it's time for some fun, and beside it seems like I had something to do that was related to you. Can't remember what it was..."

I think a bit.

"Maybe something about hairstyling?"

written by 4616599 on Jan 31, 2012 09:00

Exiting the cloning station, I look for a lift, and press the button for A Level.

"I wonder what happened to my stuff?" I wonder aloud. "It's not like we needed to do any shooting there, anyway..."

written by Azirphaeli on Jan 31, 2012 16:24

I let the terrible implications of an army of remote controlled zombie-robot cyborgs really sink in...

"This is really not good. If it's true that we can control turrets in this sector that will surely help. Any idea where to begin with that?"

written by Gligar on Jan 31, 2012 18:03

Stairwell, Level 2, Building 2, Industrial Subsector B

Jam-Y looks genuinely horrified at the thought of a zombie army, and especially at the thought of a robot zombie army. He asks Speed-Y whether he should search for the largest concentration of living clones, or for the highest clearance clone he can. He says that he can do either one. Doing both would require an external source of mutant energy.

It turns out that Speed-Y hadn't thought about using Jam-Y's powers, but he admits that they would be handy. He rules out trying to find a high-clearance clone that way, but they could certainly use it to find a concentration of clones. And maybe to get reinforcements.

He looks, once again, at the cameras... and the wires leading across the ceiling... and seams in the ceiling denoting where the laser turrets live... It'd be great if they could get control over them, much like they did at the bunker that time...

His thoughts are interrupted by his PDC ringing. Again.

Corridors, A Level, Iota Subsector

It's Mick-R, who doesn't seem to realise that he's expected at another mission briefing. He asks Speed-Y how he can find the team, since he wants to have some more fun with them. Only problem is, he can't remember what the mission is...

Stairwell, Level 2, Building 2, Industrial Subsector B

Azir-R seems to have forgotten that he's the Happiness Officer, probably because he's concentrating on how horrible a zombie army would be. He does, however, agree that controlling the turrets would be a good thing. He just doesn't have any idea how they'd set about doing it.

Bot parking area, below Central Subsector

Noticing, a little belatedly, that Kris-R is heading off without him, Cryo-R runs to join him, under the impression that, perhaps, Kris-R knows of a way to get to somewhere that sells lights. I'll say this for Cryo: once he has an idea, he never lets go... even if it's the wrong idea.

Roadway, near Epsilon Subsector

The two find themselves looking at a roadway. Nearby, heading away from the domescraper, a checkpoint can be seen, with one of those body scanners that goes beep when you step through it.

In the other direction, the roadway terminates at what appears to be a loading bay, or perhaps a warehouse. The big door is open, allowing access. There doesn't seem to be anyone around, though.

Stenciled on the synthcrete near the open door is the legend C-3.

Garage, Building 2, Industrial Subsector B

L4-O continues, saying that he does know that something is happening in the building. Obviously. He guesses that it has to do with the recent power fluctuations, and with the clones who arrived with the vehiclebots outside.

He recommends trying to escape the Industrial Subsectors and head for the safety of the main domescraper. Unless... surely they can't be experiencing the same thing?

Anyway, he needs to find his team... if they're still alive.

Looking around one last time, he spots another storage unit, nestling between Leeroy the scrubot and the wall. Inside, he finds a variety of supplies including a thick cloth, normally used for cleaning bots.

Corridors, F Level, Iota Subsector

Joris-R snaps out of his momentary trance and starts walking around, looking for a lift. Finding it, he heads down to A Level.

⁷¹¹ MALKOM: ooc: I will try to post every update again. I hope.)

Joris-R's lift, Iota Subsector

As the lift descends, he wonders what happened to his equipment. Though, it's not like he'll have to shoot anything during the mission, right? Right?

written by Speeder on Jan 31, 2012 18:33

I take the PDC.

"Hello, who is there? Speed-Y here."

written by Speeder on Jan 31, 2012 18:36⁷¹²

After hearing that it is Mick.

"Mick-R? Well, we are at Industrial Subsector B... Hey, you was the technology fanatic, no? Well, seemly the building is flooded with nanomachines that convert dead people into zombies. I think the old mission to just fix the power no longer apply, can you... do some research or something? I really need to know how to deal with the nanomachine, otherwise known as 'stolen BLUE gas' ... "

written by Lightning4 on Jan 31, 2012 18:51

I grab the cloth and place it over my face. Though first, I check whether I can actually breathe enough with it.

Either way, should the gas finally be dissipated I... wait. I stop in my tracks, and put the cloth away for now.

"Oh. I guess I could uh, call them."

I take out my PDC and ring up Speed-Y, or Jam-Y if I don't get a response from the former right away. (or if the line happens to be busy...)

written by Kristos on Jan 31, 2012 19:06

"C-3. That sounds applicable."

I go through the large door and look around.

written by Mingamango181 on Jan 31, 2012 19:40

I sigh, now changing course as I hobble along.

"This would be easier if that hadn't shot me." I mumble under my breath.

written by Malkom on Jan 31, 2012 20:10

"Tech fanatic? No, you want M... M... Mal... Molcam... who was it again? Oh, forget it. But nanomachines sound very entertaining! Maybe I can film someone being zombified, how cool'd that be? Quick, directions!"

After I get the directions, I hang up and head off down a corridor, whistling merrily and buying a couple of candylyke sticks for a few credits if I pass a vendobot. I don't eat them; instead I push them into my jumpsuit pocket so just the tips show.

If possible for cheap, I also buy a tin of RED paint, varnish, or other spread-on article.

written by Jam on Jan 31, 2012 21:50

I start breathing heavily...

"Okay... There's a large concentration of clones on Level 3, but I can't tell if they're zombies or not..."

I seem to be sweating a bit...

"I've got no energy left. It looks like my Mind Sensing is done for a while... Maybe John-R knows how to—hang on, where is John-R?"

I look around for John-R.

written by Speeder on Jan 31, 2012 22:34

I look at Jam.

"Alright, no need to over exert yourself, let's check, heavy weapons in hand of course... Damn, where is L4 when I need him?"

I think a bit.

"Say, you remember if to get to Nukabot, and thus whatever equipment maybe we left on it, including that box, we have to cross that gas that melt stuff?"

I think more.

"If the gas will block us, we will go to Level 3 with whatever we are armed here, if not, we will go to Nukabot, see if any teammember is there and also equipment."

written by Gligar on Feb 01, 2012 00:21

Stairwell, Level 2, Building 2, Industrial Subsector B

Speed-Y answers his PDC. As he does, it also plays the 'new message received' tone.

But he doesn't worry about that for now. Instead, he turn his attention to Mick-R, telling him that they're in Industrial Subsector B. Wait... Mick-R was the tech fanboy, right? Then... could he do some research for them? Perhaps look up how to deal with this gas?

Corridors, A Level, Iota Subsector

Mick-R claims that he is not s tech fanatic, and attempts to say that they're thinking of... what was his name now? Not that it matters. Perhaps nanomachines might be fun, though.

He then proceeds to think that he is a cameraman, and says that he wants to get the zombification process on film. He then asks for directions.

While he waits for them, he looks for some vendors. First, some of those candylyke sticks. Those are readily available. Paint, though... ah, there's the problem. You see, paint is Clearance BLUE, and the vendobot refuses to give him any, instead choosing to inform Internal Security that he tried to buy some. And his second choice, varnish, seems to be Clearance YELLOW. He does note, however, that SuperGum, a type of adhesive, is Clearance RED.

Over in another corridor, Joris-R's lift arrives.

⁷¹² SPEEDER: (OOC: that is what happen when you reply before reading the entire turn post... lol)

Stairwell, Level 2, Building 2, Industrial Subsector B

Jam-Y reports that he's found a lot of clones on Level 3... though he can't tell what they are because he's out of energy. Perhaps John-R knows how to... wait, where is he anyway?

"I'm right here," John-R replies from near the door. "You were about to ask me something?"

Just then, Jam-Y's PDC rings.

Garage, Building 2, Industrial Subsector B

It's L4-O. He's checked out that cloth... it seems that he can breathe through it. He was about to use it, but has realised that the gas has dissipated. Now he's called up Jam-Y, since Speed-Y wasn't available. Apparently, he'd forgotten about his PDC...

Stairwell, Level 2, Building 2, Industrial Subsector B

Speed-Y tells Jam-Y not to over-exert himself, and thinks. They should field their heavy weapons and check out Level 3... but where is L4-O? Okay, perhaps they should go find Nukabot and kit up before heading upstairs. But what about that gas? If it will block them, then they'll just have to go with what they have, otherwise, they regroup at Nukabot.

Roadway, near Epsilon Subsector

Kris-R decides that C-3 is applicable, and enters.

Loading dock, A Level, Emergency Bunker C-3

He enters, to find a RED loading dock, which is large enough to take up part of B Level as well. There's even an observation platform up there. Down here, though, are a few empty pallets, a portable cloning tank, and some tyre tracks indicating that a vehiclebot of some sort was here recently. Light fixtures, the door close button, and such are of an older type that is not in general use any more.

There are also two smaller doors to the north and east. The northern door is open.

Foyer, Building 2, Industrial Subsector B

Mango keeps trying to escape. It'd be easier if he hadn't been shot.

Behind him, more shamblers appear from the cafeteria. He decides to duck down Corridor 2.

written by Lightning4 on Feb 01, 2012 00:48

If Jam-Y answers, I get into my report.

"You guys still okay? I'm down in the garage with some freshly cloned... clones. The gas got triggered when the PowServ team was doing something with the power grid, I barely made it out of the building... I guess the PowServ team didn't make it out..."

I also found something about this situation. It has something to do with something called the Reanimator Project. The clones that came into this building had the information in their autocar..."

I take a moment to actually breathe.

"You guys are... uh, not zombies are you?"

written by Jam on Feb 01, 2012 02:44

I answer the PDC.

"Hello? Oh, hey L4-O! Hang on a sec..."

I try to put L4-O on speakerphone, so that we all can hear him. If I'm unsuccessful, I just listen myself to what L4-O has to say...

After L4-O goes through his report, I respond.

"Nope, we're still among the living! I met a zombie though, Joe, and set him on fire... Speed-Y had an interesting theory about the gas. It is actually a cloud of nanomachines, and the cyborgs are trying to make an army of robot-zombie clones! Isn't that a terrible thought?"

I look over to John-R.

"John-R, do you know of any ways to recharge whatever energy makes up mutant powers, besides waiting?"

written by Cryoburner on Feb 01, 2012 03:21

"A warehouse! Of course!"

I enter the warehouse, keeping a lookout for any lights. Unfortunately, those on the ceiling are a bit too high to be reached, and not quite as portable as might be ideal.

"Hmm... I'm sure they have more somewhere. Let's look!"

I head through the doorway to the north, pulling Kris-R along with me.

written by Lightning4 on Feb 01, 2012 04:53

Assuming contact has been established properly, I continue to converse with Jam-Y.

"Well that's good that you're okay. And that theory... matches up pretty well with what I've seen down here. "

"And... did you say Joe? There's a Joe down here that recently re-cloned. Says something about being a Toxic Metabolism mutant, if it's the same clone you're talking about. There's a few other clones down here in the garage because a cloningbot and hygienebot pulled in."

"Now that contact has actually been established, I need a plan of action. I was planning on continuing into the corridor, but should I stay here in the garage and keep this exit secure? Or do you have other plans?"

written by Mingamango181 on Feb 01, 2012 10:24

I keep close to the wall, leaning on it with a hand so I don't have to put so much effort into staying upright.

I keep avoiding the rather disfigured... clones. They don't seem much like the clones I've seen though.

written by 4616599 on Feb 01, 2012 10:32

I exit the lift and look for the Transitions Rental.

written by Gligar on Feb 01, 2012 17:39

Garage, Building 2, Industrial Subsector B

Once Jam-Y answers his PDC, L4-O tells him that clones are... well, cloning down here, thanks to the cloningbot that arrived. (Speaking of which, guess who just popped out of the cloningbot? The YELLOW PowServ clone.) He adds that the gas was triggered when the PowServ team finished their work at the board. While he made it out, it's clear that the PowServ team did not.

He also reports what he found regarding the Reanimator Project. Wait... is he talking to clones or zombies?

Stairwell, Level 2, Building 2, Industrial Subsector B

Once he's put his PDC into speakerphone mode, Jam-Y assures L4-O that they're not zombies. He did set one on fire, though - a clone named Joe. He summarises Speed-Y's theory about the gas, and proceeds to ask John-R about ways to recharge mutant power. "There... aren't too many ways, sir. Certain drugs can do it... none of which I really know anything about. There's that rumour that pep pills can do it. Other than that... there's just waiting."

Garage, Building 2, Industrial Subsector B

L4-O agrees with Speed-Y's theory, and tells about the Joe that decanted recently, wondering if they're the same. He adds that he needs a plan of action. Should he rejoin the team or try to hold the fort in the garage? Or something else?

Loading dock, A Level, Emergency Bunker C-3

Cryo-R looks at the lights. It's clear that he still wants to take them to that room in Gamma Subsector to see what's there. In the meantime, he can always drag Kris-R through the north door to see what's there...

Corridor A2 East, Emergency Bunker C-3

Through there, he finds the east end of Corridor A2. He may not remember, but it's possible that he's been here before. Or at least, somewhere in this general vicinity.

At present, the corridor is INFRARED, with one other door, seemingly to a dormitory. A sign on the door indicates that it is undergoing a change of clearance, to be completed Real Soon Now. Meanwhile, to the west, another corridor intersects this one.

Corridor 2, Building 2, Industrial Subsector B

Mango presses on down the corridor. He can hear sounds indicative of zombies from rooms to either side of him... and voices from directly ahead... where the corridor changes from INFRARED to RED.

Corridors, A Level, Iota Subsector

Joris-R walks, looking for the promised Transitions Rental office. Sure enough, he finds it, right next to the IntSec office.

written by Speeder on Feb 01, 2012 18:24

Since I heard the conversation on the speakerphone...

I shout back on it to make sure L4 hears me, but not too loud.

"Good to know you are alive L4, this mean there are no zombie walking around with a cone rifle..."

I look VERY pleased and happy.

"Ok, L4, we need to do two things basically, first, is preventing most deaths as possible, specially of people that would turn in dangerous zombies, like ourselves... Ever though of what happen if John or Jam became a zombie? It would be brains melting everywhere..."

Also, we need to prevent the gas, and any infected people, even alive people, from leaving the building. Since you are already on the garate, take care of this task, we will either attempt to reach you, so we can use the cone rifle to fight zombies, or if we find that this is not possible, we will go to level 3 and hope the people there are NOT zombies...

This is because I have the idea that we should find the biggest concentration of non-zombie clones, and escort them to safety, to prevent a army of zombies to arise, and Jam said that there are a big concentration on level 3, but he does not know if they are zombies or not."

written by Lightning4 on Feb 01, 2012 19:01

I offer some advice of my own:

"Well, sounds like a plan. And if I may offer some advice, I did fight one of those things. Zombies seem to be rather... fragile, it only took a few blaster shots to a limb to entirely remove it. You can completely cripple them with some good leg shots. Then the head is easy pickings."

I think.

"Though I guess you could always go for the head if you can. Probably has the same effect. Though, this is if all zombies are like the one I fought down here."

written by Cryoburner on Feb 01, 2012 19:15

So long as the door to the dormitory itself is within my clearance, I open it and look inside.

written by Mingamango181 on Feb 01, 2012 19:59

I press through, heading for the least zombified area.

I don't really care who it is that is talking.

written by Azirphaeli on Feb 01, 2012 21:10

I listen to the ream discuss the plan of action and will prepare to aid them in anyway. I also try and cheer up, thing can be worse, right? I am sure one day I'll get my wheelchair back.

written by Gligar on Feb 01, 2012 22:31

Stairwell, Level 2, Building 2, Industrial Subsector B

Speed-Y speaks up, hoping that Jam-Y's PDC can pick up his voice. He is pleased that L4-O is still alive, since it means that there is no zombie walking around with a cone rifle.

He adds that they have two tasks: 1) to prevent as many deaths as possible; 2) to make sure that this gas, and the zombies, do not leave. Since L4-O is in the garage, he's in a good position to do that. If they can reach him and get access to the cone rifle, then they will do so. Otherwise, they will head up to Level 3 without it, and hope that the clones up there aren't zombies.

Azir-R listens in, trying to force a smile onto his face. Happiness may be Mandatory, but sometimes, it needs a little helping hand. Perhaps the Happiness Officer can help there? Oh wait...

Garage, Building 2, Industrial Subsector B

L4-O agrees to that plan, and suggests that anyone wishing to terminate a zombie aim for the legs first. That way, the head can be targeted at everyone's leisure. Though it probably doesn't matter in any case.

As he's speaking, Mango staggers through the door into the garage, and gawks at the presence of the clones, and the cloningbot, and the hygienebot, and the other bots... Alice-R is about to say something before Joe stops her. "No wait, he's alive!"

Well, just barely.

The YELLOW speaks up while he's waiting for the hygienebot. "May I suggest that you Troubleshooters worry about more than just this building? There is the rest of the subsector, if I am not mistaken."

Alice-R agrees. "That's right. I'm from Building 3... if what's happening here is any indication, there will be all sorts of Fun happening over there. Lots of INFRAREDs at work."

Corridor A2, Emergency Bunker C-3

Cryo-R can't resist opening the door to the dormitory and peeking in. He notices that the bunks are gone. From the floor mountings there used to be bunks for 40 INFRARED clones in there. The lockers appear to have been sealed with Plasti-Seal ready for transportation to somewhere else. And to cap it all off, someone seems to have started changing the clearance stripe to YELLOW.

Around the sector

Friend Computer makes another announcement. **"Attention, Cryo-R-BRN, Kris-R-QJT, and Mick-R-NRK! Your briefing is due to start. Please ensure that you reach your briefing room on time. Remember, tardiness is treason. Thank you for your co-operation."**

written by Lightning4 on Feb 01, 2012 22:43

I sigh, and nod at the YELLOW PowServ clone, and relay his statement:

"Hm, the YELLOW PowServ clone here has a good point. Other buildings in this sector are under attack, we need to find a way of securing those. But we don't have the manpower to handle all three Industrial buildings... hmm... I wonder if I can pull in my Armed Forces squad, and maybe get some others along with. We're going to need all the help we can get."

I look at Mango, recognizing him.

"Well, look who showed up. Mango seems to still be among the living... barely."

"Anyway... if I may make a suggestion as well, we should maybe try to get as many able clones with weapons as we can and surround all the Industrial buildings. This way we can contain zombies. We can send small teams in to the buildings proper to clear out hostiles and rescue survivors... so as soon as you locate the survivors on level 3, I recommend getting out so we can mobilize the plan."

written by Cryoburner on Feb 01, 2012 23:20

"We must hurry and acquire lights, so that we can somehow find our way to the briefing! Let's go!"

I proceed to the intersecting corridor, taking the change of clearance sign with me as I go. I take Kris-R as well, in case I need someone to help carry lights.

written by Malkom on Feb 02, 2012 00:56

I grumble, and start off in a random direction or, if I have directions, towards the team.

Then I hear the announcement, swear, and try to call up directions with my PDC.

written by Gligar on Feb 02, 2012 02:09

Garage, Building 2, Industrial Subsector B

L4-O nods at the YELLOW, and relays to the rest of the team. They need to find a way to secure the other buildings, as well. Problem is, they don't have the manpower. Hmm... could he pull in his Armed Forces squad? Or perhaps they could arm the local citizens or something.

He notices Mango, though he doesn't pay him much attention.

Continuing, he makes the suggestion that the team arms as many clones as they can find and get out of the building. That way, they can send teams into the other buildings and clear them out as needed. The zombies can then be dealt with. Somehow.

Corridor A2, Emergency Bunker C-3

Still obsessed, Cryo-R decides that they still need to find lights. Kris-R seems to have fallen into a trance or something, so he doesn't respond. In the end, Cryo-R decides to pull him along.

But not before attempting to take the notice. He soon realises that it's stuck to the door, probably with SuperGum. Oh well. He heads to the intersection anyway.

Corridor A1/A2 Intersection, Emergency Bunker C-3

The intersection, like both corridors, is INFRARED. From here it is possible to look down both corridors. There are doors lining both, but from this angle, only the hygiene station on A1, and the stairwell past the hygiene station, are clearly recognisable.

Corridors, A Level, Iota Subsector

Mick-R, realising that he has to go places, and also realising that he's being ignored, starts walking off.

Then he realises that Our Mutual Friend just spoke to him, and displays that he is in desperate need of a happy pill. He proceeds to check his PDC for directions... but to where? The Industrial Subsectors? Those are down the roadway. As for this new briefing, it's down the roadway in the other direction.

Corridor 3, Building 2, Industrial Subsector B

King-R seems to have dozed off and has failed to realise that there are zombies in the corridor with him. They, on the other hand, are aware of him. They approach... pretty quickly, actually.

written by Gligar on Feb 02, 2012 17:13

Garage, Building 2, Industrial Subsector B

The hygienebot beeps politely, indicating that it is ready, and allowing the YELLOW to use it.

While he does, the cloningbot fires up once again.

From the corridor come the sounds of things approaching.

"Please remain calm, citizens. Everything is under control." Though, from the way Alice-R jumps, you might be forgiven in thinking that she doesn't believe it.

Stairwell, Level 2, Building 2, Industrial Subsector B

Speed-Y realises that he left his PDC connected to Mick-R.

He also realises that something is coming, not only on Level 2, but from the stairwell.

written by Azirphaeli on Feb 02, 2012 17:16

"This is the part where we ambush them, right?"

I prepare to respond to the immediate threat of danger.

written by Speeder on Feb 02, 2012 17:45

I take my PDC, and turn it off, then I shout.

"Incoming!"

I check how many shots I have left, and if more than 2, I aim at the stairwell.

"I wish we had more incendiary weapons... oh wait..."

I walk nearer the Joe on flames.

"If you are not a zombie, dodge this!"

I carefully (since my leg is still broken) attempt to support myself on the wall and whatnot, and then push (with the metal foot) the flaming joe to the staircase...

written by Jam on Feb 02, 2012 18:39

I watch Speed-Y, and check how zombie Joe is doing...⁷¹³

written by Lightning4 on Feb 02, 2012 19:31

"Hello? Hm. Sounds like you guys might be busy... Tell you what, I'll just get on with my plan, it seems like the best idea. Call me if we need a change of plans."

I hang up my PDC and make... *the* call, a call attempt to Friend Computer.

written by Mingamango181 on Feb 02, 2012 20:16

I'm not sure who they are, but those clones seem to be not fully affected from whatever it was.

I try to conserve some strength...

written by Gligar on Feb 02, 2012 21:34

Stairwell, Level 2, Building 2, Industrial Subsector B

Azir-R expresses his wish to ambush someone soon, and gets ready.

Speed-Y decides to try to solve the problem of being attacked from both sides, as well as the problem of not having incendiary weapons, with one simple action: he pushes the burning Zombie Joe down the stairs, even as it attempts to push itself to its feet. If whoever is coming is human, they'll have to dodge.

Jam-Y watches, and follows the zombie a little. He can see it rolling down the stairs, and collide with a second zombie, who is pushed to the ground. Both try to untangle themselves but end up just spreading the fire.

Corridor 3, Building 2, Industrial Subsector B

A zombie reaches King-R... and just goes right past? That can't be right. I thought they... OH! Of course!

Garage, Building 2, Industrial Subsector B

L4-O realises that Jam-Y and co. seem to be busy all of a sudden, and hangs up. He'll carry out his plan. He prepares to make another call... one to The Computer itself.

The PDC dials...

Mango isn't sure who these clones are, but they seem to not be as affected by whatever is happening. He tries to take it easy. But it's difficult to remain awake...

written by Speeder on Feb 02, 2012 22:08

With that problem solved, I smile happily, and start to go to the other direction again.

⁷¹³ SPEEDER: (ooc: my last shouting is to the stairwell... only to make clear Speed-Y is not nuts 🤪 and is not evil to hit a alive person with a flaming zombie)

written by Cryoburner on Feb 02, 2012 22:58

I prod at Kris-R, noting that he's been strangely inattentive during the last few minutes. I suppose I could stuff his jumpsuit with lights and use him as a sort of clone-backpack, in any case.

"A stairwell! I'll bet they keep the lights up there!"

I head into the stairwell, climbing stairs as needed, and continuing to pull along Kris-R.

written by Azirphaeli on Feb 02, 2012 23:28

"Yeah that was easy." I hop after the team.

written by Lightning4 on Feb 02, 2012 23:35

While I wait for a response on my PDC, I address the YELLOW, if he can hear me.

"Sorry you uh, died. Not much I could've done to help there, since I was supposed to protect you guys and all. Wonder where the rest of the PowServ team is, and if any made it somewhere safe... Team Epsilon still seems to be mostly intact."

written by Jam on Feb 03, 2012 00:33

I smile as I watch the burning zombies...

After a while, I turn back and follow Speed-Y.

written by Gligar on Feb 03, 2012 02:32

Stairwell, Building 2, Industrial Subsector B

Speed-Y is happy that that worked, and starts heading up to Level 3.

Azir-R follows, also happy.

Jam-Y watches the zombies burn. They manage to scramble back into the corridor, where they collapse in a heap on the floor. Satisfied, Jam-Y heads back to the team, who are beginning to ascend.

Behind them, another group of zombies begins to ascend from Level 1... to be joined by another group from Level 2...

Corridor A1/A2 intersection, Emergency Bunker C-3

Cryo-R notices Kris-R's strange idleness, and pokes him. Seeing no reply, he begins dragging the inert clone towards the stairwell, and eventually, up it.

Stairwell, Emergency Bunker C-3

Cryo-R begins the climb, with Kris-R in tow. It appears that the stairwell goes up for two levels.

There's a lot of dust here. Perhaps the scrubots lost their War On Dust at some point around here.

Garage, Building 2, Industrial Subsector b

The PDC, and L4-O, begin waiting for a connection.

While he waits, L4-O apologises for the YELLOW's death, claiming responsibility since he was supposed to protect

them. He hopes that the rest of the team survived. He knows that Team Epsilon seems reasonably intact.

The YELLOW replies, "Well, I'm not entirely sure what happened, only that repairing the circuit breaker did not restore the lights as it should. Meaning that there are further power problems, meaning that our work is not yet complete. As for your being responsible... you can be sure of this going on your permanent record."

The YELLOW continues with the hygienebot. As he does, the cloning bot disgorges another two clones... members of the PowServ team.

And while that is happening, there is more company, in the form of a group of zombies from the corridor...

And finally, the PDC gets a connection. **"Yes, citizen?"**

written by Speeder on Feb 03, 2012 03:11

I get to level 3, preped to shoot anything that might be zombie there. Or cyborg.

I see how close are the zombies getting to us.

written by Lightning4 on Feb 03, 2012 05:20

I notice the zombies.

"Aww vatcrap, not now..."

I try to juggle blasting off the zombies while speaking loudly into my PDC.

"Okay I need to make this fast. Friend Computer, I am speaking on behalf of Team Epsilon, reporting a Code-Three Zed, potential Code-Four. We have insufficient manpower to contain all of these and if I may make a request, can we get some Armed Forces squads over here? Possibly my own squad?"

written by Mingamango181 on Feb 03, 2012 09:41

I take slow breaths, trying to take things slowly. As I do so, I gaze over the area, looking for a medkit. Maybe I'll be lucky this time.

written by Kristos on Feb 03, 2012 16:56

"...huh... wha.. OH! my... Sorry. I... phase out sometimes. I hope I didn't do anything treaso... Oh! Did you find the briefing room? Great! ...ouch!"

I begin ascending the stairs on foot because the steady bump-bump of being dragged up them is lowering my level of happiness.

written by Gligar on Feb 03, 2012 17:34

Stairwell, Building 2, Industrial Subsector B

Arriving at Level 3, Speed-Y checks behind the door. The way ahead seems clear.

Looking back past the team, he can see the zombies approaching. They're half-way between Levels 2 and 3 now.

Garage, Building 2, Industrial Subsector B

L4-O only now realises that he has company. He starts shooting wildly while declaring a Code 3-Zed, or maybe a Code 4, to Our Mutual Friend, and requests Armed Forces backup... preferably, his own squad. Of course, since his concentration is not on firing, his aim is all over the place.

“There is no need for a Code 3-Zed,” The Computer responds. **“Please remain calm. Records indicate that you have sufficient firepower to handle the current - interrupt. Please clarify. Did you specify Code 3-Zed, citizen?”**

Meanwhile, the YELLOW has finished with the hygienebot, allowing one of the other PowServ clones to use it while he looks for a jumpsuit. And, of course, the cloningbot starts up again.

Mango looks for a medkit to try to treat his wounds, and finds one attached to a cabinet. It's up high, though.

Stairwell, Emergency Bunker C-3

Kris-R snaps out of it, and realises that he's being dragged. He wonders if he did anything treasonous while he was out, but is interrupted by the fact that he's being bumped against each and every step on the way up, which is making him unhappy. He decides to start walking.

Corridor C1 North, Emergency Bunker C-3

The two eventually come to the top of the stairwell, and exit onto the bunker's topmost corridor. Immediately, they find two doors, one to the south and one to the west. Both are RED, and closed. The corridor continues round a corner to the east.

written by Lightning4 on Feb 03, 2012 17:43

Thinking quickly, I try to toss a couple of my laser pistols to nearby clones, not caring for clearance at the moment.

“Here! Use this!”

“Yes! A Code 3-Zed. They're everywhere in these buildings! Code 4-Zed likely without containment! All three Industrial Buildings are compromised! Potential sector-wide overrun!”

written by Azirphaeli on Feb 03, 2012 18:26

“Well, now's a good a time as any..”

I violently shake a b3, mourn for a moment the passing of another can of b3 to senseless violence, and then throw it down hard near the zombies.

Remembering the issue of fire+b3 == PAIN I silently hope the zombies can still feel.

written by Speeder on Feb 03, 2012 19:01

I too hope that Azir can of B3 work, and just to be sure I shoot the zombie legs to stall them (instead of killing them, since that would not work anyway)

I then check if the stairwell actually has a door! You know, those that we can close, and that zombies without legs cannot reach the handle!

written by Jam on Feb 03, 2012 21:43

I see the can of B3 sail through the air, and decide I should run up the stairwell as fast as I can...

“AHHHH!”

written by Gligar on Feb 03, 2012 22:37Garage, Building 2, Industrial Subsector B

L4-O decides to arm some of the decanting citizens, and hands out his three ORANGE laser pistols. A couple of clones hesitate, meaning that the others get the pistols.

That done, he confirms to Friend Computer that, yes, he said Code 3-Zed. He also believes that, without containment, the situation could escalate to a Code 4-Zed... perhaps even a sector-wide outbreak.

“This is troubling news, citizen, and requires further investigation. Please stand by.”

The clones with the laser pistols have been firing during this, and have managed three shots each. This has had the effect of slowing down the zombies, that's a certainty, but the problem is, they're just not doing enough damage.

Stairwell, Level 3, Industrial Subsector B

Azir-R decides that it's a good time to put those throwing skills to good use. Grabbing a can of B3 from his backpack, he begins shaking it...

Speed-Y notices him, and starts shooting at the zombies' legs to stall them. He shoots three times with his laser pistol, missing once, but is able to stall the zombies at least a little.

By now, Azir-R is ready to throw, and does! Nice throw!

Jam-Y realises what's happening, and runs up the stairs, screaming. He has a little too much experience of B3 grenades, it seems 😊

And it's a hit! If those zombies were alive, they'd be suffering from multiple injuries, possible internal bleeding, as well as being on fire. As it is, they're still more or less ambulatory, albeit with a few less organs than before. But, as we learned earlier, B3 + fire = lots of pain. And, even though they're zombies, they can still feel. Somewhat. Not as much as a living clone, but it's enough. The zombies eventually come to a halt. Though, that might have something to do with the fact that they're burning up, and now can't use their legs any more...

written by Cryoburner on Feb 03, 2012 22:59

I open the door to the west!

written by Lightning4 on Feb 04, 2012 00:19

I take the momentary pause to assess the zombie positions. If they're far enough away from the clones and myself, I take out Turbo.

“Everyone get back! I'm going explosive on this!”

I load it up with some kind of explosive shell if I have one, and once no clones are nearby I try to fire it into the middle of the zombie pack.

written by Gligar on Feb 04, 2012 02:22

Corridor C1 North, Emergency Bunker C-3

Cryo-R's curiosity/need to inspect every nook and cranny gets the better of him, and he tries to open the western door. It's locked.

What, did you expect every door to be unlocked, ready for some random kleptomaniac to enter and try to take everything that's not glued down? 😊😊

Garage, Building 2, Industrial Subsector B

L4-O looks at the zombies. They're a bit close... maybe he could risk it?

While the other clones are firing (and running out of ammo), L4-O decides that it's time to take drastic measures. And by drastic measures, I mean a high explosive cone rifle shell fired from Turbo. He warns everyone to get back. Everyone looks round, and... does.

He fires.

The explosion is probably loud enough to be heard from half the building away.

But it does make a lot of the zombies... go away.

There are still a few left in the pack, though. Mind you, they're on fire, but they're not going to let that get in the way of their goal, which I'm sure you can guess.

That cone rifle shell also causes some of the clones to be knocked to the floor by the blast.

written by Jam on Feb 04, 2012 03:05

I stop for a second cycle.

"Did you guys hear something?"

I listen a bit longer, and, not hearing anything, continue trying to get to Level 3.

written by Speeder on Feb 04, 2012 04:49

I leave behind my spent yellow barrel... you know, near those flaming zombies, and also run up to level 3 corridor, while seeing if I left more YELLOW barrels in my pockets somewhere.

written by Speeder on Feb 04, 2012 04:52⁷¹⁴

"I think so... Seemly L4 is busy, or someone else decided to repeat that show on the old troubleshooter headquarters that blasted a hole in the sector external wall even..."

written by Kristos on Feb 04, 2012 05:37

I continue down the corridor, around the corner with complete and possibly misleading confidence that such is the route to the briefing room.

⁷¹⁴ SPEEDER: (OOC: erm... I replied without seeing Gligar last post! Ima blind)

written by Lightning4 on Feb 04, 2012 05:40

"Whoa. Might've been a bit... too strong there. Sorry all."

I shake some sense back into my head and put Turbo away, opting again for my blaster.

"Not many left at least."

I attempt to shoot whichever zombie is closest to a clone. Preferably in the head.

written by Cryoburner on Feb 04, 2012 12:36

"Hmm... It looks like we'll need a key."

I continue down the corridor and around the corner, in search of a key.

written by Gligar on Feb 04, 2012 16:40

Stairwell, Level 3, Building 2, Industrial Subsector B

Jam-Y thinks he heard something... perhaps an explosion?

Speed-Y is too busy unloading his laser pistol to comment. Leaving the spent one near the burning zombies, he walks back to the group, checking his pockets. He finds that he has five YELLOW barrels left, along with two RED ones.

Then he realises what Jam-Y is talking about. He comments that it's probably L4-O keeping himself busy. That, or someone wanted to emulate that big explosion in the old Troubleshooter HQ...

Corridor C1 North, Emergency Bunker C-3

Confident that he can find the briefing room, Kris-R heads round the corner, and further down the corridor. He's followed by Cryo-R, who, it seems, has changed his priorities. Now he wants a key for the locked room.

Corridor C1 Central, Emergency Bunker C-3

The corridor continues round yet another corner ahead, past another three doors (two on the left, one on the right). The furthest door on the left (labelled DORMITORY 2) is ORANGE Clearance, the other two are RED (MEDICAL and CLONING STATION), as is the corridor.

From the door labels, it's probably safe to say that the briefing room is further ahead.

Garage, Building 2, Industrial Subsector B

L4-O picks himself up off the floor, and apologises for the blast. It was probably a bot too powerful. But hey, look on the bright side, it did clear out most of the zombies.

He puts Turbo away again, and retrieves his blaster. It's cooled down somewhat from his earlier shooting frenzy. As he's lining up to fire, a zombie, now on fire, obliges by walking right into his line of fire, right towards Mango...

He fires.

Nothing happens.

The zombie continues to approach.

Meanwhile, the cloningbot and hygienebot are continuing to see use, as more clones are decanted, wash themselves, and look for jumpsuits. There is the box contained by the other bot, but its supply is running low.

written by 4616599 on Feb 04, 2012 16:48

Snapping out of my daze again, I greet the clone/bot in charge of Transitions rental and enquire on availability.

written by Lightning4 on Feb 04, 2012 19:09

"Blast it..."

I try to replicate my earlier success by unleashing a barrage of shots straight into the zombie's head.

"Everyone keep away from these things! Who knows what they'll do to you!"

written by Gligar on Feb 04, 2012 22:18

Transition Rentals, A Level, Iota Subsector

Snapping out of his daze, Joris-R enters, passing the inert form of Mick-R, and greets the clone behind the counter, and asks if there is a Transition available. "Certainly, citizen! We have two available right now. It's 25 credits per daycycle."

Garage, Building 2, Industrial Subsector B

L4-O tries to recreate his earlier success by randomly blasting zombies in the head.

He's able to get off two shots before his blaster starts blinking a light at him.

Both shots hit their mark. And a zombie does indeed go down... just not the one approaching Mango. It gets within reach, and grabs Mango's head...

You know, I can't get over the feeling that I've seen this before 😊

written by Jam on Feb 04, 2012 22:34

I continue trying to get to Level 3, unless I'm already in it, in which case I try to leave the stairwell...

written by Speeder on Feb 04, 2012 22:44

I do the same as Jam! I mean, the same action, not exactly imitate him... Or rather, in fact I DO imitate him, just for some amusement.

written by Cryoburner on Feb 05, 2012 01:34

"Keep an eye out for any doors marked KEYS. That room back there is locked, so logic dictates that it probably contains what we are searching for."

I continue down the corridor, looking for any keys, or doors marked KEYS.

written by Gligar on Feb 05, 2012 02:37

Stairwell, Level 3, Building 2, Industrial Subsector B

Jam-Y takes the plunge, and steps out into the corridor.

Of course, it would help if someone hadn't left a discarded B3 can in the way. He ends up tripping over it, and almost falls flat on his face.

Speed-Y follows him, and thinks it's hilarious to mimic Jam-Y's actions. He tries to copy Jam-Y's trip but ends up *actually* falling.

Corridor 1, Level 3, Building 2, Industrial Subsector B

The two YELLOWS find an INFRARED corridor. A sign indicates that there are dormitories ahead.

But, more importantly, a group of zombies are visible, milling about near a door.

Corridor C1 Central, Emergency Bunker C-3

Cryo-R suggests that they look for a door marked KEYS. After all, he does want to get into that room. He then heads round the corner, to find...

Corridor C1 North, Emergency Bunker C-3

...the north end of the corridor. There are two more doors in the corridor itself: another dormitory, and MAINTENANCE. The corridor ends at a concourse.

written by Speeder on Feb 05, 2012 02:41

I curse, grab the B3 can and thrown down the stairwell too.

Then I turn to the door.

"Jam, I suspect we will be forced to visit a cloning tank..."

I look at the zombies and try to figure if they are coming in, or out of the dormitory.

written by Lightning4 on Feb 05, 2012 03:48

"Vatcrap!"

I try to swap out my blaster power pack for a fresh one, so I can resume blasting that zombie trying to get Mango.

If I do it quickly enough, I immediately try to unleash some more shots at that zombie.

written by Jam on Feb 05, 2012 04:35

I angle my emergency light towards the zombies by the door.

"Not if I can help it we're not! We just need to find the zombie's weak points..."

I wave my emergency light in a threatening matter.

"They don't seem to feel pain like we do... It also seems like they can take a lot of damage before they stop... Just look at those zombies that have been following us! How long have they been burning now, and they had a B3 blow up next to them too! They must have some weak point!"

written by Kristos on Feb 05, 2012 05:04

Rather dryly I say "I do not think that is a KEY priority right now," speaking almost as if I do not realize the pun that just rolled off my lips.

I enter the concourse and take a look around. Hello concourse.

written by Azirphaeli on Feb 05, 2012 05:30⁷¹⁵

I too watch the zombies, and will prepare to take action if need be.

I am not sure what Speedy was insinuating re: the cloning tanks, but if he means we're going to need recloning, I have no intention of letting that happen.

written by Cryoburner on Feb 05, 2012 06:04

"That's a good point... What if the door marked KEYS is locked? I'll bet we could get into that room through the ventilation system though. Our priority should be to find a suitable air vent, that looks as though it might lead into that room, or perhaps into a room with a door marked KEYS."

I enter the concourse and have a look around, noting any air vents present. Or interesting doors, I suppose.

written by 4616599 on Feb 05, 2012 09:54

"Oh, that's good- I'd like one. Just charge it to my ME Card." I hold it out.

I notice Mick-R at the doorway. "Hmm. Is that clone fine?"

written by Mingamango181 on Feb 05, 2012 09:56

I attempt to reach for the medkit, slowly edging for it...

written by Gligar on Feb 05, 2012 17:39

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y picks himself, and the B3 can, up off the floor. He pops his head back through into the stairwell and throws the can downstairs, where it bounces off a zombie head. He notes that some of them seem to be disintegrating due to the fire.

Looking the other way, towards the door, he sees the zombies up there as well, trying to figure out how to open the door and get to whatever's inside, and comments that they might end up visiting a cloning tank soon...

Jam-Y doesn't intend to let that happen. He shines his "emergency light" at them, waving it in a manner he believes to be menacing. The nearest zombies recoil in apparent fright. Or whatever it is zombies use instead of fright.

As he mentions, they simply need to find these zombies' weak points. They *must* have weak points... they're extremely resilient, they don't feel pain like clones do (much), and even fire doesn't seem to affect them all that much.

It occurs to him that maybe they just aren't using enough.

Azir-R watches as the zombies seem to process something. It eventually dawns on them that trying to open the door isn't as rewarding as attacking these Troubleshooters right here...

Garage, building 2, Industrial Subsector B

L4-O realises the problem: the power pack is drained. While Mango continues trying to reach the medkit (and just manages to touch the thing), and the zombies continue to advance, and the one attacking Mango starts pulling at Mango's head, and the rest of the clones begin looking for large spanners, hammers, and other such improvised weapons, he busies himself by replacing it. Annoyingly, though, the new power pack decides to be stubborn and not click into place properly...

Corridor C1 South, Emergency Bunker C-3

Kris-R cracks an awful pun about their priorities, and enters the concourse. He's followed, of course, by Cryo-R, who has realised that the KEYS room (assuming that such a room even exists) might be locked, and has returned to his previous thoughts about air ducts.

Concourse C1, Emergency Bunker C-3

It's actually not a very big concourse. It seems to exist solely to house the vendobots which are installed either side of a set of double doors to the north, which are currently open, and lead on to some sort of meeting hall. A GREEN clone at the other end, near the large vidscreen, hasn't yet noticed their presence.

Other features of the concourse include a RED clearance stripe, another door marked CONTROL ROOM and a staircase leading up. And an air vent which is clearly too small to enter.

Transition Rentals, A Level, Iota Subsector

Joris-R decides to rent a Transition, and presents his ME Card as payment. The salesclone takes it and scans it. "Excellent, citizen... Joris-R. The Transition should be here shortly. Now, if I can get you to fill out some forms for me..."

written by Speeder on Feb 05, 2012 18:20

"Oh, I thought they were coming FROM the dormitory, the fact that they are coming IN the dormitory is good, it means we won't end in a cloning tank after all!"

I start shooting the zombies, the closest ones first, in the legs, maybe the ones behind will trip as the first ones fall.

written by Lightning4 on Feb 05, 2012 19:43

"Grrrrr."

Just as stubborn as the power pack, I keep trying to get it into place harder and harder.

If I finally succeed, I get right into shooting!

written by Azirphaeli on Feb 05, 2012 20:18

I aim for heads and fire.

written by Kristos on Feb 05, 2012 22:50

Again, dryly, "Keep your conDUCT together, we are approaching a GREEN clone."

⁷¹⁵ AZIRPHAELI: (OOC Didn't notice the new page)

I walk up to the clone and, with respect, speak, "Greetings, sir/[madam]. I am Kris-R and this is my recent companion, Cryo-R. We have been summoned to a mission by our Mutual Friend. Is this the debriefing room?" as I gesture towards the meeting hall.

written by Gligar on Feb 05, 2012 23:07

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y relaxes a little. He thought that the zombies were coming *out of* the door, not trying to get *in*... oh well, less talky, more shooty! From no fewer than four clones, actually. Speed-Y and John-R end up going for legs, to knock down their targets and hopefully slow the rest down, while Azir-R and Lucas-R focus on headshots.

Out of the three shots each that the four manage to pull off, enough hit their mark that three of the zombies fall to the ground, which nicely immobilises another three, who trip and fall over them. That leaves four more...

From somewhere comes the sound of a squealing barrel.

Garage, Building 2, Industrial Subsector B

Blaster power packs may be stubborn, but L4-O proves that he can be just as stubborn as he rams the pack into its connector. Before he can start firing, though, one of the zombies reaches him... only to be struck from behind by Joe with a huge screwdriver. Similar things are happening elsewhere in the garage... the one attacking Mango is itself attacked by a spanner-wielding Alice-R, for instance. Whether this will help Mango remains to be seen.

But back to L4-O. With his blaster sorted, he opens fire, unleashing a volley of shots into the zombie right in front of him. As with the other one, he's able to knock a leg off.

Concourse C1, Emergency Bunker C-3

Kris-R cracks another bad pun and walks into the meeting hall.

Meeting hall, C Level, Emergency Bunker C-3

He walks past the stacked chairs, and the chairs arranged in rows to sit on, and heads right up to the GREEN and introduces himself and Cryo-R. He asks if this is the debriefing room.

"Well, it can't be a debriefing room if there's nothing to debrief you about, can it?" she replies. "You probably mean briefing room. Yes, this is the briefing room. You're a couple of minutecycles late. And where's Mick-R?"

written by Lightning4 on Feb 05, 2012 23:12

"Thanks for the assist, Joe."

I back away from the crippled zombie, and take the opportunity to try to obliterate the head.

written by Jam on Feb 06, 2012 00:07

I try to set one of the zombies on fire, unless someone throws a barrel towards the zombies, in which case I run for cover...

written by Cryoburner on Feb 06, 2012 01:07

I stare blankly for a few seconds following Kris-R's statement, then enter the meeting hall.

"Oh, hello! Sorry if we're slightly late, but we had some issues with the KEYS room. As for Mike-R... I think someone said he was sent off somewhere. You don't suppose he had the key, do you?"

I then have a quick look around the meeting hall, noting any lunches that may be present.

"Say, this place seems vaguely familiar..."

written by Speeder on Feb 06, 2012 02:08

I check my barrel, and ask John and Lucas to do the same...

And hope Azir will check his.

In case my barrel is the faulty one, I throw it... Since seemly it is not, since I just changed it, I fire on the remaining zombie legs if possible.

written by Gligar on Feb 06, 2012 02:39

Garage, Building 2, Industrial Subsector B

L4-O thanks Joe, and unleashes another volley of blasts into the zombie. Out of five blasts, three hit their mark, with predictable results. Scratch one zombie.

The one who was harassing Mango seems to have gone down as well.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y attempts to use his "emergency light" to ignite one zombie... but then there's the squealing barrel. Speed-Y issues orders to look for it, and checks his own barrel. Nope, that seems good, so he fires off another three... somehow missing with each one.

He's joined by John-R, whose barrel seems okay as well. He's a little more successful.

The actual owner of the squealing barrel? Lucas-R. He realises, fiddles with the barrel to get it unstuck, and throws it. Jam-Y backs off.

The barrel continues to squeal.

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R enters behind Kris-R, and apologises for being late due to the KEYS room. "What KEYS room?" asks the GREEN. "There is no KEYS room."

Cryo-R again confuses Mick-R with Mike-R and tells the GREEN that he was sent off somewhere. Apparently, so does the GREEN. "I guess I'll have to contact him, then, won't I? And probably fine him, as well..."

She pulls out a PDC, and makes a call...

Transition Rentals, A Level, Iota Subsector

Joris-R is filling out paperwork when he hears the sound of a PDC ringing.

written by Speeder on Feb 06, 2012 03:00

“Ok, please DO NOT shoot that barrel, if it explodes, let it explode with minimal force, I do not want it to blast open the doors of the corridor, this time, the doors that lock us out are our friend.”

While I talk, I shoot more, kneecap hunting.

written by Mingamango181 on Feb 06, 2012 06:46

I attempt to grab the medkit, and then attempt to retreat to a safer distance.

written by Lightning4 on Feb 06, 2012 06:54

“Good work all, if we can hold out until Friend Computer sends reinforcements... I’ll see to it that Friend Computer knows about this assistance.”

I do a quick zombie assessment. If there’s still more zombies, I get right into shooting them more.

written by Jam on Feb 06, 2012 13:34

I attempt to set a zombie on fire, without getting too close to the squealing barrel.

written by Kristos on Feb 06, 2012 16:21

“My apologies, ma’am.”

written by 4616599 on Feb 06, 2012 17:48

I look at Mick-R again, and prod him.

I then glance at his PDC's display.

written by Azirphaeli on Feb 06, 2012 18:01

I resist the urge to shoot the barrel, due to speedy's advice, and instead get away from it.

Once I feel safer, more headshots.

written by Gligar on Feb 06, 2012 18:18⁷¹⁶

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y tells everyone not to shoot the squealing barrel, since he wants to minimise the explosion, and not blow open any doors or anything. Meanwhile, he gets right back to shooting.

He attempts to pull off another three-shot burst. However, he has forgotten one rather crucial detail:

He’s already used up his six shots.

The first shot is a miss. The second time he goes to fire, the whole thing explodes!

You can imagine the devastation this makes to the team.

Actually, you don’t have to imagine, do you? Remember what happened with Jam-Y that time, back when he was Jam-R? Like that, only a lot worse. Specifically, it has the effect of sending shrapnel into the whole team, as well as throwing them all over the place. And to cap it all off, the other barrel also explodes, doing even more damage.

⁷¹⁶ GLIGAR: (OOO: Well, this was certainly an interesting turn, filled with Fun, wasn't it?)

Just when Jam-Y was about to burn a zombie... well, there’s no need for that now, is there?

Lucas-R is the first one to come round. Looks like he’s sustained multiple fractures, and is having trouble breathing. He begins to check the test of the team:

First, Speed-Y. He might still be conscious, but either way, he’s not moving right now. He might be suffering from internal bleeding.

Second, Jam-Y. He’s lying on top of what remains of the zombie. and seems to have got off lightly. He’s only unconscious.

Third, Azir-R. He’s broken an arm and is unconscious.

Fourth, John-R. He’s also suffering from fractures, possible internal bleeding, and not being conscious. But the worst part? His Multicorder is broken.

Treason point to Speeder!

Lucas-R puss himself back over to Speed-Y, and tries to rouse him. “Sir, it’s not without respect that I say this, but... *stupid! You’ve failed to demonstrate proper alertness! Do I have to start issuing alertness tests every five secondcycles?*”

Garage, Building 2, Industrial Subsector B

Mango once again tries to grab the medkit. The zombie is still latched on, though, despite the efforts of two clones trying to remove the deathgrip it has on Mango’s head. He keeps trying, attempting to edge away while he does. Of course, the further away he gets, the harder the zombie grabs. It feels like he’ll lose his head if he tries that again.

On the plus side, it looks like a freshly-decanted PowServ clone noticed his plight and removed the medkit for him.

Meanwhile, L4-O resumes shooting. He starts with the one troubling Mango. One shot later, and the zombie lets go, having apparently realised that something is wrong.

The “something”, of course, is that its head now has a big hold in it, causing brainstuff to leak out.

It takes a few secondcycles for it to realise that this means that it should no longer be functioning. Those nanomachines are dedicated little critters.

Meeting room, C level, Emergency Bunker C-3

Kris-R apologises. But the GREEN is still on her PDC, waiting. “Why won’t he answer?” she mutters.

Transition Rentals, A Level, Iota Subsector

It seems that Joris-R is thinking the same thing. He prods Mick-R, but there is no response. Finally, he takes a look at Mick-R’s PDC. It shows that there is a clone calling, buy the name of Susan-G-PDL-3.^{717 718}

⁷¹⁷ SPEEDER: (OOO: I am totally lost...

I changed my barrel on page 518, then I tripped, then I threw a B3 can on the stairwell, then I made 3 shots, then I checked my barrel for squealing, wondering if it was its fault somehow, something that would not make sense since I had just changed it ,and then I shot 3 times

written by Lightning4 on Feb 06, 2012 19:32

"Was that the last one?"

I give the room a check for any moving zombies, and give my blaster a short break. ⁷¹⁹

written by Azirphaeli on Feb 06, 2012 20:03⁷²⁰

I lie around unconscious ..^{721 722 723 724}

written by Gligar on Feb 06, 2012 21:24⁷²⁵

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R keeps being unconscious while Lucas-R tries to rouse Speed-Y. It looks like he was successful, as Speed-Y looks at him, confused. Did he shoot four shots, or seven? He can't quite remember...

Well, my logs show...

Wait a minute. This log here says seven (which I'm sure Cryo-R would verify), but this *other* one says four...

Computer, give me the checksums for these logs, please...

Aha! Tampering.

So... I'm going to assume that this first log is the accurate one. I'm not sure what you guys saw, but I definitely saw him shoot seven times.

again...

And it explodes?

What?

the limit is 3 or 6?)

⁷¹⁸ *SPEEDER: (OOC: In fact I did not even finished reading the turn, I will wait for Gligar reply first).*

⁷¹⁹ *GLIGAR: (OOC: Then you tried to shoot again, Speeder...)*

⁷²⁰ *AZIRPHAEELI: (OOC: If he changed the barrel on 318, then he only shot 3 rounds before this last turn, that makes a total of six shots)*

(OOC So... assuming the ruling stands and we all got injured)

⁷²¹ *AZIRPHAEELI: (OOC And if we didn't, I'll reply reacting to the new results)*

⁷²² *SPEEDER: (OOC: I can only count six shots since I last changed the barrel, this turn included... I am not understanding where I shot more than 6)*

⁷²³ *GLIGAR: (OOC: There is actually a reason for this, which you will discover in due time, assuming you have the correct security clearance by then.*

☺)

⁷²⁴ *CRYOBURNER: (*

OOC: Three shots...

Speeder said:

I start shooting the zombies, the closest ones first, in the legs, maybe the ones behind will trip as the first ones fall.

Three more shots...

Speeder said:

In case my barrel is the faulty one, I throw it... Since seemly it is not, since I just changed it, I fire on the remaina zombie legs if possible.

More shots... : P

Speeder said:

While I talk, I shoot more, kneecap hunting.

)

⁷²⁵ *GLIGAR: (OOC: See? Cryo-R's inspection skills are good for more than for just light fixtures! ☺)*

Also, to remind everyone, arguing with the GM is treason [👎]

Garage, Building 2, Industrial Subsector B

L4-O asks whether that was the last one.

Nope... there is still one more.

Meeting room, C level, Emergency Bunker C-3

Susan-G waits for Mick-R to answer his PDC. She's getting rather irritated now.

written by Speeder on Feb 06, 2012 21:46⁷²⁶

I just look around dumbfounded.

"Oh crap..."

I check if the doors are intact.

Then I attempt to figure if I am dieing or not.

"I think that maybe I am dieing after this stupid mistake... This mean a YELLOW zombie running around with YELLOW weapons... Can someone suggest how we prevent zombies from using our equipment in case we die here?"

written by Lightning4 on Feb 06, 2012 22:27

If the other clones don't already have it under control with their weapons, I start firing at that zombie too.

"How many of things are we going to have to kill... I hope that's all that's coming this way..."

written by Jam on Feb 06, 2012 22:28

I attempt to wake up...

"Oh, vatcrap, what happened?"

I look over at Lucas-R...

"Lucas, you're bleeding! Hang on, I think I've got a few first aid kits here..."

I try to take them out.

written by Azirphaeli on Feb 06, 2012 23:14

I remain knocked out, blissfully unaware of what happened or why.

written by Cryoburner on Feb 06, 2012 23:24

After some brief random thoughts about barrels, seemingly unrelated to anything, I notice that the green clone here appears somewhat irritated.

"You look like you might be upset about something. Perhaps you haven't had lunch yet. If you'd like, I could get you something from the concourse."

I wander over near the door and peek out into the concourse, noting what manner of lunches the vendbots there may provide.

⁷²⁶ *SPEEDER: (OOC: Oh... I see... :/ I was sure I did not shot more ☺)*

written by Gligar on Feb 07, 2012 02:45⁷²⁷

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y looks confused for a moment, before realising what just happened. Realising the potential disaster he just unleashed, he looks at the doors. Surprisingly, considering that two laser barrels just exploded near them, the doors don't seem to have been damaged all that much.

He then checks himself. It's difficult to breathe, and, as mentioned, he has broken several bones. Things don't look good. Which means that he's probably on the verge of death. And you know what that means.

But he seems to be thinking about that. He wonders if there is a way of preventing a potential Zombie Speed-Y from using his equipment. "Well *cough* there is that box that Jam-Y has," Lucas-R suggests.

Speaking of Jam-Y, he just woke up. Looking at Lucas-R, he notes that he is bleeding, and tries to reach his own first aid kits. It's painful, but he's able to get to them and dump them on the floor.

Azir-R remains unconscious, though it seems that he is stirring.

John-R awakes with a start. "Wh-ow! What happened?" He checks the Multicorder. "Oh no... we've lost the Multicorder! Oh wait, the barrel!" He glares at Speed-Y. "I'll be bringing this up at Debriefing, sir. You've caused me to be unable to do my job."

Garage, Building 2, Industrial Subsector B

L4-O prepares to fire at the remaining zombie. But to do that, he'd have to fire through the rest of the clones, most of whom have various blunt instruments and are bashing at the thing.

Meeting room, C level, Emergency Bunker C-3

Cryo-R notes Susan-G's irritation and suggests that she might not have had lunch yet. Ignoring the vendobots visible to one side, he heads to the room's exit, to see what the vendobots there have, only to discover that he can't view them properly from the door. "I've already eaten," Susan-G tells him. "Sit down."

She eventually gives up, and hangs up her PDC. "Looks like he's not answering. I'm sure the fine for ignoring a GREEN has already been deducted from his account... and I wouldn't be surprised if he were terminated for refusing a mission.

"So, shall we get started?"

Transition Rentals, A Level, Iota Subsector

Mick-R's PDC suddenly stops ringing. "**Citizen Mick-R,**" Our Mutual friend announces, "**you have failed to answer a call from a GREEN citizen. Please explain yourself.**"

⁷²⁷ Gligar: (OOC: 27!) 😊

written by Speeder on Feb 07, 2012 02:52

I look at John.

"I know, but this will also cause a massive mission failure if our equipment falls in wrong hands, John, dial to the team near Nukabot, and tell them to retrieve my equipment from the teleport box."

I turn to Jam.

"Fast, stuff my things in the box... while you do that, I will attempt to clear the way from here to our team near Nukabot."

I actually remove my jumpsuit and drop it on the ground the best I can, then I grab a single fresh YELLOW barrel, a emergency light, and turn to the stairwell.

"SPEED'S SECOND BLAZING GLORY!"

I move the fast as I can to the stairwell (opening the door again if needed), and seek the zombies that were following us, and if I find them, I try to set the barrel on fire.

written by Cryoburner on Feb 07, 2012 03:03

"Yes, we should get started."

Noticing the vendobots inside the room, I sit down on the floor in front of one, and begin examining their contents.

written by Kristos on Feb 07, 2012 04:20

I grab Cryo-R by the arm and drag him into a chair.

"You can study the vendobot after the mission is complete. Maybe. Please listen to Susan-G."

I sit and give attention, wondering at the amazing foresight Our Mutual Friend must possess to see a purpose for Cryo-R in this mission.

Aaaand... my stomach growls.

written by Lightning4 on Feb 07, 2012 05:15

Since the clones seemingly are handling the situation, I give my blaster a check over to make sure it's still in operating condition. I then give it a break from combat by putting it away.

I try to safely get closer to the zombie though, if it somehow hasn't died quite yet.

written by Granpire viking man on Feb 07, 2012 13:25⁷²⁸

If I still have any control over my body, and I'm not a zombie(I'm a little confused on this point), I attempt to look at the where the zombies walked past me.

"I'm just a recipe for disaster, aren't I?"

This is what I say in the case that I discover I am alive and fully in control of my body. If that's not the case, well, I don't suppose there is another option. Follow the zombies, perhaps?

⁷²⁸ GRANPIRE VIKING MAN: (OOC: I was away for academic reasons, catching up on late work, and got out of the habit of posting turns. I'm back now, and I apologize for any inconvenience.)

written by Jam on Feb 07, 2012 13:32 *Corridor 3, Building 2, Industrial Subsector B*

I take Speed-Y's stuff, and attempt to make it fit in the box, putting it in one-by-one if I have to...

written by Azirphaeli on Feb 07, 2012 15:47

I wake up and immediately feel the pain in my arm.

"Aargh, wh-what happened. Everything hurts.."

I, using the arm that doesn't feel like pure pain, attempt to rummage through my supplies for any medication... and a B3, cause.. oww..

written by 4616599 on Feb 07, 2012 17:11

I begin shaking Mick-R, then I notice Friend Computer.

"Good daycycle, mutual friend!" Smiling, I retreat back to the counter and check on progress.

written by Gligar on Feb 07, 2012 17:51

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y is aware that John-R can't do his job now. But he's also aware that allowing a zombie to gain access to the team's equipment would cause them all to be unable to do their jobs.

He begins undressing, leaving his equipment on the floor. He pulls an "emergency light" from the wall (ow) and a YELLOW laser barrel (ow) from his pile of equipment (ow), and does his best to run back to the stairwell, yelling a battlecry.

As soon as he leaves, Jam-Y begins to cram Speed-Y's equipment (all of it, including Joris-R's old equipment) into his half of The Box. At the same time, John-R pulls out his PDC (ow), checks that it's still working (it is) and calls up L4-O.

Azir-R wakes up and wonders what happened, and why everything hurts. He (ow) roots through (ow) his stuff (ow) and finds the packet of visomorpain and a B3. Ow.

Did I mention ow?

Stairwell, Building 2, Industrial Subsector B

Speed-Y continues down the stairs, but trips and ends up running *into* a bunch of zombies. They immediately start tearing into him, but not before he can set fire to the barrel...

Garage, Building 2, Industrial Subsector B

Now that he's not busy shooting, L4-O takes the time to look at his blaster and check that it's okay. It's getting hot again from the shooting, but it seems to have not been damaged. He puts it away.

That done, he goes over to have a look at the remaining zombie... well, what's left of it. Its arms and legs have already been removed. He doesn't get a better look, since his PDC chooses that exact time to ring.

And the cloningbot chooses that exact time to fire up yet again.

King-R wakes up, disoriented. It's not often that he just falls asleep while standing up. He realises that he's still alive despite the presence of zombies at the far end of the corridor, near what looks like some sort of large lift. He voices his opinion that he might be a recipe for disaster.

The zombies hear him, and turn back towards him...

From the stairwell comes the sound of an explosion.

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R agrees that they should get started, and sits down.

Right in front of a vendobot. Apparently, he wants to inspect it.

Kris-R has other ideas, yanks Cryo-R to his feet before he can begin his inspection, and drags him towards a chair. Perhaps Cryo-R could begin his inspection after the mission. Perhaps.

He takes a seat himself, and begins listening to Susan-G:

"Very good. You're probably aware of the recent aborted communist takeover of the sector. It appears that they may be attempting to make a second attempt. Only this time, they seem to be attacking our supply lines to undermine our attempts to fight back."

She does something to her PDC, and an image appears on the vidscreen. "This is the laser barrel production facility in JHY Sector. Recently, it was sabotaged, though we are not yet clear as to how badly. Your mission will be to go and investigate the extent of the sabotage, and identify any possible culprits. Are there any questions so far?"

Transition Rentals, A Level, Iota Subsector

Joris-R gives up on poking and moves to shaking for a moment, before hearing out mutual friend. He lets go, greets The Computer, and goes back to his paperwork. It looks like he's almost finished.

"Greetings, Joris-R," The Computer responds. **"Do you have anything that you wish to add regarding Mick-R's apparent failure to answer his PDC?"**

written by Azirphaeli on Feb 07, 2012 18:40

I take the medicine and drink the B3. If I then see the medical supplies that were placed on the floor I writhe over to them and try to fix myself up as best I can (and also take more pain killers if they are available).

I also curse the fact that this is the 2nd major injury I've suffered from an exploding barrel. Correction, another clones exploding barrel.

When done, if it's in range, I try to change the barrel on my own weapon. It may be my last stand and I am not going down without a fight.

written by Kristos on Feb 07, 2012 18:48

"What equipment will we be provided to facilitate the mission?"

written by Lightning4 on Feb 07, 2012 19:38

I answer my PDC.

"Hello? Who is this, I'm expecting a call from Friend Computer very soon so..."

I await a reply.

written by Speeder on Feb 07, 2012 19:46

Speed-Y-2 explodes.

Speed-Y-3 somehow is SMILING inside the cloning tank already, you know, that pleasure and pride smile.

written by Mingamango181 on Feb 07, 2012 20:10

I decide to not pull at the thing clinging on my head.

written by Gligar on Feb 07, 2012 22:20

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R takes the visomorpain and B3 before looking over at Jam-Y's medkits. He takes one and starts using it to try to patch himself up. It's difficult when you're in this much pain, though., but he can at least ease his own pain. This is the second time he's been the victim of someone else's exploding laser barrels now.

He retrieves his own weapon from where it fell and changes the barrel. Probably for the best, even though it still had three shots left... you never know.

Apparently,. L4-O has answered his PDC, since John-R says, "Hello, sir, it's John-R. Just to tell you that we're sending Speed-Y's stuff through the Box... can you check to see if it's there, and get it ready for him? He, er... went off to blow up some zombies."

Garage, Building 2, Industrial Subsector B

Indeed, the cloningbot is busy right now. If there were a window on the thing, I could probably tell you that there is a smiling clone inside... but as it is, I can't. It'll probably open in a few moments, anyway.

Meanwhile, Mango has decided to stop trying to get away from the zombie that is grabbing him... even though said zombie has ceased functioning. There are now four clones trying to remove the unmoving hands from the sides of Mango's head... it's probably very unpleasant given what he's been through.

But hey... at least the medkit is now within reach.

Meeting hall, C Level, Emergency Bunker C-3

Kris-R asks about equipment. "I'm expecting a deliverybot any secondcycle with your mission's equipment, Kris-R. I'm not at liberty to discuss equipment until it arrives.

"You'll also need to choose a Mandatory Bonus Duty each. There is an additional box of equipment for each duty. Meaning that we'll have one left over, since *someone* hasn't turned up."

written by Cryoburner on Feb 07, 2012 22:39

"Yes, yes. Very true, very true."

I watch the green clone, appearing extremely attentive, while slowly inching my chair in the direction of the vendobots.

written by Lightning4 on Feb 07, 2012 22:41

"Oh, thanks for the heads up. That must be him decloning here now. Hope he got a lot of them."

"I can't check the box right away, I sent Nukabot off to make sure those clones wouldn't try to steal it. But now that we're holding the garage, I guess I can ask Nukabot to come back. It's just nearby."

If that's all, I take the opportunity to fire off a quick message to Nukabot.

The Garage is secure right now, you can come back.

written by Azirphaeli on Feb 07, 2012 23:55

I prepare to shoot down any zombies that I see, headshots preferred, if they are coming my way.

If there's time, I get out my PDC and check to see if it's still functioning.

written by Gligar on Feb 08, 2012 02:09

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R responds... but is it my imagination, or is he not actually paying attention? Instead, he seems to be trying to edge his chair towards the vendobots.

Susan-G doesn't seem to have noticed, probably because a deliverybot just entered. "I have a delivery for Team Sigma," it announces.

"Ah, excellent," Susan-G replies. "That's you guys," she adds to Kris-R and Cryo-R. "For this mission, you will be designated Team Sigma. Now, please choose your Mandatory Bonus Duty."

Garage, Building 2, Industrial Subsector B

L4-O thanks John-R. He guesses that Speed-Y is recloning right now, and adds that he'll need to call Nukabot back to check the Box, since he sent it to hide.

The cloningbot opens up, revealing that it was indeed cloning Speed-Y.

John-R thanks L4-O, and hangs up, allowing L4-O to send a message to Nukabot.

Corridor 1, Level 3, building 2, Industrial Subsector B

John-R reports to the team. "L4-O says that Speed-Y is probably recloning right now. He'll check Nukabot when it returns, since he sent it away to protect it."

Now that he's feeling a bit better, Azir-R gets ready to shoot more zombies. He also takes the time to check his PDC,

which seems to be working, though the battery casing has worked its way loose.

written by Azirphaeli on Feb 08, 2012 02:19

That might cause problems..

I try and force the battery casing back in place if possible... though if it feels like my actions are going to cause further damage I'll just treat it with care.

I focus my attention on my surroundings.

written by Jam on Feb 08, 2012 03:17

I try to stand up, and survey the area for any more zombies to burn...

I also take out my Mk.II Indestructible Loyalty Transcript Recorder, and prepare to make a note.

written by Lightning4 on Feb 08, 2012 04:23

I put my PDC away, but remain ready to answer in case our Mutual Friend contacts me again.

I take the momentary breather to check all the exits to the garage, and see if there are any zombies or other clones potentially incoming.

written by Cryoburner on Feb 08, 2012 05:08

"Yes, that sounds excellent. Very excellent."

I continue slowly sliding my chair closer to vendobots. While doing so, I glance over at them to see what products they contain, before returning my attention to the Green clone, perhaps even more attentively than before.

written by Speeder on Feb 08, 2012 12:18

I step out of the tank with a pleased face, I cough a little, and then I stretch my arms, my legs (both existing and not broken!), and check if all my muscles are there and working.

"Good to feel whole again! Although I liked my cyborg foot..."

I wonder how many zombies I killed!"

I look where I am, and then I see L4 and people armed with spanners and whatnot, this make me look for a screwdriver, a tube slightly larger than its handle, and tape, so I can make Speeder's Spear 2.0⁷²⁹

written by Gligar on Feb 08, 2012 17:36

Corridor 1, Level 3, building 2, Industrial Subsector B

Azir-R seems troubled by his PDC's battery casing, and tries to fix it. It seems to have warped slightly, bet he's able to get it back on.

For a moment.

Then it pops back again.

⁷²⁹ CRYOBURNER: (Unfortunately, you were miscloned, and have no muscles in your arms or legs.)

Pocketing the device again, he starts being alert. He notices Lucas-R looking at one of his alertness devices... probably one of the Insta-Inflatable Targets.

Jam-Y manages to pull himself to his feet by bracing himself against the wall. Once there, he looks around, but finds the corridor devoid of zombies. Perhaps looking a little disappointed, he pulls out a piece of his own equipment: the Loyalty Transcripts Recorder. He'll be pleased to know that the casing is undamaged. (Well, it is called indestructible.) He opens it with the supplied key to find a small tape recorder.

Garage, Building 2, Industrial Subsector B

L4-O takes a look around. Hey, Speed-Y's up and around. He seems pleased to have both legs again.

Turning his attention to the doors, L4-O notices that the coast seems clear for the moment. Both the outer door and the inner one. Well, unless you count Nukabot, which is trundling in through the outer door, covered in soot and comnode-knows-what.

Speed-Y does a few exercises, checking to see if his body is up to scratch. Hmmm... yes, all muscles seem to be working as far as he can tell. That done, he looks around, noticing the other bots - the hygienebot, the bot with the jumpsuits, Leeroy, and Nukabot. He also notices that everyone seems to be armed with some sort of tool, and that the reason for that is evident: zombie remains everywhere (including parts on one still clinging to Mango's head). Feeling a little left out, he looks for a screwdriver or something. There's one over here, as well as some other stuff...

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R again shows that he's not really listening, and again tries to edge closer to the vendobots.

This time, Susan-G notices. "Hey, Cryo-R!" Are you even listening? Or did you want to inspect the B3 vendobots? I'm sure you'll get ample opportunity to do so after the mission. Right now, I need you to choose a Mandatory Bonus Duty."

written by 4616599 on Feb 08, 2012 18:04

"Well, he was standing there for quite some time. However, I have noticed many clones, myself included, going into odd dazes at times. I cannot possibly think of why this would happen."

written by Lightning4 on Feb 08, 2012 19:30

"Over here, sir." I direct Speed-Y's attention to Nukabot.

Once Nukabot stops, I get to examining the Quantum box to see if his stuff went through all right. If so, I hand it to him, unless he starts getting it himself.

If I find (or recognize) the ME card reader, I take it, lower my voice, and say:

"Oh hey. I needed one of these, I have a list of ID codes that need to be scanned. We need to know who has been going in that power room..."

written by Speeder on Feb 08, 2012 19:34

After I finish the spear, I go grab my stuff.

"Hey L4, you found anything on the power room? The Power Services tried to fix it?"

I wonder how tattered is the old YELLOW jumpsuit, and I check if there are any new YELLOW jumpsuit available.

written by Mingamango181 on Feb 08, 2012 20:12

I reach for the medkit.

It feels odd, having hands on your head...

written by Kristos on Feb 08, 2012 20:15

I look to see what the Mandatory Bonus Duties are.

written by Gligar on Feb 08, 2012 22:19

Transition Rentals, A Level, Iota Subsector

Joris-R explains that Mick-R has been standing like that for a while now. He's noticed this from time to time, where clones will just... zone out for whatever reason.

The Computer replies, "I see. Do you have any ideas why this might be?"

Garage, Building 2, Industrial Subsector B

L4-O points Speed-Y over to Nukabot, and goes over there himself, to check if Speed-Y's equipment is there. As it happens, it is, so he starts passing that over. As he does, he finds the FINANCIAL OFFICER box in amongst Joris-R's stuff. Inside it, he finds the ME Card scanner, and takes it. It looks like it needs to interface with something to be useful, though.

Speed-Y finishes up making a new version of his Spear and grabs his equipment from L4-O. He inquires about what L4-O found in the power room while he checks his old jumpsuit. It's kind of damaged and tattered from the explosions. Looking over at the jumpsuit bot, he sees a single YELLOW one.

He then realises that he's still covered in tank goo.

Mango grabs the medkit. He still has those hands on his head, something he should probably correct. Since they're not really attached to anything any more other than some severed arms, it should probably be easier.

Meeting Hall, C Level, Emergency Bunker C-3

Kris-R goes over to the deliverybot and has a look at the MBD boxes. It seems that it has delivered boxes for a TEAM LEADER, a LOYALTY OFFICER and a HYGIENE OFFICER.

written by Speeder on Feb 08, 2012 22:28

I notice I am dripping goo everywhere.

"Humm... I think the hygiene officer might be unhappy."

I go use the hygiene bot, after placing all my stuff somewhere nice, like a table or something near Nukabot.

written by Lightning4 on Feb 08, 2012 23:23

"The PowServ team was engaging in repairs. Turns out it was sabotage. I have the list of clones who have been in that room right here, but don't quite know how to extract the data."

I look at both the list and the reader, and puzzle over it for a few seconds.

"They tried to repair it, then came the beeping. Then came the gas. We ran for the exit but it looks like I was the only one that made it... You can ask them for more specifics, they're here with us."

I point in the direction of the PowServ clones.

written by Jam on Feb 08, 2012 23:43

I try to start the recorder recording...

"Speed-Y managed to blow up his laser pistol barrel, causing serious injury to the team, and lowering the happiness of the team considerably... He also self-terminated, though that was because he was near death and had a theory that nanobots would infect him and take control of his body. I would suggest that is treasonous thinking, but since we seem to be surrounded by a small army of zombies, it seems to be the most likely explanation."

I stop the recording, and seal the recorder back up in it's case. Then I realize I never heard Speed-Y explode, and carefully check on him, while keeping as much of my body shielded as possible.

written by Cryoburner on Feb 08, 2012 23:50

"Oh, don't worry! You have my full and undivided attention. I think my chair may be sliding though."

I take a moment to note how far my chair has slid, and slide it back and forth a few times in place to test whether its friction levels are optimal.

written by Azirphaeli on Feb 09, 2012 01:40

I cover Jam as he investigates.

written by Gligar on Feb 09, 2012 02:23

Garage, Building 2, Industrial Subsector B

Speed-Y decides to do something about his gooiness. He doesn't want to incur the wrath of the Hygiene Officer, after all. (Where is he, anyway? Oh yes.) Specifically, he places his equipment, Spear 2.0 and all, on a small table near Nukabot, and goes to use the hygienebot.

While he's doing that, L4-O elaborates about what happened in the power room. He mentions that he has a list of clones who accessed the room recently, but it's in a form he can't decipher. He takes a moment to look at it, and at the scanner. It's designed for ME Cards, but perhaps...?

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y starts up the recorder and dictates a note. Then, stopping the recorder and stowing it again, he realises that

he didn't actually hear Speed-Y exploding, and decides to investigate. Azir-R covers him.

Stairwell, Building 2, Industrial Subsector B

Jam-Y peers down the stairs.

There is considerable damage to the stairwell around Level 2, though it might be possible to navigate between the broken masonry and splattered body parts, most of which are difficult to recognise.

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R claims that the chair moved on its own. "These chairs don't move on their own... wait. Did you seriously give a Junior Citizen answer to that question?" Susan-G asks, and sighs. "I could hear the chair moving. And I wouldn't call a loud screech a slide. Alright, fine. Since you seem to want a B3, I'll buy you one of you go over to your friend and pick a Mandatory Bonus Duty with him. I'll send you the tab later."

Cryo-R checks the chair. It does indeed make a loud noise when he scrapes it across the floor. He must not have noticed in his attempt to get to the vendobots. But he only managed to move it something like 40cm anyway...

written by Jam on Feb 09, 2012 03:21

"Okay, he definitely exploded..."

I walk back to the others, and decide to check how injured I am...

"Lucas-R, how is everyone doing? What damage did Speed-Y cause with that barrel?"

written by Speeder on Feb 09, 2012 03:46

I see if the bot finish fast, since I have matters to attend... But I try to talk any time is possible (like before putting on appropriate face equipment or face-reaching fluids, and after that).

"Alright, this bothers me, it makes me know some things, but also create questions, like, why trigger the gas with the power room? Or if that was their intention, the sabotage intention was cripple the power, create a trap so we tripped the gas, or they never finished a automated trigger? What they needed to wait for to just not gas the building when they could?"

I look thoughtful all the time I cannot speak, also I give several glances at the ME-card reader, like if trying to figure a way to abuse it to read manual numbers.

written by Azirphaeli on Feb 09, 2012 04:47

I don't have far to go, but "return" with Jam.

"So, with Speed-Y gone, we need someone senior to direct the team."

"What's our next move?"

written by Lightning4 on Feb 09, 2012 06:57

I assist Speed-Y in figuring out how to extract some useful information from the paper.

"Oh right. I remember that I was told to look at the sector codes. There's a few familiar sectors here, lining up with people from our team or that we know. But I'd have to scan their ME cards with this to confirm... and it's going to be kind of difficult to get everyone together. I don't think anyone from our team has even been here so it's probably a coincidence."

"There must be something else we can do with this list. If we could just compile it backwards we can find out who's been there that way..."

As a test, I try to give my own ME card a scan, then check it against the list.

written by Cryoburner on Feb 09, 2012 15:10

"Oh, wow! I could sure use a B3. I could put it next to my other B3, in case I happen to need two B3s at once for some reason."

I get up, and slide my chair back to its original position. I then head over to the boxes, and proceed to shake each of them a few times in an attempt to ascertain their contents. Or at least, what their contents sound like.

written by Gligar on Feb 09, 2012 17:40

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y and Azir-R return to the team. Jam-Y asks for a status report.

"That explosion seems to have caused injuries to almost everyone, sir, and destroys John-R's Multicorder. As for the rest, I don't know."

Azir-R states that, since Speed-Y isn't with them any more, they need someone to lead them. Does Jam-Y have any ideas about what to do next?

Garage, Building 2, Industrial Subsector B

While the bot attends to him, Speed-Y continues talking. He has a few questions... for instance, why was the gas hooked up to the power? Was it as a trap, to make the repair team (and, by extension, them) trigger it? Or perhaps they had intended an automated trigger which didn't get installed?

He also glances at the ME Card reader. It seems to have been designed to connect to something, since, by itself, it doesn't have any sort of readout. Hmm... it's part of the Financial Officer's kit, so...?

L4-O adds that ME Card numbers include a sector code. His list includes sever codes he knows from their team or other people, but he'd need to scan their ME Cards. And that would be difficult.

As a test, he tries to scan his own ME Card. The scanner beeps, but, as mentioned, there is no readout, so it can't

display anything. If he had something connected to it, then perhaps he could get a readout...

Meeting Hall, C Level, Emergency Bunker C-3

Cryo-R decides to comply, and returns his chair to where it was before heading over.

Once there, he gives each of the boxes a shake. "That will not be of use," the deliverybot tells him, "due to the Packy-Foam used to fill in any gaps in the boxes. There is nowhere for the contents to move to make any noise."

written by Speeder on Feb 09, 2012 17:47

After the bot allows me to speak again I say.

"Hey L4, see on our belongings if we can fit that scanner to something there, fi not, try to attach it to my PDC, being a YELLOW PDC it might have the needed port to interface with that scanner, maybe even a two-way port, so we can also input data on it."

I am obviously in a hurry to get the hygiene done so I can do things, you know, stuff.

written by 4616599 on Feb 09, 2012 17:53

"Odd. I just zoned out myself. I think it's like Communist interference, but I wouldn't be sure. It's almost like there's another clone somewhere controlling my body!"

I laugh.

"I'm really not being very useful, am I? I don't even have my mission equipment currently..."

written by Lightning4 on Feb 09, 2012 19:33

"Oh. Um. Right. That'd be smarter."

I search the Financial Officer items for a screen or something that goes with this reader. If I find it, I attach it and try my ME card again.

written by Mingamango181 on Feb 09, 2012 19:40

I attempt to gently pry the hands off my head. I don't force it too hard, if possible.

Regardless of the outcome, I open up the medkit, seeing what I can do about that wound...

written by Kristos on Feb 09, 2012 19:46

"Team Sigma..."

Smiling, I grab the box for the HYGIENE OFFICER...

...and hand it to Cryo-R. Then I take the box for TEAM LEADER...

...even if Cryo-R is holding it.

written by Jam on Feb 09, 2012 22:08

"I guess we should try to get inside the dormitory, now that the zombies around it have been taken care of. But let's get everyclone's injuries treated first..."

I examine Azir-R, and try to figure out where he's injured, and how badly.

written by Gligar on Feb 09, 2012 22:34

Garage, Building 2, Industrial Subsector B

As the hygienebot finishes its work, Speed-Y suggests that L4-O find something to attach to the ME Card reader. He adds that is there is nothing else, they can use Speed-Y's PDC, as it's higher clearance and probably has the right connector.

L4-O rather sheepishly agrees, and searches through the Financial Officer kit to see if he can find something. He eventually finds Joris-R's old PDC (which seems to have the correct data port) and a memory card, marked as having a "Financial Analysis" app.

He connects the PDC and tries to scan his card again. But the PDC seems to be having problems... something about missing drivers.

Meanwhile, Mango is trying to remove those hands from his head. It's difficult, since they refuse to appreciably move, but he's able to wrench them off. That done, he sets about patching himself up with the medkit.

Transition Rentals, A Level, Iota Subsector

Joris-R says that it is possible that Communist interference might be involved. Though he isn't sure... for all he knows, he could be controlled by someone else...

He realises that he probably isn't being very useful. After all, he doesn't even have his equipment with him.

As he's saying that, a Transition floats into the office.

The Computer replies, **"You may be more helpful than you realise. Communist interference sounds likely, though we cannot rule out the possibility of external control. Thank you for your co-operation, citizen."**

The Computer falls silent.

Meeting hall, C Level, Emergency Bunker C-3

With Cryo-R doing everything but what he was told, it falls to Kris-R to decide on MBDs. He grabs the HYGIENE OFFICER box, and hands it to Cryo-R, before claiming the TEAM LEADER box for himself.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y suggests that they attempt to enter the dormitory. But not before seeing to everyone's injuries.

He has a look at Azir-R. He has a broken arm, though it doesn't seem to be hurting him.

written by Lightning4 on Feb 10, 2012 01:55

I frown and try to troubleshoot the problem... not in the Troubleshooter way of "troubleshooting", anyway.

If that doesn't work, I see if I can see Speed-Y's PDC and if it has the right port.

written by Cryoburner on Feb 10, 2012 02:12

I pick up the LOYALTY OFFICER box as well.

"Maybe we should take both. Hygiene is important and all, but being loyal is probably important too. What if a member of the team, let's say Kris-R, were to become unloyal? Having a clean traitor around might be better than a dirty traitor, but it would probably be better to not have any traitors at all."

written by Gligar on Feb 10, 2012 02:26

Garage, Building 2, Industrial Subsector B

L4-O tries to figure out the problem. He's eventually able to discover that the PDC needs additional software to be able to use the ME Card scanner. Of course, the only additional software he has is the "Financial Analysis" app. Well, the two did come together...

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R tries to take the LOYALTY OFFICER box as well, reasoning that hygiene and loyalty are of equal importance. Susan-G has something to say about that. "That's probably a good idea. There's a problem with it, though: Our Mutual Friend says that you're only allowed to have one MBD, so I'm afraid you're going to have to choose. Which would you prefer, Loyalty Officer or Hygiene Officer?"

"I'm fine with Kris-R taking the Team Leader duty, though. Don't forget to take the general equipment box."

written by Kristos on Feb 10, 2012 05:13

I grab a general equipment box as well, (casually) noting the size and material of the boxes, wondering what wonderful mission-aiding items might reside therein.

"Thank you, Susan-G. Is there any further briefing?"

Then I wait for Cryo-R to make his momentous decision.

written by Lightning4 on Feb 10, 2012 06:14

I try fiddling with the software and the scanner some more. And seeing if it now somehow works.

If all else fails, I see if there's possibly extra software I can obtain via download.

written by Speeder on Feb 10, 2012 11:07

After I am free from the hygiene station I go fetch a new jumpsuit, but when I reach the rack, I look back at my old jumpsuit.

"For some reason, that tattered jumpsuit look... better... like if it has a history, remembrance."

I do not even get a YELLOW jumpsuit, I just stroll back to my things, and wear the old jumpsuit again... I leave Joris stuff though...

Also I try to figure how to attach the spear to my back again.

written by Jam on Feb 10, 2012 13:32

I try to figure out if I know how to treat Azir-R, and if I have the right equipment...

written by Azirphaeli on Feb 10, 2012 14:39

While Jam is looking into my injuries I try and be as helpful as possible. Three limbs is manageable but two is pretty rough.

written by Granpire viking man on Feb 10, 2012 15:40

I run towards the stairwell where I heard the explosion a few moments ago. If the zombies are in my path, I try to fire a way through a few of them to head up the stairs.

written by Gligar on Feb 10, 2012 17:52

Meeting hall, C Level, Emergency Bunker C-3

Kris-R grabs the general equipment box, and also gives it as brief inspection. Nothing too intense, though, just enough to determine that it's a large cardboard box, same as the others, filled with Packy-Foam and whatever equipment the Packy-Foam is supporting. He can't wait to find out what the equipment is.

In the meantime, he asks Susan-G if there is anything else to the briefing. "Yes, there is," she replies. "Though we are uncertain as to the extent of the sabotage, it is believed that recent shipments of laser barrels may be faulty. The two may be related. Maintain vigilance during the mission.

"But before you reach the factory... there is one other thing. JHY Sector R&D have informed us that they have a device that may be of assistance. They have asked you to report to them to pick it up, use it during the mission, and report on its effectiveness. No further information is available regarding the device.

"Are there any further questions?"

Cryo-R has still not chosen his Mandatory Bonus Duty.

Garage, Building 2, Industrial Subsector B

L4-O fiddles with the Financial Analysis app, seeing if he can use it to get the ME Card scanner working. Aha! There we go. It looks like many of the functions are restricted due to it being used on Joris-R's old PDC, but he's able to get it to read his ME Card and display his name, as well as his credit balance (850.4).

Meanwhile, Speed-Y has finished with the hygienebot, and is ready to get dressed again. However, he decides not to get a fresh jumpsuit, reasoning that his old one has some history behind it. He also leaves Joris-R's equipment behind to save having to carry it.

That just leaves the problem of how to carry his new spear... perhaps he could strap it to his back or something? But he'd need straps for that... hmmm... will those tie-downs over there work, he wonders...

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y begins tending to Azir-R. He's helped by Azir-R himself, who decides that it's better to co-operate and get three working limbs than to not co-operate and have to put up with two. There is enough material to make a splint, so Jam-Y sets about doing that.

From the stairwell comes the sound of someone approaching fast.

Stairwell, near LLevel 2, Building 2, Industrial Subsector B

As it happens, it's King-R, who is trying not to look at the mess caused by the earlier explosion.

written by Speeder on Feb 10, 2012 18:00

After some consideration I see if I can make a way to use the tie-downs and other objects around the garage to make some straps that I can easily snap the spear on them or remove...

If I cannot make the snapping part, I just make a sliding version then, although that is not fast for combat...

I turn to L4.

"So, there are a function there to manually input a ME number?"

written by Lightning4 on Feb 10, 2012 19:17

"I don't know yet. But at least we can read ME cards now."

I start checking for a way of inputting ME numbers manually to retrieve data.

written by Azirphaeli on Feb 10, 2012 19:31

"Well, here's someone who certainly dodged this bullet, so to speak."

With my good hand, I motion to the carnage.

written by Gligar on Feb 10, 2012 22:59

Garage, Building 2, Industrial Subsector B

Speed-Y works, making himself a place to put his spear... hmm... it looks like an E-Z-Snap fitting is out of the question, so a sliding sheath will have to do.

That done, he turns his attention the the ME Card scanner. Does it have an option to manually input an ME Card number?

L4-O doesn't know, but is happy that he got the scanner working. He looks to see if he can find such an option. And would you look at that? There is such an option!

Corridor 1, Level 3, Building 2, Industrial Subsector B

As King-R reaches the still-open door to Level 3, Azir-R notices, and announces that King-R dodged a figurative bullet here.

written by Lightning4 on Feb 11, 2012 00:13

"Hm. This could take a while... might need to do this when we're somewhere safer."

As a test, I manually input the DOF codes.

If it works, I state the two names.

written by Speeder on Feb 11, 2012 00:19

I smile and say.

"Ok, go for it, attempt to input the ME card from your list that come from my sector for example."

written by Gligar on Feb 11, 2012 02:24

Garage, Building 2, Industrial Subsector B

L4-O decides to give the manual input a test. Running the rest through the app will take time, and will probably have to wait until they're in a safer place.

He starts with the DOF codes. (While he's doing that, Speed-Y suggests that he test it with Speed-Y's sector. Which is DOF. Go figure.) The app returns with the names Jeb-O-DOF-2 (415 cr) and Ran-R-DOF-4 (87 cr).

written by Speeder on Feb 11, 2012 03:17

"Your list has someone of very high clearance? I wonder what happen when you input that, I do not suppose a RED financial officer is supposed to see the balance of any BLUE, INDIGO, VIOLET or ULTRAVIOLET citizen..."

written by Granpire viking man on Feb 11, 2012 06:01

Looking around at the destruction, I grimace.

"Who did this? Where are the rest of the team?"

"And are you sure you're treating that wound with proper hygiene? Maybe I should go get some cleaning materials from Nukabot?"

I take a closer look at Azir-R's hygiene situation.

written by Lightning4 on Feb 11, 2012 06:35

"Looks like the DOF clones are nobody we really know. Jeb-O and Ran-R. So that confirms you haven't been in the power room anytime recently."

I listen to Speed-Y's concerns.

"Hrm. Good question. And I don't know if anyone on this list has high clearance or not."

I check the list again to see if it's in there in some recognizable form, then shrug and reply back,

"Might be a risk we'll have to take. If we find a very high clearance clone has been in that power room, the treason from looking up his data should be massively outweighed if that clone happens to be the traitorous one in the first place!"

I give the reader one more test, this time with a known(?) ID.

I input the QKW into the reader and check the result.

written by Jam on Feb 11, 2012 16:05

I continue tending to Azir-R, though I also take a secondcycle to say hello to King-R.

written by Gligar on Feb 11, 2012 16:43

Garage, Building 2, Industrial Subsector B

Speed-Y asks if the list contains any IDs of citizens of high clearance? He guesses that a RED Financial Officer is not

exactly supposed to see the credit balance of someone of such high clearance.

L4-O reports that the DOF clones aren't anyone they know. Which lets Speed-Y off the hook, at least. As for the possible clearance problem, he can't really tell. He's not sure whether the IDs can visibly tell him. He has a look, but it seems that there is no visible indication. He'll just have to chance it. If there is such a clone on the list, then hopefully the treason of accessing his data will be outweighed by that of sabotaging the power room.

He gives the reader one more test: the QKW ID. Sure enough, it returns L4-O's data again.

Corridor 1, Level 3, Industrial Subsector B

King-R looks around at the remains of the carnage, and demands to know what happened, and who started it.

He also demands to know whether Jam-Y is observing proper hygiene protocols while treating Azir-R. He suggests that they obtain proper supplies from Nukabot, and has a look himself. It seems that Azir-R is kind of dirty, actually, though Jam-Y is doing his best to clean him up.

Jam-Y looks up from his work to say hi.

written by Lightning4 on Feb 11, 2012 20:55

"I wonder when Friend Computer is going to report back. I told Friend Computer about how the situation escalated here... Code Three-Zed. Friend Computer hasn't replied back though..."

I check my PDC, but if there's nothing yet, I put it away.

I put the reader and the list safely in my backpack for now, to use later.

written by Gligar on Feb 11, 2012 22:11

Garage, Building 2, Industrial Subsector B

L4-O wonders when Friend Computer is going to get back to him regarding his last call... he reported the current situation as a Code 3-Zed. Ah well, it's generally not a good idea to rush these things.

He checks his PDC. Seeing that there is still no reply, he puts it away, and also pockets the scanner and the list for later use.

So... what next?

His PDC ringing, that's what!

written by Cryoburner on Feb 12, 2012 00:40

After staring at the boxes for a few (brief?) moments, I respond...

"How about I take the loyalty one, and the delivery bot takes the hygiene one? That seems about fair, as he looks like a pretty clean guy."

I hand the HYGIENE OFFICER box to the delivery bot if he's still here.

written by Mingamango181 on Feb 12, 2012 00:42

I take it slow with the patching self up situation, making sure that all injuries have been sufficiently treated.

written by Gligar on Feb 12, 2012 02:29

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R seems to have finally made his decision. He takes the LOYALTY OFFICER box for himself and gives the HYGIENE OFFICER box back to the deliverybot.

Susan-G smiles. "Thank you, Cryo-R. Now that's settled, we can get back to the briefing proper."

The deliverybot says, "If I am no longer required, I will return this box to PLC."

"That sounds like a good idea, deliverybot, since it seems that the box is no longer required."

"Very well." The deliverybot rolls out of the door, muttering something about needing maintenance on its treads.

Garage, Building 2, Industrial Subsector B

L4-O's PDC continues to ring.

Mango ignores it and concentrates on fixing his own injuries. Problem is, he seems to have used up the medkit in doing so. He'll have to put up with a few unpatched cuts.

written by Lightning4 on Feb 12, 2012 02:34

I answer my PDC.

"Hello? Friend Computer?"

I await a reply.

written by Speeder on Feb 12, 2012 12:27

I look puzzled with L4 using a PDC to talk with Friend Computer.

I start to mutter something about terminals and cameras, then I turn my attention to see what everyone is doing.

written by Azirphaeli on Feb 12, 2012 14:17

I wait patiently for Jam to complete his work.

written by Jam on Feb 12, 2012 14:26

I also wait patiently for Jam to complete his work.

Oh wait, what am I doing staring off into space? Uh, er, where was I? Oh right, tie this, bandage that...

written by Gligar on Feb 12, 2012 17:18

Garage, Building 2, Industrial Subsector B

L4-O answers his PDC. As he has guessed, it is Friend Computer on the line. Speed-Y looks on, amused that L4-O would use a PDC to contact Our Mutual Friend instead of, say, a terminal or a camera.

Our Friend is saying, **"Greetings, citizen! You will be pleased to learn that, due to the Code 3-Zed situation, the Industrial Subsectors are now under lockdown.**

No clone may enter or leave on pain of termination by the Armed Forces units who are currently en-route to surround the Subsectors. The lockdown will be lifted when the Code 3-Zed situation has been resolved. Thank you for your co-operation."

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R waits for Jam-Y to finish his work.

But Jam-Y seems to have zoned out for a moment. He snaps out of it and finishes up with ther last bandage... there we go.

Around Industrial Subsectors A and B

Our Mutual Friend makes an announcement. **"Attention, citizens! A Code 3-Zed situation is currently in progress. The exact details are beyond your security clearance. Please remain calm, and do not attempt to leave the Industrial Subsectors. Please co-operate with any Troubleshooter, Power Services, and Armed Forces personnel present, and above all, remain calm. There is nothing to worry about. Thank you for your co-operation."**

Meeting hall, C Level, Emergency Bunker C-3

Susan-G continues. "You'll be travelling by transbot todaycycle. The designated station is past Kappa Subsector, down the roadway. You'll need some form of transport to get there, though. I'll leave the details of that to you.

"Remember that you'll need tickets to use the TransTube, as well as the authorisation papers I have here.

"I think that covers everything. Are there any more questions?"

written by Mingamango181 on Feb 12, 2012 19:39

I decide to look around, taking in the sight of whoever happens to be in the same room right now.

Hmm...

written by Lightning4 on Feb 12, 2012 20:27

I smile and put my PDC away.

"Well, whatever works, you know? I wonder where my squad is going to be."

Anticipating some reaction by clones inside I ready my blaster again and start watching the door that leads deeper into this building.

written by Gligar on Feb 12, 2012 21:41

Garage, Building 2, Industrial Subsector B

Mango has a look around at who is currently here.

He can see L4-O, arguing that it doesn't matter how he contacted The Computer, since it worked, right? He wonders where his squad will be as he puts away his PDC, exchanging it for his blaster.

Some of the clones from the cafeteria, or probably their clones, begin speaking. "Armed Forces? Why would they be here?" "Maybe it's too much for the Trou - " "Shhh! Do you really want them to fine you? Or worse?"

Joe doesn't take part in the conversation. Clones seem to be shunning him now that he's outed himself as a mutant. And he doesn't look too happy about it.

Another group - the PowServ team, or what's left of it - are also in conversation, saying something that Mango can't quite hear. The cloningbot spits out another clone, who notices them and says hi.

And then there's the large group approaching from outside the outer door...

written by Lightning4 on Feb 12, 2012 22:09

Seeing that there's nothing going on at the interior door, I wheel about and see the incoming clones.

I try to determine if they're in fact Armed Forces, or if there's something else to worry about now.

written by Jam on Feb 13, 2012 01:04

I check for any other injured clones, and set to work patching them up as best I can...

written by Gligar on Feb 13, 2012 02:19

Garage, Building 2, Industrial Subsector B

Since the inner door is clear, L4-O turns to look at the outer door.

A group of twelve clones is approaching: three RED, the others INFRARED. They don't appear to be Armed Forces, but they do have the general appearance of living clones. Ones who are distinctly unhappy about something. As they approach, they notice the assembled clones and attempt to put on smiles.

Corridor 1, Building 2, Industrial Subsector B

Jam-Y looks for other injured clones. There are definitely a few of those around. Take John-R, for instance. He has multiple fractures, and... he seems to have passed out again.

There's also Lucas-R, who seems to be fighting to stay awake, as well as also having multiple fractures.

Jam-Y starts on John-R...

written by Lightning4 on Feb 13, 2012 04:11

"Wonder what those guys are about..."

I continue to watch the group as they approach.

"Hello... you don't look like Armed Forces..."

written by Kristos on Feb 13, 2012 05:40

"I have no more questions. Thank you, Susan-G."

written by Azirphaeli on Feb 13, 2012 12:53

While Jam works, I keep alert for impending trouble.

written by Cryoburner on Feb 13, 2012 13:02

I take the authorization papers, and look them over.

written by Granpire viking man on Feb 13, 2012 13:15

"Hi Jam-Y."

I stand around awkwardly for a few moments, then decide to leave.

"I'm going to fetch a few supplies from Nukabot. There should be some medical supplies there, at least. If not, well, I can at least clean some wounds. Cleanliness is mandatory, you know."

I head cautiously in the direction of the garage, keeping a wary eye out for zombies, pistols at the ready.

Just to be sure, I check which one of my weapons is missing a shot.

written by Speeder on Feb 13, 2012 14:47

I smile happily.

"L4, that was great, you solved our problem in keeping the zombies in, and preventing more people from being zombified in a great way! I will leave you here for a while, and will check if the other half of the team is still alive where I died, I guess I will be able to reach there kinda easily if my unconventional use of ammo and lighting apparatus worked."

I take the spear in my hands, since I will not waste ammo on things that refuse to die, and start to walk toward where I did that mistake with the laser pistol.

written by Gligar on Feb 13, 2012 17:08

Garage, Building 2, Industrial Subsector B

L4-O wonders about the approaching clones. He greets them, and notes that they don't seem to be Armed Forces.

"That's because we aren't," one of the REDs replies. "We're what's left of Work Shift Four from Building 3. Er... things are bad over there... first, there's the gas, then, lots of people die, then, they get up and... ugh. I don't want to think about it... and now... we're in lockdown. Do you know anything else, sir?"

Speed-Y seems pleased with L4-O's work, and decides to go check up on the rest of the team.

The RED looks shocked. "What... zombies? Does that mean that... no! It can't be!" But Speed-Y ignores him, and heads out.

Corridor 1, Building 2, Industrial Subsector B

Speed-Y heads towards the foyer. He can hear zombie-like sounds from some of the rooms, but if that's what's in there, they don't seem to have figured out what door handles are for yet. Though it does sound like they're trying to bash the door down from the inside of one room...

He shudders and moves on.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R keeps an eye out for trouble. But it looks clear for the moment... no wait, there are sounds from one of the dormitories... the door opens a little...

King-R stands around awkwardly for a moment. He doesn't seem to have noticed the medkits Jam-Y is using to patch up the team, so he decides to go back to Nukabot to get some. Before anyone can react, he heads back downstairs.

Stairwell, Building 2, Industrial Subsector B

He heads back downstairs. As he passes Level 2, he becomes aware that something is approaching from behind the door. He tries to ignore it, and press on.

Corridor 3, Building 2, Industrial Subsector B

He re-enters the corridor. The place looks a mess, though no better or worse than before.

He can hear something approaching from the vicinity of the foyer.

Foyer, Building 2, Industrial Subsector B

Speed-Y makes a cautious entrance from his corridor. There are even more zombie sounds from the vicinity of the power room, and something seems to be approaching from Corridor 3, but the foyer itself is clear.

Meeting hall, C Level, Emergency Bunker C-3

Kris-R states that he has no questions, and thanks Susan-G.

Cryo-R takes the travel papers and looks through them. They permit Team Sigma to travel from JHT Sector to JHY Sector via transbot. Estimated departure time is 14:00, to arrive around 14:20.

Susan-G suddenly remembers something. "Oh yes! I offered you a B3. Hold on a secondcycle."

She heads over to one of the vendobots and swipes her ME Card, causing it to dispense two cans. "Here you are. Now... what was that code to shift the payment again? Oh yes..."

Transition Rentals, A Level, Iota Subsector

The salesclone heads over to Joris-R. "Citizen? You Transition is waiting. Is there anything else you wanted?"

written by Lightning4 on Feb 13, 2012 19:13

I nod and point back at the RED.

"If you really must know, yep. Zombies. Zombies everywhere. You had better stay with us until the rest of the Armed Forces get here..."

written by Mingamango181 on Feb 13, 2012 19:56

I sit down somewhere where I'm not exerting myself heavily. A few cuts and stuff having to remain untreated, I don't mind so much about those compared to the main one.

written by Speeder on Feb 13, 2012 20:33

I ready my spear and wait for whatever is coming... Hoping zombies will not show up from the Power Room.

written by Cryoburner on Feb 13, 2012 21:46

"Wow! Thanks! If I ever need something from a vendobot, and don't know how to use the vendobot, or can't find a vendobot, or have lost both of my arms in a horrible vendobot accident, I'll be sure to call you. Say, did I ever get your number?"

written by Gligar on Feb 13, 2012 22:01

Garage, Building 2, Industrial Subsector B

L4-O confirms to the RED that, yes, zombies are involved. Lots of them. He suggests that Work Shift Four should stick with them until the Armed Forces get here.

Mango sits on a nearby metal box and just tries to stay out of the way.

Foyer, Building 2, Industrial Subsector B

Speed-Y readies his spear. It's not worth wasting ammo on zombies, he reasons.

A clone enters the foyer from Corridor 3, cautiously. It's King-R.

Meeting hall, C Level, Emergency Bunker C-3

Cryo-R thanks Susan-G and expresses his wish to call her if he has any vendobot-related problems. "Er... what? Can't you use a vendobot yourself? Do you even realise what you're saying? Why would a GREEN citizen give out her PDC number to a RED clone for menial tasks?" She hands over the B3s. "Now, I suggest that you get started with traveling to your mission. You don't have much time, and you wouldn't want to keep Friend Computer waiting, would you?"

written by Speeder on Feb 13, 2012 22:03

"Halt zombie! The last I saw King-R he was acting like a zombie in the first level!"

I point the spear on his direction and wait for him to shamble into it.

written by Lightning4 on Feb 13, 2012 22:45

"And if you can grab anything handy that could be good for beating a zombie, do so. As you can see, some of the other clones present here are already armed... but I'm sure there's still things here and there."

"Hopefully it won't be necessary."

I look out of the building again, to see if anyone else is coming yet.

written by Azirphaeli on Feb 13, 2012 23:15

I watch the door with keen interest.

written by Kristos on Feb 13, 2012 23:20

"At once! Come on, Cryo-R. There might be a spare LIGHT or KEY in JHY sector!"

I leave the room and head back down the hall.

written by Cryoburner on Feb 14, 2012 01:36

"Ah, I see your point. Well, I can just stop by here if I need help with vendobots then. Thanks!"

I take the B3s and stow them in my stylish backpack, so long as it didn't disappear or anything.

"Well, let's go!"

I head out into the concourse, where I take a moment to quickly examine the vendobots there, making special note of their contents.

written by Gligar on Feb 14, 2012 02:31

Foyer, Building 2, Industrial Subsector B

Speed-Y yells at King-R to halt, thinking him a zombie. After all, the last time Speed-Y saw him, he was sort of acting like one.

He puts out his spear, waiting for King-R to just shamble into it. King-R probably doesn't want to do that.

Garage, Building 2, Industrial Subsector B

L4-O suggests that Work Shift Four arms themselves with whatever's in the garage, as some of the clones have done. Hopefully, though, they won't need it, but you never know.

He looks outside again, half-expecting for someone else to be following. He can hear some kind of noise from outside, but it's unclear what it is.

Corridor 1, Level 3, Building 2, Industrial Subsector B

While Jam-Y continues to work, Azir-R watches the door. It opens a little wider. "Hello?" a young-sounding voice calls out. "Is there someone there? Someone who isn't a commie or a zombie?"

Meeting hall, C Level, Emergency Bunker C-3

Kris-R agrees, and suggests to Cryo-R that they might want to head over to JHY Sector, adding that there might be lights or keys there. Without waiting for Cryo-R, he exits the meeting hall, heading back down Corridor C1.

But Cryo-R does follow him, after saying that he could just return to the meeting hall if he needs help. He takes the B3s, and... yes, he's still wearing a jumpsuit as a backpack. Probably why Susan-G pulls out a pack of pills and eats one. Before grabbing her PDC and doing something to it, probably forms-related.

Concourse C1, C Level, Emergency Bunker C-3

But Cryo-R doesn't see that. Right now, he's too busy realising that the vendobots in the concourse are placed either side of the meeting hall doors, and are currently sold out.

written by Azirphaeli on Feb 14, 2012 04:35

"We're not zombies or commies, whose there?"

written by Speeder on Feb 14, 2012 04:46

I look at the zombie that stopped movie seemly, and examine him.

written by Cryoburner on Feb 14, 2012 12:00

"Hrm..."

Deciding that the green clone probably isn't much help with restocking vendobots, seeing as I didn't see a stack of vendobot supplies next to her, I instead head back down the corridor, since Kris-R seems to have wandered off in that direction.

written by Lightning4 on Feb 14, 2012 16:26

I continue to listen to and watch for the strange noise outside.

written by Gligar on Feb 14, 2012 17:14

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R assures whoever it is that the team aren't commies or zombies, and asks who it is.

"Prove it! Prove you're not a commie!"

"Or a zombie!" adds another young voice from inside.

A third, older, voice adds, "Don't say that, it's not polite! A zombie wouldn't even be speaking right now, it would be trying to bash the door open!"

"I heard of some zombies who could talk," the first voice says. "So ner!"

Sounds like Junior Citizens in there, perhaps seeking shelter with some of the workers. But why are they here? Oh well. Just one more thing to worry about.

Foyer, Building 2, Industrial Subsector B

Speed-Y takes the time to inspect the "zombie" a little closer, since he seemingly decided to not approach. And.. he doesn't look very much like a zombie, now he can see him clearly. In fact, he looks like a very much alive King-R, albeit with a zoned-out expression that suggests that his mind is elsewhere.

Concourse C1, Emergency Bunker C-3

Looking at Susan-G one last time just long enough to decide that she isn't a vendobot refilling technician, Cryo-R follows Kris-R back down the corridor. Soon, they reach the stairwell again. That door at the far end is still locked.

Garage, Building 2, Industrial Subsector B

L4-O keeps listening to the noises. He eventually realises that there are multiple sources of noise. Some of it sounds like warbots, perhaps the Armed Forces response. A lot of it sounds like zombies. Zombies that are closer than the warbots. Ands approaching.

Did I mention that there are a lot of them?

written by Azirphaeli on Feb 14, 2012 17:25

"We're not zombies or commies, our proof is that you're still alive right now..."

We're troubleshooters sent to deal with this problem."

written by Lightning4 on Feb 14, 2012 19:27

"INCOMING!"

I judge distance, and if I can safely fire off another shell at the zombies (and if they're even visible yet), I get Turbo out, load it with whatever I find that's explosive, and... FIRE!

written by Speeder on Feb 14, 2012 20:39

I lightly touch the spear on him, just to see if he will really yelp.

written by Cryoburner on Feb 14, 2012 22:13

"We'll have to do something about that door. If we can't find a key, we'll need to use explosives to get inside."

I take a moment to note whether the lock on the door even has a place to insert a key or key-like device.

written by Gligar on Feb 14, 2012 22:19

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R again states that they're not zombies or commies. The clones in the room are still alive, after all. He adds that they're Troubleshooters.

The door opens fully, revealing that, yes, there are Junior Citizens present, along with a number of other clones between INFRARED and ORANGE clearances. Two of the Junior Citizens, presumably the ones who were arguing, are by the door. They look to have switched from suspicion to awe at the thought of being in the presence of *Troubleshooters!*

One of the ORANGES asks, "So that was you just now? What do you think you were playing at with the explosions?"

Garage, Building 2, Industrial Subsector B

L4-O announces to everyone that they have company, loads a round into Turbo, and *fi-*

Click. Clickclickclick.

Erm...

Foyer, Building 2, Industrial Subsector B

Speed-Y decides to test something, and gently pokes him with the tip of his spear. He recoils out of the way.

Corridor C1 North, Emergency Bunker C-3

Cryo-R decides that if they can't find a key, they'll have to blow the door open. Wait... is there even a keyhole?

He realises that he can't see one.

But he hasn't got time for this. He does not want to anger Friend Computer by ignoring its orders.

written by Lightning4 on Feb 14, 2012 22:31

"Uh oh."

I try to toss Turbo away from me just to be safe.

I decide to try something "safer". I grab a grenade, pull the pin, and toss both at the zombies.

written by Kristos on Feb 14, 2012 22:58

I head back out to the roadway near Epsilon Subsector.

written by Speeder on Feb 14, 2012 23:15

I blink, and then I look again at King.

"Strange..."

I continue my way upstairs to Level 3.

written by Jam on Feb 14, 2012 23:58

I blink, and look up... Oh, the door's open! I was so focused on my work that I didn't even notice...

"Well, we were trying to wipe out the zombies that were here... As you can see, there aren't any more zombies!"

I smile as I realize the clones I sensed were in fact living. I turn to the highest clearance clone I can see...

"How many clones have you got there, and what are all your clearances? Oh, looks like there's Junior Citizens too! How many?"

I smile.

written by Gligar on Feb 15, 2012 02:06

Garage, Building 2, Industrial Subsector B

L4-O drops Turbo in a corner and tries a grenade instead.

He somehow manages to miss. The grenade explodes harmlessly between the zombies and the building.

Stairwell, Emergency Bunker C-3

Kris-R heads back down, and heads back towards the roadway, not looking back to see if Cryo-R follows...

Foyer, Building 2, Industrial Subsector B

Speed-Y looks at King-R again.. how strange.

He shrugs and heads back up to Level 3.

Corridor 1, Level 3, Building 2, Industrial Subsector B

As Speed-Y arrives, Jam-Y notices that the door is open. He looks up and explains that they were wiping out zombies. It worked, didn't it?

Noticing that all the clones in there are alive, he smiles. He has a look at the clones, and notices that, besides the Junior Citizens and the ORANGE clone, there are INFRAREDS and REDs... he asks how many there are. The ORANGE says, "Well... I guess it did work... What you see here is everyone I was able to find who wasn't immediately made

dead by that gas stuff... there's myself, three other ORANGES, about fifteen REDs, and forty INFRAREDS."

"And us!" exclaims one of the Junior Citizens.

"And the Junior Citizens. Ten of those," adds the ORANGE.

written by Speeder on Feb 15, 2012 02:18

As I approach I smile.

"Great! Hey Jam, seemly we had success here!

Now we need to figure how to protect them from zombies, I do not think doors will hold the zombies forever."

I stop pointing the spear at people.

"The way that I cleared, is still clear, although from the nearby noises coming here, I do not expect it to remain safe for long, but I think we can take all this people to the garage. L4 is there coordinating lots of clones to fight the zombies, there are lots of loyal clones armed there, even if armed with a screwdriver, but they are armed. Also L4 could make the Armed Forces to show up, they are doing that other task, preventing anyone from getting here and be zombified, and preventing any zombie from getting out."

written by Jam on Feb 15, 2012 02:37

I smile back at Speed-Y.

"It seems we did!"

I go back to treating John-R...

written by Lightning4 on Feb 15, 2012 09:06

In frustration, I try a grenade again, if the zombies aren't too close. Pin, grenade, toss.

I back away from the zombies quickly if I am able.

written by Kristos on Feb 15, 2012 12:23

I look back to see if Cryo-R follows.⁷³⁰

written by Cryoburner on Feb 15, 2012 13:25

"Hmm... Looks like explosives it is then!"

Noticing that Kris-R is no longer here and has apparently wandered off again, I go off in search of him, namely back down the stairwell and out toward the roadway.

written by Gligar on Feb 15, 2012 17:18

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y is pleased. It seems that they've had some success with the zombies so far. The next step will be to protect these clone from them... that door won't hold forever.

He suggests taking the clones here to the garage. L4-O has organised some clones down there, and armed them with whatever was available. The way down to there is still clear.

He adds that the Armed Forces are on their way. Hopefully, they'll be able to prevent the zombies from escaping.

⁷³⁰ KRISTOS: (OOC: XD)

[942]

Jam-Y agrees, and goes back to his work. John-R seems to have stabilised for now.

Garage, Building 2, Industrial Subsector B

L4-O tries another grenade. He gets it a bit closer, probably helped by the fact that the zombies are approaching. He's able to blow a couple of them apart.

At this rate, though, it'll take forever to clear them all.

Roadway, near Emergency Bunker C-3

After a couple of minutecycles, Kris-R emerges from the loading dock. He look back, to see Cryo-R, who seems to be looking for something, following him. Please don't tell me that he's looking for explosives, since he isn't cleared for them. Or perhaps he wanted to lose both his remaining clones to treason-related activities?

written by Lightning4 on Feb 15, 2012 19:45

I scramble back over to Turbo now that it hasn't exploded yet, and retreat so I can try to fix it.

Once somewhere "safe" I try to remove the non-operative shell and get Turbo ready for shooting again.

written by Mingamango181 on Feb 15, 2012 19:50

The chest wound though patched up, will probably limit my ability to do anything useful, let alone anything useless. So I watch.

written by Gligar on Feb 15, 2012 22:38

Garage, Building 2, Industrial Subsector B

Noticing that Turbo hasn't exploded, L4-O scrambles over to it and tries to find somewhere "safe". But given the noises that are evident from the corridor, I'd wager that there aren't that many safe places. Regardless, he attempts to repair the weapon. Turns out it was just jammed; it seems that the trigger was defective, and may have damaged the shell. He clears the jam.

Mango just watches.

written by Jam on Feb 15, 2012 22:55

Noticing John-R seems stable, I move on to Lucas-R.

written by Speeder on Feb 15, 2012 23:30

I turn to the clones on the door.

"Ok, do you want to wait in that room, or you prefer to come with us to the garage? Mind you, the garage has been attacked more than once and there are lots of dead people and dead zombies there... But at least it is more predictable, in the sense that we know zombies will get there, and we know we will fight them... While waiting in the room does not guarantee that the door will protect you forever."

written by Lightning4 on Feb 15, 2012 23:43

Seeing that I'm ready to fire again, I try loading Turbo with another explosive shell, or if none of those are left, something

that might also be good against a large group of zombies. Napalm perhaps?

I fire when ready!

written by Gligar on Feb 16, 2012 02:02

Corridor 1, Level 3, Building 2, Industrial Subsector B

While Jam-Y starts working on Lucas-R, Speed-Y asks the dorm clones what they want to do: do they want to stay in the room or come with them to the garage? They know that the garage will be attacked, but at least they can predict it. The dorm, on the other hand... that's an unknown to them. The ORANGE replies, "Well, we were considering barricading the door and using the air ducts to get around if need be. I mean, we've got beds in here, and a toolbox..."

Garage, Building 2, Industrial Subsector B

L4-O tries again with Turbo. He seems to have run out of explosive shells, so he chooses a napalm one, and fires.

His aim is good, but the shell ends up not going off...

The sounds from the corridor get worse...

Something rattles in the ceiling...

written by Jam on Feb 16, 2012 06:04

While I'm working, I note how badly Lucas-R is injured...

written by Speeder on Feb 16, 2012 11:35

I think a bit, and then I say.

"Ok, that is good. If you need us, you know we are at the garage."

I turn to Jam.

"Jam, this group is the entire big group that you have found?"

written by Lightning4 on Feb 16, 2012 16:36

Frustrated, I put Turbo away and exchange it for my blaster. I try to just start blasting away at whatever zombie is currently closest to me, switching to others if I somehow down that one quickly.

written by Gligar on Feb 16, 2012 17:15

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y notes that Lucas-R has multiple fractures and is having difficulties breathing.

Speed-Y decides that the ORANGE's plan is a good one, and reminds him that they'll be in the garage. He turns to Jam-Y and asks if this was the entire group he discovered earlier.

"Wait, what?" asks a RED.

Garage, Building 2, Industrial Subsector B

L4-O switches back to his blaster and starts firing. Though he;s able to eliminate two zombies, there are just too many of them.

Not only that, but guess what just showed up at the inner door?

The ceiling stops rattling.

written by Speeder on Feb 16, 2012 19:26

I turn to them.

I point to Jam mutant armband.

"His mutation is... what I can say... He can find people, and I told him to find the biggest group of people that he could, so that we could prevent that group from being turned into zombies. So, that group would be you."

written by Lightning4 on Feb 16, 2012 19:27

"So many... I don't think we're going to make it."

I continue blasting off zombies as best as I can.

Suddenly, inspiration strikes, a light fixture almost appearing above my head!

"Nukabot! Top speed! Run down as many zombies as you can! Just uh, watch out for us, okay?"

written by Mingamango181 on Feb 16, 2012 20:16

I attempt to arm myself.

And then retreat. What's the chance of this actually holding off? Unlikely. Plus, it's not like I'm any use to those lot.

written by Gligar on Feb 16, 2012 22:28

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y explains to the RED that Jam-Y is a mutant, and was able to mentally find the largest concentration of clones in the building - them.

"I'm not sure how I feel about that..." the red replies. "I know he's registered, but.... the thought a a clone being able to find anyone he wants with his mind... if he can do that, what *else* can he do?"

Jam-Y continues working on Lucas-R.

Garage, Building 2, Industrial Subsector B

L4-O continues blasting at zombies, though he's beginning to think they won't make it.

Hey, wait a minute! They have a forkbot!

He asks Nukabot to go and charge them. The bot begins to move, backing out of the garage and turning to get a good look at them. "My camera is detecting a large number of... I am unsure whether they are clones are not. Assuming that they are not... Five Laws do not apply..."

It suddenly adjusts its forks, jumps into gear, runs at the zombies at full speed.

Crunch!

It knocks over several zombies, running over a couple* before impaling four more on its forks. It tries to back up for another run but it finds itself surrounded.

Meanwhile, Mango has been busying himself with finding a weapon. This... nameless big tool will have to do. He is also pessimistic about their chances, and doesn't believe himself to be of any use around here. Then again... what specialities does he have?

written by Lightning4 on Feb 16, 2012 23:38

I try to assist Nukabot by picking off some of the zombies surrounding it with my blaster.

"That was a good attack, we need another one of those..."

written by Jam on Feb 16, 2012 23:59

I look up...

"Hey! I can't just find any clone in Alpha Complex! All I can do is detect if there are clones nearby."

I stop working for a secondcycle, and look at the RED...

"You're probably thinking I can just force my way into your mind and make you do anything I want... Well, believe me, I've tried doing just that against CMTs, and it doesn't work."

I turn towards Speed-Y.

"Also, yeah, I'm pretty sure these are the clones I sensed..."

I turn back to Lucas-R, and continue working on him...

written by Cryoburner on Feb 17, 2012 00:28

After apparently standing in the roadway for a bit, I decide that it might be best for us to get going wherever it is we are going.

"We should be going!"

I tug at Kris-R, pulling him along as I wander down the roadway.

"You know, this might be easier if we had one of those big truckbots. I wonder how much explosives one of those could carry. I mean, in the hypothetical situation where one might be carrying them for some purpose. We would just be riding in it, of course."

I note whether I can see any big truckbots around. Or little truckbots. Or any bots, for that matter.

written by Gligar on Feb 17, 2012 02:22

Transition Rentals, A Level, Iota Subsector

The Transition beeps to itself. It seems to be ready to leave.

Mick-R doesn't notice, of course. Joris-R doesn't give any indication of noticing, either.

* They might be "only" Grade C reconditioned tyres, but that doesn't mean they aren't up to the job... as long as someone doesn't shoot at them or something...

Garage, Building 2, Industrial Subsector B

L4-O shifts his aim, trying to pick off those zombies who are surrounding Nukabot. He's able to clear a gap for Nukabot to back up and start another run.

While he's doing that, the identity of the arrivals at the inner door is made clear, though you probably guess by now. Suffice to say, the other clones in the room get busy with attacking them. I'm not exactly sure which side is winning... there seems to be casualties on both sides already.

Corridor 1, Level 3, Building 2, Industrial Sector B

Jam-Y looks at the red, and tells him that he can only scan for groups of clones, and can't pinpoint one in particular. That means that he can't just dive into someone's mind and have fun with it.

The RED looks unconvinced, but shuts up, allowing Jam-Y to get back to work.

"I'd accept his explanation if I were you," an ORANGE suggests. "He might be a mutant, but he is YELLOW."

From somewhere below, there is the sound of many zombies shambling around. No, not from just below...

Roadway, near Emergency Bunker C-3

Cryo-R isn't concerned about any of that. He's more interested in dragging Kris-R down the roadway. He mentions that it would be quicker if they had a big truckbot with them. Probably because big truckbots can carry large amounts of explosives... probably enough to cause significant damage to Computer Property and get him demoted, terminated, brainscrubbed so completely that his entire personality was rewritten, and finally dumped in Armed Forces target duty in HEL Sector. It is a good thing, therefore, that there are no big truckbots in the vicinity. There are a few little truckbots in the distance, along with some warbots - is that a T68? -, but I doubt they'd be willing to take on any passengers. And the smaller scrubots, forkbots, funbots, botbots, docbots, spybots, combots, petbots, cambots, deliverybots, collectobots, and idea bots on the roadway don't seem to be interested in giving rides either.

Perhaps they could hire an autohack or something? Surely one of them has the number.

written by Lightning4 on Feb 17, 2012 06:05

I go with explosives again. I toss as many grenades and pins as I can at clusters of zombies, while trying to keep myself away from them.

written by Speeder on Feb 17, 2012 13:33

As I hear the zombies...

"Oh no, zombies incoming... Anyone here has melee weapons? I figured that if we keep shooting them we will end running out of ammo eventually..."

I flash my spear around (carefully to not hit any friendlies) and then point it at the stairwell.

written by Gligar on Feb 17, 2012 17:31Garage, Building 2, Industrial Subsector B

L4-O goes with explosives again. He's trying to eliminate as many of the outside zombies as he can, helped along by Nukabot. He lobs a grenade right into the horde (just one, since he doesn't have the time for two), with predictable results. But it doesn't seem to have enough effect... and they're getting too close for comfort. If he uses another grenade, he'll probably hit himself with it.

Meanwhile, the group by the door is still fighting, though they're being pushed back. Clones armed with edged tools seem to be having the best luck as they are able to decapitate the zombies as they come. But it is surprisingly hard to decapitate a zombie. And what with the sheer number of zombies, as well as the number of clones dying to the zombies, and the dead eventually reanimating... well, the cloningbot has its work cut out. It's got to the point where even Mango, who was trying to distance himself from everyone, is involved.

The one saving grace is that it's taking time for the dead to reanimate... it looks like a couple of minutecycles.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y hears the sounds, and announces that they have incoming. he asks if everyone has melee weapons, since they'll eventually end up running out of ammunition.

As the sounds get closer, he readies his spear.

Jam-Y suddenly tenses. There's an active mind amongst the approaching horde...

written by 4616599 on Feb 17, 2012 17:36⁷³¹

I suddenly shake myself out of my daze.

I grab the rental clone.

"Hey! Fantastic Transition you got there! I'm glad I took the time to examine it! Good daycycle, sir!"

I grin widely.

I get on the Transition, and poke Mick-R.

written by Kristos on Feb 17, 2012 19:20

"Yes, I am trying to remember the best way to ride to another subsector..."

I look for any favorable transportation possibly headed to Kappa subsector, or possible a clone or bot to quiz.

written by Lightning4 on Feb 17, 2012 20:31

"Vatcrap, there's just too many, we can't even get out..."

I speak loudly while trying to zap outside zombies with my blaster:

"Everyone that is alive to me as fast as you can! We need to fight out way out. There's no way we can hold out here,

⁷³¹ 4616599: (OOC: Oops, distracted elsewhere!)

but if we can fight our way out we might stay alive. We don't need any more clones becoming zombies!"

If the YELLOW Powserv clone is still alive, I shout to him:

"Sir! Catch!"

I toss him the YELLOW laser pistol.

Finally, I try to address the cloningbot.

"Cloningbot, you should cease operations immediately. We don't need you producing even more zombies for the horde."

written by Gligar on Feb 17, 2012 22:35

Transition Rentals, A Level, Iota Subsector

Joris-R suddenly snaps back to reality. He notices the Transition, grabs the salesclone ,thanks him, and hops on board. But before leaving, he can't help but poke Mick-R again. Mick-R doesn't seem to respond.

Roadway, near Emergency Bunker C-3

Kris-R replies to Cryo-R. He's trying to think about ways to get to Kappa Subsector himself.

He also looks around... aha! Maybe he doesn't need to call for an autohack after all... there's one coming towards them.

Garage, Building 2, Industrial Subsector B

L4-O calls for all remaining clones to join him at the outer door. It looks like they'll have to fight their way out... they can't hold the garage like this.

He looks around, and sees the PowServ leader holding a disconnected bot manipulator. Perhaps he could give him a better weapon? He apparently thinks so, as he hands over the YELLOW laser pistol he'd been carrying. The YELLOW looks at it for a moment.. "I'd ask why you have that," he says, taking the pistol, "but we don't have time."

Finally, he instructs the cloningbot to go offline. he doesn't want it creating any more potential zombies. "I am currently generating two clones," it tells him. "If I were to go offline, I would end up terminating them - "

"Override," the YELLOW interrupts. "Present your power core for inspection, authorisation: PowServ-Delta! And don't bother complaining about how TechServ won't like it. They aren't here!"

"...As you wish."

Meanwhile, everyone else has been busy. L4-O has managed to fell another couple of zombies, and the rest have been reasonably successful at dispatching another four. Even Mango got in a couple of blows.

But the zombies are beginning to surround the group. In their no-minded approach, they begin to knock over supply cabinets, revealing some old noticeboards, which seem to be covering an air duct.

written by Speeder on Feb 17, 2012 23:56

I start to move toward the sound of zombies, spear ready, but also with the loaded slugthrower in a easy to reach place.

I hold the spear with two hands, one in the middle of it, so I can control the point in a finer way, even if losing range.

written by Lightning4 on Feb 18, 2012 00:00

I blast at the zombies near the air duct.

"Hey, look! That might be a way out..."

If it's safe, I approach the air duct and give it a quick inspection for safety. And maybe glance at one of the noticeboards to see if there might be any danger.

If it's safe, I continue:

"Everyone in!"

written by Cryoburner on Feb 18, 2012 02:16

(One would think that a cloningbot and/or other bots could be parked in doorways for various purposes.)

"If you find some wheels, I could probably build us a platform that we could roll on. I'll probably need a platform too though."

I look around for any platforms that look as though wheels could be attached to them in some way. I also make sure we don't get run over by any vehicles coming toward us.

written by Gligar on Feb 18, 2012 02:37

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y starts moving towards the stairwell, making sure to have his slugthrower at the ready as well as the spear. He shifts the spear for increased precision at the expense of range. Which might be a good thing...

Soon enough, a zombie manages to shamle from the stairwell into the corridor...

Garage, Building 2, Industrial Subsector B

L4-O shifts his aim inwards, towards the newly-revealed air duct. He shoots at the zombies near there. He creates an opening large enough that, if he plays his cards right, should be enough to get through the throng and enter the duct.

He takes it... which causes the zombies to try to claw at him. But he is able to avoid taking much damage and get to the duct., which he promptly inspects.

It looks to be safe enough to traverse, though it would be tough going: the duct is not large enough to walk through. The noticeboards, he notices, are full of warnings to be careful of the open air duct. Which might be good advice except for the fact that he's planning to use the thing.

He instructs everyone to enter the duct. "Good timing," the YELLOW replies, "because I'm out of ammo!"

Clone begin to converge on the duct... as do the zombies. L4-O can feel their hands on him...

Roadway, near Emergency Bunker C-3

Cryo-R suggests that if Kris-R finds some wheels, he could combine it with a platform... assuming he had a platform.

As for platforms, there is just one, in the IntSec checkpoint nearby. However, to access it, he would need tools to unbolt the thing.

The autohack continues to approach. (Some clones prefer to call them taxibots, but that term has been deprecated for a long time.)

written by Speeder on Feb 18, 2012 03:24

I start to quickly aim with the spear for knees, or legs if I fail at that, attempting to make the zombies fall over each other.

written by Kristos on Feb 18, 2012 03:52

Though I do not recall ever seeing an autohack I have heard about similar devices. Pulling something from my memory I lift my fist in the air with my thumb upwards. This feels awkward.

written by Lightning4 on Feb 18, 2012 05:12

I attempt to direct my aim towards the zombies trying to claw at me, and zap them with my blaster.

"Oh no you don't!"

If I am able, I crawl deeper into the duct so other clones are able to enter.

written by Gligar on Feb 18, 2012 17:31

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y adjusts his aim in an attempt to slow down the zombies using... another zombie. Specifically, he want to make one collapse so that the others will trip over it.

The approaching zombie sees him, and speeds up. Not that you'd notice.

And runs right into the spear. And keeps trying to get within reaching distance of Speed-Y.

Some of its friends, appearing from the stairwell, seem to want to join in.

Meanwhile, Jam-Y is finishing up with Lucas-R.

Roadway, near Emergency Bunker C-3

Dredging up a memory from somewhere, Kris-R sticks out his thumb.

The approaching autohack screeches to a stop right next to him and Cryo-R. "Need a lift, pal?"

Garage, Building 2, Industrial Subsector B

While clones fight their way towards the air duct, L4-O concentrates on tearing into those zombies who are concentrating on tearing into him, and taking damage while

doing so. One of them starts gnawing on his arm, for instance, but he's able to use his other arm to shoot his blaster at it. The blaster is again getting hot through use, but it's enough to ward off a couple of them.

He's now able to crawl into the duct proper, though he still has a couple of zombies hanging off him.

written by Jam on Feb 18, 2012 17:33

"Oh, I guess I should mention, one of those zombies is actually a living clone..."

I stand up, and look over at the zombies... I try to figure out which one is the living clone.

written by Speeder on Feb 18, 2012 17:54

I keep hitting the zombie knee, trying to make it fail, taking care to the zombie not reach me...

written by Speeder on Feb 18, 2012 17:55

I turn to Jam.

"What? Oh... That is not good, it means someone can control the zombies..."

Or someone is crazy and pretending to be a zombie, I hope is the second."

written by Lightning4 on Feb 18, 2012 19:27

If I have room to maneuver, I try to get Fred out so he can finally see action.

I promptly stab the zombies trying to grab me. Repeatedly. Hard. Did I mention repeatedly?

written by Gligar on Feb 18, 2012 22:16

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y tells everyone about the active mind amidst the zombies, which he interprets as a living clone. But he's not sure exactly where it is... though the zombies *are* approaching, so he should be able to... yes, there he goes. The mind is still on the stairwell.

Even as he's stabbing this zombie, Speed-Y turns to Jam-Y and decides that his news means that there is a clone who can control the zombies. Either that, or someone's crazy.

But since he turned round, he is unable to defend against the zombies, who begin to claw at him, and pull him to the floor...

Air ducts, near the Garage, Building 2, Industrial Subsector B

L4-O is also having a zombie problem. Though he believes that he can solve it with the use of Fred, his knife. He starts stabbing repeatedly at whatever he can, including zombies, the duct, zombies, the air, zombies...

It might not be enough to make them let go, but he certainly causes damage. As do they...

written by Lightning4 on Feb 19, 2012 01:46

I struggle to both stab the zombies, and get out of range of their clawing. More stabbing!

written by Jam on Feb 19, 2012 02:14

‘That’s not good...’

I try to distract the zombies with my emergency light, by setting them on fire...

written by Cryoburner on Feb 19, 2012 02:28

‘No, we don’t need a lift. We took one earlier when coming down from the cafeteria. Now, we’re going down the road. We’ll let you know if we need one later though.’

I take a moment to examine the autohack, noting whether it has any wheels that may be of use. I also check if the autohack actually has a lift on hand, or if he was just asking out of curiosity.

written by Gligar on Feb 19, 2012 02:41

Air ducts, near the Garage, Building 2, Industrial Subsector B

L4-O’s zombie problem continues.

He starts struggling. All he wants to do is get away... much like Mango, who is somewhere in the ductwork by now... but then, Mango doesn’t have to deal with zombies. L4-O does. And he does so by stabbing!

It’s difficult, but at least the difficulty is shared... the zombies are having problems too, and end up breaking bones, which doesn’t help them. It helps L4-O, though, who continues stabbing. He’s able to shake one more off hem off. That leaves one, who is still chewing on his arm.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y tries the fire trick again with an ‘emergency light’. There are enough zombies around that he is able to ignite two of them, not that they notice.

Roadway, near Emergency Bunker C-3

Cryo-R seems to misunderstand the autohack. He says that they do not need a lift, as they took one earlier. Right now, they are using the roadway.

‘Oh, a wiseguy, huh? Maybe you misunderstood my question. Some fleshbags have a tendency to do that. Okay, I will make it simpler for you: Are... you... in... need... of... trans-port-a-tion?’

Cryo-R may or may not be listening. He’s examining the autohack, of course. He notes that it has wheels, of course, but is not in possession of a device to permit vertical movement.

written by Kristos on Feb 19, 2012 03:52

‘Yes! We are trying to get to the transbot station past Kappa subsector, preferably before the next hourcycle. Will you take us there?’

Then, noticing that my hand is still in the air with my thumb raised, I return my hand to my side.

written by Lightning4 on Feb 19, 2012 04:00

‘Hey! That’s mine! Chew on this!’

STAB

I resume struggling to get deeper, and try to kick off the remaining zombies and keep the others at bay.

written by Jam on Feb 19, 2012 04:29

I notice the zombies don’t seem to be reacting to the fire...

‘Well, that didn’t really work...’

Instead, I take my longest copperlyke pipe out, and start hitting the zombies near Speed-Y with it, as hard as I can...

written by Gligar on Feb 19, 2012 16:35

Roadway, near Emergency Bunker C-3

Kris-R explains to the autohack that yes, they do need transportation. They need to get to the transbot station. ‘Alright,’ the autohack replies, and opens its doors. ‘Hop in.’

Air ducts, near the Garage, Building 2, Industrial Subsector B

L4-O continues with the stabby, and adds kicking into the mix. Somehow.

It takes a while, and the zombie manages to tear a chunk out of his arm, but he;’s able to cause it to cease moving, clogging the vent.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y is also busy with zombies. He seems to have abandoned the fire idea, given that, though it does ignite zombies, they don’t seem to realise that they’re on fire. Instead, he pulls out a copperlyke pipe, and starts bashing away. Of course, this means getting into melee range of the zombies, who eventually realise that they now have more than one target. So, even though his pipe is reasonable effective at knocking off zombie limbs, he takes quite a bit of bite damage himself...

written by Jam on Feb 19, 2012 16:45

‘OW! Why are you biting me?! Eat fire, you zombie vatslime!’

I wave the emergency light at the zombie’s faces, and back away...

‘I really wish I’d bought that flamethrower now... Maybe if I set enough zombies on fire...’

I run around trying to set as many zombies on fire as I can!

written by Azirphaeli on Feb 19, 2012 18:56⁷³²

I snap out of my daze and realize that there’s fighting going on.

⁷³² AZIRPHAELI: (OOC damn sorry guys, been away)

[948]

I check my barrel, making sure it's secure and has adequate shots remaining before I start blasting zombie heads.

written by Lightning4 on Feb 19, 2012 20:12

I check to see if clones still need to get into the air vent, or if they're already in, or already... zombies.

And if it's safe (relatively), I check my medkit for some kind of bandaging material. If I find one, I proceed to wrap up my wound.

written by Gligar on Feb 19, 2012 22:39

Corridor 1, Level 3, Building 2, Industrial Subsector B

Now upset over the zombies chewing on him, Jam-Y goes back to fire. He wishes he'd bought that flamethrower when he had the chance. But maybe he can still cause enough fire damage with his "emergency light"...

As he waves the light around wildly, trying to ignite as many zombies as he can, a couple finally realise that they're on fire, and lessen their grip on him. Notably, the ones chewing on him stop doing so. One of them collapses.

Azir-R suddenly shakes his head, trying to loosen the grip of whatever it is that causes clones to suddenly freeze up like that. He looks at his laser pistol to find that his barrel is secured and has six shots remaining, and begins shooting.

He fires three shots. All three hit their mark: the heads of zombies attacking Jam-Y. However, only one of them collapses. The other two just slow down as what's left of their brains is damaged.

Air ducts, near the Garage, building 2, Industrial Subsector B

L4-O tries to look past the zombies to see if anyone still needs to get into the duct... but all he can see are zombies.

He keeps moving, heading towards some of the clones, where he pulls out his medkit... blast it, no bandages.

written by Speeder on Feb 19, 2012 23:15

I try to break free, specially away from fire zombies, until I can hit them again.

written by Lightning4 on Feb 20, 2012 00:10

I put my medkit away and check to see what clones made it in with me, and their status.

"I don't suppose anyone has a medkit or bandages with them...?"

I then proceed to check my own wounds to see how serious they are.

written by Gligar on Feb 20, 2012 02:15

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y attempts to break free and get clear of zombies, specifically those zombies who are on fire. He kind of succeeds... he still has a hand stuck to him. But at least he's clear.

Air ducts, near the Garage, building 2, Industrial Subsector B

L4-O puts away his medkit and looks over the clones. It looks like there are a couple of PowServ clones here, as well as some of the INFRAREDS, Mango included. There could be more further down the duct system.

He asks if anyone has a medkit or bandage, though it doesn't look like anyone does. This could be an issue, since those bite wounds are pretty serious.

written by Speeder on Feb 20, 2012 02:57

After I am sufficiently away from the zombies, I grab that hand, set it on fire (putting it near a emergency light... if we remove too much we may end in the dark after all...) and then throw it on the zombies.

written by Granpire viking man on Feb 20, 2012 03:25

I snap out of my daze, and look around myself. I rub the spot where Speed-Y poked me.

I hear the noise overhead and head speedily up towards level 3, looking all over the floor for some sort of weapon like the spear I was just poked with.

written by Azirphaeli on Feb 20, 2012 05:05

The next three shots go to three more zombie heads.

We've held off this long and they are not going to get us now.

written by Lightning4 on Feb 20, 2012 08:05

"Well uh, let's move on ahead I guess."

I start to follow behind the clones to see if this duct system leads anywhere we could use to get somewhere safer.

written by 4616599 on Feb 20, 2012 15:41

I drive the Transition ahead.

"Now, where was that team?"

I look around for directions to Industrial Subsector B.

written by Jam on Feb 20, 2012 16:16

I continue setting zombies on fire!

written by Gligar on Feb 20, 2012 17:29

Corridor 1, Level 3, Building 2, Industrial Subsector B

Looks like things are rather busy up here.

First, Speed-Y is trying to deal with that hand that's still attached to him. He is attempting to set it on fire, but he just ends up extinguishing an "emergency light" instead.

Second, Azir-R is still shooting. He's trying to ventilate some zombie heads, it seems. Specifically, those three right there, right behind the other one. He pulls off two good shots, right to the forehead of two zombies. His third... well, his barrel begins to squeal.

Third, Jam-Y is continuing with his little bout of pyromania, targeting the two freshly-ventilated zombies. He's a little more successful than Speed-Y.

Fourth, Lucas-R just threw something at the zombies. It falls somewhere in the stairwell.

Speaking of the stairwell, it sounds like someone is firing a laser pistol there.

Foyer, Level 1, Building 2, Industrial Subsector B

King-R snaps out of his daze. Ow... did Speed-Y poke him? Yes, he did... but he seems to have vanished somewhere. He checks the poked spot, and finds that Speed-Y didn't cause any damage.

Now... where did Speed-Y run off to? Upstairs?

He heads back through the corridor, and into the stairwell.

Stairwell, Level 1, Building 2, Industrial Subsector B

He finds the way up choked with zombies. As he watches, one falls from above, landing in front of him with a sickening thud. He notices that it seems to have been carrying a knife. It's a good thing that it didn't know how to use it.

He also notices that it seems to be inert.

He also notices that someone above is shooting a laser pistol. Hey, he has one too, doesn't he?

Corridors, A Level, Iota Subsector

Joris-R glides past Mick-R on the Transition as he tries to get his bearings. Now where would Industrial Subsector B be? Down the roadway? Sure.

Now to get to the roadway... ah! That checkpoint... good thing it's unmanned... perhaps the guards were called away?

He drifts on through, finding himself on the roadway. It all seems... familiar...

Air ducts, near the garage, Level 1, Industrial Subsector B

L4-O and the rest of the clones press on, looking for somewhere safer.

All around them, the sounds of the undead are in evidence. Past two junctions, then... they could go up?

written by Kristos on Feb 20, 2012 18:20

I hop into the autohack, Cryo-R in tow, and take a look at the interior.

written by Cryoburner on Feb 20, 2012 18:36

"Ah... I see your plan."

I wink to Kris-R, indicating that his plan is seen. As I enter the autohack, I have one more quick look at the wheels, noting what it might take for their removal.

written by Speeder on Feb 20, 2012 18:43

I get upset and try to throw the hand very hard on the face of the nearest zombie.

written by Lightning4 on Feb 20, 2012 19:34

"Not too keen on the idea of going up... but if it gets us further away from those zombies..."

I continue to follow.

written by Jam on Feb 20, 2012 20:06

"Ahahaha! Burn! Buuurn!"

I continue setting the zombies on fire, and delightedly watch the flames grow and slowly consume them!

"Ahahahaha!"

written by Gligar on Feb 20, 2012 22:30

Roadway, near Emergency Bunker C-3

Kris-R accepts the autohack's invitation and enters, looking at the interior. Though unfamiliar to him, the controls at the driver's seat seem to be set to automatic. But that's okay... he's not sure he can drive one of these anyway. Besides that seat, there is one more in the front, and two in the back. All four seats are neutral grey, as is the rest of the interior.

Cryo-R enters after him, but not before winking to Kris-R, and having one last look at the wheels. He would need some sort of tool to remove the wheels, one that could remove the fasteners that connect the wheels to the axles. The fasteners are of a sort he is not familiar with.

Once Cryo-R is inside, the autohack closes its doors and replies, "Alright. hold on!"

And starts back up, executing a nice handbrake turn before heading back the way it came, towards Kappa Subsector.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Meanwhile, Speed-Y still wants to be rid of this hand. Grabbing it, he pulls it off and throws it as hard as he can towards a zombie.

One which Jam-Y is attempting to ignite. Never before has fire been this much *fun* to him! He absolutely *must* spread it, and spread it he shall! Take this zombie, for instance. It doesn't have enough fire! It needs more! More!! *More!!!*

The fire does indeed take hold. And once it takes hold, it begins to spread... first the zombie, then surrounding zombies, then more zombies... then to the living clones...

And where fire spreads, it *consumes*...

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O doesn't really like the idea of going up, but anything to get away from zombies. He follows the other clones. His arm really hurts...

written by Lightning4 on Feb 20, 2012 22:36

I check the medkit again for anything that might dull the pain a little. If I found something, I take it.

I then resume following the clones, hoping the pain goes away.

written by Speeder on Feb 21, 2012 02:00

I attempt to get away from the fire, if I am on fire, I also attempt to put it out properly (patting small fires or rolling on ground if big fire)

And after I am not on fire, I start to stab zombies randomly using the most range I can with the spear.

written by Gligar on Feb 21, 2012 02:11

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O gives the medkit another check. He finds some visomorpain, which he takes to help with the pain. But as the pain receded, an odd sensation overtakes him... some kind of lethargy...

He tries to shake it off and follow everyone else. They're still heading upwards. But there seems to be some sort of commotion up ahead.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y checks himself over. The fire seems to have spread to him, too. He hits the deck and rolls about to put it out. There we go.

Next problem: zombies. They're still here, though they're on fire and beginning to burn up. He stabs a couple of them. They begin to fall apart.

A voice suddenly comes from the stairwell. "What... are... you... doing?"

written by Lightning4 on Feb 21, 2012 02:51

I try to shake off some of the lethargy.

"I feel... kind of weird..."

I shaky my head again and try to focus on what's going on ahead.

written by Speeder on Feb 21, 2012 03:54

I shout back at the stairwell, while still stabbing zombies.

"Who are you?"

written by Jam on Feb 21, 2012 04:42

I suddenly notice the fire is spreading to the living clones.

"Ah! Oh no! Too much fire!"

I make sure no living clones are on fire, and try to put out any fires that are on living clones, starting with the Junior Citizens, since they are most important.

Actually, wait, I got distracted by the voice...

"Wait, is that a voice I hear? That's right, there's a living clone down there!"

I look in the direction of the voice, and try to sense the name and clearance of its owner...

written by Kristos on Feb 21, 2012 04:58

"I see your plan?"

I take the opportunity to see what is in the equipment boxes while carefully being sure nothing is flung around the speeding vehicle.

written by 4616599 on Feb 21, 2012 09:41

"Uncanny. Very uncanny."

I get off the Transition, and inspect the checkpoint for any items of interest, or useful equipment.

written by Azirphaeli on Feb 21, 2012 13:03

I remove my squealing barrel with haste and toss it somewhere away from us (but towards zombie, if such a place exists).

written by Gligar on Feb 21, 2012 18:01

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O shakes his head to try and clear it... it isn't working too well...

He tries to focus on the commotion. It turns out that there is another group in the air ducts. Apparently, they came from one of the dormitories.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Even as he continues attacking, Speed-Y demands that the stranger identify himself.

At first, Jam-Y doesn't notice the newcomer. He is too busy with dealing with the aftermath of his pyromania, namely, extinguishing clone fires, to care. Luckily, the fires are limited to the team, thanks to the clones in the dormitory being in the middle of escaping into the ducts.

It doesn't take long, though, before he does notice the newcomer. He reasons that this must be the mind he sensed earlier, and concentrates. The voice seems to belong to someone named Brian-O-CRS-4. "My name," he says, "isn't important. Why are you attacking my brothers? They are the future. Everyone dies eventually. But that is just the beginning."

Azir-R acts quickly, and throws the offending barrel away, in the general direction of Brian-O.

Kris-R's Autohack, Roadway

Kris-R seems confused at Cryo-R's wink, but tries to ignore it. As the autohack continues onward, he decides to open his boxes, starting with the general equipment box. The first thing he finds in them is a lot of Packy-Foam, but he continues, digging down until he reaches equipment. Specifically, he finds two laser pistols complete with RED barrels, four spare RED barrels, and two sets of RED reflex.

He checks the TEAM LEADER box next. Inside, buried in another small mountain of Packy-Foam, he finds a Team Leader MBD badge and a Team Leader's Hat, complete with visibility aids such as blinking lights and reflective stickers, such that Cryo-R can find him when he needs advice. Or any other team member, if they had any.

The autohack speaks up. "Roadblock ahead? Odd..."

Indeed, the gate into the Industrial Subsectors, usually only staffed by a single clone, is blocked by many more clones, all of them Armed Forces, as well as some small truckbots, and even a couple of warbots. Something big is happening.

From outside, one of the warbots can be heard saying, "Turn back immediately!"

Rather loudly.

The autohack comments. "Nothing for it... time for a detour!"

It suddenly makes a sharp turn as if to head back. But instead of stopping at that, it continues turning, and straightens out, now heading off the roadway! It seems to want to go round the Industrial Subsectors. Of course, the turn has had a side-effect, in the form of the Packy-Foam escaping the box and going everywhere.

Cryo-R hasn't yet opened his box.

Internal Security Checkpoint, A Level, Iota Subsector

Joris-R pops his head back in for another look. It is odd that the staff would go away like this. They've even taken much of their equipment with them, though someone has left a pair of handcuffs and a truncheon behind. The terminal on the security desk has been left logged on.

written by Lightning4 on Feb 21, 2012 19:29

I check to see if my wooziness is due to bleeding from injuries.

If I have too much bleeding, I decide to take drastic measures by taking Fred to my jumpsuit to make bandages.

If I succeed in making some decent bandages, I try to wrap them around some of my wounds to stifle the bleeding.

written by Speeder on Feb 21, 2012 19:38

I look grumpy...

"You crazy ax crazy bastard murderer! What is a bastard anyway? You are using nanotechnology you do not understand to transform everyone into zombies! You are crazy! You do not understand what you are doing! Who gave that idea to you?"

written by Azirphaeli on Feb 21, 2012 20:09

I attach a new barrel to my laser pistol. Then I blast at the old one if I can get a clean shot.

I don't care much for what Crazy McZombie Clone is babbling about.

written by Gligar on Feb 21, 2012 21:28

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O checks himself over. It turns out that he's bleeding pretty badly... which might account for his lethargy.

Lacking any other alternative, he takes Fred and cuts strips out of his jumpsuit. He cuts enough to not only make bandages for himself, but to reduce his jumpsuit to a short-sleeved variant. Which, to be honest, probably won't pass any uniform inspections. But he doesn't really care

about that right now. All he cares about is stopping the bleeding, something he's able to do to something resembling a passable degree. It's enough to prevent his condition from getting any worse, at least.

Corridor 1, Level 3, Building 2, Industrial Subsector B

As Lucas-R prepares to shoot, Speed-Y assumes that Brian-O is responsible for this whole mess, and tells him that he doesn't know what he's doing. How can he hope to understand the nanotechnology involved? Who gave him the idea?

"Oh, it's not me who started this," Brian-O replies. "It's all down to The Firs-"

He doesn't get a chance to finish. Azir-R has reloaded his pistol and fired at his squealing barrel, with predictable results.

But if you're after specifics, the on-fire zombies are reduced to mere chunks of burning flesh and bone, and Brian-O himself doesn't seem to be, well, living any more.

written by Speeder on Feb 21, 2012 21:42

I look at Azir.

"Azir! You just killed a willing informant! I did not even need to torture him or anything! He was confessing everything on his own will!"

written by Azirphaeli on Feb 21, 2012 21:43⁷³³

"Oh well, I didn't notice he was spilling the beans until it's too late. Besides I heard what he said. He clearly mentioned that the whole thing was started by 'The Furs'. We just need to figure out who they are."

written by Lightning4 on Feb 21, 2012 21:45

Now that I've managed to get myself taken care of, I put Fred away and start playing catchup with the rest of the group.

While doing so, I also try to keep my pace relatively steady so I don't cause any unnecessary exertion.

written by Speeder on Feb 21, 2012 21:55

I give Azir a glare SO HARD that it might actually hurt him. Then I resume stabbing zombies.

written by Jam on Feb 22, 2012 00:32

"That clone... His name was Brian-O-CRS-4. We should notify IntSec so they can monitor the cloning stations..."

I also look at Azir-R.

"Why'd you have to terminate him? We could have gotten some useful information! And just what are these 'beans' you say he was spilling?"

written by Cryoburner on Feb 22, 2012 01:23

"Wow! All this Packy-Foam could be super useful if we need to pack something!"

I begin chewing on a piece of Packy-Foam.

⁷³³ AZIRPHELII: (Edit because I didn't see Speedy's response)

"Is there anything else useful in there? How about some tools for removing fasteners of a kind I am not familiar with?"

I open my own box and begin rummaging through the Packy-Foam, in a search for tools or anything else that may be of use.

written by Gligar on Feb 22, 2012 01:41

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y protests Azir-R's treatment of Brian-O. After all, he was telling them valuable information without having to interrogate him!

Azir-R claims that he didn't notice that Brian-O was "spilling the beans", whatever that means, but adds that he heard the guy say something about "The Furs", whatever they are.

Speed-Y just glares, and goes back to stabbing, taking down another zombie that appears from behind the late Brian-O.

Jam-Y reports Brian-O's name, and suggests that they notify Internal Security, before Also rounding on Azir-R, demanding to know why he had to terminate the clone, and just what these "beans" are that he was supposedly spilling.

As the two glare at each other, Brian-O stands up again.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O puts Fred away and catches up with the rest of the group. They seem to have stopped to chat with the other group, some of whom seem to be Junior Citizens. It's a good thing that they seem to have picked what must be the largest junction in the building to do so. One clone from the other group mentions that they met up with some Troubleshooters outside of the dormitory they were hiding in.

Kris-R's autohack

Cryo-R believes that the Packy-Foam itself may be useful, and tries nibbling on a piece. I tastes awful. But then again, it's probably not meant to be eaten, seeing as it's probably made of recycled laser pistol barrels, which also can't be eaten (unless you're a Matter Eater).

He rummages through his own box, revealing a Loyalty Officer's MBD Badge, a Troubleshooter Helmet, a Mark II Indestructible Loyalty Transcripts Recorder, a supply of ELT Tests and a supply of SDL cards.

As he's uncovering those, the autohack makes another sudden turn, spreading Packy-Foam all over everything. Again.

written by Lightning4 on Feb 22, 2012 01:55

I overhear the conversation and try to get in it as well.

"Good place to rest for now, that was a tough battle. Shame not everyone made it. Both me and my blaster need the rest for a moment... everyone else okay for now? I have

some meds, and we can fashion emergency bandages if we need them."

I try to get into a more comfortable position for the time being. I also pull out my PDC.

I address the other group.

"Troubleshooters then? Good to hear the rest of my team is still kicking in the building. I hope they get somewhere safe though... the zombies are really coming in force. The garage position got absolutely swamped. Were there two YELLOWS? Maybe some REDs?"

Finally, I turn to my PDC momentarily to get a message in to Nukabot, then resume my focus on the conversation.

Sorry, we couldn't hold out at the garage, but we're at safety now. The choice is yours whether to continue clearing zombies or to just get to safety. I'll notify you if we need you at a certain position either way.

written by Speeder on Feb 22, 2012 03:11

"Jam, see if you can wrench data from Brian-O zombified, maybe the nanomachines do not destroy completely whatever was on his brain. But if you suspect anything strange might happen, kill him, without using your powers."

I start to stab not-Brian zombie.

written by Azirphaeli on Feb 22, 2012 03:33

"Ahh see look, nothing to worry about. He's already better."

written by Kristos on Feb 22, 2012 04:54

I put on my badge and hat, then try to stuff some of the foam back in my boxes and shut them to keep everything from flying out.

"Roadblock?"

written by 4616599 on Feb 22, 2012 07:38

I look around for any clones.

"It's almost as if there's were a big problem in there."

I think back.

"Surely that box didn't need that much attention? Maybe it was Jam-Y?"

"Ah well..."

I grab the truncheon and handcuffs, and see if there's anything meaningful on the terminal screen.

written by Gligar on Feb 22, 2012 17:33

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O gets into the conversation. He says it's probably a good idea to rest right now... he needs it, and so does his blaster. He offers some meds if people need them, and they can fashion some bandages. That doesn't seem to be needed, though.

He asks about the Troubleshooters. Were there a couple of YELLOWS and some REDs? He hopes they got to safety.

"Yeah," one clone from the second group replies. "They went up against some zombies while we escaped. I don't know if they manages to get to safety or not."

Another clone, an ORANGE, adds, "You say the garage was overrun? That's bad news... we were hoping to get to Subsector A..."

L4-O keeps quiet. He's sending a PDC messgae to Nukabot, telling it that it can either keep attacking zombies or get clear. The bot does not reply.

A wave of dizziness overtakes him. Maybe he lost more blood than he thought...

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y tells Jam-Y to try and read the zombified Brian-O. Hopefully, the nanomachines don't damage the mind. Though he does admit that there is a chance that something bad could happen, in which case Jam-Y should just terminate the zombie.

Speaking of zombies, Brian-O is joined by several more from the stairwell. Speed-Y stabs them.

Azir-R states that everything is alright, since Brian-O got better. Ignoring the fact that Brian-O is now nothing more than a shambling mound of reanimated deadness.

Kris-R's autohack

Kris-R puts on his badge and hat, and leaves everything else where it is. (No reflec, or laser pistols? What's a Troubleshooter that can't shoot trouble? As the saying goes, dead.)

He asks about the roadblock. "It appears that the Armed Forces are barricading the Industrial Subsectors," the autohack replies. "Their bots are not telling me anything else, other than 'Code Three-Zed.' Does that mean anything to either of you?" The autohack makes another turn.

Internal Security Checkpoint, A Level, Iota Subsector

Joris-R looks to see if there is anyone in the checkpoint, but doesn't find anyone. It must have been a really big emergency. Perhaps that box? Or maybe Jam-Y?

He takes the handcuffs and truncheon, and sneaks a look at the terminal. A message on the screen reads

Alert

Code 3-Zed in progress at Industrial Subsectors A and B - report to [REDACTED] immediately.

DO NOT APPROACH INDUSTRIAL SUBSECTORS

written by Speeder on Feb 22, 2012 18:46

"WHY YOU DO NOT STAY DEAD?"

I stab the zombies now with rage.

written by Lightning4 on Feb 22, 2012 19:19

I struggle to maintain consciousness... perhaps a pep pill will help. I try to take one if I can, then get back into my relaxed position.

Did the Armed Forces training come with any blood loss procedures... I try to concentrate on that...

written by Azirphaeli on Feb 22, 2012 19:39

I continue to provide support fire in the form of headshots, despite my teams sudden disinterest in being protected.

written by Gligar on Feb 22, 2012 21:34

Corridor 1, Level 3, Building 2, Industrial Subsector B

While he waits for Jam-Y, Speed-Y keeps stabbing. Why won't these things stay dead?

Azir-R continues trying to get headshots with his new barrel. Between them, they're able to fell another two zombies.

But the zombies just keep coming.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O tries to remain conscious... maybe a pep pill will work? He tries it. His heart begins to race and pound in his chest...

He tries to remember the Armed Forces training for heavy blood loss, and remembers that he would need combat drugs which he simply doesn't have on this mission.

The two groups of clones are discussing possible routes of escape. One suggestion is to get to the roof, and... somehow cross to other buildings?

written by Cryoburner on Feb 22, 2012 22:13

"Hmm... It's not quite as good as Hot Fun, but not quite as tongue melting as Tasty Gel Substance Treat."

I begin munching on a few more pieces of Packy-Foam, while I have a better look at the other equipment.

I first check the troubleshooter's helmet to determine just what type of helmet it is, whether it has straps and/or a visor and/or a headlamp, and whether there is comfortable cushioning inside. I place it on my head to determine just how comfortable any such cushioning might be.

I then attach my Loyalty Officer's MBD badge to my jumpsuit directly beneath my name badge, once again orienting it so as to be optimally examinable. I then examine it.

After that, I have a look at the Loyalty Transcripts Recorder, to see just what it is, and the ELT Tests and SDL cards to see just what they involve. I then have a look at the box to try and estimate just how many pieces of Packy-Foam are inside.

written by Jam on Feb 22, 2012 22:52

"I dunno... I'll try..."

I try to read Brian-O's mind for any thoughts that may have been left over from when he was alive.

written by Lightning4 on Feb 22, 2012 23:02

“Yeah but, there might be zombies all around the buildings too... I don’t have many explosives left...”

I pause for a moment to take a breath.

“Although I can probably still deal with clusters of zombies in the open with my cone rifle... I’m sure I still have some useful shells here somewhere.”

written by Granpire viking man on Feb 23, 2012 00:20

Deciding to try something, I take the barrel from my second pistol(the one I haven’t fired yet) and gently toss it halfway up the stairs. Then, I take my other pistol and fire off a careful shot at the barrel on the stairs.

If I miss, I repeat the attempt to fire at the barrel.

written by Kristos on Feb 23, 2012 01:47

To the autohack I reply: “I have heard that once before. Though I cannot remember for sure what it meant, it is not a fun thing.”

To Cryo-R: “Chew, but do not swallow. Consuming Packy-Foam is known to cause harmful mutations in CAL sector.”

When our route appears to be more stable I re-open the boxes and fully equip myself.

written by Gligar on Feb 23, 2012 02:17

Kris-R’s autohack

Cryo-R comments on the taste of Packy-Foam... and decides to chew some more.

Then he inspects his equipment. First, the helmet. It’s a Troubleshooter Helmet, designed in such a way that it is clear that the wearer is a Troubleshooter. It’s designed to not require any padding or chin-straps, and perhaps offer a measure of protection against impacts to the head. Additional accessories such as visors and headlamps are, well, additional, but are not provided as standard. Cryo-R puts his on and finds the fit to be adequate.

Next, the MBD badge. Naturally, he puts it on in such a way that he can see it “properly”, but this of course means that it is upside-down to everyone else. Looking at it, he sees the logo of a Loyalty Officer.

Next, the Loyalty Transcripts Recorder. It is issued in a locked case which seems quite sturdy. The key is taped to the side, so he uses it to open the case, revealing a tape recorder, complete with one spool of tape. And a take-up reel. The machine is ready to record.

Finally, the tests (which are Emergency Loyalty Tests, which can be used in an emergency to determine if a clone is acting in a loyal manner) and the cards (which are Spontaneous Demonstrations of Loyalty cards, which detail ways in which a Loyalty Officer can instruct clones in ways to demonstrate their loyalty).

Wait, did I say “finally”? Nope. Cryo-R then decides to estimate how much Packy-Foam he has! He has a *whole freaking lot* of Packy-Foam. Le sigh.

Kris-R tells him not to swallow any Packy-Foam, since it has been found to cause mutations. To the autohack, he mentions that he has heard the term before, but does not know what it means, other than it does not mean anything Fun.

After the autohack makes yet another turn, Kris-R takes the opportunity to equip a set of reflex and a laser pistol.

It becomes clear that the autohack is now leaving the vicinity of the Industrial Subsectors.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Unlike, say, Jam-Y, who has agreed to try and read Zombie Brian-O’s mind. He finds himself overwhelmed by thoughts of hunger, intermixed with “the First Church of the Easter Cycle”. And hunger. Did I mention hunger?

The zombies continue to advance. Behind them, on the stairwell, someone seems to be shooting a laser pistol.

Stairwell, Building 2, Industrial Subsector B

It turns out that the shooter is King-R. He’s thrown one of his laser barrels into the midst of the zombies, and is firing at it. It take him three shots, but the thrown barrel eventually begins to squeal.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O points out that the zombies might have left the buildings. He doesn’t have that many explosive shells left. Though, he might have something useful left.

“You may be right,” a clone replies, “but do you have any other ideas?”

written by Jam on Feb 23, 2012 03:12

“It’s, the... ohhh... the First Church of the... Easter Cycle... ohhhh... So hungry... I need... food... FOOD! I NEED IT! I MUST EAT! NOW!”

I look for, something, anything to eat! There must be something in my pockets somewhere! Something, anything to stop this hunger!

written by Speeder on Feb 23, 2012 06:36

“Ok... that is good... although now I know that reading the mind of zombies is bad idea...”

I attempt to kill Brain again, and then whatever zombies are the nearest ones to us.

written by Granpire viking man on Feb 23, 2012 12:54

I hear the squeal of the barrel and run to get behind a wall.

I peak my head out nervously and yell out,

“Take Cover!”

While I wait for a explosion - or something - to happen, I check to make sure of how many shots I have left in my barrel.

written by Azirphaeli on Feb 23, 2012 12:59

I continue to provide support fire.

written by 4616599 on Feb 23, 2012 15:14

"What's a Code-3 Zed?"

I strain my mind.

"Zone? Zoom? Zippy? Zig-zag? Zebra? These don't make sense? What's a zebra anyway?"

I get on the Transition, and tuck the truncheon under my arm.

"I'm coming, Z-things!"

written by Kristos on Feb 23, 2012 16:08

I must confess... my curiosity has become overwhelming. I grab a piece of Packy-Foam and chew on it. "What in all treason?!" I spit the foam back out and purify my taste buds with the rest of my Soylent-RED.

Then I look out the window and try to determine what sort of place we are now in.

written by Lightning4 on Feb 23, 2012 16:23

I start to wonder whether my heart racing is a good thing or a bad thing, though if I'm feeling less tired, maybe it's good.

Maybe.

I just continue to rest now.

written by Gligar on Feb 23, 2012 18:10

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y reports his findings to Speed-Y, but it seems that the zombie's hunger has rubbed off on him. Desperately, he searches his pockets... there has to be something... aha! A packet of Soylent RED! That'll do.

While he's munching on that, Speed-Y comments that perhaps it isn't a good idea to do that, though it is at least good that he could.

He targets Zombie Brian-O again... as does Azir-R. Together, they're able to eliminate the thing. They've got what they wanted from it. In the process, though, Azir-R drains his pistol's barrel.

Another zombie is picked off by John-R.

Then, two things happen.

First, someone, sounding very much like King-R, yells from the stairwell, telling everyone to take cover. The reason? There's a squealing barrel somewhere. Probably on the stairwell.

Second, another voice, this time from the other direction, saying "Die, fleshbag!"

Stairwell, Building 2, Industrial Subsector B

While he waits, King-R checks his laser pistol. He has three shots left.

He doesn't have long to wait before the barrel explodes.

Internal Security checkpoint, A Level, Iota Subsector

Joris-R is unfamiliar with Code 3-Zed, it seems. He tries to figure out what it means, but quickly gives up. It's probably worth investigating. He heads back out and boards the Transition again.

Roadway, near Iota Subsector

Joris-R starts up the Transition and directs it towards the Industrial Subsectors. There seems to be something... off about them. Perhaps it's the mass of Armed Forces clones and bots in the vicinity. The gate itself seems to be guarded by a warbot, for instance. Why would that be?

Roadway, near Kappa Subsector

Kris-R decides that he might sample one of those pieces of Packy-Foam... ugh! That stuff's horrible! How can Cryo-R even stand the taste? Perhaps it's... some kind of mutation? Or is he just too stupid to spit it out?

In either case, Kris-R looks for something to cleanse his mouth with. Perhaps his half-packet of Soylent RED will do the trick. As he's munching on it, he looks out of the window at the rapidly-approaching Kappa Subsector. The subsector seems to be made out of several smaller buildings, likely dormitories and support buildings, laid out around a junction between this roadway and another one. Some of them are not yet finished. Looming over them, though, at the end of the roadway, is the transtube station.

The autohack begins to slow down as it approaches.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O wonders if his heart racing like this is a good thing or not. Though, since he's no longer tired, it might be good.

He continues to rest.

The others continue to discuss their plan of getting to the roof.

written by Speeder on Feb 23, 2012 18:12

I promptly turn while pulling the slughtrower from where I redied it and firing in the probable cyborg.

written by Azirphaeli on Feb 23, 2012 19:48

I dive way out of the way to the side... possibly hitting a wall due to a lack of concentration. Why?

Because, much like the hero of a vidshow, I try to detach my empty barrel and toss it towards the "DIE FLESHBAG", and then attaching a fresh new barrel.

All this, while dive/sliding out of the way.

written by Lightning4 on Feb 23, 2012 19:56

"Well, it's safe here for now, so let's go over a plan carefully. If we rush off and all die, that's just more zombies the Armed Forces, including myself, have to kill later. If you guys know anything else about the zombies, like weaknesses or such, now's a good time to mention them!"

Now that I can think a little clearer, I try to pull up a map of the Industrial Subsectors on my PDC. Specifically, the building we're in.

Even more specifically, I try to search the map for any alternate entrances and exits that we could potentially use if we find a nearby air vent exit.

written by Gligar on Feb 23, 2012 22:46

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y and Azir-R both react to the voice. Speed-Y grabs his slugthrower, spins around, and fires! At the same time, Azir-R dives for the floor while trying to unload his laser pistol, throw the spent barrel, and reload.

Speed-Y's shot hits the originator of the voice quite nicely. Azir-R... hits the wall, loses his concentration, and drops his spent barrel.

The source of the voice? At first glance, it appears to be a jackobot or something. But then it begins to deflate, revealing that it's just an inflatable model. It repeats its "Die, fleshbag!" sound clip a few times, getting glitchier and glitchier, before the sound chip dies.

Lucas-R tells them, "If that were a real jackobot, it would probably be attacking about now. You have good reaction times, there. Keep it up. You don't want to be caught out, do you?"

The sound of zombies can still be heard from the stairwell, but none seem to be coming in here. That's probably because the stairwell is thoroughly ruined, what with all the explosions.

Stairwell, Level 1, Building 2, Industrial Subsector B

They're all piling up down here instead. I don't think they've noticed King-R behind the wall yet.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O advocates caution. They don't want to rush off and get killed by the zombies (since that would cause *more* zombies), so perhaps they should focus on zombie weak points. One clone points out that the zombies are slow... perhaps they could outrun them.

L4-O pulls out his PDC again and tries to pull up a map of the building. Frustratingly, though, all he can get is a map of the outside of the building... but hang on... is that a fire escape there? I thought the building didn't have one...

written by Azirphaeli on Feb 23, 2012 23:19

"Oooww..."

I slowly reload, and get to my foot.

"That wasn't funny."

written by Jam on Feb 23, 2012 23:52

Yum yum... Soylent!

Oh wait, did I hear someclone just tell us to die?

"Ah! We're being attacked?"

I set down my soylent and aim at what I'm assuming is a cyborg.

"Die cyborg—er, I mean, jackobot, wait, hang on, what is that?!"

written by Lightning4 on Feb 24, 2012 01:13

"True. Zombies are quite slow, if we had them behind us but not in front, we could easily get away. Plus there's many ways of slowing them down. Though if they have us surrounded..."

I look back down at my PDC, then promptly start showing it to nearby clones.

"Anyone know where this fire escape is? This could be useful for us. Might be able to get out that way."

written by Granpire viking man on Feb 24, 2012 01:56

I look out at the stairwell to make sure all the zombies are dead, and if so, I call out for the others.

"Everyone alive up there?"

written by Gligar on Feb 24, 2012 02:17

Corridor 1, Level 3, Building 2, Industrial Subsector B

Azir-R tries that again, slower this time. As he does, he makes it known that he did not find that funny. "Why not?" Lucas-R replies. "I found it fun!"

Jam-Y munches on his Soylent before realising what just happened. He puts down the packet and aims his own laser in the direction of the deflated Insta-Inflatable jackobot target. Of course, since it's deflated, he isn't exactly sure what it is. It certainly has the right colours (and it certainly had a sound effect)... for a moment, it truly looked like a jackobot gone frankenstein.

From the remains of the stairwell, King-R can be heard asking if everyone is still alive.

Stairwell, Level 1, Building 2, Industrial Subsector B

The zombies certainly appeared to be inert at first glance, but it seems that a few are still active. And now King-R has called out, they know he's there...

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O agrees about zombies being slow. If they could get in front of the zombies, they could outrun them. But the problem there is that it doesn't work if they're surrounded.

He looks down at his PDC, still showing the fire escape, and shows it to the assembled clones. He asks if anyone knows how to reach it. "The fire escape?" one replies. "I think it's on the other side of the building. But it hasn't been used in yearcycles..."

written by Granpire viking man on Feb 24, 2012 03:14

I take another look at the stairwell, both to see whether it is climbable and to count the zombies that are still "alive".

Also, I check if the state of the crumbled stairway is poor enough that it blocks the zombies' way of passage.

written by 4616599 on Feb 24, 2012 05:52

I approach the entrance cautiously, looking around with Cryo-R -like intensity.

written by Speeder on Feb 24, 2012 11:57

I shout.

"Speed-Y alive!"

Then if there are no threatening threats that are threatening to me I examine the 'jackobot' in a non-threatening manner.

written by Azirphaeli on Feb 24, 2012 13:53

"Well I'm glad you are happy at least."

I then turn to the sound.

"I'm here to! (for better or for worse)"

written by Gligar on Feb 24, 2012 17:15

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R has another look. He can see that, without tools or probably some kind of mutation, there is no way to climb what's left. The remaining zombies (all eight of them) seem to be trying to climb over their fallen... other zombies to get up there.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y announces his presence down the stairwell before turning his attention to the "jackobot". It's really just an inflatable rubberlike thing with a canister of gas attached to inflate it, and a sound chip to let it play its sound clip. It's well and truly deflated now, and is no longer usable. But I'm sure hat Lucas-R has plenty more of them.

Azir-R also announces his presence.

Roadway, near Industrial Subsectors

Joris-R approaches the gate slowly. The warbot turns its guns (all of them) on him. "Do not approach!" it intones. "Code Three-Zed protocols are in place."

One of the Armed Forces grunts also makes himself known. "State your business!"

written by Speeder on Feb 24, 2012 18:35

I look puzzled, and upset with the seemly joke thing.

I attempt to figure where the thing come from, if it actually has wheel and can move on its own, or if someone had to come here and drop it there.

written by Lightning4 on Feb 24, 2012 19:20

"Hm. Any way of getting there through these air ducts? The less time we spend in actual rooms, the better..."

written by Cryoburner on Feb 24, 2012 22:46

"A key! How suspicious!"

I proceed to record a message on the Loyalty Transcripts Recorder...

"I found a key. It seems rather suspicious."

After closing the recorder back in its case, I lock it with the key and place the key in my pocket. I take a moment to note whether the recorder itself is likely to be indestructible, or just the case.

Having done that, I turn to the general equipment box and pull out some general equipment.

"Wow! A laser pointer!"

I munch on several more pieces of Packy-Foam.

written by Gligar on Feb 24, 2012 23:02

Corridor 1, Level 3, Building 2, Industrial Subsector B

Speed-Y tries to figure out where the inflatable jackobot came from. He quickly determines that it has no way of moving itself. Someone must have put it there.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O asks if there is a way to get the fire escape via there air ducts. The less time they spend in the rooms and corridors, the better. "There should be... although to actually use it we'd need to enter a corridor."

Kris-R's autohack

Apparently, Cryo-R has ignored Kris-R's advice and swallowed the Packy-Foam he was chewing.

For some reason, Cryo-R thinks that the key to the recorder's case is suspicious, and dictates a note saying so, before locking the thing up again and pocketing the key.

As he does, he wonders if the recorder really is indestructible, or just the case. Well, it wouldn't be a good idea to test it, because if the recorder is not indestructible, it would count as losing his assigned equipment, which is treason.

Speaking of equipment, he takes a laser pistol (which he misidentifies as a laser pointer) from the general equipment box.

And then decides to eat more oft he Packy-Foam. This causes his stomach to protest at the horrible stuff (so I guess it isn't a mutation) and make him feel a little queasy.

The autohack comes to a stop at the crossroads. "Here we are," it announces. "Kappa Subsector."

written by Lightning4 on Feb 25, 2012 00:05

"Well, we could check that Corridor I guess... maybe if it's relatively clear we can get to the fire escape. Which way?"

written by Granpire viking man on Feb 25, 2012 01:26

"Uh, Speed-Y? Could you throw down that spear you poked me with earlier?"

I watch anxiously at the stairwell so as to dodge any spears thrown down.

written by Gligar on Feb 25, 2012 02:18

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O suggests that they check out that corridor... as long as it's reasonably clear. But does anyone know the way?

Some of the clones look round. It looks like none of them really know where they are. One suggests that they head in *that* direction.

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R calls up the stairwell, asking Speed-Y to throw his spear down, and then waits, getting prepared to dodge.

Presumably, he wants to do something about these zombies. One of which is close enough to touch him.

written by Speeder on Feb 25, 2012 02:20

"What do you want my spear for? It has even my name!"

I look again at the jackobot.

"Jam, someone put that inflatable jackobot here... I wonder who... This is not good, someone sneaked on us!"

written by Jam on Feb 25, 2012 03:04

"Oh, really? I just thought it was Lucas-R..."

I try to determine the source of the fake jackobot...

written by Speeder on Feb 25, 2012 03:18

"Oh, now I understood, this was a alertness test! Good, good... And Lucas is very sneaky! Nice! Also if our enemies were not zombies this could be good for diversion..."

written by Granpire viking man on Feb 25, 2012 04:20

I step back from the zombie that is within arm's reach and yell nervously back up the stairwell.

"I have eight zombies down here! I promise, I will return your spear, Speed-Y. You know, I did just save your life with my little laser barrel trick. At the very least, I saved you a bit of trouble. Couldn't you toss me something? A barrel? Is Azir-R up there? I could use a barrel, Azir-R!"

I continue my strange dance of zombie avoidance.

written by Speeder on Feb 25, 2012 05:44

I thrown to King my two spare RED barrels

written by Azirphaeli on Feb 25, 2012 05:49

"Speedy took care of it!"

Then I think...

"Are you thirsty, do you want a B3 as well?"

written by Lightning4 on Feb 25, 2012 05:50

I try to see if I'm ready to get moving yet safely, and if the little rest helped me any.

If so, I tell them that we can get moving then.

If not, I tell them we should rest for a few moments longer.

written by Gligar on Feb 25, 2012 17:44

Corridor 1, Level 3, Building 2, Industrial Subsector B

Ppeed-Y wonders why King-R wants his spear, before turning his attention to the false jackobot again. Someone must have placed it there... meaning that someone managed to sneak up on them. That's not good.

Jam-Y disagrees, suggesting that Lucas-R put it there. And, looking at it, it is certainly possible that Lucas-R might have thrown some small object, say the uninflated jackobot, to where it is now, and let it inflate on its own.

That, at least, is a whole lot better, and suggests to Speed-Y that this was an alertness test. Lucas-R, he says, can be sneaky when he wants to be. Lucas-R just smiles.

He adds that the inflatable targets could be used to distract enemies (though not these zombies).

King-R yells up that he still has eight zombies to deal with down there. He is in desperate need of some sort of weapon, as he just used one of his barrels to cause the recent explosion. If he can't have the spear, he asks for some laser barrels instead. Either Speed-Y or Azir-R... that's fine.

Now, Speed-Y still has two RED barrels left over from last weekcycle. He throws them down for King-R to use, so that Azir-R doesn't have to. Instead, Azir-R offers a B3... he might be thirsty.

Stairwell, Level 1, Building 2, Industrial Subsector B

I don't know about thirst, but King-R certainly looks like he needs *something*. And there are the laser barrels now, so... what else? Well, avoiding zombies, for one. King-R might be faster, but there are eight of them, and one of him. He won't be able to keep this up forever.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O checks himself over again. It seems that he can risk moving if he takes it slowly, so he tells everyone else that they can get moving.

Slowly, clones begin to move out.

written by Lightning4 on Feb 25, 2012 20:47

I continue to follow behind the clones. If we pass any junctions, I peek both directions, as well as behind me, to make sure there's no zombies invading the ductwork.

written by Gligar on Feb 25, 2012 22:28

Air ducts, somewhere in Building 2, Industrial Subsector B

As the clones move along, L4-O keeps up the rear.

They pass another junction. L4-O checks as they pass, seeing if anyone... or anything... has entered the ducts other than them. But the coast looks clear.

written by Granpire viking man on Feb 25, 2012 23:09

I shoot three of my shots at the nearest zombies, aiming for the necks.

When I've shot three shots, I begin to insert the next barrel.

"Thanks! Just a few moments. I'll be done here soon."

written by Lightning4 on Feb 25, 2012 23:20

I continue following behind the rest of the clones.

If I can, I check my blaster to see if it has adequately cooled off yet, and if there's a power indicator on it to give me an idea how ready it is for further combat.

written by Kristos on Feb 26, 2012 00:59

"Here we are, Cryo-R."

I gather any loose items, try to clean up some of the packy foam, and hop out of the door whenever it opens.

written by Gligar on Feb 26, 2012 02:25

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R begins shooting at zombies. He aims for the neck, and manages to cause one to collapse! Good shot! It struggles to get to its feet again, bleeding through its fresh wound. Yes, zombies can still bleed. Well, as long as they still have blood.

King-R lines up another shot. He hits a second zombie, causing it to collapse on top of the first. Though it also tries to get up. It doesn't seem as injured as the other.

King-R's third shot manages to not hit anything.

That's that barrel taken care of. He swaps it for a new one, and tells the team that he won't be long.

Air ducts, somewhere in Building 2, Industrial Subsector B

The group continues on. The lead clone announces that it shouldn't be too far now.

L4-O manages to sneak a look at his blaster. It seems to have cooled down a little now. It's also showing that the power pack is getting a little low.

Crossroads, Kappa Subsector

Kris-R begins gathering up his things. While he's at it, he tries to clean up some of the Packy-Foam before Cryo-R eats it and becomes violently ill from poisoning or something.

The autohack opens its door. "That will be 30 credits, citizens. Who gets to pay up?"

written by Granpire viking man on Feb 26, 2012 02:40

I wince at the flow of blood coming from the first zombie, then fire a shot at the zombie on top of it.

"Euayag!" I cry with a shiver. "Blood!"

"Still," I decide as I turn my pistol to the next zombie, "I can understand why being a troubleshooter is so much fun." Smiling, I pull the trigger several more times, aiming for the necks of the zombies again.

written by Gligar on Feb 26, 2012 17:19

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R recoils in disgust from the blood, though it's not enough to dissuade him from shooting at them. Being a Troubleshooter is fun!

He continues shooting. First, the second zombie. He scores a hit, but ends up not causing any damage. The zombie continues to try to get up.

Next, he shoots a third zombie, with the same result.

Third, a fourth zombie. He's more successful and causes it to collapse., And bleed.

That's a lot of blood.

written by Granpire viking man on Feb 26, 2012 17:46

"That's enough of this, " I mutter.

I walk up to the second zombie at fire at his neck at close range, before it can get up. I also walk up to the third zombie and try to fire off his neck before he can take a swipe at me.

I look for a fifth zombie and approach it to do the same.

Then, I backstep and change my barrel.

written by Speeder on Feb 26, 2012 18:16

I go help King, fighting any zombies in the way with the spear

written by Lightning4 on Feb 26, 2012 19:44

I continue my trek behind the clones.

If I can do so while moving, I replace the power pack in my blaster with a fresh one.

written by Gligar on Feb 26, 2012 22:37

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R has had enough. He steps right into the fray, and, ignoring the hands clutching at him, fires his laser pistol at the second zombie at point-blank range. Aside from causing more bleeding, it causes the zombie to stop moving.

He turns to the third zombie and tries to replicate the results. While he's able to hit it at such close range, he doesn't seem to do much, except cause it to let go of him.

He looks around and spots a fifth, also with its hands on him. He decides that it must want to be shot, and obliges. The shot pierces the neck, causing the obvious to happen: blood spills all over him. But at least he's not being grabbed any more.

He retreats to change his barre. The remaining zombies take the opportunity to regroup and turn to attack...

...to be interrupted by Speed-Y, who jumps down the gap in the stairwell, spear in hand. And what do you do with a spear? Stab things! Like these zombies. He's already attacking one right now. Specifically, number six. The spear

punctures the chest cavity, but doesn't seem to do much else.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O and the clones continue onward, taking another junction. While they're doing that, L4-O changes his blaster's power pack.

Soon, the lead clone announces that they'll have to leave the ducts to continue.

written by Granpire viking man on Feb 26, 2012 23:31

I tilt my head to the side and take a good look at number three.

"This one must have been a mutant. There's no way it could still be moving otherwise. I think you should try fighting this one, Speed-Y."

I step around number three and take a couple more point-blank shots at zombies seven and eight. Then, if Speed-Y hasn't finished with number six by this time, I fire at this one in similar fashion.

written by Speeder on Feb 27, 2012 00:11

I also attempt to remove some heads, aiming for the neck of the zombies (but I don't care if I hit something like the mouth, or nose, or something like that...)

written by Cryoburner on Feb 27, 2012 00:32

"Kappa Subsector! That's convenient! You won't even have to remove that bot's wheels like you planned, Kris-R!"

I take a moment to remove the other stylish outfit from the general equipment box, and put it on. I decide to hold off on more Packy-Foam for now.

"Hmm... I guess it was Kris-R's idea to get in here, so I suspect he's willing to pay. I would have been just as happy walking, or maybe packaging myself in a box and shipping myself here in the back of a big truckbot or something."

written by Lightning4 on Feb 27, 2012 01:02

If I can without disrupting everyone, I try to move forward so I can get a good look of the corridor outside of the vent.

If I can't make it up there, I ask,

"What's it look like? How many zombies around?"

written by Gligar on Feb 27, 2012 01:58

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R has a good look at number three. He believes that it may be a mutant - nothing else would explain how it could still be moving. (Funny... it doesn't *look* like a mutant... then again, most *mutants* don't look like mutants, either.) He suggests that Speed-Y have a go at fighting it.

Of course, Speed-Y is busy with number six, so King-R steps round it and starts on numbers seven and eight. First, number seven. He pulls off a shot, which somehow decapitates it! It must have been a particularly weak zombie or something. Number eight fares much better, due to Seven's decapitation

spreading blood and gunk everywhere. And we all know how much King-R likes gunk.

By now, Speed-Y has managed to stab Six a few times in the head, causing a rather messy collapse. He moves on to Three, while King-R tries to regain his composure. Speed-Y is more successful than King-R when it comes to Three.

However...

It seems that the zombies managed to score hits on King-R, tearing chunks out of him. He only just realised and noticed his wounds, whereupon they began to protest. Rather forcefully.

Air ducts, somewhere in Building 2, Industrial Subsector B

On hearing the clone, L4-O tries to get up to the front, but finds his path blocked. These air ducts are rather narrow, after all. He resorts to raising his voice, asking the clone what he sees, and how many zombies there are.

"Not good. There are definitely zombies out there. I'd say... fifteen or so."

Crossroads, Kappa Subsector

Cryo-R claims that being in Kappa Subsector is "convenient, since Kris-R won't have to remove that bot's wheels like he planned."

"And which bot was this?" asks the autohack.

Cryo-R continues, suggesting that Kris-R could pay. Cryo-R doesn't seem willing, and suggests that he could have walked here. Or, he adds as he grabs a set of reflex from the box, he could have mailed himself inside of a big truckbot...

"You do know that mailing oneself, and avoiding security inspections, pass checks, and advertising, constitutes treason?" asks the autohack. "I believe that the punishment is to be terminated by being run over by a truckbot..."

"So, when do I get my money?"

written by Speeder on Feb 27, 2012 02:07

I continue fighting zombies, but as soon as I notice how in bad shape King is, I shout.

"Jam, King is heavily injured, I need you here!"

written by Kristos on Feb 27, 2012 05:25

I pay the 30 credits and begin walking, looking around for any indication of the TransTube station. A convenient sign would be nice.

written by Cryoburner on Feb 27, 2012 06:18

"Yes, yes, I'm an expert at treason!"

I point at my loyalty officer badge, showing that I clearly am an expert at treason, or detecting it anyway.

"I said I *would* have, had I been some kind of traitor, which I clearly am not, so I probably would have just walked, or maybe done something vaguely similar to walking involving wheels and a platform."

[961]

"I'll just be going now."

I step out of the autohack, taking any remaining supplies with me. I leave a bit of Packy-Foam as a tip though.

written by Lightning4 on Feb 27, 2012 07:30

"You can use these to try and clear a few out."

I pass forward a couple of my grenades, unless I only have one left. Then I just pass the one forward.

written by Azirphaeli on Feb 27, 2012 14:32

I know King-R and Speed-Y are down there, which means the experts are at work.

So instead, I position myself on the stairwell in such a way that I can snipe at some zombies without going into the fray.

If I can, I do (snipe that is).

written by Gligar on Feb 27, 2012 17:06

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y continues stabbing at number eight. Just this one, and one more, left.

He notices King-R and calls for Jam-Y to come and see to him.

Stairwell, Level 3, Building 2, Industrial Subsector B

It is Azir-R who responds. He is in no condition to offer medical aid, so he instead takes potshots at zombies. There are only the two left - hold on a minute, is Number One still trying to get up? Not for long! Azir-R gets off a shot, burrowing right through One's head...

He gets off another shot, aiming at Number Eight, which removes an arm.

Number Five rounds on Seed-Y, and scores a hit.

From somewhere, there is the sound of a squealing barrel.

Crossroads, Kappa Subsector

Kris-R elects to pay the thirty credits, and begins to walk towards the helpfully-labelled transtube station.

Cryo-R claims to be an expert at treason, as evidenced by his Loyalty Officer badge. "For all I know, you could have bought that from the INFRARED Market," the autohack replies. "I am not convinced. Especially since you claim that, though you could have walked, you could have done something involving wheels. Well, these wheels are assigned to me, you understand? Hey! Why are you walking off leaving Packy-Foam all over the seats?"

Luckily, he doesn't get far. A voice from a nearby building calls out to both him and Kris-R. "A moment of your time, citizens! Impromptu Hygiene Inspection!"

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O passes forward a couple of his five remaining grenades so that those at the front can attempt to deal with the zombies out there.

Shortly afterwards, there is an explosion.

Followed by a scream.

written by Granpire viking man on Feb 27, 2012 18:11

"Ugh... Blood! Blood! Too much blood!"

I try not to look at my wounds as I fall to my knees. Actually, I'll close my eyes.

"Scrubots. Need Scrubots."

I start to hyperventilate.

written by Speeder on Feb 27, 2012 18:35

I look at King.

"Please do not break down before we figure what barrel is squealing and get rid of it!"

I finish killing any zombies, while shouting.

"Damn, I got hit!!!"

I check what damage the zombie did.

Then I look up.

"Thanks Azir!"

written by Lightning4 on Feb 27, 2012 19:00

I look very concerned.

"Erm. Zombies don't scream, do they? What's going on up there?!"

written by Azirphaeli on Feb 27, 2012 21:01

I check my barrel, to make sure it's not the squealer.

If it is, it gets tossed far from living clones.

If it is not, I take the time to reply to Speed-Y:

"Think nothing of it. By the way, I think someone's barrel's about to go off in a bad way!"

written by Gligar on Feb 27, 2012 22:12

Stairwell, Level 1, Building 2, Industrial Subsector B

As you might imagine, King-R isn't reacting well to all this blood. He sinks to his knees and closes his eyes... and I think he might be hyperventilating. I can't imagine that he's happy right now...

Speed-Y tells him to get a hold of himself, at least until they figure out whose barrel is squealing. He stabs Eight one more time before completely missing Five. He ends up bashing the wall, causing his spear's screwdriver to loosen a bit.

He then realises the he has been hit. Specifically, Eight has managed to gash him pretty deeply on the chest. And right now, Five is threatening to make it worse.

He does thank Azir-R, though.

Stairwell, Level 3, Building 2, Industrial Subsector B

Azir-R checks his barrel. So that's where the squealing is coming from... He pulls it off and throws it somewhere safe (read: where nothing is alive). That ends up being through the door on Level 1...

It continues to squeal.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O gets worried. Zombies don't scream... do they?

He asks forward, trying to figure out what is happening. "Er... I don't know... If zombies don't scream, then maybe there was a living clone out there... a zombie sympathiser? It can't be..."

written by Lightning4 on Feb 27, 2012 23:08

"Hm. Well anyway, how many left? I'm sure those grenades took out a bunch, but now we need to hurry... I'm sure that alerted the rest."

written by Speeder on Feb 28, 2012 01:40

I quickly flip the spear around like a quarterstaff and try to crack zombie five head at that.

And then whatever zombie is closer of hitting him again.

written by Gligar on Feb 28, 2012 02:09

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O doesn't seem too concerned about the possible casualty in the corridor. he's more interested in how many zombies are remaining. "It looks like we have six left", replies the lead clone.

L4-O adds that they need to hurry. That explosion probably alerted the horde. "So we just have to brave *them*?" asks the lead clone.

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y flips his spear and starts zombie bashing. Of course, there is only one left. And, though he is able to incapacitate the thing, it's able to get off another hit.

written by Lightning4 on Feb 28, 2012 03:44

"Yep. My blaster is ready for some more action, I can probably pick off a good few zombies if we need to. Here, use another grenade..."

I pass one more up.

written by Speeder on Feb 28, 2012 03:51

I get upset as it hits me and bash the thing in rage for a while.

Then I calm down, and fix the spear.

After it is fixed, I check my wounds.

written by Cryoburner on Feb 28, 2012 04:45

"A hygiene inspection! That's convenient, since we don't have a hygiene officer of our own. It couldn't come at a more convenient time!"

I check my PDC to see just what convenient time it is.

"Let's go, Kris-R!"

I grab Kris-R's arm and drag him toward the hygiene inspection.

written by Kristos on Feb 28, 2012 05:22

I... am dragged towards the hygiene inspection.

written by Granpire viking man on Feb 28, 2012 05:24

"Barrels? What barrel? I can't hear anything..."

I continue mumbling loudly, eyes closed.

"Can't look. Get the scrubots here first!"

I cover my eyes with my hands. After wiping them on my jumpsuit, of course - thoroughly.

"Too much red."

written by Gligar on Feb 28, 2012 18:40

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O replies in the affirmative. His blaster has cooled off now, and he still has more grenades, one of which he passes forward. "Well... okay..." the lead clone responds. "But it's looking like there are more of them... here goes..."

There is shortly another explosion. This time, there is no scream.

"I think that's cleared a path... here goes nothing..."

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y continues with the bashing. Rather vigorously, it seems. After a flurry of blows, half of which miss, the zombie goes down.

That dealt with, he turns his attention to the spear. It needs repairs, so he gets started on that.

King-R claims to not hear the barrel, still squealing away in the corridor where it landed. He's concentrating on not looking at all the blood. And trying to clean blood off his hands. And covering his eyes.

He still wants the scrubots to pay a visit.

Speed-Y finishes his repairs and checks his wounds. Those gashes on his chest look rather serious, and will probably hurt like [DFSR] once the adrenaline rush wears off. (Whatever adrenaline is.)

Crossroads, Kappa Subsector

Cryo-R responds enthusiastically to the hygiene inspection, saying that it's convenient, since they don't have a hygiene officer. They probably even have the time to take one, since it's now 13:30. He drags Kris-R into the building. Kris-R doesn't bother to protest.

Hygiene Inspection Office, Kappa Subsector

The voice is revealed to belong to a YELLOW CPU clone., probably a Mandate Enforcer. She is flanked by Internal Security goons, both of which are adorned with the usual scowls, armour, and truncheons. And slugthrowers. All three are spotlessly clean.

The YELLOW see the two clones. "Ah, excellent! Just sta - are you wearing a *jumpsuit* as a *backpack*, citizen? Can't you read the label? Oh well... we'll deal with that in a moment. Just stand over there, and we'll begin."

written by Speeder on Feb 28, 2012 19:20

I shout.

"Jam, I am hurt too! Jump down here! We killed all zombies already!"

I turn to Azir.

"Hey Azir, call Jam down here."

written by Lightning4 on Feb 28, 2012 19:43

I follow behind the group of clones as quickly as I am able.

If I get out of the vent, I immediately try to start shooting zombies with my blaster. Preferably the closest ones, but any zombie I can hit will do.

written by Gligar on Feb 28, 2012 23:05

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y calls down Jam-Y, since he's injured, and the zombies are all dead... again.

When Jam-Y doesn't respond he calls for Azir-R to go and tell him.

Air ducts, somewhere in Building 2, Industrial Subsector B

L4-O follows along after the clones as the exit the air ducts.

From the corridor, one of the clones seems to be having trouble. Apparently, the grenades have damaged the floor somewhat. And, from the sound of it, there are more zombies in the vicinity...

L4-O gets a move on.

Corridor 2, Level 4, Building 2, Industrial Subsector B

He exits, and immediately sees the zombies approaching. He begins shooting, blasting one of them to bits.

As he's doing that, the clone from before points in one direction. "The fire escape sghould be this way."

written by Speeder on Feb 28, 2012 23:49

I then pay attention to hear the squealing barrel, or where it has been, and await for the explosion in safety.

written by Azirphaeli on Feb 29, 2012 00:07

I turn to Jam

"Hey, the guys down there are hurt and are asking for your aid. You may want to consider helping them."

written by Lightning4 on Feb 29, 2012 00:56

I follow the clone, still trying to blast zombies at the same time.

written by Cryoburner on Feb 29, 2012 02:18

"Hello!"

I wave enthusiastically to the Hygiene Inspection Office crew.

"It's great that you happened upon us, because we're on a mission of the utmost importance, and lack a hygiene officer of our own. I'm glad to see that our level of hygiene will be inspected to make sure it conforms with all mandatory hygiene protocols. We wouldn't want the mission to fail due to inadequate hygiene, after all."

I stand over there, examining over there as I stand there.

written by Jam on Feb 29, 2012 02:43

I look at Azir-R.

"Huh?"

I give Azir-R a blank look... I seem to be a bit lost...⁷³⁴

written by Gligar on Feb 29, 2012 02:49

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y listens to the barrel. It's been rolling around in Corridor 3, apparently bouncing off some dead zombies.

Presently, it explodes. I guess those zombies are even less likely to get up again than they were.

Stairwell, Level 3, Building 2, Industrial Subsector B

Azir-R pokes his head back in the corridor, calling for Jam-Y.

Jam-Y looks back at him. His mind seems to be wandering.

Corridor 2, Level 4, Building 2, Industrial Subsector B

L4-O keeps shooting while following the clones, downing another couple of zombies as he does. But there are many more where they came from. And they get within range of the clones...

"Here!" says the lead clone. "This should be it."

Hygiene Inspection Office, Kappa Subsector

Cryo-R waves, and repeats that they don't have a hygiene officer. He also stands where he should.

He also inspects the area. He can see a Computer terminal on a desk, which seems to be idle. He can also see a RED Clearance stripe, which only seems to cover half the room. There's another stripe, but he can't see what colour it is from here.

The YELLOW begins the inspection, starting with Cryo-R. "Let's see... oh dear... Your nametag and MBD badge are upside-down, and you're wearing as *jumpsuit* as a *backpack*."

⁷³⁴ JAM: (ooc: Sorry, I've been a combination of busy and sick these past few days. Bad timing, huh? 😊)

I think that qualifies as 'sloppy'. Surely you know the regulations?"

The goons take notice.

written by Lightning4 on Feb 29, 2012 10:10

I try to keep away from the zombies, and keep with the group as we hopefully escape to relative safety.

Additionally, I try to rapid-fire shoot some zombies in the legs to hopefully slow down the ones behind them.

written by Speeder on Feb 29, 2012 13:36

I tug the screwdriver a bit, testing if I reattached it correctly.

Then I take a peek on what the now exploded barrel did.

written by 4616599 on Feb 29, 2012 15:09

"Code-3-Zed? That's not something I'm familiar with. However, I think I may be qualified to inspect this place. I was with a troubleshooter team in this subsector and I did notice several suspicious going-ons. I'm sure I could figure this out, or at least put the blame on someone... also, it seems that the team may need my help. Whatever's going on in there."

"I hope it's not a renegade mutant..." I mumble.

written by Gligar on Feb 29, 2012 17:24

Corridor 2, Level 4, Building 2, Industrial Subsector B

L4-O keeps shooting, aiming at zombie legs, while trying to keep up with the group. Of course, with the zombies so close, and with so many of them (where did they all come from, anyway?), it's kind of easy to do. L4-O is able to fell one of them quite quickly, which causes several more to trip over it.

There's just one small problem... exactly because there are so many zombies, it's pretty easy for one of them. to get into a position to get a hold of L4-O...

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y checks his spear, and, satisfied that he's repaired it, looks out at the results of the barrel explosion. Well, it seems that the corridor is now painted in various shades of darkish-red, for one. And there's now a hole in the floor.

Checkpoint, Industrial Subsectors

Joris-R states that he's not familiar with Code 3-Zed, though he believes that he's qualified to conduct an inspection. He's a Troubleshooter whose team was assigned to the subsector. While in the subsector earlier, he did see some suspicious things. He is certain that the team will need his help, and... maybe he could find a cause... a mutant, maybe?

The grunt looks at him. "Sorry," he says. "I have my orders: no-one goes in or out. Unless..."

"Enough!" the warbot interrupts. "Talk of that override is forbidden!"

written by Lightning4 on Feb 29, 2012 19:12

"Not again!"

I start struggling and shooting again. Hopefully the zombie being tripped on my leg also leaves it in a better position for me to try to shoot it in the head. Repeatedly.

written by Azirphaeli on Feb 29, 2012 20:38

I call back to Speedy

"May need to wait on Jam, he seems a bit out of it"

written by Speeder on Feb 29, 2012 20:39

I turn to Azir and nod.

Then I go see how far the hole go, including if is possible to see a floor below.

written by Gligar on Feb 29, 2012 22:07

Corridor 2, Level 4, Building 2, Industrial Subsector B

This is kind of familiar... zombies (well, a zombie) grabbing at L4-O...

While he's dealing with that, by shooting it, the lead clone works on opening the fire escape door. It hasn't been used in a while, as he said, and it has become stuck.

L4-O manages to dispose of that zombie only for more zombies to latch onto him.

Stairwell, level 3, Building 2, Industrial Subsector B

Azir-R tells Speed-Y that he'll have to wait for Jam-Y to snap out of whatever it is.

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y nods, and investigates the hole a little further, expecting it to lead to a level beneath Level 1.

Corridor 3, Building 2, Industrial Subsector B

As it happens, there is no level down there, only an air duct, which has been ruptured by the blast. It is one of the larger air ducts, though.

written by Lightning4 on Feb 29, 2012 22:21

"Ah... Aaaah! A little help here?"

I continue struggling and trying to blast the zombies trying to grab a hold of me. I go for heads when I can, but also arms if there are any good targets.

In desperation, and if I still have it, I try to get my length of ladder and start using it as a makeshift spear/crowbar. I try to shove zombies away from me with it, and try to keep any others from getting too close.

written by Granpire viking man on Mar 01, 2012 00:00

I open my eyes carefully, attempting to steer my vision away from the various darkish-red paint shades on the wall.

written by Speeder on Mar 01, 2012 00:05

I attempt to figure if I can walk inside the air duct or if I would need to crawl or something.

written by Gligar on Mar 01, 2012 02:18

Corridor 2, Level 4, Building 2, Industrial Subsector B

L4-O calls for help...

He tries to use his piece of ladder to whack away at the zombies, trying to get them to let go, while at the same time using his blaster to shoot what he can. But it's no use... for each one he kills, there are three more...

Some of the clones appear to try to help, and begin attacking...

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R decides to risk opening his eyes. Notably, he tries to avoid looking out into the corridor, now delightfully redecorated in shades of dark red, while simultaneously avoiding looking at zombie remains. That doesn't leave a lot to look at, other than up...

Corridor 3, Building 2, Industrial Subsector B

Speed-Y looks again at the air duct. Like most ducts, it is too small to walk through, though one could crawl through if needed.

written by Granpire viking man on Mar 01, 2012 02:28

I keep my eyes transfixed firmly on the ceiling, whistling the Mandatory Team Troubleshooter theme song, to the best of my abilities.

written by Lightning4 on Mar 01, 2012 07:23

"We don't have much time! Get the hatch open! Everyone not doing that, keep these zombies at bay!"

I continue struggling with the zombies, wielding my ladder in one arm as a zombie-prodding-poking-bludgeoning device, and my other one wielding the blaster as a zombie-zapping-incinerating-redeadifying device. If an unarmed clone should get in range of me, I attempt to give them my ladder since I'm probably not very effective wielding it while juggling a blaster too...

I concentrate on the zombies already grabbing me, and zombies that are about to be grabbing me within the next few secondcycles.

written by Speeder on Mar 01, 2012 11:45

I kneel near the hole and stick my head on the air duct, and attempt to figure where it go.

written by Kristos on Mar 01, 2012 15:15

I tidy myself a bit before I am inspected.

written by Jam on Mar 01, 2012 16:19

I suddenly snap out of my daze.

"Huh? Wait, what happened?! Did we kill all the zombies?"

I look around for any more zombies, and try to walk towards Speed-Y and Azir-R...

written by Gligar on Mar 01, 2012 17:38

Stairwell, Level 1, Building 2, Industrial Subsector B

King-R keeps looking upward. Now, he's trying to sing the Mandatory Team Troubleshooter theme. He doesn't seem to be doing anything related to, you know, hygiene. He seems to just want to ignore it all.

Corridor 1, Level 3, Building 2, Industrial Subsector B

Jam-Y comes round, and asks if they've dealt with the zombies. Looking around, he can't see any moving, so it looks like they have.

He heads over to the stairwell.

Stairwell, Level 3, Building 2, Industrial Subsector B

Jam-Y finally joins Azir-R and notices that the stairs between Levels 1 and 3 are... pretty much gone. Below, he can see King-R, surrounded by a whole load of dead-again zombies, trying not to look at them, and trying to sing.

Corridor 3, Level 1, Building 2, Industrial Subsector B

Speed-Y checks out the air duct, seeing where it leads. It seems to run both ways along the corridor, with junctions nearby.

Corridor 2, Level 4, Building 2, Industrial Subsector B

Even as he continues fighting the zombies, L4-O instructs the clones to get the door open, as well as to help him hold the line. Though admittedly, since he is completely surrounded, he isn't doing that very well, is he?

He continues to bash and shoot while other clones try to help. It takes a little time, but L4-O is eventually able to rejoin the clones, though he does take more damage in the process. The combined damage is enough to cause him to pass out.

"Got it!" The door suddenly opens with a loud groan, and clones begin to exit. Some of them stop to help L4-O move.

Hygiene Inspection Office, Kappa Subsector

Kris-R surreptitiously tidies himself up while Cryo-R is inspected. "Well? What do you have to say for yourself?" the YELLOW is saying. "Not only have you violated uniform regulations on three counts, but you clearly haven't cleaned your jumpsuit recently. That's *four* counts. That's almost treasonous levels of sloppiness, citizen. I'll have to issue a 45-credit fine. More unless you explain yourself."

written by Speeder on Mar 01, 2012 17:47

I walk to the stairwell again.

"Ok, there are a air duct here, in case we need to flee the building or something, but I think we should check the garage again, everyone was there last time I've been there..."

Seeing King not really wheel, I decide to take some clothes from zombies, and cut the cleanest strip I find, and then tie around King eyes.

written by Jam on Mar 01, 2012 17:48

I look down at Speed-Y.

"How did you get down there?"

I try to find a way down to him that doesn't involve breaking both my legs in the process...

written by Lightning4 on Mar 01, 2012 19:40

I, well... don't do much of anything, really.

Besides trying not to die and thus become a zombie.

If I do manage to come around, I do my part in trying to get out with the clones assisting me.

written by Gligar on Mar 01, 2012 22:34

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y returns from the corridor, and tells everyone about the air duct. (Yes, everyone: Lucas-R and John-R are not far behind Jam-Y.) He suggests they could use it to escape the building, but he wants to check the garage again, since there were a lot of clones there.

He then notices King-R's predicament, and checks what's left of the zombies for a reasonably clean piece of cloth. He soon finds a partly-clean towel, which he cuts up to liberate the clean part. He uses the clean part as an impromptu blindfold, so that King-R won't have to look at anything.

Stairwell, Level 3, Building 2, Industrial Subsector B

Jam-Y looks down, and wonders how Speed-Y got down there. Then he notices that, although the stairwell is pretty much destroyed, it might still be possible to jump down. There are still fragments of stair attached to the walls, so he could jump between those.

I'm not sure he'd be able to get back up, though.

Corridor 2, Level 4, Building 2, Industrial Subsector B

L4-O continues being unconscious while the clones try to get him through the fire escape. The zombies don't let up, and pick off two clones, making up for the two they lose in the process.

Soon, though, the door is reached.

written by Granpire viking man on Mar 01, 2012 23:06

"Ahhhh. Thank you, Speed-Y."

I stay in the same spot, not wanting to step on any zombie limbs or bowels.

"Yes, let's go back to the garage. I need to file some mandatory emergency hygiene forms!"

"Uh, though I still might need someone to take me at least part of the way. This unhygienic place burns my eyes. I'd

like to avoid killing any zombies we meet. Couldn't we just give them a little food? They seem hungry."

written by Speeder on Mar 01, 2012 23:34

I look kinda horrified.

"King! We cannot give food to zombies! In fact, they are likely to eat human flesh! It is gross! We must let them starve until they die!"

written by Lightning4 on Mar 01, 2012 23:35

If I come around, I start assisting the clones that are, well, assisting me. Or I try to anyway, I'll probably be a big groggy after coming around.

written by Gligar on Mar 02, 2012 02:13

Stairwell, Level 1, Building 2, Industrial Subsector B

Now that he doesn't have to look at zombies, King-R's mood brightens considerably. Though he still doesn't move, primarily because he now can't see if he was about to step into zombie guts or whatever.

He agrees that they should return to the garage. He needs to fill out some Emergency Hygiene Forms, after all. Of course, he'll need help to get there. He adds that he would like to avoid killing zombies. Perhaps they should just feed them?

Speed-Y reacts negatively to this suggestion. As far as he can see, the zombies would prefer to eat cloneflesh (or something like that).. and that is something they cannot spare. No, the zombies must starve to death.

Near the Fire Escape, Corridor 2, Level 4, Building 2, Industrial Subsector B

Could that area description get any longer? Possibly.

L4-O doesn't care, though. He's more interested in trying to regain consciousness. And, as he is being moved through the door, he does.

He tries to help the clones near him, who are trying to take out a few more zombies, but he quickly realises that in his condition, aiming is... problematic.

written by Cryoburner on Mar 02, 2012 02:47

"Violations? Hmm..."

I look down at my badges. I then look down at them further, then further still, until I am actually looking up at them.

"Ah, I think I see the problem."

I continue further bending over, and perform a handstand, thus correcting the problem.

"You do have a point about those badges. I can see how someone not standing on the ceiling might have perceived them as having less than optimal readability. Are you sure about the backpack though? I seem to recall it being distributed to me as a backpack, though I suppose there could have been a mix-up somewhere along the line. I've

heard that the tags can sometimes be difficult to read, after all.”

“Oh, and my jumpsuit’s cleanliness might have been effected by recently passing near the industrial subsectors. They tend to be rather messy, after all, and our team currently lacks a hygiene officer to keep tabs on those things. Hey, maybe you could be our hygiene officer! I think we’d get along really well!”

I take a moment to examine the floor in greater detail from my inverted perspective.

written by Jam on Mar 02, 2012 02:53

I try to carefully climb down to Speed-Y...

“What if we can convince the zombies to eat each other?”

written by Lightning4 on Mar 02, 2012 07:30

Now that I’m conscious, I try to get through to safety and assist the remaining clones in doing so.

To the best of my ability anyway.

Unless I’m still being carried by other clones, then I don’t resist.

written by Azirphaeli on Mar 02, 2012 14:15

I survey the stairwell... I am unsure how harmless a descent it will be with a missing leg and broken arm, and will voice my concerns thusly.

I also remind Jam that King needs tending to, medically.

written by 4616599 on Mar 02, 2012 14:46

“Unless what? Surely, sirs, you wouldn’t deny a troubleshooter from trying to help his team, which was there before the trouble started, and may have had one or more of its members inadvertently start whatever the trouble is.”

written by Speeder on Mar 02, 2012 16:07

I look at Jam.

“Actually, this gave me a idea, if we manage to leave the building, and keep the zombies inside, I think they may eat each other until only one remain, and that one will starve and die, or we shoot it...”

written by Granpire viking man on Mar 02, 2012 16:10

“How do we know this? What if we went to the cafeteria and got some food, just to try feeding it to a zombie? Maybe cloneflesh is simply more convenient for them?”

written by Gligar on Mar 02, 2012 17:23

Hygiene Inspection Office, Kappa Subsector

Cryo-R inspects his badges... by bending over to look at them. He keeps going... and ends up falling flat on his face.

But he seems to have come to a realisation: he was standing upside-down!

He tries to recover and perform a hand-stand, but ends up crashing over into one of the goons. Said goon takes the safety off his weapon and points it right in Cryo-R’s face.

Meanwhile the YELLOW is saying, “Why do I always end up with these cases...”

Cryo-R continues, explaining that they have just been past the Industrial Subsectors, and offers the YELLOW a position on the team. The YELLOW tries to decline politely, but is already feeling annoyed at Cryo-R’s antics.

While Cryo-R inspects the floor (synthcrete, spotless), the YELLOW continues. “Have you considered taking the badges off and putting them back on the other way round? That way, you wouldn’t have to stand on your hands, citizen. You wouldn’t want all the blood to go to your head, would you? And what if your arms get tired? And besides, you’ve just demonstrated how difficult it is to do it. As such, I’ll have to fine you an additional 25 credits.”

The YELLOW turns to Kris-R, and begins inspecting. “Hmmm... I see that your jumpsuit could do with cleaning, too. Do you have an explanation?”

Stairwell, Building 2, Industrial Subsector B

Jam-Y has a go at jumping down to join Speed-Y, and gets all the way to the last jump before missing and falling on an ex-zombie. Ouch! But at least he doesn’t seem to be injured.

While Lucas-R tries to jump down after him, he offers a suggestion: let the zombies eat each other.

Speed-Y likes that. Perhaps they could escape, and let the zombies eat themselves, or starve, until there is only one left, that can either starve or be shot?

King-R has another suggestion. What if they don’t need to eat cloneflesh, and only do so because it is convenient? Perhaps they could head to the cafeteria to get them some food?

Azir-R has a small problem with getting down: he can’t, really. He is injured, after all. As is King-R. He reminds Jam-Y of these facts.

Fire escape, Building 2, Industrial Subsector B

L4-O manages to get to his feet, and tries to usher clones out of the building.

As he does, he notices that one of the Junior Citizens isn’t following. He’s looking at the zombies for some reason.

Speaking of zombies... Their sounds can be heard from below.

Checkpoint, Industrial Subsectors

Joris-R wonders that the “except” means, and asks if they would deny a Troubleshooter who was part of a team assigned there before the trouble started, and may have in fact accidentally set it off...

The warbot replies. “The directive is clear. Move or...”

It is interrupted by louder noises behind it. It turns around.
"None may leave!"

The source of the noises ignores it. The reason for that is obvious: they are zombies.

The warbot repeats itself. "You may not leave! Turn back now!"

The grunt turns to look. "Vat it." He turns back to Joris-R.
"Wait... did you say something about mutants? I'm not a big fan of them... it's why I joined the Mutant Mashers."

He pauses, as if expecting something.

written by Speeder on Mar 02, 2012 17:36

After a while looking at Azir.

"What happened to the wheelchair?"

I then shout.

"John, if you are still over there, can you grab Azir good arm and slowly put him here until someone can grab him on this side?"

I then look at Jam.

"Can you patch up King and then me?"

written by Lightning4 on Mar 02, 2012 21:05

"Hey! You! Those zombies aren't your friends, if you want to live, get out here now!"

If the Junior Citizen doesn't come and is within grabbing range, I try to just grab him and drag him out with me to safety.

written by Gligar on Mar 02, 2012 22:14

Stairwell, Building 2, Industrial Subsector B

Speed-Y looks at Azir-R and wonders where his wheelchair went. Not that it would help in getting him to Level 1, mind you... he has to ask John-R, who is still up there, to help lower Azir-R. It's slow work, especially since Azir-R only has one good arm to grab.

Speed-Y then asks Jam-Y to patch up King-R first, then him.

Fire escape, Building 2, Industrial Subsector B

L4-O calls out to the Junior Citizen, telling him to get out of the building now. Those zombies aren't friendly, and will probably kill him. "How do you know?" is the reply. "They might just want a haaah!"

It seems that the Junior Citizen pushed his luck a little too far, for a zombie just tries to grab at his head. L4-O ends up having to pull him to safety.

written by Lightning4 on Mar 02, 2012 22:24

"The only thing they want to hug is your brain. With their teeth. What's left of their teeth anyway."

If the fire escape door is reachable, I try to secure and close it before any zombies try to follow us. I then try to proceed with the rest of the clones towards... safety?

If I can't close the door, I just proceed then.

written by Jam on Mar 03, 2012 03:52

I nod, and start patching up Azir-R...

written by Azirphaeli on Mar 03, 2012 05:48

Thanks guys, sorry for the hold up.

written by 4616599 on Mar 03, 2012 11:03

"Mutants? Oh yes, I suppose the loyal ones are fine, but you can never tell."

"Wait...did you say Mutant Mashers? L4-O's in my team. He's in there!"

I gesture behind him, then gasp.

"Oh my, it's a heap of shambling mu- no, it's zombies! This is worse than I thought!"

I fumble around for a laser pistol, and wind up pulling out a pair of handcuffs, which I threateningly brandish at the zombies.

written by Speeder on Mar 03, 2012 11:58

I turn to Jam.

"Can you go fix King please? You know, I need to first put Azir on the ground before you are effectively patching up him... Because right now I think he is mid-air"

written by Gligar on Mar 03, 2012 15:36

Fire escape, Building 2, Industrial Subsector B

L4-O starts lecturing the Junior Citizen about the ways in which zombies will hug you. That it, your brain. With their teeth. But the Junior Citizen doesn't seem all that interested, so he gives up.

With there being no more stragglers, L4-O attempts to close the fire escape, but it just sticks when it's almost closed. Oh well, good enough, right?

He checks the rest of the clones to find that they're heading up to the roof. He follows them.

Stairwell, Building 2, Industrial Subsector B

Jam-Y doesn't bother waiting for Azir-R to even get lowered to the ground before getting to work on him.

Speed-Y suggests that he go and see to King-R instead, since Azir-R is kind of in midair right now...

Checkpoint, Industrial Subsectors

Joris-R responds that loyal mutants are probably fine, but you never can tell. Realising what the grunt said, he adds that he knows L4-O He's trying to say that L4-O is in the subsectors when he catches sight of the approaching zombies... and points them out. As the warbot opens fire, the grunt replies, "Maybe we should continue this later. I reckon I'll be busy in a minute. Can I have your ME Card a moment?" He pulls out a scanner.

written by Lightning4 on Mar 03, 2012 20:57

Once on the roof, I join with the rest of the clones and do an area survey.

"Thanks for the assist back there... those zombies are just tearing me apart..."

I check my own wounds to see how much of me is left. If I need more bandages, I set about applying them, making more if necessary.

written by Gligar on Mar 03, 2012 22:05

Roof of Building 2, Industrial Subsector B

L4-O follows everyone up to the roof and has a look around. The omnipresent smog makes it impossible to actually see anything, but in the distance he can hear the sounds of rapid firepower. Perhaps a warbot has opened fire on something.

He thanks the clones and sets about trying to make more bandages out of his jumpsuit... but he soon realises that he just doesn't have the energy.

written by Lightning4 on Mar 03, 2012 22:08

I try to get into a sitting position to rest and conserve what little energy I have left.

"Is there any other way down? Perhaps we could call something to rescue us from up here? I can't do much more of anything right now..."

written by Jam on Mar 04, 2012 00:21

I look confused...

"What? Wait, you said Azir-R, didn't you? No? Whoops... Er..."

I go to King-R and start patching him up instead.

written by Speeder on Mar 04, 2012 00:23

I burst laughing...

Until I end feeling what the two zombies did to me.

"YEAAAAOUCH! HA HAHA OUCH OUCH HA OUCH!"

I put my hands on where it is hurting and end doubling over.

written by Gligar on Mar 04, 2012 02:16

Roof of Building 2, Industrial Subsector B

L4-O finds a place to sit. He wonders if there is any other way down besides the fire escape. Hmm... there might be roof access from a stairwell or something...

The other choice is to call someone to rescue them from the roof. But who to call?

Stairwell, Building 2, Industrial Subsector B

Jam-Y stops what he is doing. Wait... didn't Speed-Y say Azir-R? He could have sworn he did...

He tries to clear his head and works on King-R instead.

Speed-Y suddenly bursts out laughing... whereupon his wounds suddenly start hurting, big time.

written by Granpire viking man on Mar 04, 2012 02:29

I kneel down to let Jam-Y work on me, but I can't help yell when he touches my wounds.

"Graaaaahgh"

"Sorry, I think this blindfold has-" I gasp for air for a moment, "-Sharpened my sense of touch."

I try to concentrate on the song I was whistling before.

written by Speeder on Mar 04, 2012 03:33

After my laughter completely dies, I continue with my pains a bit.

"It hurts... hurts... it hurts... ow... ow..."

written by Jam on Mar 04, 2012 03:34

I touch King-R's wounds...

And clean them...

And dress them...

written by Granpire viking man on Mar 04, 2012 04:24

I yell...

And whimper...

And try to calm down...

written by Lightning4 on Mar 04, 2012 09:35

If I have energy, I hand a grenade to another nearby clone.

"Here. Keep an eye on that fire escape... if any zombies decide to start coming up it, we have no choice but to blow it. I'll see what Our Mutual Friend suggests we do... perhaps we can get some rescue up here..."

I try to put in the call on my PDC.

written by Gligar on Mar 04, 2012 15:24

Stairwell, Building 2, Industrial Subsector B

While Speed-Y moans to himself in the corner (it looks like his laughter has completely gone), King-R lets Jam-Y work on him. The problem is, with him being RED Clearance, he is not cleared for such things as anaesthetic, meaning that he is in pain the whole time. And it doesn't help that, with his eyes covered, he is acutely aware of anything that touches his skin.

But Jam-Y continues, applying dressings and clea - oops. Perhaps that *isn't* a cleaning solution...

Roof of Building 2, Industrial Subsector B

L4-O hands out another grenade, just in case the zombies decide to climb the fire escape after them. Meanwhile, he places a call to Friend Computer.

The PDC rings... and rings...

written by Speeder on Mar 04, 2012 16:56 *Hygiene Inspection office, Kappa Subsector*

I look at Jam, and when I notice he aplying the...

"Jam, you just put B3 on his wounds? You know that this is not pleasant to the... patient."

written by Lightning4 on Mar 04, 2012 21:04

I wait for a response on my PDC.

Meanwhile, I give the surrounding area another look from my position. I probably can't see much though... if my torch provides better vision around me, I use it.

written by Granpire viking man on Mar 04, 2012 21:41

I yell loudly, stand up, and throw a reflexive kick in Jam-Y's direction.

"Gah! THAT STINGS!"

"WHAT IS THAT STUFF?"

written by Kristos on Mar 04, 2012 22:13

"I was not aware that accruing this quantity of matter distributed on the outer jumpsuit surface violated the regulatory convention. As team leader I acknowledge that, in the absence of a hygiene officer, the responsibility to maintain proper cleanliness of the team is a subset of my role. Please inform me of the proper regulations and procedure and I will forthwith guarantee satisfaction of the aforesaid requirements."

written by Gligar on Mar 04, 2012 22:44

Stairwell, Building 2, Industrial Subsector B

Speed-Y looks over at Jam-Y... why is he trying to clean out King-R's wounds with B3? Where did he get that from anyway? He only has the one can left, and I'm not sure he'd want to - oh. It seems that someone has been mispacking the medkits again, and put B3 in the kits instead of cleaning solution. Jam-Y presumably wasn't paying attention when he grabbed the bottle.

King-R screams and kicks out at Jam-Y, but as it transpires he isn't very good at it, and only manages to kick away the medkit.

Roof of Building 2, Industrial Subsector B

L4-O's PDC stops ringing, and gets a connection. "Thank you for calling The Computer... your call is important to us... please remain on the line and The Computer will process your call when it is able."

Then it starts playing a loyalty jingle.

While he waits, L4-O pulls out his torch and has another look around. He can now see the warbot that was firing earlier. It seems to be tracking a mass of clone-shaped objects. It is assisted by several more clone-shaped objects... it's frustrating when you can't get any details of who, though.

Kris-R states that he was not aware that getting your jumpsuit dirty was against regulations, and asks about those regulations. He claims responsibility since his team doesn't have a hygiene officer.

"The main regulation is CPU Mandate 214/885-23," replies the YELLOW, "which covers proper hygiene protocols. There is also 214/11089-c, covering hygiene inspections. I suggest you read them. I'll have to fine you an additional 10 credits for not keeping up with protocol."

She steps back. "Now, unless either of you has anything else to add, I suggest you scan your ME Cards." She indicates an ME Card scanner affixed to the inside of the door. Funny that you didn't notice it earlier.

written by Cryoburner on Mar 05, 2012 00:24

"Oh, yes, taking the badges off and flipping them over does seem like it might improve readability for most other clones. However, clones walking on the ceiling might have trouble reading them. Certainly, walking on the ceiling in a non-ceiling walking zone is traitorous. If such a clone recognizes me as a loyalty officer, they will undoubtedly stop their traitorous ways and turn themselves in to avoid trouble. If flipped around the other way, loyal, floor-walking clones might have an optimal badge readability angle, but a ceiling-walking traitor might mistake me for just another clone, and continue in his traitorous, ceiling-walking ways. As a highly-skilled hygiene officer, I'm sure you can recognize how difficult it can be to clean footprints off the ceiling, and just how important this matter is."

written by Jam on Mar 05, 2012 01:03

"Oh, whoops! Er..."

I take one of my towels and try to mop up the B3...

written by Azirphaeli on Mar 05, 2012 01:25

Assuming I have made it safely down to their level, I will survey the area (I haven't been down here yet)

written by Speeder on Mar 05, 2012 02:21

Well, I stop sobbing a bit and finish lowering Azir!

written by Granpire viking man on Mar 05, 2012 02:48

I stop talking for a moment to catch my breath and wait until the pain dulls.

"That was actually B3?! How could you mistake it? Cleaning solution doesn't come in a can!"

written by Gligar on Mar 05, 2012 02:55

Hygiene Inspection office, Kappa Subsector

Cryo-R admits that turning his badges round would improve readability... for most clones. But it is clear that he does not want to. He argues that leaving them inverted will aid readability for clones walking on the ceiling. Such clones are most likely acting treasonously, and, he hopes, will turn themselves in if they know he is a Loyalty Officer.

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Besides, he adds, it must surely be difficult to clean footprints from a ceiling.

"You do have a couple of points there," the YELLOW replies. "But, by your logic, wouldn't everyone else have problems with identifying you as a Loyalty Officer if they can't read your badge properly? And not just that, but if someone was walking on the ceiling, being unable to read a badge is the least of your problems. Wouldn't you say? Because, after all, they're clearly a mutant, and would most likely attempt to terminate you, and not just turn themselves in. In my experience, turning themselves in only really happens in vidshows."

She thinks for a moment. "And as for footprints on the ceiling... I admit they're not that easy to remove. I'd probably have to call in a scrubot with an Extend-o-Brush or something. But... I thought I asked you for your ME Cards..."

Stairwell, Building 2, Industrial Subsector B

Jam-Y realises what he is doing, and fishes out a towel to mop up the B3.

Speed-Y realises that Azir-R is still in mid-air and continues pulling him down. Once that's done, Azir-R can notice how damaged the stairwell is. He realises that it's just Level 1, not far from the cafeteria.

King-R wonders how Jam-Y could have mistook B3 for cleaning fluid when the latter comes in cans. Well... that's clearly a bottle that Jam-Y is holding, isn't it?

written by Lightning4 on Mar 05, 2012 03:02

"Bah... busy... but I can imagine so, having to sort out this situation."

I just resume resting for now, need to conserve energy...

written by Granpire viking man on Mar 05, 2012 03:11⁷³⁵

"I'm all for hygiene, but shouldn't mopping come after medical help? Besides, the floor is covered with-" I shudder, "Blood."

written by Azirphaeli on Mar 05, 2012 04:44

"Alright, where to now guys?"

written by Mingamango181 on Mar 05, 2012 05:08

I move for somewhere safer, because why wouldn't I? It's a state of emergency right now, isn't it?

written by Gligar on Mar 05, 2012 17:25⁷³⁶

Hygiene Inspection office, Kappa Subsector

Kris-R swipes his ME Card, and waits for Cryo-R to do the same.

⁷³⁵ GRANPIRE VIKING MAN: (OOC: My character is wearing a blindfold. He can't see the bottle.)

⁷³⁶ GLIGAR: (OOC: counting Kristos' posty even though it was in the wrong thread...)

Stairwell, Building 2, Industrial Subsector B

King-R wonders why Jam-Y is prioritising hygiene over medical help, when the floor is covered in blood...

I think he answered his own question there...*

Azir-R wonders where they'll be going next.

Roof of Building 2, Industrial Subsector B

L4-O notes that his PDC is still on hold... probably understandable, given the lockdown.

Meanwhile... where's Mango?

Air ducts, somewhere in Building 2, Industrial Subsector B

Still in the air ducts, it seems. He apparently got separated from the rest of the clones. But he never did like company.

He heads in a direction he believes is safe.

Noises nearby indicate that a bot is operating in the ducts.

written by Lightning4 on Mar 05, 2012 22:25

Since I have the time, I go through my maintenance supply kit and my tool kit, to both take inventory and see if there's anything that could be remotely useful in this situation... be it a weapon, or emergency alerting device, or somesuch.

written by Granpire viking man on Mar 05, 2012 22:57

I shiver again.

"Ugh! B3 mixed with blood! I don't think I'll ever have a B3 again!"

"Just hurry up and patch me up please! I think there's too much blood down there to wipe up!"

written by Gligar on Mar 06, 2012 02:18

Roof of Building 2, Industrial Subsector B

Since The Computer is still busy, L4-O has a look through his toolkit and maintenance supply kit. Aside from the usual things such as spanners, screwdrivers, allen wrenches, socket sets, polarity reversers, spare screws, spare fuses (don't show those to King-R 😊), lengths of spare piping of varying types, grav-jacks (what clearance are those, anyway?), radiation meters, electrical meters, water meters, light bulbs, fluorescent tubes, LEDs of various colours, etc. etc., he finds some hazard lights and a blowtorch.

The PDC continues to be on hold.

Stairwell, Building 2, Industrial Subsector B

King-R thinks of the concept of B3 mixed with blood and shudders. He mentions something unthinkable: the concept of *not drinking B3 again*. Lucas-R gasps.

King-R requests that Jam-Y finish patching him up and forget about the cleaning up.

written by Speeder on Mar 06, 2012 02:20

"No! What you will drink if you never drink B3 again..."

* Maybe he needs therapy for that blood aversion.

WATER? you know that NOONE drinks WATER!"

written by Mingamango181 on Mar 06, 2012 06:24

I watch out for the bot, proceeding on carefully.

I'm pretty sure that's the most care that I can muster from my condition...

written by Lightning4 on Mar 06, 2012 06:47

"Hm. If anyone doesn't have a weapon, I've got a blowtorch here. Not sure how effective it is against zombies though."

"I've also got some hazard lights. I don't know if they're strong enough to cut through the fog, but maybe if some clones in the distance see it, they'll know we're up here... though we might risk alerting the zombie horde too. Though I don't think they can climb walls..."

If I've got the energy, I check my wounds now and start applying rudimentary first aid, if necessary.

written by Granpire viking man on Mar 06, 2012 13:00

"I don't know what I'll drink! I just don't want to think about - about B3! And Blood... Uuuuuughh"

"So please stop talking about B3 and blood so I can stop thinking about it! Maybe then, I can forget about this and drink B3 again!"

written by Azirphaeli on Mar 06, 2012 14:03

I crack open a B3 and drink it. All this talk made me thirsty.

written by Cryoburner on Mar 06, 2012 14:50

"Hmm... I suppose I *could* wear my badges the other way, then flip them around whenever I encounter clones on the ceiling. Let's just hope they don't wander off somewhere during the readjustment though, as it might be hard to locate them again. The ceiling's a pretty big place, after all."

I stare blankly for a few seconds.

"Well, it's been fun! We should probably be going though, as we have an important mission of some sort to complete, and then possibly lunch."

I also swipe my ME card.

written by 4616599 on Mar 06, 2012 16:03

I seem to be mumbling in a daze. "Vat it. There weren't any zombies around previously. Agh. Zombies are like, totally, treasonous."

I glide the Transition further up the road, hold my truncheon up like a projectile weapon, then fling it at the zombies, jolting the Transition forward for momentum as I throw it.

I halt the Transition near the goons.

"Sorry to interrupt, sirs. Is there an armoury near here? My team's definitely in trouble. This might include L4-O."

written by Gligar on Mar 06, 2012 17:54

Stairwell, Building 2, Industrial Subsector B

Speed-Y demands to know what King-R will drink, if not B3. Surely not... *water? Nobody* drinks water!*

King-R doesn't know. All he knows is that he doesn't want to think about B3 or blood around now.

Speaking of B3, all this talking is making Azir-R thirsty. He cracks open a can and drinks. Mmm, mandatory.

Air ducts, somewhere in Building 2, Industrial Subsector B

Mango keeps moving. He soon encounters the bot - a scrubot - as he approaches a junction. It is using some sort of attachment to scrape residue from the inside of the duct. It beeps quietly as it approaches.

Roof of Building 2, Industrial Subsector B

L4-O announces that he has a blowtorch if someone needs a weapon, and hazard lights in case they want to try to signal to someone. He's not sure how much they will help, since he doesn't know how much damage the torch will do to a zombie, nor does he know if these lights will cut through the smog... but it might be worth a try, right? The YELLOW takes a couple of the lights, and offers to take over the distribution.

Meanwhile, L4-O takes the time to administer some rudimentary first aid to himself. He's able to clean up some of his wounds, and stop some of the bleeding.

Hygiene Inspection Office, Kappa Subsector

Cryo-R admits that he could wear his badges the right way, until he finds a ceiling-walker. Then, of course, he'd have to turn them round, and during that time, the traitor could get away.

He stares blankly for a moment, during which the YELLOW asks, "You have a laser pistol, don't you? You could always shoot the ceiling-walker, and then, while he's disabled, you could take care of your badges. That way, you get the best of both. Sigh... why do I even bother?"

Cryo-R states that they should be going. Apparently, he's forgotten what his mission is, and also that he's already eaten lunch. But at least he hasn't forgotten about his ME Card, which he swipes.

"Good, that's both of you," the YELLOW states. "Thank you for your co-operation, citizens. I won't keep you any longer."

Checkpoint, Industrial Subsectors

Joris-R seems to mumble for a moment. Those zombies are a real problem.

It seems that the grunts are thinking the same thing. They approach the horde and open fire.

Leaving the checkpoint unguarded.

* At least not directly... it's usually part of something else, such as TeaSir. Water on its own is unsafe, at least according to R&D Report G7-45a (clearance GREEN; RED versions are available).

Joris-R fires up the Transition, accelerates, and throws his truncheon at the horde. It somehow manages to miss everything.

Not that he cares. He's managed to enter the Industrial Subsectors without a problem.

Actually, there *is* one problem: weapons. He decides to ask the goons about armouries.

"What?" one of them (a different one... the goon he spoke to earlier is, indeed, busy, fiddling with his card scanner) replies. "An armoury? You'd have to go to Iota Subsector for that. And we can't allow that."

written by 4616599 on Mar 06, 2012 18:04

"Look, you'll need someone to guard the checkpoint, at least. And somehow, I've this gut feeling that I've, er... handled zombies before."

I hand the earlier goon my ME card.

written by Speeder on Mar 06, 2012 18:40

I suddenly look confused.

Then I turn to Azir.

"You have some B3? It might help against pain... I mean, it is not a pill or anything, but I saw in the ad that B3 is good for EVERYTHING, thus it might help against the pain... It is hard to not crawl in a corner and cry right now..."

written by Lightning4 on Mar 06, 2012 19:33

I nod to the YELLOW.

"Hopefully whoever is fighting down there sees them."

I start to wonder if perhaps there's food somewhere up here or in my belongings that I could eat to perk me up.

written by Azirphaeli on Mar 06, 2012 19:38

"Sure, remember I have tons of these guys... possibly."

I dig around my backpack for the B3, and also take inventory of the remaining cans.

When (if) I find one I hand it to Speed-Y.

written by Kristos on Mar 06, 2012 19:50⁷³⁷

"Thank you for the inspection. This has been a most fun and mandatory experience. We must hurry now so that we do not miss our ride!"

I exit and follow the signs to the transbot station.

written by Mingamango181 on Mar 06, 2012 19:51

I move, keeping my distance from the scrubot, minding my business. I glance at what the residue is, but don't try to waste too much time examining it.

⁷³⁷ KRISTOS: (ooc: Here is what I posted in the wrong thread.)

I fish for my ME card, scan it, and return it to its home.

(ooc: And now my current action.)

written by Gligar on Mar 06, 2012 23:11

Roadway, Industrial Subsectors

Joris-R continues talking to the AF goon, apparently a sergeant, telling him that they need to keep a guard on the checkpoint. Also... he has the feeling that he's dealt with zombies before. "Well that'll help, at least, since you'll have to stay here until the lockdown is lifted."

Joris-R then remembers the goon from earlier, and hands over his ME Card. "Thanks, citizen," that goon replies. "I, er, needed to test this anyway." He scans the card and hands it back before turning to the sergeant. "With your permission, sarge, I'd like to follow the citizen's suggestion and get back to the checkpoint. We wouldn't want anyone to get in or out while our back was turned, would we?"

From what seems to be the roof of a building, faint lights begin to blink.

Roof of Building 2, Industrial Subsector B

The lights, of course, come from L4-O and the survivors up here. Some of them, guided by the YELLOW, have been set up. They're blinking away merrily. L4-O hopes they'll be enough.

He begins to wonder about food. Is there any up here, or on his person? Well, the Junior Citizens seems to have summoned Vita-Yum bars from... hang on, was the lift's roof access open before? Looks like there's a room in there.

Stairwell, Building 2, Industrial Subsector B

Speed-Y looks confused, before asking Azir-R if he has any more B3. He thinks that it might be good at pain relief... after all, the advertising says that it's good for everything, right?

Azir-R, of course, has plenty of B3. In fact, he notices as he fishes around in his backpack, he has eight full cans, one of which he gives to Speed-Y.

Hygiene Inspection Office, Kappa Subsector

Kris-R thanks the YELLOW for the inspection, and adds that they need to get a move on. They don't want to be late for the transbot.

He then leaves, and starts heading towards the station. It's not far, actually, only a minutecycle or so away.

Outside the Transtube Station, Kappa Subsector

As he approaches, Kris-R can make out the station in more detail. It stands three levels or so tall and is, strangely, constructed of brick rather than synthcrete. It must be an old building.

Affixed above the entrance is a digital clock, showing the date and time. Right now, it is 13:55 on the 19th of Tenmonth, Yearcycle 214.

Air ducts, somewhere in Building 2, Industrial Subsector B

Mango decides to avoid the scrubot. This involves climbing up at the junction, and allowing the scrubot to pass down the duct.

As it passes, he notes that the residue seems to consist of dust and black particles mixed with some sort of lubricant.

He moves on, to... where?

written by Lightning4 on Mar 07, 2012 01:26

Since I probably still lack the energy, I point out the room instead of going to it.

"Hey... what's down in that room there? There better not be zombies..."

I address the Junior clones more specifically now.

"Did you get those bars down there?"

written by Gligar on Mar 07, 2012 02:14

Roof of Building 2, Industrial Subsector B

L4-O points out the roof access, and asks what's down there. Someone replies, "Oh, that's the lift maintenance room, I think. I don't think it's been used in the last few monthcycles."

He then asks the Junior Citizens if they found their VitaYum bars down there. One answers, "Yeah, there's a whole load down there. And some tools and stuff. It was really easy to get in there," he adds, with a grin.

written by Granpire viking man on Mar 07, 2012 02:32

Wishing to block out all the talk of B3, I plug my ears.

I resume humming the Mandatory Team Troubleshooter theme song.

written by Lightning4 on Mar 07, 2012 03:36

"Nice! We can use those supplies... and I know I can use something to pick me up a bit."

If I can get up, I do so and see if I can get into the maintenance room myself, to have a look around.

written by Speeder on Mar 07, 2012 03:45

I look at King.

"That remembered me of that scrubot... I wonder if zombies attacked it."

I then open the B3 can happily and take a sip.

"Good news is, B3 IS refreshing.

Bad news is... it DOES NOT fix the pain."

I grumble in pain a bit, and then take another sip.

"I do not want to waste B3 by spilling it by trembling in pain, so I will first finish drinking it, and then I will tremble in pain."

written by Gligar on Mar 07, 2012 17:56

Stairwell, Building 2, Industrial Subsector B

Still trying not to think about B3, King-R starts doing the Junior Citizen La-La-La-I'm-Not-Listening thing, albeit with the Mandatory Team Troubleshooter theme. Perhaps he's forgotten that it mentions the "new flavours of B3" at one point. And the fact that B3 comes in cans...

Anyway. The theme song reminds Speed-Y of Leeroy, the scrubot, sitting deactivated in the garage. Was it attacked by the zombies? Who knows?

Ignoring King-R (maybe), he opens his can and takes a sip. Good news, B3 is refreshing, though we knew that already. Bad news, it does nothing for pain. But now that it's open, Speed-Y doesn't want to waste B3 by spilling it everywhere while shaking uncontrollably. So he'll just have to wait until he's done drinking it before letting himself shake uncontrollably. Which would imply that he can somehow *control* the ability to hake uncontrollably. Oh well, at least he has his priorities right 😊⁷³⁸

Roof of Building 2, Industrial Subsector B

L4-O decides not to question how the Junior Citizen got the door open, as he is pleased that they have access to supplies they can use. And he knows what he can use right now...

He pulls himself together and stands up, rather unsteadily, so he can walk to the maintenance room.

Lift maintenance, Building 2, Industrial Subsector B

A short flight of steps leads down into the maintenance area, which is Clearance RED. L4-O practically falls down them, and looks around.

As promised, there is a crate of Vita-Yum Meal Substitute Bars, sitting in a corner next to what seems to be a bedroll. A nearby table holds a couple of empty B3 cans.

Also present are the tools one would expect for maintaining a lift, surrounding the top of the lift shaft itself, and the lift machinery. What seems to be a makeshift guardrail, constructed from surplus piping, serves to protect against clones falling into the machinery.

written by Lightning4 on Mar 07, 2012 19:08

I grab a Vita-Yum of the appropriate clearance and immediately start eating.

I proceed to give the tools a good search for anything useful if we have to fight again.

written by Mingamango181 on Mar 07, 2012 19:45

I move further along, suspecting that the others haven't passed through here. Not that I mind too much, so long as I don't get reckless...

⁷³⁸ GLIGAR: (OOC: That's kind of an interesting ability, Speeder 😊 +1pp.)

written by Gligar on Mar 07, 2012 22:05

Lift maintenance, Building 2, Industrial Subsector B

L4-O grabs a Vita-Yum bar and starts looking through the tools. Well, where to start? The usual spanners, ratchet [REDACTED]s, motorised splicers... oh hey, some hammers.

Air ducts, somewhere in Building 2, Industrial Subsector B

Mango keeps moving. It seems that he feels safe around here. With no-one else around.

Or, at least, that's what he believes.

But... whereabouts is he? There's a draft coming from up ahead, if it helps.

written by Speeder on Mar 07, 2012 22:19

I drink more B3, happily, in fact, seemly drinking B3 makes me VERY happy.

written by Azirphaeli on Mar 07, 2012 22:36

I am pleased that despite the recent events, happiness levels are improving.

written by Lightning4 on Mar 07, 2012 22:46

I grab a few hammers and a bunch more Vita-Yum bars and put them safely away, then attempt to climb back up onto the roof.

written by Jam on Mar 07, 2012 23:09

Seeing as clones are drinking B3, I search my own pockets for some to drink...

written by Gligar on Mar 08, 2012 01:38

Stairwell, Building 2, Industrial Subsector B

While King-R continues to try to not listen to everyone and generally act unhappy, Speed-Y drinks from his can. The B3 might not help his pain, but it does help his morale. B3 is good at making people feel happy.

Azir-R is pleased at that. But King-R is still a worry. Perhaps he has something that could help?

Jam-Y decides to join in, and searches his jumpsuit, finding a nice YELLOW can. (There's also the B3 he found in the medkit, but he prefers the can.) Mmmmm.

Lift Maintenance, Building 2, Industrial Subsector B

L4-O decides to take some of the Vita-Yum bars, and some of the hammers. They might need them.

Then he heads back up.

Roof of Building 2, Industrial Subsector B

He arrives on the roof to find the PowServ YELLOW. "What did you find down there?"

written by Speeder on Mar 08, 2012 02:38

I look at Jam.

"Hey, I am drinking B3 waiting for you to patch up King, then me, then Azir! If you drink B3 too, I will have to drink MORE B3! I mean, nothing against that, but I should save them for later."

written by Granpire viking man on Mar 08, 2012 03:20

I try to dwell on the flavours mentioned in the song.

"Hey, Azir-R? You wouldn't happen to have a B3 that's a different colour than RED?"

"Not the treasonous non-red kind, just the kind of not-red that means... well... the absence of red... Actually, that might not work..."

"Oh no!"

A look of panic captures my face as I ponder the horror of the REDness of B3.

written by Lightning4 on Mar 08, 2012 04:56

"Some tools. These hammers might be useful if we still have a few unarmed clones."

"Also some food. I think I brought enough to last a little while."

I present the Vita-Yum bars into a small pile near the collection of clones, keeping an extra for myself. I put all of the hammers next to them.

written by Azirphaeli on Mar 08, 2012 14:13

I dig through my backpack, fairly certain I don't have what King is looking for. I instead keep an eye open for something that will help the poor clone relax a little.

written by Gligar on Mar 08, 2012 17:46

Stairwell, Building 2, Industrial Subsector B

Speed-Y looks over to Jam-Y and tells him to hurry up with patching everyone up. He doesn't want to have to go through the team's entire supply of B3 just waiting for him. (He doesn't have any more, other than what's left in the can he's holding.) Not that there's anything wrong with that.

King-R tries to remember what flavours the song mentions, and asks Azir-R if he has any B3 that isn't RED. Even through "RED" B3 is just RED clearance, and is actually more of a brown colour.

Azir-R is sure that he doesn't, but still looks in his bag. It turns out that he does have an INFRARED can of B3 Plain, but he's more interested in other things that might help King-R... things such as the bottle of qualine he finds in his medication supplies. He recalls that just one swig of the stuff will improve a clone's morale to the point where they won't even panic if they're trapped near a leaky reactor. As one frequent user once said, life's funny that way.

Roof of Building 2, Industrial Subsector B

L4-O answers the YELLOW by putting the Vita-Yum bars and hammers in piles near the rest of the clones. "Ah, good," the YELLOW replies. "We'll start -"

[976]

He is interrupted when the fire escape begins to rattle.

written by Lightning4 on Mar 08, 2012 19:48

I sigh.

“Not good. Remember what I said about the grenades... if we need to, we should just completely blow out the fire escape and make it unusable for the zombies. That way, at least we'll be safe.”

If necessary, I hand out my remaining grenades to other clones.

written by Azirphaeli on Mar 08, 2012 19:53

That ought to do the trick!

“Sorry King, I just have this INFRARED B3... but I found something else you might like.”

I hop over to King and attempt to administer the Qualine dose.

written by Mingamango181 on Mar 08, 2012 20:05

I keep going, towards the draft.

I remain cautious.

written by Kristos on Mar 08, 2012 20:37

Dragging Cryo-R along if necessary, I enter the TransTube station and approach the counter.

“Hello, we are here to take the 14:00 transbot to JHY sector. Cryo-R, could you present the travel authorization papers?”

written by Speeder on Mar 08, 2012 21:15

Instead of drinking, I only look to Azir for a while.

“What is that you are giving him?”

written by Gligar on Mar 08, 2012 22:10

Roof of Building 2, Industrial Subsector B

L4-O doesn't like the rattle. He reminds everyone that they should grenade the fire escape if necessary, and hands out his remaining grenades. “But are you sure you want to blow up our only method of escape?” asks the YELLOW. “We're not sure that these hazard lights are even working, after all.”

Stairwell, Building 2, Industrial Subsector B

Azir-R tells King-R that he doesn't have anything other than the INFRARED B3... and the qualine, which he attempts to administer. Unfortunately, it seems that he isn't very good at making clones take their medicine, and King-R refuses to take it. Maybe he needs more practice.

written by Speeder on Mar 05, 2012 02:22

I am laughing hard after seeing Cryo last pose...

I am sure he might end actually convincing the hygiene officer that he is right XD

written by Granpire viking man on Mar 05, 2012 02:50

I'm shocked that you find this funny, Speedy-Y!

Those footprints on ceilings are a real challenge to us hygiene officers! 😊

Speed-Y asks what he's trying to feed to King-R.

Transtube station, Kappa Subsector

Kris-R enters, dragging Cryo-R behind him, and heads for the ticket counter.

Ticket counter, Transtube station, Kappa Subsector

Kris-R announces to the clone behind the counter that they need to take the 14:00 transbot to JHY Sector, and asks Cryo-R to show the authorisation papers. “You're cutting it a bit fine, aren't you? The transbot's due to arrive in - “ she checks the clock, “ - ninety secondcycles.”

written by Lightning4 on Mar 08, 2012 23:17

“Perhaps not... but is it really a method of escape if there's a horde of zombies waiting for us right down there? We've got food and some supplies should some stray zombies get up here, but I don't think we can fight off another big horde, let alone fight through the building to find some other way down.”

I glance at my PDC, to check it for any change in status.

“I've also got a call in to Friend Computer, so hopefully Our Mutual Friend will respond soon enough, and I can let Friend Computer know of our present situation.”

“And anyway, I think maybe there's other ways down. Might be some other roof access points here... which we should probably keep an eye on. Not sure if there's any exits in the maintenance room, don't believe I saw any.”

written by Granpire viking man on Mar 09, 2012 00:24

“Yes, what is it, Azir-R? Did you make sure you didn't pick up the bottle of cleanser by mistake? Someone did mix up the bottles, you know.”

written by Gligar on Mar 09, 2012 01:51

Roof of Building 2, Industrial Subsector B

L4-O admits that he probably doesn't. But he also points out that an escape path which leads to a zombie horde isn't really an escape path, is it? They have food and supplies for the odd zombie that gets up here, but he doubts that they'll be able to fight off a horde, much less fight their way through the building.

He checks his PDC. It's still on hold. This is very odd. Usually, Our Mutual Friend responds rather quickly, but it seems to be busy all of a sudden. He just wants to tell it what's happening...

written by Gligar on Mar 05, 2012 03:02

The die roll wasn't quite good enough. 😊

Though I agree about cleaning footprints from ceilings.

scribble scribble

[977]

But anyway. He believes that there are other access points on the roof. They should look for them and keep an eye on them.

"We've got company!" shouts a clone. "Zombies on the fire escape!"

Stairwell, Building 2, Industrial Subsector B

King-R also wants to know what Azir-R is trying to feed him. After all, he knows that at least some bottles have been mis-packed, and that could easily be cleanser instead.

written by Lightning4 on Mar 09, 2012 02:08

"How many? If there's too many, blast them! Don't hesitate!"

I try to come up behind but keep a safe distance from any blast. If they decide not to use grenades, I fire up my blaster for a fight.

written by Jam on Mar 09, 2012 02:41

"Oh, right..."

I put the B3 back in my pocket, and get back to work patching up King-R... I try to make sure I'm actually using cleaning solution this time, rather than B3...

written by Azirphaeli on Mar 09, 2012 03:27

"I assume you, it's medicine to help with your queasiness. You'll feel better in no time after you take it."

written by Granpire viking man on Mar 09, 2012 04:03

"Can you at least smell it? I don't want to swallow cleanser. Or B3."

"Actually, better yet, let me smell it. I'm an expert on cleaning fluids now."

written by Azirphaeli on Mar 09, 2012 12:54

"Very well." I open the bottle and let him smell it.

written by Cryoburner on Mar 09, 2012 16:17

Noticing that I've somehow been dragged to a ticket counter, and am being asked for authorization papers, I respond.

"Yes, we are being efficient, not wasting any time waiting around for transbots. You may not have noticed, but I am an expert at efficiency."

I proceed to pull out the authorization papers in an efficient manner. I then examine the ticket counter.

written by Gligar on Mar 09, 2012 17:41

Roof of Building 2, Industrial Subsector B

L4-O demands to know how many. "Looks like four."

written by Kristos on Mar 05, 2012 15:31

I fish for my ME card, scan it, and return it to its home.

written by Speeder on Mar 05, 2012 15:35

Kristos... I think you replied on the wrong thread...

written by Gligar on Mar 05, 2012 17:12

Don't you just love character limitations... 😊

With any luck, that shouldn't happen again.

A clone rushes forward with a grenade and drops it down the fire escape. There is an explosion. "Two now."

And indeed, the two continue to climb onto the roof.

Stairwell, Building 2, Industrial Subsector B

Jam-Y puts away his B3 and starts working on King-R again, this time making sure to look at the bottle to make sure that it's actually cleanser (it is). But he is distracted by an explosion somewhere close by.

Azir-R assures King-R that the stuff he's offering is medicine for his queasiness. But King-R isn't convinced, and asks to smell it first. By now, he considers himself an expert at cleansers, and doesn't want to accidentally swallow any cleanser... or any B3. (He might need to talk to Friend Computer about that.) Azir-R gives up and allows him to smell it.

As he opens the bottle, a smell permeates the air, one that is considerably un-cleanser-like.

Ticket Counter, Transtube station, Kappa Subsector

Cryo-R answers that they are being efficient by not waiting around (predictably claiming to be an expert at efficiency), and offers the papers. And then... he inspects the counter. Wasting valuable secondcycles in doing so, so that he can assure himself that he is, in fact, cleared to be here, and that the ticket clerk is also authorised to be here. This is not a problem due to the INFRARED Clearance of the counter, and the clearance-coded lines (none of which are in use right now, except for their RED line). The clerk notices even as she inspects the team's papers. "For an expert, you're wasting a surprising amount of time there, friend." She enters something into her terminal, which prints off something. "It seems that these are in order. Your tickets will be twenty credits."

A vidscreen behind her chimes, and displays a new scree, which indicates that a transbot is arriving at Platform C. It's heading for CUA Sector, and will be calling at JHP, JHY, NRR, TXN, VPO, and BOP Sectors on its way there.

written by Lightning4 on Mar 09, 2012 19:19

If I have line of sight, I let my blaster take care of the two remaining zombies.

written by Jam on Mar 09, 2012 21:06

"Oh, what was that explosion? Someclone had better investigate!"

I try to ignore my curiosity, and get back to work on King-R.

written by Azirphaeli on Mar 09, 2012 21:07

“See, now if all is well and good, this should help you feel better! I suggest taking a good solid swig.”

written by Gligar on Mar 09, 2012 22:14

Roof of Building 2, Industrial Subsector B

L4-O looks over to the fire escape. There’s one zombie right there, so he lets loose with his blaster. He’s able to hit it twice before he’s overcome by dizziness... he’s not in the best condition, after all.

Stairwell, Building 2, Industrial Subsector B

Jam-Y comments on the explosion and suggests that someone check it out, but gets back to patching up King-R. Now armed with the proper cleansing fluid, he’s able to clean out King-R’s wounds and dress them properly. There, that should do it.

Now all that is left is his medicine, which Azir-R is describing to him. He suggests that King-R take a good swig of the stuff.

written by Lightning4 on Mar 10, 2012 00:02

I try to slink down into a crouching position and regain some of my awareness.

If I recover enough, I resume firing.

written by Speeder on Mar 10, 2012 00:40

I finish my B3 finally, and then I calmly sit on the ground (in whatever cleanliest patch I find), and then I turn sideways in a fetal position, and then I start shuddering in pain.

written by Kristos on Mar 10, 2012 05:05

I think about mentioning that our journey was interrupted by a mandatory health inspection. Then I decide that I like Cryo-R’s answer better. So instead I just hand over or scan my ME card.

“Cryo! There are no light bulbs, keys, or wheels on the counter!”

written by Mingamango181 on Mar 10, 2012 06:48

I look around. It isn’t easy to tell which place this is, other than that it involves drafts.

Perhaps it’s an office block or something...

written by Cryoburner on Mar 10, 2012 11:45

I hand over my ME card, and continue examining the counter. Namely, I check whether any ring-for-service bells are present on the counter, and whether they are in functioning order, if present. I also check whether they are secured to the counter adequately.

written by Gligar on Mar 10, 2012 12:37

Roof of Building 2, Industrial Subsector B

L4-O allows himself to fall into a crouch, and tries to come back to his senses.

Meanwhile, the others are trying to deal with the zombie. Fortunately, there si only one zombie and lots of them, so they seem to have the upper hand.

Stairwell, Building 2, Industrial Subsector B

Speed-Y finally finishes his B3. That means he feels that it is a good time to give in to pain, and does so.

Ticket counter, Transtube station, Kappa Subsector

Kris-R looks like he wants to talk about the hygiene inspection, but decides to let it go and hand over his ME Card. He notices Cryo-R and tells him that there are no wheels, lights, or keys present.

Cryo-R also hands over his card... and continues inspecting. Even though he knows what isn’t here, he seems to think that there are ring-for-service bells here. There are not.

The clerk scans the cards and hands them back. Her terminal prints out something, which she hands over to Kris-R. “Here are your tickets. Thank you for your co-operation.”

Air ducts, somewhere in Building 2, Industrial Subsector B

Mango looks around and eventually finds a grate. Through it, he can see the source of the draft: one of those big fans that is used to keep air flowing in the ducts.

written by Jam on Mar 10, 2012 18:12

I move over to Speed-Y and try to ease his pain, as well as treat his injuries.

written by Lightning4 on Mar 10, 2012 20:50

I just try to get back to my senses now, seeing that the group should probably have this handled.

written by Gligar on Mar 10, 2012 22:20

Roof of Building 2, Industrial Subsector B

L4-O allows himself to fall into a crouch, and tries to come back to his senses.

Meanwhile, the others are trying to deal with the zombie. Fortunately, there si only one zombie and lots of them, so they seem to have the upper hand.

Stairwell, Building 2, Industrial Subsector B

Jam-Y looks round. He notices Speed-Y huddled in the corner, and goes over to him to work on him. It doesn’t look good.

Roof of Building 2, Industrial Subsector B

While L4-O tries (not entirely successfully) to pull himself together, the rest of the clones work on taking out that zombie. One of them lands a blow to the zombie’s skull, splitting it open in a manner which King-R would most likely find disgusting.

Throughout the sector

“Mick-R-NRK-5, please report for termination immediately. You have failed to attend your missions,

and it must be assumed that you have refused to accept them. Failure to co-operate this time will result in one monthcycle of mandatory re-education, followed by reassignment to reactor shielding duty.”

written by Granpire viking man on Mar 11, 2012 01:09

Hearing the scuffle, I mutter something about how I'm glad to be wearing a blindfold.

“OK, Azir-R. I think I'll try a drink of that stuff. I am getting a little thirsty.”

I hold out my hand to have a drink of qualine.

written by Lightning4 on Mar 11, 2012 01:34

“Well, that's good so far.”

I survey the fire escape for any damage, and if there is any evidence of more zombies potentially coming.

I also start snacking on my other Vita-Yum bar.

written by Gligar on Mar 11, 2012 02:25

Roof of Building 2, Industrial Subsector B

L4-O hauls himself to his feet and goes over to look at the fire escape. Woah... that's a long way down. But he can see that the lowest section was damaged by the grenade, and that there are zombies trying to get up here.

In a further effort to steady himself, he pulls out his other Vita-Yum bar and begins eating it. It seems to help, just a little.

Stairwell, Building 2, Industrial Subsector B

King-R is somehow able to hear the sounds of combat from all the way down here. Hmmm.

But at least he decides to trust Azir-R's word about the qualine, and puts out his hand for the bottle.

written by Granpire viking man on Mar 11, 2012 04:17⁷³⁹

I take off my blindfold, snatch the bottle out of Azir-R's hand and start drinking thirstily.

written by Jam on Mar 11, 2012 04:43

I try to figure out exactly how bad Speed-Y is doing, and if there is anything I can do to help him...

written by Azirphaeli on Mar 11, 2012 05:12

I allow him to do so, and thank [someone] that it wasn't more difficult under my breath.

written by Lightning4 on Mar 11, 2012 11:28

I try to back away before I end up falling or something. I return to a resting position nearby.

I check my PDC again to see if there's any activity yet.

“Hopefully I get a response... soon...”

⁷³⁹ GRANPIRE VIKING MAN: (OOC: Oops. I was confused about where that fight was taking place.)

written by Gligar on Mar 11, 2012 17:31

Stairwell, Building 2, Industrial Subsector B

Azir-R is apparently being too slow for King-R, who suddenly pulls off the blindfold and grabs the qualine bottle. He feels nauseated by all the blood around, but that vanishes when he takes a drink. In fact, the thought of blood, and of B3 mixed with blood, doesn't even bother him right now. It's not like it's all *his* blood, after all. Everything's not so bad when you get right down to it. He's still alive, and he'll see it through. Even if he does lose a couple of clones in the process.

Azir-R is grateful that King-R ended up co-operating after all, and that it didn't get too difficult.

Jam-Y, though, is having a hard time seeing to Speed-Y's wounds. He won't straighten out and let him look at those gashes on his stomach, for instance. And he's losing a lot of blood.

Roof of Building 2, Industrial Subsector B

L4-O staggers back from the fire escape before he ends up falling off, and checks his PDC. It's still on hold, and is now playing the *Tella-O-MLY Adventure Hour* theme tune. Which reminds him, it's not been on recently... didn't he hear something about a new season?

written by Lightning4 on Mar 11, 2012 21:42

I start humming along with the theme tune. If it doesn't interfere with my pending call, I do a little research on *Tella-O-MLY Adventure Hour* and see if there is indeed a new season coming soon!

written by Gligar on Mar 11, 2012 22:29

Roof of Building 2, Industrial Subsector B

L4-O starts humming along with the theme tune, and tries to do a little research, but discovers that he'd have to cancel his call to do that. Which would be a shame, since The Computer just interrupted the theme tune. **“Citizen, report!”**

written by Lightning4 on Mar 11, 2012 23:00

“Friend Computer! We have a situation at the Industrial Subsector... I'm with a rather large group of living clones, but we cannot get to safety because we are on the roof, and pretty much all exits are through very, very large groups of zombies.”

I look around again.

“I don't suppose we could have some rescue bots or something like that come and get us off? There's myself, a YELLOW... some junior citizens...”

I continue listing off whatever clones nearby I see.

written by Cryoburner on Mar 11, 2012 23:13

“I've noticed that your ring-for-service bells are inadequately fastened to the counter, and as a result, someone has stolen them all. Do not worry, for I will locate them for you!”

[980]

I hurry off in the direction of the transtubes, dragging the team leader with me.

"Let's go! We must locate the missing bells!"

I keep a lookout for any clues related to where the bells might be, such as suspicious footprints that could belong to bellnappers, or clones carrying bells.

written by Speeder on Mar 12, 2012 01:51

When I notice Jam near me, I attempt to be quiet and allow him to see my wounds.

written by Gligar on Mar 12, 2012 02:00

Roof of Building 2, Industrial Subsector B

L4-O explains the situation to Our Mutual Friend, indicating who is with him, and mentioning the Junior Citizens. **"There are Junior Citizens with you? Then you have found the group who were visiting from the JHY Sector Crèche. Unfortunately, it is not possible to send reinforcements or rescue teams at this time. Please escort the Junior Citizens to one of the Industrial Subsector Checkpoints and hand them over to the Armed Forces personnel enforcing the Code Three-Zed lockdown. It is important that none of the Junior Citizens are harmed during this journey. Failure to comply will result in termination. Thank you for your co-operation."**

Meanwhile, the fire escape has started shaking again...

Stairwell, Building 2, Industrial Subsector B

Speed-Y finally relaxes a little, allowing Jam-Y to see his wounds a little clearer. Those stomach-gashes are... rather deep.

Ticket counter, Transtube station, Kappa Subsector

Cryo-R seems to believe that the absence of ring-for-service bells indicates that they were stolen, and heads off to the transtube platforms to "look for them", with Kris-R in tow.

The ticket clerk begins to say, "But we don't..." But her voice falls on deaf ears.

Transtube platform overbridge, Transtube station, Kappa Subsector

Cryo-R and Kris-R stop on the overbridge. There's a small problem here, as there are six platforms of varying clearances. Cryo-R can see footprints leading to all six. However, there are transbots at only two: C and E. The one at Platform C seems to be saying something about almost being ready to depart.

Who has the tickets?

written by Jam on Mar 12, 2012 02:21

I look worried.

"Those gashes on your stomach look pretty deep. We may need to amputate... Anyclone got a saw?"

I half-grin, then put on a serious expression again.

"Kidding... But anyway, I'm not sure you'll make it without a docbot. Hmm, let's see..."

I try to figure out if any of his internal organs were damaged, and if I have the necessary equipment and knowledge to fix him up.

written by Granpire viking man on Mar 12, 2012 04:24

I smile and look around at the bright scarlet shades decorating the walls.

And Speed-Y's stomach.

written by Gligar on Mar 12, 2012 17:05

Stairwell, Building 2, Industrial Subsector B

Jam-Y tells Speed-Y that the situation is serious, and may necessitate amputation... no wait, he's just imitating a docbot. I'm pretty sure noclone has a chainsaw anyway.

And anyway, I doubt that amputation would do anything for the internal bleeding that Jam-Y discovers. The source of the bleeding isn't readily apparent without further investigation.

King-R isn't too much help. He's just marveling at how pretty the new RED decorations are.

written by Speeder on Mar 12, 2012 17:42

"I will die again, won't I? Please do not let me die! No chainsaw please! I do not want to die, not again, not again! Not like this! I only want to die in blazing glory, never like this!"

written by Mingamango181 on Mar 12, 2012 19:55

I decide to make another route, considering that the fans here are probably not meant to be tampered with, let alone jammed.

I doubt any object could stop those fans anyway.

written by Lightning4 on Mar 12, 2012 22:03

I frown, having processed what Friend Computer said.

"Well, we have a problem. We need to get to safety, rescue is not an option. I mean, I suppose we could hold out here, THEN get to safety, if that's an option... but if any of the Junior Citizens are harmed, the penalty is termination..."

"Well then... I guess it's time to reassess options. Maybe there's something we can do."

written by Gligar on Mar 12, 2012 22:18

Stairwell, Building 2, Industrial Subsector B

Speed-Y, it seems, doesn't want to die, not to a chainsaw, not to injuries... He only wants to go out in a blaze of glory. But such things are usually reserved for the Armed Forces.

Air ducts, somewhere in Building 2, Industrial Subsector B

Mango decides to leave the fan alone and take another route. He doesn't seem interested in dying at all, and just wants to be left alone.

As he finds a junction and heads up, he hopes that no-one can find him.

He soon finds the top of the duct, though. Through the grate, he can see some sort of machinery.

Roof of Building 2, Industrial Subsector B

L4-O frowns. He tells everyone that there is no rescue, and that they must get themselves out. Somehow. He would prefer to try to hold out here before doing so... but if the Junior Citizens are harmed, it means termination.

"Hmmm. Not good," the YELLOW replies. "That doesn't give us many options. I guess we will have to find our way down."

written by Azirphaeli on Mar 12, 2012 23:37

I recall Speed-Y going out in quite the blaze of glory not too long ago, but neglect to mention it..

written by Kristos on Mar 13, 2012 01:05

I take a look at the tickets to see which TransTube we are to take.

Assuming the tickets indicate TransTube C:

"Cryo-R, drag us into transbot C! I will keep an eye out for suspicious *ring-for-service* activity behind us!"

If anybody demands tickets, I thrust them towards the direction of their voice.

written by Cryoburner on Mar 13, 2012 01:29

"That is a plan! The bellnappers might be there!"

I follow the footprints to transbot C, dragging Kris-R with me, since he seems incapable of walking there himself for some reason.

written by Gligar on Mar 13, 2012 01:58

Stairwell, Building 2, Industrial Subsector B

Azir-R looks amused. Perhaps he remembers that Speed-Y recently did just that, and went out in a blaze of glory already. If he does, though, he isn't sharing it.

Transtube Platform Overbridge, Transtube station, Kappa Subsector

It turns out that Kris-R has the tickets. He must have grabbed them as Cryo-R was dragging him away.

He seems to like being dragged, though, as he looks at the tickets (which mention Platform C) and directs Cryo-R to drag him there. He'll, er, look for suspicious activity behind them.

Cryo-R seems enthusiastic at this, and follows the trail of footprints to the transbot on Platform C.

Platform C, Transtube station

Cryo-R continues dragging. The RED section of the platform is right there, and there's the transbot, still with its RED doors open. They lead onto a transbot compartment with not much room left: it's standing room only in there. But

that's where the footprints lead, so Cryo-R's mind kicks into inspection mode... and there's some nice spaces that he can Kris-R can slot into! They manage to board just as the doors close.

How convenient... or lucky? No, there's no such thing as luck.

written by Lightning4 on Mar 13, 2012 01:58

"Well, first plan I guess is to scout the roof. Check for any other potential way down. Wouldn't want to overlook, say, a ladder down the entire side of the building that could get us to safety quickly... Someone can also recheck that lift maintenance room, maybe there's a shaft in there, or maybe a path back into the air ducts... anything."

"I hear some rattling from the ducts, so whoever has weapons, keep watch."

written by Granpire viking man on Mar 13, 2012 03:31

"Look at the bright side, Speed-Y! You made some nice spear jabs on some zombies before dying. That's at least a little glory!"

written by Speeder on Mar 13, 2012 03:57

"No it is not! I do not want to die like this! It is... degrading! My first clone died in a nuclear explosion while using a awesome Massacrebot, the second in a blazing glory suicide attack destroying zombies... The third cannot die because it got punched by a brainless zombie!"

written by Kristos on Mar 13, 2012 04:53

I stand and brush myself off in case there is a mandatory hygiene inspection on the transbot. And I... wait.

written by Lightning4 on Mar 13, 2012 13:43

(heh, oops. Guess I posted a bit too late. I'll just redo my action)

"Well, first plan I guess is to scout the roof. Check for any other potential way down. Wouldn't want to overlook, say, a ladder down the entire side of the building that could get us to safety quickly... Someone can also recheck that lift maintenance room, maybe there's a shaft in there, or maybe a path back into the air ducts... anything."

"I hear some rattling from the ducts, so whoever has weapons, keep watch."

written by Cryoburner on Mar 13, 2012 14:40

"Wow! There's lots of clones in here! Any one of them could be the culprit!"

I begin searching the clones immediately around me for clues. Things such as ring-for-service bells, or suspicious keys, or boots, that could readily identify them as bellnappers.

written by Azirphaeli on Mar 13, 2012 15:40

"I don't know, I can't imagine a single zombie punch will kill you."

I recall that **some** of us have survived much worse.

"For now, I think we need to plan what we are going to do next."

written by Gligar on Mar 13, 2012 17:26

Roof of Building 2, Industrial Subsector B

L4-O suggests that they search the entire roof. He wouldn't want to overlook anything that could be used as an alternate way down. He kind of wishes that they could find, say, a ladder down the whole length of the building, or another vent access. Speaking of vents, he thinks he hears something rattling down there. Anyone going to the maintenance room should be careful.

The YELLOW nods. "You're probably right. If there's one way down, there's probably another." He begins ordering clones to start looking. And yes, some enter the maintenance room.

Stairwell, Building 2, Industrial Subsector B

King-R looks at Speed-Y, and tells him that he should be grateful. He got in some good hits with the spear, surely that counts?

But Speed-Y disagrees. To be killed by a single punch from a zombie... this is such a letdown after his first two deaths. (I guess getting annihilated by a nuclear explosion while inside an experimental armoured bot, and getting blown up by a malfunctioning laser barrel while attacking zombies, might be considered "going out in a blaze of glory". But you should never get used to it.)

Azir-R disagrees. He thinks that Speed-Y could survive more than just one punch. Maybe he's just being unhappy.

But for now, they should plan their next move.

Kris-R's transbot

Kris-R manages to stand up and begins to brush himself off in case there is another hygiene inspection.

Cryo-R, on the other hand, is still busy looking for the "bellnappers". By looking for clones with keys. And clones with boots. Among other things.

He definitely finds plenty of both. For one, it seems that half of the clones in here have keys of one form or another. However, all of them have boots. Including Kris-R. And even him.

As he's contemplating this, the transbot begins to move.

written by Speeder on Mar 13, 2012 17:37

"But I am still bleeding! I am dieing don't you see! Please, hit Jam in the head to wake him up and save me! I do not want to die like... this!"

written by Azirphaeli on Mar 13, 2012 19:07

"Jam, snap out of it!" I will shout.

"We won't get anywhere if we let each other bleed to death!"

written by Granpire viking man on Mar 13, 2012 19:26

"Come on, Speed-Y," I tell him loftily, "You can't get too attached to your clones. You've got plenty more!"

"Tomorrow's another daycycle!"

written by Kristos on Mar 13, 2012 20:14

I scribble notes on my PDC as is my habit. Something about hygiene and headaches...

written by Cryoburner on Mar 13, 2012 21:08

"How suspicious!"

I begin searching the pockets of the clones around me for clues.

written by Gligar on Mar 13, 2012 22:27

Stairwell, Building 2, Industrial Subsector B

Speed-Y reminds everyone that he is dying! Why won't they do something about his bleeding?! He asks someone to hit Jam-Y in the head to wake him up.

Azir-R... doesn't. Instead, he simply yells at Jam-Y, telling him that they won't get anywhere by letting each other bleed out.

King-R is a lot more optimistic about things. After all, Speed-Y has more clones, right?

Kris-R's transbot

As the transbot accelerates, Kris-R pulls out his PDC and starts making some notes... something about headaches and hygiene.

Cryo-R... doesn't. He decides that something is suspicious, and decides to ... search pockets for "evidence".

Fortunately, the owner of the pocket he checks first, seemingly a Tech Services clone, doesn't notice. Unfortunately, the pocket is empty.

written by Lightning4 on Mar 13, 2012 22:02

I raise my voice and direct it towards the maintenance room.

"I hear some rattling down there. Be careful!"

I start scanning around the rooftop with my eyes. Well, to the best of my ability anyway.

written by Speeder on Mar 13, 2012 22:32

"We must not waste clones! The first six clones are actually Alpha Complex property, we should not just waste them like that!"

written by Lightning4 on Mar 13, 2012 22:50

I look around the rooftop for any danger. Well, any danger that I can potentially see, what with all the smoke and smog and general unpleasantness floating around in the air here.

written by Jam on Mar 14, 2012 02:43

I suddenly come back to my senses.

“Oh, right, I was supposed to treat you... Lucas-R, come help me! Anyclone else have medical training?”

I attempt to discover the source of the bleeding, and if I find it, I try to figure out how to stop it, if I even can.

“I don’t know about going out in a blaze of glory, but I can make it so you go out in a blaze, Speed-Y.” I gesture to a nearby emergency light.

written by Kristos on Mar 14, 2012 03:29

“Cryo-R!” I harshly whisper as I jerk him back, “You can’t pickpocket them - they’re not INFRARED clones.”

written by Gligar on Mar 14, 2012 17:53

Roof of Building 2, Industrial Subsector B

L4-O calls over to the team investigating the maintenance room again, telling them about the rattling, before looking round himself. He can see that the fire escape is shaking again, and that there’s something else over in another direction... he can’t tell what it is, though.

Stairwell, Building 2, Industrial Subsector B

Speed-Y argues that they must not waste clones. Their first six belong to Alpha Complex, and thus The Computer.

He seems to have taken the recent policy of not wasting resources to heart.

Jam-Y suddenly comes round, and asks Lucas-R, and anyone else with medical training, to come and help him work on Speed-Y.

At first, there are no takers. But as Lucas-R and Jam-Y begin their work, another clone remembers that he has medical training: King-R. But even without his help, the two are able to reduce Speed-Y’s bleeding. Which is a good thing, as Speed-Y’s vision is starting to fade.

Kris-R’s transbot

Kris-R notices Cryo-R, and pulls him back. He tells Cryo-R *not* to pickpocket the REDs. They aren’t INFRARED, after all.

The transbot continues to accelerate. It leaves the station behind, and enters the TransTube network proper.

written by Speeder on Mar 14, 2012 17:55

“Aaah! I am seeing less things! I am dieeeing, it hurts! Nooo! I do not want to get lost in the Memomax Limbo! Nooo!”

written by Speeder on Mar 09, 2012 01:57

Misplaced bottles...

This remembered me of a very recent (less than 1 year) case her ein Brazil:

Someone placed two identical bottles in the same place... The place where you are supposed to store that aqueous solution for intravenous hidratation (I forgot the english name of the thing, it is only water, salt, sugar, etc...)

A nurse grabbed one bottle, injected it in a patient... and it died.

Later someone figured the bottle had transparent liquid vaselin :/

A VERY BAD case of misplaced bottle.

written by Mingamango181 on Mar 14, 2012 19:20

I examine the machinery from a distance, trying to discern what it is that’s there.

written by Gligar on Mar 14, 2012 22:32

Stairwell, Building 2, Industrial Subsector B

Speed-Y freaks out. He’s beginning to die! He does not want this to happen.

Lucas-R keeps trying. The bleeding slows even more. Speed-Y doesn’t get any worse. For now.

Air duct, near Lift maintenance room, Building 2, Industrial Subsector B

Mango tries to identify the equipment. It looks remarkably like a set of large motors. In front of it is some sort of makeshift safety barrier constructed of pipes.

There is some sort of noise from beyond the grate It turns out that there are clones in the room. They seem to be approaching. “Ah! This must be the source of the rattling!”

written by Lightning4 on Mar 14, 2012 22:43

“Hello? Now what is that?”

I try to direct any lightsource I have in the direction of the shape, and slowly crawl towards it, blaster ready.

written by Jam on Mar 14, 2012 23:07

I continue working on Speed-Y.

“What’s Memomax Limbo? Sounds high-clearance...”

written by Kristos on Mar 15, 2012 02:54

“Whew! Fun!”

I forget about Cryo-R and enjoy the ride!

written by Speeder on Mar 15, 2012 11:48

Suddenly I am all technical again.

“We do not know what high-clearance clones know about that, but to low clearance clones, even infra-red, is what we believe happen when you are not erased, but not recloned either while you still have clones remaing, legends say that you might end there if there is a malfunction in your memomax chip too...”

And I believe that... that... strange I cannot remember... but I remember that remembered before about a clone that we knew personally that had strange interactions with memomax, but I cannot remember anymore. Maybe he was erased, if that is the case, he deserved it, I remember

his strange interactions with memomax even without details because it caused great grief to me.”

written by Gligar on Mar 15, 2012 17:16

Roof of Building 2, Industrial Subsector B

L4-O crawls towards the thing. It turns out to be... some sort of ladder?

Stairwell, Building 2, Industrial Subsector B

Jam-Y keeps working on Speed-Y. He's able to stop the bleeding.

He remembers something Speed-Y said about "MemoMax Limbo"... that's not a term he's familiar with... is it high clearance?

Now feeling a little better, Speed-Y explains. Apparently, it's TechServ parlance. He doesn't know what the higher clearances know, but to lower clearances, it's supposedly where you go if you die and don't get recloned, even if you have clones remaining. He seems to recall something about... someone he once knew, who had problems with the MemoMax system... though he doesn't remember the person, he remembers that detail because it caused him grief.

I dunno... this whole thing sounds like a treasonous rumour to me. But then, I'm not Tech Services...

Kris-R's transbot

Kris-R forgets about Cryo-R trying to pick people's pockets. Instead, he concentrates on enjoying the ride.

Suddenly, the transbot comes to a halt. A door opens, admitting a BLUE guard. "Let me see your tickets and papers, please!"

written by Lightning4 on Mar 15, 2012 22:27

I crawl closer, then take a peek down the side of the ladder to see if I can determine if it's safe.

I try to call out as loudly as I can.

"Hey guys! I found a ladder!"

written by Gligar on Mar 15, 2012 22:38

Lift maintenance room, Building 2, Industrial Subsector B

One of the investigating clones approaches the duct. He notices the source of the rattling - Mango.

But he doesn't have time to do anything about it before he hears L4-O's voice from the roof, announcing that he found a ladder.

Roof of Building 2, Industrial Subsector B

L4-O is in the middle of looking down the ladder. The first thing he notices is how far down it goes. The second is that, although there are a few zombies down there, they don't seem interested in the ladder. Perhaps they can't use even it. The third is how far down it goes.

written by Lightning4 on Mar 16, 2012 00:19

"Yikes... that's... pretty far."

If clones start coming around, I add...

"I guess once we're ready we can send clones down. I'll go down last, both because I'm not really in any condition to go down a ladder, but also because I can provide some fire from up here, and pick off some zombies, maybe."

I check to see if I can get a good bead on the zombies from up here with my blaster.

"Maybe I've got something that'll make it safer for me to get down..."

I try to recall whether I saw any combination of tools in the maintenance room that might make it safer... like a rope + something, or a tether, or maybe these grav-jacks do something?

written by Granpire viking man on Mar 16, 2012 03:53

I attempt to look for something in the bag of supplies that might stop Speed-Y's bleeding more permanently.

"You know, if you didn't spend so much time thinking about MemoMax Limbo, you might heal faster. Everyone's just so negative all the time! Just be happy! Isn't it mandatory anyway?"

written by Kristos on Mar 16, 2012 04:55

I present our tickets. Then I retrieve the papers from Cryo-R and present them as well.

"Yes sir, our tickets and authorization papers are guaranteed to meet mandatory hygiene requirements!

And hopefully any other requirements as well..."

written by 4616599 on Mar 16, 2012 07:43⁷⁴⁰

I snap out of my daze.

"Whew. The sight of all those zombies must have been making me busy. Or maybe it's all that smog."

I stare at the subsector, scanning for anything unusual.

I then look around for a mask, or air filter of sorts.

written by Speeder on Mar 16, 2012 11:36

"I I... I feel a bit better actually! Jam and Lucas you are awesome!"

written by Gligar on Mar 16, 2012 16:43

Roof of Building 2, Industrial Subsector B

As clones start gathering round, L4-O tells them his plan: once they're ready, clones can start going down. He'll stay until last, since he's not in the best physical condition, but also because he can pick off zombies more effectively from up here. Wait a minute... can he? He checks. He can, but it's kind of tiring in his condition.

⁷⁴⁰ 4616599: (ooc: was on a rather last-minute holiday trip to Hong Kong)

He also wonders if they could rig something to make it safer for him to get down... nope, it doesn't seem that they can.

Stairwell, Building 2, Industrial Subsector B

King-R suddenly comes round, and checks their supplies to see if they have something to help stop Speed-Y's bleeding on a more permanent basis. Hmm... they're getting low, but perhaps... this?

While he works on applying it, he suggests that Speed-Y stop dwelling on this "MemoMax Limbo" thing and concentrate on getting better. Everyone's just so negative all the time! Why can't they all just be happy?

Speed-Y assures him that he's feeling better now anyway. Probably even better now that King-R has done his part.

Kris-R's transbot

Kris-R fishes out the tickets and starts rooting throu -

...wait, why is Cryo-R going through *his* pockets? Isn't that *his* PDC that Cryo-R has in his hand? For a **Loyalty Officer**, that's kind of *disloyal*, wouldn't you say?

Treason point to Cryoburner!

For now, Kris-R just takes the authorisation papers from Cryo-R's pockets, and shows them, and the tickets, to the guard, saying that they should be fit for hygiene, or any other, purpose.

The guard takes them. He scrutinises them closely... almost as close as Cryo-R. He turns them upside down, holds them to the light, looks at them edgeways.

And hands them back. "Thanks, citizen."

He moves on to another citizen, who seems to panic.

written by Cryoburner on Mar 16, 2012 17:53

"Oh, don't worry about me. I'm just making sure no one stole your PDC or anything. If someone was willing to steal a counter-full of ring for service bells, then our own equipment may be at risk! In any case, all your equipment appears to be accounted for, so there's nothing to worry about."

I put Kris-R's PDC in my pocket, and return to looking for clues. I have a quick look out the door to see where we might be.

written by Azirphaeli on Mar 16, 2012 20:34

I am pleased that Speed-Y is finally feeling better.

written by Speeder on Mar 16, 2012 20:57

"I won't die? Please make me not die! In fact, please close me again, I do not want dirt getting inside me! Who knows what a scrubot might do..."

I shudder.

written by Gligar on Mar 16, 2012 22:17

Kris-R's transbot

Cryo-R claims that he is preventing anyone from stealing Kris-R's PDC.

I think I see a small hole in this argument.

A small PDC-sized hole.

Speaking of the PDC, he just pocketed it. That's Treason Code JJ, citizen. Theft is Treason.

He then attempts to find out where they are by looking out of the door. It seems to be a small platform taken over by Internal Security for the purposes of checking clones who use the transbot.

Speaking of which, remember that panicking clone? It turns out he doesn't have a ticket. Right now, he is being escorted off the transbot.

Zap

Well, that's one less clone crowding the transbot, at least.

With that out of the way, the transbot closes its door again and, once again, starts accelerating.

Stairwell, Building 2, Industrial Subsector B

With a pleased-looking Azir-R watching, Speed-Y asks whether he's likely to die, and whether they'll close him up. I mean, who knows what would happen if they went around in his condition? A scrubot might decide to clean him or something!

John-R replies, "Well, we're running low on supplies... but I'll see what I can do."

He goes over to said supplies...

Roadway, Industrial Subsectors

Joris-R snaps out of his daze and looks around for anything unusual.

Well, apart from the still-present Armed Forces, and the still-present zombies attacking said Armed Forces, he can make out something shining from atop one of the buildings on the right-hand side of the roadway... the second one, he thinks.

written by Lightning4 on Mar 16, 2012 23:00

"Well then... whenever you're ready!"

I look down and start trying to pick off a couple zombies ahead of time, preferably without hitting any clones going down the ladder.

written by Jam on Mar 17, 2012 00:24

I follow John-R over to the supplies and help him look...

written by Speeder on Mar 17, 2012 00:56

I... I do nothing actually.

I wait them to finish the work on me.

written by Gligar on Mar 17, 2012 01:19 *Kris-R's transbot*

Roof of Building 2, Industrial Subsector B

L4-O indicates that the rest of the clones should go ahead. As they start the journey down, he starts shooting. He's able to get a couple of hits on a zombie despite how injured he is.

Stairwell, Building 2, Industrial Subsector B

Speed-Y doesn't care about shooting. He just wants to wait until everyone's finished doing things to him.

Actually, noclone is doing anything to him right now. However, both Jam-Y and John-R are searching through their supplies, seeing if they have anything to close up that gaping hole in Speed-Y. They eventually find a suture kit, though it doesn't look complete.

written by Granpire viking man on Mar 17, 2012 04:44

"Hmmm. No, I think that wound is quite clean. This room, on the other hand, could use a few scrubots." I say, glancing unenthusiastically at the walls.

Eyeing the suture kit, I try not to look too long at it.

written by Lightning4 on Mar 17, 2012 12:41

I try to get into a more comfortable and stable position if I'm not already in one, and continue trying to pick off zombies to the best of my ability.

written by Kristos on Mar 17, 2012 14:25

"Oh, so you want to be the team equipment manager as well? Great! What a perfect way to encourage team loyalty! Cryo-R, your intelligence is... out of this complex! Wouldn't it help if you had a backpack, though?"

written by 4616599 on Mar 17, 2012 15:58

"What's that?"

I look around for goggles, or anything that can shield my eyes and face from the smog.

If I find any, I squint at the lights.

written by Gligar on Mar 17, 2012 17:36

Stairwell, Building 2, Industrial Subsector B

King-R looks at the suture kit, though he doesn't look too enthusiastic about it. He believes that Speed-Y's wounds are clean enough. Unlike the room...

Yeah, the wound might be clean enough, but it's still open...

Roof of Building 2, Industrial Subsector B

L4-O tries to get into a more appropriate position to shoot zombies, and continues.

This time, all three of his shots hit.

Meanwhile, clones continue down the ladder.

Ignoring the fact that Cryo-R just committed treason by taking his PDC, Kris-R asks if Cryo-R wants to handle the team's equipment as well. He says that Cryo-R would need a backpack for that.

The transbot continues on its way. As it does, Kris-R's PDC (you know, the one which was just stolen by Cryo-R) rings.

Roadway, Industrial Subsectors

Joris-R wonders what the lights are. Unfortunately, her can't make out much detail. And lacking such things as goggles, it's going to be difficult to do so.

However, he does inform the Armed Forces that there's something there.

One takes a pair of binoculars and looks. "It could be my imagination, but there could be someone up there."

written by Lightning4 on Mar 17, 2012 23:01

I assess the current zombie count, and continue lending my blaster in destroying more of them.

"So much better shooting them when they can't get to you..."

I quickly glance up and around me though,, to make sure there aren't any sneaking up on me.

written by Gligar on Mar 17, 2012 23:34

Roof of Building 2, Industrial Subsector B

L4-O looks down at the zombies. There are now a couple less shambling around.

He continues shooting. It's good that they can't get to him.

Or can they?

He glances around. Clones are still heading down the ladder. It looks like the lights are staying where they are. Notably, there are no zombies up here.

Roadway, Industrial Subsectors

The Armed Forces clone turns to his superior, a YELLOW clone. "Sir, there might be more survivors up on one of the buildings. What do you recommend?"

"We don't have the manpower, soldier. You know that." The YELLOW looks over, and notices Joris-R. "Hey, you with the Transition! Make yourself useful and go and check up there! You're not supposed to be out here anyway."

written by Kristos on Mar 17, 2012 23:39

"Equipment Manager Hygiene Officer Cryo-R, please provide my PDC! I think somebody needs help filling out a form or something, that call sounds important."

After Cryo-R retrieves the PDC I answer it.

written by Lightning4 on Mar 18, 2012 00:37

I eye the ladder, and deliberate on whether I do have the energy to take myself down it safely... it's a long way down, isn't it?

I stop worrying about it and just continue picking off zombies from up here.

written by Jam on Mar 18, 2012 00:53

"Oh! A suture kit!"

I try to figure out what's missing from the kit.

written by Gligar on Mar 18, 2012 02:06

Kris-R's transbot

Believing the call to be important (since it could easily be The Computer, or someone who needs help with forms, or something) Kris-R requests his PDC from Cryo-R. He holds out his hand, waiting for Cryo-R to comply.

Roof of Building 2, Industrial Subsector B

L4-O looks at the ladder. Could be safely get down? He's not sure... it's a long way down.

At least he can shoot zombies, though. Only a dozen or so left.

Stairwell, Building 2, Industrial Subsector B

Jam-Y looks through the suture kit himself, trying to ascertain what's missing. It looks like there are some patches missing, as well as tape to hold them in place, but... they're not really crucial, are they? Are they?

written by 4616599 on Mar 18, 2012 09:53

"Excellent suggestion, sir! I'll get to it immediately."

I try to determine if the Transition can do vertical ascents, and its maximum carrying capacity.

"Sir, I'd want to request armed escort."

I glance at the lights again.

"It could be my team. They're definitely in danger. And they'll probably have the best idea who started this."

written by Mingamango181 on Mar 18, 2012 10:34

I watch the actions of the clones, very, very carefully.

written by Lightning4 on Mar 18, 2012 13:18

I do a quick check to see how many clones are left up on the roof, and if anyone is at the bottom yet.

I then proceed to zap more zombies from up here. Not many left now... but gotta hurry...

written by Gligar on Mar 18, 2012 17:21

Roadway, Industrial Subsectors

Joris-R agrees to the YELLOW's order, and has a look at the Transition itself. It looks like there is a control panel on the side, but it's not labelled. But it should be possible to make

these things ascend, right? They're based on the Mobile Tile technology, after all. Which means that they should be able to carry a fair amount, right?

He asks the YELLOW for armed escort. However, they YELLOW tells him that they don't have the manpower for that, he'll have to do it himself. Should be no problem for a Troubleshooter...

Lift maintenance room, Building 2, Industrial Subsector B

Still in the air duct, Mango watches the clones as they... well, walk away. Something seems to have attracted their attention outside... probably that shout earlier.

Roof of Building 2, Industrial Subsector B

As the clones approach, L4-O continues shooting. There aren't many clones left up here now... perhaps only a dozen... not including those who were in the maintenance room. A fair few have reached the bottom already. They huddle together and try to avoid the zombies, who are still being shot at.

written by Granpire viking man on Mar 18, 2012 18:26

I check if Speed-Y is missing enough skin that the missing patches will be a problem.

Also, I look for something that could serve as tape.

written by Lightning4 on Mar 18, 2012 21:37

I take a momentary pause in shooting to both let my blaster and body rest, and to inform the rest of the clones of the plan.

"Okay... I might not be able to get down with you. In the likely event I can, you are all to get to safety at any chance. Just make sure any clones out there know you're alive and not zombies... relay this information to whoever is highest clearance."

I go back to shooting zombies. also take a moment to see where this ladder actually goes, since I never did check to see if it is the kind that goes down the side of the building to ground level.

written by Cryoburner on Mar 18, 2012 21:39

"Wasn't I the loyalty officer?"

I look down at my loyalty officer badge to make sure.

I also hand Kris-R his PDC. Actually, both PDCs, since they look rather similar and it could be either one of them that's ringing. I hand him a can of B3 too, since he might be thirsty. Wait, how many cans of B3 do I have? I begin sorting through my inventory to determine just what inventories I might have.

written by Gligar on Mar 18, 2012 22:55

Stairwell, Building 2, Industrial Subsector B

King-R checks Speed-Y. He seems to still have most of his skin... he doubts that he has lost enough to be too much

of a problem. The main problem is tape: does anyone have any?

Will this box of sticking plasters do?

Roof of Building 2, Industrial Subsector B

L4-O stop shooting for a moment to address the rest of the clones. He tells them that they are to get to safety at all costs. They are to ensure that everyone knows that they are alive and not part of the undead.

"Alright." "Will do." and words to that effect.

As the remaining clones continue down, L4-O continues shooting, killing another zombie.

He realises that he never figured out just where the ladder goes. He looks.... yes, it goes down to the ground.

Kris-R's transbot

Cryo-R is confused. He seems to have forgotten that he is, in fact, the team's Loyalty Officer. See, there's his badge.

As for the PDC, he hands over both of them, as well as a can of B3, and decides to go over everything he has. That would be: a RED jumpsuit and boots; a name tag (RED); an ME Card; a laser pistol body, with RED barrel; a set of RED reflex; a Loyalty Officer MBD Badge; an Indestructible Loyalty Transcripts Recorder, Mk. II, with key; and a second RED jumpsuit which he is treasonously wearing as a backpack, containing an apple and one can of B3.

Meanwhile, Kris-R has answered his PDC. It turns out to be an HPD&MC rep, asking him to rate his transbot experience.

written by Granpire viking man on Mar 19, 2012 02:41

I push my doubts aside and try to use the sticking plasters in the place of tape.

I happily whistle the last B3 jingle I remember hearing and get to work on Speed-Y.

written by Kristos on Mar 19, 2012 05:19

"Oh, it was great! The floors are very dirty which is not good for hygiene protocol and it hurts to stand up this long in a moving vehicle and there are so many people in here I cannot move much around to take the stiffness out of my legs and I think somebody just got shot but considering I have never been in a transbot before I can truly say this has not been a below-average transbot experience for me and I was not shot and my loyalty officer was not shot and he has decided to manage our equipment as well which is great which might not have happened if we would not have gotten on the transbot where somebody got shot and the floors are dirty and there are a lot of clones and so for a RED clone I feel like I have been treated very well, very much better than an INFRARED and not as well as an ORANGE, so all-in-all this has been a most mandatory experience! ... Oh, you wanted a number? ... Between 10 and 10? ... Okay, I pick 10! ... Yes, thank you too. It has been fun participating in this transformational survey and I hope to see my numerical rating influence the whole TransTube program to evolve into what it already is!"

written by Lightning4 on Mar 19, 2012 07:55

I start trying to make a game of potshooting zombies. I try to go for killing them in the least amount of shots...

At least as long as my concentration holds... which probably isn't very long.

written by Gligar on Mar 19, 2012 17:57

Stairwell, Building 2, Industrial Subsector B

King-R grabs the box of plasters and decides to use in place of the missing patches. While he works on Speed-Y, he whistles a B3 jingle. It doesn't take long before Speed-Y is closed up nicely. He'll have a rather nasty-looking scar there, but surely he'll manage.

Kris-R's transbot

Kris-R tells the rep that, even though the floors are dirty, and there's no room to move around, and there are way too many clones on the transbot, it has not been a below-average journey for him so far. (Then again, he hasn't really used the transbots before.) He adds that he would rate his journey a 10.

"Thank you, citizen," the rep tells him. "Your feedback will go a long way towards maintaining the perfection of the TransTube network. Have a nice daycycle."

The rep hangs up. As he does, the transbot begins to slow down, and vidscreens begin to display the message APPROACHING 4A-48-50-2D-30-31.

Roof of Building 2, Industrial Subsector B

As clones continue to descend the ladder, L4-O starts taking potshots at zombies, seeing how few shots he can use to kill one. The answer, he finds, varies depending on the zombie, but the absolute lowest is one.

But this level of concentration is tiring him out.

written by Lightning4 on Mar 19, 2012 19:40

I rest for a moment to try to regain some concentration, then resume shooting zombies in a slightly less concentrated manner.

written by Gligar on Mar 19, 2012 22:20

Roof of Building 2, Industrial Subsector B

L4-O rests for a moment... it's all so tiring... all he wants to do is... sleep...

But no! He must remain awake! Even though it's getting increasingly difficult to aim his blaster, he must persevere! And shoot zombies!

That's another down, it looks like.

Not to mention that there are only a couple of clones left, waiting to climb down the ladder.

Stairwell, Building 2, Industrial Subsector B

Speed-Y's PDC suddenly vibrates at him.

written by Lightning4 on Mar 19, 2012 23:37

"Come on... not many more..."

I zap. I zap because I must.

written by Gligar on Mar 20, 2012 02:18

Roof of Building 2, Industrial Subsector B

As tired as he is, L4-O tries his best to stay awake. But he's been trained for this sort of thing. He holds on to consciousness, even if only barely, and keeps firing...

One more down.

written by 4616599 on Mar 20, 2012 05:41

I continue fiddling with buttons.

written by Lightning4 on Mar 20, 2012 16:48

Do I have another Vita-Yum? I try to find and eat one if I do, in attempts to perk me up again.

I either way I try to continue firing down at the zombies. I try to take count of how many remain... and hope that maybe the group can handle the rest soon.

written by Gligar on Mar 20, 2012 17:23

Roadway, Industrial Subsectors

Joris-R plays with the control panel... and it looks like he's managed to adjust the lifting parameters, causing it to drag him upwards quite a distance!

Roof of Building 2, Industrial Subsector B

L4-O checks his pockets, finding another Vita-Yum bar. He eats it, and continues shooting. It looks like there are five zombies left... well, four now.

Clones continue to reach the bottom, Some of them begin to round on the remaining zombies with spanners and screwdrivers and other things.

Stairwell, Building 2, Industrial Subsector B

Speed-Y's PDC continues to vibrate at him, while King-R finishes off working on him.

Meanwhile, Lucas-R is getting bored. "Not to be disrespectful, sirs, but... how much longer are we going to be stood here tending to wounds? Haven't we got other things to do?"

Kris-R's transbot

The transbot continues to slow, and eventually comes to a stop at a station. The doors open, allowing clones to alight.

written by Kristos on Mar 20, 2012 18:11

"I'm not sure if this is our stop..."

I enter "4A-48-50-2D-30-31" into my PDC and see if I can find out what it means.

written by Lightning4 on Mar 20, 2012 19:37

If I can shoot any more zombies safely, I do so.

Otherwise, I just finally start resting now that I have the chance.

I keep my eyes on both the clones, and the area surrounding the clones... and if I can see anything, the distance away from the building too.

written by Gligar on Mar 20, 2012 23:23

Kris-R's transbot

Kris-R isn't sure if this is the right station.

He pulls out his PDC again, and looks up the listed code. It turns out that it's a station ID for a station in JHP Sector.

Clones get on and off the transbot. Cryo-R doesn't seem all that interested.

Soon, the transbot begins to beep.

Roof of Building 2, Industrial Subsector B

L4-O decides to rest for a moment, and looks down at the clones and their surroundings. As mentioned, there are still a few zombies around, but the clones are dealing with them. Nearby, a forkbot trundles round the building.

Stairwell, Building 2, Industrial Subsector B

Speed-Y's PDC continues to vibrate. Nobody else seems to do anything.

written by Lightning4 on Mar 21, 2012 00:03

My gaze focuses on the forkbot.

"Is that... Nukabot? What good timing..."

Since it seems I have the opportunity to rest now, I just... rest again.

written by Cryoburner on Mar 21, 2012 01:19

"Hmm... There should be more inventories..."

I continue searching my inventory, looking for other important things, like a box of packy foam and loyalty-related cards and maybe a pile of ring-for-service bells.

written by Gligar on Mar 21, 2012 02:14

Roof of Building 2, Industrial Subsector B

L4-O peers down at the forkbot, which is now heading towards the clones. It is painted in a very similar fashion to Nukabot, at least as far as he can tell from up here, as the bot is also covered in soot.

The clones are continuing to fight the remaining zombies... looks like they lost one, though.

Kris-R's transbot

Cryo-R looks confused. He seems to think that there should be more in the jumpsuit which he is erroneously using as a backpack. He searches it again, hoping to find some more boxes of things, but no. If they were there, they aren't now. Why might that be? Simple: jumpsuits aren't designed to hold boxes. They probably fell out. 

written by Jam on Mar 21, 2012 03:40

I suddenly shake my head...

"Uh, what? Oh, right, uh, sutures!"

I bring the suture kit over to Speed-Y.

"I wonder why I keep zoning out... Maybe it's the work of some mutant or something, or maybe it's a commie drug in the air!"

I also can't help noticing Speed-Y's PDC is ringing...

"Uh, are you gonna answer that, Speed-Y? Or... Did the commie mutant traitors get you too? Oh no! Speed-Y, wake up! Snap out of it!"

I begin lightly shaking him back and forth...

"Azir-R? King-R? Speed-Y isn't answering his... wait, no... You guys too?"

I run over to Azir-R and shake him, then do the same to King-R.

"This is terrible! John-R, please tell me you haven't been affected too? And Lucas-R! You're awake, right? Right?!"

written by Cryoburner on Mar 21, 2012 04:11

"Hmm... There should a pile of packy foam laying around somewhere. We'd better hope the thieves don't find it."

I look around for any sign of the packy foam on the train. I also examine my backpack for any obvious holes.

"We really should report this backpack as defective. Wait, wasn't this backpack infrared clearance before?"

I re-examine the backpack closer to note whether it is in fact red clearance as I thought I just saw, or infrared clearance, as I thought it was before.

I also keep looking for the "ELT Tests" and "SDL cards", whatever those are. Maybe they're in a pocket somewhere. Or in the transcripts recorder case! The packy foam could be in there as well, since it does pack down rather well. I open the case with the suspicious key, and have a look inside.

written by Lightning4 on Mar 21, 2012 09:42

"Hm."

I continue watching. If there are any remaining zombies I can assist with killing, I do so.

written by Gligar on Mar 21, 2012 17:56

Stairwell, Building 2, Industrial Subsector B

Jam-Y snaps out of it, and fetches the suture kit. It turns out that King-R has it and is actually just about done. But he's zoned out.

What is it with him zoning out like this? Is it some mutant? Or a commie drug?

Whatever it is, it seems to have affected more than just him and King-R. Speed-Y has spaced out, as well! And with his PDC vibrating at him, no less!

He tries to shake Speed-Y awake, and calls for help.. but realises that Azir-R and King-R are out as well!

He turns to Lucas-R. Surely he's okay? Thankfully, he is. "I'm fine. But there's some sort of... whispering..."

"I hear it too," John-R (also awake) replies. "If it were just me, I'd probably pass it off as psionic feedback or something...but you as well?"

Kris-R's transbot

Cryo-R continue investigating. If things have fallen out of his <airquote>backpack</airquote>, they must be on the floor, right?

He starts pushing clones out of the way, looking for his Packy-Foam. Some object to this treatment and push him away. Others pull laser pistols on him. "Hey, keep to yourself!" etc.

Drawing a blank, Cryo-R looks at the <airquote>backpack</airquote> again. He notices that not only is it RED (he must have failed to notice the colour properly, the same way he failed to notice that it is in fact a **JUMPSUIT**), but that the zip has broken, which must be the cause of things falling out. He claims that they must report the <airquote>backpack</airquote> as defective.

As for those test and those cards, well, they're not there.

But his Mk.2 Indestructible Loyalty Transcripts Recorder is. He opens the case and checks to see if the cards etc. got in there. Nope.

The transbot closes itself up again, and pulls out of the station.

Roof of Building 2, Industrial Subsector B

L4-O keeps watching. As he does, he notes that the dead clone has already risen... only to be skewered by the forkbot. The other zombies are being dispatched quite nicely.

Maybe he could grab a snooze while he's at it... zzz

written by Azirphaeli on Mar 21, 2012 19:24

I snap out of it, but due to my awkward balance I fall over from the shaking.

"Oof."

I get to my feet (foot).

"Er.. what happened, what's going on? I think I zoned out."

written by Kristos on Mar 21, 2012 21:43

"Umm... lose something?"

I look around for the items (without interfering with the other clones).

written by Jam on Mar 21, 2012 22:17

I try to figure out if I am feeling any psionic interference, that I somehow didn't notice before...

written by Gligar on Mar 21, 2012 22:51

Stairwell, Building 2, Industrial Subsector B

Azir-R comes round, and, since Jam-Y's been shaking him, falls over. It's not easy to keep your balance when you only have one foot. He asks what is happening.

Lucas-R replies, "Yeah, you zoned out... John-R thinks there might be... some sort of interference... can you hear the whispering?" He looks a little nervous.

Jam-Y is seeing if he can find any sort of interference. And there it is... the whispering...

Kris-R's transbot

Kris-R notices Cryo-R looking for something, and decides to help him out. Of course, he has no idea what to look for, other than Packy-Foam. And he can't seem to find any of that. No wait... there is this one box in the corner of the transbot car... it's closed, but you never know...

written by Lightning4 on Mar 22, 2012 00:08

I dream dreams of algaechips and B3. Maybe.

I at least try to not die. Sleep, but not die.

written by Gligar on Mar 22, 2012 02:48

Roof of Building 2, Industrial Subsector B

L4-O dreams. His patterns show that it's probably something pleasant.

As he sleeps, he is oblivious to the Transition approaching from somewhere on the roadway, with the clone hanging on to it as if he's out of control.

written by Granpire viking man on Mar 22, 2012 03:19

I also close my eyes and listen for whispering. Unlike the others, though, I smile while I'm listening.

"Maybe it's Friend Computer! Hmm... Doesn't Speed-Y have a sort of mind-related registered-mutant power? Maybe he can... You know, understand it?"

written by 4616599 on Mar 22, 2012 08:29

"Oh...there's the roof! Ugh. Are those zombies down there?"

Gingerly, I jab at the controls again, trying to bring the Transition to roof level. I keep my eyes peeled.

written by Speeder on Mar 22, 2012 12:29

I suddenly wake up.

"Wait what? I passed out when you were fixing me up? Oh... I've heard this happen to some people... So, you fixed me up?"

I check my wounds. Or ex-wounds.

Then I look around me.

"Wait what? I was not passed out, was I? Why they are acting like zombies but are not zombified?"

written by Granpire viking man on Mar 22, 2012 14:22

"What? Who is acting like a zombie? What are you talking about? Do you hear the whispers?"

written by Speeder on Mar 22, 2012 15:02

"What whispers?"

I attempt to hear the whispers and actually figure what they are saying.

written by Azirphaeli on Mar 22, 2012 15:44

I also listen for these supposed whisperings

written by Lightning4 on Mar 22, 2012 16:15

I continue to sleep. Visions of forkbots and jackobots dance in my head. Or, what can roughly be construed as "dancing" anyway.

If I were in a more conscious state I would wonder if jackobots were indeed capable of dancing. Or if that's outside their programming. Or if it's treasonous.

written by Gligar on Mar 22, 2012 17:34

Stairwell, Building 2, Industrial Subsector B

King-R closes his eyes and listens. Is there any whispering? Yes, there it is...

He speculates that it might be Friend Computer calling them. But he seems to think that Speed-Y has some sort of mutation, since he suggests that Speed-Y listen in and try to figure out what it means. Does he know something about Speed-Y that we don't? Or perhaps he just confused the two YELLOWS? What do you think?

Regardless, Speed-Y is now awake. He initially assumes that he passed out while he was being fixed up, which he disregards since it's not too unusual.

He checks himself over, and notices that his worst wounds have indeed been seen to. That big one on his stomach has been closed, and although it still hurts somewhat, it should heal. Though it will probably leave a big scar as it heals.

Then he realises that he actually didn't pass out. That is a cause for concern. It's like he was a zombie, except not.

And why is everyone else acting the same way?

King-R doesn't know what he means, and asks about the whispers.

Speed-Y admits that he doesn't know (probably because he was being distracted by his PDC, which is still vibrating at him) and starts listening... and yes, there they are... the whispers... they're very quiet, almost inaudible, but they're right there, tugging at his mind... wait... there are a few words... *easter cycle*...

Azir-R also listens in... and can also hear them...

Roof of Building 2, Industrial Subsector B

Joris-R tries to wrestle his Transition back into some semblance of control, and is able to lower it back to somewhere near the roof. Below, at ground level, he can make out... zombies? They seem to be fighting some other clones, including... Junior Citizens? What are they doing here?

As eh gets closet to the building, he can make out a figure on the roof: L4-O. He is lying on the roof, seemingly asleep. He's in pretty bad shape.

He might still be dreaming.

written by Kristos on Mar 22, 2012 18:41

Not knowing who the box belongs to, I leave it alone.

written by Lightning4 on Mar 22, 2012 20:44

I continue to sleep. ZzZzZzZzZz...

written by Gligar on Mar 22, 2012 22:33

Kris-R's Transbot

Kris-R decides to leave the box alone. He doesn't know who it belongs to, after all.

The transbot continues on. Through the windows, nothing much can be seen, except for the inside of the tunnel rushing past.

The transbot then beeps, and it speaks. "This is a notice to all citizens below Clearance BLUE. Please look away from the windows in three... two... one..."

Roof of Building 2, Industrial Subsector B

L4-O continues to sleep as Joris-R continues to fight to regain control of the Transition. He's able to bring it down to a relatively controllable speed... but not before it enters the lift maintenance room, and collides with a table. The only damage, though, seems to be to Joris-R's happiness level. And the table. Oh, and the Transition seems to be overheating slightly.

The sound probably carries through the vents to some distance.

written by Speeder on Mar 22, 2012 23:19

I then notice the PDC and attend to it.

"Speed-Y here! And alive seemly."

written by Jam on Mar 23, 2012 01:09

"There's some kind a psionic interference!"

I try to figure out where it's coming from...

written by Gligar on Mar 23, 2012 02:10

Stairwell, Building 2, Industrial Subsector B

Speed-Y finally notices that his PDC is vibrating, and answers it. At first, he thinks that it is a voice message, but no, it seems to be text.

Jam-Y points out that the whispering seems to be psionic interference... coming from... er... Building 3?

written by Speeder on Mar 23, 2012 03:05

I look at the text, and reply quickly.

"What is a psionic interference?"

written by Granpire viking man on Mar 23, 2012 03:18

"Better yet, what's an easter cycle?"

written by Lightning4 on Mar 23, 2012 09:39

I dream that I'm fighting commies now! And winning, of course. Commies aren't very well known for their fighting now, and suggesting that they are otherwise is, in fact, treason.

Of course to the outside world, all that manages to show is:

"Stop... right there, treasondoer!"

I twitch.

written by 4616599 on Mar 23, 2012 12:13

"I hope Transitions don't blow up easily. That'll really mess up things."

Carefully, I bring the Transition next to a nearby figure, which seems to be sleeping and mumbling.

"L4-O!"

I nudge him and begin stating the obvious facts.

"You're badly injured! Where is everybody?"

written by Kristos on Mar 23, 2012 12:32

I shut my eyes, and hold my hand in front of Cryo's if he is looking out the windows.

"These things - they are too great for us!"

written by Gligar on Mar 23, 2012 17:13

Stairwell, Building 2, Industrial Subsector B

Speed-Y fiddles with his PDC for a moment before asking exactly what psionic interference is. King-R also asks about this "Easter Cycle".

"I'd kind of like to know about this Easter Cycle myself," John-R replies, "but I suspect it's probably treasonous. Jam-Y managed to pull a reference to it out of the mid of a zombie earlier.

"But I do know about psionic interference. If we're hearing it, it's because there is a strong source of psionic power somewhere nearby. Whether it's a mutant or not... I don't know. Maybe the zombie nanomachine things have a psionic component or something?"

Roof of Building 2, Industrial Subsector B

It looks like Joris-R has managed to recover from his little crash. He's guiding the Transition over to where L4-O lies. L4-O, it seems, is dreaming about catching commies or

something, judging by how much he is mumbling and twitching.

All that comes to an end, though, when Joris-R shakes him awake and states the obvious.

Kris-R's transbot

Dutifully, Kris-R averts his eyes from the windows, deliberately avoiding looking at whatever it is that has been deemed Clearance BLUE. He also places his hand over Cryo-R's eyes, though I am not sure Cryo-R was looking out or not. What *is* Cryo-R doing, anyway? My cameras aren't clear on the matter...

written by Lightning4 on Mar 23, 2012 18:38

"State your name and-oh. I... guess I drifted off there."

I glance down the side of the building again to see how the group is going.

"I had a group of survivors from this building with me. They're down there now... I hope they're doing okay. They need to get to safety... if those Junior Citizens aren't protected..."

"As for the Team, no clue now. You're the first one I've actually seen for a while. They're probably still in the building... this little zombie invasion caught us while we were separated."

written by Jam on Mar 23, 2012 21:29

"I'm sensing something coming from Building 3... I wonder what it means..."

written by Gligar on Mar 23, 2012 22:17

Roof of Building 2, Industrial Subsector B

It takes L4-O a moment to realise that he's now awake, but he does bring Joris-R up to speed on recent developments, including the group of survivors, who have now linked up with Nukabot and are currently discussing what to do about another group of zombies they can see in the distance.

Unfortunately, L4-O doesn't know what happened to the team. They're probably still in the building somewhere, but they were separated when the zombie outbreak happened. He hopes they're okay.

Stairwell, Building 2, Industrial Subsector B

Jam-Y reveals that he sensed something over in Building 3... though he doesn't know what.

written by Cryoburner on Mar 23, 2012 22:50

"Wait... This is not my backpack at all! It is a JUMPSUIT! Someone has stolen my backpack, and replaced it with a jumpsuit! The theft must have been the work of a pickpocket... and the untheft the work of a reverse-pickpocket!"

I now notice the announcement, and a hand covering my face.

"We can't obstruct our view with a pickpocket around! We must remain attentive. What if we are pickpocketed, or

reverse-pickpocketed, or reverse-reverse-pickpocketed!? Valuable computer property could be stolen, or perhaps unstolen."

I uncover my eyes, and simply look away from the windows, keeping a lookout for any pickpockets. I make sure that I'm not inadvertently looking at any windows by first carefully examining the locations of nearby windows, their model numbers, transparency levels, and so on.

written by Granpire viking man on Mar 24, 2012 00:49

"So, if easter cycles are treasonous, I suppose the psionic interference is also treasonous? Unless he's reporting treasonous activity..."

My cheerful attitude is only slightly dampened.

"I don't like this."

written by Lightning4 on Mar 24, 2012 01:09

I try to clear my eyes, and see if I can take any more shots at the zombies that threaten the group.

"So since you're up here, I don't suppose you have a way down? I should probably either keep with the group... or just keep guard around the buildings. Maybe there's some medical assistance I can get nearby so I can get back to work..."

written by Jam on Mar 24, 2012 02:13

I look at King-R...

"I don't like it either... We'd better get going. Are you ready, Speed-Y?"

written by Gligar on Mar 24, 2012 02:20

Kris-R's transbot

Cryo-R *finally* realises that he isn't wearing a backpack... but he fails to realise that he *hasn't* been wearing a backpack *at any point*. He believes that it was switched with a jumpsuit at some point.

He then realises that Kris-R is shielding his eyes from something... and declares that, with a supposed pickpocket around, they cannot afford to not look at things. In a confusing manner.

He tries to look around while not looking through windows... but his mind will not accept this without knowing where the windows are. This compels him to look for the windows.

He sees four windows, all of a type which doesn't require labelling. They are transparent, which is helpful for a window, Unfortunately, this means that he sees what is *through* the windows: a lot of warbots.

Did anyone see him looking?

Stairwell, Building 2, Industrial Subsector B

King-R reasons that is Easter Cycles are treasonous, then psionic interference must also be treasonous. It's also troubling. But in a happy way.

Jam-Y also finds it troubling, but insists that they have to get going.

Roof of Building 2, Industrial Subsector B

L4-O tries to clear his eyes and get a few shots off at the incoming group of zombies. But his aim isn't steady enough.

He asks if Joris-R has another way down. He suggests that he could either keep guard around here or keep up with the group of survivors. Or maybe he could find medical assistance.

written by Speeder on Mar 24, 2012 02:43

"Alright.... we were going to the garage, remember? To help the people there!"

I start to walk toward the garage.

written by Granpire viking man on Mar 24, 2012 03:23

I excitedly ask a stream of questions.

"People? In the garage? I think I got lost when that happened. Who are these people? Are they interesting? Will they not try to eat chunks of our bodies? We should probably make sure of that first."

written by Jam on Mar 24, 2012 14:42

I also ask a stream of questions.

"Really? I forgot there were people in the garage! Are you sure they're all alive still? Don't you think they'd be mad at us for taking so long? What if they've already been eaten by the zombies? Speaking of which, we haven't heard from L4-O in a while, what if he's died and become a zombie?! I don't like the sound of a zombie with a cone rifle..."

written by Speeder on Mar 24, 2012 15:15

"Well... in the garage I told L4 that I was coming here to fetch you back to the garage... Now I have all of you alive here, it is time to return to the garage!"

written by Gligar on Mar 24, 2012 16:47

Stairwell, Building 2, Industrial Subsector B

Speed-Y reminds everyone that they were heading over to the garage to help the people there.

He's about to head into the corridor to go over there when he is bombarded by questions from King-R (who wants to know who the people are, whether they're interesting, and whether they're likely to tear them apart and eat their flesh) and Jam-Y (who wants to know whether the people are still alive, whether they would be mad at them for taking so long, whether they've been eaten already... and hey! what happened to L4-O? Is he a zombie? That's an unpleasant thought... a zombie with a cone rifle...)

Speed-Y tells them that he had told L4-O that he would be back with the rest of the team. Now that they're back together, it's time to get back to the garage.

written by Granpire viking man on Mar 24, 2012 17:29

I let Speed-Y take the lead and follow him when he sets off.

"From my experience with zombies, I don't think they could handle a cone rifle. They would probably just try to eat it."⁷⁴¹

written by Speeder on Mar 24, 2012 17:37

"I hope so... and I hope they do not try to eat the Nuke shell, if L4 is still carrying that one with him... I do not think we would appreciate it."

I again put my spear in position, in case we cross more zombies.

written by 4616599 on Mar 24, 2012 19:46

"That doesn't sound good. And I'm hardly equipped for this situation...in fact I'm not equipped at all! Who'd expect zombies?"

I look at L4-O again.

"Oh well, at least my limbs are still intact. You definitely need help. There're Armed Forces clones containing the subsector. Some of them in your company I think. I'm sure there're medics among them. See if you can crawl on this Transition. I'll try to evac you and the rest outta here. Junior Citizens, you say?"

written by Jam on Mar 24, 2012 21:46

"L4-O had a Nuke shell?"

I help Speed-Y to his feet...

written by Lightning4 on Mar 24, 2012 22:12

If Joris-R points out the transition, I do try to make my way to it and crawl onto it. Unless there's zombies nearby.

"That's good to know... hopefully I meet up with my team."

"Yeah. Junior Citizens. If any of them are harmed Friend Computer will have my head, and probably everyone else's involved too."

written by Gligar on Mar 24, 2012 22:15

Stairwell, Building 2, Industrial Subsector B

King-R lets Speed-Y take the lead. He suggests that the zombies probably aren't able to handle a cone rifle. If anything, they'd probably try to eat it.

Speed-Y hopes that that is the case. But... he hopes that they don't try to eat L4-O's nuclear shell, if he's carrying it... that wouldn't be good.

He gets out his spear and gets into position.

Jam-Y doesn't seem to know about L4-O's nuclear shell. He goes to help Speed-Y, but he doesn't seem to need it.

⁷⁴¹ GRANPIRE VIKING MAN: (OOC: Great, it seems I just edited this post over my last turn... Sorry about that. I'll try to recreate it to the best of my abilities.)

Roof of Building 2, Industrial Subsector B

Joris-R doesn't like L4-O's report. He isn't exactly equipped for zombies... in fact, he isn't equipped at all! He wasn't expecting zombies, at least.

However, he does have his limbs, and the Transition, so he can help out. He encourages L4-O to get on the Transition. He can take him to the Armed Forces unit outside the subsectors. He thinks that some of the are from L4-O's unit, and there might be medics with them.

He adds that they could take the survivors with them... and didn't L4-O say something about Junior Citizens?

L4-O crawls over. He confirms that there are Junior Citizens, and the The Computer ordered him to make sure that they get to safety. If he fails, The Computer will probably have his head, as well as the heads of everyone else.

He reaches the Transition and crawls on board. It's going to be a bit cramped on there for two.

written by Lightning4 on Mar 24, 2012 23:21

I look for anything to grab a firm hold on so I don't go flying or falling off.

"I'd give you a weapon, but I already handed out my extras. I'm not sure where they all went. I'll just have to get more now... I don't even think any clones with them are alive anymore."

"Maybe you're better off just grabbing anything big and solid to hit a zombie with. My weapons must be bad luck."

written by Gligar on Mar 25, 2012 01:18

Roof of Building 2, Industrial Subsector B

L4-O tries to find somewhere to hold on to on the Transition. Once he's satisfied, he says that he has run out of spare weapons, since he's handed them all out. He thinks that all the recipients are dead, though. Perhaps his weapons are bad luck. Maybe Joris-R should simply find something big and heavy?

written by Granpire viking man on Mar 25, 2012 03:02

I check my barrel/barrels to see how many shots I've left.

Knowing, regardless, that I don't have enough shots for my two pistols, I ask Azir-R for the appropriate number of barrels.

Once/if I receive the barrels, I load both my pistols and brandish them both behind Speed-Y.⁷⁴²

written by Azirphaeli on Mar 25, 2012 04:53

"Well, since I seem to have this backpack still..."

I hand King the barrels he seeks. That should make him happy at least,

⁷⁴² GRANPIRE VIKING MAN: (OOC: OK, brandish is a poor word choice. I simply pull them out.)

written by Speeder on Mar 25, 2012 05:43

I start to actually move into the corridor and then toward the Garage where I came from.

written by 4616599 on Mar 25, 2012 14:03

"I think we'd better get you out of here first. I'll return for the Junior Citizens."

I head back for the Armed Forces checkpoint.

written by Jam on Mar 25, 2012 14:50

I take out a laser pistol and follow the others...

On the way, I check how many shots the barrel on the pistol has. I also try to figure out if I still have my emergency light, and if it's still lit.

written by Gligar on Mar 25, 2012 16:54

Stairwell, Building 2, Industrial Subsector B

As they prepare to move out, King-R checks his weapons. It looks like he has only one barrel left, with four shots on it. That is clearly not enough. He asks Azir-R for two more.

Azir-R checks his backpack, and finds two RED laser barrels. That leaves two more RED, and a few of other colours. King-R takes them and reloads. That's better.

Now that everyone's ready, Speed-Y moves out.

Corridor 3, Level 1, Building 2, Industrial Subsector B

The corridor has clearly seen better day. What with the bits of dead bodies everywhere, the fallen synthcrete, and the big gaping hole leading down into the air duct, it's safe to say that there will be a big repair bill at the end of this. But let's not worry about that now. The team will probably regard the presence of a couple of zombies over in the foyer to be more important, along with the non-presence of all that gas.

Jam-Y regards his armaments as important. Specifically, the fact that he has no shots left on his laser barrel. Also, the fact that his "emergency light" has gone out.

Roof of Building 2, Industrial Subsector B

Joris-R decides that L4-O is more important than a bunch of Junior Citizens, and decides to evacuate him first. He can come back for the Junior Citizens.

written by Speeder on Mar 25, 2012 17:33

I walk carefully toward the Garage.

written by Azirphaeli on Mar 25, 2012 18:25

I follow.

written by Jam on Mar 25, 2012 21:10

I also follow.

If I get the chance, I try to relight my emergency light by holding the string against the flame from another emergency light.

written by Gligar on Mar 25, 2012 21:28**Foyer, Level 1, Building 2, Industrial Subsector B**

The team continues towards the garage. The zombies present seem to not be interested in them... but only because they seem to be busy with devouring some poor ex-survivor.

Perhaps trying to ignore it, Jam-Y stops for a moment at one of the "emergency lights", and relights his own.

Corridor 1, Level 1, Building 2, Industrial Subsector B

The team continues. This corridor has fared little better than the other, though there is less damage, and more destroyed zombies. All very clear evidence of a battle here.

Garage, Level 1, Building 2, Industrial Subsector B

The reason for the battle becomes clear, as there are more dead zombies present in the garage among the deactivated bots (the cloningbot, the hygienebot, the bot with the jumpsuits, Leeroy, and one other unidentifiable bot), but mostly by the open doors, bot to the corridor and out to the smog. Notably absent, however, are any signs of survivors... except, wait, many of the hand tools are also missing.

Azir-R notices that some things have been moved aside, revealing an air duct.

written by Speeder on Mar 25, 2012 21:41

"So... everyone is gone... someone go search for Nukabot... It certainly did not entered that air duct."

I look at Leeroy.

"I hate you, but you are still a clone... And a ex-teammate even..."

I approach the Scrubot.

written by Lightning4 on Mar 25, 2012 22:32

If the Transition is moving now, I look down if I can to get a status report on the survivor group and Nukabot.

written by Granpire viking man on Mar 25, 2012 22:43

I run toward the hygienebot and see if there's a way I can activate it.

"Yay! A hygienebot!"

written by Gligar on Mar 26, 2012 01:13**Garage, Level 1, Building 2, Industrial Subsector B**

Speed-Y notes that everyone is gone... but what about Nukabot? There's no way it could have escaped through the air ducts. He orders someone to go look for it.

Then he approaches Leeroy. He hates the guy, but he is still a clone, and a former team mate, at that. Of course, Leeroy's a bot now, and the bot is offline.

King-R is more interested in one of the other bots: the hygienebot, naturally. He runs over and attempts to activate it. Sure enough, it starts to whirl and move.

Presently, it announces. "Self-test complete. Water reserves are low. How may I assist you, citizen?"

Lucas-R volunteers to go and find Nukabot.

Near Building 2, Industrial Subsector B

The Transition is moving, but Joris-R seems to be having problems with it: it seems to be descending rapidly. But L4-O can still see the clone group from here. They seem to be fighting a group of zombies. It looks like the clones are just barely holding them back.

written by Granpire viking man on Mar 26, 2012 04:20

"I would like to clean the blood off myself. I don't suppose your water reserves could last for the other members of my team?"

I take the appropriate steps to clean myself off.

written by Kristos on Mar 26, 2012 04:47

I wait patiently for window-outlooking to be non-treasonous for us REDs.

written by Lightning4 on Mar 26, 2012 05:24

If I can get steady enough aim, I try to shoot some of the zombies to make it easier on the clone group.

written by Cryoburner on Mar 26, 2012 10:28

I put my remaining equipment into my jumpsuit, as much as possible, since carrying it around in a jumpsuit on my back would likely make it more accessible to pickpockets, not to mention probably treasonous. I stuff the reverse-pickpocketed jumpsuit into my jumpsuit as well.

I then continue to look for thieves, particularly those with backpacks, bells, loyalty cards and Packy-Foam. Noticing a box in the corner of the transbot car, I decide to see if it is my box, opening it to check if Packy-Foam is inside.

written by Speeder on Mar 26, 2012 13:25

I attempt to start the maintenance mode of Leeroy, and see if I can somehow plug my PDC on it.

"I will attempt to see if we can save Leeroy without moving the whole bot... Last I heard he kept watching that troubleshooter show, meaning that it will keep freezing instead of following us... Unless I figure how to deactivate Leeroy and force the thing to use its basic bot programming... hum...."

written by Gligar on Mar 26, 2012 15:39**Garage, Level 1, Building 2, Industrial Subsector B**

King-R explains to the hygienebot that he wants to clean off the blood, and asks if the bot's water supply would stretch to the rest of the team. "It is not recommended, but it would be possible if water rationing were to be

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enforced. That would require authorisation from a Hygiene Officer."

But King-R is already using some of the water himself. There is a shower compartment, but King-R opts for simple hand washing.

Meanwhile, Speed-Y works on firing up Leeroy in maintenance mode. This involves hooking up his PDC to a port on the bot brain and a few other things, but he is able to bypass the usual startup procedure. This is helpful, since said procedure usually involves the bot loading its operational RAM from internal memory. And since that's full of Leeroy...

Another benefit is that Leeroy won't try to run off and watch Mandatory Team Troubleshooter. And crash, since, as the copious number of sticky notes stuck to the bot explain, it keeps running out of memory, since it's full of Leeroy.

The problem, however, is that in order to use the bot for anything, Speed-Y would have to either let it boot normally or delete Leeroy... and he's not sure that it's even possible to do that.

The bot has finished its basic self-tests. It complains that it lacks operational memory. Its internal diagnostic routines suggest either deleting unneeded data or expanding the memory.

Lucas-R seems to have headed outside, looking for Nukabot.

Near Building 2, Industrial Subsector B

He finds it near a group of clones and Junior Citizens, who are currently engaged in fighting a bunch of zombies. They look to be having a hard time of it.

Above, a Transition struggles for altitude. On board, there are two clones, one of whom is heavily injured. The injured clone fires a blaster in the general direction of the zombies, managing to miss by a small margin.

Kris-R's transbot

Kris-R waits, probably for an announcement that it is safe to look.

He doesn't get it just yet. Instead, he gets the sound of Cryo-R reorganising his equipment. Specifically, he takes out the apple and B3 can from his other jumpsuit and stuffs them into his pockets. He tries to stuff the other jumpsuit into his pockets as well, but it is too big. The Indestructible Loyalty Transcripts Recorder will just have to be carried by its shoulder strap.

Then he continues to look for his missing items, as he still believes that they have been pick-pocketed. He notices two clones with backpacks... and the box in the corner. He assumes, therefore, that the box might be his. He goes over and opens it.

Doing so reveals a smaller box inside. The smaller box is ticking.

The transbot then announces. "Citizens of Clearances lower than BLUE may look out of the windows again. Thank you for your co-operation."

written by Speeder on Mar 26, 2012 15:43

I start to fiddle with the bot, trying to figure how Leeroy is coded in there, or how its data is read, or something, so I can figure how to backup Leeroy or how to delete it without a backup, or how to bypass it or something.

written by 4616599 on Mar 26, 2012 16:25

"We're still dropping! Looks like we're too heavy! Do you have any heavy things to toss off? Maybe explodey things too, seeing the zombies there?"

I struggle with the controls.

"Vat it. Okay, maybe I should have the blaster instead- my aim might be better."

If L4-O hands me the blaster, I start shooting at the nearby zombies.

"If we keep losing altitude like this, here's a plan B: we use the Transtion to ram a path through the zombies."

written by Lightning4 on Mar 26, 2012 19:31

I do decide to give my blaster to Joris-R for now. I check to see how quickly we are descending and brace for impact accordingly.

written by Azirphaeli on Mar 26, 2012 19:36

I look into the air duct, for lights or any sign that clones are/were traveling through it.

written by Cryoburner on Mar 26, 2012 21:24

"Wow! A ticking box! This could be useful."

I take the ticking box, for it might be useful.

"It's a good thing everyone can look out the windows again. If they were to look out before, and happened to see something beyond their clearance, like a bunch of warbots for example, that might be treasonous."

I return to where Kris-r is, and examine my new ticking box in more detail.

written by Gligar on Mar 26, 2012 22:17

Garage, Level 1, Building 2, Industrial Subsector B

While Speed-Y fiddles with the bot, trying to see if it's possible to make a backup of Leeroy, or bypass Leeroy, or something, Azir-R has a look at the air duct. It seems that it has been used recently... there are footprints leading into the duct. Lots of footprints.

Speed-Y comes to a conclusion. It looks like Leeroy was crammed into the scrubot by making it read its operational programs directly from the memory card, instead of installing them into RAM. But even that didn't give them enough space. Even the bot brain's firmware needed to be trimmed in order to fit Leeroy in there. In short, it's not possible to boot the bot properly without waking Leeroy.

Near Building 2, Industrial Subsector B

Lucas-R thinks, and smiles. He pulls out one of his pyrotechnic grenades and throws it at a zombie. It explodes with a flash and the sound of a blaster shot.

The flash must have been hot, as it caused the zombie to catch fire. This definitely nets a response from other zombies, who begin to approach Lucas-R. He can't help but quip, "It looks like you clones aren't all that alert, are you?" before he legs it, drawing zombies away with him.

Meanwhile, the Transition continues to lose height, albeit a little slower due to the work of the able-bodied clone. It aims for the biggest group of zombies, and the able-bodied clone accepts the blaster from the other, who braces for impact. Then, there are more blaster sounds, real ones this time, as the blaster is fired. It seems that the able-bodied clone's aim is more steady, as eh is able to shoot two zombies clean in the head.

Kris-R's transbot

Cryo-R, it seems, finds the lure of a ticking box too much to resist. He takes it back over to where Kris-R is and examines it. Well... it's a black box, and it's ticking. Oh, and there's a little dial on it, with one hand, which ticks closer and closer to zero. There's also the word "Bob".

The other clones begin to back away in panic. Except one, who runs up and tries to take it off him, jostling Kris-R in the process.

Speaking of Kris-R, his PDC is vibrating.

written by Lightning4 on Mar 26, 2012 22:36

I continue to brace for impact. Though I glance up if I can to see what's going on. Then I continue bracing for impact some more.

If all that preparation does anything to help me, anyway.

written by Granpire viking man on Mar 26, 2012 22:55

I look back to see who is especially in need of cleaning, and, knowing Speed-Y is surely covered in blood, I ask him to come over.

"Speed-Y! Come over here to the Scrubot, please! You need cleaning!"

written by Gligar on Mar 27, 2012 01:18

Near Building 2, Industrial Subsector B

L4-O looks up just long enough to see that they are still descending fast. Joris-R's efforts just weren't enough.

The Transition sails right over Lucas-R's head and crashes headlong into a group of zombies, crushing a couple and causing several more to lose some limbs. L4-O and Joris-R are sent flying, right into the group of clones.

Just narrowly missing a Junior Citizen.

Joris-R hurts all over - ow, he must have broken a rib.

L4-O isn't so lucky. As injured as he was, there's just no way he could survive something like that.

Garage, Building 2, Industrial Subsector B

After he's finished, King-R looks over the assembled clones, and decides that Speed-Y needs cleaning. He calls him over.

written by Lightning4 on Mar 27, 2012 03:12

I try to be alive... wherever that may currently be.

written by Jam on Mar 27, 2012 03:15

I hear a crash nearby, and run over to investigate...

"What happened? Was that a Transition?"

I run into the chaos and try to pull any survivors out of the wreckage, especially members of Team Epsilon, and any Junior Citizens.

written by Granpire viking man on Mar 27, 2012 03:50

I look over the remaining clones to see if any of them have particularly visible blood stains on them, or other serious grime.

written by 4616599 on Mar 27, 2012 09:07

I stagger to my feet.

"Ow! Yes, it's a Transition. Ow! I've got to salvage it! Ow! Got to rescue the Junior Citizens!"

written by Speeder on Mar 27, 2012 13:13

"Just a bit more! I need to figure how Leeroy was but here in first place, in case I can copy him out, so I can put him back... Or see if I can retrieve him by removing the parts where he is actually stored!"

I continue fiddling with the bot, and when I figure I would need to remove parts, I use, even if in an awkward manner, my spear, to unscrew the screws and see if I can get Leeroy.

written by Gligar on Mar 27, 2012 16:36

Garage, Building 2, Industrial Subsector B

Jam-Y hears something that sounds like a crash nearby, and goes out to investigate.

King-R looks over everyone else. It looks like they could *all* do with cleaning.

Speed-Y insists that he needs to finish up with Leeroy first. Specifically, he's seeing if it's possible to remove him, or otherwise copy him out of the bot. Unfortunately, the latter doesn't seem possible. There's some pretty strong DRM in place, and even if there weren't, Leeroy's too big to just copy to his PDC.

He resorts to dismantling the bot. Perhaps he can physically remove Leeroy...

Well, it's quite easy to access the bot brain. But given that Leeroy is stored on the bot's RAM chips and not the memory card, getting to him would involve extracting said RAM chips, as well as the firmware. And the board containing

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those is wedged in pretty firmly, and secured with screws of a kind that Speed-Y isn't even cleared to know *exist*.

As he's contemplating that, the cloningbot suddenly speaks. "Restart authorised from remote source. Warning: organic matter detected in cloning chambers. Beginning incineration."

Near Building 2, Industrial Subsector B

By the time Jam-Y reaches the crash site, he finds that some of the clones already have things under control. It seems that there are few injuries, and those seem to be from combat rather than the Transition crash. In the distance, he can see Lucas-R running away, with a group of zombies chasing him. He seems to be heading for a big metallic... something... in the general direction of the checkpoint.

Joris-R has managed to recover. He has been injured by the crash, and seems to have broken a ring. He confirms that the crash involves a Transition, and says that they need to salvage it and rescue the Junior Citizens.

L4-O wasn't so lucky. It looks like the crash was too much for him.

written by Speeder on Mar 27, 2012 17:12

I look puzzled.

Then I attempt to figure, the clearance of the parts I did not had clearance to know... Although I am not cleared to know, maybe I am cleared to remove them, even if I have to damage the bot shell, to avoid damaging the parts.

written by Mingamango181 on Mar 27, 2012 19:57

I see if I can get the air duct open from here, and exit here if possible. Else I continue onward, unless there's another huge fan...

written by Azirphaeli on Mar 27, 2012 20:44

"Well guys, it looks like a lot of clones went into this air duct, at least judging by the footprints."

I return to the team.

written by Gligar on Mar 27, 2012 21:32

Garage, Building 2, Industrial Subsector B

Speed-Y checks the clearance of these strange screws. They seem to be... INDIGO.

Azir-R reports back to the team that a lot of clones have used the air ducts recently.

Air duct, near lift maintenance room, Building 2, Industrial Subsector B

Speaking of clones in the air ducts...

Mango is still here. He seems to have dozed off a for a while. Now, though, he attempts to open the duct and head out. To his surprise, the grate opens easily from this side.

The reason for that becomes obvious, when he explores the room properly: apart from the lift shaft, motors and maintenance equipment, there is also a half-empty crate of Vita-Yum Meal Substitute Bars and a bedroll here, as

well as some empty B3 cans, all suggesting that someone sleeps here sometimes.

written by Speeder on Mar 27, 2012 21:34

I look unhappy.

I see if I can at least detach the memory chips and take with me...

I then have a idea and look around, to see if there are any destroyed bots around us, of the type that I can salvage parts to fix others (or modify Nukabot)

written by Lightning4 on Mar 27, 2012 21:57

I wait until I'm ready to be alive again.

a title is a curious thing...

written by Granpire viking man on Mar 27, 2012 21:58

"Hmmm... Hygienebot, can your tanks contain B3? I've heard that B3 can be an effective cleaner."

written by Gligar on Mar 27, 2012 23:41

Garage, Building 2, Industrial Subsector B

Speed-Y look unhappy. All he wants to do is rescue Leeroy...

Perhaps he can just remove the chips?

He gives it a try.

Hmmmm... nope. And from those grating sounds, he's broken something inside the bot brain.

He looks around, and finds some pieces of broken bot manipulators in a locker... they look to have come off a truckbot or something. (No word on the size of the truckbot, though.)

King-R thinks, and asks the bot if it can accept B3 instead of water. "My tanks *can* hold B3..." it admits.

The cloningbot speaks up again. "Incineration complete." A vent opens, and expels a cloud of dust before closing. "Beginning cloning cycle."

written by Speeder on Mar 28, 2012 00:03

I walk over to the Hygienebot, looking unhappy.

"I cannot save Leeroy. But I think I can remove those bloodstains."

I look to the hygiene officer.

written by Granpire viking man on Mar 28, 2012 02:43

"That's unfortunate..." I look confused for a moment, "I've never met Leroy."

"But go ahead," I gesture, "I think there should be enough water left for you to use it."

While Speed-Y gets clean, I walk over to Azir-R and ask him if he could hand over a can or two of B3, enough for him to clean himself with.

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"I wish Jam-Y hadn't left in such a hurry, though. He could have used a good wash."⁷⁴³

written by 4616599 on Mar 28, 2012 08:36

"Jam-Y! I never thought I'd be so glad to see a clone that murdered me!"

I look around for the Transition and see if it's salvageable.

"Another wave of zombies might arrive any moment. Is the team with you? We need to get the Junior Citizens out of here!"

written by Azirphaeli on Mar 28, 2012 13:42

"Wouldn't that just make him all sticky and soaked in B3?"

"If you want to use our ammo slash morale boosters for this still.. here"

I'll hand him two cans of B3, begrudgingly.

written by Kristos on Mar 28, 2012 13:56

Gasp! I return the jostle to the rude clone and pull him away. I answer the PDC and my responses to Cryo-R, RudeClone-R, and the PDC become melted into one sentence:

"Hello, who are you, what have you found, what do you want?"

written by Granpire viking man on Mar 28, 2012 15:38

"Yes, they could be a little sticky, but it's better to be sticky than full of blood!"

"Actually, the B3 is just for you, unless the water doesn't hold out for Speed-Y."

written by Gligar on Mar 28, 2012 16:20

Garage, Building 2, Industrial Subsector B

While the cloningbot runs through its cloning sequence, Speed-Y heads over to join King-R. Though he can't save Leeroy, he can certainly remove his bloodstains.

King-R seems sad at being unable to save this "Leeroy". Even though he never met the guy. But no matter. There's no reason why Speed-Y can't use the hygienebot to get clean... well, except for the water running out.

Speed-Y starts using the hygienebot while King-R deals with the water problem. Specifically, he goes over to Azir-R and requests a couple of cans of B3. It should be good for cleaning yourself, right?

It's a pity that Jam-Y ran off... he could have used a good wash.

Azir-R begrudgingly hands over the B3. He suggests that washing with it would leave someone feeling sticky. (He might be thinking about John-R, who is stood near the air duct.)

King-R takes them, and corrects Azir-R. The B3 is for *him* to clean with. Being sticky is better than being bloodstained.

⁷⁴³ GRANPIRE VIKING MAN: (OOC: There are only the 3 of us here at the moment, right?)

"So I don't get to wash?" John-R asks.

The cloningbot beeps, and opens up, depositing L4-O-QKW-2 on the floor.

Near Building 2, Industrial Subsector B

Joris-R seems pleased to see Jam-Y, under the circumstances. He looks around for the Transition and finds it, now somewhat dented. But that doesn't mean that it's beyond repair, right?

He tells Jam-Y that they have to get moving. Another wave of zombies could be on them any momentcycle, and they have to get these Junior Citizens to safety.

From somewhere in the distance comes the sound of automatic weapons firing. It looks like the Armed Forces are busy.

Kris-R's transbot

Kris-R decides to handle everything at once, jostling the jostler back while answering him, Cryo-R, and his PDC all at once.

He also shows interest in the box Cryo-R found.

It makes its purpose known soon thereafter, when it explodes.

It's a surprisingly large explosion for a box that size. Needless to say, nobody in the transbot car survives.

Kris-R doesn't get to find out who was calling him.

written by Lightning4 on Mar 28, 2012 19:45

I look a little dazed and confused. In this daze, I try to make my way to the hygienebot so I can get cleaned up and get a jumpsuit.

written by Granpire viking man on Mar 28, 2012 21:30

"Well... we'll see how far these two cans get us. We may need a third one, at least."

I take the cans and empty the liquid into hygienebot's tanks.

"Hygienebot, where can you normally refill your water tanks?"

written by Speeder on Mar 28, 2012 21:41

I see L4 dropping on the floor.

"Fast, someone interrogate him! We must not let his weapons fall in wrong hands!!!"

I remain doing the hygiene though.

written by Gligar on Mar 28, 2012 21:59

Garage, Building 2, Industrial Subsector B

Being as confused as you might expect, L4-O stumbles over to the hygienebot to start cleaning himself to remove the inevitable tank goo. However, he finds that not only is it being used by Speed-Y, but its water reserves are critically low. King-R is apparently pouring something into the water

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tank, apparently B3 from the colour. He's saying something about probably needing a third one, and then asks the bot where it usually refills its water. "I can connect to the main water supply," it replies, "however I do not believe that this garage is connected to the water supply. Alternatively, if a hose is available..."

Speed-Y cuts it off. He has noticed L4-O, and is concerned about his weapons falling into the wrong hands. He orders that L4-O be questioned.

Cloning station, some other sector

Two cloning tanks fire up and run through their cycles.

written by Lightning4 on Mar 28, 2012 22:25

I resume being in a daze. I seek out any method of cleaning myself so I can get clothed, as if on autopilot.

written by Speeder on Mar 28, 2012 22:47

I try to finish cleaning myself before B3 shows up...

You know... I am those sort of people that HATE being sticky.

As soon as I can get away from the thing, I do, to make sure no B3 spills on me...

Then I go see if I can find a hose.

written by Granpire viking man on Mar 28, 2012 22:52

I also glance around quickly to see if there's a possibility of there being a hose.

"Just wait a second, " I tell the others, "If we find a hose, we can just try and drink this B3 quickly, so it won't be wasted."

written by Cryoburner on Mar 28, 2012 23:07

I examine the explosion. This probably won't fare well for my eventual review of the transbot services.

written by Jam on Mar 29, 2012 01:21

I smile at Joris-R.

"You remember that? I thought most clones forgot the details of their deaths... Oh well, I'll start rounding up the Junior Citizens!"

I run over to any Junior Citizens I see...

"Hey, follow me! We'll get to some place a little safer, okay? Like over there..."

I gesture in the direction of the cloningbot and the rest of the team.

written by Gligar on Mar 29, 2012 01:52

Garage, Building 2, Industrial Subsector B

Speed-Y finishes cleaning himself and steps away from the hygienebot before the B3 shows up. L4-O doesn't seem to care, and just barges in, trying to clean off the clone tank goo.

There seems to be a little water left, at least as far as can be seen. But it doesn't last long.

While Speed-Y goes looking for a hose, John-R starts asking L4-O questions. "Okay, first, I guess... whereabouts did you get to? Where did you die?"

King-R also goes looking for a hose. He adds that if they can find one, they might be able to drink the B3 after all.

Of course, they'd need to find the water supply as well.

As it happens, there is a hose. Quite a short one, though, presumably intended for refuelling from a canister alongside the bot it's refuelling.

Kris-R's transbot

The explosion also knocks out the nearby ORANGE carriage, though not all of the clones die there.

Cryo-R can't examine the explosion because he was right at the centre of it all. There's not much of him left.

Though that Loyalty Recorder may well have survived.

Cloning station, some other sector

Two clones drop from their tanks. These clones are Kris-R-QJT-2 and Cryo-R-BRN-6.

Near Building 2, Industrial Subsector B

Jam-Y finds it somewhat strange that Joris-R remembered that Jam-Y killed him, but brushed it aside to concentrate on the Junior Citizens. He suggests to them that they go somewhere else... somewhere like the garage.

Some of them seem enthusiastic about the idea, and start cheering. Others are too frightened to say anything. Still more just have that look about them that suggests that they don't want to listen.

Nukabot pulls up behind Jam-Y. "What are we planning to do with the deceased L4-O?"

Is it me or is that body twitching?

written by Jam on Mar 29, 2012 02:22

"Oh, right..."

I walk up to the dead L4-O and set him on fire in a few places with my emergency light.

"Now, Junior Citizens, remember that if you don't listen and stay here, you probably will get torn apart by the zombies and slowly devoured... Yeah, zombies eat clones, while they're still alive. That's not a rumor, I've seen it. Horrible, isn't it, a clone that eats other clones? I don't know how the zombies can stand it! We'd better get going..."

I start walking back to the team...

"Speaking of eating, when's lunch?"

I search my pockets for some Soy lent, since that sounds tasty at the moment...

written by Granpire viking man on Mar 29, 2012 03:54

I look to see if the hose is connected to the water supply, and whether it would be possible to let the hose reach hygienebot.

If not, I attempt to assess hygienebot's weight. Perhaps he could be pushed?

written by Lightning4 on Mar 29, 2012 04:31

I don't seem to be aware of John-R speaking to me. At least, not until I've reached the point where I'm (relatively) clean and clothed. At least, if there are jumpsuits available.

"Die? What are you talking about? I feel as fine as ever. And wait... how'd I get back here anyway? I was just outside."

I look down at my now non-injured leg in mild confusion.

"Hm. Docbots sure know how to fix up a prime..."

written by Speeder on Mar 29, 2012 12:10

While King is busy working with the hygienebot, I stand near L4.

"Tell me a stupid zombie is not with your stuff!"

Then I realize L4 did not realized he is dead... Well, this was his first death...

"You just lost a clone L4. We are interrogating you to know where you were killed, because you know what will happen with your equipment in zombie hands... Or worse, in the Easter whatever group hands."

written by Kristos on Mar 29, 2012 16:43

I look around, dazed.

Where am I? Who am I?

I perceive a thick liquid coating my body and impairing my vision. Though perhaps I am just delirious. Slowly, the preceding events come back to my memory.

Oh my... Cryo-R shouldn't have taken that clone's box. He got so mad he exploded! And blew us all the way to this place.

"Hello?"

written by Gligar on Mar 29, 2012 17:23Near Building 2, Industrial Subsector B

Jam-Y realises that he hadn't thought about L4-O's corpse. He makes a quick decision, namely to torch it. Or rather, "emergency light" it.

But it doesn't seem to want to burn. The jumpsuit ignites a couple of times, but it doesn't spread. Oh well. He leaves it with the jumpsuit smouldering.

It's a good thing that L4-O was so injured. From the look of things, any resulting zombie will have a hard time moving, if it could do so at all.

He turns to the Junior Citizens and reminds them that staying here will most likely equal them being eaten by zombies. No, that's not a rumour, it's for real.

He starts walking towards the garage. The Junior Citizens slowly start following him, as do the other clones. Nukabot tags along behind. L4-O's corpse doesn't.

But all this talk of eating has left Jam-Y hungry. Does he have any food with him... maybe some Soylent? No, but he does have several bags of algae chips. He opens one and starts munching.

It's a pity that the mission has made him miss lunch.

Garage, Building 2, Industrial Subsector B

King-R checks the hose. It isn't connected to anything right now. As such it would be possible to connect the hose to the hygienebot. Which just leaves the problem of the water supply.

King-R decides to see if the hygienebot could move, when he realises that it has wheels...

L4-O continues cleaning. Soon, he decides that he's about as clean as he can get under the circumstances, and goes looking for a jumpsuit. The bot with the jumpsuits is still here, though its supply is running low from earlier. Fortunately, there is an ORANGE jumpsuit available.

He then realises that he has been spoken to. He seems confused at being asked about his death, since he's as healthy as ever. See? Even his leg is healed. Docbots can work wonders... which doesn't explain why he's back in here, but still...

Speed-Y demands to know is L4-O's equipment is in the hands of a zombie or not, before he realises: L4-O hasn't realised that he has recloned, since he's never done it before.

He proceeds to explain that, since L4-O has lost a clone, they are trying to figure out where he died. Remember that L4-O was carrying the heavy weapons. Think what a zombie could do with them... or those Easter guys.

Cloning station, some other sector

Kris-R is the first to come back to reality. He's still dazed, as you might expect, and he's not sure why he's covered in tank goo yet, but he remembers enough to come to a conclusion: the box. It must have been owned by one of the clones on the transbot, who got so angry at Cryo-R finding it that he exploded! Not too accurate... but it's not like you remember the last couple of minutecycles before you die anyway.

Cryo-R hasn't come round yet. But that doesn't matter. Kris-R looks around, trying to figure out if there's anyone around. He calls out.

A YELLOW clone quickly appears, followed by a pair of deliverybots. "Ah! You've decanted. You're Team Sigma, correct?"

written by Lightning4 on Mar 29, 2012 19:33

"Well, I still don't believe I died, but I'll go along with this for now. I'll talk about the issue of prime vs not prime later."

I think.

"I was just outside the building. Joris-R was trying to get us down from the roof on his transition. But... I can't remember much else, it went by too quick."

I move over to the entrance of the garage and see if I can see anything from here.

"I do remember the fact I was pretty much low on ammo. I doubt whoever has my equipment hasn't resupplied it any... oh, Joris-R also has my blaster. I'll probably be needing that back."

written by Granpire viking man on Mar 29, 2012 21:58

"Well... It looks like we could probably take hygienebot with us. Only as far as it takes to find a water supply."

"In the meantime, who wants some B3?" I ask, holding up the hose.

written by Gligar on Mar 29, 2012 22:09

Garage, Building 2, Industrial Subsector B

L4-O doesn't believe that he's died, but goes along with it. He adds that he was outside the building after meeting up with Joris-R and his Transition. After that... it's a blur. Except for the fact that he was running low on ammunition. Oh, and Joris-R has his blaster.

Then he remembers about Turbo.

King-R announces that they can move the hygienebot if needed. And they'll need to if they want more water. In the meantime, he offers B3, straight from the hose.

Just in time for Jam-Y and company to arrive outside.

written by Speeder on Mar 29, 2012 22:15

I blink a bit.

"That Cone Rifle you know, where is it?"

And... what you was doing in the roof? And how you got there? I pretty much remember blowing up the staircase..."

written by Lightning4 on Mar 29, 2012 22:43

"Turbo is probably with the rest of my stuff. Don't worry... unless I've been unconscious for some time I doubt that my equipment has fallen into the hands of any commie mutant traitors."

"Anyway... I suppose it's time to catch up. I was with a large group of survivors at the garage, which I believe you remember. Unfortunately things got a little too hot. Zombies started coming in everywhere. I got scraped up pretty bad, but a significant amount of us made it into the air ducts."

I point at the duct.

"We met another group of clones there. Some Junior Citizens were with them. We waited for a while then we found a way out, through the fire escape. Though we had to leave the ducts to do that..."

I continue recalling.

"Got banged up even worse there. Things get fuzzier there. A lift maintenance room... a ladder... Joris-R and that transition. Not much else."

written by Jam on Mar 29, 2012 23:02

I walk over to the others, and look confused for a few secondcycles as I see L4-O...

"Wait, you were... Oh, you've recloned already? That was fast."

I notice L4-O doesn't have any equipment, and facepalm.

"Oh, vatcrap, why didn't I grab L4-O's stuff when I saw his corpse? Hey L4-O, why don't you come with me and we can get that cone rifle. I don't think I'm cleared to bring it to you..."

I also look at the clones that followed me.

"This is probably the safest place in the subsector right now, so stay here with the nice YELLOW clone, okay?"

I smile, and point to Speed-Y.

written by Granpire viking man on Mar 29, 2012 23:21

"I think I need to leave this garage. Hygienebot needs to be refilled. In the meantime, this B3 needs to be drunk."

"I suggest we all accompany you, Jam-Y. At least I should."

written by Lightning4 on Mar 30, 2012 00:55

"Recloned? I... nevermind, later. But yes, I should regather my equipment if you know where it is. I figured it can't have gone far..."

I prepare to follow Jam-Y as soon as he starts moving.

written by Gligar on Mar 30, 2012 01:25

Garage, Building 2, Industrial Subsector B

Speed-Y wonders where Turbo is.

He also wonders how L4-O got to the roof. As far as he knows, he blew up the stairwell...

L4-O explains that Turbo will be with the rest of his equipment. It shouldn't have gone far (unless he's been out for a while (he hasn't)). He then brings the rest of the team up to speed with what he's been doing. He tells them about the zombie attack, and of escaping into the air ducts. He tells of finding more clones in the air ducts, and taking them to the roof via the fire escape. And then, the lift maintenance room, and the ladder, and Joris-R... the rest is fuzzy.

Jam-Y walks over, notices L4-O, and looks confused, before realising that he must have recloned already. He realises that L4-O is unharmed, and berates himself for leaving his stuff outside with his corpse. Then again, he doesn't think he's cleared to carry Turbo. He suggests that L4-O and he go and get it., and that the other clones stay here, since it's probably the safest place in the subsector. He doesn't get any arguments there.

King-R says that he needs to go and get water for the hygienebot. He also reminds everyone about the B3 it

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currently carries. Her suggests that he accompany Jam-Y as well.

L4-O is still confused about recloning. But he agrees that he should go and get his stuff. If Jam-Y knows where it all is.

written by Speeder on Mar 30, 2012 01:44

At first I look confused... but that is only briefly...

I look the clones following Jam.

"I see... so the clones that I left waiting in the garage got to the roof and then had a very short trip down here... I think it probably has not been pleasant, considering L4 died on the trip."

I look at all the Jam followers that now will probably follow me.

"Is those, Junior Citizens? Wait, are those the ones I saw on the dormitory?"

I look at them again.

written by Cryoburner on Mar 30, 2012 01:54

I come to, and have a look around at my surroundings. I make sure to note any signs that might indicate where this might be, or that might provide any other information, useful or otherwise.

written by Granpire viking man on Mar 30, 2012 02:04

"Either someone has to take Hygienebot with them, or I have to take it. And I can't drink all this B3 alone..."

"Besides," I continue, gesturing to the Junior citizens, "They need to stay with someone. Why don't we take Hygienebot over to a water supply and we can all get clean. They look like they could use washing, anyway."

"Speed-Y? What do we do with the Junior citizens?"

written by Lightning4 on Mar 30, 2012 09:40

If Jam-Y starts moving, I proceed to follow.

If I have some time, I grab whatever weapons are handy around the garage that a dead clone from the earlier group may have dropped. Maybe one of my laser pistols? Or at least some kind of blunt weapon to use.

written by Gligar on Mar 30, 2012 16:57

Garage, Building 2, Industrial Subsector B

Speed-Y looks momentarily confused, before realising that the clones he left in the garage got to the roof, and than got down quickly somehow... it probably wasn't a pleasant trip given that L4-O died.

written by Gligar on Mar 26, 2012 22:21

waits

totally not a one-word post

He then notices the Junior Citizens, and looks at them again. He realises that they're the ones from the dormitory.

King-R insists that someone needs to take the hygienebot with them. Either him, or someone else. But he can't drink all that B3 alone.

He then indicates the Junior Citizens. They have to stay with someone, so they might as well follow him to a water supply to refill the bot, and get clean. Everyone could go.

While he waits for Jam-Y to start moving, L4-O has a quick look around the garage. He notices one of his laser pistols on the floor, still with two shots left, and picks it up. There's also a big hammer over there, which he takes.

Cloning station, some other sector

Cryo-R comes to, a little later than Kris-R, and looks around. He notices the YELLOW and the two bots, as well as the cloning tanks surrounding the decanting area. Two are open (the ones they just used), some more are partway through their cycles, and others are sitting idle.

There are openings in two directions: one where they YELLOW has entered, and one opposite, with a sign marked SHOWER, and an arrow pointing left.

written by 4616599 on Mar 30, 2012 18:18

I continue trying to salvage the Transition.

I climb on it and see if it responds.

written by Kristos on Mar 30, 2012 19:56

I hear a dull voice coming from the direction of a yellow blur. I wipe goo from my face and try to knock it out of my ears. Perceiving the presence of a YELLOW clone, I say,

"Greetings sir or madam. Forgive me, I cannot discern your speech. There seems to be an thick gelatinous substance in my ears."

written by Jam on Mar 30, 2012 20:44

"I didn't see Nukabot, but I found L4-O and Joris-R. Joris-R said that he was trying to salvage a transition that had crashed."

I look around for him...

"Hmm... He must still be with the Transition... Well, I guess I'll be off! Ready L4-O?"

I start jogging back toward the crashed transition...

written by Gligar on Mar 30, 2012 22:04

Garage, Building 2, Industrial Subsector B

Jam-Y notes that he didn't notice Nukabot, but he did see L4-O and Joris-R. The latter must still be where his Transition crashed.

He asks if L4-O is ready, and starts jogging back out, passing an arriving Nukabot in the process.

Near Building 2, Industrial Subsector B

As it happens, Joris-R is still with his Transition, trying to get it running again.

He decides to give it a try and climbs onto it. Sure enough, it rises, slightly erratically, to what seems to be slightly below 50cm off the ground.

Not long later, Jam-Y and possibly L4-O arrive.

Cloning station, some other sector

It seems that Kris-R is having a little trouble with the tank goo, as it seems to be obscuring his vision and clogging his ears. He tries to free some of it and manages to make out the YELLOW clone, though he didn't really hear him properly. He explains this to the YELLOW.

"That's normal around here," the YELLOW replies, raising his voice. "The tank solution we use here is somewhat thicker than usual. Just head into the shower, it'll come right off." He points in the direction of the shower.

written by Lightning4 on Mar 30, 2012 22:08

I do jog behind Jam-Y, saying hello to Nukabot as I pass. I notice the fact that I can actually jog too.

"Good to see you survived the zombies. Was worried when you didn't respond to my PDC message. Will talk more shortly."

Once I arrive at the spot I have a look around.

written by Granpire viking man on Mar 30, 2012 22:28

I speak to Speed-Y.

"Well, we need to keep these junior citizens safe, and we need to maintain our hygiene."

"You're the team leader. How do you suggest we fill these tanks?"

While I wait for Speed-Y's response, I take the end of the hose, insert it into my mouth, and ask Hygienebot, "Could you pump me some B3? About the equivalent of a human mouthful?"

written by Speeder on Mar 30, 2012 22:48

I look at King.

"That does not sound much hygienic... You ever though that a hose in the garage probably was a hose to move oil or fuel?"

I look if there are any obvious water sources inside the garage.

written by Granpire viking man on Mar 31, 2012 00:39

"You're right."

I let the hose fall.

"Hygienebot, just send a little B3 through the hose."

I turn back to Speed-Y "B3 is quite a cleaner, you know. It will probably clear out anything harmful."

written by Cryoburner on Mar 31, 2012 01:16

I taste the solution, to determine whether or not it is at all similar to Tasty Gel Substance Treat.

written by Gligar on Mar 31, 2012 02:38

Near Building 2, Industrial Subsector B

L4-O does, in fact, follow Jam-Y. He seems to be enjoying the fact that he can jog again.

Once the two reach Joris-R, L4-O has a look around. Apart from Joris-R and the Transition, his corpse is still in the vicinity. It seems to be twitching, as if it is trying to get up but is too injured to do so. It still seems to have all of L4-O's equipment.

Notably absent are any other clones, especially Lucas-R. Last time we saw him, he was leading a bunch of zombies away somewhere...

Garage, Building 2, Industrial Subsector B

King-R explains that he is trying to fulfil two goals: one, to protect the Junior Citizens; and two, to maintain hygiene. He requests a course of action from Speed-Y.

While he waits, he decides he wants a drink, and tries to get it from the hygienebot. Of course, with the (oily-tasting) hose in his mouth, he can't speak very well.

Speed-Y tells him to stop doing that. That hose was probably used for oil or fuel... neither of which you want in your mouth. He looks around for a water source, but there doesn't seem to be one in the garage.

King-R concedes that point, and settles for asking the bot to just send some B3 down the hose, again citing its cleaning properties. The bot obliges, eventually causing the B3 to spill on the floor.

Cloning station, some other sector

Cryo-R decides to taste the tank solution. He is slightly disappointed that it has no taste. "Please don't do that," the YELLOW says. "It has additives designed to reduce mutations during the cloning process, and is not meant for consumption after a clone has been decanted."

written by Granpire viking man on Mar 31, 2012 02:48

I repeat my earlier command to pump out a small amount of liquid, and this time, I put the newly-cleaned hose into my mouth after having spoken.

I then attempt to enjoy the once delicious B3.

written by Lightning4 on Mar 31, 2012 05:35

I frown when I see my corpse.

“Well that’s no good. I’m still supposed to be a prime...”

I proceed in re-gathering all my equipment again and putting them all in their proper place.

“No good at all...”

I look at the corpse and wonder...

“I wonder if... there’s something we can do? I mean... it is still showing life in a way... just a treasonous kind of life. Maybe there’s... some way of changing that...”

written by Speeder on Mar 31, 2012 13:59

I think that whatever it was given to you to stop you from freezing while seeing blood made you the most unhygienic hygiene officer that I ever saw...

Instead of cleaning you are dirtying stuff...

written by Gligar on Mar 31, 2012 15:16

Garage, Building 2, Industrial Subsector B

Now that he believes the hose to be clean, he repeats his command to the hygienebot, before replacing the hose in his mouth.

He attempts to enjoy the resulting B3, but all he can taste is the rubberlyke hose. And oil.

Speed-Y decides that whatever it was he was given to cure his fear of blood has made him a poor hygiene officer... all he is doing is making things more dirty.

Near Building 2, Industrial Subsector B

On seeing his own corpse, L4-O feels sad. he was supposed to be a prime! But it is now clear that he is not.

He liberates his equipment from the still-twitching and spasming corpse. It’s like it’s zombified, but too injured to be a threat. Perhaps there’s something that L4-O could do to fix it?

written by Jam on Mar 31, 2012 16:12

I see L4-O looking sadly at his own corpse.

“Sorry, but I don’t think we’re going to be able to bring your last clone back... The best thing to do would be to re-kill it before it becomes a zombie...”

I look around for any more living clones, and try to count how many zombies there are.

written by Gligar on Mar 31, 2012 21:17

Near Building 2, Industrial Subsector B

Jam-Y tells L4-O that there’s nothing they can do about his corpse, except maybe re-kill it.

He looks around. There are a few zombies over in the distance - perhaps in Subsector A - and what appears to be a mass of clones over near where the checkpoint should

be - presumably Armed Forces - and what seems to be a clone heading in their direction.

written by Kristos on Mar 31, 2012 21:39

Still unable to properly hear the clone, I think I understand his blurry gestures so I stumble to the chemical showers, trying to avoid slipping.

written by Lightning4 on Mar 31, 2012 21:48

“Well... it’s not really a threat at the moment. But we’d need to restrain it or something...”

I frown.

“No rope though. And I suppose that’s weighing the problem of resurrecting your prime versus the safety of the sector...”

“Though... a prime...”

written by Granpire viking man on Mar 31, 2012 22:23

“Blech.”

I spit out whatever B3 was left in my mouth.

“I think this hose is insufficient for hygienic use. Hygienebot, do you require a hose to refull through a water source? Will dirtied water pose a problem for your tanks?”

written by Gligar on Apr 01, 2012 01:24

Cloning station, some other sector

Though Kris-R still can’t hear the YELLOW, he can make out enough of his gestures to understand that he is supposed to head in the indicated direction. He decides to do just that, and it becomes apparent that his sensory impairment is affecting his sense of balance as he stumbles through the opening. He can dimly make out a blurry hallway to his left, so he takes it, and finds himself in what seems to be the right place.

Chemical showers, some other sector

The lights in here are harsh, with decorations which emphasise contrast between black and light grey, making the shower cubicles stand out. Some of them seem to be unoccupied.

Near Building 2, Industrial Subsector B

L4-O admits that his corpse is not a threat right now, but they’d need to restrain it anyway if they were to take it with them or something equally ridiculous. And they have no rope. Not just that, but you have to consider the safety of the sector versus resurrecting your prime.

L4-O seems conflicted over that.

Garage, Building 2, Industrial Subsector B

King-R spits out the B3 and declares that the hose is unsuitable for hygiene purposes. He asks the hygienebot if it requires the hose to refill its tanks, and the bot replies in the affirmative.

written by Granpire viking man on Apr 01, 2012 01:36

I ask Hygienbot, "Is water all you use to clean, or do you use some sort of cleaning agent? If not, I don't see how using this hose is acceptable."

"Unless you can clean this hose, we need to find something better."

written by Speeder on Apr 01, 2012 01:51

I decide to go outside and see if there are a available water source there but near.

written by Mingamango181 on Apr 01, 2012 07:39

I take a look around.

written by Lightning4 on Apr 01, 2012 13:37

I check my cone rifle shells for something of use for this situation. Maybe some kind of long-term knockout device... or an EMP shell (do those even exist? and do I even know nanobots cause zombies?)

written by Gligar on Apr 01, 2012 15:51

Garage, Building 2, Industrial Subsector B

King-R continues questioning the bot, this time, asking about what it uses to clean. "The water I send through my system is just that", replies the bot. "However, there is also the chemical mixture used to clean newly-decanted clones. I still have a little of it."

Speed-Y goes to look for water sources outside, and finds none in the vicinity.

Lift maintenance room, building 2, Industrial Subsector B

Mango has another look around. He's still in the lift maintenance room, which seems to be Clearance RED, judging by the faded, peeling clearance stripe. If there are any cameras, he can't see them.

Also present is a staircase leading up. A table opposite the staircase has collapsed, indicating that something crashed into it recently.

Near Building 2, Industrial Subsector B

L4-O checks through his cone rifle shells... is anything useful? Hmm... what about this gas shell? There's also this damaged EMP shell, but... he doubts that it would be useful.

written by Mingamango181 on Apr 01, 2012 20:23

I decide to proceed up the staircase, noting the table as I go.

written by Granpire viking man on Apr 01, 2012 20:40

"Will this solution be sufficient to wash away any residual oil or gas inside the hose?"

written by Speeder on Apr 01, 2012 20:46

I give up on searching for water and go see the transition crash site.

I also see how bad is the situation in other buildings and in the perimeter.

written by Gligar on Apr 01, 2012 21:00

Lift maintenance room, building 2, Industrial Subsector B

Mango heads up. The maintenance room doesn't hold much interest for him, it seems.

Roof of Building 2, Industrial Subsector B

He finds himself on the roof. Signs, such as the discarded VitaYum wrappers, and the bootprints, and the emergency lights set up around the edge, and the dead zombies on the remains of the fire escape, indicate that there were clones here recently. They seem to have moved on. Either they were picked up (though surely Mango would have heard if they did) or they found another way down.

Garage, Building 2, Industrial Subsector B

King-R asks if the chemical stuff will clean through oil. "I do not know. However, it is possible."

Speed-Y wanders outside a little further.

Near Building 2, Industrial Subsector B

He seems to be heading towards the crash site.

As he walks, he checks on what he can see of the situation elsewhere. The smog is thick, but he can definitely make out a group of clones at the checkpoint, along with some big machine-looking thing. The other buildings aren't too visible, but hew can make out zombies near Building 3, and some in the subsector opposite.

He arrives at the crash site, to find Joris-R and his Transition in one piece, more ort less, and L4-O's corpse, also more or less in one piece. Also present are the living L4-O, who now has all of his equipment, and Jam-Y.

The approaching clone continues to approach.

written by Jam on Apr 01, 2012 21:02

I look at the approaching clone, and try to figure out why he or she is approaching. I also attempt to determine who the clone is.

written by Speeder on Apr 01, 2012 21:20

I see tha approaching clone, raise my spear and wait looking at him.

"Oh, L4, good that you retrieved your stuff... I wonder if you have EMP ammunition there, if the gas is really nanobots, it might kill zombies..."

written by Lightning4 on Apr 01, 2012 22:33

I decide to try loading my cone rifle with the gas shell.

"I'll hit my corpse with this on our way out. Hopefully it'll still be here when we get back. Not that it can do anything as it is... this should just completely remove the odds."

I don't fire yet, I just look around and wait. I notice the approaching clone and watch.

written by Azirphaeli on Apr 02, 2012 01:23

I follow Speed-Y incase something happens

written by Gligar on Apr 02, 2012 01:25

Near Building 2, Industrial Subsector B

Both Jam-Y and Speed-Y notice the clone. Speed-Y levels his spear, but it turns out not to be needed: it's Lucas-R. "Whoa!"

L4-O is more interested in loading Turbo. He explains that he's going to shoot the corpse with this shell once they get clear. It shouldn't destroy it, but it should ensure that it isn't a threat... not that it is a threat, but still.

Then he notices Lucas-R.

written by Granpire viking man on Apr 02, 2012 02:16

I let out an exasperated sigh at hygienebot.

"Do you ever worry about the condition of your hoses, or you just hope that it's clean and use whatever water came through it to clean clones?"

Deciding that scrubots are much better equipped to clean things, I attempt to find a solution to the problem.

"I'll try and find something to clean it."

I look around for a rag, brush, or pipe cleaner. Perhaps Hygienebot is equipped with something?

If I find something, I instruct Hygienebot to let out a very small amount of cleaning solution and B3, and start trying to clean out the inside of the hose.

written by Speeder on Apr 02, 2012 02:58

"Yay! Lucas!

So, what can you tell us?"

I start idly stabbing L4.

I mean, the dead L4.

Or the L4 that should be dead.

written by Kristos on Apr 02, 2012 04:57

I attempt to use a chemical shower.

written by Mingamango181 on Apr 02, 2012 11:43

"Hmm... I wonder where they went...?"

I take a look for a way down. If the group of clones had been picked up, it wouldn't be likely that it would be coming back for myself.

written by Speeder on Mar 29, 2012 17:11

Cryo is on his last clone...

I wonder if he will retain his antics, die and create another interesting clone with another interesting personality...

Or if he will chance his antics right now to avoid losing his clone (or trying to award another clone).

Both make me very curious XD

written by Lightning4 on Apr 02, 2012 12:17

If Speed-Y starts stabbing my zombie, I frown.

"Hey! Don't... don't do that. I might still be able to do something. Maybe... it's my prime... I have to do something."

I look to see if it's not completely dead yet.

written by Gligar on Apr 02, 2012 16:10

Near Building 2, Industrial Subsector B

Speed-Y relaxes, and lowers his spear. He asks Lucas-R for an update. "I led some zombies over to the Armed Forces at the fence," he replies. "Their warbot took care of them. That's a *huge* bot," he adds.

Speed-Y then realises that he's "accidentally" stabbed L4-O's corpse. He decides to make the best of it and keeps stabbing. The corpse stops moving.

L4-O (the living one) protests that Speed-Y shouldn't do that. They could still do something for the corpse... right? It was his prime, after all...

But it's too late. Speed-Y's attack has caused it to be still once again.

Azir-R arrives to witness Speed-Y continuing to stab L4-O's corpse.

Chemical showers, some other sector

Kris-R enters a cubicle. He notices that the showerhead is marked with a warning sign. He can't read the text due to his blurry vision, but the pictogram seems to indicate that one should not let the chemical mixture get into your eyes. There is also a big RED button. Of course, he's still disorientated from the decanting, so he ends up stumbling into the button.

The door closes, and a five-second cycle countdown begins.

Cryo-R still hasn't followed him. Perhaps he's examining some air molecule or something.

Roof of Building 2, Industrial Subsector B

Mango keeps looking. He reasons that there must be an alternate way down. If those clones were picked up, he can't expect a return visit. His search pays off, as he finds an access ladder leading down the side of the building.

Garage, Building 2, Industrial Subsector B

King-R seems to be getting annoyed. He wonders if the hygiene bot even cares about the condition of its hoses. "The upkeep of the hoses that are attached to me is not

my concern," the bot replies. "Those are the responsibility of my operators."

King-R decides to take matters into his own hands. He looks around for a rag or a brush or something. He finds a couple of scrubbing brushes in the HYGIENE OFFICER box, currently situated on Nukabot, as well as some MintFresh cleaning fluid in 300ml bottles.

But he doesn't use the fluid. Instead, he asks the bot to let some B3 and chemical solution through the hose, so he can clean it. The bot does so, and he has a go at cleaning it.

written by Granpire viking man on Apr 02, 2012 17:51

I look at and smell the hose, to see if it's clean enough to supply clean water.

I keep trying to argue with Hygienebot.

"Aren't you responsible for the water that enters your tanks? If the water is full of oil, shouldn't you reject it?"

written by Mingamango181 on Apr 02, 2012 21:00

"Nice," I remark to no one in particular.

I observe the ladder to get an early impression on how sturdy it is, before I leap to conclusions.

written by Gligar on Apr 02, 2012 21:23

Garage, Building 2, Industrial Subsector B

After cleaning the hose, King-R checks it. It certainly looks cleaner than before. Clean enough to use, perhaps.

He insists that the hygienebot should take responsibility for its water. Surely it should reject, say, oil-contaminated water? "That is easy to say," replies the bot, "but I am not equipped to detect what is inside my tanks. It is up to the operator to ensure that the liquids are correct."

Roof of Building 2, Industrial Subsector B

Mango has a closer look at the ladder, and determines that it could support his weight.

written by Azirphaeli on Apr 02, 2012 21:47

"well.. good work I guess..?"

written by Granpire viking man on Apr 02, 2012 21:52

I stare at hygienebot for a moment, looking over its assembly.

"Wouldn't it be more efficient to have a simple electronic pump? What kind of functions do we need hygienebots for, anyway?"

I sigh at what I assume will be an unsatisfactory answer from hygienebot, and plug the hose back into the it.

"Now, we just need to find a water source... Where is everybody?"

I look around to see who is left in the garage; notably, the junior citizens.

written by Lightning4 on Apr 02, 2012 22:04

I frown seeing my corpse is no longer moving.

"Well... maybe something can still be done. Let's just... leave it alone."

I unload Turbo and put the gas shell safely away.

"I guess I can save that for some traitors now."

written by Cryoburner on Apr 03, 2012 00:12

"Wow! That's some interesting air. I really should probably take a shower now though."

I march toward the shower, and then shower.

written by Malkom on Apr 03, 2012 01:15

I attempt to feel paranoia once more. Preferrably in a suitably dark and dramatic location, but I suppose we can't be picky these days...

written by Gligar on Apr 03, 2012 01:56

Near Building 2, Industrial Subsector B

While Azir-R is slightly confused at seeing Speed-Y stab an L4-O with another L4-O watching, the latter L4-O frowns. Maybe he should get that frown seen to. He still thinks that something could be done for him prime. Like leaving it alone for now.

He unloads Turbo. That shell can be saved for commies or something.

Garage, Building 2, Industrial Subsector B

King-R continues to wrestle with the hygienebot. He wonders why they even need hygienebots. Surely a simple pump would suffice. "Are you certain that you could adequately operate a 'simple pump'?" the bot replies. "There is more to consider than you imagine."

King-R tries to ignore it by plugging in the hose again. Now all he needs is a water supply. Wait... where did the team go?

"If you're looking for the team," John-R (the only other team member left in the garage) replies, "they all went over to the Transition crash. Or something."

Some of the Junior Citizens nod.

Chemical showers, some other sector

Oh hey, there's Cryo-R now. He must have finished his inspection.

He finds an unoccupied shower and enters. He looks at the warning sign, and the button, and presses the button, just once, whereupon it goes *click* and starts a five-second cycle countdown before the showerhead activates.

?

Mick-R awakens to...

...blackness.

But he seems to be walking – or perhaps he is *being* walked – somewhere, with his arms restrained behind his back.

Abruptly, he is pulled to the left, and turned through a right angle, if he even knows what that is.

written by Speeder on Apr 03, 2012 02:42

I idly stab L4 corpse some more while talking.

“Humm... big warbot, interesting...”

Alright, the part 1 of the plan is done, the situation is clearly contained.

Now seemly we have to escort some Junior citizens out, this sound easy, just walk from the garage to that huge bot...

But for some reason I think something will happen during that trip... It is always this way, like if some superior force is watching us and controlling events on purpose for pure sadism.⁷⁴⁴

written by Lightning4 on Apr 03, 2012 04:41

My voice almost turns to a growl when I see Speed-Y stabbing the corpse more.

“I doubt that’s necessary anymore. Sir.”

I sigh and then look around at the situation.

“We can run, probably. I don’t know if I have any explosive shells anymore... maybe I still have something good against the zombies. Napalm, perhaps. Maybe some other things. Then there’s my blaster... I’m getting to be a pretty good shot... but I don’t think I have many shots left.”

I check my blaster power packs.

Then I realize I don’t actually have (not sure?) my blaster on hand. I look to see if Joris-R still has it, and try to determine its status from here.

written by Mingamango181 on Apr 03, 2012 06:11

With little option remaining in regards to progress, I put my weight upon the ladder, and begin to descend.

written by Azirphaeli on Apr 03, 2012 13:01

“Cheer up, it could be worse. He could be stabbing the you that’s not dead.”

I comfort L4.

written by Granpire viking man on Apr 03, 2012 14:36

“And I suppose they don’t care about finding a water supply?” I ask no one in particular.

“Well, I suppose we need to stay and watch the junior citizens.”

I hope that the others remember to bring back some water.

written by Gligar on Apr 03, 2012 17:23

Near Building 2, Industrial Subsector B

Speed-Y continues to stab while he speaks...

It seems, he says, that the subsectors are secure. Therefore they should concentrate on getting the Junior Citizens to safety, which should be as simple as walking to the checkpoint, right? Except... he can’t shake the feeling that something would happen. It’s almost as if someone is deliberately making trouble for them for no reason other than... well, because they can.

I’m pretty sure that such talk is treason.

L4-O takes offence to the continued stabbing of his corpse, saying that it’s not necessary any more.

With regards to the Junior Citizens, he adds that they could just make a run for it. He isn’t sure if he has any relevant cone rifle shells left... perhaps some napalm and a few others. He has his blaster, though... but he might be running low. Speaking of that, where is his blaster? It seems that Joris-R still has it. It’s right there in his hand. And the power pack’s running low... and L4-O still has two full ones left.

Azir-R tries to cheer up L4-O by reminding him that it could be worse: it could be *him* being stabbed.

Roof of Building 2, Industrial Subsector B

With no other option, Mango decides to chance the ladder, and begins climbing down.

The ladder completely fails to break under the strain.

Garage, Building 2, Industrial Subsector B

On hearing about the rest of the team, King-R shows frustration. He bets they don’t care about finding water for the hygienebot. Though they do have to stay and watch over the Junior Citizens, some of whom seem interested in the open air duct.

written by Lightning4 on Apr 03, 2012 19:37

I hear Azir-R’s remark.

“Hmph. Well there’s that, I guess.”

“We should get back to the garage and start our plan... it won’t be safe from the zombies for long, if the same thing happens when I was there.”

I start to make my way back, making sure there are no zombies along the way.

written by Granpire viking man on Apr 03, 2012 20:14

“You should stay away from that air duct! The air outside is bad!”

“You should look at hygienebot! He’s still got a little bit of B3 left in his tanks!”

⁷⁴⁴ Speeder: ooc: if I fail to reply tomorrow... It is because in the morning I will be in a business trip in another city, and in the night I will be in Pink Floyd (R Waters) concert 😊

written by Gligar on Apr 03, 2012 22:19

Near Building 2, Industrial Subsector B

L4-O rather grumpily agrees, and suggests that they get back to the garage. He doubts they will be safe for long.

He starts heading back.

Garage, Building 2, Industrial Subsector B

King-R tries to dissuade the Junior Citizens from touching the duct, citing air quality, and mentions that the hygienebot has some B3 left.

This works for most of the Junior Citizens, who enthusiastically start pestering the bot. But there are the one who persist in refusing to do what he says.

written by Lightning4 on Apr 03, 2012 23:57

I keep my eye out for zombies on the way back. I give the area a good look around me, to assess any tactical problems and where any potential assistance might be.

written by Gligar on Apr 04, 2012 01:38

Near Building 2, Industrial Subsector B

On his way back, L4-O keeps an eye out. You never know when zombies, or mutants, or commies, or zombie commies, or mutant commies, or zombie mutant commies, might attack. Fortunately, with the exception of an AF squad nearby, the way seems pretty clear right now.

As he approaches the garage, he can see King-R, still messing with the hygienebot, and apparently speaking to some of the Junior Citizens.

written by Granpire viking man on Apr 04, 2012 02:49

I walk over to the kid who refused to listen.

"Hey, check this out." I pull out my precious hygienic cloth from my pocket.

"This," I say, pointing to the specks on the cloth, "is what's out there."

"Believe me, you don't want to get that stuff on you. It's horrible. It's filthy. Probably deadly."

I pocket the cloth and try to close the air duct.

"What's your name, kid?"

written by Azirphaeli on Apr 04, 2012 04:19

I follow L4, sounds like there's work that needs doing.

written by Malkom on Apr 04, 2012 05:07

I attempt to cognicize my surroundings.

written by Granpire viking man on Mar 31, 2012 02:51

Hmmmmm, I distinctly remember cloning-tank solution having an algae-like flavour...

That was two Paranoia games ago, though. Maybe the solution has changed?

written by Cryoburner on Apr 04, 2012 08:35

I attempt to cognicize the shower, if that is even possible.

I also make sure my air mask is securely in place, making special note of the air's flavor.

written by Lightning4 on Apr 04, 2012 10:50

"Okay folks. The way looks clear. We need to get you to safety as soon as possible."

I take out my cone rifle, and load it with a napalm shell.

"Just need to wait for the others to get here then we can go."

I keep a keen eye on the surroundings for the aforementioned zombies, mutants, commies, zombie commies, mutant commies, zombie mutant commies, or even *zombie robot mutant commies*.

I gasp at the thought of that, but go back to keeping sentry.

written by Kristos on Apr 04, 2012 11:27

I grasp around for proper shower equipment.

written by Gligar on Apr 04, 2012 16:56

Garage, Building 2, Industrial Subsector B

King-R heads over to the vent, and pulls out his cleaning cloth, still stained with the black stuff from the roadway. Showing it to the JC, he notes that it's unpleasant, and most likely fatal. "Don't believe you," the JC replies. "We've been breathing it for ages and it hasn't done anything yet. Why would it do anything now?"

King-R puts the cloth away and asks the JC's name. "Not telling you!"

He looks around for the vent cover, but it seems to be absent.

Behind him, L4-O and Azir-R re-enter the garage, and L4-O announces that they need to get moving. The way looks clear right now, but they must be cautious.

He loads Turbo, and adds that they have to wait for the others, before lapsing into sentry mode. The prospect of some potential foes frightens him - zombie robot commie mutants, for instance - but he tries not to think about them.

?

Mick-R concentrates, trying to figure out why he can't see and where he is, before he realises that he is blindfolded.

He is again forced to make a turn, and then pushed into a chair. "Sit down", a gruff voice says.

Chemical showers, some other sector

Cryo-R looks at the shower, notes the warning sign, and looks around for an air mask. However, he finds that there is none. The shower may not need one. Perhaps he should close his eyes as the sign suggests. Oh well, this means he can taste the air all he wants. He notes no unusual smells, and several usual ones, of the sort one associates with chemical showers.

His shower's showerhead activates, spraying chemical mixture into the cubicle.

In another cubicle, Kris-R also searches for shower equipment. He finds some scrubbing brushes.

written by Speeder on Apr 04, 2012 17:04

I return to the Garage, with intention of leading the Junior Citizens to the checkpoint.

written by Gligar on Apr 04, 2012 22:14

Garage, Building 2, Industrial Subsector B

Speed-Y returns to the garage, to find L4-O standing watch and that Junior Citizen sticking his tongue out at King-R.

written by Lightning4 on Apr 04, 2012 22:23

"Shall we go, Sir?"

I survey the group of survivors.

"Okay, file in folks. We're going to need to go fast to get out of here before any more zombies are around."

I watch the clones for a few moments more, then turn back to Speed-Y and wait for the order to go.

written by Jam on Apr 04, 2012 22:25

I suddenly notice I seem to have zoned out again...

"Oh, wait, huh?"

I look around, then start following the others back to where the hygienebot is.

"Hey, wait up!"

written by Malkom on Apr 04, 2012 23:10

A gruff voice. Perfect. Sounds like one of those authority types.

I sit down, hoping the chair doesn't suddenly zombify me.

written by Granpire viking man on Apr 05, 2012 00:04

"Finally. Now we can go collect some water."

I grab a hold of hygienebot and prepare to wheel it out.

I pull the hose out of the hands and mouths of any junior citizens that may still be trying to drink B3. By this time, there can't be any left.

written by Speeder on Apr 05, 2012 00:19

I look at King.

"Leave that bot there... We need now to scout Junior Citizens to the army in the perimeter, so they can be more safely guarded."

written by Granpire viking man on Apr 05, 2012 00:55

"Are you kidding me? This team needs to be clean. We're all filthy. Just look at that" I exclaim, pointing at the bloodstains on Speed-Y's jumpsuit.

written by Gligar on Apr 05, 2012 01:51

Garage, Building 2, Industrial Subsector B

Now that Speed-Y is present, L4-O asks if they should get going.

While he waits for an answer, he tells the survivors that they'll have to move fast. Jam-Y enters at a run while he's addressing them, followed by Lucas-R.

King-R assumes that they're heading for a water source, and grabs the hygienebot, ready to wheel it out. but Speed-Y overrules that. Their priority is to get the Junior Citizens to safety, after all. King-R protests that everyone is filthy. Including him.

But where is Joris-R?

?

Mick-R sits down. The voice continues, "I guess you know why you're here. You have... *issues*. I assure you: by the time you return, those issues will be... *gone*."

The blindfold remains in place.

written by Malkom on Apr 05, 2012 05:12

I look confused. "Issues? I feel perfectly fine! To make myself absolutely clear, I have no pain whatsoever, I'm not unhappy at the moment, and I happen to be sitting in a very nice chair. What could be better?"

written by Kristos on Apr 05, 2012 14:49

I quickly put on an air mask and scrub the goo off, humming a catchy tune as the shower begins... which becomes suddenly interrupted with the realization that I died! This brings on a large gasp as I release the mask, causing chemicals to enter my mouth. I respond by choking and coughing, hoping to get it all back out, getting the mask back in place.

written by Gligar on Apr 05, 2012 17:16

?

Mick-R protests that he doesn't have any issues. He's not unhappy, and he's sitting in a nice chair.

"Oh, you have issues alright," the voice tells him. "You failed to report for *two* missions, and then failed to report for termination when ordered. But don't worry, we'll find out why. And I suspect that we'll find it... very entertaining."

Chemical showers, some other sector

Kris-R looks around for an air mask, but, as with Cryo-R's cubicle, there isn't one.

He starts scrubbing and humming a tune. But then he remembers that he died. The tune stops abruptly, and he gasps in shock.

This allows the chemicals to enter his mouth, whereupon he feels an intense pain. This causes him to gag and splutter to try to remove the chemicals. It works, somewhat, but it doesn't remove the pain...

written by Granpire viking man on Apr 05, 2012 17:33

I remind Speed-Y about getting clean.

"If you don't want me to take this hygienebot, you have to make sure the whole team gets to wash up at the next hygiene station we find after getting the juniors to safety."

written by Speeder on Apr 05, 2012 17:59

I look at King...

Then I keep looking at him.

"Alright... alright... But you do know that hygiene here does not really matter much, since right after hygiene that black stuff will get on us again."

written by Lightning4 on Apr 05, 2012 19:28

I frown.

"We can't be *clean* if we're *dead*. Let's move!"

written by Gligar on Apr 05, 2012 22:20

Garage, Building 2, Industrial Subsector B

King-R insists that, if Speed-Y does not want him to bring the hygienebot, the team must stop at the first hygiene station they find after they deliver the Junior Citizens to safety.

Speed-Y concedes, but points out that they'll just get dirty again, what with all this soot and smog.

L4-O points out that life is more important: dead clones can't be clean. He insists that they get going.

written by Mingamango181 on Apr 05, 2012 22:56

I advance in a downward direction, taking every now and again a moment to check for any breakages.

I also look out at the scenery while I'm at it.

written by Mingamango181 on Apr 01, 2012 07:42

Unless of course you've just gotten used to the taste.

written by Azirphaeli on Apr 05, 2012 23:59

"We will need to prioritize hygiene when the time right. For now, I think safety is the top."

written by Gligar on Apr 06, 2012 02:37

A ladder on the outside of Building 2, Industrial Subsector B

Mango starts climbing down the ladder. Every so often, he stops, to check the ladder's integrity. It seems intact, all things considering.

He also takes the opportunity to look around, and notices that there is a group of clones seemingly patrolling the area around Building 2, as well as one other clone standing on something that looks like it is hovering erratically. Though he can't make out much detail from this distance, given the ever-present smog.

He's able to get halfway down the building before he has to take a rest.

Garage, Building 2, Industrial Subsector B

Azir-R insists that they prioritise hygiene only when the time is right. He adds that now is not the time.

written by Kristos on Apr 06, 2012 02:42

I do my best to cope with the pain and continue the shower. I will not resume humming. This is no longer *fun*. The computer must be testing me.

written by Granpire viking man on Apr 06, 2012 03:44

"Hygiene IS safety. Getting blood or dirt in your wounds or mouth could be worse than getting killed by a zombie."

"I watched a vidshow about that once. Believe me, you don't want to get infected."

written by Lightning4 on Apr 06, 2012 04:54

I shudder.

"You don't need to remind us of that little mandatory piece of work."

I drift off into horrible memories, shudder again, then snap to. If the group starts moving, I move with them, motioning for the rest to follow.

written by Speeder on Apr 06, 2012 05:23

I also shudder at the mention of THAT vidshow.

But I just ignore King arguing and start to lead the way along L4.

written by Azirphaeli on Apr 06, 2012 14:50

I follow them.⁷⁴⁵

written by Gligar on Apr 06, 2012 16:36

Chemical showers, some other sector

Kris-R tries his best to ignore the pain. Humming a tune offers no excitement to him.

But he perseveres, and finishes his shower. The showerhead deactivates.

In another cubicle, Cryo-R also finishes his shower.

Garage, Building 2, Industrial Subsector B

King-R argues that hygiene and safety are part of the same thing. He cites a vidshow he once saw about infection.

L4-O has also seen it. He shudders, and asks not to be reminded about it. However, he can't help but cast his mind back to it... how gruesome it was... ugh!

But he snaps back to the present, and notices that Speed-Y is also shuddering.

Speed-Y also snaps out of it, and heads out of the garage. L4-O and Azir-R follow.

written by Lightning4 on Apr 06, 2012 17:36

I stop so most of the group can pass me, and look back towards the garage to check who is still following and who is not.

written by Granpire viking man on Apr 06, 2012 20:42

I reluctantly leave Hygienebot behind. It wasn't all that useful, anyway.

I try not to think too much about the vidshow. Maybe that's why I'm so adverse to blood?

I follow Speed-Y, and motion for the junior citizens to follow as well.

written by Speeder on Apr 06, 2012 21:23

Since we will be in wide open space, I put the spear on my back and take out the slugthrower... I also check if it is loaded.

written by Gligar on Apr 06, 2012 21:47

Just outside the garage, Building 2, Industrial Subsector B

L4-O stops and looks back. He sees that some of the survivors are beginning to file out of the garage. Some of them appear reluctant, but have no other options.

King-R has finally abandoned the hygienebot and is motioning to the Junior Citizens to follow him, though he seems to be suppressing a shudder.

Speed-Y and a couple of the others pass L4-O, and continue on towards the checkpoint. Speed-Y also puts away his spear in favour of his "revolver", which he checks. There are two rounds remaining in the weapon.

⁷⁴⁵ AZIRPHAELI: (OOO I will be away for easter)

written by Speeder on Apr 06, 2012 21:54

I reload it...

And start to walk out with it in a aim position.

written by Jam on Apr 07, 2012 00:58

I follow Speed-Y, holding a laser pistol in one hand and my emergency light in my other hand...

"Wait, did I ever replace that barrel?"

I shrug, and replace the barrel on the laser pistol with a fresh one, just in case...

written by Kristos on Apr 07, 2012 01:56

I start looking for a jumpsuit and anything else I should take. If I do not see any obvious such items, I locate the nearest clone and ask about them.

written by Mingamango181 on Apr 07, 2012 02:13

I pant. Climbing down is a tough thing to do for tall distances...

Speaking of which, I look down to see how far there is to go.

written by Malkom on Apr 07, 2012 03:15⁷⁴⁶

"Entertainment? I'm in! Let's get started. I take it this involves advanced technology, right?"

I say it the same way a third-grader might say, "This involves, like, big scary robots, right? Cooooo!" Of course that's treasonous knowledge of the Old Reckoning or something, but my player couldn't find a better metaphor so I guess I have to live with this one. What a drag.

{john! repair that darned fifth wall would you. and patch up the 103rd floor while you're at it I think reality's leaking again}

written by Granpire viking man on Apr 07, 2012 03:41

I look back into the garage to make sure no junior citizens are straggling.

written by Lightning4 on Apr 07, 2012 11:27

I start moving again, keeping to the side of the group. I keep an eye out for any CMTs. Or zombies, anyway.

written by Speeder on Apr 07, 2012 13:14

"I just thought of a redeeming quality of zombies...

I never saw a commie zombie!"

written by Gligar on Apr 07, 2012 16:18

Just outside the garage, Building 2, Industrial Subsector B

Speed-Y reloads his "revolver" as he passes L4-O.

Jam-Y follows, holding both his laser pistol and his "emergency light". Wait... did he remember to change his barrel? Turns out that he didn't, so he does so now.

King-R looks back to make sure all the Junior Citizens are following. There are a couple of stragglers, but a couple of

⁷⁴⁶ MALKOM: (OOO sorry for the wait...)

the other survivors are attempting to encourage them to follow.

L4-O takes up a position to one side of the group, as he continues to stand guard.

Speed-Y remembers one good quality that zombies have: he has never seen a commie zombie!

Joris-R still hasn't joined the group.

Chemical showers, some other sector

Kris-R looks round for equipment, but can't find any in the showers. Nor does he see anyone to ask... wait, there's one clone exiting the showers now, heading back to the main area. He follows.

Cloning station, some other sector

When he arrives, he finds that the YELLOW clone is still here, and has been joined by a couple more bots. Each of the bots has a box.

?

Mick-R hears that events will soon be entertaining, and enthusiastically agrees to take part.

"Good," the voice replies. "We'll get started right away. We'll start with your apparent belief that you are being controlled by an outside force.

"And don't you worry," the voice continues, "we're using *plenty* of technology here..."

Suddenly, blinding whiteness as the blindfold is removed.

written by Malkom on Apr 07, 2012 16:38

"Technology! Technology!" I make up a little jingle. "Techity tech, multiplex Bleck..."

written by Gligar on Apr 07, 2012 21:59

?

Mick-R is still enthusiastic about technology. He even starts singing a little tune.

The blinding white gives way to an image of the Eye of the Computer.

He then realises that there is more than just one Eye looking at him.

written by Granpire viking man on Apr 07, 2012 22:14

I walk up behind the junior citizens who are at the back of the line, to make sure the junior citizens are safe, and to ensure they are all out of the garage.

written by Lightning4 on Apr 07, 2012 22:22

I start moving again along with the group. I look ahead to see how much farther we have to go until we reach the perimeter guards.

written by Gligar on Apr 08, 2012 01:51

Just outside the garage, Building 2, Industrial Subsector B

King-R waits for the stragglers to pass him (which they do, rather slowly) before following along behind them.

Nearer the middle, L4-O starts moving while looking ahead, where he sees what is probably the Armed Forces warbot, probably somewhere near the checkpoint. The smog does not permit further identification, but it is probably a couple of minutecycles' walk away.

written by Granpire viking man on Apr 08, 2012 03:06

"Come on, keep moving! Don't let Speed-Y out of your sight. We don't want to fall behind."

written by Speeder on Apr 08, 2012 03:41

I just keep walking leading them, always alert...

I mean, REALLY always alert, although troubleshooters are supposed to be always alert some just pretend to... But I am really always alert this time.

written by Malkom on Apr 08, 2012 04:05

"Good evening, Eyes! Is the view good today?" I try to stroke one of the eyes. "What are you... holograms?"

written by 4616599 on Apr 08, 2012 06:12⁷⁴⁷

"Humph...hr...agh."

I shake myself.

"Where is everybody?"

I try to ascend.

written by Lightning4 on Apr 08, 2012 08:52

I wield Turbo again if I'm not already, and keep looking around while moving. Can't let anything slip through my attention.

written by Gligar on Apr 08, 2012 16:21

Near Building 2, Industrial Subsector B

While King-R busies himself with keeping the Junior Citizens moving (and it doesn't help that they seem to want to wander off), Speed-Y keeps walking, leading everyone towards the checkpoint. He can't be certain that the won't get attacked by any number of threats. L4-O does the same thing, and makes a point of getting out Turbo again. He notices that Joris-R seems to be moving, trying to get the Transition to ascend again, albeit not with much success. He must have damaged it.

?

Mick-R speaks to the Eyes. They don't respond.

He reaches out and tries to touch one. They don't seem to be within his reach.

He becomes aware of a sound, perhaps a voice.

⁷⁴⁷ 4616599: (OOC: Oops! Was a bit *distracted* busy this week.)

written by Kristos on Apr 08, 2012 17:48

"Hello, YELLOW. I can see and hear much better now!" I say with a probably very hoarse voice from the chemicals I partially ingested.

written by Gligar on Apr 08, 2012 21:17

Cloning station, some other sector

Kris-R greets the YELLOW, and says that his sight and hearing are better now. His voice has suffered, though.

"That's good to hear," the YELLOW replies, ignoring Kris-R's hoarseness. "One of these bots should have equipment for you... unfortunately, we've had to replace everything due to a fire. Although I believe one item survived... a recorder or something..."

?

The Eyes continue to stare at Mick-R.

As they do, the voice grows in volume, and can now be heard spouting loyalty phrases.

written by Lightning4 on Apr 08, 2012 21:52

I pause to make sure all the Junior Citizens and other clones are properly following, then resume walking as well.

"Now what's a good shell for this situation... hrm."

I rifle through my bag real quick and grab a napalm shell, and load it into Turbo.

written by Cryoburner on Apr 08, 2012 23:03

I march out of the shower!

If possible.

written by Mingamango181 on Apr 09, 2012 00:02

I wait until I am fully rested before I start continuing with my journey downwards.

written by Azirphaeli on Apr 09, 2012 00:31

I make sure my barrel has shots remaining.

written by Speeder on Apr 09, 2012 01:50

When I notice the Junior citizens wanting to drift I stop, and frown at them.

written by Jam on Apr 09, 2012 02:50

I try to make sure none of the Junior Citizens get too far away from the main group... We wouldn't want them getting lost!

written by Kristos on Apr 09, 2012 11:56

"Yes, that was my loyalty officer's recorder."

I take the TEAM LEADER box and check to make sure all the same items are there.

If a jumpsuit is not provided, I croak: "Where are the jumpsuits?"

written by 4616599 on Apr 09, 2012 16:10

I try to get the Transition to catch up with the rest.

written by Gligar on Apr 09, 2012 16:41

Near Building 2, Industrial Subsector B

L4-O stops and looks back, making sure they have the Junior Citizens with them. He can see that there are a couple of stragglers, but even they are being made to follow.

Jam-Y and Speed-Y also look back. Speed-Y frowns when he sees the stragglers. That sort of thing can't be tolerated.

L4-O loads Turbo again. Azir-R checks his laser pistol, and it's a good thing he does, because the barrel is showing empty.

The team continues. Nearby, Joris-R manages to get the Transition moving again, and follows the team.

The warbot looms in the near distance.

Ladder on the side of Building 2, Industrial Subsector B

Mango starts heading down again. This climb is quite tiring.

Soon, though, he reaches the ground. A lot of clones have been here recently, and apparently met some zombies, from the body parts strewn about.

Cloning station, some other sector

As Cryo-R marches out of the shower (or at least he performs some action which he thinks is a march) Kris-R tells the YELLOW that the recorder probably belongs to his loyalty officer.

He looks for a TEAM LEADER box. Sure enough, most of the same equipment is there, including a new jumpsuit. Even Cryo-R's old PDC is present, although it is rather damaged and burnt. Notably missing, though, is his can of B3.

written by Speeder on Apr 09, 2012 17:19

I star moving again, toward the warbot.

I look to Joris.

"That is a rented transition, isn't it? I wonder how much the bill will be, after crashing it and whatnot."

written by Azirphaeli on Apr 09, 2012 19:18

I change my barrel just incase.

written by Lightning4 on Apr 09, 2012 19:29

"Almost there folks. Keep it moving!"

I start pulling ahead so the Warbot or other clones in the area can get an ID on me, potentially.

written by Gligar on Apr 09, 2012 20:21

Near the roadway, Industrial Subsector B

The team continues on.

[1017]

Speed-Y stops for a moment (as does Azir-R, who changes his barrel) and looks at Joris-R. He asks if that Transition is rented. What with all the damage he has caused, the bill is likely to be high.

L4-O encourages everyone to keep moving. He picks up the pace, making himself more visible, in theory, to the Armed Forces clones.

Sure enough, as they draw closer, the warbot seems to detect them, and turns to face them. "Halt!"

written by Jam on Apr 09, 2012 20:49

If I heard the warbot, I immediately stop moving.

written by Lightning4 on Apr 09, 2012 22:03

I present myself.

"Hail, warbot! L4-O of the Mutant Mashers reporting in! This is a group of survivors from the Industrial Subsector buildings."

I remain still and await a response.

written by Speeder on Apr 10, 2012 00:34

I move only near enough to be clearly seen by the Army, and stop and let L4 do the talking.

written by Azirphaeli on Apr 10, 2012 01:39

I halt as well.

written by Granpire viking man on Apr 10, 2012 02:00

I try to round up any Junior citizens who have strayed from the group, reminding them of the Army's presence.

"Shh, listen to the Army people!"

written by Kristos on Apr 10, 2012 03:35

"Thank you sir. I have one question: Why is a much thicker tank gel used here?"

I put on the new jumpsuit, the reflec, and my badge, and properly equip the laser pistol.

written by Gligar on Apr 10, 2012 18:14

Roadway, Industrial Subsector B

On hearing the warbot, Jam-Y freezes in his tracks, followed shortly by the rest of the team. The Junior Citizens require some encouragement, provided by King-R, but they do stop, primarily in order to gawk at the huge warbot.

L4-O steps forward and identifies himself, also telling the warbot about the survivors.

The warbot seems to stare at the group as if scrutinising them. Eventually it says, "Junior Citizens have been detected. Targeting denied. Orders are to permit Junior Citizens to return to designated crèche.

"Further citizens not permitted to leave under Code-Three-Zed protocols."

Cloning station, some other sector

Kris-R thanks the YELLOW, and, while equipping himself, asks the reason for the thicker tank mixture.

"It's simple," the YELLOW replies. "This sector has a zero-tolerance policy towards mutants. The mixture in use here is designed to minimise mutations by suppressing the... no, you aren't cleared for that part... but the basic idea is that it mixture makes it extremely difficult for mutations to form in a clone."

written by Speeder on Apr 10, 2012 18:20

"Whoa, nothing happened! That is new..."

written by Lightning4 on Apr 10, 2012 19:30

"Someone part of the Armed Forces guard who hasn't been in the Buildings should escort the Junior Citizens beyond the line..."

"I'm aware of the protocol, since I called it and all. Looks like me and my team stay here... but are we allowed to reinforce the perimeter?"

written by Gligar on Apr 10, 2012 21:19

Roadway, Industrial Subsector B

Speed-Y is surprised that nothing happened. Perhaps he expected to become a mushroom cloud or something.

L4-O requests Armed Forces personnel to escort the Junior Citizens to safety, and adds that he is familiar with the protocol. Though perhaps they are allowed to reinforce the perimeter from the inside?

"Reinforce?" repeats the bot. "Are you suggesting that I am... *incapable* of performing the task? Are you suggesting that I am... *flawed*!?"

A hatch on the warbot opens, revealing a clone. "Did you forget, sergeant? This is the Mark IV model 3248. They're powerful and they know it."

written by Lightning4 on Apr 10, 2012 21:37

"Ah, I apologize! I did not mean to suggest you are incapable of performing this task. Far from it. However, there is no such thing as enough firepower for killing traitors, commies, commie mutant traitors, and zombies. You can always shoot them more. More clones means more firepower, of course."

I smile.

"No kill like overkill, in other words!"

I look at the clone to see if I recognize him, since he seems like he recognizes me.

written by Jam on Apr 10, 2012 23:27

I start to breathe again, relieved that the warbot has decided not to terminate us all.

Wait, hang on, I spoke too soon! Ah, oh no, the warbot is mad again! I'd better go back to not breathing...

written by Malkom on Apr 10, 2012 23:56

Deciding that all this light must be hurting my eyes, I close them. Maybe it's a halluciwhatsis, and will go away.

written by Gligar on Apr 11, 2012 15:53

Roadway, Industrial Subsector B

L4-O quickly explains that he does not mean that the warbot is flawed, only that one can never have too much firepower when dealing with commies, mutants, and the like. "True enough," the warbot concedes, "but I have yet to see a commie who can withstand a full barrage of Mk.23 MegaDeathKill missiles from across the complex. No commie, mutant, or mega-fortified command post is a match for my firepower."

Jam-Y seems to have forgotten to breathe.

"I think what the Mark Four is trying to say," the clone (who L4-O can see is actually Corporal Sven-O-MPO-3) adds, "is that the average clone might be able to cause *damage*, but only a warbot can cause *megadamage*."

?

Mick-R closes his eyes. Apparently, they are beginning to hurt.

But that does not stop the glare of the lights. And he may not be able to see the Eyes any more, but they have been replaced with something else... a hammer and sickle.

And through his eyelids, the intense white light appears... kind of red.

written by Kristos on Apr 11, 2012 19:14

"Okay, thank you sir!"

I turn to go find Cryo-R so we can get back on mission.

"Cryo-R, we must be back to our mission soon! Remember we have to meet with JHY Sector R&D."

Oh! I do not know where we are. So I turn back to the YELLOW:

"What sector are we in?"

written by Gligar on Apr 11, 2012 20:25

Cloning station, some other sector

Kris-R thanks the YELLOW and goes looking for Cryo-R... who, as it happens, is right behind him. He proceeds to remind Cryo-R about JHY Sector R&D... before remembering that he doesn't know where he is. He closes his eyes for a moment, probably because he doesn't want to be seen rolling his eyes or something.

He turns back to the YELLOW and asks for this information. "This is JHP Sector," is the reply. "Before you go, I have a few forms I need you to fill in... oh, and your friend's equipment."

written by Lightning4 on Apr 11, 2012 21:01

"Well, no commies here that I can see. Just zombies."

I look back towards the buildings, then back at the warbot.

"Lots of zombies. So many..."

"But yes. Megadamage is wonderful to have in a situation like this."

"Anyway... what's the situation, Corporal? It looks handled so far. And, what would you have us do?"

written by Speeder on Apr 11, 2012 21:41

I just keep watching. Not really wary of the big hulking machine there... In fact I look interested, I keep watching it with much interest.

written by Jam on Apr 11, 2012 22:41

Seeing as the warbot seems to have calmed down, I start breathing again...

written by Kristos on Apr 11, 2012 23:24

I begin filling out forms.

written by Malkom on Apr 12, 2012 04:37

"Splendid."

I try to turn off my mind, hoping that when I wake up (if successful) I'll be in a better place.

written by Granpire viking man on Apr 12, 2012 13:43

I also look curiously at the warbot, also wondering what the corporal would have us do.

written by Gligar on Apr 12, 2012 17:59

Roadway, Industrial Subsectors

L4-O reports that he hasn't seen any commies here, only zombies. Lots of zombies. In such a situation, megadamage is a good thing to have.

He asks about the situation, and what Sven-O would have them do. "The perimeter is secure, yes, though we do have to sort out these Junior Citizens. Other than that... we don't really have a good idea of the zombie population. After all, we can't enter any more than you can leave. Perhaps you could give us an overall report, Sergeant? I can relay it to the captain."

Speed-Y watches with interest as the warbot gazes out over the Industrial Subsectors. He can almost sense its longing to let loose and obliterate the whole thing. Jam-Y remembers to breathe.

King-R also has a quick look at the warbot. It... definitely has a lot of guns, some of which even have more guns bolted onto them. In fact, every time he looks, he sees more guns.

Cloning station, JHP Sector

Kris-R accepts the small mound of forms from the YELLOW and starts filling them out. The zero-tolerance policy he mentioned is evident throughout every page. Almost every other question seems to be asking "Are you a mutant? Don't you want to register your mutation? Why? Why not?"

Cryo-R does a whole lot of... inspecting air molecules. Yeah, that's it.

?

Mick-R doesn't seem to react at the hammer and sickle. Instead, he tries to... shut off his mind.

An equally-puzzling location

"Sir, he's not reacting to the hammer and sickle."

"What? Are you sure?"

"Yes, sir. All I'm reading is a reduced heartbeat."

"That's not good. Try the adrenaline, and start in on the subliminals. We'll need to keep an eye on this one."

written by Cryoburner on Apr 12, 2012 18:18

After pausing a moment to further examine some air molecules (multiple at once, because I'm efficient), I take a moment to note the air's quality and consistency, along with any trace molecules suspended within that may or may not be suspicious.

"Yes, Let's go!"

I then march over to my equipment, and examine it.

written by Lightning4 on Apr 12, 2012 20:39

"Sure, but I can't give any concrete numbers. My team can probably help get a bead on it..."

I scratch my chin, the universal indicator of thinking.

"I would guess that around 90-95% of the population have been converted into zombies. Just from what I've seen, there are hundreds of zombies. I'd hazard a guess at nearly... five hundred zombies? I'm not too familiar with the population protocols..."

I add,

"Though I haven't really been in the depths of the building. Mostly the air ducts, which are zombie free."

Suddenly, I recall something.

"Oh. That reminds me. There were some clones that came in here in vehiclebots. I didn't get a good look at them, I was getting reports from Nukabot, the team forkbot. I did find some information that sheds light on what's going on. Something called the 'Reanimator Project'. But I haven't seen anything about those clones since... perhaps their plan backfired and they became zombies too..."

I turn to the group.

"Do you guys know any more about those clones?"

written by Gligar on Apr 12, 2012 22:04

Roadway, Industrial Subsectors

L4-O reports that he hasn't seen any commies here, only zombies. Lots of zombies. In such a situation, megadamage is a good thing to have.

He asks about the situation, and what Sven-O would have them do. "The perimeter is secure, yes, though we do have to sort out these Junior Citizens. Other than that... we don't really have a good idea of the zombie population. After all, we can't enter any more than you can leave. Perhaps you could give us an overall report, Sergeant? I can relay it to the captain."

Speed-Y watches with interest as the warbot gazes out over the Industrial Subsectors. He can almost sense its longing to let loose and obliterate the whole thing. Jam-Y remembers to breathe.

King-R also has a quick look at the warbot. It... definitely has a lot of guns, some of which even have more guns bolted onto them. In fact, every time he looks, he sees more guns.

Cloning station, JHP Sector

Cryo-R finishes his inspection of the air, and finds that the air's composition, quality, consistency, and trace particle content all fall within mandatory levels for a cloning station. He then goes over to his equipment box and proceeds to inspect that, as well. He finds the loyalty recorder, still in its case, along with a new jumpsuit, ME Card, PDC, laser pistol and barrel, and MBD Badge. The loyalty recorder's case looks a little charred.

Buried under those he finds a set of RED reflec, to which is pinned a nametag.

Roadway, Industrial Subsectors

L4-O admits that he doesn't have concrete numbers, but estimates a 90-95% conversion rate, which must mean... something like 500 zombies in all? The one saving grace is that they haven't spread to the air ducts.

Oh! And there's one other thing. There were some clones who arrived here earlier in autocars, who were somehow linked to something called the 'Reanimator Project'. But they haven't been seen since... he suspects that they were turned. Sven-O admits that he hasn't heard of the Reanimator Project, but promises to relay the report.

L4-O turns to the survivors and asks them. Most don't know the project. A couple have heard of it, though. "I think I heard something... it had to do with reviving clones who had... suffered... fatal... wait, you don't think..." "Sure sounds that way."

written by Speeder on Apr 12, 2012 22:33

"And the easter something? We need to remember that... easter something... easter..."

I can't remember!"

written by Lightning4 on Apr 12, 2012 23:43

"Easter something? What'd I miss?"

"Oh... this reminds me. I should call Nukabot to the line."

I check to see if Nukabot is not already with us. If it's not, I get my PDC out and fire off a message to it.

Sorry, we haven't forgotten you! We're all grouped at the perimeter right now, so if you could join us, then we can see what other plans we have for the Industrial Sectors...

written by Jam on Apr 13, 2012 02:35

"The First Church of the Easter Cy—"

I stop suddenly, and clutch at my stomach.

"Ohhhh... I'm hungry all of the sudden... Really hungry..."

I look around for any kind of food...

written by Granpire viking man on Apr 13, 2012 03:10

"Easter Cycle! That's it"

I eye Jam-Y cautiously.

"You have an awfully good memory for potentially treasonous thoughts. You know, I don't actually remember ever hearing anything about a 'first church'... What's that about, anyway?"

written by Gligar on Apr 13, 2012 16:14

Roadway, Industrial Subsectors

Speed-Y remembers something... easter... something... why can't he remember?

L4-O doesn't know what he means. Clearly, he missed something.

But he does know that he forgot about Nukabot! He has a look around for the forkbot, and realises that it's taken up a position on the other side of the group. So he doesn't need to send a message.

Jam-Y remembers about the easter thing: it's the First Church of the Easter Cycle.

But the memory triggers the other thing he got when he probed that zombie: hunger... He looks around for something to eat... but it doesn't look like he can see anything.

King-R agrees that that's it, but wonders how Jam-Y can remember such treasonous things. How did he even learn about it, anyway? King-R hasn't heard anything about it...

written by Malkom on Apr 13, 2012 16:07

I continue trying to shut off my mind, just in case it actually works.

written by Speeder on Apr 13, 2012 16:25

"First Church of Easter Cycle..."

What that means? Why they are cyborgs, and why they are using Reanimator? Why they are being traitors? Why I have so many questions? Why I question why I have so many questions? Why I question having questions? Why I have so much questions of the sort 'why'? Why you are looking at me that way?"

written by Granpire viking man on Apr 13, 2012 16:34

I look at Speed-Y "that way".

written by Lightning4 on Apr 13, 2012 17:30

"Cyborgs? They were cyborgs? Well, that explains why we kept running into those Corpore Metal guys before."

I turn back to the Corporal.

"And on top of that, the clones that entered were cyborgs. We've actually been sighting them all around the sector... which is kind of unsettling, actually."

"Then there's this... Easter Cycle.... First Church of the Easter Cycle thing that Jam-Y here mentioned. I'm not sure what it is. Sounds... treasonous."

written by Jam on Apr 13, 2012 18:10

I also look at Speed-Y "that way."

Also, I drool a bit...

"You know, you kinda look a bit like Soylent RED... Mmmm..."

I take a step towards him, a hungry look in my eyes.

written by Malkom on Apr 13, 2012 19:31

I attempt to focus on the notion of time travel as a way to distract myself from the monotony.

written by Gligar on Apr 13, 2012 21:39

?

Mick-R continues to try and shut off his mind, but it isn't working... those subliminals and adrenaline, however, are, and they're distracting enough to make the prospect impossible. Instead, he tries concentrating...

An equally-puzzling location

"It's working.. he's cognisant."

"Good. Ramp up the - "

"Wait... he's trying to concentrate on something. He's trying to block out the subliminals!"

"Okay... go back to basics... see if you can get him to scratch his nose or something. If that fails, start off on the electrics, and give him some of the usual recordings."

"Yes, sir."

Roadway, Industrial Subsectors

First Church of the Easter Cycle... that just causes Speed-Y to ask more questions, mostly "why". Things like why they're using the Reanimators, why they're cybortge... why he's asking so many questions...

...and why is everyone looking at him like that?⁷⁴⁸

Now, asking too many questions is usually insubordination, a fact which a competent Loyalty Officer would notice in an instant. And indeed, Jam-Y is looking at him "like that". (So is King-R.)

⁷⁴⁸ GLIGAR: (OOC: That's funny, Speeder. Definitely worth a Perversity Point 😊)

No wait... it seems that the zombie hunger from Jam-Y's earlier probing has clouded his mind... and he sees Speed-Y as a source of food! He advances on Speed-Y...

L4-O is still focused on the cyborgs. That would explain Copore Metal...

He adds them to his report, saying that they ran into a lot of them earlier. And as for the Easter Cycle...

"Thanks, sergeant," replies Sven-O. "I'll get right on the repo..."

He is interrupted by the warbot. "Viable target detected. Subject: Jam-Y-JYR. Suspected zombie infectee."

There is a lot of noise as the warbot seems to arm each and every one of its guns.

The Junior Citizens, who were creeping forward, suddenly make a run for it.

written by Speeder on Apr 13, 2012 21:41

I look at Jam, flabbergasted. If that is word...

Then I start to behave like a robot, hoping Jam will think he cannot eat metal, you know, a little robot dance, yeah, that one, that actually no robot moves that way and get offended...

written by Mingamango181 on Apr 13, 2012 21:59

I see if there is anything of use before departing.

written by Lightning4 on Apr 13, 2012 23:47

I retreat rather rapidly to a safe distance. At least, I try to make it a safe distance from the warbot that isn't on the outside of the perimeter where said warbot might consider me a target next.

I just... watch events unfold.

written by Lightning4 on Apr 13, 2012 23:48

Though, I do add some yelling.

"Hold fire! Do not fire on Jam-Y-JYR yet!"

"Jam-Y! Wake up! Or something! You never died!"

written by Malkom on Apr 14, 2012 02:57

I attempt to focus on any physical surroundings while still concentrating on time travel.

written by Jam on Apr 14, 2012 04:06

L4-O's voice snaps me out of my daze.

"Huh? What? Why would I be dead? Are you crazy?"

I suddenly notice that more guns than I can count are currently pointed directly at me...

"Oh vatcrap, that's a lot of guns... Hey now, don't shoot! I'm not a zombie, I'm just a bit hungry!"

written by Gligar on Apr 14, 2012 17:48

Roadway, Industrial Subsectors

Speed-Y's reaction to Jam-Y's antics are priceless... as is his response. Namely, he tries to throw Jam-Y off by doing the robot.

Of course, no real bot would ever consider doing the robot, as it is way too stylised and inaccurate. Nukabot, for instance, does not seem impressed. Nor does it seem unimpressed, for that matter.

L4-O decides to follow the example set by the Junior Citizens and makes a run for it, in the general direction of "away from Jam-Y" while yelling for the warbot to not open fire, and also for Jam-Y to snap out of it.

And he does. He wonders why L4-O would think that he is dead, when he's only hungry.

Then he notices the massive number of guns, more than he can count, pointed at him. And panics. He yells at the warbot to hold its fire...

The warbot seems to stare coldly. "Current input conflicts with standing orders. Firing solution remains. Holding. Two turncycles until activation of contingency protocols."

Near Building 2, Industrial Subsector B

Mango begins searching the mangled and fractured bodies for anything of use... and finds a couple of ME Cards, and a knife.

He could take them, and then go to... where?

?

Mick-R tries to switch up his tactics by trying to concentrate on two things at once. It's hard, and *why don't you scratch your nose? Go on, scratch your nose... and how about some B3? You know, B3 is mandatory... wouldn't you like to be mandatory?*

He begins to feel a brief tingling across his chest.

written by Speeder on Apr 14, 2012 18:53

"Jam! Hug him! He might miss a hug!"

written by Granpire viking man on Apr 14, 2012 20:03

I watch all the Junior citizens run away from me, and wonder why they ran.

Deciding I will never be able to catch them all, I opt to watch where they go, and hope that Jam-Y doesn't try to eat one of them.

written by Gligar on Apr 14, 2012 21:43

Roadway, Industrial Subsectors

Speed-Y suggests that Jam-Y give the warbot a hug, stating that it might miss it.

The warbot? Really? You might as well try to hug a [DELETED FOR SECURITY REASONS]...

King-R watches the Junior Citizens running down the roadway, and wonders why they ran. Oh well, at least they're not going to get eaten by Jam-Y.

written by Jam on Apr 14, 2012 21:44

I start to panic...

"Wait, I'm not a zombie!"

I start to back away from the warbot, until I hear Speed-Y's advice.

Hug him? Hug who, the bot?

I change my mind, and cautiously walk forward. I attempt to do the best I can to hug the warbot.

"Please don't shoot me, please don't shoot me, please don't shoot me..."

written by Lightning4 on Apr 14, 2012 22:10

"Ah why not, worth a try..."

I return to a yell.

"Warbot! Abort current order and return to standby mode! Execute Standby Mode, Authorization QKW-3-L1G4-12345!"

I watch to see if that actually works.

written by Speeder on Apr 14, 2012 22:51

I was going to say something... But I prefer to see the results of L4 action first.

written by Kristos on Apr 15, 2012 00:29

"Hurry, Cryo-R, you have to fill out your forms!"

I finish filling out my forms.

written by Cryoburner on Apr 15, 2012 03:05

"Wow! Equipment!"

I take my equipment, and equip myself with it. I also open the Loyalty Transcript Recorder's case if possible, and examine it's condition. I then look around for any forms and/or pens that may be present, and examine those as well.

written by Malkom on Apr 15, 2012 04:04

I try to resist. *Hey, it's better to travel time than be mandatory! Think of the tech you'd see!* I concentrate on those lovely, lovely techy images.

written by Granpire viking man on Apr 15, 2012 04:23

I smile at the sight of Jam-Y hugging a warbot.

Then I burst out laughing, hoping that nothing too bloody will come of it. The hugging, not the laughing.

At this thought, I stop laughing and go back to simply grinning, just in case my laughing will somehow upset the warbot.

written by Gligar on Apr 15, 2012 16:45

Roadway, Industrial Subsectors

Jam-Y panics, and backs away...

..and then processes Speed-Y's request. What? Hug the warbot? Well, must be worth a try...

He slowly approaches, and tries to give the warbot a hug.

This results in him getting a face full of gun. As well as a twitch from the warbot. "Step away!" it booms. "Do not attempt further contact!"

It also causes King-R to burst out laughing at the sight. He does catch himself after a moment, when he realises that it might set off the warbot.

L4-O also takes action, and tries issuing an abort code to the warbot.

There is a long pause, during which Speed-Y starts to say something... but thinks better of it.

"Incorrect access code," the warbot reports. ""Analysis: possible CMT interference. Commencing firing solution.

It begins aiming its guns, and fires a couple...

...it missed!

Sven-O dives back inside the warbot. From inside, he can be heard calling out, "Something's wrong!"

Cloning station, JHP Sector

Kris-R looks anxious to get underway. He insists that Cryo-R get a move on with those forms.

Of course, Cryo-R does everything but get a move on, an he inspects his equipment (so that's where the key went), equips himself, and then opens and checks the recorder. The recorder is undamaged, and the tape is still mounted and set in position after Cryo-R's last (only) recording.

He closes the recorder case, and looks around for forms and pens. The YELLOW has both, so he decides to inspect them. The forms seem to be customised versions of Post-Decanting Clone Release Forms, which incorporate most of the Suspicion of Mutation Form, the Mutation Registration Form, and the Voluntary Organ Donor Form. There are also elements of something else. Perhaps a new form?

?

Happiness is Mandatory. Wouldn't you like to be happy? Wouldn't you like to scratch your nose? Wouldn't you like to be The Computer's Friend? The Computer Is Your Friend.

Mick-R continues to try and resist the subliminal messages, and even tries to think back at them, stating that time travel is better than being mandatory, since you get to look at technology.

*The existence of time travel is a rumour. Rumours are a sign of unhappiness. Happiness is Mandatory. Wouldn't you like to **be** happy? Wouldn't you like to scratch your nose? Wouldn't you like to **be** The Computer's Friend? The Computer Is Your Friend. Happiness is Mandatory. Wouldn't you like to **be** happy? Wouldn't you like to scratch your nose? Wouldn't you like to drink B3? Only loyal clones get*

B3. Wouldn't you like to be loyal? Wouldn't you like to be The Computer's Friend? The Computer Is Your Friend...

An equally-puzzling location

"Sir, he's talking back at the subliminals. The bot brain's handling it, though."

"He's noticing them. Good. That's the first step. Any progress on the electrics?"

"None, sir. Wait... there may be a fault."

"Okay, skip them. Go straight to a level one brainscrub."

written by Speeder on Apr 15, 2012 17:28

"Everyone HUG THE WARBOT!!!!"

I run for it.

"Indeed it worked! The warbot is probably programmed to not shoot itself! Hug it, fast!"

written by Jam on Apr 15, 2012 18:10

A warbot gone rogue? This might be a problem...

I back away from the guns, and call out to Speed-Y.

"What should we do?"⁷⁴⁹

written by Kristos on Apr 15, 2012 20:08

"Here you are, sir. I hope all my answers are satisfactory!" I say with a (probably exaggerated) smile.

written by Lightning4 on Apr 15, 2012 20:55

"Vatcrap! Was that the wrong access code... I'm... I'm not sure actually."

I try to go over it mentally. At least, while trying to dodge fire if the warbot is shooting at me.

written by Gligar on Apr 15, 2012 21:26

Roadway, Industrial Subsector B

Speed-Y seems to have lost his mind... what other explanation would there be for him to suggest that everyone hug the warbot? He claims that it worked, though.

Notably, he runs off...

As does Jam-Y, who looks at Speed-Y in disbelief... and asks what they should do.

L4-O panics slightly... that was the wrong code! He goes over it in his mind...

...as the warbot starts firing again!

Everyone starts to dodge as best they can. Some of the survivors are unlucky, and fall dead..

Someone from inside the warbot calls out, "I'm trying to override! Maybe I can thr-"

"It's not responding!"

⁷⁴⁹ JAM: (edit: I didn't see Speeder's post, but I'll still do the same thing.

Also, I look towards Speed-Y with an expression of disbelief on my face. Has Speed-Y gone crazy?!)

Cloning station, JHP Sector

Kris-R finishes up his forms. He seems enthusiastic when he hands them back, as if he hopes that he can get away quickly.

The YELLOW starts looking over the forms as if he is channeling Cryo-R.. "Hmmm..."

written by Cryoburner on Apr 15, 2012 21:54

While the Yellow is looking over Kris-R's forms, I take the pens. All of them. I use them to fill out the forms, presumably in a more efficient multi-pen manner.

written by Granpire viking man on Apr 16, 2012 01:01

I see the guns firing and run into the nearest place that appears to be sheltered.

Puzzled, I peek out at the two yellows and wonder what they're up to, and why they did that. Seeing them still hugging the bot, though, I can't suppress a giggle.

"Well, at least the Junior citizens are safe... That would have been disastrous."

written by Mingamango181 on Apr 16, 2012 01:06

I pick up the knives, and store them for possible later use. I also pocket the ME card, but not before checking the identity.

That done, I move off with a good degree of caution.

written by Lightning4 on Apr 16, 2012 01:08

"Execute override mode, Authorization... QKW-3-L1G4-23456!"

"Override now!"

I continue trying to dodge the hail of megadeath.

If that fails, I try another tactic:

"Warbot! Cease actions at once, you have murdered innocent clones! You have violated your laws of programming! Friend Computer will hear of this if you do not cease IMMEDIATELY!"

written by Jam on Apr 16, 2012 01:56

I try to dodge the incoming fire, then I look towards the others in the team.

"Well Speed-Y may be crazy, but he's still our Team Leader! It's our duty to follow his orders unquestioningly! So, let's go!"

I put on my biggest and best smile, then run towards the warbot, arms outstretched.

written by Kristos on Apr 16, 2012 04:37

I intently watch Cryo-R fill out his forms, observing the level of efficiency of his multi-pen approach. I determine the correlation between number of pens and form filling speed. Also I take note of the different ways the pens are held, and which techniques bring out the best in multi-pen stratagem. While performing my statistical analysis, I also read every answer Cryo-R writes down, occasionally offering

a grunt to signify my positive outlook on soylent, taxibots, and all things copperlyke.

written by Speeder on Apr 16, 2012 13:57

I try to end behind the warbot, suck that to shoot me it would have to shoot itself.

written by Gligar on Apr 16, 2012 18:32

Cloning station, JHP Sector

The YELLOW continues inspecting the forms closely, including holding them up to a light and looking through them.

As such, he fails to notice that Cryo-R just grabbed all fifteen of the pens he was carrying in an attempt to speed up the filling out of his forms.

The problem, of course, is that it is extremely difficult to write with more than, say, two pens at once. As such, Kris-R, who is watching over Cryo-R's shoulder, notes that Cryo-R is not only making a mess of things, but also dropping the pens at intervals due to how many he is trying to use. This is only going to slow him down in the long run.

Roadway, Industrial Subsectors

King-R begins running, and is almost to a convenient autocar when...

... he *isn't* hit by a large number of bullets. Instead, they hit Nukabot, which has managed to make it to King-R's position.

L4-O attempts another authorisation code, one which is... slightly more successful, in that it causes the warbot to hold fire for a moment.

Then it just picks right back up again. Several more of the survivors meet their ends.

L4-O tries a third time, demanding that the bot cease operations *this instant* or The Computer will be notified.

The barrage suddenly ceases.

Sven-O opens his hatch again. "Whew! Managed to shut it down..."

He is interrupted, yet again, by the warbot. "Incorrect. Warbot Mk. IV model 3248 serial 44897 is still active."

Wait... it is just me, or is the warbot's audio output beginning to drag a little? Like a tape player that's beginning to run out of power...

Jam-Y takes advantage of the ceasefire to advance on the warbot again. And once again, he hugs the giant wall of metal, and once again, he ends up hugging a lot of guns.

As he does, he can hear some sort of noise inside the bot. Sort of like a malfunctioning laser barrel, only deeper...

Speed-Y tries the same tactic from the other side of the bot, but, given the number of guns, he ends up doing exactly the same thing.

Near Building 2, Industrial Subsector B

Mango takes the knife, and picks up...

...wait, there is *one* knife and *two* ME cards. How did he think that it was the other way round?

Oh well, he picks them, both up. He notes that one is made out for a Ream-Y-PRS-2, and the other is AI-R-GEE-6.

After that, he heads off.

But to where? One of the buildings? The roadway? Or somewhere else?

An equally-puzzling location

"I've started the level one brainscrub, sir. The first agents are entering the bloodstream as I speak."

"Good. We'll let him marinate for a while. For now, let's focus on Skin-Y..."

written by Speeder on Apr 16, 2012 18:56

As I notice the slower down sound...

"I have a hunch that he is loading a capacitor... Maybe too much... I suggest now that we instead of hugging him, just ran away the fastest that we can from him, before it explode. Or shoot us."

I turn to the Junior Citizens.

"And enjoy your stay!"

And I run like the wind... I mean, the wind flies... So I just run back toward the buildings.

written by Azirphaeli on Apr 16, 2012 20:44

All that gunfire snaps me out of my stupor, and I notice Speed-Y hauling it.

Whatever's going on, I want no part of it. I power-hop after Speed-Y

written by Jam on Apr 16, 2012 20:45

"I agree..." I say to Speed-Y.

After looking at the warbot for a few more secondcycles, I start running away as fast as I can.

"AHHHH!"

I head in the same direction as Speed-Y and Azir-R.

written by Gligar on Apr 16, 2012 21:20

Roadway, Industrial Subsectors

Speed-Y notices the warbot's speech slowing. To him, this can only mean one thing: the warbot is diverting power to something... perhaps it is storing it for something.

And he does not want to find out what it is.

He bids farewell to the Junior Citizens and legs it back the way he came.

From the looks of things, Jam-Y and Azir-R have decided on the same thing, and follow him.. They're joined by

Lucas-R. That warbot might be cool, and he might well want to see what's happening, just... not up close.

The low-pitched-laser-barrel noise gets louder. The Armed Forces seem to get worried.

Decisions are made. One soldier cuts through a section of the perimeter fence and beckons to the Junior Citizens. They don't argue.

Near Building 2, Industrial Subsector B

The group runs back towards Building 2...

Behind them, that noise continues to build.

Jam-Y then realises what he saw: something on the bot was *glowing*.

written by Lightning4 on Apr 16, 2012 21:20

"Corporal... you might want to run away!"

"Everyone else run! Try to keep together!"

I run in the direction of someone close by, preferably Speed-Y if he's going my direction, else, someone else.

written by Granpire viking man on Apr 16, 2012 21:35

Finally making it to my cover point, I shiver at my near brush with death.

"Nukabot, are you OK?"

I try to take a look at any damage Nukabot has sustained.

written by Azirphaeli on Apr 16, 2012 21:55

I try to time an awesome cinematic jump away from the (in my mind) incoming explosion.

written by Cryoburner on Apr 16, 2012 22:52

I cut down on the number of pens in use. Apparently fifteen is too many. I try filling out the forms with just two, instead, which seems more efficient, at least until I can find more arms somewhere. I set the rest of the pens aside for the moment.

written by Speeder on Apr 16, 2012 23:29

If Nukabot is near I hop on him hoping he is faster than me.

Otherwise I just keep running.

written by Kristos on Apr 17, 2012 04:05

I shift 13 of the pens back to their original location, then see how the YELLOW is getting along with my forms.

written by Gligar on Apr 17, 2012 18:19

Roadway, Industrial Subsectors

L4-O suggests to Sven-O that running away may be in order. "Can't! Captain's orders!"

But L4-O doesn't wait around to argue. He's already off, running after the group..

King-R gets behind the autocar and shivers. That was a close one! He looks out at Nukabot, asking if it is okay. "It appears that my manual controls are inoperable," it replies. "In addition, my left-side kevlar plates are in need of replacement." Indeed, it is clear to see that the operator's position is... rather damaged. It's a good thing that none of those slugs hit the bot brain.

The warbot's glowy bit suddenly fires! A *huge* plasma beam is emitted from the glowy bit, travelling down the road and, presumably, burning through the other checkpoint! The noise it's making is phenomenal!

Near Building 2, Industrial Subsector B

Speed-Y looks back, and notes that Nukabot is some distance away.

He also sees, and hears, the plasma beam.

Cloning station, JHP Sector

Cryo-R decides that using fifteen pens to fill out forms is not efficient, and cuts down to two, and puts down most of the pens.

That means that thirteen pens should have been placed on top of that box there, right?

Wrong.

Apparently, $15-2=6$. Kris-R notices this at once. So where are the other seven?

For now, Kris-R returns the six to the YELLOW, and checks on said YELLOW's progress.

He seems to be near the end of scrutinising Kris-R's forms.

Say, did anyone hear that noise just now?

written by Lightning4 on Apr 17, 2012 19:29

"Holy nanochips, what firepower..."

"I want one of those."

I do a quick check to make sure the beam is no threat to me in my current position. If it is a threat, I adjust my position. Rapidly.

I watch the warbot and the beam to see exactly what kind of damage it's doing to the, well, everything around here.

written by Jam on Apr 17, 2012 21:02

After making sure I'm somewhere safe, I stare at the plasma beam in awe.

"Woah! That was amazing!" I shout.

I try to see what the beam hit, and what damage it caused.

written by Gligar on Apr 17, 2012 21:26

Near Building 2, Industrial Subsector B

L4-O looks on in awe at the warbot's giant plasma beam, and expresses his wish to own one.

He checks to see if the beam is likely to cause damage to him in the immediate future. There's really no way to tell,

but the fact that he is still alive probably means that he'll be okay. Megadamage is a tricky thing to calculate when you're talking about individual clones.

Content that he is still alive, L4-O then checks to see what damage the warbot is doing to the surroundings. Surprisingly, the damage seems limited to the alignment of the roadway. And it looks like it's stirring up the smog, too: it is possible to see that the beam has cut right through the checkpoint at the far end of the Industrial Subsectors, and seems to reach almost to Kappa Subsector in the near distance. If anything was using that roadway, they're toast now.

Jam-Y also looks on in awe. That is one *powerful* beam. Noisy, too. He also notices what the beam's doing.

written by Kristos on Apr 17, 2012 21:33

"What is that noise? Maybe there is still tank goo dancing in my ears..."

written by Azirphaeli on Apr 17, 2012 21:59

I look to the beam, equally impressed and concerned.

written by Lightning4 on Apr 17, 2012 22:22

I continue watching.

"That would vaporize a lot of zombies. And probably the Industrial Subsector's Buildings too... shame we need to keep those intact."

I do glance at them, and momentarily ponder the collateral damage of such a thing, then dismiss it.

If possible from my position, I move to keep with other members of the team. I also start checking for any remaining survivors, and if I can see any, see how many Junior Citizens may be left.

written by Malkom on Apr 17, 2012 22:33

I keep trying to concentrate on time travel. *To hell with B3! Everyone's saying it was better in the old days anyway: time travel would get me better B3, if I wanted to drink that kind of crud. Now then, about tech: I must say, I imagine that, in the FUTURE, there'd be awesome technology. Like, you know, super-mega-plasma-beams that destroy entire buildings at the press of a button. Or huge robots that do the same. Or a mixture! You know, huge robots that destroy buildings at the touch of a button, destroying more buildings with super-mega-plasma-beams at the touch of another button. That'd be awesome! I bet I could actually get out of Alpha Complex with one of those, and wouldn't THAT be something?! What? What? What do you say to THAT?!?!?! I bet people outside'd have even MORE awesome technology! And so on and so forth. I try to make a B3 jingle - the most potent one - into a "Technology!" jingle, and repeat that in my head.*

written by Mingamango181 on Apr 17, 2012 23:48

I look around for a moment, then head off down the roadway.

written by Cryoburner on Apr 18, 2012 00:42

"Yes, that does sound like a noise. Almost like the sound a massive beam weapon might make, where it to cut through a checkpoint and vaporize two... maybe three ring-for-service bells along its path, among other things. You know, that kind of sound. One might even say that such a sound was phenomenal, were they within its phenomenality radius."

I continue filling in my forms.

written by Speeder on Apr 18, 2012 00:43

"I was right about capacitor!! But.. HOLY COW!!! And I do not even know what is a cow!!!"

written by Granpire viking man on Apr 18, 2012 01:05

I smile at the vidshow-worthy sound effects.

I also take a look to make sure everyone's OK.

"Is the equipment alright, Nukabot?"

written by Jam on Apr 18, 2012 02:39

I give Speed-Y an odd look...

"What? Holy? Say, Speed-Y, you don't happen to be a member of... er... FCCC-P, was it? You know, that secret society of Computer worshippers? Not that there's anything wrong with worshipping the Computer, but they're still in a treasonous secret society..."

Also, where did you hear about this "cow"? It sounds like something treasonous, or at least really high clearance!"

written by Granpire viking man on Apr 18, 2012 03:16

If I hear Jam-Y's talking from my position, I peek out and say,

"What this about - cow? I'm hearing an incredible amount of potentially-treasonous speech from all of you! I'm getting worried."

I look worried for the safety of my brain.

If Nukabot's supplies are still intact, I take out a cleaning brush and start to clean my teeth. I should probably do something hygiene-related, since I'm no loyalty officer.

written by Gligar on Apr 18, 2012 11:47

Cloning station, JHP Sector

Kris-R seems to have heard that noise, though he puts it down to residual tank goo.

Cryo-R looks up from his forms, and shows that he does, at least, have an idea about what the noise might be. Almost as if he knew what was going on in some other sector! Almost as if... *he might be a mutant!*

The YELLOW looks over. "Citizen... *what did you just say? How could you know what that noise was to that great an extent?*" A laser pistol appears from somewhere in the YELLOW's jumpsuit, and almost seems to leap into his hand.

Near Building 2, Industrial Subsector B

Azir-R also looks at the beam, in equal parts awe and concern.

L4-O comments that it would vaporise a lot of zombies... along with the Industrial Subsectors if it ever got a chance. And they kind of need to keep those intact.

He does entertain the notion of the beam causing collateral damage for a second, and glances at the buildings, but dismisses it after a moment. The beam would probably have to come closer to the buildings to cause any sort of damage.

His thoughts turn to survivors. Did the Junior Citizens make it out? He can't see from here, because the beam is in the way. (And isn't it lasting an awfully long time?) And what about the other survivors? It looks like some of them have followed the team, including a couple of the Power Services team. And speaking of the team... where is Joris-R?

Speed-Y comments that he was right about the capacitor. He expresses his shock at the beam... but he does so using the words "holy cow"... how did he learn about those words?

Jam-Y notices, and demands to know that exact thing. Perhaps Speed-Y is a member of... er, FCCC-P, isn't it? The one which worships Friend Computer? (It is.) Now, that sort of worship is all well and good, but they're still a secret society...

And what's a cow? It sounds treasonous!

After a moment, the team reaches the garage once more.

Nearby, Mango looks around for a moment, and *whoa!* How in HEL Sector did he miss that giant plasma beam on the roadway? I know Mango is trying to block out all that is Alphan, but blocking out that...

In a slightly different elsewhere? King-R is also impressed at the beam, especially at the sound it makes. It's almost like the ones they use in vidshows.

He looks around, and notes that the rest of the team, as well as a few of the survivors, seem to have returned to the garage. He can't hear them from here, though. Wait... where is Joris-R? Was he with the team?

He also asks Nukabot about the equipment the bot is carrying. "I do not believe that any of the equipment has been damaged."

Good. He ambles over and grabs a cleaning brush, and proceeds to use it to clean his teeth. Hmmm... could use some of that SqueekyKleen toothpaste.

?

Mick-R continues to try to resist, even attempting to repurpose one of the B3 jingles in his pursuit of time travel and technology.

But all it does is makes him thirsty.

An equally-puzzling location

An alarm attracts the attention of the two technicians.

"Sir, it's Mick-R. He continues to resist. Looks like he isn't aware of what technology even exists right now."

"Hmmm. It looks like he's trying to use one of those B3 jingles against us."

"It's probably making him thirsty, sir. Or maybe it's the high temperature in there."

"Could be either. Regardless, why don't you send for some drinks? I'm sure he'd appreciate them."

"Good idea. I'll get some for us as well."

"You do that. But whatever you do, don't get the orders mixed up."

written by Granpire viking man on Apr 18, 2012 15:59

Didn't I clean my teeth with cleaning fluid last time?

I decide to read the label on the bottle I used to clean my teeth last time, hoping that it wasn't poisonous or harmful.

written by Speeder on Apr 18, 2012 16:30

I explain myself.

°I have no idea of what a cow is... I think I heard that once...

But Holy is how the FCCC-P calls Friend Computer, yes...

No, I am not FCCC-P... If I was, I would never use some of the terms I use to refer to the central administration computer, because it would be certainly heresy to the FCCCP.

Oh, heresy is a word of theirs too, I think it means that your opinion disagree with them and is inverse of Holy at the same time. Maybe, Unholy then...

Personally I do not consider FCCCP a threat, only nutjobs..."

written by Gligar on Apr 18, 2012 17:12

Near Building 2, Industrial Subsector B

King-R suddenly suspects something, and looks at the bottle of cleaning fluid again. It says that it can safely be used to clean one's teeth, but actual toothpaste is preferred for that purpose.

In the near distance, the plasma beam begins to fade.

Garage, Building 2, Industrial Subsector B

Speed-Y explains that he heard the word "cow" somewhere. He doesn't know what it means. He then confirms that "holy" is an FCCC-P word, used to refer to The Computer, before claiming that he is not FCCC-P. If he were, he says, he wouldn't use some of the terms he does use, since FCCC-P would think it blasphemous... oh, and that's an FCCC-P word, too.

[1028]

He certainly knows an awful lot about FCCC-P... and considering that he doesn't see them as a threat, only nutjobs...

written by Azirphaeli on Apr 18, 2012 18:43

I enjoy my lesson about secret societies, being as I obviously don't belong to one and thus have never heard about this kind of stuff.

written by Lightning4 on Apr 18, 2012 19:41

I make sure I'm with the group.

I raise an eyebrow at Speed-Y after his comments and say:

"I've seen the occasional propaganda leaflet from them. If I was forced to be in a secret society, it'd probably be them. What better secret society than one that worships Friend Computer?"

"But if I had to pick from them and none, I'd still say none."

written by Kristos on Apr 18, 2012 20:39

Did that gun just?!...

Suspecting the YELLOW to be a mutant, I look for the usual symbol to see if he is registered. If he is not registered, I jump back in surprise. If he is registered, I jump back in surprise.

"My loyalty officer... is incredibly observational. Perhaps the sound was not a massive beam weapon. And even if it was, he probably once worked at a ring-for-service bell factory near a massive beam weapon testing facility. An occasional misfire would explain his knowledge of ring-for-service bell vaporization. Please don't shoot us - I've already had a shower today."

written by Cryoburner on Apr 18, 2012 21:20

"Oh, don't worry! I just happen to be an expert at hearing things. And at bells. Not so much at massive beam weapons, but I imagine they would probably sound vaguely similar to that, were I to know what they sounded like."

"Besides, didn't you say the decanting solution around here is specially formulated to impede mutations and give you fresh breath that lasts and lasts? We can only assume it works as advertised, because assuming otherwise would probably be treason."

I continue filling out my forms if they are not completed yet. I double-plus-check to make sure I didn't inadvertently check any boxes during the initial multi-pen tests stating that I have a mutation, or other potentially treasonous entries, and correct them if necessary.

written by Gligar on Apr 18, 2012 21:53

Garage, Building 2, Industrial Subsector B

While Azir-R listens with interest to this discussion of secret societies, L4-O notes that he has heard of FCCC-P from the leaflets you sometimes see. If he had to join a secret society, it would be them. Of course, he would still prefer to not join a society at all.

Cloning station, JHP Sector

Kris-R jumps back in surprise at the YELLOW's laser pistol seemingly just appearing like that. He checks the YELLOW's jumpsuit, but can't find an armband.

He adds that Cryo-R is incredibly observational. As far as his guess, he could easily have worked in a bell factory at some point, and the factory may well have been situated near a testing facility. That's even assuming that it was a giant beam weapon. He requests that the YELLOW not shoot them as he's already had a shower today (as we've recently seen).

Cryo-R plays his "I'm an expert" card once again, fooling no-one, but also points out that the YELLOW mentioned the clone tank solution in use here, and his comment that it is designed to impede mutations. He concludes that it would be prudent to assume that it works. He goes back to his forms, finishing them up and checking them over. Though legibility has suffered greatly, he seems to have avoided the obvious traps.

The YELLOW responds, "Though the gel is designed to limit mutations, there is always the possibility that it has been tampered with. We mustn't let our guard down." He keeps his laser pistol pointed at Cryo-R. "Now, let's see your forms."

The Computer suddenly makes an announcement. **"Greetings, citizens! Please disregard any giant plasma beam discharge you may have heard recently. Everything is under control. Thank you for your co-operation."**

written by Lightning4 on Apr 18, 2012 22:08

I give the area a little search again.

"I don't suppose anyone has seen Joris-R? He has my blaster..."

I also see if that beam has let up yet.

written by Mingamango181 on Apr 18, 2012 22:25

I...

Move?

written by Jam on Apr 18, 2012 23:33

I don't move.

Instead, I quietly stare at the beam.

"Wow, this beam is really lasting a long time..." I say to myself.

written by Cryoburner on Apr 19, 2012 00:11

I hand over my forms to the Yellow, disregarding any giant plasma beam discharge that I may or may not have heard recently.

written by Kristos on Apr 19, 2012 00:44

The YELLOW seems untrustworthy, but he is a YELLOW and I am only a RED. There is probably a good reason for his seeming untrustworthiness.

[1029]

Giant plasma beams are much more difficult to trust. I'm glad everything is under control.

Now that I think about it, the untrustworthability of the giant plasma beam makes the YELLOW not seem so bad anymore. I monitor his behaviour as he scrutinizes Cryo-R's forms.

written by Granpire viking man on Apr 19, 2012 01:59

I also enter the garage.

"Come along, Nukabot. Speed-Y won't be happy to learn that you were damaged, I think."

written by Malkom on Apr 19, 2012 05:49

I switch tactics, trying to create a moving picture in my head - a moving picture about time travel, even. And, in the background...

Technology! Technology! Technology! Technology! Technology! And so on *ad infinitum*.

written by Gligar on Apr 19, 2012 18:45

Garage, Building 2, Industrial Subsector B

L4-O has another quick look around. He doesn't find anything out of the ordinary.

He wonders where Joris-R has gone off to. He still has his blaster, after all.

He also has a look outside, and notices that the beam has dissipated more. And it looks like all that plasma is putting out a lot of heat... it's getting warm in here.

Jam-Y also looks at the beam. He seems concerned at how long it is lasting.

The both notice King-R entering the garage, riding on Nukabot. The bot seems to have taken some damage from that hail of slugs... namely, its left-side kevlar plates are ripped to pieces, and its manual controls look to be inoperable. But at least it still seems to be able to drive itself.

Near Building 2, Industrial Subsector B

Mango decides to make a move.

He ends up heading towards where the giant beam seems to be coming from. He can see that the beam is dissipating, and can feel that it is heating up the air somewhat.

Cloning station, JHP Sector

Cryo-R hands over his forms, which the YELLOW begins to scrutinise. He seems to be an expert at scrutinising forms.

Kris-R seems concerned. This YELLOW doesn't seem all that trustworthy. But then again, giant plasma beams are even less trustworthy. And this guy must be YELLOW for a good reason. So... when you get right down to it, this YELLOW isn't all that bad. He watches as the YELLOW scrutinises Cryo-R's form in the same way he scrutinised Kris-R's.

?

Mick-R continues trying to resist the subliminals, which are telling him that he is thirsty and would like a drink.

And, you know, the fact that the room(?) is warm and dry might be helping. Because, well, he *does* want a drink.

As he tries to think about nonexistent and possibly treasonous technology, a jackobot appears, carrying a tray of drinks. As in, it literally just *appears*. "Would you like a drink, citizen?"

A drink would really hit the spot right about now.

written by Lightning4 on Apr 19, 2012 19:40

I frown upon seeing Nukabot's damage.

"Oh dear... that's not good. At least you are still functional. We'll have to get you repaired at first chance."

I glance around, still kind of paranoid.

"Kind of odd how we haven't seen any zombies for a while now. Wonder where they all are? I'm sure we didn't kill them all."

I notice the heat.

"We should find somewhere safe from the heat. And zombies, if there's any around."

written by Gligar on Apr 19, 2012 21:43

Garage, Building 2, Industrial Subsector B

L4-O doesn't like the look of Nukabot's damage, but is grateful that it is still functional.

Then he realises something: they haven't encountered any zombies in a while. He is sure that they haven't killed them all already.

"Maybe they're in other buildings," suggests Lucas-R.

Finally, he suggests that they seek shelter from the sudden heat. And any zombies they find.

written by Lightning4 on Apr 19, 2012 21:49

"Well, as long as there aren't any around or in this building."

written by Speeder on Apr 16, 2012 13:59

Considering Kristos last post...

I think Cryo just infected him with Cryo behavior.

Seemly Cryo behavior is a sort of viral disease that pass on if you work too closely with him or reclone with him.

[1030]

If I can, I take a look and listen down the corridor connected to the garage. I note anything useful that we can use, especially weapons.

Of course, I also note CMTs and zombies, if any are present, living or dead.

written by Mingamango181 on Apr 19, 2012 23:12

I decide to wait for the warm feeling to pass, before I continue.

I look at the odd beam as well, watching as it slowly disappears...

written by Speeder on Apr 19, 2012 23:23

I just keep watching the plasma outside. Wondering if it can for example damage the city ceiling... In fact I get curious and start to try to figure where the smoke of the sector is going...

written by 4616599 on Apr 19, 2012 23:52

I finally snap out of my daze. Noticing the plasma beam, I bank the Transition forward to cower in the nearest adjacent roadway.

written by Jam on Apr 20, 2012 00:23

I also watch the plasma beam, with a slightly bored expression on my face.

"How long is this beam gonna last?"

Then I notice the room heating up...

"Oh, it's getting kinda hot in here. Good idea Lucas-R, maybe we should get going?"

I look at Speed-Y for his decision.

written by Malkom on Apr 20, 2012 00:33

"If you've got something better than t' crummy B3 they serve around these parts, then sure." I also soliloquize on time travel at the robot, hoping it'll... do something. Maybe tell me where I can get a time machine??!?!?

written by Kristos on Apr 20, 2012 03:17

"Are there any drinks around here? I accidentally partially ingested some shower chemical so my throat feels parched."

written by Azirphaeli on Apr 20, 2012 13:13

I agree, we need to seek safety. Seems everyone is mesmerized by the beam though.

written by Gligar on Apr 20, 2012 14:42

Garage, Building 2, Industrial Subsector B

Hoping that there are no more zombies in Building 2, L4-O looks out into the corridor. Seeing no "living" zombies (but a number of dead ones), he checks for anything resembling weapons. Aha! He can see a couple of laser pistols out there.

Speed-Y keeps looking at the plasma beam. As it continues to dissipate, he wonders what damage such a beam would

do to the dome itself... it's a pity he's not a higher clearance, or he could probably submit forms to submit forms to submit the proper form to get that information.

His thoughts turn the the Industrial Subsectors' smoke. Where does it go? Come to think of it, he hasn't even see it rise... it just sort of hung there when he first came down the roadway. Perhaps there is some mechanism in place to deal with it?

Jam-Y also watches. He's kind of getting bored with waiting for the beam to dissipate. But as for the heat... yes, they should probably get going. Does Speed-Y have anything to say?

Azir-R agrees about heading to safety.

The beam dissipates further, and almost disappears entirely. The sound also drops in intensity, almost to the point of inaudibility.

Somewhere in the vicinity of Building 1, Industrial Subsector B

Mango decides to wait for the warm feeling to pass. Annoyingly, it persists.

Until then, though, he can watch the beam dissipate.

Near Building 2, Industrial Subsector B

It looks like Joris-R managed to avoid the plasma beam, and is looking for somewhere to hide. Finding another roadway to hide on is difficult, seeing as there is only the one roadway. However, he can duck between two buildings, if he wishes.

?

Mick-R agrees that he would like a drink. But not B3.

"I have more than just B3, citizen. I also have TeaSir, CoffeelYke, AlgaePLUS, and water."

Mick-R doesn't choose a drink just yet, as he is fixated on time travel. After gushing at the jackobot for a couple of minutecycles, he pauses long enough for the bot to reply, "Er... citizen, are you aware that all research on time travel is classified Clearance INDIGO? Not to mention that the research was suspended due to the possibility of destroying the whole of time itself."

Cloning station, JHP Sector

Kris-R, it seems, also wants a drink. He did accidentally ingest some of the chemicals, after all. The YELLOW replies, "There is a vendobot in the lobby."

written by Lightning4 on Apr 20, 2012 19:11

I go to grab those laser pistols, and check to see how many shots they might have left.

While out there, I also see if I can see anything that I couldn't see from my position in the Garage.

written by Cryoburner on Apr 20, 2012 22:03

"Oh, wow, a vendobot! That sounds super-convenient!"

[1031]

I wander off toward the vendobot, to examine its levels of super-convenience.

written by Gligar on Apr 20, 2012 22:21

Corridor 1, Level 1, Building 2, Industrial Subsector B

L4-O takes the laser pistols, noting that they both have ORANGE barrels, each with five shots remaining. Then he looks for anything else. He finds something, alright: a... cyborg zombie? In the foyer...

Cloning station, JHP Sector

Cryo-R seems enthusiastic about a vendobot, and goes over to look at it.

Lobby, Cloning station, JHP Sector

Cryo-R finds the vendobot, and discovers that it stocks CoffeeLyke, TeaSir, and AlgaePLUS along with four flavours of B3.

A sign affixed to the machine reminds clones to not make unnecessary purchases, as the vendobot's next restock dates is in two weekcycles.

written by Granpire viking man on Apr 20, 2012 23:29

I take a look over Nukabot's manual controls, and try to ascertain whether or not my prior electrical experience could be applied to repair them, and what sorts of tools or equipment might be required to do so.

written by Lightning4 on Apr 21, 2012 00:10

"Well, that's odd."

I give the area one more glance before I return back to the garage.

"Huh. There's a cyborg zombie back there. Interesting..."

written by Speeder on Apr 21, 2012 00:18

"Alright, the outside does not seem so much safe now... Ok, we should actually go investigate the trap trigger again in the power room... I mean, with all the chaos we never investigated it... It was our mission, AND we might find something that would help we fix the situation or know what is really going on..."

written by Granpire viking man on Apr 21, 2012 00:21

My eyes widen and I look up from my inspections.

"What? A CYBORG ZOMBIE?! Was it awake? How did you even know it was a zombie?"

"How is that even possible? A Cyborg zombie..."

written by Kristos on Apr 17, 2012 04:07

Or maybe Kris-R has a habit of imitating behaviors... in an effort to better understand them. Maybe. 😊

I pull out my pistols, but don't run out into the corridor just yet.

written by Malkom on Apr 21, 2012 01:33

"Destroying the whole of time itself? Hell, I've heard much worse! And I'm sure we'd all be better off without stupid old Time around anyway. We never have enough of him.

"Now, get me some water. Hopefully something that isn't contaminated, or is contaminated with time-travel-inducing chemicals."

I start singing my Technology! jingle again...

written by Jam on Apr 21, 2012 02:00

I look at L4-O, alarmed.

"A cyborg zombie?! Where?"

I look around for it, and pull out my laser pistol—no, my emergency light—er... both!

written by Lightning4 on Apr 21, 2012 02:31

I do a mental check to see if the zombie was alive, or dead, since I didn't actually check for that.

written by Kristos on Apr 21, 2012 05:35

"Thank you." I go see what the vendobot provides.

written by Mingamango181 on Apr 21, 2012 09:56

I keep waiting for a bit.

...

I take a step back from the warmth.

written by Azirphaeli on Apr 21, 2012 16:38

Cyborg Zombies, that's no good.

written by Gligar on Apr 21, 2012 18:35

Garage, Level 1, Building 2, Industrial Subsector B

King-R has a look at Nukabot's manual controls. Perhaps there's something he could do to help repair them? You know, he probably *could* get a couple of things working, say, the fork controls, or the lights, as long as he had replacement switches and/or levers. And screwdrivers and such. Beyond that... well, he doesn't really know all that much about bots.

L4-O returns to the garage and reports that there's a cyborg zombie out there. Interesting.

Speed-Y has become convinced that outside of the building is unsafe. Instead, eh suggests that they get back to their original mission, and inspect the power distribution board

once more. Since the fault seems to be related to the zombies, perhaps there is something there that will help them.

King-R looks up, and wonders how cyborg zombies are even *possible*... was it even a zombie, he wonders? Zombie or not, it is troubling, and warrants extra protection, such as his laser pistols.

Jam-Y looks at L4-O, and frantically begins searching for the zombie, with both pistol and "emergency light" in hand. Since it isn't in the garage, he relaxes a little.

L4-O wonders. Was the zombie "alive" or dead? Well, it was definitely moving...

Azir-R looks troubled.

?

Mick-R requests water. Uncontaminated water, at that. Or at least time-travel-contaminated water.

The jackobot hands him a glass. "Here you are, citizen. 99.999999% pure. That is as pure as technology allows."

Cloning station foyer, JHP Sector

Kris-R joins Cryo-R in the foyer. The Yellow tags along as he hasn't finished inspecting the forms yet.

Kris-R looks at the vendobot. So many choices... either CoffeeLyke (pale or dark, with or without sweetener) TeaSir with similar choices, AlgaePLUS, or four flavours of B3...

Near Building 1, Industrial Subsector B

Mango steps further away from the pl... what's *left* of the plasma beam. It's starting to turn chunky.

written by Lightning4 on Apr 21, 2012 19:42

"Well, if I may interject, Sir, Friend Computer commanded that I get the Junior Citizens to safety. So far that has been less than successful. I'd rather we not lose more than we already have..."

I do a survivor and Junior Citizen check. Are there even any left by now?

written by Speeder on Apr 21, 2012 20:32

I look at L4.

"Well... you are army... I think you are good for that... I am Tech Services... I will see that trap..."

I look to the rest of the team.

"Please, someone go with me, and everyone else with L4."

I start to walk toward the corridor toward the power room.

written by Gligar on Apr 21, 2012 21:28

Garage, Level 1, Building 2, Industrial Subsector B

L4-O reminds Speed-Y that The Computer ordered him to get the Junior Citizens to safety. And he doesn't believe that ht has done a good job of it. He looks around for any

Junior Citizens and other survivors, and finds no Junior Citizens and only a few adult survivors.

Speed-Y says that L4-O would be good at that, given that he's Armed Forces. Speed-Y is Tech Services, so he can go and look at the trap in the power room.

He turns to the rest of the team and requests one member of the team to accompany him. Everyone else should go with L4-O.

written by Granpire viking man on Apr 22, 2012 00:43

"I suspect that the Junior citizens may have already gotten themselves to safety. Think about it - if we had stopped them from fleeing from the warbot, most of them would probably be dead."

"Not that we shouldn't make sure they're safe. I just think they might already be safe."

I decide to follow L4-O, if and when he departs.

written by Lightning4 on Apr 22, 2012 10:25

"The cyborg zombie was certainly alive. You should be careful in there..."

I turn back towards the exit.

"But yes, priority should be tracking down the Junior Citizens, and trying to get any remaining ones to safety if they aren't there already. The remaining survivors can probably join them as well. Friend Computer wasn't as clear there..."

I do start making my way out of the garage, unless the heat is too strong. I keep on high alert for anything around... and also see if I can see the status of the warbot from here.

written by Mingamango181 on Apr 22, 2012 10:45

I keep looking as the plasma beam changes in appearance.

"Huh...? Chunky looking... Odd."

I move further back, and finally decide to turn around to make sure I'm not going to end up being caught off guard.

written by Speeder on Apr 22, 2012 15:00

I take out he slugthrower, make sure it has maximum capacity of bullets, and start to walk toward where I want to go... I mean... you know... there... the panel thing...

written by Gligar on Apr 22, 2012 16:24

Garage, Level 1, Building 2, Industrial Subsector B

King-R thinks that the Junior Citizens might have already got to safety. As he points out, had the team stopped them from fleeing, they would most likely be dead by now. Though it can't hurt to check, just to be sure.

He decides to follow L4-O.

L4-O tells Speed-Y to be careful. That cyborg zombie certainly looked "alive" to him.

He agrees that their priority should still be finding the Junior Citizens. The remaining survivors could probably join them... Our Mutual Friend apparently wasn't too clear.

He starts heading out of the garage. Most of the team, and the remaining survivors, follow him.

Who does this leave? Speed-Y checks, and finds that Lucas-R has remained. The two head towards the power room.

Outside Building 2, Industrial Subsector B

The heat is making things uncomfortable, but not unbearable. The team presses on.

L4-O keeps on the lookout, and notices what seems to be a Transition hovering between Buildings 2 and 3. In another direction, the warbot doesn't seem to have moved. On the plus side, the plasma beam has all but dissipated.

Near Building 1, Industrial Subsector B

Regardless, Mango keeps backing away from where it was. Perhaps the heat is getting to him.

He suddenly realises that there might be something behind him, and turns.

He can see that he is getting close to the outer perimeter of the Subsectors. On the other side, some of the Armed Forces can be seen. They seem to be glaring at him.

written by Speeder on Apr 22, 2012 17:46

I turn to Lucas...

"Any idea where the room we need to investigate might be?"

I walk toward the cafeteria corridor anyway.

written by Kristos on Apr 22, 2012 18:18

"Oooo! TeaSir!"

I purchase the second flavor of B3 and look for food in the room.

written by Jam on Apr 22, 2012 18:56

I follow L4-O, since he seems to know where he's going.

"So, we're going to go look for survivors, right? Especially Junior Citizens?"

I begin thinking about ways to find the remaining clones...

"Hmm... I wonder what the mental fingerprint of a Junior Citizen is like..."

written by Lightning4 on Apr 22, 2012 21:17

"Yes, keep a lookout. The more eyes we have looking for hiding survivors, the better."

I note the transition.

"Ah, there's Joris-R. I think..."

I also note the warbot.

"I'm going to have to check the warbot soon. Maybe it's best I do that alone so we avoid any further casualties... hopefully that warbot has been deactivated by now.

written by Gligar on Apr 22, 2012 21:44

Corridor 1, Level 1, Building 2, Industrial Subsector B

Speed-Y, it seems, isn't sure where the power room is. He asks Lucas-R as the two head for Corridor 3...

Lucas-R frowns. "Wow, it seems like it was ages ago... er, isn't it right across the foyer, or somewhere near there?"

Speaking of the foyer, they're practically there now. And sure enough, there's the cyborg zombie that L4-O mentioned...

It's looking at them.

Cloning station foyer, JHP Sector

Also speaking of foyers...

Kris-R makes a purchase, specifically, the second flavour of B3. He looks around for food but there seems to be a lack of it.

Near Building 2, Industrial Subsector B

Jam-Y asks how they're going to find survivors, Junior Citizens in particular, while wondering what a Junior Citizen's mental fingerprint would be like.

L4-O says that the more clones they have looking, the better. He notes that the Transition over there suggests the presence of Joris-R.

And then there's the warbot... he should probably check that out himself. The less clones in danger, the better.

Speaking of the warbot, the plasma beam has finally dissipated. It's still uncomfortably warm, though.

written by Speeder on Apr 22, 2012 22:08

I just start to popping bullets into the cyborg, specifically on whatever non-metal joints on lower body it have, or in the neck if it is non-metal.

written by Granpire viking man on Apr 23, 2012 00:43

"Mental fingerprint? What's that, anyway? I've never heard that term before, and from my experience with words I don't know, they tend to have a high probability of being treasonous."

I keep a sharp eye out for juniors.

written by Jam on Apr 23, 2012 01:15

"Mental fingerprint? Oh, it's a mutant term... Everyclone has a unique mind, so many psionic mutants like John-R and I can learn to identify a clone based on their mental fingerprint. There's a few other benefits too, like... uh..."

I stop and think for a few secondcycles.

"Um, well, John-R, you know about this stuff, right? Anything I'm forgetting?"

written by Granpire viking man on Apr 23, 2012 04:27

"Hm. Interesting."

"Wouldn't different junior citizens have different mental fingerprints, then? Could you really tell the age of a clone through his or her mental fingerprint?"

written by Lightning4 on Apr 23, 2012 04:44

"Let's give the perimeter of the building a search."

I lead the way in one direction around the building, keeping an eye out for Junior Citizens, zombies, or perhaps other clones that may or may not be out around here.

written by Gligar on Apr 23, 2012 18:50

Foyer, Level 1, Building 2, Industrial Subsector B

Speed-Y starts shooting!

However, he somehow manages to jam his "revolver".

Near Building 2, Industrial Subsector B

King-R isn't familiar with the term "mental fingerprint" and believes it to be treasonous until Jam-Y explains: since everyclone's mind is different, it's possible for some psionic mutants (such as Jam-Y and John-R) to identify a clone based on his mental fingerprint. Though he's still unsure about the benefits of mental fingerprints. "Don't forget that some mutants can pick out mental fingerprints from a distance," John-R reminds him. "Which can be handy if a clone is trying to hide in a crowd." King-R finds this interesting, and asks if Junior Citizens would have different fingerprints. He also asks if it's possible to discern the age of a clone based on mental fingerprint alone...

L4-O suggests that they search around Building 2 for survivors, and heads in one direction. He certainly finds a lot of zombies clustered around a fire escape... dead ones, at least. Memories surface...

Somewhere in the middle distance stands some sort of figure, maybe a clone.

written by Azirphaeli on Apr 23, 2012 20:30

I assist L4-O with the search, since he heads in one direction, I head in the other.

written by Gligar on Apr 23, 2012 22:05

Near Building 2, Industrial Subsector B

Azir-R decides to help out by moving, hoppy fashion, around the building, in the opposite direction to the path taken by L4-O and the rest of the team. He finds more dead zombies, as well as some discarded makeshift weapons (read: tools from the garage, as well as some improvised devices).

written by Lightning4 on Apr 23, 2012 22:32

"I remember that now... hoo boy, that was a lot of zombies to shoot."

I look at the figure, and start approaching it. I try to see if I can make it out the closer I get.

written by Azirphaeli on Apr 24, 2012 01:30

I examine these devices, looking for anything that catches my eye.

written by Cryoburner on Apr 24, 2012 01:59

"Hmm... this place really could use a cafeteria. It's almost time for lunch..."

I note the lack of a cafeteria.

written by Malkom on Apr 24, 2012 03:26

Awesome. I take a careful sip of the water, then toss it off and return to chanting my "Technology!" mantra.

"Say, bot. Do you know anything about something called the Underplex?"

written by Kristos on Apr 24, 2012 04:13

I open the B3 and take a sip. While looking for food, walking towards the YELLOW, I trip over my own feet, sending B3 flying up and ahead, though I do not let go of the can.

written by Granpire viking man on Apr 24, 2012 14:31

I eye the dead zombies momentarily and turn away, following L4-O and trying to identify the clone.

written by Gligar on Apr 24, 2012 18:59

Near Building 2, Industrial Subsector B

L4-O lets the memories return, and comments on the quantity of zombies...

But back to the present. He begins to approach the figure, accompanied by King-R, until it becomes clear that the figure is an INFRARED clone, facing away from them, looking towards the perimeter fence.

Elsewhere, Azir-R has a look at the makeshift weapon devices. One of them looks interesting: what looks to be a laser rifle body crudely mounted to parts of a stapler, with an emergency power pack strapped on to the side.

Cloning station foyer, JHP Sector

Cryo-R has once again forgotten what time it is, as he thinks it's almost time for lunch. He notes that there is no cafeteria here. Well, of course there isn't. What does he think this is, the Old Reckoning, with coffeelyke shops inside coffeelyke shop hygiene stations inside coffeelyke shops?

"Wait," the YELLOW says, "what did you just say? Are you seriously hungry right after decanting? What are you, *some kind of mutant?!*" The laser pistol appears again, almost as fast as the forms disappear.

But Kris-R doesn't seem to notice. He's too busy taking a sip of delicious, delicious B3. He proceeds to head back over to the YELLOW... but ends up tripping up over his feet, and falls, spilling his B3 all over Cryo-R and the YELLOW, who now looks furious. "Spilling B3? What are you? *Some kind of mutant?!* I ought to terminate the both of you!!!"

?

Mick-R takes a sip of water... and throws the rest over his shoulder.

Almost immediately afterwards he continues his chant. You know, the chant is rather relaxing... it's making him very sleepy... it must be the chant, because the water was extremely pure...

Drowsily, he asks the bot about the Underplex. "I have no knowledge of the Underplex," the bot replies.

But Mick-R isn't listening. He's fallen asleep.

written by Lightning4 on Apr 24, 2012 19:37

"Hail there, INFRARED. What are you doing here?"

I check to see if I recognize him from anywhere, and await a response.

written by Azirphaeli on Apr 24, 2012 20:41

<whistles a little happy tune>

"Here I go a scavenging..."

I snatch slowly snatch up the rifle and place it in the backpack with care. (As you can imagine, leaning over an picking up something with one hand and one foot requires balance and care).

written by Speeder on Apr 24, 2012 21:47

Instead of fiddling with the gun I attempt to target the same areas with the spear.

written by Gligar on Apr 24, 2012 22:45

Near Building 2, Industrial Subsector B

L4-O greets the INFRARED and asks what he is doing, but receives no reply. Almost as if the INFRARED is trying to ignore him... the same way he's trying to ignore the Armed Forces clones on the other side of the fence, all of whom are certainly not ignoring the INFRARED.

Meanwhile, Azir-R takers possession of the strange laser rifle/stapler thing.

Foyer, Building 2, Industrial Subsector B

Speed-Y switches back to his spear and gets in a few hits before the cyborg zombie manages to grab the thing.

written by Speeder on Apr 24, 2012 22:59

I get upset, and go for the laser pistol (quickly checking if it is charged first)

"Die you immortal thing!

Hey Lucas, can you help me with it?"

written by Azirphaeli on Apr 24, 2012 23:45

I will scan for commies/cyborgs/zombies and if things look safe, return to where L4 was heading.

written by Lightning4 on Apr 25, 2012 00:10

"Hello? Respond to me! That is an order! What are you doing?"

I start gripping one of the laser pistols.

written by Granpire viking man on Apr 25, 2012 01:55

"Can you give orders to an INFRARED?" I ask worriedly, "Maybe we should just keep moving..."

I look around for the nearest cover point, preparing to jump there if something goes wrong with the INFRARED.

written by Kristos on Apr 25, 2012 03:36

"Sorry about that! Here, you can have the rest of my B3. My throat feels much better after drinking some of it."

I offer my drink to the clone.

"Does ingesting shower chemical cause mutations? I really do not want mutations in my throat. Imagine if I had a mutation that turned B3 into water as I swallowed it. Wouldn't that be bad? Are you through looking at our forms? Hey, that's a nice laser pistol. We have a meeting with JHY sector R&D. Can I be of further assistance? I'm sorry about the spilled drink. It won't happen again."

written by Malkom on Apr 25, 2012 03:45

My eyes fly open. I look confused.

"Dang! I was just about to experience time travel, and I *would* have to wake up...!"

I hit something.

written by Gligar on Apr 25, 2012 17:16

Foyer, Building 2, Industrial Subsector B

Once again, Speed-Y switches weapons: this time, to a laser pistol.

Of course, to do that, he has to change the barrel, since the current one's empty. And while he's doing that, he can't attack.

But Lucas-R can. Oh wait... he's reloading as well...

The zombie starts tugging at the spear, and manages to gain possession of it.

Near Building 2, Industrial Subsector B

Azir-R looks for threats in the immediate vicinity and, seeing none, starts heading back over to L4-O.

In the meantime, L4-O once again questions the INFRARED, who again seems to ignore him. He prepares to draw a laser pistol.

Not that he thinks of it, the INFRARED *does* look familiar...

King-R wonders if L4-O can even give orders to an INFRARED, and suggests that they keep moving. He looks around for some cover, but it seems that the only cover consists of the building supports.

Cloning station, JHP Sector

Kris-R apologises, and offers the remains of his B3 to the YELLOW., who lowers his laser pistol slightly. "You know, I am a bit thirsty... but I'm still suspicious about you two. I'll have to double-check your forms."

Kris-R asks if the shower chemicals cause mutations. A throat mutation would be really bad, especially if he had one that turned B3 into water or something... He continues on for a minutecycle or so, basically trying to forestall what he believes is inevitable.

"Enough," the YELLOW interrupts. "I'll be back when I've processed these forms. *Don't go anywhere.*"

?

Mick-R... oh, dear...

It seems that my cameras are faulty. By now, he should be out cold. Yet my cameras are showing him attempting to attack the jackobot.

Treason point to Malkom!

Let me adjust this... add that... encrypt *this*... aaand... there we go.

Ah, I see. He *did* attack the jackobot... and then promptly fell asleep again.

An equally puzzling location

"That's odd."

"What's up."

"It's Mick-R, sir. His reading show that he's asleep, but he's dreaming. He shouldn't be dreaming."

"Oh. I see... a mutant."

Treason point to Malkom!

"Do you want to fill out the forms, sir, or should I?"

"I'll do it. In the meantime, proceed like I showed you. You just have to add more suppressors."

"Right... Beginning aerosol injection... *now.*"

?

Believing that he was about to time travel, Mick-R attacks the jackobot, destroying the drinks tray, and sending the drinks flying.

"That was uncalled for, citizen," the bot replies. "I will require assistance, it seems. "Do not move. I will fetch Internal Security."

written by Cryoburner on Apr 25, 2012 18:55

"Oh, wow! Free B3!"

I begin slurping some of the B3 off myself.

"Don't worry about mutations. I was just noting that this would be the perfect place for a cafeteria. If we did get

hungry, it would be a very convenient location, being right next to us and all.

written by Kristos on Apr 25, 2012 19:07

After the YELLOW leaves, I turn to Cryo-R.

"I always thought being a YELLOW clone would be such fun, but this one does not seem to be very happy. Perhaps seeing REDs like us reminds him of his life as a RED- and how much less fun it was. Yes, that must be it."

I don't go anywhere.

written by Lightning4 on Apr 25, 2012 19:43

I sigh then approach the fence at a reasonable distance from the INFRARED.

"Soldiers, what's the situation? And... what's up with this joker anyway?"

I glance at the INFRARED, trying to get a better look from my new position.

After I get the run-down, I ask further:

"Have you seen any survivors running around? Like Junior Citizens?"

written by Mingamango181 on Apr 25, 2012 20:42

I decide to avoid the armed forces for the time being, and look further down the road, checking to see whether it's clear of the plasma beam fully, before beginning to walk down it.

written by Malkom on Apr 25, 2012 22:05

I blink and yawn. "Ho-hum. Someone send them back in time."

written by Jam on Apr 25, 2012 22:14

I look up suddenly.

"What's that? I sense a disturbance in the force!"

I look around, confused.

"Oh, hey Lucas-R, what's up?"⁷⁵⁰

written by Gligar on Apr 25, 2012 23:08

Cloning station, JHP Sector

Cryo-R notices the B3 that splattered onto him, and tries to drink it. It's not very satisfactory when drunk in that fashion. But it's not intended to be drunk in that fashion anyway, as it's not very efficient.

He adds that they shouldn't worry about mutations, and instead worry about the fact that this is a good place for a cafeteria. As if Friend Computer didn't already choose optimal places to put them anyway.

The YELLOW leaves, muttering something about CPU Mandate 499185 (which concerns optimal cafeteria

⁷⁵⁰ Jam: (ooc edit: Er, nevermind, I've been away from Paranoia for too long, thinking I'm with Speed-Y and Lucas-R...)

placement), and how cloning stations are not listed in the mandate.

Kris-R observes that he thought that being YELLOW must be fun, but this YELLOW is anything but. He guesses that seeing the two REDs must remind him of events he experienced when he was also RED.

Near the perimeter fence, Industrial Subsector B

L4-O inquires of the Armed Forces as to the current situation. One responds, "Oh, hi, Sergeant! I heard from the checkpoint that you were here. I can't say much...there have been a few zombies, some survivors, and then that clone over there." He indicates the clone. L4-O looks... it's Mango.

Mango continues to ignore them and heads back towards the roadway.

"The warbot we brought with us seems to have been sabotaged," the soldier continues. "They certainly don't break down all on their own it says here. From what I heard, its heavy plasma generator activated all on its own! Can you believe that?"

L4-O asks about survivors. "Yeah, we've seen a few. Code 3-Zed says we have to turn them away, though. No Junior Citizens over here, but I hear that a group were recovered near the checkpoint."

Roadway, Industrial Subsectors

Mango reaches the roadway. The plasma bean has dissipated, leaving the area remarkably hot. The warbot sits motionless, with its plasma generator glowing a dull red.

He begins walking. The roadway seems sticky from the heat. In the distance, he can make out that the other checkpoint seems to have... well, evaporated.

?

Mick-R seems unimpressed. He's more interested in time travel.

The bot speaks up again. "You are in luck. It seems that Internal Security are busy right now. However, if they were to be sent backwards in time when they are not busy, they will no doubt be dropping in any timecycle now.

"But such speculation is treason, and treason is why you are here. It would be wise to not accumulate any more."

Bzzt

Something on the bot seems to spark.

Near Building 2, Industrial Subsector B

Jam-Y seems to be confused. For a moment, he thought Lucas-R was with him, instead of with speed-Y. Or maybe he thought he was with Speed-Y as well.

Perhaps it's a side-effect of not taking his medication?

written by Jam on Apr 25, 2012 23:20

I suddenly remember I have medication!

I take out my medication pack and try to figure out which pills I'm supposed to take...

"What's all this stuff do?" I ask to noclone in particular.

written by Lightning4 on Apr 26, 2012 00:10

"Oh. Him. I remember him... I guess he's harmless."

I look at Mango one more time then simply shrug.

"Yeah, that plasma generator nearly took out all of us. That warbot was definitely sabotaged... killed a good few survivors, nearly got me and my entire team too. But it sounds like the Junior Citizens are mostly to safety... so that's good."

"Anyway, we should continue our perimeter sweep to make sure there aren't any left around here. You guys keep up the good work."

I start moving away, making sure the rest of the team is with me before committing to movement fully.

written by Speeder on Apr 26, 2012 00:12

I resume shooting as soon as I can!

written by Cryoburner on Apr 26, 2012 01:59

"Less fun?"

I stare quizzically at Kris-R for a moment before returning to licking myself.

written by Mingamango181 on Apr 26, 2012 09:54

I sigh.

"No going that way..." I say to myself.

I go back to where I was previously.

written by 4616599 on Apr 26, 2012 12:55

Noticing Mango starting to move towards the roadway, I follow slowly, keeping the Transition a safe distance above the road.

written by Gligar on Apr 26, 2012 18:42

Near Building 2, Industrial Subsector B

It seems that Jam-Y hasn't been taking his medication because he forgot that he had it!

He fishes out his medication pack... and stares in puzzlement at the plethora of pills. He hasn't got a clue what any of this stuff does! He blurts out a question to that effect.

John-R looks over, and says, "Those packs are tailored to the individual mutant, sir, so I don't know what you have there. But I do know that you thinking that Lucas-R is here suggests that your power has activated on its own. If you have any of the red-and-gold speckled pills, take one. Or probably two... you're more powerful than I am."

L4-O remembers Mango, and, shrugging, dismisses him as harmless.

He tells the soldier that that plasma beam almost killed them. He agrees that the warbot was sabotaged, given that it took out several of the survivors. On the plus side, it looks like the Junior Citizens are safe.

He then decides that they should continue their sweep, and let the soldiers continue their own mission. "See you around, Sergeant," the soldier replies.

L4-O starts to move off, but decides to wait for everyone else.

Mango decides not to bother with the roadway and starts heading back. Behind him, Joris-R becomes visible as he guides the Transition closer.

Foyer, Building 2, Industrial Subsector B

Now with a fresh barrel, Speed-Y starts shooting. As does Lucas-R, who has also reloaded.

Both clones fire off three shots each, for a total of four hits and two misses. The hits cause some of the cyborg parts to spark, as they realise that there's no way that this entity can still be alive.

Cloning station foyer, JHP Sector

Cryo-R looks questioningly at Kris-R for a moment before he continues licking the B3 off himself, just like a [CENSORED] cleaning itself... or like some mutants doing the same...

written by Speeder on Apr 26, 2012 22:03

I finish depleting my barrel to make sure the cyborg parts will fail... Just to make sure it won't move.

written by Gligar on Apr 26, 2012 22:32

Foyer, Building 2, Industrial Subsector B

Speed-Y and Lucas-R keep shooting, emptying their barrels.

The end result is, once again, four hits and two misses. And a cyborg zombie suffering from heavy damage. And two smoking barrels.

The zombie tries to attack, but just ends up collapsing to the floor, pulling Speed-Y down on top of it. Right on top of some of the sparking implants.

written by Malkom on Apr 26, 2012 23:03

I step closer to the robot, peering at the sparking place. "Say... I wonder if, if I concentrated, I could send this malfunction forwards in time and make you tell me some more about treason. It sounds interesting."

I concentrate, probably futilely.

written by Jam on Apr 26, 2012 23:25

I check the medication pack for any red-and-gold speckled pills.

"Huh... This pill won't block my mutation entirely, will it? We might need my powers if we're going to be searching for survivors..."

written by Lightning4 on Apr 27, 2012 00:48

I move onward.

"Let's keep a look out. Might as well at least finish our sweep, but it sounds like all of the Junior Citizens are safe."

written by Speeder on Apr 27, 2012 02:35

I attempt to get away from it and leave the barrel on it (but I take the pistol and the spear... or rather, I attempt to do all that)

written by Kristos on Apr 27, 2012 10:55

I wait.

written by Mingamango181 on Apr 27, 2012 11:13

I make myself aware of what is going on, by taking a good look at everything.

"..."

I decide that speaking is out of reason.

written by Azirphaeli on Apr 27, 2012 13:26

Assuming I have now caught up to L4, I will assist him with his sweep.

written by Gligar on Apr 27, 2012 16:30

?

Mick-R approaches the bot, and suggests that he might be able to shift the malfunction into the future. And then get some information on treason.

*"You clearly know enough about treason *bzzt*", says the bot. "*Bzzzt* Your statement suggests that you are an unregistered mutant."*

Mick-R concentrates.

Sproing

Something inside the bot gives way, showering Mick-R in hot sparks.

Near Building 2, Industrial Subsector B

While Mango keeps looking around, trying to watch everything, and saying nothing, Jam-Y looks through his medication pack, searching through the plethora of pills available, and finds that many are really very similar. Red pills with yellow flecks, red-and-yellow-speckled pills, red-and-brown speckled pills, aha! Red-and-gold.

He asks whether the pill will suppress his mutation entirely. "I doubt it," John-R replies. "Usually, it just dampens your mutation. It's useful when you don't want your mutations triggering accidentally."

L4-O keeps moving, insisting that they keep a lookout for other survivors and Junior Citizens.

Azir-R hops up behind him, and also keeps a lookout.

So far, there does not seem to be any sign of other survivors.

Foyer, Level 1, Building 2, Industrial Subsector B

Aching from burns incurred by the zombie's implants, Speed-Y picks himself up and retrieves his weapons. He makes a point of leaving his spent barrel lying on the corpse before he steps back to rejoin Lucas-R.

Cloning station foyer, JHP Sector

Kris-R waits for the YELLOW to return.

He doesn't have long to wait. The YELLOW re-enters the foyer and sighs. "It seems that your papers are in order. Though I still have my suspicions about you two, it *appears* that neither of you is a mutant. You can go about your business."

written by Granpire viking man on Apr 27, 2012 17:10

I take a last look at the junior citizens and try to make a guess about whether they are all present.

I specifically look for the junior that wouldn't listen to me when I told him to get away from the vent.

written by Lightning4 on Apr 27, 2012 19:27

As we continue the search around the building, I note how far around the building we are and see how much we have left to go.

While checking around, I also see if I can see the other Industrial Buildings from where I'm at. Maybe I can see some of the commotion from here... unlikely though...

written by Malkom on Apr 27, 2012 20:04

"Hot bleeding time-warped sandwiches!" I jump back. "Wowzers! I... did that actually WORK?!"

I concentrate hard on the bot's drinks tray.

written by Gligar on Apr 27, 2012 21:32Near Building 2, Industrial Subsector B

King-R tries to look for the Junior Citizens, but none are visible from near Building 2.

L4-O notes that he has reached the opposite side of the building to the garage. In the distance, other buildings loom: Building 3, and, distantly, two of the buildings from Industrial Subsector A. There seem to be zombies milling about around Building 3.

?

Mick-R seems surprised. Did... did it work?

He tries to concentrate on the drinks tray.

Nothing noticeable happens.

written by Lightning4 on Apr 27, 2012 22:08

I press onward, continuing to keep my eye out for anyclone of note. My eyes scan up and down Building 2 to see if I can spot anything amiss.

written by Speeder on Apr 28, 2012 02:53

I grumpily proceed toward the power room...

I look very grumpy.

Seemly pain make me grumpy and unhappy.

written by Malkom on Apr 28, 2012 05:34

I look disappointed... but then a bright idea strikes me!

I concentrate on the actuality of a laser gun that *might* be hovering above my hand sometime in the future. If I was a high-clearance quantum scientist, I'd say this had something to do with Schrodinger-R's famous Companionship & Amusement system, which he called Trevor (the one he put in a box along with a specifically treasonous nanovirus that might, or might not, infect the system before he removed it.)

If that fails (and it probably will, knowing me), I try to move a bit of drink upwards.

If that fails, and if that succeeds either, I have a good look round.

written by Jam on Apr 28, 2012 14:09

I look around for any living clones, and try to make my way over to wherever L4-O went.

written by Gligar on Apr 28, 2012 18:22Near Building 2, Industrial Subsector B

L4-O moves on, and continues to look for clones. There is a distinct lack of survivors near here.

To add a little variety,. he begins looking up and down the building itself, and notices lights set up on the roof. A memory surfaces: he was there when they were installed.

Jam-Y also keeps looking for survivors. There seems to be signs of life in the vicinity of Building 3...

Foyer, Building 2, Industrial Subsector B

A rather grumpy Speed-Y heads for the power room, with Lucas-R in tow.

Power room, Building 2, Industrial Subsector B

The first thing her notices on entering is the big power distribution board, taking up almost the entirety of one wall.

One section looks odd, almost as if someone has damaged it. Repairs have been attempted but suddenly stopped, given the pile of tools on the floor. Some spare parts have been carelessly dropped near the board.

?

Mick-R decides to try something else.

He concentrates.

Nothing happens.

He concentrates again.

[1040]

Nothing happens.

He tries looking instead of concentrating.

Nothing happens.

Especially not to the open door used by the bot.

written by Speeder on Apr 28, 2012 19:07

I start by examining the sabotage, trying to figure what the power services team wanted to actually repair.

written by Lightning4 on Apr 28, 2012 20:04

"Hm, those emergency lights might attract some rescuers or something. But it's too dangerous to get back up there and turn them off... guess we'll leave them on for now."

I continue onward, since there probably isn't much ground left to cover.

written by Jam on Apr 28, 2012 22:04

"Hey, L4-O, what's that?! Maybe there's survivors there!" I loudly exclaim while pointing toward where I saw the signs of life.

written by Gligar on Apr 28, 2012 22:25

Power room, Building 2, Industrial Subsector B

Speed-Y has a look at the damaged section to see if he can figure out what the Power Services team were trying to fix, and discovers that, though the circuits and breakers are marked, they're marked in a Power Services code which he does not know. Service groups do not like sharing trade secrets, and Tech and Power kind of have overlapping jurisdictions (though don't try telling *them* that. Repair teams from both groups often get into firefights over just which group gets to repair some faults, sometimes causing even more damage than they would have fixed.) As such, he can't tell what the breakers connect to. But given that the lights are off, it's probably the lighting breakers that are broken. Indeed, some do appear damaged.

Lucas-R also has a look. "Hmmm..."

Near Building 2, Industrial Subsector B

L4-O comments that the lights up top will probably attract rescuers, but he deems it too dangerous to go up and turn them off. He continues his sweep of the building's exterior.

Behind him, Jam-Y alerts him, rather loudly, to the probable presence of survivors near Building 3.

written by Speeder on Apr 28, 2012 23:08

I attempt to see how the breakers got damaged...

And after that I try to figure if something that does not belong to the board is connected somehow to it, or if there are something off, something unbroken that is not doing the normal function.

written by Cryoburner on Apr 29, 2012 03:02

"Wow! They didn't find out that you were an unregistered mutant plotting to overthrow the complex Kris-R, despite

you looking and acting much like one... That's really great to hear!"

"Now, let's go! We have a cafeteria to find! And probably other things."

I grab Kris-R by his jumpsuit and pull him toward the exit, waving to the Yellow as I go. I wave to anyone else around as well.

written by Malkom on Apr 29, 2012 05:37

"If this is a dream, it's not following any rules I know if."

I look around, seeing what kind of place I'm in, if any. I also close the door and attempt to secure it.

written by Lightning4 on Apr 29, 2012 09:20

"Hmm? What's that, Sir?"

I turn around and see if there is a route to Building 3, or if each building has a marked off perimeter.

If there's a route, I say

"Well then, I guess there's no harm in checking."

I proceed towards Building 3.

written by Gligar on Apr 29, 2012 14:56

Power room, Building 2, Industrial Subsector B

Speed-Y inspects the damaged breakers, and discovers that some of them were forcibly yanked free from their mountings and bent out of shape, shorting some of the wires inside and causing the breakers to fuse in the "off" position.

He has a quick look at the rest of the board and discovers a breaker that seems to be a replacement, probably installed by the Power Services team. It doesn't look out of the ordinary. But Lucas-R seems to be interested in it.

There is also a receptacle for something... something that isn't installed. The receptacle looks like it was added after everything else... probably as recently as a couple of daycycles ago.

Cloning station foyer, JHP Sector

Cryo-R loudly exclaims that it is a good thing that Kris-R's mutation and plans to undermine Alpha Complex were not discovered, and then begins to drag him out of the door.

Only to find the door slam shut as he gets there.

"Citizen Cryo-R-BRN-6!" booms The Computer. **"You have just accused another citizen of being a mutant! Explain your accusation!"**

?

Mick-R seems to think that it's a dream... and what would he know about the rules of dreaming?

He looks around. It's the same blinding whiteness he was brought to. He can now see that he was sat in a RED chair in what could be the middle, or

[1041]

to one side, or even attached to a wall. It's hard to tell.

Other features include a door, currently open and leading to a RED corridor, a jackobot, currently deactivated and emitting sparks, and a tray of drinks. And cameras, but that does without saying.

He closes the door, and realises that there is no handle on this side. He'll have to find some way of opening it again if he wants to (attempt to) leave.

An equally-puzzling location.

"He's in position."

"Good. But there's something else. Notice that fluctuation on the lucidity graph? He might be aware of something."

"Or maybe he didn't drink enough of the..."

A panel beeps.

"That's not right."

"Oh, don't worry about it. We can correct for that. Increase the Thalanal injection to 25 ppm."

"Got it."

Near Building 2, Industrial Subsector B

L4-O turns to look in the direction of Building 3. Since the perimeter fence only denotes the edge of the Subsectors, getting to Building 3 is easy.

He decides to go and check it out. As he approaches, he can make out a group of citizens, struggling to move through a mass of zombies.

written by Speeder on Apr 29, 2012 15:49

"What are you seeing there Lucas?"

I also examine the replacement breaker.

If I notice that removing it would not wreck my evidence, I remove it (after turning it off and relevant circuits to it off too) using the tools on the ground.

Then I examine it closely on my hand.

written by Jam on Apr 29, 2012 17:47

I also walk toward the direction of Building 3.

Once I see the group of citizens, I switch to running.

written by Kristos on Apr 29, 2012 19:46

I have now known Cryo-R long enough (not very long) to not be surprised by his present action. So I kick back against

the wall (if it is RED or INFRARED clearance) and wait to see his explanation.

written by Lightning4 on Apr 29, 2012 20:29

I too start running. I pull out one of my more useful laser pistols and start firing away at the zombies, trying to clear a path for the survivors.

written by Gligar on Apr 29, 2012 22:46

Power room, Building 2, Industrial Subsector B

Speed-Y asks Lucas-R what he's looking at. "I'm looking at the codes, sir," he replies. "During.. that incident last weekcycle - wow, is it that long already? - they decided that I shouldn't be specialised on running cloning tanks, and tried to teach me the basics of other service group jobs. I've forgotten most of it, but I can remember some of the basic codes used by the other service groups. Like this one. The damaged parts are marked up as being for the lights, the lifts... and 'spare'. That's the one that's been replaced."

Speed-Y examines the replacement. It looks the same as the other undamaged breakers on the panel. But appearances can be deceptive. He decides to get a closer look, and uses the discarded tools to remove it from the panel. Those screws are on tight, and might not even be the right ones for the job - as might the tools - but he succeeds in removing the replacement breaker while only causing minor scratches to it and the panel. It wouldn't pass a Power Services quality check, to be sure. The breaker, I mean, not just Speed-Y's work. It's almost as if it was constructed on-site.

Near Building 2, Industrial Subsector B

Jam-Y starts walking towards Building 3 with L4-O. At least until he sees those citizens, whereupon he starts running.

L4-O starts running alongside, fishing out a laser pistol as he does. He starts shooting at zombies. Out of three shots, he's able to hit twice, causing one zombie to collapse onto a second, which pulls a third down with it.

Cloning station foyer, JHP Sector

It seems that Kris-R has formed enough of an opinion of Cryo-R that he is not surprised at this turn of events. Instead, he leans against a nearby wall (INFRARED, if anyone's interested) and waits, to see what Cryo-R has to say for himself.

But The Computer wants answers now. "You as well!" it adds. "Are you a mutant? Explain yourself!"

written by Gligar on Apr 25, 2012 13:46

I think I've got enough information to replace at least one player with an AI script that, more or less, says:

```
10 PROCcreateclonfamily
20 FOR CLONE=1 TO 6
30 PROCgetintofight
40 PROCdie
50 NEXT CLONE
60 GOTO 10
```

I am sure that Cryo-R, and others, can appreciate the efficiency of this situation, and will forgive this use of BASIC in this example. (I just wanted the excuse to use a GOTO 10. I mean, work with me here.)



written by Lightning4 on Apr 29, 2012 23:03

I stop at a safe range from the zombies and swap to the other good laser pistol and continue firing at the zombies.

"Gah, wish I had my blaster about now..."

written by Granpire viking man on Apr 29, 2012 23:16

I pull out both of my laser pistols and help L4-O clear a path for the survivors.

I try to see if the survivors look like junior citizens.

written by Speeder on Apr 30, 2012 02:44

I attempt to disassemble the breaker if needed to figure if it has any part that does not actually belong to a breaker of the light system.

written by Kristos on Apr 30, 2012 06:38

"Umm, well... you see... it is RED. I mean I am red. Definitely RED. And definat. Very much definite... but definitely not treasonous. Just... threadlike. I- I- I mean, I feel like a thread... a very well defined thread. Like I'm being lead somewhere. It is not treason to close my eyes? It is very healthy and involuntar-ily. And on the other side of my eyelids... just RED. It would be laughable to try to take over the complex with my eyes shut. And treasonous. I am sure you understand, Computer!"

I fall face flat in respect, and speak no more until prompted again.

written by Gligar on Apr 30, 2012 18:39

Near Building 3, Industrial Subsector B

L4-O switches to another laser pistol and keeps shooting, letting loose with another three shots. But he doesn't do as well as last time, with only one of his shots hitting its mark. He wishes he had his blaster, but of course Joris-R still has it. He'd better remember that it's ORANGE...

But of course, there are more than just L4-O shooting zombies. King-R, for example. He takes out both of his laser pistols and starts firing. He fires six shots, but only three hit their mark, and strike down another zombie. He looks at the survivors and realises that they aren't Junior Citizens.

John-R is also shooting. He also fires three shots, and hits with all three, causing two more zombies to fall!

Power room, Building 2, Industrial Subsector B

Speed-Y tries to disassemble the circuit breaker, but finds that he doesn't have the right tools to do so.

Cloning station foyer, JHP Sector

Kris-R seems to panic as The Computer demands answers. He stammers that it, no, *he* is RED, and it seems like he's been lead around on a thread. And surely it's okay to close your eyes? That can't be treasonous, right? That would be silly.

For a long moment, The Computer is silent.

Then: **"I see. But I am still waiting for your companion to explain himself! Failure to comply will result in summary judgement. And this had better not a false accusation, else there will be terminations!"**

written by Lightning4 on Apr 30, 2012 19:25

I check the shots on my pistols, and fire with whichever one still has shots left.

I see how many zombies remain between us and the survivors, and continue trying to pick them off so the survivors can make it to us.

written by Gligar on Apr 30, 2012 22:07

Near Building 3, Industrial Subsector B

L4-O checks his pistols. Three and two shots left, respectively. He sticks with the three, and empties the barrel, dropping another zombie in the process.

A survivor notices this, and starts to clamber over zombie bodies, trying to escape.

written by Lightning4 on May 01, 2012 00:04

I lend my assistance with my remaining two shots. I try to make those shots count.

written by Speeder on May 01, 2012 01:06

I use inappropriate tools to disassemble the circuit breaker, you know, like all TechServices people know how to do... Even if it is not part of training at all.

written by Cryoburner on May 01, 2012 01:24

"Oh, hello computer! Don't worry! That wasn't an accusation at all! I was just mentioning that Kris-R looks much like a mutant does, what with his legs and arms and all. Mutants are known to often have those, you know. He just has that sort of "mutant look" about him. Of course, the crew here looked over his information and found otherwise, and it sounds like the cloning tank chemicals here are specially formulated to reduce mutations, so I'm pretty sure he's not a mutant. It's possible that he's a traitor though, as I haven't ever heard him say things like "I am not a traitor" or "I sure prefer activities that are non-treasonous", so I'll continue to keep an eye on him. There's nothing to worry about! I'm just keeping on guard and looking for signs that he is planning to kill us all at any moment. That hasn't happened yet though!"

I give a thumbs up to the nearest camera.

"Hmm... now that I think of it, what happened to that transbot we were on..."

written by Granpire viking man on May 01, 2012 02:34

I keep helping L4-O with a few more shots, then check my barrels.

I try to take a quick tally of the remaining zombies, and tell L4-O this number.

written by Malkom on May 01, 2012 17:48

I grope 'round the walls and see if I can feel anything. If so, I pull, push, switch, click, or otherwise activate it.

If not, I decide the room is boring, grab the robot by the heels, and try to smash down the door with it.

written by Gligar on May 01, 2012 19:15Near Building 3, Industrial Subsector B

L4-O fires off his remaining two shots on his equipped pistols. That's enough to dissuade another zombie from interfering with the escape of the survivor(s). King-R finishes it off with another couple of shots. As he discovers, that leaves one barrel empty and the other with two shots left.

The survivor manages to clamber free of the zombies and make a run for it. Other survivors begin to do the same.

King-R counts the remaining zombies and tells L4-O that there are nine.

Power room, Building 2, Industrial Subsector B

Undeterred, Speed-Y attempts to use the tools he has to dismantle the circuit breaker. It takes him a while, but he actually manages it, and without breaking anything! (Well, except for a cable tie).

It occurs to him that he has never seen the inside of a circuit breaker before. Nonetheless, he doesn't see anything unusual.

Cloning station foyer, JHP Sector

Cryo-R explains that he didn't intend to accuse Kris-R of anything. Instead, he merely wanted to say how much like a mutant Kris-R looked... though his papers check out and the cloning process went smoothly, so he's probably not a mutant. He may, he adds, be a traitor, since he hasn't said he isn't one. Cryo-R promises to watch him for signs that he'll kill everyone.

The Computer responds, **"Your earlier statement, that Kris-R's mutation was not discovered by the cloning technicians, suggests that you suspected him of possessing a mutation. Voice analysis routines construed this as an accusation! Are you aware of the amount of resources I must expend on false or inaccurate accusations every daycycle? No, of course not, for the information is beyond your security clearance. Nonetheless, I cannot allow this to go unpunished. you are fined two hundred credits for a false accusation of treason, and are sentenced to go without lunch for one weekcycle! Please pay this fine at the nearest confession booth immediately!"**

The door unlocks.

?

Mick-R investigates the room a little closer, looking for something he can activate.

Sure enough, he finds a button. Click!

When he presses it, a hatch opens, revealing a ventilation duct and some wiring.

written by Speeder on May 01, 2012 19:25

I then try to figure what the receptacle on the panel do, specially what was supposed to be attached on it, and what the circuit it is attached to is supposed to do.

written by Lightning4 on May 01, 2012 19:40

Lacking any other weapon that operates with more surgical precision as opposed to obliterating everything around, I decide to try the taser on the closest zombie, if it has enough range.

I keep watching the survivors to see if there are any remaining that can't get to us.

If all the survivors become free, I yank my taser free and make a run for it with them back towards Building 2.

written by Jam on May 01, 2012 22:03

I run a bit closer to the zombies, and try to shoot at the head of the nearest zombie, as long as there aren't any living clones too close to where I'm aiming.

written by Gligar on May 01, 2012 22:15Power room, Building 2, Industrial Subsector B

Next, Speed-Y investigates the mystery receptacle. It seems to contain a heavy-duty power socket. Whatever connects there must draw a lot of power. For what reason? Who knows? Whatever it is isn't here.

But the receptacle is connected, via what is probably an inverter, to what seems to be the main power line.

Near Building 2, Industrial Subsector B

Lacking any other ideas, L4-O decides to try his taser out on one of the zombies. However, other than the thing buzzing at him, nothing happens.

It's a good thing that Jam-Y has a weapon, and is there to use it. He shoots at the same zombie, incapacitating it. That allows two more survivors to break free and run.

But that leaves another four who are in need of help...

written by Kristos on May 01, 2012 23:55

I turn to the YELLOW to see his current state of being. Then, to Cryo-R: "You should be honored. The computer just spoke to you directly. And fined you directly!"

written by Lightning4 on May 02, 2012 04:41

I try to yank my taser free and retract it.

"Hmm..."

I get an idea. I unload one of the barrels from a laser pistol and try to toss it just close enough to the zombies that they'll be caught in a nice explosion, that hopefully shouldn't also harm the survivors.

I then try to shoot my taser at that, if Jam-Y doesn't try to shoot the barrel first.

written by Granpire viking man on May 02, 2012 11:59

"Take cover!" I yell, hopefully loudly enough to warn the survivors.

I fire at L4-O's barrel, on the assumption that a taser will not set it off.

I then back away very quickly.

written by Cryoburner on May 02, 2012 12:09

"It's always great to talk with the computer!"

I return to walking toward the exit.

"Hmm... no lunch though. It's certainly a good thing that it will be dinner soon! I guess I won't need those 200 credits anyway, seeing as I won't have to buy lunches this week. It's a good thing the computer thought of this, or I might have had excess credits laying around, and nothing to do with them."

written by Azirphaeli on May 02, 2012 16:02

I wake up to a fire fight⁷⁵¹ and see King-R ducking for cover. I follow suite.

written by Gligar on May 02, 2012 16:30

Cloning station foyer, JHP Sector

Kris-R looks for the YELLOW, but he is nowhere to be found.

He tells Cryo-R that he should be honoured, since The Computer spoke to him, and fined him, directly.

Cryo-R replies that it's always great to talk to Our Mutual Friend. He may not be able to have lunch, but, he claims, that's a good thing, since it'll be dinner soon (wait... it's not for several hourcycles!) and he won't have 200 credits burning a hole in his pocket (er... did he forget that commerce is mandatory? If he hadn't been fined, he could have spent it on something! He's not in any danger of not having anything to do with his credits. Or, right now, lack of credits.)

Near Building 3, Industrial Subsector B

L4-O retracts his taser's probes and has an idea. One of the explodey variety. To that end, he unloads one of his spent barrels and throws it towards the zombies, and attempts to shoot it with his taser.

Realising what he's doing, King-R opens up with his own laser pistol and yells for everyone to take cover.

As the barrel begins to squeal, Azir-R realises what's going on and hits the deck.

The barrel explodes and practically deafens everyone. Everything is sent flying -

written by Speeder on May 02, 2012 16:58

I then figure if the receptacle was supposed to be there in first place or if it was installed in a extraneous manner...

"Lucas, I think we will have to check the security videos, if I am cleared to that, to see when this thing was installed... And when the sabotage happened."

Since I am here anyway, I attempt to do what minor fixes I can do.

written by Lightning4 on May 02, 2012 19:39

I check to see whether I'm alive, and check to see whether I've sustained any injuries.

"Okay, maybe I need to cut out the short-range explosions... this is what, the fourth time I've nearly killed myself already?"

written by Jam on May 02, 2012 21:37

I check myself for injuries...

"How are we supposed to save the survivors if you blow them up?!" I yell to L4-O and King-R.

written by Gligar on May 02, 2012 22:04

Power room, Building 2, Industrial Subsector B

Speed-Y looks at the receptacle once again, and surmises that it shouldn't even be there. The workclonship suggests that the panel was deliberately cut open to make space for the receptacle. Whoever did it didn't make a very neat job of it, either.

Speed-Y informs Lucas-R that they'll have to review the security cameras to find out when the receptacle was installed and how the sabotage happened...

And, since he's here anyway, he decides to try and make a few repairs of his own. His knowledge of power systems is limited to making such fixes to cloning tanks and such when Power Services aren't looking, but there shouldn't be too many differences, right?

He causes quite the lightshow while doing it, but from the sounds elsewhere in the building, her seems to have activated something.

Near Building 3, Industrial Subsector B

L4-O picks himself up. He aches all over from being hurled to the ground but is otherwise still in one piece.

He decides that close-range explosions are probably not a good idea, and he should cut down. But he can do that whenever he wants, right?

Jam-Y also picks himself up. He berates L4-O. They can't save survivors if they keep blowing them up!

written by Azirphaeli on May 02, 2012 21:52

"Yeah I don't think I can lose any more limbs and still be a functional member of the team."

written by Speeder on May 02, 2012 22:39

I look at the power services symbols... You know, so later I can figure what I fixed and learn what the symbol means...

Then I turn to Lucas.

⁷⁵¹ AZIRPHAELI: (OOC sorry, been sick)

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"Also... I wonder what I turned on. I hope is something good against zombies..."

written by Lightning4 on May 03, 2012 00:12

"Right sir, sorry, although I did try to not blow them up... so..."

I see if the survivors are in fact still alive. And see if there are any zombies left around the area.

written by Granpire viking man on May 03, 2012 01:14

"Yeah, did we blow them up?"

I ask, but prefer not to look.

I tell L4-O, "I'm sorry, I haven't been a very supportive friend, as far as explosive-based addictions go. I'll try to stop you from causing them next time."

written by Gligar on May 03, 2012 18:50

Power room, Building 2, Industrial Subsector B

Speed-Y glances at the Power Services symbols, trying to remember them. He wonders exactly what he just activated.

Lucas-R also looks at the symbols. "Hmmm... not the lights, that's for sure..."

Near Building 3, Industrial Subsector B

L4-O apologises and says that he was trying not to kill the survivors. He checks, and it looks like he succeeded, though they'll need the attention of a docbot.

As for the zombies, though... there are two left.

King-R, of course, prefers not to look. Instead, he apologises to L4-O, saying that he'll do a better job of stopping extraneous explosions in the future.

written by Speeder on May 03, 2012 18:53

"Alright, not lights... good to know."

Instead of moving out immediately, I check my equipment. Including replace rounds and barrels, and fixing the spear in case the zomborg damaged it.

"The only thing I have more than zombies, is zomborgs."

written by Lightning4 on May 03, 2012 19:25

I make sure my taser is still in working order, perhaps, and put it away since it's useless here anyway.

Lacking any sort of weaponry that won't blow the zombies up and us as well, I resort simply to Protocol 1115554B. Verbal assault!

"Your mother was a father and your hamster smells of elderberries!"

written by Gligar on May 03, 2012 22:15

Power room, Building 2, Industrial Subsector B

Before he moves out, Speed-Y checks his equipment. That is, he checks his laser pistol, "revolver", and spear, reloads the "revolver", and repairs the spear.

Near Building 3, Industrial Subsector B

L4-O hits the Test button on his taser, causing it to arc.

Then he stows it. But what weapon should he use if he is not to cause explosions? Harsh language?

Actually, yes.⁷⁵² Protocol 1115554B states that all soldiers should be equipped with one (1) mouth, intimidation purposes, for the use of. To most soldiers, that means "verbal assault".

And that is what L4-O tries. Unfortunately, the zombies seem less than impressed. But where did he learn that particular insult? (He got it wrong, anyway.) Some of those words date back to... no, never mind. Suffice to say that those words tend to attract the attention of Internal Security.

written by Jam on May 04, 2012 02:00

"Its what was a who was a what?!"

I swing my laser pistol aim over to L4-O.

"Where did you hear words like that?! I'd call them treasonous, if I knew what in Alpha Complex they meant!"

written by Granpire viking man on May 04, 2012 03:12

I swing my good laser pistol at Jam-Y.

"Stop it! Last I saw you, you were about to eat Speed-Y, and you hugged a warbot, almost killing us. I'd say that's treasonous!"

"We can deal with this after we kill those two zombies" I add, nodding at the zombies.

written by Lightning4 on May 04, 2012 06:43

"Protocol 1115554B, addendum C, Article 5... it's rather long, but in dire circumstances clones are allowed to draw from *Friend Computer's All-Encompassing Compendium of Insults: Secret Fun Edition* for the purpose of using a weapons-grade verbal assault."

"Armed Forces stuff, you know. Especially the *Secret Fun Edition*. I've got a few more where that came from... though

⁷⁵² GUGAR: (OOC: +1pp.)

written by Speeder on Apr 28, 2012 19:08

Malkom I heard that XYZZY make "Twice as much happens"

using them within earshot of Junior Citizens lands you in a confession booth faster than you can say it in the first place."

I sigh.

"I guess either I botched it, or the zombies are simply immune to that ferocious assault..."

written by Azirphaeli on May 04, 2012 17:01

"I am sure we can find a very real source of damage that doesn't cause a big boom but also will actually work."

I look at the standoff..

"assuming we can all cheer up a tad and stop aiming at one another.. yes?"

written by Cryoburner on May 04, 2012 17:05

"walk walk walk..."

I continue walking toward the exit. And possibly passing through it. If I pass Kris-R along the way, I pull him along as well.

written by Speeder on May 04, 2012 17:11

I move out of the room, and try to remember where the sound might come from.

written by Gligar on May 04, 2012 19:14

Near Building 3, Industrial Subsector B

Jam-Y, it seems, hasn't heard of Protocol 1115554B, but then, that's to be understood. The problem is, he *has* heard L4-O unleash his verbal assault. It may not have worked, but it did push Jam-Y into action. He thinks, and shifts his aim... towards L4-O. He demands to know where L4-O heard of those words.

King-R also shifts his aim... towards Jam-Y. He's had enough. First, Jam-Y tries to eat Speed-Y; then he hugs a warbot; now he's pointing laser pistols at everyone! If *anyone* is acting treasonously, it's Jam-Y!

Azir-R doesn't join in with the pointing. He believes that they will find an alternative weapon with which to terminate zombies, but they have to not be pointing laser pistols at each other.

L4-O explains to everyone about Protocol 1115554B, specifically Addendum C, Article 5. He says that it's rather long, but it allows clones to use the Friend Computer's All-Encompassing Compendium of Insults: Secret Fun Edition to launch verbal assaults at enemies. Of course, that edition is restricted to the Armed Forces, and pretty much all of it is composed of words you wouldn't want to use around Junior Citizens...

And it looks like it didn't work out exactly as planned. Either he botched it, or the zombies are immune to it.

Either way, the zombies continue to advance.

Corridor G7-45, JHP Sector

Cryo-R and Kris-R (who is being dragged by Cryo-R, as usual) emerge from the cloning station into an INFRARED corridor unlike many they've seen. For one, the INFRARED corridors they're familiar with tend not to have giant e-ink adverts proclaiming the inferiority of mutants everywhere. As clones pass, the displays change, personalising themselves, changing to fit the clone, reminding them of the telltale signs of mutations, encouraging clones to report signs of mutations to the nearest guard immediately...

The second thing they notice is that... well, there are a lot more clones around here. Some of them are waiting around a bank of confession booths nearby. They seem to be talking about something... probably some mutant or something.

Corridor 2, Level 1, Building 2, Industrial Subsector B

Speed-Y and Lucas-R leave the power room. Speed-Y thinks that the sound came from somewhere in the direction of the far end of Corridor 3.

written by Kristos on May 04, 2012 22:40

I start walking to look less conspicuous. This place makes me uncomfortable. Looking around, I check for any signs of direction.

written by Lightning4 on May 05, 2012 00:04

"We've got two zombies left so, if we can get rid of those..."

I ready a large hammer as a blunt weapon, if I still have one. If the zombies get in melee range I start using it with extreme prejudice.

written by Jam on May 05, 2012 02:29

"Huh... Protocol 1115554B... I really need to keep up on those..."

I shift my aim back toward the zombies.

written by Granpire viking man on May 05, 2012 05:48

I shift my aim back toward the zombies also, but keep a sharp eye out for further treasonous behavior from Jam-Y.

I fire off my last two shots and check if I have any more barrels.

If I don't have any, I ask Azir-R to toss me a couple.

written by Gligar on May 05, 2012 18:37

Corridor G7-45, JHP Sector

For some reason, Kris-R seems a little uncomfortable here. He starts walking, since being dragged might be a bit conspicuous. (Then again, I can see a couple of clones dragging a third to who-knows-where on this camera, past the confession booths.)

He also looks for some sort of directions. They still need to get to JHY Sector, after all. Well, there seems to be a concourse of sorts in one direction, and the confession booths in the other. Past the booths, the corridor intersects

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another, and past that, another small crowd is gathered around a bank of terminals. Past that... I can't really tell.

Near Building 3, Industrial Subsector B

L4-O reminds everyone that they have two zombies left. He checks through his things and finds his large hammer. Figuring that it's better than nothing, he gets it out and prepares to use it to bash in some zombie skulls.

Jam-Y seems to accept L4-O's explanation, and relaxes a little. He muses that he really must keep up to speed with all these directives and mandates.

He starts aiming at the zombies again. King-R follows suit, but can't help glancing at Jam-Y from time to time. While he's at it, he fires off his last two shots, landing a glancing hit on one zombie, and looks through his spare equipment. He has one fresh barrel left, so he loads it, and asks Azir-R for a couple more.

written by Lightning4 on May 05, 2012 20:17

"Don't try too hard, sir. It's physically impossible to keep up on every single mandate. Which leaves it in bit of a funny spot, really... it's semi-treasonous to not know every single protocol, regulation, and rule in use in the Alpha Complex... yet, bearing knowledge of every single one of them suggests a dangerous mutation... or some other treasonous or suspect activity."

If any zombies are now in melee range, I start cracking skulls.

written by Gligar on May 05, 2012 23:12

Near Building 3, Industrial Subsector B

L4-O suggests that Jam-Y not try too hard to remember mandates and regulations. There are so many that one clone can't be expected to know them all... yet, at the same time, they *have* to know them all. So... if you don't, you're a traitor for not remembering the regulations, but if you *do*, you're a traitor because you're clearly some sort of mutant...

This is one of those things that Internal Security loves.

But there are more important subjects at hand, such as those zombies.

L4-O takes a swing at one, and his hammer connects with a cyborg implant, making a satisfying crackle and fizz! The zombie lurches for a moment as the malfunctioning implant does some nasty things to what remains of its brain, and keels over.

written by Kristos on May 05, 2012 23:22

If there is a confession booth with no line (or a short line) of clones waiting, I go there. When my turn comes, I hold my head low and speak:

"I have a confession to make. I am lost. My team, team Sigma, were following the way. Specifically, the way to JHY Sector R&D. But at some point our mortal bodies went

astray, some pieces this way, some that way. Re-cloning has given us a second chance to fulfill our calling."

Lifting my head, with tears of desperation, I continue:

"Can you please, please advise us on returning to the path of our mission? We did not mean to slip away!"

The chemical burn in my throat probably amplifies the desperation in my voice. After a quick thought, I add:

"Specifically, directions and transport advice to JHY Sector would be most appreciated."

written by Lightning4 on May 06, 2012 01:09

"One down!"

If nobody else takes out the remaining zombie(s?), and if it's close enough I take some swings at it.

written by Jam on May 06, 2012 03:12

"That's an interesting thought... A mutant that can remember everything! I wonder if there are clones like that..."

I think a bit, then realize there is still a zombie alive (undead, whatever).

"Oh, need help with that?"

I walk up to the other zombie, and shoot it point blank in the head. Then, I check how many shots my laser pistol barrel has left, unless said barrel has just exploded from overuse, in which case I flail around and scream in agony.

written by Mingamango181 on May 06, 2012 11:15

I realise that I still exist, and on that, I shake my limbs back awake again.

I observe my surroundings, checking for differences compared to when I last checked.

written by Speeder on May 06, 2012 16:55

I go to the corridor 3, searching for the source of the sound.

written by Gligar on May 06, 2012 19:13

Corridor G7-45, JHP Sector

Trying to act natural, Kris-R heads over to the confession booths. The clones present there regard him with suspicion.

As it happens, queues are short. The reason for this becomes clear when one of them suddenly emits a bright flash and opens, sending out a blast of hot air and a cloud of what looks to be dust. The other clones notice it, and cheer.

But Kris-R doesn't seem to care. He enters the booth. Behind him, one of the clones tells another, "Wanna bet on this one?"

Confession booth, Corridor G7-45, JHP Sector

Kris-R enters, wipes off the chair and sits down.

Almost immediately, the Computer monitor activates, and The Computer intones, "**Would you like to confess, citizen?**"

And it seems that Kris-R *would* like to confess. Specifically, he confesses that he and his team have become lost after being re-cloned here, and he would like guidance in getting back on track.

“It is truly regrettable,” begins The Computer, **“that some clones are capable of losing their way! If only they were more observant, perhaps they could remain on the path! You, for example! Can you identify what it was that caused you to lose your way? Did you notice it? If not, why not? If so, why did you still allow yourself to lose your way? Why has your teammate not yet entered a confession booth?”**

Near Building 3, Industrial Subsector B

L4-O lets everyone know that he has dispatched another zombie, and moves on to the other. But it gets to him first, and takes a swipe at him. Ouch!

Jam-Y thinks that being able to remember everything is an interesting concept, and wonders if any such mutant exists.

The he realises that L4-O needs help, and walks towards it. Aiming his laser pistol again, he shoots. Twice. This is enough to make the zombie jerk back, right into his laser pistol. He almost drops it, but recovers. He checks it, and notices that he has two shots left.

Near Building 2, Industrial Subsector B

Mango looks around again. He notes that everyone seems to have left him alone again. Even the Armed Forces seems to be ignoring him, as they seems to be more interested in helping out with the warbot.

The heat from the plasma beam begins to subside. As it does, something can be heard making little plink plink noises as it begins to cool (presumably).

Corridor 3, Level 1, Building 2, Industrial Subsector B

Speed-Y and Lucas-R enter the corridor, looking for the source of the noises. It is definitely not coming from the (remains of) the stairwell, or the cafeteria, that's for sure.

They continue on, past the wreckage, and emerge in a relatively unscathed stretch of corridor, in which there is a lift. It seems to be moving.

written by Speeder on May 06, 2012 19:39

“Oh nice, I fixed the lift! Much better than using stairs, specially one that I exploded.”

I smile happily.

And point the laser pistol at the lift, and then call it, and remains pointing the laser at it.

“Lucas, I am thinking in go searching for the gas boxes, and figure how they got triggered, do you have any better idea of what to do now?”

written by Lightning4 on May 06, 2012 19:50

Now angry at being hit, I try to take a good swing at the zombie with my hammer.

written by Gligar on May 06, 2012 22:03

Corridor 3, Level 1, Building 2, Industrial Subsector B

Speed-Y is pleased that he seems to have repaired the lifts. It means that he won't have to worry about having to take the stairs – specifically, the ones he destroyed earlier.

He calls the lift, cautiously keeping his laser pistol pointed at it, and outlines his plan: he wants to find more of the gas boxes and try to figure out how they were activated. He asks Lucas-R for ideas. Lucas-R replies, “I think there will be quite a few boxes... it should only be a matter of time before we find one. Then... I dunno, find some Power Services code or something? If we can find out what circuit they're on...”

He's interrupted by the lift, which arrives, and opens its doors.

Near Building 3, Industrial Subsector B

L4-O answers the attack with one of his own. Crack! Right in the chest!

written by Speeder on May 06, 2012 22:05

I step into the lift, and take a look on how much levels the building have.

“The gas was lighter than air, this means that the boxes are on the lowest levels.”

I see if the building has levels lower than this, underground if needed, it it has, I go for the lowest level.

written by Lightning4 on May 06, 2012 22:19

I continue my attack until such point that the zombie is rendered no longer moving, whether that comes about through my own attack, or assistance from one of the other clones.

written by Granpire viking man on May 07, 2012 01:16

I watch the cracking of heads and chests, looking curiously to see whether cyborgs have blood or innards.

written by Cryoburner on May 07, 2012 04:58

I notice Kris-R enter a confession booth.

“Oh look, a confession booth! That could be useful for disposing of my excess credits!”

I approach a confession booth, and see if it offers any obvious way of paying my fine.

written by Mingamango181 on May 07, 2012 09:04

I move so that I remain vaguely close to the Armed Forces.

Not too close to that warbot.

written by Gligar on May 07, 2012 18:33

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y enters the lift and looks at the control panel. Hmm... five levels. Nothing below Level 1.

He suggests that the gas boxes will be on the lower levels, given the behaviour of the gas. So... 1 and 2? And since he can't go any lower...

Near Building 3, Industrial Subsector B

L4-O keeps attacking the zombie. It tries to claw at him, and manages to do so on a couple of occasions, but he is able to take it apart soon enough.

After that, he realises just how much his body aches.

King-R, who was watching him, notes that cyborg zombies do have blood after all.

Corridor G7-45, JHP Sector

Cryo-R finally notices the confession booths.

Remembering (probably) what The Computer told him, he approaches. As he does, one of them opens, causing its occupant - an unfamiliar ORANGE clone - to fall from the booth and crumple to the ground, causing a cheer from the watchers. Perhaps the laser wound to the head has something to do with the fact that he isn't just walking out.

Cryo-R approaches the booth, causing the watchers to whisper amongst themselves. Her pauses briefly, and notices the ME Card slot, prominently mounted under the Computer Monitor inside the booth.

"Go on," one of the watchers calls out. "What are you waiting for? Got *something to hide*?" This gets a laugh from some of the other watchers.

Near Building 2, Industrial Subsector B

Mango edges closet to the armed Forces clones, trying to increase the space between him and the warbot.

One of the soldiers looks over. "Is something the matter there?"

written by Kristos on May 07, 2012 21:22

"Great Computer! I should have been more observant! Because of my lack of observation an unknown force, seemingly a blast, destroyed our previous clone instances during TransTube transit. I should have been more inquisitive! Since being decanted from a nearby cloning station, our location was never provided (though replacement and recovered supplies were!). I should have been more... mandatory! As team leader, I acknowledge that it is my responsibility to lead the team.

...

I do not know why Cryo-R has not entered a confession booth, though I suspect he is deep in observation that theoretically could be related to our mission."

written by Speeder on May 07, 2012 22:16

I frown. And just because I entered in the lift anyway, I go to level 2, just to be sure I wait for Lucas to be inside the lift, in case he is not.

written by Gligar on May 07, 2012 22:58⁷⁵³

Confession booth, Corridor G7-45, JHP Sector

Kris-R admits responsibility for not paying attention when the blast (if it was a blast) terminated him, and for not being more mandatory when decanting. If he had been so, he could have possibly avoided the blast, or figured out where he is. It is his responsibility as Team Leader to lead, after all. And apparently, he needs to improve at it.

As for Cryo-R, he isn't sure. Perhaps he is observing something related to the mission?

"Then perhaps you could learn how to be observant by observing your teammate!" suggests The Computer. "Yes, that is a good idea! Your punishment is to observe Cryo-R, and note what he observes, and how it is related to your mission! You can start doing so as you head to the transtube station on Corridor J2-05!

That is not all! At the conclusion of your mission, you are to submit a report detailing everything you have observed during the mission! Perhaps this will teach you proper observation skills!

But this does not explain why Cryo-R has yet to enter a booth! Perhaps he has something to hide!"

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y had kind of hoped that there was something below Level 1. Oh well. Instead, he presses the Level 2 button and waits.

Only then does notice the size of the lift. It could easily hold fifty or more clones.

written by Lightning4 on May 07, 2012 22:47

"Ugh.... already getting banged up again. Need to watch the combat."

I try to get myself back with the rest, and appraise the situation from there. Like any further zombies are at, and the condition of the survivors, and if there are any more in the area. Things like that.

written by Cryoburner on May 08, 2012 00:54

"Why, yes! Yes, I do have something to hide!"

I respond to the clones near the confession booths.

"There has recently been an outbreak of thefts in the complex, presumably performed by pickpockets, who privily pilfer possessions from the packs and pockets of pedestrians. It's probably a good idea for one to keep their equipment well secured and hidden from sight, to avoid a situation where their belongings might get stolen."

I take a step toward the booth, then quickly turn back around.

⁷⁵³ GLIGAR: (OOC: Kristos spends 3pp.)

"Say, I've noticed you've been standing around watching other clones quite a bit yourselves... That seems rather... Suspicious."

I suspiciously stare at the clones as I enter the booth, unblinking until they are out of sight, before inserting my ME card into the applicable card reader.

written by Speeder on May 08, 2012 02:04⁷⁵⁴

I look around the lift, and try to figure if I can fit a certain bot that I like inside it...

Then I try to figure what the purpose of the lift was originally.

written by Granpire viking man on May 08, 2012 02:12

"Yuck. More mess."

I busy myself with investigating the survivors. Particularly, whether any of them have bloody wounds.

"You know, I don't think I've seen a scrubot all daycycle. Plus, that hygienebot was nearly useless. That reminds me, you're all still filthy."

I look around for a hygiene station, or hygienebot that's actually connected to a water source.

written by Lightning4 on May 08, 2012 09:04

I try to get back to safety too, and check the survivors as well. I also check myself for any serious wounds.

After that's done, I give the surroundings a look for any further zombies. Or survivors.

written by Mingamango181 on May 08, 2012 09:35

I respond.

"I should hope not. Many a time have things occurred that shouldn't have."

written by Kristos on May 08, 2012 12:49

"I get free bonus mandatory duties added to the mission? Oh thank you, Great Unseen Friend! I will perform my duties so well that someclone of higher clearance at anysector will probably think I deserve almost half of a promotion at least! When this mission is completed, I will have learned to observe so well, that some clones will probably think I am Cryo-R! As soon as I am released from the confession booth, I will go observe why Cryo-R has not entered a booth, among other things that I will also observe. But as my first act of super-observeness I will now observe your response... for your response is a response to be observed, Friend Computer."

written by Gligar on May 08, 2012 19:09

Near Building 3, Industrial Subsector B

L4-O muses that he needs to watch himself, specifically during combat. He's already getting hurt. Checking himself over, he can see that his wounds are not serious, but they hurt like HEL Sector.

Noting that others are filtering back towards Building 2, he tags along. There don't seem to be any more zombies outside Building 3, at least. Or survivors, for that matter. The ones with him are injured, but they'll manage.

King-R also checks the survivors. Specifically, their wounds. Luckily, none of them are serious, but they are bleeding in places, something that, as we know, King-R dislikes.

He comments that he hasn't seen a scrubot all daycycle. Or a hygiene station, for that matter. Or a hygienebot that worked properly. He looks around for one, but wouldn't they be, you know, inside a building, and not out under the dome?

Near Building 2, Industrial Subsector B

Mango responds that he hopes not, since lots of things have gone wrong lately.

"Sounds like *someone's* unhappy," replies the soldier. "You might want to get that seen to."

An equally-perplexing location

"Sir, Level One Brainscrub is underway. I kind of want to know what that's doing to his dream."

"Given that he's not even supposed to be dreaming, so would I. But maybe he's not aware he's dreaming?"

"Shhh. He might have that obnoxious 'Aware That I'm Dreaming' mutation."

"That's not a mutation, citizen, it's just... well... something you can do."

"Oh."

Corridor G7-45, JHP Sector

Cryo-R retorts that he *does* have something to hide: his equipment. He says that he doesn't want his things stolen, so he keeps them concealed.

Without giving them a chance to react, he adds that their standing there is.. suspicious. He walks backwards into the booth, never taking his eyes off them, never even blinking... They stare back at him with equal suspicion.

Once the booth closes, one of them stammers, "The... the way... he looked at us..."

"Yeah. Bores right into your mind."

"Wanna bet on this one?"

"Yeah, I'll toss in twenty credits."

Cryo-R's confession booth, Corridor G7-45, JHP Sector

But Cryo-R is oblivious to the clones' wager. He is more interested in using this handy ME Card reader. And as he inserts his card, the Computer Monitor lights up with the familiar Eye. **"Your fine has been deducted, citizen. Since you are here, would you like to confess?"**

⁷⁵⁴ SPEEDER: (OOC: I am laughing my ass off what computer said to Kristos...)

Kris-R's confession booth, Corridor G7-45, JHP Sector

Kris-R seems overjoyed to receive an addition Mandatory Bonus Duty, as he perceives it, and thanks The Computer. He promises to perform them to the best of his ability, beginning right now, with the Computer's reply. The Computer's replies are something worth observing, after all.

"Indeed it is," is the reply. **"My replies are always worth observing! Please observe them to the best of your ability! Also, please observe the group of clones situated outside the confession booths! They seem to need observing! Thank you for your co-operation!"**

The door opens.

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y is doing a little observation of his own, concerning the lift he now occupies. It seems to have been constructed to more easily move entire work shifts from their dormitory to elsewhere in the building. He could potentially fit several forkbots in here... or even ArmourBots, assuming that the door were big enough. And that there were several ArmourBots in existence to fit in here...

As he's pondering that, the lift stops, and its doors open.

written by Malkom on May 08, 2012 19:39

I feel around the walls; if I feel anything I try to pull it off and examine it.

If I don't feel anything, I try to bash the door down with the jackbot.

If that fails, I try to bash the door down with my head.

written by Speeder on May 08, 2012 21:50

I look... happy... for having used that lift and having fixed it.

"Hey lift, I liked you!"

I then move out, and see if I can spot any of those gas boxes already.

written by Gligar on May 08, 2012 22:39

?

Ignoring the air duct, Mick-R concentrates on getting the door open, using much the same method. First, he searches for a switch... oh hey! There's one. Press!

The door clicks, and opens ever so slightly.

written by Speeder on May 03, 2012 20:41

L4 just managed to splout 4 treasonous words in a single phrase, and insult someone with them.

Awesome.

Mother, Father, Hamster and Elderberries.

written by Lightning4 on May 03, 2012 21:47

Well, drastic times...

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y tells the lift that he appreciates it and moves out.

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y looks around for a gas box. There's one.

written by Lightning4 on May 08, 2012 22:43

I continue with the group back towards Building 2. I resume keeping a lookout as we progress, though it doesn't seem there's much to look at, at the moment.

Maybe another clone would take the time to investigate every single soot molecule...

written by Speeder on May 08, 2012 23:02

I first try to see how much not-inert the thing may be... Then if I can see from far where it is connected.

written by Malkom on May 09, 2012 02:54

Keeping my thumb on the (supposedly) invisible switch, I glance at the air duct. Hmm.

I try pressing the switch again. Then I try going down the air duct. If it tries disappearing or anything trippy like that, I go out the door. ("Duct first, maybe less Security Services down there!")

If there's time, I try wishing very hard for a high-clearance laser pistol. ("If I can influence this dream structure or whatever the HELsector it is... really, you can't tell me these white-light walls are natural...")

written by Gligar on May 09, 2012 16:20

Between Buildings 2 and 3, Industrial Subsector B

L4-O keeps a lookout as the group heads back to the garage. Fortunately, nothing of note happens, unless you count the soot continuing to blanket everything. And there's only one clone I know who would take the time to inspect that enough to learn that there are changes in its density.

Wait, maybe two.

Regardless of that, the team makes it back to the garage unscathed.

Corridor 1, Level 2, Building 2, Industrial Subsector B

As best he can, Speed-Y attempts to investigate the gas box from afar, first checking to see if it's active. He surmises that it was active, but is now inert.

He also notices that it seems to be connected to a wire that has been attached to the wall. It leads up and behind a panel in the wall, above the clearance stripe.

?

Mick-R keeps his hand by the button as he looks at the duct. It seems to be made of the same metal sheets as other ducts he's seen. But before checking it out further, he presses the button again. It clicks.

Satisfied that the button continued to exist, he enters the duct. It, too, continues to exist, and doesn't seem to be imaginary.

Air duct, somewhere

Mick-R continues crawling away from the room. Behind him, an alarm begins to clamour. Additionally, from what he can see, the white walls suddenly change and fill with static.

But he ignores it. For some reason, he still thinks that he is dreaming and can affect the dream. Specifically, he tries to conjure up a high-clearance laser pistol out of nowhere. Nothing happens, of course.

written by Speeder on May 09, 2012 21:30

I poke the box with the spear, from far, and see if it does something. It not, only then I go see if I can remove the panel.

written by Gligar on May 09, 2012 22:31

Corridor 1, Level 2, Building 2, Industrial Subsector B

Pulling out his spear, Speed-Y pokes the box. If Cryo-R were here instead of idling in a confession booth in JHP Sector, he'd probably think that Speed-Y was poking the box pokingly. But he isn't. Not that it would make any difference, since the box doesn't respond.

Satisfied, Speed-Y investigates the panel. It's one of those POWER SERVICES ACCESS ONLY panels, with the yellow-and-black surround that makes most clones cross-eyed if they even think about looking at it. But that doesn't deter Speed-Y, who just dives right in and sets about removing it. And it doesn't take too long before the panel is on the floor and he's looking at a circuit board that looks to be a lesser distribution panel, complete with PowServ symbols.

written by Speeder on May 09, 2012 23:13

I take a mental note of what symbol the box is connected to. And what else is connected to those same symbols.

written by Cryoburner on May 10, 2012 01:10

"Thank you, computer! I appreciate having credits removed from my possession!"

I take my card back, hiding it securely in a pocket of my jumpsuit.

"Now. confess, confess... Ah yes, I must confess that while I did head to the confession booth here more or less immediately as you requested, I did pause a moment to examine some suspicious clones near the booth's entrance. They seemed to be watching the clones who were passing by a bit too closely. So I watched them even more closely

in return, to see what they were up to. Their response was to watch me even more closely still. This leads me to believe that they might be pickpockets!"

written by Granpire viking man on May 10, 2012 03:04

I notice the soot covering everything.

"Grahhh! Get it off of me!"

I dash frantically into the garage, flailing my arms wildly.

Once inside, I try to brush off every single speck of it as quickly as I can.

written by Lightning4 on May 10, 2012 11:07

"Well... no other survivors... I think I want to go check the warbot again, if everyone else is up to it. That clone might need some assistance now if the warbot has been taken out."

I try to appraise the status of the warbot from my current position.

written by Malkom on May 10, 2012 16:18

Sighing, I continue through the duct, trying to convince myself that my nose is red. Once I get to the end, I very cautiously peek.

written by Gligar on May 10, 2012 18:46

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y traces the box's wire to a junction marked with a particular symbol. "That's the emergency light circuit, if I'm remembering right," Lucas-R tells him. "So why aren't he emergency lights themselves working? Were they disconnected?"

Speed-Y traces wires further, seeing what is connected to this circuit, apparently the one for the emergency lights. He discovers that several of the wires have been cut, and guess what circuit those are connected to...

Cryo-R's confession booth, Corridor G7-45, JHP Sector

Cryo-R retrieves his ME Card and gets on to his confession. He confesses to pausing briefly to scrutinise some clones outside the booth. He outlines how he believes that they're suspicious, and possibly pickpockets.

"Your suspicion may or may not be warranted, citizen!" Our Mutual Friend replies. **"While it is possible that the clones standing near the confession booths may be suspicious, the fact remains that you may also be suspicious! Perhaps they are simply as suspicious of you as you are of them!"**

"Unless, of course, you have proof that they may be committing treason by standing outside!"

Garage, Building 2, Industrial Subsector B

King-R runs inside, his arms flailing wildly. It seems that he is taking exception to all this soot, and is trying to remove it from his jumpsuit. Of course, all that soot has to go somewhere, like all over everything and everyone else.

[1053]

L4-O stands in the door and reports that there are no other survivors that he can see. He suggests that they go and check out the warbot again, since Sven-O might need assistance now that the warbot is out of commission.

If it is.

He looks through the smog and can make out the looming form of the warbot in the distance. It doesn't seem to be moving.

Air duct, somewhere

Mick-R continues on, trying to will himself into believing that his nose is red, until he comes to a junction, where air ducts extend off in all directions. And I do mean all directions. Some of them seem to be occupied.

written by Speeder on May 10, 2012 19:03

"So...

They attached the boxes to the emergency lights, and sabotaged the emergency lights, so that in a emergency the zombies happen...

Zombies, in dark places... convenient if you ask me. Almost like a vidshow..

You know, like *Zombie Apocalypse 924*...

I wonder when *Zombie Apocalypse 1* was shown, probably before Alpha Complex existed... But it is so much FUN this movie series, no wonder the original had 923 sequels."

I attempt to figure what sort of tool was used to cut the wires, and in how haste the saboteur was.

written by Granpire viking man on May 10, 2012 21:21

"Taken out?" I ask L4-O, "I think the only thing that could take out a warbot is another warbot."

written by Lightning4 on May 10, 2012 21:25

"Well, in this case, yeah. The warbot might've burned itself out with that gigantic beam. It was already malfunctioning pretty badly..."

"I can't tell if it's still active from here or not... and I'm kind of hesitant to get any closer..."

written by Jam on May 10, 2012 21:33

I snap out of a daze.

"So! As I was saying—"

I stop suddenly, and look around...

"Uh, guys? Where am I? And where'd everyclone go? Hello?"

written by Gligar on May 10, 2012 23:46

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y summarises: the boxes were attached to the emergency light circuit, and the lights themselves were disconnected. So, when the lights were activated, the zombies happened. (But why didn't the lights activate as

soon as the power went out? PowServ Directive #489496-4832(x), that's why.)

This causes Speed-Y to go off on a tangent about the *Zombie Apocalypse* series of vidfilms... specifically 924. As you'll recall, 924 has a similar plot... hmmm...

Speed-Y briefly wonders when *Zombie Apocalypse 1* was first shown, then realises that he's probably too low a clearance to know. Not that it matters, as it was apparently so popular that they're still making sequels!

Anyway, back to the sabotage. Speed-Y realises that the wires seem to have been snapped outwards, as if they were cut with a knife. It seems that whoever did it was in a hurry, as well.

Garage, Building 2, Industrial Subsector B

King-R finds L4-O's statement hard to believe? A warbot... taken out? Last he heard, the only thing that could take out a warbot was another warbot...

L4-O admits that, but states that it kind of happened. He's not certain and doesn't really want to get closer to verify it, but it appears that the warbot has burned itself out after malfunctioning and causing that huge plasma beam.

Near Building 3, Industrial Subsector B

Jam-Y suddenly snaps out of a daze, and realises that he is back near Building 3. He doesn't know why. All he knows is that there is a pile of dead zombies nearby, and that there are tracks headed back in the direction of Building 2.

written by Granpire viking man on May 11, 2012 01:16

"Well, we survived its attack last time. Just don't hug it again, and we should be alright."

"Or maybe... The only way to destroy it is with hugs? Could it be?"

written by Cryoburner on May 11, 2012 09:20

"Perhaps I should watch them some more. I could watch them until they start removing items from other clones pockets. Then I'll know they're pickpockets for sure!"

written by Lightning4 on May 11, 2012 11:13

"Well, we can go check it out. That, or we can go see what Speed-Y is up to..."

I turn to Jam-Y.

"Call is yours, I guess, sir."

written by Speeder on May 11, 2012 13:26

"Alright, those wires were cut in a hurry by someone probably not really qualified, but that knew the power services code.

This means that there are a power services traitor, and I am not saying that just because I am tech services...

I think I should report this..."

[1054]

I look for a camera.

"ALPHA COMPLEX ADMINISTRATION ASSISTANCE COMPUTER, ARE YOU THERE AND AVAILABLE? I HAVE A REPORT TO DO!"

written by Gligar on May 11, 2012 17:26

Garage, Building 2, Industrial Subsector B

King-R argues that they survived the warbot's attack last time, so as long as they don't try to hut it again, they should be fine.

Although... what if that hug was the only thing that can destroy a warbot? Hmm...

L4-O replies that they could go check it out... or they could go and join Speed-Y. He turns to Jam-Y... only to discover that he isn't here.

Cryo-R's confession booth, Corridor G7-45, JHP Sector

Cryo-R suggests that he could continue to watch then until they do do something... then he'd know for sure.

"Are you telling me, then, that you do not have proof of their alleged activities?! Are you also suggesting that I am incapable of monitoring every citizen in this Complex myself?! Then, you are committing treason twice over! Give me one good reason why I should permit you to continue existing, given that you have committed treason!!"

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y surmises that whoever cut the wires was not qualified, and was probably a traitor to Power Services - and he's not just saying that as a member of Tech.

He attempts to alert Our Mutual Friend - but does not get a reply.

written by Speeder on May 11, 2012 18:14

I * FRUMPLE * and get my PDA.

I think a bit. Then I think a bit more.

Then I decide to send a message.

written by Jam on May 11, 2012 20:55

I follow the tracks, hoping they'll lead to Nukabot and the others...

written by Lightning4 on May 11, 2012 22:03

"Where did-"

I peek out the garage door to see if I can spot Jam-Y.

"Wonder how that happened..."

written by Gligar on May 11, 2012 22:18

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y... er, I can't make out that expression.

But it seems that he still wants to make that report, since he pulls out his PDC and thinks.

After a while, he sends a message.

Garage, Building 2, Industrial Subsector B

L4-O wonders where Jam-Y went, and how he failed to notice that. Curious, he looks outside again and, peering through the smog, he can make out what seems to be a YELLOW clone walking towards the building. As it approaches, L4-O can make out that it's Jam-Y.

written by Lightning4 on May 12, 2012 00:05

As soon as Jam-Y gets close enough, I immediately subject him to a barrage of words.

"Ah! Sorry sir, I guess we lost you... we're trying to decide where to go now. We can either check on the status of the warbot, if it's disabled, the Armed Forces may need some assistance keeping the perimeter..."

"That or we can try to find Speed-Y... he may or may not need our help."

written by Jam on May 12, 2012 01:34

"Oh, I thought I was the one that lost you guys! Huh..."

I take a few secondcycles to decide what to do next...

"How about we start walking towards the warbot, and call Speed-Y on the way to check up on him. And if we find any more survivors along the way, even better!"

written by Kristos on May 12, 2012 02:16

I exit the booth, and situate myself at a convenient out-of-the-way location; preferably a nearby dark corner. After a quick look at everything around me, I begin observing the pack of clones with a gaze that could melt adamantylke plating if I was a mutant.

written by Malkom on May 12, 2012 05:28

I hurry into an unoccupied vent as quickly and silently as possible, hoping it will lead me to a weapons storeroom or cloning station or something equally useful. Or better yet, into a room of unactivated warbots!

written by Speeder on May 12, 2012 14:34

I smile, and continue fiddling with the PDC, looking at some pictures on the screen.

After I am sure I remember them well, I take a look on the panel again, and where the cables are seemly going.

Also I see if on this panel there are a port to a Power Services computer that controls energy distribution.

written by Cryoburner on May 12, 2012 15:01

"Oh, don't worry! Certainly, you are most qualified at observing clones! I was simply suggesting that I could assist with observing them from another angle. Maybe they would even try to pick my pocket, in which case I would be on hand to intervene directly! I suppose it might be more efficient if I were to just get on with my existing mission and leave the monitoring of suspicious clones up to you though."

I take a moment to examine the cleanliness of the confession booth interior.

written by Gligar on May 12, 2012 18:41

Garage, Building 2, Industrial Subsector B

As soon as Jam-Y gets in range, L4-O starts talking at him. He apologises for the team losing him, and outlines their possible paths: either they could check on the warbot, or they could check on Speed-Y.

Jam-Y, who thought that he lost them, takes a few moments before replying. He suggests that they do both: they can head towards the warbot, while calling Speed-Y to discover his progress. And who knows, they might find some more survivors...

Corridor G7-45, JHP Sector

The loitering clones are still discussing Cryo-R when Kris-R steps out of his booth, unscathed. One of them glances at him and mutters, "I believe that's sixty credits you guys owe me."

Kris-R looks for an out-of-the-way spot and finds one, next to a vendobot that looks to have not seen maintenance in a while. There, he has a look around before fixing his gaze on the pack of clones. Several of them are handing plasticreds to the first clone, having apparently lost a bet.

Cryo-R is nowhere to be seen. Kris-R guesses that he might have entered a booth, maybe, possibly, maybe?

Cryo-R's confession booth, Corridor G7-45, JHP Sector

Cryo-R admits that The Computer is well qualified to monitor citizens, and suggests that he could also monitor the. Perhaps they might attempt to pick his pocket. But in the meantime, he could simply continue with his mission.

"Of course I am qualified! Who do you think owns the cameras?! Certainly not you! You are fined 300 further credits for your transgression! You must pay this fine within *static* hourcycles or face summary termination!"

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y fiddles with his PDC, apparently pleased at something. Then he looks at the panel, and determines that the cables lead to a big mess of wires somewhere behind the panel.

Finally, he looks for a data port or something. He doesn't find one, but he does spot what appears to be the antenna of an access point.

Air ducts, somewhere

Mick-R picks one direction on impulse and follows it, until he reaches a grate. On the other side appears to be a warehouse.

written by Speeder on May 12, 2012 19:07

I start to fiddle with the PDC trying to connect to the access point... doing everything that I can if needed.

written by Lightning4 on May 12, 2012 21:53

"Good idea! Let's go then... and figure out who's calling Speed-Y. I guess I could."

I start walking towards the warbot and pull out my PDC, and try to call Speed-Y right away.

written by Jam on May 12, 2012 22:32

I follow L4-O, making sure to keep a look out for survivors, zombies, or warbots.

written by Gligar on May 12, 2012 22:55

Corridor 1, Level 2, Building 2, Industrial Subsector B

Spotting what seems to be an access point, Speed-Y decides to try and connect to it.

Lucas-R looks concerned. "Sir... are you sure you want to mess with that?"

He's able to get it to respond. It seems that it's part of a Power Services subnet, and is, naturally, protected. Apparently, it needs Ancillary Clearance PowServ-Gamma.

Before he can investigate further, his PDC begins to ring.

Outside Building 2, Industrial Subsector B

As it happens, it's L4-O. He's heading out towards the warbot, with the rest of the team in tow. Behind him, Jam-Y looks out for signs of... well, anything, really. The only thing he can see is the big warbot looming ahead.

written by Speeder on May 12, 2012 22:58

I look at Lucas.

"Just in case it was left without security... Sometimes PowerServices do that... And then I would be learn a few stuff. Only Yellow clearance of course..."

I disconnect from the access point and attend to the PDC ringing.

written by Kristos on May 13, 2012 05:29

Perceiving the situation, I approach the clone that won the bet.

"Hello, my name is Kris-R. I am on special observation duty, so I would like to ask you a few questions. What is your name? Where are you from? What is your duty? Why did you wager that I would leave the booth in good condition?"

I ready my PDC to note down the clone's response.

written by Lightning4 on May 13, 2012 09:47

If Speed-Y successfully answers, I start speaking right away.

"Good to hear from you, sir. Any new information from what you're doing? And do you need any assistance? We're nearby, we did a sweep for survivors, but there aren't any

more Junior Citizens. We did get a few survivors from Building 3 though..."

"We're just going to check up on the warbot at the perimeter, it may not be functioning anymore, so we may be needed to guard there... possibly..."

written by Cryoburner on May 13, 2012 17:06

I reinsert my ME card into the slot.

"It's always great to perform transactions with the computer!"

While waiting for credits to be deducted, I continue examining the cleanliness of the confession booth interior.

written by Gligar on May 13, 2012 18:49

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y looks at Lucas-R and tells him that he was simply checking to see if it was unsecured, something that Power Services does from time to time. If it were, he could have learned something.

He disconnects, and answers his PDC. It's L4-O, who asks for a quick status report, and gives one of his own. He tells Speed-Y that they are on their way to the checkpoint. Now that the warbot has apparently been neutralised, their help may be needed.

Roadway, Industrial Subsectors

As the team approaches, they can see that the warbot seems to be giving off copious amounts of smoke. All hatches are open, and a couple of clones are trying to make their way out while simultaneously trying to deal with the smoke. (And King-R thought the smog was bad enough...)

Corridor G7-45, JHP Sector

Kris-R approaches the wager-winner and asks a few questions. "Well well well... additional duty, eh? Alright then, why not? I'm Stu-R-JHP-2, I'm with PLC, and me and my friends like to watch mutants get zapped. I didn't think you were a mutant, though, and neither does Our Friend. So you must be okay. Can't say much about your companion, though."

Cryo-R's confession booth, Corridor G7-45, JHP Sector

His companion is still busy, what with the new fine. He re-inserts his ME Card and waits. While he waits, he notices that a fine grey powder is covering every surface inside the booth.

Shortly, the Computer replies, "You have insufficient credits to pay this fine! Remember, you have *static* hourcycles to pay the fine, or you will be subject to summary termination!"

written by Speeder on May 08, 2012 13:29

Seriously, I cannot stop laughing every time in the last few turns that I read what Cryo and Kristos are doing...

The conversations with Friend Computer (among others) is absolutely hilarious.

Something in the booth begins to hum.

written by Malkom on May 13, 2012 21:31

Ah, a warehouse. Splendid. This grate however... unfortunately less so. I feel in my pockets for a PDA, a wrench, or even a humble screwdriver. Why didn't I think to steal one earlier? It'd sure come in handy now. Or, knowing my luck, it probably wouldn't.

With what I find, or more likely what I don't, I attempt to remedy the grate situation.

written by Gligar on May 13, 2012 23:06

An equally-perplexing location

"Sir... there's a problem."

"What's up?"

"We're getting a negative response on the brainscrub... it's like he's rejecting it."

"Okay then... I bet it's not thye only thing he's rejecting. Go deeper. But remember that we've been forbidden from terminating him."

"Sir?"

"Regulation 443-16bs. It's out of my control. Just do it."

Air duct, near a warehouse

Mick-R sees the grate and searches for something to take care of it.

He finds... nothing.

Regardless, he attacks the grate... to find that he really needn't have bothered. Apparently, the grate was so loose that it falls off as soon as he touches it.

He fails to notice that the grate is starting to vanish into darkness.

written by Jam on May 14, 2012 01:41

I wait for L4-O's report on Speed-Y.

written by Speeder on May 14, 2012 02:12

"Hello L4

Alright... I am investigating, we will never finish this mission doing only contingency, but good work.

What I found so far is that Power Services has a traitor... Power Services and Tech Services use notation that is unknown to each other, and also that is unknown in other sectors... But whoever did the sabotage and installation of the nanites, knew this sector Power Services code, meaning

[1057]

that someone from Power Services in this sector, is a traitor and is leaking out Power Services information or actively helping in treasonous activities.

I will now see if I can figure how the nanites are controlled, somehow...

I am thinking in how to do that without committing treason by accident.

You do a physical sweep, to locate the operator of the nanites physically, there must be one, or at least some machine to oversee it, or some person overseeing the operation, but I very much doubt they just spread the gas and left everything running by itself, if they have a objective, they have someone, or something, working on it."

written by Kristos on May 14, 2012 02:57

"Hmm... most interesting. Thank you for your cooperation, Stu-R."

I enter abbreviated notes into my PDC.

"Cryo-R? You have seen him? We are on a mission. I need to find him as soon as possible so we can return to our tasks."

written by Malkom on May 14, 2012 04:05

"I'm feeling dizzy... hold on, hold oooooonnnn, I need aaairrrrrr..."

I plunge through the hole, shoving out huge amounts of air and gasping in as much as I can.

written by Lightning4 on May 14, 2012 08:09

"Hm. Good plan. I'll have to keep my eyes out then... but I haven't seen anyone suspicious for a while. If I may state my opinion, they may have already left the Industrial Subsector... I certainly wouldn't want to stay in the buildings after triggering something like this. And I think the tampering had already occurred before we arrived... so... well, I guess I'll just keep my eyes out. I can only hope such a clone is still in the area, and not elsewhere doing those... treasonous things."

I continue to approach the warbot cautiously, but I glance around occasionally to see if there's anyone else around that is either a survivor, treasonous person, or treasonous unperson.

written by Gligar on May 14, 2012 18:35

Roadway, Industrial Subsectors

Jam-Y waits for L4-O to give him a rundown on Speed-Y's status.

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y tells L4-O that he is investigating things. He has discovered that there is a traitor in Power Services... one who knows the local PowServ codes. This traitor is either providing information about codes or is actively helping the traitors. His next step will be to figure out if the nanomachines are being controlled remotely... if he can

find a non-treasonous way to do that. He suggests that the rest of the team continue their sweep, and look out for any sign of a nanomachine controller. After all, if they've gone to the trouble of spreading the gas around, there must be a reason for it...

Roadway, Industrial Subsectors

L4-O approves, but notes that he hasn't seen anyone suspicious for a while. He believes that any suspicious types may have slipped through the cracks and left the Industrial Subsectors. And since the tampering occurred before they got there... the only thing he can do is keep his eyes open.

He and the rest of the team approach the warbot. It seems that the warbot is indeed inert, and is smoking from every... everything. It must have really overloaded itself.

Soldiers are clustered around it, trying to rescue their squadmates from the smoky interior. It's clear that they're not having much luck. Only a few have made it out.

Corridor G7-45, JHP Sector

Kris-R thanks Stu-R, and makes some notes. He then asks about Cryo-R. "Is that his name? Yeah, I've seen him. He entered a confession booth not long after you did. He stared at us the whole time. He had this creepy stare, like he could see right through us or something... almost... *inhuman*. I've got 20 credits on him not coming out."

Warehouse

Suddenly overcome by dizziness, Mick-R dives into the warehouse, gasping for air.

His mind clears somewhat (not enough to notice that the air duct is now... gone) and he notices that, as well as being RED, the warehouse is full of boxes.

written by Lightning4 on May 14, 2012 23:40

"Let's help them!"

I start jogging up, and lend any assistance I can in getting the remaining clones out.

written by Gligar on May 14, 2012 23:54

Roadway, Industrial Subsectors

L4-O decides to offer the team's assistance in rescuing clones from the warbot's interior.

Together, the team is able to rescue two more clones: Sven-O and another. But not without inhaling some of the acrid smoke from inside the thing.

written by Kristos on May 15, 2012 00:29

"Yes, that is definitely Cryo-R! The most observational clone in all of Alpha Complex! He is an incredible asset to this mission, so if he won't come out, I guess I'll just have to go and get him."

[1058]

I walk up to a confession booth and call out, loudly, "CRYO-R! ARE YOU IN THERE? WE NEED TO RETURN TO OUR MISSION! HURRY UP AND FINISH YOUR BUSINESS..."

written by Granpire viking man on May 15, 2012 01:44

I pull out my trusty hygiene cloth to keep my lungs clean of acrid smoke, while trying to use my free hand to somehow assist the others.

written by Cryoburner on May 15, 2012 01:57

"Oh, good! I lack sufficient funds, meaning I'll have to acquire some! That sounds like great fun!"

I retrieve my ME Card and begin marching in place, preparing to leave. I take a moment to note where the humming is coming from. Hopefully, it is the kind of humming consistent with a properly functioning confession booth, and not the kind of humming consistent with a booth that has been tampered with.

written by Jam on May 15, 2012 02:33

I also try to assist in any way possible.

written by Lightning4 on May 15, 2012 12:48

After an attempt at expelling the smoke from my lungs, as long and as loud as necessary, I try to assist any remaining clones in getting out of the warbot.

At which point I likely cough some more.

written by Speeder on May 15, 2012 13:38

I blink... blink blink

"L4 what are you doing right now? I mean, why you are coughing a lot?"

written by Malkom on May 15, 2012 18:05

I keep gulping air and concentrating on existence.

When possible, I read the labels of the boxes, then open one that looks promising (PDAs or laser pistols would be sweet right now, but so would unconsciousness-staving-off meds. Knowing me, I'll find prosthetic fingernails or something bloody stupid like that...)

written by Gligar on May 15, 2012 18:39

Corridor G7-45, JHP Sector

Recognising the description of Cryo-R, Kris-R goes to look for him.

He does this by walking up to a random confession booth.

Which opens as he approaches, revealing Cryo-R.

He proceeds to tell Cryo-R, rather loudly, that he should finish up his business as they have a mission to complete.

Roadway, Industrial Subsectors

The team continues helping with rescuing soldiers from the hulk of the warbot:

King-R covers his mouth with a cloth before getting stuck in. Her quickly realises that he would need both hands to

help. He learns this when a hatch closes on his free hand. Had he had both hands free, he could have held the hatch open.

Jam-Y reaches through an open hatch and manages to pull someone out. The someone falls to the ground, unconscious.

L4-O nearly coughs up a lung before diving back in. He is unable to find any more survivors, but he does repeat his coughing fit.

Corridor 1, Building 2, Industrial Subsector B

Of course, Speed-Y can hear all this through his PDC, and wants to know what's going on.

Warehouse

Mick-R, who continues to exist, starts reading boxes. Hmmm... balls of twine, duct tape, copperlyke piping, screwdrivers with unusual heads, power cells, ultracapacitors...

written by Jam on May 15, 2012 21:15

I drag the clone away from the warbot and the smoke, and check for signs of life.

If the clone seems to be alive, I check the clone's clearance and attempt to wake him up.

written by Gligar on May 15, 2012 22:17

Roadway, Industrial Subsectors

Jam-Y proceeds to drag his survivor away from the smoke, and checks him. He's ORANGE, and seems to be unconscious, but Jam-Y seems unable to wake him.

written by Cryoburner on May 15, 2012 23:46

I check whether or not I have retrieved my ME card yet. If not, I continue retrieving it, until it is fully retrieved. I then exit the confession booth.

Upon noticing the clones outside, I begin staring at them intently, noting any signs that they may or may not be pickpockets.

written by Granpire viking man on May 16, 2012 02:08

I muffle a cry behind my cloth, and try to pull my hand out of the hatch, looking over it to make sure it isn't broken.

I stuff the cloth into my mouth (but not my throat), so I can have both hands free, breath safely, and try opening the hatch. I enter the hatch and try to pull out a survivor.

written by Lightning4 on May 16, 2012 03:12

I cough a bit more then realize my PDC is still talking to me.

"Oh, sorry sir, I forgot to close the line. *cough*"

"We arrived at the warbot guarding the perimeter. It's definitely out of commission. *cough*. We were assisting in the rescue of clones inside... so much smoke... *cough cough*"

"We got them though."

I back away from the warbot and try to assess how many clones have been pulled from it against my knowledge of how many clones normally make up the crew of a warbot.

written by Malkom on May 16, 2012 16:07

“SCREWDRIVERSH! YEAH, baby!! Now I can do some *real* SCIEEEENCE!!!”

I open the box(es) unless they're taped shut or something take one of each kind of screwdriver and stow them in my jumpsuit. Then I have a Thought.

I try to get my hands on some copperlyke piping, some power cells, and some ultracapacitors. And a ball of twine *and* some duct tape, if possible.

Once this is done, I take my twine and attempt to secure as many ultracapacitors on one end of the piping as I can manage, and then, setting it on the floor, form a circuit between the power cell and the capacitors using the pipe, and stand well back.

If nothing happens, I add several more power cells...

If nothing still happens, I give up and scrounge around for some wire. Surely some electronilyke cabling should be lying around, given what I've seen so far.

written by Gligar on May 16, 2012 18:56

Corridor G7-45, JHP Sector

Having retrieved his ME Card, Cryo-R pushes past Kris-R and walks out of the confession booth. Apparently, he had failed to notice that he had already retrieved his ME Card.

He does notice Stu-R and the other clones, though. Once again, he regards them suspiciously. “Vat it,” Stu-R mutters. “He’s still alive. That means... he’s not a mutant? Unless... wait, isn’t there a kind of mutation that can block out other mutations? I heard someone say something on a vidshow once...”

He fumbles for his PDC and takes a picture.

The others perform similar, non-pickpocketlyke actions.

Roadway, Industrial Subsectors

King-R lets out a muffled yell and yanks his hand loose of the hatch. It’s bleeding and feels broken.

He stuffs the cloth into his mouth and dives into the warbot. His search, however, proves fruitless. However, he does notice that not only has his cloth accumulated a thin layer of soot, but that it is extremely difficult to breathe through the wadded-up cloth. He’d have to breathe through his nose.

L4-O realises that his PDC is still connected and apologises to Speed-Y, giving him a quick run-down of what’s happening with the warbot, before backing away and making a quick count of the survivors. From his experience with warbots, he notes that there appears to be four missing out of the warbot’s crew.

Warehouse

Mick-R looks at the supplies and eagerly opens the boxes, retrieving approximately 30 kinds of screwdriver, most of which are above his security clearance. He also retrieves a bunch of other things.

A light fixture goes on in his head.

He begins to lay out a crude circuit with his new-found supplies, with a bunch of ultracapacitors, a pipe, and a power cell. Nothing happens, so he adds more.

Just ONE pipe, you’ll notice.

This means that, when he attaches the power cells, he shorts then out.

After the sixth, BANG! He is thrown against the wall.

written by Speeder on May 16, 2012 19:16

“Whoa, how inefficient... Massacrebot could do some hell of a kick with only one pilot... Granted it probably needed a very good pilot, or it was useless...”

Also it did not had that plasma thing, although as we just learned, it is definitively single shot.”

I look at Lucas.

“The warbot is dead. So you want to go there help them, or stay with me and investigate? I think I will need to do some... you know... fiddling... with powerservices stuff... nothing treasonous I hope.”

written by Malkom on May 16, 2012 21:11

I pick myself up, feeling my pockets for the screwdrivers.

Once I’ve recollected any I lost, I try to ascertain what exploded - the capacitor? The power cell?

written by Jam on May 16, 2012 21:35

“Did we get everyclone?”

I try to use my Mind Sense powers to see if there is anyclone left in the warbot, and where they are in the bot.

written by Gligar on May 16, 2012 22:38

Corridor 1, Building 2, Industrial Subsector B

Speed-Y comments at how inefficient the warbot seems. After al, look what Massacrebot was able to do with just the *one* pilot...

“I hope they make another Massacrebot,” Lucas-R says. “I kinda want to have another go at piloting one.”

Speed-Y adds that the warbot is inoperative, so if Lucas-R wants to go and help out there, he can do so. Speed-Y wants to do some... fiddling... with the panel... nothingtreasonousofcourse. “Oh, sure,” Lucas-R replies. “I mean, the zombies have calmed down now, right?” He starts heading back towards the lift.

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Warehouse

Mick-R picks himself up and checks himself over. Nothing serious. More importantly, his screwdrivers are all there.

He has a look at his circuit. It seems that, when he shorted out the power packs, they heated up, causing them to violently disassemble themselves.

Roadway, Industrial Subsectors

Jam-Y wonders if that's all of the warbot's crew...

He has a mental look inside, but can only find one mind in the vicinity of where King-R entered the bot.

written by Speeder on May 16, 2012 23:07

As Lucas walk away I comment.

"I wish they made a series of them, but at least one of them having a copy of the one that worked with me... He was so... FUN and nice. I loved how it went 'yip yip' when stuff exploded. And it also must have been happy to have died in BLAAAAAZING GLOOOOORY!!! if you take my drift."

I then return to stare to the power services panel, STARE HARD, like if it would do anything to it.

written by Lightning4 on May 16, 2012 23:28

I finish up my call.

"Don't worry, sir... you should probably keep doing what you're doing there. Maybe you'll get some more information there. I think we have enough clones here to provide covering fire if any zombies come by... so far, nothing."

I look around.

"Anyway, I should end the call. Good luck, sir."

I close the connection, let loose a few suppressed coughs, and speak to the group in general.

"Shouldn't there be four more? Where are the rest..."

written by Granpire viking man on May 17, 2012 02:57

I decide to keep the cloth in my mouth. It's always nice to have something to bite down on when bones are broken.

Of course, I breathe through my nose now to catch my breath, but I try to duck underneath the smoke and make my back toward Jam-Y.

"Jam-Y, you have medical training, don't you?" I ask, after spitting out the cloth and holding out my hand.

written by Jam on May 17, 2012 03:25

I answer L4-O first.

"I'm only sensing one mind in there, and I'm pretty sure it's King-R. I guess the others must not have made it. Oh, speaking of King-R..."

I turn to King-R.

"Yes I do! Or, at least, I half do... I haven't finished that course yet..."

I try to figure out how King-R's hand is injured and if I have the necessary supplies and skills to treat the injury.

written by Gligar on May 17, 2012 18:46

Corridor 1, Building 2, Industrial Subsector B

As Lucas-R re-enters the lift, Speed-Y reminisces on Massacrebot... it would be nice to see more ArmourBots, but a copy of Massacrebot would be especially welcome.

He then turns to the Power Services panel and glares at it.

The access point blinks at him.

Roadway, Industrial Subsectors

L4-O finishes up with the PDC call, telling Speed-Y that he should continue what he's doing up there and possibly gain information maybe? Meanwhile, they have enough clones here to mount an adequate defence should it be needed.

He turns his attention back to the group and asks about the four missing soldiers from the warbot. Jam-Y replies that he's only finding a mind that is most likely King-R... look, there he is now.

King-R has exited the warbot and is biting down on his cloth. Seeing Jam-Y, he spits it out and asks for treatment.

Jam-Y decides to have a look. the hand is bleeding and some of the bones are broken, consistent with having a heavy hatch close on it. He could most likely treat it with the supplies he has left.

written by Gligar on May 17, 2012 22:59

An equally-perplexing location

"Sir, he's... responding... to something."

"Responding to what? The drugs?"

"I'm not sure. It's almost like he's happy about something."

"Well, we want him to be happy. But what about the brainscrub?"

"Proceeding. We're at 21.43% scrub."

"Hmmm... maybe we need to speed it up. Add 10% more zataproximetacine."

"Don't you mean 'it', sir?"

"Oh yes, of course... they change the name so often that I keep losing track."

JHT Sector Central Compnode, V Level, Central Subsector

"Right. That's enough of that script for now. Anything to report?"

"Yes. A Code Three-Zed situation is underway in the Industrial Subsectors."

"WHAT?! I explicitly specified that subcode Zed is a priority event! Why was I not notified?"

"The matter is being dealt with, High Programmer. And besides, you did not ask about priority events."

*"*sigh* Did you forget the definition of 'priority event' again? Here, let me see to that..."*

written by Speeder on May 17, 2012 23:14

I blink at the blinking light.

I take out my PDC to connect to it again, going on from where I left last time... You know, some things ARE left on the default settings...

written by Lightning4 on May 18, 2012 00:21

I start looking in the distance again. Surely this zombie-free period won't last for long...

I do address the tankbot crew though, while doing that.

"Any casualties? I'm seeing there might be four missing clones, unless you were operating below normal crew limits..."

written by Malkom on May 18, 2012 01:10

I look for wire and try to wire the capacitors to the power cells, whistling blithely. "Oh, there was a jackobot in a field of sludge, too-da-ley toodalo de day..."

written by Jam on May 18, 2012 01:40

I begin to treat King-R's hand...

"Hey L4-O, what did Speed-Y have to say? Is he and Lucas-R alright?"

written by Gligar on May 18, 2012 18:40

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y stares at the access point some more, and decides to give connecting to it another go. It seems that some things are left on default...

Roadway, Industrial Subsectors

L4-O looks into the distance, a little worried. They've been zombie-free for a rather long time now...

Or maybe they're all trapped in other buildings?

Regardless, he looks at the warbot crew. Some of them seem to have recovered somewhat from their ordeal. He asks them about the apparent missing crew members. "That's not good news," Sven-O replies. "If they didn't make it..."

Meanwhile, Jam-Y is treating King-R's hand. He asks L4-O for a report on what Speed-Y's doing, and inquires about him and Lucas-R.

Warehouse

Undeterred, Mick-R huntas around for some wire. He finds some cheap thin wire... that'll do, right?

He sets about hooking up those ultracapacitors to his remaining power packs. There is a faint whine as he connects them.

written by Speeder on May 18, 2012 18:50

I smile, and start fiddling.

written by Cryoburner on May 18, 2012 20:11

I continue watching the clones. I'm sure they'll do something pickpocketlyke any moment now. To make sure I don't miss anything, I move closer to them, then closer still, all while continuing to watch for anything suspicious.

written by Lightning4 on May 18, 2012 22:25

"He didn't mention Lucas-R, I assume he's okay."

I lower my voice so hopefully only Jam-Y can hear.

"He says Power Services may have a traitor. There was sabotage at the power room for Building 2. He suspects the nanites are controlled by someone, who may still be relatively close."

My voice returns to normal.

"That's all he said."

written by Gligar on May 18, 2012 23:24

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y smiles. It seems that he is making progress.

If only my main cameras were online in that subsector...

Corridor G7-45, JHP Sector

Cryo-R continues his observation of the clones. He moves closer, and closer again, so that he is almost breathing down their necks.

"Hey, clone, there's no need to do that," Stu-R tells him. "We're not mutants. Are you? You're creeping me out like one..."

At that, Stu-R's friends start pulling out laser pistols. "You've got five secondcycles to back away, or me and my friends here will open up a few new holes in you."

Roadway, JHP Sector

L4-O reports that Speed-Y didn't mention Lucas-R. Probably a good sign.

In a quieter voice, he relays Speed-Y's suspicions about the Power Services traitor and the nanomachines.

written by Malkom on May 18, 2012 23:53

I stand well back, watching apprehensively and touching the handle of one of my screwdrivers.

written by Jam on May 19, 2012 03:25

I whisper back to L4-O...

"Well, if there is a traitor in Power Services, we'll probably run into him soon... Remember, don't trust anyclone."

I frown, and look at Sven-O.

"If they died, they've probably become zombies by now. Make sure you be careful if you see them walking around,

[1062]

and check to make sure they're actually alive before getting too close..."

written by Lightning4 on May 19, 2012 05:04

"Well, if they never went into the buildings, they shouldn't be zombies. I think. It's that blue gas that causes it."

I look a little skeptical for a moment.

"I think."

written by Speeder on May 19, 2012 11:15

I frown at the suddenly non-responding properly PDC and run the same thing I did last time again.

"Common! Let's find out this traitor!"

written by Kristos on May 19, 2012 14:45

"Thank you for your information and cooperation, Stu-R! We are pleased that you are not mutants. I will report this to my superiors, and they will be pleased that you are not mutants! But, for now, we have other tasks to tend to. Good day!"

I drag Cryo-R away while attempting to type notes into my PDC about EVERYTHING. If only I had a voice recorder... Corridor J2-05... Hmm...

written by Gligar on May 19, 2012 18:29

Warehouse

Mick-R steps back slightly, his hand resting on one of his (many) screwdrivers.

The wires begin to smoke, and the capacitors continue to whine.

Soon, the whine goes away, and the capacitors, too, begin to smoke. Wow, they must be draining the power packs! Those things are supposed to last several yearcycles!

Roadway, Industrial Subsectors

Jam-Y replies that, if that is the case, they'll be running into a traitor soon.

Turning to Sven-O, he tells him that the 4 missing crewmembers are probably zombies by now, so... be careful.

L4-O isn't so sure. If they never entered the buildings, then they shouldn't be. It's the blue gas that causes zombies... right?

Right?

Almost as if in answer, there is some clunking from inside the warbot.

Corridor 1, Level 2, Building 2, Industrial Subsector B

It seems that Speed-Y has run into a few difficulties with his investigations, as the access point stubbornly refuses to divulge any secrets.

He keeps trying.

I kind of get the feeling that his activities might be logged...

Corridor G7-45, JHP Sector

Kris-R thanks Stu-R and begins dragging Cryo-R away from the group. They remain where they are, watching as Cryo-R is pulled away.

Meanwhile, Kris-R tries to make notes on everything they said, while wishing that he had a voice recorder. Well, he has two options: he could use Cryo-R's loyalty transcripts recorder (if he had the key) or he could see if there's one available from PLC or one of the auction sites.

written by Gligar on May 19, 2012 23:08

Warehouse

One of the capacitors suddenly, and rather forcibly, detaches itself from the circuit and embeds itself in the warehouse ceiling.

written by Lightning4 on May 19, 2012 23:27

"I don't suppose someone has a grenade? That might get rid of the zombies... though I wonder what would happen with the warbot parts inside..."

"Or I could try a cone rifle shell... not sure what ones I have."

I rifle through my shells for something useful against zombies. Napalm? Explosion? Something other?

written by Cryoburner on May 20, 2012 00:19

I continue watching the clones while getting dragged away.

written by Malkom on May 20, 2012 05:54

"Wow!"

I keep standing back, pulling out a screwdriver and holding it in front of me, just in case.

written by Speeder on May 20, 2012 14:19

I attempt to retrieve more data, if I fail again I leave a note:

"This is Speed-Y of troubleshooter team Epsilon, your service group has a traitor that helped sabotage and setup a trap in the Industrial Subsector. If you come across this message and my logs, help me find this traitor, he must be interrogated. If you are the traitor... bad luck for me, but I suggest you at least erase my logs and this message, before someone figure out I am looking for you."

written by Gligar on May 20, 2012 18:22

Roadway, Industrial Subsectors

L4-O wonders if anyone has a grenade. The warbot crew (those who are awake, at least) check themselves over... nope, it doesn't look like they have grenades on them.

L4-O also checks himself over, looking for something... a grenade, a cone rifle shell, anything!

He does find an explosive shell, but it's one of the damaged ones...

The sounds continue.

Behind the group, someone approaches.

Corridor G7-45, JHP Sector

Cryo-R still stares at the clones, even as he's being dragged away.

This makes a couple of them nervous. One clutches his head... "I can feel him! He's probing me!"

That's enough. The group aim their pistols again, and a couple fire!

Luckily, it seems that marksclonship isn't their strong point.

Kris-R continues dragging, until he finds a junction.

Warehouse

Pleased at the result, Mick-R continues watching, as the rest of the capacitors do the same. Even as he steps back, though, one of them decides to embed itself in his left hand.

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y continues fiddling, hoping to get some info...

Soon, he finds some.

He also triggers an alarm somewhere.

written by Lightning4 on May 20, 2012 22:37

I look at the explosive shell, then think about the multitude of weapons on the warbot.

I put the explosive shell away.

"Maybe that's not a good idea..."

written by Speeder on May 20, 2012 22:44

The alarm make me frantic on the work.

written by Malkom on May 20, 2012 22:58

"ARRRRRRRRGH!" I hop around, hitting at the capacitor with the screwdriver. I then grab it and yank it and throw it away and fall over moaning. Hopefully I wasn't fried by tremendous energy currents in the process.

written by Gligar on May 20, 2012 23:28

Roadway, Industrial Subsectors

L4-O looks between the shell and the remains of the warbot, still bristling with potentially-explosive weaponry, and thinks better of it. Who knows what that warbot's still packing?

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y hurries up, trying frantically to get at something, before he is forcibly disconnected with a notice that Internal Security have been notified of his unauthorised access.

Treason point to Speeder!

Warehouse

Mick-R hops around, making lots of noise as he pulls the capaci-

ZAP

*-as he pulls out the **charged** capacitor from where it embedded itself. He falls to the ground, twitching violently.*

His noise also attracts attention: a door somewhere in the warehouse opens, and someone walks towards him. A voice angrily demands to know what is going on before its owner - a RED PLC worker, comes into view and stops, noticing Mick-R. She pulls out her PDC and requests a docbot.

written by Kristos on May 21, 2012 01:32

Yiy! I turn RIGHT at the junction. Or, if that is not possible, then LEFT. More to break Cryo-R's line of sight than to get out of eyesight of the firing clones, since that appears to be inciting their aggression.

"What treasonous clones! And RED too! I hope they make confessions of their treasonous activity soon. They are conveniently located for confessions, are they not? Hmm... Corridor J2-05..."

I look around, in a more observing-than-usual manner. Then I observe my thoughts about Cryo-R's observation to see what I am thinking.

written by Malkom on May 21, 2012 02:20

* twitch *

* twitch *

* twitch *

* twitch *

"What-what-wh-wh-w-w-w-wwwwwwwwww happenhaphaphppppppp?"

I try to stop my lips vibrating. My fingers twitch uncontrollably. My screwdriver is probably rather deformed, but whether or no - it's twitching. Guaranteed. As, I have no doubt, is my expression (heh... must be a sight), not to mention... oh yes, the capacitor. HEL sector, it's probably doing a bloody tap dance somewhere on the backside of eternity by now. So much energy! So much power! Wow! Wow! Wowwowwowwowwow...!

I pull myself out of the cyclic thought feedback loop and try to put a hand to my head. I end up patting myself on the head, of all the bloody stupid things I could be doing. Like some darned junior citizen. Though some of them are blasted fine hackers...

By the way.

"Where-wh-w-wwwwwwrrrrrrrwrwrwrwr ammmammamamam I-I-I?" I hiccup convulsively. "Heheheheheheeeellp-p-p..."

I try to get to my feet, but it's not likely. I suppose I'll end up heeling myself in the head or something.

written by Speeder on May 21, 2012 12:55

I am now worried, hectic and everyting else too.

written by Gligar on May 21, 2012 19:34

Junction G-5c, Corridor G7-45, JHP Sector

Kris-R glances at the junction and drags Cryo-R off to the right before he has to stop and catch his breath.

Corridor G6-61, JHP Sector

As he takes a couple of minutecycles to recover, he realises that the clones have not yet followed. He hopes that they will enter the confession booths themselves. But right now, he's more interested in trying to get to the corridor The Computer told him about. And looking around. As he looks around, he finds a Computer Terminal not far from here.

And since he's probably being rather observant, it should be pointed out that the corridor is RED, and is actually quite wide (though that makes sense when you remember the high population of the sector). There are the usual cameras and light fixtures, one of which, right next to an access panel, seems to require maintenance. Clones walk to and fro, regarding them, and everything else, with suspicion, on the off chance that a mutant might appear out of nowhere and try to... mutant at them.

He also notes that Cryo-R seems to still be staring the the same approximate direction, even though they've turned. It's almost as if he's observing the clones through the wall, and is quite unsettling.

Warehouse

Mick-R tries to control his twitching and ask where he is, but all that comes out is some stuttering. Everything he tries just compounds the problem.

The clone, however, understands that he needs help. "The docbot's on its way," she tells him. "What happened here? And how did you get in here? The door was locked."

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y begins to panic. What's happening what's happening what's happening...

written by Kristos on May 21, 2012 22:22

"Cryo-R, what are you doing?"

If I see any applicable forms of public transportation, I try to get a ride to corridor J2-05. At any rate, I check if the computer terminal is public and RED-clearance, then (if so) attempt to look up corridor J2-05.

written by Gligar on May 21, 2012 23:15

Corridor G6-61, JHP Sector

Kris-R wonders what Cryo-R is doing. But he still wants to get moving. Corridor J2-05 awaits.

Looking around again, Kris-R determines that there is no method of public transport available except for an escalator heading down.

He then heads to the terminal, which recognises his ME Card as he approaches, and configures itself for RED Clearance use. It permits him to enter a search query, which he does, and begins searching.

After a while, it returns with a list of results. The first page is a list of adverts, promoting products sold by vendobots and other things on Corridor J2-05. One such thing is the transtube station, of course.

Kris-R switches to the second page. He discovers that the corridor is somewhere below here.

written by Speeder on May 21, 2012 23:27

I start using my PDC so furiously that it will probably end hurting my fingers a bit.

written by Jam on May 22, 2012 02:26

I look at the remains of the warbot, and try to figure out how it's damaged.

written by Kristos on May 22, 2012 06:30

I drag Cryo-R onto the escalator and keep an eye or two out for overly-suspicious laser pistol pointing clones.

written by Lightning4 on May 22, 2012 14:20

I look around at the group, pondering the clones around, and pondering what might be in the warbot.

"I guess we... just wait here then."

"Hm."

written by Malkom on May 22, 2012 17:09

I blink twitchily. "I-I-I'm n-not sure. Th-think-thithithntknknknknknknkn I-I'm an elec-lec-lectric'n." I smile distantly. "Niceiceice screwdridridrivers."

written by Gligar on May 22, 2012 19:04

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y frantically does something to his PDC, not even noticing when a laser turret pops out of the ceiling.

He does notice the voice that suddenly speaks at him. "Citizen! You have accesses a restricted access point! Were you not aware that access requires TechServ-Gamma?"

Roadway, Industrial Subsectors

Jam-Y looks at the ruined warbot. It is clear that something overloaded, but he can't tell what. From all the smoke, it looks like it might just be the entire power system that overloaded.

L4-O looks around at everyone, and at the warbot, and ponders what to do next. Wait? Figure out what's inside the warbot? (Speaking of which, a hatch just fell off.)

[1065]

From behind the warbot comes the sounds of clones arguing. It seems that a contingent of IntSec goons is trying to access the Industrial Subsectors.

The approaching clone reaches the group.

Escalator, Corridor G6-61, JHP Sector

Team Sigma boards the down escalator. Behind them, some clones can be heard running around. Noises also indicate that the clones have laser pistols.

Cryo-R continues to stare right behind them.

Warehouse

Mick-R claims that he isn't sure, but he might be Power Services... and says something about screwdrivers. "Yes," the clones says. "You do have a lot of screwdrivers. And I can't help but notice that a lot of them are beyond your security clearance. Now, why would that be? And why does your jumpsuit tell me that you're R&D, and not Power Services, if you're Power Services?"

Behind her, a bot enters the warehouse.

written by Cryoburner on May 22, 2012 19:26

"Hey, did you see the way those clones pulled those laser pointers out of their pockets? Almost exactly like a pickpocket would pull them out of another clone's pocket! Veery suspicious..."

I continue descending the escalator, staring in the direction of those clones.

written by Kristos on May 22, 2012 21:54

My eyes pop wide open, and I RUN down the escalator with Cryo-R. I hope our Mutual Friend can excuse my momentary drop in observation levels as I seek the nearest place to hide that doesn't look like a dead end. Though, if that fails, I find a dark corner or room that I am cleared to be in.

The lapse in observation allows my mind to realize that I am also in possession of a laser pistol. So I pull it out in case it should prove necessary to prevent another trip to the chemical showers. Yuck.

written by Gligar on May 22, 2012 22:38

Escalator, Between Corridors G6-61 and H5-84, JHP Sector

Cryo-R seems to believe that the way those clones whipped out their laser pistols is similar to how a pickpocket would pull something out of someone else's pocket. How would he know that? That's rather... *suspicious* to me.

It's apparently not lost on Kris-R either, who begins to run down the escalator, while still dragging Cryo-R with him. He seems anxious to avoid another run-in with the chemical showers.

Corridor H5-84, JHP Sector

While he's running, he suddenly remembers something: he has a laser pistol as well! He pulls it out.

Soon, though, he has to stop. There's a little rest area with a table and a couple of vendobots conveniently situated near a hygiene station, so he stops there to catch his breath.

written by Speeder on May 23, 2012 00:24

I look at the camera.

"Alright, I managed to get your attention.

Yes, I am aware, in fact I know I just made something illegal. But what I did is not treason, I did it because PowerServices has a traitor, and I need to find him, and undo his work. I tried to do a report, but it failed to go through.

If you still want terminate me, can you please leave the data on my PDC for the next clone? Or give me the data I need? Or somehow help me? I did it for the good of the mission."

I stand proudly in place and looking at the camera, not even flinching or demonstrating fear of the turret.

I do my best to show that I was fully aware of what I did, and that I knew what I was doing.

"Also, before doing whatever you decide with me, can I leave a priority message to this sector High Programmer?"

written by Lightning4 on May 23, 2012 00:30

I quickly react to the hatch falling off by raising my (currently unloaded) Turbo and aiming it at the warbot.

"Something is in there..."

written by Gligar on May 23, 2012 19:12

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y tries to regain his composure, and speak calmly as he tells The Computer that, though what he did is illegal, he believes that it is not treasonous. That's because there is a traitor in Power Services, and he wants to find out who it is, and undo his work. He attempted to report it earlier, but it did not get through.

He adds that if The Computer still wishes to terminate him, it may do so, but he requests that the information in his PDC be returned to him to allow him to continue his work. Or it could help in other ways. Or something. But before The Computer proceeds, he would like to leave a message for the High Programmer.

He then waits, seemingly unafraid and ready for what The Computer wants to do with him.

"So," Our Mutual Friend responds. **"You have illegally accessed a file server and downloaded confidential files in order to determine the identity of a traitor. You contend that this is not treasonous. And, while I commend your diligence, I must disagree. The fact remains that you *did* access the access point without authorisation. An Official Reprimand will be placed on your permanent record. In addition, you will be placed on probation for a period of one monthcycle, and will be required to maintain contact with your**

probation officer. Further transgressions will result in more severe punishment.

“Your request to leave a message for the High Programmer is summarily denied. He is very busy, and I am sure you would not like to anger him unnecessarily. Thank you for your co-operation.”

The Computer falls silent, but the laser turret remains deployed.

Roadway, Industrial Subsectors

L4-O raises Turbo, and points it at the hatch. He knows that there is something in there.

Note, however, that he has not loaded Turbo.

The clone finally reaches the group, and clears his throat. It's Lucas-R. He approaches Jam-Y.

From out of the hatch falls... what's left of one of the missing crewmembers. Half of its flesh seems to have been burned off.

I'm sure I don't have to say that it's still moving. Wait... that would mean...

written by Speeder on May 23, 2012 21:37

“Alright. Then leave this message at your discretion, I assure that all that I will say now is true, I think you can calculate the importance of the message and relay if, if you think it is needed.

The message is:

The Industrial Subsector was attacked by a organization named something like Easter Cycle, they are seemly part of, allied, or related to Corpore Metal, the Industrial Subsector is sabotaged, and nanites have been deployed on it. A good programmer is needed to reverse engineer the nanites code, and discover their purpose, or if they are not autonomous, discover who is controlling them. Power Services is known to be compromised, clearance of the compromised clone or clones are unknown to me, but I think they are YELLOW and above. IntSec may be compromised too, because of how easily the compromised Power Services people could sabotage the facility. Also a Warbot malfunctioned, suggesting that whoever is doing this can sabotage or interfere with high powered Army equipment, thus again, someone that can program is involved.

Speed-Y from Team Epsilon out.

And Administration Computer, thank you for your services, and I will fully comply with your decision regarding my punishment.”

written by Jam on May 23, 2012 21:55

“Lucas-R! Hello! How are you?”

I turn to the hatch.

“Oh, a crewmember! Let's kill it!”

written by Gligar on May 23, 2012 23:29

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y leaves his message anyway, for The Computer to do with as it sees fit. “Your co-operation is appreciated,” it responds.

The laser turret goes offline.

Roadway, Industrial Subsectors

Jam-Y notices Lucas-R and greets him. “I'm fine, sir,” he replies, “but I think you should know, Speed-Y was... doing something to a Power Services access point. I'm not sure it was entirely non-treasonous.”

Jam-Y then turns his attention to the hatch, and the remains of the crewmember, and suggests that it be killed.

Well, considering that it's trying to pull itself to its feet, that might be an idea.

written by Lightning4 on May 24, 2012 00:04

I try to fire Turbo. To no effect, of course.

I then back away to let someone with actual weapons get the job done. Hopefully there are some...

written by Malkom on May 24, 2012 01:40

“H-H-Howowoowowow didid my jujujumjumpsuit t-tellell youou anythingthingthing? It isnisn't sapsapsap... sapsapsap... sapsapient.”

I continue twitching and I look more and more distant. Mayhaps I start twitching slower. My eyes seem to be glazing over (is that treasonous?)

written by Granpire viking man on May 24, 2012 03:13

I don't look particularly pleased at the sight of burned flesh, so I busy myself by checking my barrels and swapping out any that are empty.

written by Gligar on May 24, 2012 18:46

Roadway, Industrial Subsectors

L4-O tries to fire Turbo, forgetting that it isn't loaded, to no effect. He steps back and lets some of the others fire.

Not King-R, though. Remember that he doesn't like blood, or injuries of any sort? Well, he's ignoring the zombie. He's more interested in checking his weapons instead of, you know, actually using them.

The zombie manages to pull itself to its feet and begins to stumble around. Somehow sensing King-R's weaknesses, it shambles towards him...

...only to be shot a few times by John-R.

Warehouse

Mick-R demands to know how his jumpsuit can say that he's R&D when it can't talk. “Because it has R&D badges on it, silly!”

But Mick-R might not have heard that. It seems that, somewhere, someone has decided to defy instructions and try to kill him.

If it weren't for the docbot arriving on the scene, Mick-R might die (or self-terminate? Terminated by his pl[DFSR]?) here. As it is...

An equally-puzzling location

"Alright, enough of that. We need to start bringing him back to normal to accept re-education."

"Should I alert the docbot?"

"Yes, please do. We're running short on time."

written by Speeder on May 24, 2012 21:49

I smile slightly.

Then I resume working on my PDC, searching in the files I erm... stole, if any of them might give any clue about where the gas boxes are attached to, and what should exactly trigger them.

written by Gligar on May 24, 2012 23:08

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y allows himself a smile, and begins searching through the files he obtained. He discovers that the boxes seemed to be connected to two circuits: the emergency light circuit, and a spare one. It's possible that the spare one was reused as a sort of command channel.

written by Speeder on May 24, 2012 23:24

I see if I have any files that track how the spare one is controlled, or how to chance its purpose, or where is the entry point of it.

written by Lightning4 on May 25, 2012 00:16

"Well, that's one down."

I put Turbo away.

"Maybe the others will be stuck in there, if they're not already dead."

I turn to Lucas.

"So what's the report from Speed-Y?"

written by Kristos on May 25, 2012 01:28

How convenient! A rest area just when I needed rest. So I procure, ideally, some TeaSir, or other drink. I wonder if we could both effectively hide under the table...

written by Jam on May 25, 2012 02:21

"Speed-Y was being treasonous? Oh no..."

I check how many shots are left on my laser pistol, then aim it at the possibly-dead zombie, just in case it moves again.

"Could you elaborate on what Speed-Y was doing that seemed so treasonous, Lucas-R?"

written by Gligar on May 25, 2012 14:42

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y continues checking, focusing on the spare circuit. How is it controlled? Where is it being access from? The answers he gets aren't good: there are multiple control points, and it seems that all of them are being used.

Roadway, Industrial Subsectors

L4-O puts Turbo away. He thinks that the other zombies might be trapped in the warbot, unable to harm them. If they are zombies.

He then turns and asks Lucas-R for a report, as does Jam-Y, who is checking his laser pistol. Noting that he has two shots left, he aims it at the motionless zombie, just in case. He then asks for a clarification of Speed-Y's possibly-treasonous activities.

"Well, sirs," Lucas-R says, "the two of us found an auxiliary distribution panel with an access point on it. Speed-Y decided to try and access the access point, since he thinks there is a traitor in Power Services. He assured me that PowServ sometimes leave the security on default. But... wouldn't that still be treasonous? I mean, he isn't Power Services... and 'default' means that there's still security, right? He'd have to break through that, wouldn't he?"

Rest area, Corridor H5-84, JHP Sector

Deciding to take advantage of the rest area, Kris-R gets some TeaSir from a vendobot, and looks at the table. Sadly, it's too small for both of them to hide under... and barely big enough for just one of them.

written by Speeder on May 25, 2012 21:58

I frown, and decide to see if I can go walking toward the nearest control point, so I can take a closer look on how it works.

written by Speeder on May 25, 2012 22:04

I frown, and decide to see if I can go walking toward the nearest control point, so I can take a closer look on how it works.

Before going I close again the access panel, but I leave the trap box untouched for now.

written by Gligar on May 25, 2012 23:27

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y closes the access panel and starts walking. It seems that he wants to look at one of these control points and figure out how it works. As it happens, he doesn't have too far to go, since there's one in the same corridor. It seems that someone has attached a device to the control point, which is causing its little screen to spew forth lots of scrolling text.

written by Speeder on May 25, 2012 23:27

I attempt to see if I recognize what the text is...

If it is too fast for me to read, I start to take photos with the PDC and read the photos instead.

written by Lightning4 on May 26, 2012 00:34

I listen to Lucas-R and think...

"Hmm. Possibly... though I guess if it gets the mission moving ahead, Friend Computer might be willing to be lenient on the punishment for it..."

"I don't know too much about PowServ and TechServ... but if that's anything like trying to break into a secure Armed Forces area..."

I shudder.

written by Cryoburner on May 26, 2012 01:12

"Wow! A table!"

I examine the table and check to see whether there are any chairs available. If so, I check whether they are attached to anything.

written by Granpire viking man on May 26, 2012 02:40

After my near brush with a zombie, I return to inspecting my weapons, suspecting that one of my pistols contains only one shot, and the other is empty. If such is the case, I swap out both barrels.

"Thank you, John-R." I say calmly, "I wasn't trying to avoid combat, I was trying to avoid exploding barrels."

written by Jam on May 26, 2012 06:45

"Hmm... Breaking through security? That does sound treasonous! I'll have to have a talk with him once we see him next..."

I look around.

"In the mean time, how about we all... er..."

I think for a bit, then take out a stack of cards.

"...do some spontaneous demonstrations of loyalty! Doesn't that sound like fun? How about you go first, Lucas-R! Here, pick one!"

I fan out the cards and hold them (face down) in front of Lucas-R.

written by Malkom on May 26, 2012 16:58

I continue seizing up...

written by Gligar on May 26, 2012 17:37

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y tries to read the text, and discovers that it seems to be gibberish. No wait... he can make out some of it... it seems to be... hexadecimal?

Roadway, Industrial Subsectors

After listening to Lucas-R's report, L4-O comments that, since it's related to the mission, Friend Computer might go easy on Speed-Y. Though if PowServ security is anything like the Armed Forces...

"PowServ's probably not anywhere near as secure," Lucas-R tells him. "I mean, I was able to pick up on one of their labelling codes quite quickly. It kind of comes in handy when trying to get stuff to behave."

He doesn't seem to have noticed that a member of Power Services is right here, in the form of King-R. who, incidentally, is still checking his weapons. How many times does he have to convince himself that he has two full barrels (though he has no spares left), before he is willing to shoot something with them? He claims to not want an explosion, but... wouldn't that kill off more zombies?

Jam-Y replies that breaking through security sounds treasonous. He'll have to have a word with Speed-Y when he returns.

In the meantime, how about some MBD action, in the form of Spontaneous Demonstrations of Loyalty? Lucas-R can go first, and choose a card.

"Er... okay, I choose... that one," he says, picking one on the left edge.

It turns out that he picked the Alpha Complex National Anthem.

Rest area, Corridor H5-84, JHP Sector

Cryo-R... will he ever change? Probably not. If those rumours of MemoMax Limbo are true, he'll probably be examining every cubic femtometer of it. Assuming that all those who are spreading that rumour don't get erased first.

Right now, though, he's examining that table. It's a Standard Mandatory Rest Area Table, with four chairs attached to it. The table, incidentally, is bolted to the floor.

Warehouse

Though Mick-R's seizures are getting worse, the docbot does not give up, and continues working. One imagines that Mick-R will have quite the bill to pay off.

An equally-perplexing location

"We're ready to wake him. Do we go with -"

"Hold on. His seizures aren't letting up. Outside influence, perhaps?"

"Could be Troll Syndrome."

"True. Keep him under for another minutecycle while we correct those seizures."

written by Kristos on May 26, 2012 22:15

I enjoy my TeaSir while resting on a Mandatory Rest Area Chair and keeping my ears trained for bad news. In full compliance with my complementary bonus mandatory duty addendum, I briefly observe the surroundings, then thoroughly observe Cryo-R's observe-ness and take appropriate note.

"Why do you study things so intently, Cryo-R? What general purpose does it serve?"

written by Gligar on May 26, 2012 23:48

Rest area, Corridor H5-84, JHP Sector

Kris-R takes a seat and sips his TeaSir while looking around. The rest area is RED, with the usual light fixtures and clearance stripe. And cameras. Can't forget the cameras. Also present are a bank of vendobots, selling refreshments such as Kris-R's TeaSir and B3, as well as Algae Chips and Cold Fun.

A thought occurs to Kris-R, and, with his additional duty, he has the perfect opportunity to pursue it. He asks Cryo-R exactly *why* he's so observant, and what purpose it serves.

The sound of running footsteps can be heard faintly.

written by Lightning4 on May 26, 2012 23:55

"Oh... loyalty exercise! Hmm. I pick..."

I deliberate a little bit more, before picking a card as well.

written by Cryoburner on May 27, 2012 00:32

"Clearly, it is my job as an expert to be observant. An unobservant expert is not an expert at all, unless perhaps they are an expert at being unobservant."

I proceed to crawl under the table, and begin observing its underside, in case any mission-critical observables can be observed there.

written by Malkom on May 27, 2012 02:11

(shouldn't I let poor old Mick off now? hmm....)

I continue in a state of seizing, neither worse nor better.

written by Jam on May 27, 2012 02:49

I read the card that Lucas-R picked.

"The Alpha Complex National Anthem! Excellent! Let's hear it, Lucas-R!"

I smile, and wait for Lucas-R to start singing...

written by Kristos on May 27, 2012 04:17

Distracted by the sound of running footsteps I fail to notice what Cryo-R is saying. What I do notice is that the table is no longer a vacant hiding spot. If it is possible, I hide behind a vendobot. Otherwise I look for a wonderful place to hide such as a cafeteria or dormitory.

written by Speeder on May 27, 2012 15:33

I attempt to figure if the data is encoded text or just numbers or binary data.

And then to see more or less what it means.

I also frown, and look at the thing like if I wanted to just yank it out.

written by Gligar on May 27, 2012 19:38⁷⁵⁵

Roadway, Industrial Subsectors

It's L4-O's turn to pick an SDL card. He choosers... that one. You know, the one that has you give a one-minutecycle lecture on why you love The Computer. Meanwhile, Jam-Y urges Lucas-R to start singing. He turns out to be off-key, but at least he's getting the words right. Of course, that's just the first verse. The most recent version has around thirty... I wonder if he knows them?

Rest area, Corridor H5-84, JHP Sector

Cryo-R once again pulls out his 'expert' card to answer the question of observation, stating that if he didn't observe, he wouldn't be an expert. He then crawls under the table. There's an odd pattern of dots under there.

Kris-R doesn't seem to be listening, but he does notice that Cryo-R is... er, inspecting the table. He decides that that area between the vendobots and the back wall is an excellent place to do a little inspection of his own. The first thing he notices is that it's a tight fit.

No sooner than he's in position, the source of those footsteps comes into view. It's the clones from earlier... well, some of them. They glance around briefly, and notice that there's someone under the table. "Hey! What are you doing down there?"

An equally-perplexing location

"That's definitely Troll Syndrome. Those seizures look deliberate."

"How is he able to give himself seizures like that, sir?"

"Does it matter? He's clearly trying to die. Escalate the wipe to - no, wait. Try to wake him. If that fails, we may have to lobotomise him. Or maybe fit a bot brain."

"That would be fun, sir. You know what people (and bots) think of androids... Okay, he should be coming round any minutecycle now..."

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y looks at the hexadecimal. He realises that he doesn't really know what it says. It seems to be just gibberish to him... maybe a command stream. If he had several hourcycles, he could probably figure out some of the commands, but wouldn't that be kind of treasonous? He'd stand to lose more than just a clone... perhaps he'd bet busted down to RED or something. He's in enough trouble as it is.

written by Speeder on May 27, 2012 19:41

"Alright, figure what this do, but seeing what it won't do now."

I try to carefully remove it, if I fail, I just yank it out in fury,

⁷⁵⁵ GLIGAR: (OOO: Now where did that list go...? I could have sworn it was in one of the books...)

written by Cryoburner on May 27, 2012 22:28

“Oh, hello! I’m examining an interesting pattern of dots under this table. Would you like to assist me? I’m not sure if there’s enough room for all of us under here though. Maybe you could just buy me some refreshing B3, to make the examination more flavorful.”

I continue examining the dot pattern, trying to determine its purpose and origin.

written by Lightning4 on May 27, 2012 23:00

I look at the card.

“Oh! Friend Computer is of course the friendliest friend of friends there could be, and that is why I and we should and do love Friend Computer. Friend Computer provides for us all, and cares for us on an appropriate clearance-level basis, and allows us freedoms, again, on the appropriate clearance-level basis! Friend Computer keeps us from becoming traitorous commie scum! Becoming traitorous commie scum is treasonous, and Friend Computer does not like treason. This is why I love Friend Computer! Friend Computer- oh... I think that was one minutecycle.”

written by Gligar on May 27, 2012 23:49

Corridor 1, Level 2, Building 2, Industrial Subsector B

Deciding that the best course of action doesn’t involve figuring out what the device does right here and now, Speed-Y opts instead to remove it. Given that it’s only loosely fastened on with screws that are the wrong type, Speed-Y is able to yank the thing free, revealing as connector which seems to have been bent out of shape in the effort to install the device.

Speaking of which, the device begins to beep.

Rest area, Corridor H5-84, JHP Sector

Does Cryo-R have a Final Death-wish? It’s the only reason I can come up with why he would oh-so-cheerfully address the clones who, for the last few minutecycles, have been chasing him down and terminate him for (supposedly) being a mutant. He doesn’t even seem to recognise them, even! Does that look like the actions of an “expert” to you? And with that request for B3... it’s almost as if he sees everyone else as existing for his benefit, and not that of The Computer!

And as for the dot patterns... they look vaguely familiar.

And as for the clones, they seem confused. They’re probably wondering just what the HEL is going on...

But Stu-R snaps out of it, and tells his colleagues, “Clones, we’ve found him! Lock and load!”

He aims, and fires.⁷⁵⁶

Roadway, Industrial Subsectors

L4-O looks at the card, and explains that he loves Friend CComputer because it’s just so lovable, and it protects

⁷⁵⁶ GLIGAR: (OOC: Anyone want to spend PP on whether that hits?)

everyone, and cares for them, and so on. He tries to keep it up for the whole minutecycle, almost repeating himself at points, and pausing, you know the drill. Burt with all those tricks, he succeeds.⁷⁵⁷

By now, Lucas-R realises that he doesn’t know the second verse after all.

written by Speeder on May 28, 2012 00:07

I try to look at the screen very fast, to figure what it is doing... if it is likely it will explode, I throw it away, if I have no idea at all of what it will do... I throw it away too, and run in the opposite direction.

written by Malkom on May 28, 2012 02:12

“Arrrgh! Owch! Ouch! Arrrrgh! Ow! OW! Holy mackerel! Holy catfish! YEOW! Why do I have to get woken up b-by e-e-electric sh-shocks?!”

I start twitching again.

written by Granpire viking man on May 28, 2012 03:03

Finally putting my weapons away, I say to the others, “Ah yes! I’m power services! I should be able to access... Um, whatever power-services places we want to access. Up to my clearance level, that is.”

Looking condescendingly over the group for a moment and comment, “You know, it really is treasonous to suggest that we bre-” I stop myself. “Ah, never mind.”

I pick up a card.

written by Lightning4 on May 28, 2012 10:59⁷⁵⁸

I hand my card back to Jam-Y, and now that I can cease worrying about myself, I watch Lucas-R have... fun.

“Are you going to do a card as well, sir? After all, a loyalty officer should be willing to test his own loyalty!”

I smile.

written by Kristos on May 28, 2012 16:09

Hopefully the clones are facing away from me to enhance the element of surprise. If there are only three clones, I shoot at one while pouncing the other two to daze them, then attempt to seize their laser pistols, backpedal, and shoot any who show aggression.

If there are more than three clones, I yell “Friend Computer! Treasonous cones attempting to abort our mission!” as I make a mad dash for the twistiest, turniest looking corridor of proper clearance. One of those laser turrets would be convenient about now.

written by Jam on May 28, 2012 18:03

I take the card back from L4-O.

“Excellent job! That was a great speech, one that only a truly loyal clone would be able to produce!”

I smile at L4-O.

⁷⁵⁷ GLIGAR: (OOC: Take a perversity point for that one, L4 😊)

⁷⁵⁸ LIGHTNING4: (OOC: Thanks 😊)

[1071]

"Of course I'll take a card! But... Hang on... Lucas-R, what happened to the rest of the anthem? That was nice singing, but I thought there was more verses than just one..."

I look at Lucas-R, and wait for the other verses...

written by Gligar on May 28, 2012 19:02⁷⁵⁹

Corridor 1, Level 2, Building 2, Industrial Subsector B

Surprised by the beep, Speed-Y glances at the device. It's... beeping. Speed-Y doesn't know what that means, but it can't be good, so he throws it down the corridor and runs back in the direction of the lift.

There is a sudden intense flash of light from the direction Speed-Y threw the device, as well as an indescribable sound.

Brainscrub Laboratory #448-3049-29874

Mick-R wakes up with a start, and utters several words that are troubling to me. He demands to know why he was woken up by electric shocks.

A nearby docbot tells him, "Citizen, the words 'holy', 'catfish' and 'mackerel' are not in my database. However, I can tell you that you are in the process of receiving a brainscrub. Just two more minutecycles, and you will be done. Logging code MM against Mick-R-NRK."

An equally-perplexing location

"He's awake, sir."

"Good. There's only one more step. The docbot can handle it from here."

"Alright... but what about... those words?"

"Log the recording and forget about it. We can't afford to take any more time with him. We're already three clones behind."

Roadway, Industrial Subsectors

Putting his weapons away without so much as firing them, King-R reminds everyone that he is Power Services, and should be able to access whatever it is they need to access. He begins to add that something is treasonous, but realises that Jam-Y is looking at him. He takes a card. Aha! He is to praise the security clearance system, and explain why it is necessary.

L4-O hands back his card, and watches Lucas-R. He wonders if Jam-Y will also take one. After all, a Loyalty Officer should also be prepared to demonstrate his loyalty, right?

Jam-Y praises L4-O for his speech, and says that of course he'll take one. But first, there is the matter of Lucas-R, who seems to have stopped singing. He wonders why that is so. Isn't there more than just the one verse? "Er... I might have forgotten the second verse," Lucas-R admits in a small voice.

John-R asks, "Should I take a card as well?"

Rest area, Corridor H5-84, JHP Sector

The lasers narrowly miss!

Hoping that he hasn't been seen, Kris-R glances at the clones, and notes that there are five of them.

Too risky... He shouts to The Computer that treasonous "cones" are interfering while heading down the corridor and into a junction, hoping to lose them.

Leaving Cryo-R behind.

Most of the clones give chase, but Stu-R remains behind. He adjusts his aim. "So... got anything else stupid to say? This is gonna be fun..."

Corridor H7-??, JHP Sector

As he runs, Kris-R hears The Computer say, "**Citizen, you are in error! There are no cones interfering with your mission!**"

written by Malkom on May 28, 2012 19:30

"A brainscrub? Crumbs, that's torn it."

[Looks like they're finaling. Cut the signal - I can't afford any backwash now.]

I freeze...

written by Lightning4 on May 28, 2012 19:35

"Hmmm... I have an idea! Perhaps the other clones here should be willing to demonstrate their loyalty too? It would be a shame if the traitor was here all along and we never noticed..."

I glance around at the group of clones.

"But they all look like loyal Armed Forces to me..."

written by Kristos on May 28, 2012 20:07

I slap myself in the face ("facepalm") for my error and look for a convenient niche or corner to shoot from. Now that there are (hopefully) less clones to worry about at the moment, I take them on with a seemingly out-of-character fury. Danger of chemical showers or not, I NEVER abandon an active team member.

If there is a sufficient hiding location for this strategy, I wait until the clones have passed me, then peek out and zap them. PEWWW! PEWWW! Too bad TEAM LEADER MBD's do not come with flamethrowers.

written by Cryoburner on May 28, 2012 20:23

"Say, did you notice the way those clones were running off just now? It was almost exactly like how a mutant would run, when pretending to run like a normal clone. Veery suspicious, if you ask me."

I reposition myself under the table and return to examining the vaguely familiar dot pattern.

written by Jam on May 28, 2012 23:41

I look to John-R first.

⁷⁵⁹ GLIGAR: (OOC: Kristos spends 2pp.)

[1072]

"I dunno... Do you think you can sing the WHOLE Alpha Complex National Anthem? Maybe you can remind Lucas-R, since he can't seem to remember..."

I shoot a disapproving glare at Lucas-R, then speak to him.

"Well, at least you know the first verse, I guess that counts for something... Now, I want you to be able to sing the first five verses from memory by the end of the hourcycle! That's an order!"

I check the time on my PDC.

"Okay, John-R is next, then King-R has to..."

I look at his card.

"...praise the security clearance system and explain why it is necessary! Oh, that's a good one!"

written by Gligar on May 29, 2012 00:45⁷⁶⁰

Brainscrub Laboratory #448-3049-29874

As the docbot [TEMPORARY FAULT, PLEASE STAND BY]

An equally-perplexing location

"Hmmm... the docbot's reporting a drop in neural activity."

"Whatever. We're out of time. Move to the next one."

Roadway, Industrial Subsectors

L4-O has an idea: what if the other clones were to demonstrate their loyalty as well? Even though most of them seem to be loyal Armed Forces clones. Speaking of the Armed Forces, they seem to have recovered now. Sven-O in particular seems to be watching them.

Jam-Y looks at John-R. Would he be willing to sing the whole of the National Anthem for Lucas-R? He wants the RED to memorise at least the first five verses by the end of the hourcycle. John-R grins. "I'm pretty sure I remember it all... I was the one who was always 'volunteered' to sing it back in the crèche. Funnily enough, it started happening again after I registered... I probably wouldn't have remembered otherwise." Jam-Y makes a point of checking the time: 14:45.

That sorted, Jam-Y turns to King-R, and looks at his card. He seems to like this one.

Rest area, Corridor H5-84, JHP Sector

Cryo-R still seems not to notice the laser pistol, but comments that the clones who ran off must be suspicious by the way they ran. "And how would you know how a mutant runs? Eh? Maybe you run the same way? Did you think of that?"

But, once again, Cryo-R is ignoring Stu-R, looking once again at the dot pattern. He's definitely seen something like that before.

Corridor H7-??, JHP Sector

Kris-R facepalms and looks for a niche or something to provide cover as he shoots. There's a corner over there.

⁷⁶⁰ Gligar: (OOC: Cryoburner also spends 1pp.)

As the clones become visible, he... doesn't shoot. Instead, he waits until they're past him, and then opens up and shoots. But it turns out that he's not very good at this whole "aiming" thing, as all three of his shots go wide.

The clones return fire, and manage to singe Kris-R's reflex. Not to mention giving him some nasty burns.

And if that wasn't bad enough, he realises that one of the lasers was GREEN. Yet he sees no GREENs in the group...

written by Speeder on May 29, 2012 01:20

Scared, I hit the button of the first floor.

When the elevator starts moving, I hit the one of the second floor again, and wait.

written by Granpire viking man on May 29, 2012 04:07

"Ah, the lovely clearance system! Isn't it pretty?"

I get a satisfied look in my eyes for a few moments, looking around for areas I'm not cleared for.

"I can look at that ORANGE door, or that YELLOW food, and I can admire its colourfulness and I know that its colour protects me from ever committing treason. What could be simpler? Only the Computer could think of such a wonderful and perfect system to prevent treason..."

written by Lightning4 on May 29, 2012 05:36

I turn to Sven-O.

"Sorry about the warbot there... I didn't think that would happen... I could've sworn that was my access code... I needed to protect a higher clearance clone, of course..."

I look back at the smoking remains of the warbot.

"I don't suppose some vile treasonous clone might've sabotaged it? But that would imply there's a traitor in our midst..."

written by Jam on May 29, 2012 07:02

I look at L4-O and Sven-O with a slight frown on my face.

"If the warbot was sabotaged, it must have been from one of the Armed Forces clones that was inside... Either that, or our unknown nanobot zombie-making clone is a lot more powerful than we thought... You don't think he has a mutation like Machine Annoyance, do you? Hmm... We'll have to investigate! But first..."

I smile at John-R.

"Excellent! How about you sing the first five lines now for Lucas-R, and then sing the rest once we get moving again..."

I turn to King-R, and listen to his response.

"Indeed, the clearance system is very pretty! But, are you sure you should be looking at high-clearance things? What if the ORANGE door opens and you accidentally look into the area beyond? That'd be treasonous!"

Also, I think you missed something. You covered the clearance colors, but what about the system as a whole? What about orders, and the fact that higher-clearance

clones can tell lower-clearance clones what to do? How is that necessary? And why is it that most of the citizens of Alpha Complex are INFRARED? Why are they important?"

While King-R thinks up a reply, I take a card for myself and read it aloud to the group.

written by Granpire viking man on May 29, 2012 15:06

"You're right... I'll try not to look at ORANGE doors, even if they're pretty."

"Orders are important because higher-clearance clones are better! I need to obey higher-clearance clones so I can be loyal and happy and clean and become higher-clearance, and I can tell lower clearances what to do!"

"Everyone knows that INFRAREDS are not good enough to not commit treason. If they listen to us, they will become higher clearance. They are important because they do easy jobs that are not suited to higher-clearance clones, and they do jobs that don't let them do treasonous things."

written by Kristos on May 29, 2012 15:17

Realizing I have now caused myself to be effectively surrounded with aggressive clones that might treasonously possess weapons that I have no chance against, I throw my hands in the air, dropping my laser pistol, and yell, "Stop!"

"Okay, I surrender. What is it you want from us? I just had a chemical shower earlier today and really would rather not repeat the experience anytime soon."

The creaks and squeaks in my voice should give away the truth in what I say.

"The cloning tank slime was an extra thick mix, reportedly designed to prevent mutations in decanted clones. I thought I would die in the sludge. I gather your group is tasked with mutant control. Perhaps this whole subsector specializes in mutation elimination."

"Please forgive my aggression, but the Computer has given us a very important mission and I must do all in my power to remain on that mission until the Computer says otherwise..."

written by Gligar on May 29, 2012 19:52

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y dashes inside and mashes the Level 1 button until the lift begins to move.

Then he presses the 2 button again...

But the lift is already heading down.

Roadway, Industrial Subsectors

King-R begins his SDL by looking around for something beyond his clearance. He notices that Sven-O seems to be carrying some ORANGE weapons, for instance. But he still uses his own examples to illustrate why he believes the clearance system is necessary.

L4-O turns to Sven-O and apologises for the warbot. "You're apologising to the wrong clone, sarge," Sven-O replies. "You'd better suck up to the brass or something, cause I'm

sure they'll want to know why their multi-million-credit warbot went berserk."

L4-O continues. It is possible, of course, that it might be the cause of sabotage. But if that is the case, the saboteur was a soldier...

Jam-Y frowns. If that is the case, then the saboteur was inside the warbot. Unless the clone responsible for the zombie nanomachines is also responsible for this, in case he might be more powerful than previously thought. Perhaps he has some sort of mutation, perhaps Machine Annoyance? That is worthy of investigation.

But first, he must look closer to home. Specifically, the matter of Lucas-R's singing. He suggests that John-R sing the first few lines right now, and continue once they get going. "Sure," he replies. "But I'll let you finish first."

For Jam-Y still has more to say, this time, in reply to King-R. He finds King-R's explanation lacking. He covered the colours themselves, but what about, say, if he saw an ORANGE door, and the door opened? Or, for that matter, the system as a whole? What about orders? Why are they necessary? Why are most clones INFRARED? Why are they important?

I, for one, wonder if he knows about ancillary clearances. Probably not... they tend to be confusing.

Does Jam-Y? I don't know. But I do know that he has chosen an SDL card for himself, and it's a good one: he is to explain why it is important to never attempt to leave Alpha Complex without express orders to do so.

King-R agrees about looking into high clearance areas. High clearance colours might be pretty, but it might be too risky.

As for orders, well, they're important because higher clearances are better. Following orders makes you loyal and can get you higher clearance, and giving orders means you can tell lower clearances what to do.

And according to him, INFRAREDS are "not good enough to not commit treason." (Has he considered a career as a CPU Forms Writer?) If they listen, they get higher clearance. They're important because there are some jobs that are not suited to higher clearance clones, or are too dangerous for them. Those jobs are done by INFRAREDS, so that they can't commit treason.

Corridor H7-??, JHP Sector

Kris-R realises that he is facing clones who may have treasonous weapons, and surrenders. He asks what the clones want, and points out that he has already had to endure a trip to the chemical showers todaycycle, and he doesn't intend to go there again. Especially not to the showers in this sector, at least. They have that thick mixture meant to flush out mutations, which he finds unpleasant.

He guesses that the team are tasked with mutant control. Perhaps the same is true of the subsector as a whole?

Finally, he apologises for his earlier aggression. He is on a mission, after all.

One clone answers, "What do we want? We want to terminate mutants! Your friend seems to act like one, and you're with him! That makes you a target!"

"So does not liking the chemical showers!" another chimes in. "What's not to like about measures that eradicate mutants before they're decanted? Even if they need coaxing sometimes..."

written by Lightning4 on May 29, 2012 21:36

"Yeah... guess you're right. Although it'd be great if we could prove it was sabotaged..."

"Well, now more than ever, we should probably get a loyalty demonstration from everyone. Everyone here! Get a card from the YELLOW right here. You'll know what to do."

written by Jam on May 29, 2012 22:00

"Er... INFRARED clones can't commit treason? I think you're mistaken, King-R! What if an INFRARED steps into a RED area? That clone would be committing treason! If there are any clones that couldn't commit treason, I would think it would be ULTRAVIOLETS... But I'm sure there are things that are treasonous for even the UVs, like trying to turn FC into a mass-murdering commie-lover or something..."

"But anyway, my card! Why is it important to not leave Alpha Complex without orders to do so... Hmm..."

I take a few secondcycles to think up a good answer...

"The Outside is probably a high-clearance area, like GREEN or something... Also, it's probably filled with all kinds of dangerous mutants and rogue bots and other things too horrible to imagine! Friend Computer doesn't want clones to be in danger, so it makes sure we're safe from whatever is on the Outside! I'll bet the Computer that runs the Outside is an evil commie-lover or something! We're much safer staying in Alpha Complex, and only sending out occasional teams of clones to fight whatever evil plans the Outside Computer thinks up... Or maybe I'm completely wrong... I've never been to the Outside, after all. That'd be treasonous!"

I smile, satisfied with my answer. I turn and offer out cards to the Armed Forces clones, and check the time again...

written by Speeder on May 29, 2012 22:39

I just wait...

I start to hop from one side to the other, in expectation.

written by Cryoburner on May 29, 2012 19:10

"Gasp! I have just realized..."

I crawl out from under the table, stand up, then point at it.

"This table has failed us!"

written by Gligar on May 29, 2012 23:46

Roadway, Industrial Subsectors

L4-O agrees, but wishes he could find evidence that it was sabotaged. Perhaps now would be a good time for the soldiers to join them in their Spontaneous Demonstrations of Loyalty. He instructs them to get cards.

Few of them move. Among them is Sven-O. In the end, only four of the soldiers take cards.

John-R can be heard singing, quietly so as not to interfere with the conversation. But... is the National Anthem really something that should be sung quietly?

Jam-Y disagrees with King-R, who seemed to be saying that INFRAREDS can't commit treason at all. It is clear that they can: they could step into a RED area, for instance. Even ULTRAVIOLETS, he adds, could potentially commit treason.

He takes a moment to compose an answer to the instruction on his card. Eventually, he says that, though he has not visited the Outdoors, he believes that it is a high-clearance area, probably GREN, and filled with dangerous bots and mutants. It is in Friend Computer's best interests to protect us from these. He speculates that there is also a Computer out there, one who is probably an exact opposite of our Computer, and would not hesitate to kill them off. No, better to stay indoors and only send out occasional teams as needed. Of course, he could be wrong...

He offers his cards to the other soldiers, and checks the time again. 14:53.

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y starts hopping in anticipation...

Finally, the door opens, revealing... a scrubot. Not Leeroy, though.

Rest area, Corridor H5-84, JHP SDetector

Cryo-R gets out from under the table, and states that it has failed them.

"No," Stu-R replies. "Just you."

And fires.

...

...

...

His laser pistol barrel falls off.

written by Kristos on May 30, 2012 01:17

"Friend? My *teammate* was chosen for this mission by Friend Computer. As strange as Cryo-R acts, I cannot deny that the Computer specifically chose him for this mission so I must accept that and trust his testament of not being a mutant. Has he evidently used any mutant powers? I have never witnessed that. Sure, he is a bit over observational, but that is just a character trait that helps him specialize in certain tasks."

"As for not liking the chemical showers... that is wrong. I LOVE the chemical showers! But I am afraid a second trip will make me loose my voice completely, and then I will not be able to effectively respond when Our Mutual Friend engages me! Does that not sound treasonous? Though I suppose you are right... that can't be as bad as a nasty mutation!"

"I met a mutant once, back when I was a junior citizen. He could change colors of anything. Sometimes he was mischievous and changed the colors of clearance stripes or jumpsuits. One day he changed a RED laser pistol to look GREEN. The clone with the pistol shot him. Such is the end of mutants!"

"Say, didn't one of you have a green laser pistol? Are they the standard anti-mutant issue now? That's handy! Maybe my team will be issued anti-mutant material. We probably have not been given any because of the recent laser barrel factory sabotage. Did you hear about that? I think it was the job of mutants! Be careful, I hear some of the barrels are corrupted... they might even have the wrong colors! Barrghgh! Mutants!"

written by Malkom on May 30, 2012 03:22

[Okay, sorted that. I should have disconnected that tertiary passive linkage before they moved up the queue and hit me with a stack overflow through it. Now, back to business...]

I blink several times, then turn around slowly.

...
...
...

"What's this?" I step forwards gingerly, and prod the odd-looking clone-shaped object in front of me. "Chew toy? I don't see any dogs..."

written by Cryoburner on May 30, 2012 04:17

"I suppose you may be right. It is entirely possible that this table has not failed you at all. The table and its connected chairs might have supplied you with hours of sitting and eating enjoyment. Unfortunately, that doesn't necessarily qualify it to be a member of our team. Being bolted to a floor would definitely put a hamper on its ability to follow us on our mission, after all."

I march up to Stu-R.

"Say, I have an idea! You seem like a pretty level-headed clone. How would you like to join our troubleshooter team? I'm sure my team leader would agree to it! We're on a mission of the utmost importance, and I'm sure you'd be great at helping us find wherever it is we are supposed to be going, and do whatever it is we are supposed to be doing. With your skills as a pickpocket, and my skills as an expert at hunting down pickpockets, we're sure to complete the mission to an adequate degree in no time!"

written by Jam on May 30, 2012 05:31

I notice only four of the soldiers have moved, and that there are other Armed Forces clones that didn't move.

"HEY! LISTEN TO L4-O! Line up, and wait to receive your SDL cards! As of now, you are all marked as potentially being extremely dangerous mutants, traitors, or secret society members! No clone is to leave this area until everyclone here is tested! Any clone who disobeys will be terminated as a traitor!"

written by Speeder on May 30, 2012 12:34

I blink. Then, I blink again.

Then I decide to search for that security room, and leave the elevator...

written by Lightning4 on May 30, 2012 16:27

I continue watching the clones, checking to see which ones do and don't grab cards, and then watch the ones that have cards to ensure they do the proper loyalty exercise.

"One at a time too, please... can't have everyone bunching all together..."

written by Gligar on May 30, 2012 19:33

Corridor H7-??, JHP Sector

Kris-R continues explaining things to the group. He says that, although Cryo-R is a little strange, he was chosen for this mission by Friend Computer, and therefore must not be a mutant. He asks if Cryo-R has openly demonstrated mutant powers, as he believes that he has not. His observational tendencies are simply a character trait. They come in handy sometimes.

He moves on to other matters, such as the chemical showers. He admits that he likes them. It's just that he believes that a second trip would cause him to lose his voice, something that would not be of benefit when The Computer wishes to speak to him. On the other hand, that would be better than having a mutation.

Which brings him back to that subject, and lets him relate a story of his last (only) encounter with a mutant, a mischievous one with Chromativariation. His habit of changing the colour of things eventually lead to his downfall when he changed a laser pistol to look GREEN.

And speaking of GREEN laser pistols, he recalls that one of the team has one. Is that standard equipment? If so, Team Sigma mustn't have received them due to the recent factory sabotage. Why, even their barrels might be defective! It must be due to those mutants!

His speech causes the group to look uncomfortable. Some of them look uncertainly at their laser pistols, and put them away.

"Is that true?" one of them says. "About the laser pistols, I mean. We're kind of on a mission ourselves."

"Quiet!" another snaps. "This could still be a trick!"

[1076]

A third pulls out a notebook and scribbles some notes, and says, "You know... I think I heard something about that. But what's more troubling is that he says that someone here has a GREEN laser pistol barrel. Yet we're all RED! That means that someone here has some treasonous equipment!"

The second replies, "If that's the case, I think that here's a good time to go through a Mandatory Equipment Check! You too," he adds to Kris-R. "Let's see it."

Rest area, Corridor H5-84, JHP Sector

Meanwhile, Stu-R is busy retrieving his laser pistol barrel, while Cryo-R admits that it is possible that the table might not have failed Stu-R. But that means that the table can't be a member of Team Sigma. How about Stu-R? Would he be willing to join? He seems to have the skills, and would be an asset to the mission... whatever it is. But then he calls Stu-R a pickpocket. Real smooth there.

As you might imagine, Stu-R doesn't like that. "My bad. You aren't a mutant after all, you're a treasonous idiot! You claim to be a Troubleshooter, yet you don't know what, or even where, your mission is, then you try to recruit me into your team! Last I checked, it doesn't work like that. There's only one Computer who can assign Troubleshooters to teams. Oh, and there's that accusation you made of me being a pickpocket. Would you care to show me your proof? I'm sure an 'expert'" - he fills in the airquotes around that word - "would have plenty of proof. But from what I've seen, you aren't one.

"If you aren't going to show me any, then get out of my sight, and let me report this incident."

Roadway, Industrial Subsectors

John-R finishes off the first five lines while Jam-Y yells at the soldiers, demanding to know why only four of them have cards. Those who don't could now potentially be mutants, traitors, or secret society members. As such, noclone is permitted to leave until everyone has either performed a task from his SDL deck, or been terminated as a traitor.

"Rest assured," Sven-O adds, "those who don't take a card *right now* will be sent on Remedial Frownything Cleanup Duty. With no light sources."

That gets them moving.

It also gets L4-O's attention. He tries to take his mind off his recent mission by focusing on the Demonstrations, noting who takes a card and who doesn't, and then insisting that they go one at a time.

And they begin. The cards seem to vary from the simple (saying that you like Internal Security (with the obligatory forced smile)) to the difficult (naming all of the Heroes Of Our Complex, in order, starting from the earliest (given that some of them later turned to to be Commie Mutant Traitors and had their records erased) and saying why they received this honour). In the end, only Private Pete-R and Grunt Joe failed to take a card.

A third, Private William-R, seems hesitant, but then, as L4-O remembers, he always is. He looks at his card, approaches, and asks, "Excuse me, sirs, do you have any B3?"

Speed-Y's lift, Building 2, Industrial Subsector B

Speed-Y exits, looking for the security room. Though I seem to recall there being one in Building 1... nah, there's probably one a bit closer. At least the zombies aren't a problem (in Building 2, at least).

Brainscrub Laboratory #448-3049-29874

Now that my cameras are working again, I can see that Mick-R is poking the docbot, and using more words that are outside the bot's vocabulary. No matter, since the bot is telling him that he is to be reassigned to reactor shielding duty on a permanent basis.

written by Kristos on May 30, 2012 20:13

My RED laser pistol is already on the ground. I readily reveal the rest of my inventory.

written by Speeder on May 30, 2012 21:53

I start wandering around searching for a security station...

Although if I spot any gas box, I go check to what it is connected.

written by Lightning4 on May 30, 2012 22:05

I do a glare at Private Pete-R and Joe that only a Sergeant could do, hoping that will spur them to get their cards as well.

In response to William-R, I think for a moment.

"None on me, Private... but, I'm sure someone around here has some."

I think, glance around, and try to recall if anyone in our team has some. If I fail to remember or spot any, I raise my voice and ask directly.

"Anyone have some B3? We need some!"

written by Jam on May 30, 2012 22:51

I do a glare at Private Pete-R and Joe that only a registered Mind Sense mutant could do, hoping that will spur them to get their cards as well.

"Would you two rather me test you the hard way?"

I tap my temple with a finger, and make sure my registered mutant armband is clearly visible to them. Hopefully, it will be clear what I'm implying.

I also hear William-R's request, and check my pockets for any RED B3...

"Oh here's one—oh wait, nevermind, it's YELLOW clearance..."

...

Nope! Nothing!"

Also, I check the time again...

written by Gligar on May 30, 2012 23:36

Corridor H7-??, JHP Sector

Though a couple of clones seem a little reluctant to comply, Kris-R is not one of them. He starts placing the rest of his equipment next to his already-dropped laser pistol: his ME Card; his Team Leader's hat (which is still flashing); his Team Leader MBD badge; the transbot tickets to JHY Sector; the travel papers; and the two PDCs.

"Two PDCs?" the second clone queries. "What's with the second one?"

Level 1, Building 2, Industrial Subsector B

Speed-Y wanders around looking for a security office. There doesn't seem to be... wait, there's something on Corridor 2... wait! That's it! And there's a gas box in there too...

He detours a little. Where is that box connected to?

As it turns out, the box is connected to an empty space on the main board, the space where the shoddy connection for a missing something is...

Roadway, Industrial Subsectors

L4-O fixes the two privates with a Glare of the sort that, if L4-O were a mutant, would probably melt steellyke. They seem to avoid his gaze.

He also tells William-R that he doesn't have any B3. He thinks... does anyone have any? Actually, yes... doesn't Azir-R have several cans?

Jam-Y contributes his own Glare of the sort which, since he is a mutant, is able to penetrate deeply into the privates' minds. They try to ignore it... but it's clear that they're finding it uncomfortable. He suggests that he could test them some other way, specifically, with his mind. Pete-R looks over and says, "With respect, sir, no-one is probing me!" Joe looks at his partner in disbelief, though eh doesn't do anything to get a card.

To William-R, Jam-Y says that he *does* have a B3, but it's YELLOW. He also checks his PDC *again*... to find that it's now 14:57.

written by Kristos on May 31, 2012 03:22

"Oh my. Cryo-R has been studying the ways of pickpockets so he can spot them out. He has been practicing removing things from and placing things in my pockets to better understand how pickpockets operate so he can effectively counter their operations. After all, losing critical mission inventory is generally frowned upon in Alpha Complex. This must be Cryo-R's PDC."

written by Lightning4 on May 31, 2012 04:08

I address William-R,

"As I recall, Azir-R here might have some B3. You can get some from him... it should be of the appropriate clearance..."

I go back to watching Pete-R and Joe suspiciously.

written by Jam on May 31, 2012 04:15

I walk up to Pete-R, so that I'm standing right in front of him, with my face inches from his.

"Oh, does that mean you have something to hide then? Refusing to do a demonstration of loyalty, refusing a mental scan from a registered mutant... How about... I order you to take an Emergency Loyalty Test! You, and your INFRARED friend... In the mean time, how about we have a few guns pointed at these two, to remind them not to do anything funny."

I take out the Emergency Loyalty Tests, and examine them. Then I give one each to both Pete-R and Joe.

written by Gligar on May 31, 2012 19:29

Corridor H7-??, JHP Sector

Kris-R explains that Cryo-R is practicing at spotting pickpockets ("Practicing? More like boring through my skull!", one clone interjects) and the ways they operate. This, apparently, involves reverse-pickpocketing his PDC into Kris-R's pockets.

"A little odd, don't you think? Especially since the PDC is damaged... this looks like... explosion damage. Maybe... you have something to do with the recent transbot explosion!"

Roadway, Industrial Subsectors

L4-O tells William-R that Azir-R might have some B3 of appropriate clearance. William-R goes to pester Azir-R.

While that's happening, Jam-Y is... speaking to Pete-R, unconsciously adopting the manner of a drill sergeant. Almost. He says that Pete-R must have something to hide if he refuses to complete an SDL and refuses to have his mind scanned. Therefore... it's ELT time!

He fishes out his ELTs. It turns out that, although they are cards, they are not intended to be passed out to individual clones, but instead administered by the Loyalty Officer. According to the supplementary card, this is to stop clones memorising them and performing flawlessly at them.

Jam-Y looks at a few of them. They seem quite diverse in subject matter, from mathematics to Tella-O to Complex knowledge and beyond, and many don't seem directly related to loyalty per se, but, as every Loyalty Officer knows, the signs of treason are everywhere. Each card has several levels of tests. He is supposed to choose one at random and read it out.

written by Lightning4 on May 31, 2012 19:36

While Jam-Y continues to deal with the two clones, I ponder which division the clones belong to... perhaps that'll shed some insight to their behavior?

written by Speeder on May 31, 2012 21:29

I frown.

I take my PDC and call L4.

written by Jam on May 31, 2012 21:32 *Brainscrub Laboratory #448-3049-29874*

I pick a card at random, and read the first question to Pete-R.

If he passes that, I read the second question, then the third, and so on.

written by Gligar on May 31, 2012 22:52

Roadway, Industrial Subsectors

While William-R retrieves a B3 from Azir-R, L4-O ponders. What division are they? While they might all be Mutant Mashers, that regiment is a large one. He believes that might be 4 Division, colloquially known as the 466th Jackbooted Thugs to those who don't know any better.

Jam-Y picks out a card. It turns out to be a word association test, something that is more readily recognisable as a loyalty test. Her starts reading out words and recording answers. According to Pete-R, "Computer" matches with "friend", "missile" matches with "boom"... and "commie" matches with "sharing".

The ensuing silence is only broken by L4-O's PDC ringing.

written by Lightning4 on Jun 01, 2012 16:29

"Sharing. Hm."

I am about to remark on that but I notice my PDC and tend to that.

"Hello?"

While focusing on my attention to whoever is on the other end of the line, I also try to continue observing the loyalty demonstration.

written by Gligar on Jun 01, 2012 18:19

Roadway, Industrial Subsectors

L4-O finds Pete-R's association between "commie" and "sharing" to be interesting. He is about to say something about it when he realises that his PDC is ringing. He answers it, to find that it's Speed-Y.

While he deals with that, the Armed Forces clone begin to pull out weapons and point them at Pete-R and Joe. "Hey now guys," Joe protests, "I'm not with him!"

Near Building 2, Industrial Subsector B

It turns out that Mango is still standing here. The nearby Armed Forces clones are beginning to become agitated at his supposed inability to do... well, anything.

written by Gligar on May 29, 2012 00:05 Consider this a warning.

Oh look, an arbitrary NPC.

Someone isn't up to speed with the house rules, it seems. Either that, or they're being ignored.

Isn't that right, Malkom?

Or maybe you're trying to get rid of a *second* clone family. Maybe I should start assigning ancillary clearances to things like that.

Mick-R seems to have resigned himself to his fate. He's now apparently waiting for someone to lead him out of here.

written by Speeder on Jun 01, 2012 21:40

"Hello L4! I just found out, that the trap was triggered by a device that is connected to the board that the Power Services team was supposed to repair...

Except the device, is not present...

Thus... do you remember seeing any members of the Power Services team attaching something to the board, and then removing it again?"

written by Jam on Jun 01, 2012 21:45

I notice the Armed Forces clones have finally started pointing weapons at Pete-R.

"Hey, looks like you all *finally* followed my orders! Took you all long enough, guys! Next time, go a little faster with the pointing of the weapons! Remember, tardiness is treason! Also, no firing yet..."

I focus my attention back at Pete-R.

"So, 'commie' matches with 'sharing', huh? That almost sounds like something that would be written on commie propaganda... Care to explain your logic?"

written by Lightning4 on Jun 01, 2012 21:58

"Hmm, let me think. I wasn't there the whole time, I was asked to go to the security office to determine who had accessed it."

I try to recall if any such thing did happen...

"Speaking of the list, I *do* have that. If we get somewhere secure where we can decypher all the codes, that might help. Sadly, it's all raw data, so all we can do is compare it to ME cards right now."

written by Gligar on Jun 01, 2012 23:56

Corridor 1, Level 2, Building 2, Industrial Subsector B

Speed-Y tells L4-O that, according to his information, the gas trap was triggered by a spare circuit, which was connected to something on the power board that was not present. Does he remember anyone on the Power Services team adding, and then removing, an object from the board?

[1079]

Roadway, Industrial Subsectors

Jam-Y notices that the Armed Forces have finally decided to follow his orders. Sven-O explains that they're unused to taking orders from civilians.

Jam-Y adds that Pete-R's word association sounds like something you would find on commie propaganda. Would he care to explain?

"Well, er... commies like to, er... share things..." is the reply.

L4-O is still on his PDC. He replies that he wasn't in the power room the whole time, since he was sent to the security office to obtain a list of clones accessing it. A list he still has, and that they can decipher at some point. It's raw data, though, so they'll have to compare it to ME Cards.

He seems to have forgotten that they have the means to match an ID number to a name.

written by Kristos on Jun 02, 2012 00:33

Okay, these guys are starting to eat at my steellyke nerves...

"Had something to do with it? Sure, I had something to do with it! I was on the transbot when it exploded! I was *exploded* with the transbot! I saw the bomb with my own two standard-issue RED-clearance bio-degradable clone eyes!"

...

"Wait... wait! I saw the bomb! I remember the bomb! (Or at least what I think was the bomb.) I should tell the Computer about it!"

"And has everybody participated in the Mandatory Equipment Check yet? Are you all just going to stare at me instead?"

written by Jam on Jun 02, 2012 01:50

"Hmm... And do you also like to share things?"

With a free hand, I take out my laser pistol and aim it at Pete-R.

"Careful, the wrong answer might not end well for you..."

written by Speeder on Jun 02, 2012 01:56

"Alright... I will see if I can find the security room here... And see if I can find something watching the video myself..."

Speed-Y out!"

I disconnect and go searching for the security room again.

written by Cryoburner on Jun 02, 2012 04:55

I respond to Stu-R...

written by Kristos on May 29, 2012 15:02

I'm not up to speed with the house rules. Can you post them or direct me to them?

written by Granpire viking man on May 29, 2012 15:08

The first page of the IC thread has a list of basic rules.

In this case, I think it's the rule about not trying to get your character killed senselessly for the sake of

humour that he's referring to. That's what Malkom seems to be doing.

written by Kristos on May 29, 2012 15:20

Thanks bud.

written by Jam on May 29, 2012 17:20

I thought it was the "[Looks like they're finaling. Cut the signal - I can't afford any backwash now.]" part... Implying that he's sending some sort of telepathic/electronic

"Hmm... The Computer may assign troubleshooters to teams, but one of our team members never showed up to the briefing. Maybe YOU are that troubleshooter, and you just forgot! In that case, it was awfully convenient that we met up! We really should get going though!"

I begin marching off toward the direction Kris-R wandered off in.

written by Lightning4 on Jun 02, 2012 08:00

"Right then, sir."

I close the call and put my PDC away as well.

I simply watch what Pete-R's response is, and Jam-Y's response to the response.

written by Gligar on Jun 02, 2012 18:54

Corridor H7-??, JHP Sector

Kris-R is getting a little annoyed with these clones. He rather snappily tells them that he was present in the transbot as it exploded, and even saw the bomb. He needs to tell Friend Computer about that.

He asks whether everyone has completed the Mandatory Equipment Check yet. As it turns out, they haven't. "Come on, clones! Equipment, right now!" demands the clone who suggested it. "Or do we have to have Stu-R tell Our Mutual Friend that you aren't obeying your Equipment Guy?"

The clones start showing their equipment, somewhat reluctantly it must be said. As everything is placed on the floor - mostly laser pistol barrels, PDCs, and that sort of thing - the apparent Equipment Officer calms down somewhat.

Roadway, Industrial Subsectors

Jam-Y wonders if Pete-R also likes to share things, cautioning said clone that the wrong answer will end badly for him. As if to underline that point, he pulls out his own laser pistol.

L4-O finishes his call just in time to hear Pete-R stammer... "Well... er, sharing's good, right?"

Somewher ein Building 2, Industrial Subsector B

Speed-Y begins again with his search for a security room. He eventually finds one on Level 2.

Rest area, Corridor H5-84, JHP Sector

Cryo-R points out that one of their team members failed to show up for briefing. Perhaps it was Stu-O? If that is the

message to a probably-invented-on-the-spot-NPC... And, I'm guessing it was without Gligar's consent...

written by Granpire viking man on May 29, 2012 17:44

Oh, right. That makes more sense.

I just guessed it was related to past warnings. My mistake. I find it hard follow anything that's going on with him...

case, it's a good thing he found him, since they need to get going. And with that, he heads off after Kris-R.

Behind him, Stu-R mutters, "They'll let anyone be a Troubleshooter these days. Failing to notice that I'm clearly with another team? That's got to be worth something, surely."

written by Speeder on Jun 02, 2012 20:12

I attempt to get inside the security room, and see what is the clearances, who is working (or not) there, and if anything is working.

written by Kristos on Jun 02, 2012 20:37

The cooperation allows me to relax some. I hum the "which of these is different" theme from the junior citizen loyalty and compliance training videos as my eyes scan the array of equipment. Not doubting what I saw earlier, I concentrate on the spread of laser barrels.

"Something is wrong... right... *there!*"

I point to a barrel that seems to have an anomaly with the RED coloring.

written by Gligar on Jun 02, 2012 23:41

Security room, Building 2, Industrial Subsector B

The door is opened, partway, then sticks. The clone on the other side, Speed-Y, steps through and surveys the room, finding the reason for the stuck door at once: the staff here have been terminated, and torn apart. From the remains of their jumpsuits, Speed-Y can determine that they are YELLOW IntSec clones, perhaps three of them.

The room itself is ORANGE, with a YELLOW Computer Terminal at one end, flanked by monitors. The terminal, and some of the monitors, seem to have power, but the cameras they monitor are apparently off-line.

Corridor H7-??, JHP Sector

Kris-R looks over the team's equipment, spread out for inspection. He sees that everything is in order... but something catches his eye. The colouring on one of the laser pistol barrels is... odd. He points it out to the assembled clones.

The apparent Equipment Officer goes over and looks at it. "Hey, good eye. The colours on this are... well, the shade's good, but... I can't see how many shots are left. That's against regs right there. Which implies that this barrel has been tampered with.

"Come to think of it... I thought you came onto this mission with no ammo, Ralph-R. I distinctly remember giving you two barrels, and here you have three. Where did you get this one?"

"I wanted a holdout," the clone with the laser barrel, presumably Ralph-R, replies. "Is that too much to ask?"

"It is when your holdout is an anomalous barrel." He starts examining the barrel closer. Ralph-R looks distinctly uncomfortable.

written by Jam on Jun 03, 2012 07:44

"So, commies like sharing, and you like sharing... Are you saying you like the same thing that commies do? Are you implying that you're a commie, Pete-R?"

written by Speeder on Jun 03, 2012 15:32

I first try to figure what killed the and if it might kill me too, THEN if I think I am safe, I get inside and examine the bodies more closely.

written by Gligar on Jun 03, 2012 15:57

Roadway, Industrial Subsectors

Near the checkpoint, tensions begins to flare as the Internal Security clones, who have been trying to gain entry for the last few minutecycles, decide to press the issue. It seems that more than just harsh language might ensue.

Meanwhile, near the warbot, Jam-Y makes a leap of logic and, since Pete-R likes the same thing as the commies (sharing, remember?), concludes that Pete-R must like the commies. As he asks whether that is true, some of the Armed Forces clones begin to take their weapons out of Safe* mode.

"Er, wat? No! I mean, er, if someone of your clearance has need of something, his friends should help him with it!" Pete-R looks uncomfortable.

Security Room, Building 2, Industrial Subsector B

Speed-Y stops. What could possibly have killed these IntSec clones? Well, from what he's seen recently, it could have been zombies. But how would they have got in here? That's an autoclosing door (which has closed behind him)...

He looks around. There's an air vent up on the ceiling... quite a large one. The grate hangs open.

As for the bodies themselves... it looks like they didn't have any armour, and only a single laser pistol each.

written by Lightning4 on Jun 03, 2012 17:03

I do the eyebrow look at Pete-R.

"Getting a bit nervous looking there, aren't you..."

I keep an eye on Joe as well, and give the area a quick check to make sure nobody has decided to run off. I also note anything else out of the ordinary.

written by Speeder on Jun 03, 2012 20:45

I take my time to take the good YELLOW barrels, never going too near of the air vent, or when I go near it, I keep staring at it...

Then I fit a fresh one in the best condition pistol I can find (my own one, or some of the ones in the ground) and wield it.

Then I examine the air vent more closely, see if I can find any tracks or spilled stuff on it.

* Although that's probably a relative term.

written by Gligar on Jun 03, 2012 23:43

Roadway, Industrial Subsectors

L4-O raises his eyebrow at Pete-R's discomfort. As he does, he can see Jam-Y slump a little, as if he is suddenly exhausted.

He also looks at Joe, who seems to be trying to edge away from everyone.

He can also hear what sounds like some clones fighting near the checkpoint.

Security room, Building 2, Industrial Subsector B

Noticing the laser pistols, Speed-Y investigates a little further. He notes that out of all three, only four shots have been fired, and all of those were from the same barrel! Interesting.

Moving on to the laser pistols themselves, he notices that none of them are standard Troubleshooter issue. Instead, they're a slightly newer model, designed to be a little more comfortable to use, and the barrel mount seems a little more sturdy. Smiling, he takes one, replacing his old pistol, and loads it with his old barrel as it's still fresh. He thinks about taking the other two fresh barrels.

But he seems distracted by the air vent. Though he can't see anything to support it, he can't shake the feeling that something isn't right.

written by Jam on Jun 04, 2012 01:39

I pant a bit from exhaustion. Then I start laughing slightly...

"Ahaha... I guess you're either hiding something, or you're really paranoid about mutants getting into your mind..."

It's funny though... I used to know a scrubot named Leeroy. From what I'm told, he was originally a clone that got turned into a jackobot, probably because he was a commie or something. Then, because he was still being treasonous, FC had his bot-brain put into a scrubot! Now, I'm not sure who this "Sammy" is, but if he's anything like Leeroy, I doubt he was a very loyal clone during his life... Do you know how boring it is being a scrubot? I'd tell you to ask Leeroy, but I doubt Leeroy is still sane anymore..."

I walk up even closer to Pete-R, and whisper to him so that no other clones can hear.

"You know, I'm starting to think you really are a commie..."

Lucky for you, I'm not looking for commies, I'm looking for the whoever is responsible for destroying the warbot and causing all these clones to turn into zombies... Now, I don't know for sure, but I'm willing to bet the clone that's

written by Speeder on May 29, 2012 22:40

It is related to past warnings 😊

Malkom did that before. (creating hacker NPCs).

I think that NPC is the third he creates or something.

controlling the zombies is a pretty dangerous mutant... It makes sense, doesn't it? The zombies have nanobots in their brains, and a Machine Empathy mutant is controlling the nanobots... This could even be some sort of sick collaboration between Copore Metal and Psion.

You may be a commie, but you also seem to be a pretty strong anti-mutant... Therefore, it seems we share a common enemy, that is, whoever is responsible for the zombies. So, I'll let you live. Friend Computer can deal with you later..."

I grin at him, then make an announcement to the group...

"Whatever he may be, I don't believe he's the clone we're looking for! He lives for now, and we can let FC deal with him later!"

I look to L4-O...

"...unless you want to question him further? He might still know something. Maybe you and John-R can get him to talk..."

written by Speeder on Jun 04, 2012 02:28

I take aim in the air vent with one hand, and try to illuminate it with the other.

I see if I can use the PDC photography equipment, or if not possible, the screen backlight itself, to illuminate the vent.

written by Kristos on Jun 04, 2012 16:00

I wait to hear the results of the Equipment Officer's observations. Eventually, if nothing happens, I suggest that he try firing a shot from the barrel.

written by Lightning4 on Jun 04, 2012 16:27

"Hmmm."

I think for a moment, glaring at Pete-R just long enough to make him feel uncomfortable (or moreso than he already is)

"That shouldn't be necessary right now, but since he's in the Mutant Mashers, I do get to see him later on... and don't worry, we *will* be talking about this later. Always need to stamp out potential treason right away, of course..."

"Either that or, maybe Pete-R will volunteer to visit a confession booth later. That's an option too..."

I turn away from Pete-R now.

"Anyway, If we clear Joe, then that means our treasonclone is still out there... somewhere. Unfortunately."

"But anyway... on to Joe?"

written by Gligar on Jun 04, 2012 17:00

Roadway, Industrial Subsectors

Jam-Y recovers enough from his sudden exhaustion to tell Pete-R that he's either hiding something or really paranoid about mutants, before telling him about Leeroy. Now why'd he change the subject like that...? Oh... right.

He then leans in close and says something that my spybot can't pick up. Let me bring it closer...

...

Oh, he's finished. Never mind. He's now telling the group that he's satisfied that Pete-R is not the clone they're looking for. If there's something else about him, Our Mutual Friend can deal with him. Unless, of course, L4-O would like to question him?

L4-O declines, saying that they'll talk later. Unless Pete-R decides to visit a confession booth in the meantime, of course.

For now, he adds, they should move on to Joe, who is still edging away from the group.

Security room, Building 2, Industrial Subsector B

Speed-Y moves on to the vent. Armed with his new laser pistol and his PDC, he has a look up there. He can now see that, jugging from the marks in the vent and the state of the grate itself, the grate was forced open from the inside.

Corridor H7-??, JHP Sector

Kris-R waits as the Equipment Guy looks at the suspect barrel.

Soon, he comes to a conclusion. "You know what could explain the state of this barrel? If it were *painted*..."

He pulls out a file and uses it on the barrel, and sure enough, the red colouring flakes off, revealing GREEN colouring underneath.

"...like that! What do you have to say for yourself, Ralph-R?"

As the Equipment Guy finishes speaking, the rest of his team pick up their laser pistols again, and point them...

written by Lightning4 on Jun 04, 2012 19:37

"Don't go any further, Joe. That's suspicious behavior. Stay put, and if you have nothing to hide, then you should not have to worry!"

I watch him intently.

written by Jam on Jun 04, 2012 23:38

"Joe!"

I pick another random ELT card, and read the first question to Joe.

written by Speeder on Jun 04, 2012 23:41

I take the most spent barrel I find, hit it in the ground carefully until it starts squealing and throw in the vent, and wait in a corner of the room, away from the vent.

written by Gligar on Jun 04, 2012 23:58

Roadway, Industrial Subsectors

L4-O calls out to Joe to stay where he is. Does he have something to hide?

Jam-Y is right behind L4-O in this one, as he chooses another ELT card, and asks Joe: if Jam-Y ordered Joe to terminate him, would he do so?

The answer is an emphatic yes.

Security room, Building 2, Industrial Subsector B

Lacking a grenade, Speed-Y looks for some other form of explosive before deciding on the impromptu almost-grenade formed by a malfunctioning laser barrel. Of course, he doesn't have a malfunctioning laser barrel.

Yet.

A good few whacks later, he realises that it'll take more than just being whacked against the floor to make one malfunction. Or at least, these barrels need more than just a few whacks against the floor.

written by Lightning4 on Jun 05, 2012 00:15

"Not sure that was a good card for this situation, Sir..."

I think for a moment.

"Well wait... that was an awfully quick 'yes', wasn't it? That's kind of suspicious!"

I just let Jam-Y handle things, and try to continue my stare. I occasionally glance at Pete-R to make sure he's not doing anything either.

written by Speeder on Jun 05, 2012 00:21

I bite the barrel, not too hard.

Then if it does not work, I throw it anyway and try to hit it in the air...

If that fails too, I look for a B3.

written by Jam on Jun 05, 2012 01:33

I look to L4-O.

"Hey, I'm just picking a random card! I don't decide what the card says! That's all up to... actually, I have no idea who determines what's on these cards... Probably one of those High Programmers that likes to watch everyclone through the cameras or something... I'll bet he would know all kinds of things about loyalty and what signs to look out for to catch treasonous clones!"

I briefly look towards the nearest camera, in case camera-UV is watching or something...

Then I smile towards Joe.

"But you're exactly correct! And I like the speed of your answer! No hesitation at all!"

Now, before we move on to the next question, I got one of my own to ask you... What if L4-O ordered you to terminate me? Then what would you do?"

written by Kristos on Jun 05, 2012 03:45

I do not pick up my laser pistol as that could divert all the attention back to me.

written by Gligar on Jun 05, 2012 17:56

Roadway, Industrial Subsectors

L4-O has his doubts about that card, and the answer seemed a bit rushed... sounds suspicious.

Jam-Y doesn't think so: he has no control over the contents of these cards - he's not even sure who does, though he believes it to be the High Programmers. (For his information, ELT Cards are regulated by a service firm - the name escapes me right now - under the banner of Internal Security.) And Joe's answer is correct, and with no hesitation! Nice.

He expands on the question by asking: what if the situation was different? What if L4-O had given the order? This time, Joe hesitates a little, before answering, "I... think I'd need to ask for evidence, sir. He's ORANGE, but you're higher."

Security room, Building 2, Industrial Subsector B

Speed-Y continues to try and damage the laser barrel, by biting it (it tastes metallic, and hurts his teeth), and, when that doesn't work, he just shrugs and throws it anyway... and punches it up into the vent.

That works. The barrel starts squealing, somewhere in the ceiling.

Corridor H7,??, JHP Sector

Kris-R watches the Equipment Guy, and Ralph-R, who is explaining that he didn't know that the barrel was painted. "Yet you've fired off at least one shot from it. How can you fail to notice that the laser's not RED? Hmmm?"

Cryo-R then chooses this moment to make an appearance.

written by Kristos on Jun 05, 2012 19:41

"Cryo-R! We are having a mandatory equipment inspection. Lay all your equipment on the floor for the Equipment Officer to see."

written by Lightning4 on Jun 05, 2012 22:27

"Hmm... very interesting."

I refrain from commenting anymore for now, but my expression mutates around from fascination, puzzlement, and deep thinking, in no particular order.

written by Jam on Jun 05, 2012 23:13

"Okay, sounds like a good answer to me! Now, next question..."

I pick another question on Joe's card, and read it to him.

written by Gligar on Jun 06, 2012 00:22

Corridor H7,??, JHP Sector

Kris-R interrupts the Equipment Officer to tell Cryo-R to join in the equipment inspection. "Sure, why not? The more the merrier, right? Maybe we'll find more painted laser barrels or something..."

Ralph-R replies, "Well gee, maybe I didn't see the colour of the shot amongst all the other shots!"

"That's no excuse unless you're colourblind or something, and that can be corrected. No, I think you knew that was a GREEN barrel. Right, Tom-R?"

Another clone, who is busy writing in a notebook, nods. "Noted... subject: Ralph-R... incident: equipment inspection... summary: illegal laser barrel found during inspection." Based on that, he must be the Loyalty Officer. (It'd be easier if they had MBD Badges. Alas.)

Roadway, Industrial Subsectors

L4-O looks on with interest. And an interesting expression.

Jam-Y accepts Joe's answer, and moves on. The next question asks him to list three signs that a clone is a member of a secret society. "Er... acts secretive, does funny handshakes, and talks in whispers all the time?"

written by Speeder on Jun 06, 2012 00:37

I try to get away most that I can from where I think the barrel went, and use a body as shield

written by Jam on Jun 06, 2012 00:52

"Wow... You're good at this... You're either a loyal clone or a really smart unloyal one... Why didn't you just take an SDL card? I'm sure you would have done fine at it!"

After he gives a response, I pick another question off his card and read it to him.

written by Lightning4 on Jun 06, 2012 18:06

"Well, there's still the fact he was trying to edge away. That's pretty suspicious, I think!"

I look at Pete-R again to make sure he's not trying to get away either.

written by Gligar on Jun 06, 2012 19:35

Security room, Building 2, Industrial Subsector B

Speed-Y tries as best he can to protect himself against the ensuing explosion, but is caught out just before he reaches his preferred spot

The barrel explodes, knocking him to the floor, and, apparently, causing damage to the air ducts. If there was anyone in there, they're not in any condition to interrupt him now.

Roadway, Industrial Subsectors

Given Joe's latest answer, Jam-Y wonders why he didn't just take an SDL card. "Well, I don't like them, okay?"

L4-O points out that he did try to get away earlier. He checks Pete-R, and finds that he's still there, but seemingly not paying attention.

Jam-Y then reads off the third, and final, question: What would he do if he found a Junior Citizen with commie propaganda? "Er... I'd take it off him..."

written by Granpire viking man on Jun 06, 2012 21:51

As the others take a more conventional approach, I perform a mandatory secret hygiene inspection on Joe.

Meaning, I look over his clothes to make sure they are suitably clean for a non-commie.

written by Speeder on Jun 06, 2012 22:05

I frown.

"OUCH!"

Then I try to stand and check if I am injured.

If not, I resume loading up barrels.

written by Gligar on Jun 06, 2012 23:09

Roadway, Industrial Subsectors

As Joe stammers out his answer, King-R gives him a quick look, and sees that his jumpsuit is covered in soot, sweat and blood.

Security room, Building 2, Industrial Subsector B

Speed-Y picks himself up, noting that the only injury he has sustained is that his ears are ringing from the blast. Satisfied, he grabs the other two laser barrels.

Now... why did he come here again?

written by Speeder on Jun 06, 2012 23:31

I then choose whatever station looks like can have access to camera feeds.

written by Jam on Jun 07, 2012 00:18

"Take it off him... and do what with it?"

written by Granpire viking man on Jun 07, 2012 00:24

"Joe! I also see that your jumpsuit is absolutely filthy! It contains treasonous levels of blood! Also, it looks like it isn't your blood!"

I gasp.

"Shared blood!?"

written by Kristos on Jun 07, 2012 15:02

Inside, I beam with pride for my MBD badge. 😊

I assist Cryo-R in laying his equipment out for the inspection. ALL of the equipment.

Towards the other team I ask "So, if you may tell, what mission is your team on?"

written by Lightning4 on Jun 07, 2012 18:39

I decide to address Sven-O, or whoever is the leader of the group here at the checkpoint.

"I don't suppose any of you have some spare weapons? I'm pretty much out myself, and I think the rest of us are low too. As Equipment Officer, that's my duty of course, to make sure we have some..."

"I mean, I have Turbo, but that's not exactly great for killing single targets without destroying *everything else* around it."

written by Gligar on Jun 07, 2012 19:06

Security room, Building 2, Industrial Subsector B

Now certain that he won't be interrupted, Speed-Y surveys the room looking for a likely terminal, and finds one, still logged in, which seems to have access to camera feeds. It looks like most of the cameras were knocked offline, but their logs might be accessible.

Roadway, Industrial Subsectors

Jam-Y prompts him. He hasn't said what he plans to do with this hypothetical commie propaganda.

But Joe doesn't have a chance to answer before King-R interrupts with his hygiene report. Specifically, he wonders about the blood, which he doubts belongs to Joe. Perhaps... it's shared?

"Hey now, when have I had a chance to wash recently?"

L4-O turns to Sven-O and asks if they have any spare weapons, as they're running low. Except for Turbo, but he's a bit too powerful for this job. "I never thought I'd hear a cone rifle user complain about a cone rifle being too powerful," Sven-O comments. "But I'm afraid we're running low ourselves, unless we were to raid the warbot. And I kinda don't want to accidentally set it off again. Even if it's fried."

Corridor H7-??, JHP Sector

Seeing as Cryo-R has lapsed into id-er, intensive inspection of a random section of clearance stripe, Kris-R assists in removing his equipment for inspection. Specifically he retrieves, and places on the floor, Cryo-R's ME Card, Cryo-R's laser pistol (complete with barrel), Cryo-R's Indestructible Loyalty Transcripts Recorder mark 2 (though the key seems to be elsewhere), Cryo-R's ELT and SDL Cards (I thought they'd vanished in the explosion or something!), and Cryo-R's apple.

"Is that it?"

written by Lightning4 on Jun 07, 2012 21:27

"Well, not just too powerful, I think I'm running low on shells useful against those zombies. Gas shells are... not terribly effective I would imagine."

"But yeah, good point, the warbot should just be left alone for now... and it seems like the worst of it is over anyway."

I look momentarily worried.

"I hope."

written by Gligar on Jun 07, 2012 23:41

Roadway, Industrial Subsectors

L4-O corrects Sven-O, saying that, rather than Turbo being just too powerful, L4-O is actually running low on useful shells. That might have been a problem if the danger had not passed.

Apparently.

Sven-O says, "I see." Then he turns to Joe. "Hey, citizen, the YELLOW asked you a question!"

written by Jam on Jun 08, 2012 01:37

"Hey, Joe, I asked you a question!"

I wait somewhat impatiently for his answer...

written by Granpire viking man on Jun 08, 2012 02:55

I continue eye Joe very suspiciously, waiting for his answer to Jam-Y's question.

written by Kristos on Jun 08, 2012 03:13

"That appears to be it."

I give Cryo-R a light kick to try to get his attention, and to see if anything else falls from his jumpsuit, and because it is fun.

written by Lightning4 on Jun 08, 2012 05:45

In case Joe pretends not to know what he was asked, I remain ready to remind him.

"Hmph... wish Speed-Y were here, he'd be good at inventing unconventional weapons. That's TechServ's job, after all..."

I look at Fred, my hammer, scratch my head for a moment, then check myself for some unused duct tape.

written by Cryoburner on Jun 08, 2012 08:03

"Gasp! A pickpocket!"

I point at Kris-R in a pronounced fashion, much as one might point at someone who has just picked their pocket.

written by Speeder on Jun 08, 2012 18:48

I smile, and happily try to find in the logs the log of the PowerServices team fixing the power panel.

written by Gligar on Jun 08, 2012 19:27

Roadway, Industrial Subsectors

It looks like everyone is waiting for Joe to respond to Jam-Y's question. However, he claims not to have heard the question.

Correct me if I'm wrong, but didn't Jam-Y's tone of voice meet CPU Mandate G65-H, concerning the correct tone of voice to use in certain situations? I'm sure it did. Maybe Cryo-R could tell us one way or another. If he weren't stuck examining some random part of JHP Sector.

Luckily, L4-O is ready to remind him. Though he seems preoccupied... he seems to be looking for duct tape. And he finds some, in the form of his old duct tape headband!

He kind of wishes Speed-Y were here, though. He seems to know a lot about improvised weapons...

Corridor G7-??, JHP Sector

Kris-R reports that he has located all of Cryo-R's equipment, and gives Cryo-R a light kick, just to see what will happen.

It turns out to be enough to snap Cryo-R out of his observations and back into the real world, whereupon he realises that Kris-R has his stuff. He begins pointing. With his finger, because his laser pistol is on the ground. The equipment Officer tells him, "Really? Didn't you hear him tell you to present your equipment for inspection? Apparently not, since he decided that more direct action was necessary. It's probably against some regulation, but I'm sure there's a form to cover it somewhere."

"What's happening here?" asks the voice of Stu-R, moments before Stu-R appears round a bend in the corridor. "Oh... him."

"Yeah," the Equipment Officer replies. "He was showing us just how well he can focus on a random section of clearance stripe. Almost... *inhumanly* so..."

Security office, Building 2, Industrial Subsector B

Speed-Y smiles. Just what he needs!

He searches through the logs, and quickly discovers that there is a large chunk missing. Presumably, that corresponds to the power being off. He looks at the power room's logs, selecting the log from around when they were restoring power. From the look of things, they managed to repair the camera circuit at some point, since he can see the team at work, with L4-O at the door peeking in. He's asked them if they have any more information. The YELLOW responds that he has, and that it shouldn't take long to repair the damage. He suggests looking at the security logs. L4-O tells him that he doesn't know where the logs are, except that they'd be in an office somewhere. However, the YELLOW doesn't know where it would be, so L4-O leaves to go look for it.

written by Speeder on Jun 08, 2012 19:31

I see if I can see the slot, and see if on the course of the video someone put, or removes, something from it.

written by Jam on Jun 08, 2012 23:35

I facepalm.

"Ugh... Listen this time! What would you do with the commie propaganda you took from the Junior Citizen?"

written by Gligar on Jun 08, 2012 23:49

Security office, Building 2, Industrial Subsector B

Speed-Y keeps watching. In particular, he's looking for that slot, the one which was crudely installed on the panel,

[1086]

which did not have anything connected to it when he was investigating earlier. He has to juggle between several feeds, but the logs show that it was present when the team is working on it. Indeed, one technician seems interested in it, as he can be seen looking at it, and shaking his head. He pokes at it with some unidentifiable tool before one of his colleagues calls him to work on a circuit breaker. L4-O returns to the power room soon after.

Roadway, Industrial Subsectors

Frustrated, Jam-Y repeats his question to Joe. "Oh! I'd dispose of the propaganda, I guess."

written by Speeder on Jun 08, 2012 23:50

I see if anyone else interact with the slot, until the entire team is zombified or dead or fled.

In fact I get also interested on what happen to them.

written by Jam on Jun 09, 2012 00:37

"Would you tell Friend Computer about the propaganda? I'm sure FC would be very interested to know that a Junior Citizen had commie propaganda..."

written by Lightning4 on Jun 09, 2012 17:53

I look sad, but decide to sacrifice my headband for the greater good. I try to tape the knife to the hammer head to the best of my ability, and secure it as much as possible.

If successful, I try a few practice swings. Pointing away from everyone else, of course.

written by Gligar on Jun 09, 2012 19:00

Security office, Building 2, Industrial Subsector B

Speed-Y continues to watch the logs as the PowServ YELLOW explains about the sector codes in ID numbers. L4-O looks at the list and picks out a few, asking how to get more information. The YELLOW suggests that they use a card scanner, though L4-O isn't sure they have one. Perhaps their assigned equipment? Otherwise, as the YELLOW says, he'd have to order one from PLC... or do they have a Financial Officer?

At this point, the clones working on their replacement circuit breaker announce that they're ready to install. L4-O tells the YELLOW about Joris-R (what happened to him anyway?), and the YELLOW suggests that he wait until they're done. They install the breaker into the panel - and Speed-Y notices how close they install it to that slot - and... *Beep. Beep. Beep.*

The YELLOW can be heard to gasp He thought that that was the light circuit! L4-O looks like he wants to run. The PowServ team look like they're looking for the beep. It should be no surprise that it's coming from one of those boxes.

They run, only to run into a complication: BLUE gas. Several of the team can be seen falling to the floor as L4-O manages to pick his way through them and exit the frame.

Roadway, Industrial Subsectors

Jam-Y demands to know if Joe would inform Friend Computer. "No, I wouldn't trouble Friend Computer with it. The Computer is busy, after all."

Meanwhile, L4-O has decided to sacrifice his headband in order to combine knife and hammer into a weapon. Now done, he swings it a few times. It seems sturdy enough.

written by Speeder on Jun 09, 2012 19:38

I note the PowerServ explanation to L4

And try to see if I can take photos of the frames that allow me to take photos of the YELLOW guy face.

I look around to see if the security station has any access to the clones database, at least a database that can access up to YELLOW clones...

written by Lightning4 on Jun 09, 2012 22:19

"I dub thee... 'Fredinator'."

I put Fredinator away to note what's going on with Joe.

"Perhaps, but Friend Computer is never too busy to take note of potential communists!"

written by Gligar on Jun 09, 2012 23:06

Security office, Building 2, Industrial Subsector B

Speed-Y rewinds the footage. He replays the YELLOW's explanation of ID numbers, noting as the YELLOW explains that the first three characters are a sector code. Then, he tries to get a good freeze-frame of the YELLOW so he can take a picture of it. It's a bit blurry due to the close range, but he is able to get some pictures of the YELLOW.

Now, all he needs to do is identify him...

He looks around the room again. Of the other terminals, a couple look promising. Perhaps he could convince them to give him some info on this guy.

Roadway, Industrial Subsectors

Naming his contraption Fredinator, L4-O puts it away, and addresses Jowe. He says that Our Mutual Friend always has time to identify potential communists. Joe visibly reacts. "Really, I disagree."

written by Jam on Jun 09, 2012 23:21

"L4-O is right! How could FC be too busy to take care of commies?!"

written by Speeder on Jun 10, 2012 03:12

I go fiddle with other terminals...

Trying to see if I can run a face recognition, or if I can find information of the PowerServices team assigned to the area.

written by Kristos on Jun 10, 2012 07:26

"Cryo-R... you have taken things out of my pockets how many times with no given reason... and now you complain

about me assisting you in a mandatory equipment inspection?! I need you to focus on the mission, not on the wall..."

written by Lightning4 on Jun 10, 2012 17:04

"Or other treasonous clones, for that matter?"

I frown a bit.

written by Gligar on Jun 10, 2012 17:35

Roadway, Industrial Subsectors

Jam-Y agrees with L4-O. How can Friend Computer not have time to deal with commies? Or, as L4-O adds, other treasonous clones?

Joe smiles. "Well, it could be dealing with zombies!"

This results in a lot of clicking as the Armed Forces ready their weapons. Sven-O tells him, "Them we'll just have to deal with you. Start talking, And let me add that if we don't like what we hear, your clone will be going back to the range; those targets won't hold themselves up."

Security office, Building 2, Industrial Subsector B

Speed-Y gets to work with his new images. It takes a while, but he's able to wheedle an ID number out of the terminals: JHT-323-709-209-360.

But when he asks it to turn that into a name, he finds that the ID server won't give it to him.

written by Speeder on Jun 10, 2012 19:16

I send a message to L4 using my PDC.

"Id of possible power services traitor is JHT-323-709-209-360, please figure a way to investigate this guy.

The person attached to that ID is that YELLOW PowerServices guy"

I then resume fiddling with the video, see if I notice anything else about the slot or the breaker attached near the slot.

written by Gligar on Jun 10, 2012 23:21

Security office, Building 2, Industrial Subsector B

Since Speed-Y seems to have hit a dead end, he decides to send what he has to L4-O, namely, the ID number of the YELLOW PowServ clone.

Roadway, Industrial Subsectors

Joe tells Sven-O, "What do you want me to say? That I'm a commie, and that I know the names of everyone involved? Because I don't!"

L4-O watches, but realises that his PDC has received a message.

written by Granpire viking man on Jun 11, 2012 04:27

"Aha! So you are a commie, but you just don't know the names of everyone involved!"

"Well, you must know some of them, then!" I challenge fiercely.

written by Jam on Jun 11, 2012 04:51

"Aha! So you are a com—"

I stop as I realize King-R is saying the same thing as me, few secondcycles before me. I wait for him to finish, then glare at him...

"Hey, I was going to say that!"

written by Mingamango181 on Jun 11, 2012 09:07

I try to remain nearby the group. They're probably the best in ensuring that everyone survives.

Not that other group. They're probably on a mission that's unrelated to myself anyway.

I smile, as anything could happen.

written by Lightning4 on Jun 11, 2012 16:01

I shoot a quick 'Thanks, I'll check it out as soon as I can.' message back to Speed-Y.

I then puzzle over how to get back to where I was with the card reader device. Now, I have a code, I just need... hm.

I also look for that YELLOW PowServ clone in the group. I don't make a move yet, I just make sure they're here.

written by Gligar on Jun 11, 2012 19:39

Roadway, Industrial Subsectors

As King-R notes, Joe seems to be implying that he is a commie, but he just doesn't know all the names. He challenges Joe to give him the ones he knows.

He doesn't seem to notice Jam-Y glaring at him. He'd been about to say that exact thing!

"And if I do? What will you do then?" Joe replies. L4-O notices that there's an odd glint in his eye.

Speaking of L4-O, he has just sent a reply to his PDC message. Speed-Y should be getting it about now. Now L4-O just has to remember how to read that code... Ah, yes! The card reader! Now where did he leave it...? Oh, yes! He already has it!

He glances at the remaining Power Services clones, to see the YELLOW over there saying something to them.

Somewhere in the vicinity of Building 2, Industrial Subsector B

Oh hey! MAnGo is on the move. It looks like he has found a group of survivors to stick with. They don't seem to be doing much, other than looking out for zombies. One of them seems intent on the big inert warbot, or rather, what's happening near it. It's strange... almost like she's listening in or something. She mutters something about commies in the Armed Forces.

written by Mingamango181 on Jun 11, 2012 20:55

I remain silent, and continue to smile. It'll all get sorted out eventually. All I need... is patience.

written by Gligar on Jun 11, 2012 22:59

Somewhere in the vicinity of Building 2, Industrial Subsector B

Mango doesn't do anything. He seems to be just biding his time, and not caring about what is happening.

"Zombies! From Building 1!"

"Get ready!"

Not even as those around him take out makeshift weapons. One turns to him and says, "Hey citizen, have you got a weapon? Now's the time."

Corridor H7-??, JHP Sector

Cryo-R also seems unconcerned, even as Kris-R calls him to task for complaining after he did the same to Kris-R a couple of times. He even seems unconcerned when the other team's Loyalty Officer picks up his laser pistol again, and, standing right in front of Cryo-R, points it right between Cryo-R's eyes. "Okay, that's enough. I'm convinced you're a mutant, and you're gonna find out, first hand, what we do to mutants here."

written by Speeder on Jun 12, 2012 01:02⁷⁶¹

I then return to the video feeds, and see if I can notice anything new on the new breaker or in the slot, anything that I did not noticed before.

I also see if the breaker attachment caused the beeps or if USING the breaker caused the beeps (or if it was not the breaker fault at all)

written by Granpire viking man on Jun 12, 2012 01:34

Suddenly uneasy at Joe's response, my hands go to my pistols, and I await L4-O's or Jam-Y's decision of what to do with him.

written by Jam on Jun 12, 2012 02:55

I grin at Joe-R...

"Well... How about you tell us everything you know, and I buy you a delicious YELLOW B3... I might even let you live long enough to drink some..."

I suddenly get an extremely sadistic grin on my face...

"Or I could just rip all your fingers and toes off..."

...then your hands and feet...

...then your arms and legs...

...and watch as you slowly die, in extreme agony."

I continue grinning, and take a few steps towards him..

"Wouldn't that be fun?"

written by Granpire viking man on Jun 12, 2012 04:22

My unease subsides, and I grin like Jam-Y.

"That would be fun..."

⁷⁶¹ SPEEDER: (ooc: for some reason my post failed to go →)

written by 4616599 on Jun 12, 2012 05:52

With Mango-R on the move, I bank the Transition forward and continue shadowing him from above.

I try to remember if I still have L4-O's blaster. If I do have it, I ready it, though I avoid firing.

written by Lightning4 on Jun 12, 2012 05:57

I look a little unsettled at Jam-Y's recent... development.

I think for a moment, then get into the largest group of people, preferably right near the YELLOW PowServ clone.

"Okay, since the Loyalty Officer is predisposed right now, and probably wants a distraction should things get... messy... I will do a simple test. I wish to know the names of clones here, and see if your ME cards back them up! This is just to see if you are really who you say, of course. Can't be too careful, and some treasonous clones aren't smart enough to change out their ME cards!"

If clones comply, I start my testing (with the ME card reader if it's necessary for reading ME card names) on clones, and aim to get the YELLOW's name as well. If I get to that clone, I attempt to memorize that name.

written by Mingamango181 on Jun 12, 2012 08:41

"I uh..."

I make a check on my current inventory.

written by Cryoburner on Jun 12, 2012 13:47

"Oh, wow! An invitation to lunch!? That's great and all, but unfortunately I'm unable to have lunch this week, as a reward from the computer for being great or something. Oh, also, I'm not a mutant, so you would need to find someone else. Hmm..."

I examine the other clones present, noting whether any of them appear mutant-like in any way.

written by Gligar on Jun 12, 2012 19:56

Security room, Building 2, Industrial Subsector B

Speed-Y returns to the video terminal, and replays the section of video concerning the installation of the breaker again. And again. And again. And in slow motion. And in reverse. And...

He eventually sees that, when the breaker is activated, there is a pause (during which the YELLOW looks confused), followed by something in the corner of the power room beginning to beep. It's difficult to tell due to the way the cameras are pointed, but it has the same general size and shape as the gas boxes.

Perhaps the two are connected somehow.

Roadway, Industrial Subsectors

King-R looks uneasy at Joe's reply, and reaches for his laser pistols.

But it turns out to be unnecessary. Jam-Y offers Joe a nice incentive to give them the names of the commies he knows.

Or, failing that, he can resort to pulling Joe apart, limb from limb, until only a bleeding torso is left. King-R thinks that that would be fun. Joe doesn't. Though he still doesn't want to say anything.

"Want us to hold him down, Sir?" asks Sven-O. He, too, seems to be grinning. I thought they were the Mutant Mashers, not the 86547th Jackbooted Thugs...

Meanwhile, another Mutant Masher, specifically L4-O, is busy with the other survivors. He has decided to conduct a little test of his own, involving ME Cards, and probably his (well, Joris-R's) card scanner. Specifically, he wants to see if everyone's ME Card matches who they say they are.

John-R decides to go first. "John-R-SMR-4, sir." He hands over his ME Card. L4-O looks at it, and discovers that it matches, and that his ID number is SMR-323-353-554-362.

One of the PowServ ORANGES goes next. He says that his name is Bill-O-RPO-3, and allows L4-O to look at his card. The mane matches, and the ID number is RPO-323-061-940-330.

He is about to continue when it becomes apparent that Joe isn't talking. As such, the other Mutant Mashers begin to grab him...

Somewhere In the vicinity of Building 2, Industrial Subsector B

Mango starts to answer, when he realises that he can't remember what he has! He checks his pockets... to find that all he has, apart from his ME Card, is this message packet. Admittedly, it's made of heavy cardboard with hard plastilike inserts to protect the contents...

Floating above, Joris-R snaps out of a daze. He notices that the zombies are approaching the group below, and readies L4-O's blaster. (Yes, he still has it. I guess it makes up for L4-O having his ME Card scanner. Maybe, kind of.)

Corridor H7-??, JHP Sector

Cryo-R finally notices that he has been spoken to, and, of course, misses the point. He says that he can't join them due to a "reward" given to him by The Computer. And besides, he's not a mutant. Maybe someone else is? He looks, but doesn't see anyone else acting in a mutant-like fashion (but then, he doesn't know how mutants act in general, so how would he know if someone was acting like one?)

The Loyalty Officer scoffs. "Hah! Only a mutant would claim that he is not a mutant!" He pulls the trigger...

"It's jammed!"

"What? You were firing it an hourcycle ago! That must be due to improper maintenance!"

"Or perhaps luck on his part", the Loyalty Officer spits. "Perhaps *uncanny* luck!"

The others begin to pick up their weapons.

written by Lightning4 on Jun 12, 2012 20:14

"So far so good."

I turn to glance at the commotion with Joe, but attempt to resume my name-collecting process a few moments after.

If there is a logging feature on the ME Card scanner, I try to activate it so I don't have to remember all of these IDs. If not, then I just try to remember some of the more important ones so I can cross-reference them with my list.

Though, I already know the PowServ clones were in there so...

written by Kristos on Jun 12, 2012 21:53

If I am standing in the line of fire, I calmly sidestep. I ask Cryo-R, "*Are* you a mutant?" Then I ask the Loyalty Officer, "Are *you* a mutant?"

written by Speeder on Jun 12, 2012 21:53

I grin happily. And start to rush back toward the power room...

written by Gligar on Jun 12, 2012 23:07

Roadway, Industrial Subsectors

L4-O looks over at his squadmates' treatment of Joe, but quickly returns to the task at hand. By the time he's ready to collect a third name (Janet-PPE-2, one of the survivors, code PPE-324-024-321-251) they have dragged Joe to the ground.

Before he continues, he checks the card scanner's app. It seems that it's already logging the cards it has read. As well as the remaining credit associated with each card - it is a financial app, after all.

He moves on to a fourth: the YELLOW. "I'm Rick-Y-JHT-2, citizen." He holds out his ME Card to scan.

Corridor H7-?? JHP Sector

Far from being alarmed at the team's actions, Kris-R simply ensures that he out of the line of fire. He then asks Cryo-R, and the Loyalty Officer, whether they are mutants. "I think that should be self-evident, don't you? The answer is, of course, no."

Power room, Level 1, Building 2, Industrial Subsector B

A grinning Speed-Y runs into the power room. It seems that he has found something.

written by Kristos on Jun 13, 2012 03:13

To the Loyalty Officer, "With all due respect, you just said only a mutant would claim that he is not a mutant..."

written by Lightning4 on Jun 13, 2012 06:49

I proceed to scan the YELLOW's card. I make sure to be extra careful to scrutinize the card to make sure he really is who he says he is.

If everything checks out, I thank the YELLOW and proceed to a few more nearby clones I haven't checked yet.

written by Cryoburner on Jun 13, 2012 08:06

"How very suspicious!"

I proceed to pick up my various items off the floor, since that seems to be what everyone else is doing. I pick up any other items that might have been left for me on the floor as well.

written by Gligar on Jun 13, 2012 19:02

Corridor H7-?? JHP Sector

Kris-R notes that the Loyalty Officer just said that only mutants say that they aren't mutants. Yet the Loyalty Officer just said that he's not a mutant...

Cryo-R notices it too. He begins to pick up his equipment again, and notices the RED/GREEN laser barrel nearby, and picks it up...

"Hey! What are YOU doing now?! That's evidence! Drop it right now, mutant!"

Looks like the Loyalty Officer noticed *that*, too. Not just him, but Stu-R, as well. The latter can no longer control himself, and fires.

The shot misses.

"I... think I agree on the uncanny luck. He's definitely a mutant. So, you all know what to do."

It doesn't take long, before... *Zap zap zap zap zap zap-*

Roadway, Industrial Subsectors

While Joe struggles to escape from the grasp of his (possibly former) squad-mates, L4-O scrutinises the offered ME Card. He discovers that:

- The ID number is embossed correctly, and reads JHT-323-709-209-360.
- The Eye-of-the-Computer hologram, just below the Mercantile Express logo, looks as it should.
- The e-ink screen looks intact, and displays Rick-Y's likeness, along with a YELLOW clearance stripe. Displayed on the stripe is the name RICK-Y-JHT-2.
- The contacts for the card's chip do not seem to have been tampered with.
- The card's background looks to have been printed properly, and prominently displays a Power Services emblem. It's just a shame that the "contactless" logo covers part of it.

"Satisfied?" Rick-Y asks.

written by Lightning4 on Jun 13, 2012 21:26

I nod.

"Indeed, sir!"

I hand back his card, and try to proceed to a few other nearby clones, so it doesn't seem too suspicious.

written by Speeder on Jun 13, 2012 22:04

I look around, grinning, and go see the place where the new breaker is supposed to be, if the breaker is there, and what it is activating

written by Gligar on Jun 13, 2012 23:39

Roadway, Industrial Subsectors

It seems that L4-O is indeed satisfied. He hands the YELLOW his card, and moves on to another clone, who identifies herself as Sue-O-AQI-3. Her ME Card seems to match up, and gives her ID number as AQI-322-421-998-376. The card reader agrees with the card.

He continues with Reeg-R-HOY-4 (HOY-324-001-250-240), and Ken-NNN (NNN-323-951-001-275).

Power room, Building 2, Industrial Subsector B

Speed-Y continues to grin as he investigates where the new breaker should be on the panel. Indeed, it is present, and is connected to a circuit which bears a PowServ code.

But there's an odd, very thin flying lead connected to it. It snakes out, leading from the breaker to the odd slot in the panel. It's hot to the touch, and Speed-Y can't be sure if it's smouldering or not.

written by Kristos on Jun 14, 2012 02:09

"Cryo-R! What, is part of your brain missing? I need you to start acting reasonable!"

written by Cryoburner on Jun 14, 2012 02:57

"Yes! We really should get back to the mission! We can't just chat with our suspicious friends all day!"

I begin sprinting off in the direction of the mission. Or, at least, in a direction that looks somewhat mission-like.

Noticing that the barrel looks somewhat suspicious as well, I toss it back to our suspicious friends, seeing as it probably belongs to them.

written by Lightning4 on Jun 14, 2012 16:26

Reasonably satisfied with my job to get the YELLOW's information, I check to see how many other clones remain unchecked in the group.

After, I also see what's going on with Joe and the rest over there...

written by Gligar on Jun 14, 2012 18:58

Corridor H7-??, JHP Sector

Over the zapping comes the sound of voices. One wonders if part of someclone's brain is missing. The other asserts that they should get on with the mission.

"Cease fire!"

The zapping stops.

Slowly, the air clears, revealing Kris-R standing there, looking at a squealing laser barrel, which currently sits in the vicinity of the body of the Loyalty Office. He's been blasted with what seems to be a dozen laser shots.

Cryo-R is nowhere to be seen. Let me track his ME Card...

Corridor H7-91, JHP Sector

As it happens, he's right at the other end of the corridor, staring at yet another popout turret, as well as a bulkhead which has just dropped into place.

What's interesting about this turret is that it's not a laser turret, but a slugthrower turret. It's packing two heavy slugthrowers, and they're aimed right at Cryo-R's heart. **"Just where do you think you are going, mutant?!"** **The Computer booms at him. "It seems that you were able to evade my scans! Well, I have found you! Do you have any last words?!"**

Roadway, Industrial Subsectors

L4-O looks around at the group, and sees that there are four more clones he has not checked. In this group, at least. Though, since he has accomplished his goal, namely to check Rick-Y, is there really any reason to continue?

Especially when the Mutant Mashers are currently... well, not *mashing*, but at least issuing a beating to Joe?

written by Lightning4 on Jun 14, 2012 19:26

Not to feel incomplete in what I said I would do, I at least give the ME Cards on the four clones a passing glance, without scanning.

If everything checks out, I state.

"Hm. Well, no traitors found that way. Means any potential traitors here are more intelligent... and dangerous..."

I glance over at Joe and the beatdown on him.

"Well, maybe not always those..."

I think for a moment, and decide to check the ME card log for anything anomalous about the clones finances. Not that I'm a financial officer though, so I don't hold too much hope for that.

written by Cryoburner on Jun 14, 2012 20:11

"Oh, hello computer! It seems as though some clones have misinformed you about me being some kind of mutant or something. I wonder if it was those suspicious clones back there."

I gesture down the corridor toward some suspicious clones.

"They were looking for a mutant to take with them to lunch or something, and seemed to mistakenly think that I was one. I clearly am not though, so I had to decline. If you'd like, I could take an additional scan to make sure though. It's unfortunate that they wasted your time with such frivolous accusations."

"In any case, I'm just on my way to my currently assigned mission, to do mission-things."

written by Mingamango181 on Jun 14, 2012 20:40

"...I guess not. Though I do have plastilyke. Will that help?" I ask.

written by Jam on Jun 15, 2012 01:15

I look at Joe, and observe his situation...

"Willing to talk yet?"

written by Gligar on Jun 15, 2012 01:20Roadway, Industrial Subsectors

So as not to leave it unfinished, L4-O has a quick look at the cards of the other four clones. They seem to be in order. This means that potential traitors must be more clever than that. Well, not counting Joe, who seems to have lost consciousness.

Then he has a thought, and has a closer look at the scan logs. Immediately, he can see that Rick-Y's credit balance is flagged as unusually high, at 8,250 cr.

Jam-Y wonders if Joe is ready to talk. Of course, since Joe's out cold, he's not really in a position to do so.

Corridor H7-91, JHP Sector

Cryo-R asserts that The Computer has been misinformed about his being a mutant. **"Misinformed?! My information is accurate! Unless you are insinuating that I have MADE A MISTAKE?!"**

The turret opens fire, silencing Cryo-R forever.

Main Cloning Station, BRN Sector

A terminal spits out a report:

```
*** Moving clone template to inactive status:
Name: Cryo-R-BRN; ID=BRN-323-629-647-417
Reason: Clone family exhausted
```

```
Clone template and MemoMax transfer in progress.
Destination: Archive Vault 17, [DFSR] Sector
```

Somewhere in the vicinity of Building 2, Industrial Subsector B

Mango reports that he has no weapons, just plastilyke. "Well, your plastilyke had better be sharp. Here they come!"

The zombie group reaches the survivor group, and starts to attack...

written by Jam on Jun 15, 2012 01:57

"Excellent!"

I walk up to Joe.

"Now we can begin..."

I pause for dramatic effect.

"...the extraction."

written by Kristos on Jun 15, 2012 03:01

My jaw drops to the floor. Well, not really. But I probably have a blank open dumb stare on my face.

The loyalty officer. He was a bit gruff, but I kind of liked his dedication.

My loyalty officer. He was kind of insane, but I always felt he would play some key role in preserving Alpha Complex's future.

At least the other loyalty officer should make a reappearance soon. Cryo-R doesn't seem likely to be seen again.

Now I am a team of one. This changes everything. Or nothing, actually.

Scan evasion? Who... what was Cryo-R?

In my state of semi-shock, I avoid the temptation to struggle for answers and instead answer the call for survival.

"Run! The GREEN laser barrel is squealing!"

I find the nearest object to hide behind, or just run down the corridor.

Hopefully after the dust settles Friend Computer, the other team, and myself can have a little heart-to-heart discussion on present and future matters.

written by Lightning4 on Jun 15, 2012 03:53

"Hrm. Curious."

I take out my PDC and send Speed-Y a message.

The YELLOW's name is Rick-Y-JHT-2.

No obvious outward signs of treason, but this card reader has him flagged for unusually high spending. Perhaps not a sign of treason, but perhaps it is. I'll try to get as much more information as I can, but since I'm only ORANGE I probably can't get as much as you can, or the actual Financial Officer can.

I put my PDC away and try to see if the ME Card Reader will give me any more information on the matter. I also try to make sure the YELLOW isn't close enough to me to see what I'm doing.

written by Mingamango181 on Jun 15, 2012 12:02

I swing my plastilyke at the zombies! No time to check how sharp it is, too many zombies around!

I look to see if the plastilyke is actually effective against zombies.

written by Granpire viking man on Jun 15, 2012 13:17

I stare at Jam-Y, wondering worriedly at what he's planning to "extract".

written by Gligar on Jun 15, 2012 19:34

Roadway, Industrial Subsectors

Now that Joe is unconscious, Jam-Y steps up. It seems that he wants to "extract" something from Joe... perhaps thoughts, perhaps names, who knows? King-R certainly doesn't. He looks on, concerned.

The Mutant Mashers seem surprised, and a little alarmed. "Just what sort of mutant are you?" one exclaims.

Jam-Y concentrates. It turns out to be quite difficult to do what he wants, since he's apparently trying something

he's never done before. But... that can't be right... he's pulled information from clones before, right?

Well, whatever it was, it didn't seem to work. Joe seems as unconscious as ever, and Jam-Y looks thoroughly drained. So, he tries a different tactic... involving pulling off Joe's boots... but ends up falling to the floor, apparently asleep.

Meanwhile, L4-O has walked down the roadway a little to give himself a little room to send a message to Speed-Y. He suggests that his security clearance might not be enough to get any more information, but perhaps Speed-Y can. (Although, as he soon finds out, the lack of information is due to the PDC he's using to get information from the scanner, which, as you'll recall, is Joris-R's old one.)

Corridor H7-??, JHP Sector

As the thundering of the heavy slugthrowers fades into the dull sound of motors raising the bulkhead, Kris-R appears dumbstruck. He's just witnessed the deaths of two Loyalty Officers... and though one is likely to return soon, the other probably won't. And this might be a bad thing. Kris-R always thought that Cryo-R was somehow important for the future of Alpha Complex... but perhaps...

The Computer's words replay in his mind. What was Cryo-R? Was he a mutant after all?

...The squeal of the barrel pulls him out of his shock.

He realises that he needs to run...

Corridor H7-91, JHP Sector

He finds himself near the body of Cryo-R when the barrel explodes.

As for the other team? They probably went the other way. Probably.

Somewhere in the vicinity of Building 2, Industrial Subsector B

Having no other option, Mango begins attacking zombies with his plastilyke. It turns out to make a pretty good blunt weapon... until one piece breaks. Then it turns out that it's quite sharp.

written by Lightning4 on Jun 15, 2012 20:35

I think, then take out my PDC and add another message to Speed-Y:

Update, Turns out that Joris-R's old PDC can't really get the information. Don't you have a new one, sir? If we meet up again eventually we can try it. I'm not sure anyone else has a new PDC, or would be willing to let me use it.

I put my PDC back away and go over to Jam-Y to make sure he's okay.

"I guess everything today has taken energy out of everyone..."

I check to see if I still have any of those VitaYum bars left.

written by Speeder on Jun 15, 2012 22:14

I read the messages an reply.

[1093]

"I am doing a TechServices investigation of sorts here... After I am done I will go to you and lend my YELLOW PDC."

I search if in my memory or data I know the power services symbol that has the small wire.

written by Kristos on Jun 15, 2012 23:01

I attempt to dive behind Cryo-R's body as the initial shock arrives. I knew he was going to be important to the mission!

written by Gligar on Jun 15, 2012 23:52

Roadway, Industrial Subsectors

L4-O makes a quick addendum to his message to Speed-Y, requesting the use of Speed-Y's Series 1500.

Then he suggests that everyone might be tired after recent events, and looks for any more of those VitaYum bars. Unfortunately, he seems to have none left.

Power room, Level 1, Building 2, Industrial Subsector B

Speed-Y replies that he's busy right now, but will join the team when he's done.

Then he attempts to decipher that PowServ code. Hmm... the code doesn't seem to say anything about flying leads... that's *supposed* to be a lighting circuit...

Corridor H7-91, JHP Sector

Kris-R is already down, using the body of Cryo-R as a blast shield. See? He was right about Cryo-R being important to the mission! He even saved Kris-R from serious injury! 😊

I guess the nigh-indestructible case of the loyalty recorder helped, too...

written by Speeder on Jun 16, 2012 00:21

I turn off the breaker and see if the lights turn off.

Then I turn it on again and see what happen.

Then I turn it off again.

written by Gligar on Jun 16, 2012 18:43

Power room, Level 1, Building 2, Industrial Subsector B

Speed-Y decides to function-test the breaker... by repeatedly cycling it.

The first thing he notices is that the breaker seems to work. The second thing is that it doesn't seem to be doing anything to the lights.

The third thing is that that thin wire catches fire.

written by Lightning4 on Jun 16, 2012 22:01

I frown after discovering I'm out of food.

"Hm. Anyone else have food for Jam-Y? He probably needs a recharge after... whatever that was."

written by Gligar on Jun 17, 2012 00:48

Roadway, Industrial Subsectors

Since he's fresh out., L4-O wonders if anyone else has any food, since Jam-Y might need it.

One survivor replies, "I have a VitaYum bar..."

written by Jam on Jun 17, 2012 03:06

Indeed, I am rather hungry, though it's not like I'm noticing my hunger at the moment.

Instead, I continue to lie on the ground...

written by Kristos on Jun 17, 2012 03:21

After the bast is over I gather what remains of my and Cryo-R's equipment, survey the damage, and, if reasonable, walk to the center of the blast site.

written by Lightning4 on Jun 17, 2012 08:25

"That'll do, if you're willing to part with it."

If the survivor hands it over, I keep it ready in case Jam-Y decides he's able to wake up.

If he doesn't wake up yet, I try waving it under his nose.

written by Mingamango181 on Jun 17, 2012 11:52

I keep swinging! Now that the plastilyke is sharp, it should work even better against the zombies than when it wasn't!

I try not to cause too much stress to the plastilyke however.

written by Gligar on Jun 17, 2012 18:44

Roadway, Industrial Subsectors

Jam-Y twitches in his sleep, almost as if he is dreaming of food... perhaps VitaYum bars? I mean, L4-O can just take the one from the survivor - which he does - and tempt him with it, like so, so that the smell permeates his dreams...

Given previous experience with food and sleeping clones, it's probably enough to wake him up.

Corridor H7-91, JHP Sector

Picking himself up after the explosion, Kris-R starts gathering up equipment. He's able to recover most of the team's equipment - mostly his, and most of Cryo-R's (namely the loyalty transcripts recorder, and his "laser pointer", MBD badge, nametag, and ME Card) is relatively intact.

That done, he heads back to the site of the explosion.

Corridor H7-??, JHP Sector

He finds that the corridor has suffered extensive damage here, consistent with a grenade going off. Some of the other team's equipment lies ruined, but the team themselves are missing.

Somewhere in the vicinity of Building 2, Industrial Subsector B

Mango keeps swinging with his plastilyke "weapons". They're quite effective at keeping the zombies at bay - he's even able to kill one or two - though they manage to get some swings in as well. He's getting a bit cut up... perhaps he should try harder?

written by Speeder on Jun 17, 2012 19:17

I look puzzled.

I start to turn off and on again the other breakers, until I find one that turns off the light, and then I take note of what symbol it is, and compare with what it should actually control.

written by Lightning4 on Jun 17, 2012 20:34

If Jam-Y wakes up, I promptly give him the VitaYum bar and back off.

written by Mingamango181 on Jun 17, 2012 20:48

I try, and try, and try a little more than I already do.

written by Speeder on Jun 17, 2012 21:07

I look puzzled.

I start to turn off and on again the other breakers, until I find one that turns off the light, and then I take note of what symbol it is, and compare with what it should actually control.

written by Gligar on Jun 17, 2012 23:20

Power room, Building 2, Industrial Subsector B

Speed-Y looks puzzled, and starts testing breakers... hmmm, let's see... nope... no... not that one... aha! We have light!

Now... according to those files, that should be the "Ventilation 2" circuit...

That apparently confuses him so much that he promptly does the whole thing again, as if he forgot he did it or something

Roadway, Industrial Subsectors

L4-O watches Jam-Y and, noticing him wake up, hands over the VitaYum bar and backs off.

Somewhere in the vicinity of Building 2, Industrial Subsector B

Mango redoubles his fighting efforts. He's able to slice off the leg of one zombie, causing it to fall and knock down another couple of zombies, giving him a little breathing room.

written by Speeder on Jun 18, 2012 00:58

I now look a bit less confused.

I decide then to see what breakers affect the ventilation, using the same trial and error method, and see what symbol is on it.

written by Jam on Jun 18, 2012 02:38

I take the VitaYum bar and attempt to eat it. I make a note of how VitaYummy it is...

written by Kristos on Jun 18, 2012 04:39

I backtrack to the rest area and look for a vending machine. After purchasing the first food item I see of RED clearance, I head up the escalator and begin my search for Corridor J2-05. I've got to find that transtube station. I've got to head to R&D of... where was it? No matter, it'll come to me. For now - the transtube station.

written by Lightning4 on Jun 18, 2012 16:36

I just... watch Jam-Y for now.

written by Gligar on Jun 18, 2012 19:49

Power room, Building 2, Industrial Subsector B

Now suitably un-confused, Speed-Y sets about finding the ventilation circuit. However, after flipping several switches, the smell of fried electronics comes from somewhere. Looks like he damaged something. And from the magnitude of the smell, it must be something important.

Roadway, Industrial Subsectors

Jam-Y grabs the VitaYum bar and chows down. It's at least 15.43% more VitaYummy than the leading brand!

L4-O just watches.

Corridor H7-??, JHP Sector

Kris-R backtracks, trying to remember where he came from, and eventually reaches the rest area.

Rest area, Corridor H5-84, JHP Sector

Once there, he looks at the vendobots, and decides on a packet of Soylent RED. That done, he moves on, heading back up the escalator.

Corridor G6-61, JHP Sector

Now, let's see... how to get to J2-05... hmmm, didn't the terminal say it was *down* from here?

written by Jam on Jun 18, 2012 19:55

"Yum yum! Thank L4-O! Where'd you even get this from? This is delicious!"

written by Lightning4 on Jun 18, 2012 20:47

"One of the survivors had it, thank them!"

I smile a little, seeing that Jam-Y is pleased.

written by Gligar on Jun 18, 2012 23:16

Roadway, Industrial Subsectors

Jam-Y expresses his appreciation for the VitaYum bar, and wonders where L4-O got it from. L4-O directs him to the survivor, who, of course, volunteered the bar.

[1095]

Meanwhile, it looks like Joe won't be waking up any time soon.

Also... remember those IntSec clones who were trying to gain entry? It seems that they have managed to get past the Armed Forces...

Somewhere in the vicinity of Building 2, Industrial Subsector B

Mango and his group of survivors keep fighting, felling a couple more at the cost of one of their own.

written by Kristos on Jun 18, 2012 23:37

After walking up the escalator for several minutes, deep in thought, I tire of the constant pace and rest for a while. Then I suddenly remember a clue... GO DOWN! So I turn around and find myself... already down, at the foot of the escalator. I search for any means to go */further/* down.

written by 4616599 on Jun 19, 2012 16:34

I notice casualties in Mango's group.

"Intervention time!"

Now fairly alarmed, I move the Transition until I have a good line of sight, and open fire with L4-O's blaster.

written by Lightning4 on Jun 19, 2012 18:56

I look towards the IntSec clones and start noting them for any suspicious behavior.

"Can we help you?"

written by Gligar on Jun 19, 2012 19:08

Corridor H5-84, JHP Sector

After continuing to walk up an escalator for a while - and he somehow managed to get back on the *down* escalator without realising it - Kris-R realises that he's gone nowhere. He needs to go *down*, not *up*. Perhaps some mutant is responsible? 😊

Of course, to go further down, he'll need some sort of transport. Say, didn't he pass a lift earlier when he was running away?

Somewhere in the vicinity of Building 2, Industrial Subsector B

While Mango and friends continue to fight, there are just too many zombies to make any appreciable dent in their numbers.

Perhaps a blaster, wielded by someone above, will help in felling them. A blaster such as the one carried by Joris-R, for instance. And indeed, he's able to at least distract some of the zombies by drilling a nice hole in one of them, allowing Mango and friends to breathe (slightly) easier.

Roadway, Industrial Subsectors

L4-O looks over at the IntSec clones. They're approaching the group in a manner that suggests that anyone getting

in their way will meet the same fate as the Armed Forces clones at the checkpoint.

L4-O asks them if he can help. "You can help by telling me what you know about an illegal server access in Building 2 of Subsector B!" one growls at him.

written by Lightning4 on Jun 19, 2012 19:24

I frown having been growled at and look the clone who addressed me straight in the eyes.

"Honestly? I don't much like that attitude, we're dealing with more than just illegal server access here, like, I don't know,"

My eyes widen and my voice reaches a growl only a sergeant is capable of,

"*several hundred zombie clones* and the clones who committed this act in the first place!"

I calm myself for a moment and think... suddenly I remember something and try to suppress a look of worry.

"So either whoever did the unauthorized access is one of those treasonous clones who came here, a zombie causing more havoc, or, Friend Computer forbid, actually someone on our side trying to get this mess solved in the first place. They might even already be dead."

written by Speeder on Jun 19, 2012 21:30

I frown.

I try to remember what breaker fried something, take note of what it is supposed to do, and go check the fried the thing... on the way I see if I find something else fried, so I can figure what I fried, and what code it belonged to...

I look confused with all the code switching.

written by Gligar on Jun 19, 2012 23:30

Roadway, Industrial Subsectors

L4-O glares at the IntSec clone, who, as it turns out, is a BLUE. He states that he does not like that attitude, and anyway, they're dealing with more than an illegal access here. They're dealing with a Code 3-Zed. Not to mention the clones who caused said situation.

Though, he adds, perhaps the two are related. Perhaps the access was caused by the perpetrator, or perhaps a zombie. Or maybe it was caused by someone trying to put an end to it.

The BLUE responds in kind. "First," he says, getting right up to L4-O's face, "I don't like the tone of *your* voice. Second, *there is no such thing as a zombie*.. Do you understand me? Therefore, you soldier types can get moving, and return to blowing up bushes outside! We don't need your help here."

Sven-O answers that with, "With respect... sir, we're in a Code 3-Zed situation here. That means that by coming here, you've broken quarantine. I bet Our Mutual Friend would love to know about how *you've just let zombies out of the subsectors!*"

It becomes clear that Sven-O is referring to his fallen squadmates, killed by IntSec, who are beginning to rise...

Power room, Building 2, Industrial Subsector B

Since he's caused it, Speed-Y tries to find out what fried, and to what it was connected.

As it turns out, the fried smell came from the cameras. And, tracing wires around, Speed-Y finds that those cameras are connected to a breaker labelled "Door control 3"... it's so confusing...

written by Speeder on Jun 19, 2012 23:34

I look confused.

And worried that I friend cameras, Friend Computer dislike that in particular...

I decide to walk again to the security room...

written by Lightning4 on Jun 20, 2012 01:56

I say, almost smugly, "I suppose those don't exist then? Tell you what, you made the mess, you get to clean it up, seeing as you're the ones at fault here for... let's see, and someone maybe catalog this for future use:"

I run down a mental checklist.

"1. Murder of loyal armed forces clones, certainly not something we look too kindly on."

"2. Failing to observe Code 3-Zed protocol, as Sven-O stated."

"3. Breaking aforementioned protocol by releasing zombies from the quarantine zone..."

"4. Interfering with an Armed Forces operation directed by Friend Computer."

"5. Contradicting Friend Computer. You said there's no such things as zombies. Since Friend Computer declared the Code 3-Zed, zombies must exist. Saying otherwise, and you're saying Friend Computer is a liar."

"6. Littering."

I smile.

"That's a pretty impressive record right there. Persisting will also net you 'Interfering with a Troubleshooter Operation', which, with the presence of Troubleshooter Team Epsilon, it is."

written by Kristos on Jun 20, 2012 02:39

I make my way to where I remember a lift being before. If the lift still exists, I enter and request to be placed as near Corridor J2-05 as possible.

written by 4616599 on Jun 20, 2012 12:41

I continue firing.

I then look around for any getaway routes the group could use. I also see if the Industrial Subsector B checkpoint is visible from my current position, and its status.

written by Jam on Jun 20, 2012 15:10

I finish my VitaYum bar... Mmmm...

Then I look over at the new zombies that are appearing...

"ZOMBIES! They're getting past the barrier! Make sure they are destroyed before they spread!"

With that order sent out, I notice L4-O arguing with a BLUE clone... That's odd, I don't remember that clone being here before. He must have crossed the quarantine barrier!

I stand up and run over to them. After listening to what L4-O has to say, I point my laser pistol at the head of the BLUE clone.

"Sir! By entering here, you have violated Friend Computer's orders! Code 3-Zed clearly states that no clone may enter or leave the Industrial Subsectors, or they will be terminated by the Armed Forces clones who were guarding the subsectors! Since you appear to be resisting Friend Computer's orders, I have to assume you are a traitor!"

I turn to our group of Armed Forces clones.

"You have your orders, straight from Friend Computer, to terminate every clone that has just entered the Industrial Subsectors from the outside! You're not going to disobey Friend Computer, are you?"

Speaking of FC..."

I also try to contact Friend Computer.

"Friend Computer! This clone and his team have just violated Code 3-Zed protocols! Permission for Team Epsilon to assist Armed Forces in their termination?"

written by Gligar on Jun 20, 2012 18:40

Power room, Building 2, Industrial Subsector B

Speed-Y's confusion gives way to worry. Things are going to suck at debriefing...

Oh well. He heads back to the security room.

Security room, Building 2, Industrial Subsector B

He arrives to find that the security monitors are now only showing static.

Roadway, Industrial Subsectors

L4-O points out that this would mean that the zombies which are spreading out right now behind the BLUE must not exist either. So... perhaps IntSec should clean up after themselves. They'd better get used to it, given their current rap sheet. Perhaps they'd like to add to it? If not, they should stay out of the way.

"Yeah?" growls the BLUE. "You forget who you're talking to. The Computer will believe me more than you. You, who interfered with this vital operation!"

By now, Jam-Y has finished his Vita-Yum bar, and has noticed the new batch of zombies. He screams for someone to deal with them before they escape. Some of the Armed Forces find themselves doing just that as they're attacked.

[1097]

He then notices the BLUE, and the other IntSec clones. Realising that they must have broken quarantine, he decides to challenge the BLUE directly. Pointing his laser pistol, he repeats some of L4-O's accusations, reminding him of the Code 3-Zed protocols. Which, as he points out, means that the Armed Forces-

He doesn't get a chance to finish, as the BLUE barks. "Enough, *mutant!* Men, FIRE!"

Everyone seems to do so, all at once...

When the smoke clears... nothing has happened.

Well, except for Jam-Y calling out to The Computer.

For a moment, nothing seems to happen.

Then, the hulk of the warbot begins to emit some horrendous metallic groans, almost as if something is compelling it to overcome its massive damage and turn around.

A voice sounds through its speakers. "Assuming direct control."

Somewhere in the vicinity of Building 2, Industrial Subsector B

Joris-R keeps shooting, even as the group keeps fighting. Together, they're able to... well, hold the line.

Joris-R looks around for an escape route, and discovers that the zombies are lesser in number in the direction of Building 1.

Corridor H7-72, JHP Sector

Kris-R heads back to where he remembers the lift to be, to find that the doors have gone. But it looks like he could still call the lift, and use it.

He does so. It doesn't take long for it to arrive, so he enters and directs it to head to his destination. It begins to head down.

written by Lightning4 on Jun 20, 2012 18:50⁷⁶²

I start backing away slowly at first, then a bit more quickly until I'm safely away from the BLUE and his team.

"I sure hope that's Friend Computer."

I stop moving and hold my position, and watch the warbot with a fairly worried expression on my face.

written by Jam on Jun 20, 2012 21:44

I maintain my position, to show the BLUE clone that I'm confident that Friend Computer won't allow a loyal clone like myself to come to harm. Okay, I might be just a little scared to move, since I was just shot at by multiple clones. I'm lucky to even be alive, let alone surviving that unscathed. Plus, from what I've seen, warbots don't seem to like clones that move.

"Friend Computer! Is that you?"

I suddenly feel the urge to run from the warbot, and try very hard to resist that urge.

"Uh, it seems this clone has also ordered his team to fire on me merely because I am a mutant! A *registered* mutant, I might add!"

written by Gligar on Jun 20, 2012 23:28

Roadway, Industrial Subsectors

On hearing the voice speaking through the warbot, L4-O backs away. Is that... The Computer? The voice sounds very similar, only with a hint of High Programmer, and... not as booming. Perhaps the speakers are damaged? Or is it being controlled by a subnode? L4-O realises that he probably lacks the security clearance to find out.

He stops moving and starts watching. At the same time, Jam-Y is also not moving. Whether through bravery, fear, or sheer defiance, he stands there. He asks if that is Friend Computer, probably in order to distract his mind from its desire to make him run away from the shell-of-a-warbot-being-controlled-by-something-else. "I am here," the voice responds.

Jam-Y continues, saying that the BLUE has ordered his execution, simply because he is a mutant... a registered mutant. There is a pause, followed by a loud, deep grinding, accompanied by copious amounts of sparks and smoke as the warbot hulk is sloooooowly forced into attack position. "Perhaps he has a reason? Explain."

written by Speeder on Jun 21, 2012 00:02

I first check if the logs still are fine.

Then I start to search on them, the fast as I can, when someone switched symbols around or rerouted cables around.

written by Kristos on Jun 21, 2012 01:47

I speak to the lift: "I am on a mission to investigate a laser barrel factory sabotage. Could you provide any recent news on the incident, appropriate to a RED clone?"

written by Lightning4 on Jun 21, 2012 02:02

I try to call Sven-O over to my position, or if he's close by, I merely go to him myself.

If I do get near him, I lower my voice and ask:

"Not to doubt Friend Computer or anything, but what will happen if what's left of that warbot tries to attack? If that bot can produce a beam like that, I can't help but wonder what kind of explosion it could do if it experiences a nasty weapons malfunction."

written by Jam on Jun 21, 2012 13:23

Hmm... That voice almost has a hint of High Programmer in it... This must be a really serious issue, if the UVs are getting involved. It's not very often we get to hear from an ULTRAVIOLET. Of course, a zombie invasion has the potential to become a sector-wide disaster, it makes sense that the clone that watches over the sector would become involved... Looks like the BLUE really screwed this one up!

⁷⁶² LIGHTNING4: (OOC: Harbinger? We're all toast now.)

I grin despite my fear, suddenly feeling very confident now that both FC and the High Programmer have become involved.

I also listen to what the BLUE has to say... Heh, I bet this is gonna be really FUN to watch!

written by Gligar on Jun 21, 2012 19:26

Security room, Building 2, Industrial Subsector B

Speed-Y checks the logs, looking to see if he can find any clue as to how the power room's breakers got in the state they're in. Perhaps someone switched the codes round, or messed with cables...

But he can't anything concrete. All he can see is that the pattern of codes is different in the log just before the power outage... and hey, doesn't that INFRARED clone in the vid look familiar?

Kris-R's lift, JHP Sector

As the lift descends, Kris-R asks the lift for a news report concerning his mission. "There is little concrete information, citizen. Much of what is available is beyond your security clearance. However, from the remaining data, it can be assumed that the production lines have been damaged in some way."

With that, the doors open.

Roadway, Industrial Subsectors

L4-O edges towards Sven-O, and asks what would happen if the warbot hulk were to have another weapons malfunction. "That plasma beam seems to have fried the plasma generator, so I doubt the thing's up to the same level. No, I think a malfunction would blow the whole thing up. And I think it's still armed with a full load of nukes." Sven-O falls silent.

Jam-Y grins. Looks like he's noticed something. Or he at least thinks he has.

The BLUE answers, "Surely I don't need to explain myself? These subsectors are harbouring dangerous Commie Mutant Traitors, and it's my responsibility to find them, no matter what gets in the way!"

The warbot speaks again. "So you are willing to ignore a Code 3-Zed quarantine, and potentially escalate the situation to Code 4-Zed? All for an illegal server access?"

The Armed Forces clones begin readying their weapons. As does the warbot hulk, with yet more groaning and grinding of gears and motors. "Or perhaps you are involved with the situation in the first place!"

It is now the turn of some of the other IntSec clones to ready their weapons... and point them at the BLUE. "Sorry, sir, but I now suspect--"

But they don't get a chance, as the other IntSec clones round on them and start shooting...

"Cease fire," demands the remains of the warbot. "Explain yourselves, troopers. Present your identification this instant."

written by Lightning4 on Jun 21, 2012 19:50

"Nukes!?" I nearly exclaim, while simultaneously trying to suppress my volume.

I lower my voice again.

"Well, for all our sakes I hope it either doesn't shoot, or doesn't malfunction..."

If the shooting sends stray shots my way, I try to dodge or find cover behind something.

written by Mingamango181 on Jun 21, 2012 20:51

I keep attacking the zombies with my plastilyke. I stand my ground, unless everyone that isn't a zombie starts to retreat. I'd follow after them, then.

written by Kristos on Jun 21, 2012 22:23

Stepping off the lift, I gather every obvious detail about my immediate surrounding, and perhaps a couple more details. Then, to help promote fun in Alpha Complex, I wave at the nearest camera with a smile on my face.

written by Jam on Jun 21, 2012 23:05

I remain standing in the same place, making sure to dodge any shots that might come my way.

Hopefully a stray shot won't accidentally hit me or something... That'd be bad...

written by Speeder on Jun 21, 2012 23:54

I start to make an effort to find in my own memory and in the PDC the INFRARED clone...

written by Gligar on Jun 22, 2012 00:54

Roadway, Industrial Subsectors

L4-O almost raises his voice a little too much, before remembering that doing that in the presence of even a heavily-damaged warbot is probably a bad idea. He settles on hoping that either it doesn't shoot, or it doesn't malfunction.

Meanwhile, he does his best to avoid getting shot. Much like Jam-Y, although the latter seems to want to stand in one place all the time. Several slugs fly past his head, mere centimetres from his ear.

The IntSec clones seem to have failed to notice The Computer giving them an order, and are still busy with their terminations. Only now, Sven-O chooses to join in. "Soldiers, you have your orders. Fire!"

The warbot fires. Only one gun, though. Its aim seems to be off. "This weapon requires recalibration," The Computer says through it. "See to it."

Security room, Building 2, Industrial Subsector B

Speed-Y tries to identify the familiar clone... where has he seen him before?

Memories surface of a debriefing... and an idea bot! But it can't be Leeroy, he wasn't INFRARED... wait! Mango! Didn't he get demoted?

Somewhere in the vicinity of Building 2, Industrial Subsector B

Speaking of Mango...

He's still busy dealing with zombies. But things have taken a turn for the worse. Even with the help of Joris-R's (actually L4-O's) blaster, the zombies just keep coming...

Soon, clones begin to realise that they need to get out of the open. Perhaps to Building 1? The zombies seem to be less numerous in that direction...

Some clones decide to pursue that course of action and focus their efforts into cutting a path to Building 1...

Corridor J2-04, JHP Sector

Kris-R steps off the lift and immediately begins to take everything in...

It's actually quite a wide, albeit INFRARED, corridor, apparently a main thoroughfare. It is strongly lit... Kris-R can make out at least ten light fixtures, but they hurt to look at. As for cameras... yep, there must be fifty visible ones. Aside from that, the corridor is filled with posters, reminding clones about the dangers of... well, mostly mutants around here, but the usual commies get a nod, too.

The corridor stretches past the lift in both directions, with a plethora of doors either side. Clones enter and leave through these doors at a constant rate.

written by Speeder on Jun 22, 2012 01:17

I look confused and upset.

I decide to return to the first level and attempt to leave the building.

written by Granpire viking man on Jun 22, 2012 01:58

I try not to appear unhappy, with some difficulty.

I remain silent and still, doing my best not to tremble after that volley of shots.

written by Kristos on Jun 22, 2012 03:05

First I make a note in my PDC: "AFTER RUN-IN WITH ANTI-MUTANT CLONES AND NEAR DEATH, CRYO-R WAS TERMINATED BY FRIEND COMPUTER. ONE- OH, ALL CAPS. One RED clone was found in possession of a GREEN barrel, disguised as a RED. Anti-mutant clone group disappeared after catastrophic explosion of said barrel. I am now most alone in my task, except for the help from FC. Perhaps I should consult FC soon. Now I am in a wide infrared corridor with very bright lights and many cameras, so I think this is an important place for observation. So I will observe these clones." Then I take various short notes about the surroundings.

I try to get the attention of any clone by walking up to some and waving. "Hello, I am Kris-R, leader of Team Sigma. Does anybody know how to get to Corridor J2-05 from here?" I note the character of response.

written by Jam on Jun 22, 2012 03:09

I continue grinning despite the chaos around me.

At least someone here is being loyal! Look at all these clones shooting each other! Weren't they just ordered to cease fire? Oh, it looks like Armed Forces is joining in too... Sure, they're just following protocol, but a direct order from FC or a UV would surely supersede that! And look at the rest of my team, hiding over there as if they were afraid or something! They should be standing here with me, showing how loyal they are! It's probably treason to run away when FC is talking! It's certainly suspicious!

With those thoughts going through my head, I continue to stand at attention, watching the warbot and making sure to grin extra-wide since an ULTRAVIOLET may be watching me.

written by Mingamango181 on Jun 22, 2012 06:23

I assist in making a path to Building 1. It's much better to be heading to a meaningful direction over beating zombies only to be clawed dead or eaten or whatever zombies do.

The current condition is much better than that of the Underplex I conclude, while I continue jabbing at the zombies.

written by Lightning4 on Jun 22, 2012 16:33

Being Armed Forces, I almost consider joining the fighting myself, before realizing I actually lack weapons anyway.

Instead I just continue to watch, and hopefully dodge.

written by Gligar on Jun 22, 2012 19:40

Security room, Building 2, Industrial Subsector B

Speed-Y looks upset, as if he can't believe that Mango would have anything to do with this. And, lacking anything else to look up, the only thing he can do is leave the building.

Just outside Building 2, Industrial Subsector B

As soon as Speed-Y arrives at the entrance, he can hear the sounds of clones fighting zombies in the general vicinity. Looking around, he spots a clone riding a Transition, shooting a blaster into... well, he can't see from here, but it seems to be the source of the sounds.

He also realises something else. The warbot seems to have... moved.

Somewhere in the vicinity of Building 2, Industrial Subsector B

But Mango isn't aware of anything that isn't attacking zombies. He, and the others, are trying to make a break for Building 1, and seems to be actually making some progress on that. In the last few minutecycles, they've moved several metres in that direction, and are almost at the edge of the horde.

Roadway, Industrial Subsectors

The Armed Forces stop firing. By the look of things, they are running low on ammunition.

"I believe I requested that this slugthrower be calibrated," The Computer reminds them. "Why has it not been calibrated?"

"Apologies, Friend Computer," Sven-O replies, "but I had to make sure that certain clones did not interfere before doing so." He turns to an INFRARED. "Meg, go see to the warbot."

"But..."

"Why aren't you seeing to the warbot, grunt?"

Meg runs warbotward.

It becomes clear that Internal Security are no longer firing, either. There's a good reason for that. They appear to be, well, no longer living.

Jam notes that The Computer had ordered a ceasefire before the Armed Forces started firing. That's kind of... suspicious. And why are the rest of the team cowering over there - especially King-R, who seems to be hiding behind Azir-R's wheelchair - when he's over here being loyal?

"Also, I would like to know why clones continued to fire after I called a ceasefire," The Computer adds.

Corridor J2-04, JHP Sector

Kris-R starts making a few notes on his PDC, in accordance with Friend Computer's special bonus duty, and then sees to the important task of actually getting to his mission.

To that end, he approaches a clone and asks for directions. The clone waves down the corridor in one direction. "It's down there."

written by Speeder on Jun 22, 2012 22:10

I look at the warbot, confused.

Then I look at the horde, and start to carefully walk toward there, I take out a YELLOW laser and take a look in how many shots left I have.

written by Gligar on Jun 22, 2012 23:16

Outside Building 2, Industrial Subsector B

Speed-Y looks at the warbot, momentarily confused at how it has moved. But he quickly puts it out of his mind and starts walking towards the noise. It quickly becomes apparent that there is a whole horde of zombies nearby.

This troubles him. He pulls out a laser pistol. Oh hey! A full barrel!

The zombies don't seem to notice as he approaches.

written by Speeder on Jun 22, 2012 23:33

I kneel, and start to take a careful aim to neckshot whatever zombies are more dangerous to any living clone that I can protect.

written by Kristos on Jun 23, 2012 02:11

Fast, efficient, to the point... I like that. Definitely not a commie.

I head down the corridor in the indicated direction until I locate Corridor J2-05.

written by Gligar on Jun 23, 2012 19:42

Outside Building 2, Industrial Subsector B

Taking advantage of how he hasn't been seen, Speed-Y gets into a nice firing position, and proceeds to fire into the horde.

Zap! A zombie is hit in the back of the head! It stops momentarily, allowing one of the survivors to push it away and stab it several times.

Corridor J2-04, JHP Sector

Kris-R seems to appreciate the directness of the clone. He head sin that direction, to find that the corridor makes a right turn into what seems to be a junction.

written by 4616599 on Jun 23, 2012 19:40

I notice Speed-Y.

"Greetings, sir! It looks like we're getting the team back together again! Maybe we should go back to the checkpoint and meet up with everyone else! If we can shake off these things."

I aim and fire the blaster again, yelling.

"Go away, you treasonous messes of ex-clones! You aren't even supposed to exist!"

written by Lightning4 on Jun 23, 2012 20:03

I await a response from my comrades in arms... since I wasn't actually involved in the shooting, I have nothing to confess!

I do, however go over to the IntSec clones and make sure they're actually dead.

If they are, then I see if they might've been carrying any weapons that would be more useful in my hands. And are of my clearance.

written by Speeder on Jun 23, 2012 21:35

I zap another zombie in the same way...

written by Gligar on Jun 23, 2012 22:53

Somewhere in the vicinity of Building 2, Industrial Subsector B

Noticing Speed-Y below, Joris-R calls down to him and suggests that they regroup with the team. After dealing with the zombies...

Both clones shoot. hey end up targeting the same zombie, which collapses.

[1101]

Roadway, Industrial Subsectors

While the INFRARED sees to the warbot's slugthrower, Sven-O adds, "Though I am aware that a ceasefire was called, the IntSec clones did just treasonously terminate several of my soldiers. That made them commie mutant traitors, and most likely involved with -"

He is interrupted by the BLUE. "Treasonous?! You were in the way!"

Meanwhile, L4-O just listens. Then he has an idea, and goes over to the dead IntSec clones. They're dead, alright; but given current circumstances... He doesn't dwell on this long, though, as he relieves the corpses of their blaster power packs. Oh, and one functioning blaster.

written by Speeder on Jun 23, 2012 23:53

I target another zombie, and I nod to Joris.

"Alright! Tell me, what is up with the warbot right now?"

written by Lightning4 on Jun 24, 2012 00:45

I check the clearance of the blaster, but even if it's RED (do RED blasters even exist), a weapon is a weapon.

I check it for a power pack, if the power pack is low I swap it for a better one.

written by Mingamango181 on Jun 24, 2012 07:40

I continue my way towards Building 1 with the others, slightly confused about the origin of the zombies, but I let that not impede my efforts.

written by Gligar on Jun 24, 2012 18:20

Somewhere in the vicinity of Building 2, Industrial Subsector B

Speed-Y shoots again, opening up a hole in the horde through which the survivors start breaking through. Once free, clones start running towards Building 1, Mango included.

Speed-Y then acknowledges Joris-R, and asks about the warbot.

Roadway, Industrial Subsectors

L4-O checks the blaster's clearance (ORANGE) and power level (almost empty) and changes the power pack.

The Computer speaks through the warbot again. "*Do you mean to tell me that you were willing to break a clearly-defined quarantine protocol without regard for what it might be containing? Did the 'Zed' subcode mean nothing to you?!*"

"I know that it has something to do with zombies, Friend Computer, but those are just rumour..."

He is about to continue when rumour suddenly grabs him, and starts attacking.

"Clearly, they are not. And you just let them out into the sector at large."

There is a sudden volley of slugfire, and the sound of a clone hitting the floor. "*Calibration complete.*"

written by Lightning4 on Jun 24, 2012 20:09

Speaking of zombies, I check whether the ones that were released have been dealt with yet. If not, I try to lend a few shots to help get rid of them.

written by Gligar on Jun 24, 2012 23:26

Roadway, Industrial Subsectors

L4-O looks over to the new zombies, to find that there are still quite a few that haven't been dealt with. He helps to deal with them by shooting a couple of times. Both times, he misses, and the zombies continue to stumble away from the checkpoint.

written by Lightning4 on Jun 25, 2012 00:06

Sensing this as a relatively important duty, I give chase to the zombies. Once I'm closer, I try shooting again.

written by Gligar on Jun 25, 2012 19:46

Roadway, Industrial Subsectors

L4-O notices that having these zombies shambling about is a bad thing, and that getting rid of them would be a good thing, and gives chase. Not that they have gone all that far, given how fast zombies travel.

He approaches to a comfortable firing distance, and, well, fires. He scores a few good shots.

But he notices that, even when he shoots, nothing seems to happen.

No really, *nothing* happens. No movement, no sound, no anything. *From* anything. It is as if the world has just... *stopped*.

written by Lightning4 on Jun 25, 2012 22:39

What is going on, I wonder?

If I can wonder at all.

written by Gligar on Jun 25, 2012 23:14

Roadway, Industrial Subsectors

L4-O wonders what's going on...

He doesn't get an answer.

"Whoa... what's going on?"

Oh hey, Lucas-R's not frozen.

written by Lightning4 on Jun 26, 2012 00:01

I go back to Lucas-R.

"I don't know. This is a new one to me too..."

I look around in confusion, for any kind of obvious sign of what's going on. Or maybe perhaps a less obvious one.

written by Kristos on Jun 26, 2012 02:05

I continue my journey down the corridor, avoiding higher-clearance locations of course.

written by Jam on Jun 26, 2012 18:05

If I'm not frozen, I look around in wonder.

"Wow... That's strange... It's almost as if... as if time itself has stopped. But surely that's impossible! Right?"

I try to check the time on my PDC, and note whether the seconds indicator is changing.

written by Gligar on Jun 26, 2012 19:10

Roadway, Industrial Subsectors

L4-O walks back over to Lucas-R. He finds that it's difficult to move at any speeds over typical walking speed without muscles complaining...

Her tells Lucas-R that he hasn't experienced this sort of thing either, and looks around. Maybe there's some clue as to what's happening...?

But he's at a loss. He does notice Jam-Y looking around, though. Jam-Y also wonders what's happening. Perhaps time has stopped? But isn't that impossible?

Jam-Y pulls out his PDC, and checks the time. It's 15:32:08... and the figure doesn't seem to be changing...

Corridor J2-05, JHP Sector

It seems that the stopped time extends outside of JHT Sector. JHP, too, is seemingly frozen.

One clone, however, is active. Kris-R, who is walking down the corridor, doesn't seem to have noticed the time-stop (perhaps because he has his eyes closed)...

Soon, he reaches a door and tries to open it. But it is difficult for him to do... almost as if the door is way too heavy.

written by Lightning4 on Jun 26, 2012 21:22

"This is extremely odd. I wonder if anything even works?"

I check my PDC to see if it still functions at all.

I then look around at the group to see if anyone or anything isn't frozen.

"Friend Computer? High Programmer? Anyone?"

written by Speeder on Jun 26, 2012 21:46⁷⁶³

~~I suddenly wake up and start again to kill any zombie on sight.~~⁷⁶⁴

I look puzzled at the time stop.

But I abuse it to kill zombies until I run out of ammo... And I mean that as long as I can shoot and switch barrels I do it...

⁷⁶³ Speeder: (ooc: sorry, some personal problems got in the way)

⁷⁶⁴ Speeder: EDIT (ooc: scratch that Isat pose... posing while having a fight with significant other is bad idea)

written by Gligar on Jun 26, 2012 23:25

Roadway, Industrial Subsectors

L4-O starts wondering if anything is working, and checks his PDC. It looks like nothing is working, though.

He looks around, to see the rest of the team wondering what is going on, apart from Speed-Y, who is abusing the time-stop by shooting zombies. But he finds it extremely tiring to do, and only manages a couple of shots before he has to take a break.

L4-O then tries calling The Computer or the High Programmer. Neither respond.

There is then a sudden noise like a tape picking up speed, and everything returns to normal. Several zombies - those who were shot - suddenly drop dead.

The Computer announces, "*Do not be alarmed, citizens. Everything is under control. Any sensations of time stopping are due to CMT interference and have nothing to do with R&D experiments into time travel. Please resume your duties.*"

written by Lightning4 on Jun 27, 2012 00:04

"Okay... now that was the weirdest thing I've seen. That I remember, anyway."

I pause for a moment to think, then shake my head.

"Anyway..."

I look back at the zombies to see if there are any left. If there are, I go back over and shoot them, hoping them to fall over immediately this time.

written by Speeder on Jun 27, 2012 01:02

I grin, tired, but happy.

"Seriously, I WANT this thing, whatever it is... And I want it on Massacrebot!"

I start to imagine myself stopping time, launching a couple of explosive shells and waiting behind a steel wall for the time-stop to end, and then savoring the results...

written by Kristos on Jun 27, 2012 01:14

I lean into (or away from) the door to give it a little extra force. Surely it is not stuck?

written by Mingamango181 on Jun 27, 2012 11:54

I keep moving towards Building 1. Building 1's my goal.

At least until I need another goal to achieve.

written by 4616599 on Jun 27, 2012 15:37

I aim my blaster and continue covering Mango and the other clones.

"That was odd. Whatever happened there. Was R&D or some *mutant* interfering? Still I wish it had gone on for a few more hourcycles."

written by Gligar on Jun 27, 2012 19:15

Roadway, Industrial Subsectors

L4-O realises that he can't remember anything weirder than what just happened. He also realises that there are still zombies left, so he goes over again and starts shooting.

"Wait..." interrupts Sven-O. "One moment you were there, now you're here... now there's something about R&D? Can someone explain what just happened?"

Speed-Y apparently doesn't know, but he definitely wants to be able to do that. And he wants it on Massacrebot... the ability to shoot explosives while getting behind cover, all while nothing else can act, would be awesome...

A couple more zombies fall before L4-O's blaster starts getting hot.

Somewhere in the vicinity of Building 2, Industrial Subsector B

Now free of the horde, Mango and some of the survivors hightail it towards Building 1. They're able to get almost to the door before they have to stop and rest.

Behind and above them, Joris-R continues firing. He also wonders what happened, and whether it was caused by R&D or some kind of mutant.

I'm sure that if it were, he would *not* want to meet him. Or her. Much less take them down...

Corridor J2-05, JHP Sector

Kris-R tries again, putting all his weight behind the door...

Of course, now that the time-stop has ended, the door opens easily, and he simply falls through it, into:

Transtube station, JHP Sector

As with most other places in the sector, the station is crowded with clones. Some are crowded round the ticket counters, where clerks try their best to answer complaints about overcrowded transbots... by shooting the complainers. Remember, complaining means that you're unhappy, and that's treason...

Beyond the clerks, there are a number of platforms available, all similarly crowded. Not just by passengers, for it seems that each Internal Security has a large presence here, checking travel papers and running mutant scanners.

Above everything are a number of vidscreens showing the usual advertisements and important messages about the latest suspected mutants. Oh, and the transbot schedules are sometimes displayed as well.

written by Lightning4 on Jun 27, 2012 19:21

I go back to the group since my blaster needs to cool down, and address Sven-O.

"I'd tell you but it's probably above your clearance. Also, I guess that would mean it's above mine too. Though Speed-Y probably might be able to know if it's R&D related..."

of course, Friend Computer says it's not, so suggesting otherwise... ah, forget it."

I finally notice Speed-Y is actually here.

"Oh! Hello, sir! We've got some business to conduct, as I'm sure you know already."

written by Speeder on Jun 27, 2012 21:50

I notice I am actually near L4.

"Oh hello! Whoa, I teleported?"

I smile.

"We have... lots of problems. In fact, the prime suspect now is not the guy I sent the code, but Mango!"

written by Gligar on Jun 27, 2012 23:10

Roadway, Industrial Subsectors

L4-O returns to the group and tells Sven-O that the details are probably above their clearance, though Speed-Y might know.

Wait... Speed-Y is *here*? Wasn't he with Mango and Joris-R? It must have happened during the time-stop... Maybe a mutant did it? Maybe Speed-Y is a mutant? Who knows?

Speed-Y seems pleased by the situation, however. He informs L4-O that they have problems. Their main suspect is actually not the PowServ clone, but... Mango! "Eh? What's this about?" Sven-O asks.

written by Speeder on Jun 28, 2012 02:16

"Oh, I investigated a bit the sabotage that released the zombie gas, in a attempt to find the source of it so we can shut it down, I could find that powerservices have traitors, someone sabotaged their procedures, and I saw a ex-troubleshooter of our team, currently demoted to INFRARED, wandering in the sabotaged power room around the time it got sabotaged..."

written by Lightning4 on Jun 28, 2012 06:22

"Interesting theory, though not to doubt you, sir, but I don't know if an INFRARED has access to this kind of things... but then again, maybe he was just a contact for the more... troubling members of this treason."

I get close to Speed-Y then lower my voice to a whisper so only he can hear, hopefully.

"Should we still check out that YELLOW's finances? There is reason to be suspicious there, it has been flagged."

written by Jam on Jun 28, 2012 18:26

"Oh, hi Speed-Y! Where'd you come from?"

I smile at him.

"Shouldn't we be destroying the zombies before they escape, instead of talking?"

written by Gligar on Jun 28, 2012 19:00

Roadway, Industrial Subsectors

Speed-Y explains that he was investigating the cause of the sabotage, and the source of the zombie gas. He has discovered that there are traitors in Power Services, who have sabotaged PowServ repair procedures... and he saw Mango in the power room just before the sabotage happened.

The YELLOW - Rick-Y - interrupts. "I don;t think you should be looking too closely, citizen. I doubt you have PowServ clearance, after all. And shouldn't it be PowServ who deals with PowServ treachery? Give me the information, and I'll deal with it."

L4-O tells Speed-Y that he finds the theory interesting, but respectfully expresses his doubts that an INFRARED could have access to that sort of thing. He doesn't rule out the possibility of Mango being a low-level accomplice, though.

Leaning close, he asks if they should continue checking up on Rick-Y. After all, his account has a flag on it.

Jam-Y notices Speed-Y. He asks if they should be killing zombies instead of standing around talking.

Transtube station, JHP Sector

"Hey, citizen! Stop blocking the door! Clones want to get through here!"

written by Lightning4 on Jun 28, 2012 21:41

I say to Jam-Y

"You're right sir. Although my blaster needs to cool a little bit, too much prolonged fire."

I check it's temperature. If it's ready to fire again, I go over to shoot some more and hopefully finish the task.

written by Speeder on Jun 28, 2012 22:00

I check how many shots I have left in my barrel, and if I have shots left, I spend them in the nearest zombies, otherwise I reload.

"Good idea Jam!"

written by Gligar on Jun 29, 2012 00:49

Roadway, Industrial Subsectors

L4-O agrees with Jam-Y, but realises that he can't do anything about it because his blaster is still hot.

Speed-Y's laser pistol, on the other hand, still has two shots remaining. He decides to use them to try and drill a hole in a zombie. He almost manages it, too. At the very least, *this* zombie's not getting up again.

written by Jam on Jun 29, 2012 01:28

I fire a shot at one of the zombies, using my laser pistol.

Then, I try to count how many zombies are left.

written by Speeder on Jun 29, 2012 03:42

I happily reload.

"Hey people, we do not have any more effective weapons around here?"

I turn to the warbot.

"Hey friend computer, can you help us get rid of all those zombies?"

written by Kristos on Jun 29, 2012 12:08

What a funny door... I get up off the floor, step to the side, and dig around for my travel papers.

"Excuse me- my mistake" I say with a bow.

written by Lightning4 on Jun 29, 2012 16:21

I decide to take the opportunity and also check that fallen BLUE for anything of note. That's anywhere near my clearance anyway. I also note any YELLOW items that Jam-Y or Speed-Y can also take.

written by Gligar on Jun 29, 2012 19:23

Roadway, Industrial Subsectors

A shot shines out from Jam-Y's laser pistol. It hits one of the four remaining zombies but doesn't seem to stop it from continuing its escape.

While he reloads, Speed-Y wonders if they have any more effective weapons. Turbo? Nope, too damaging... his 'revolver'? He doesn't seem to consider it.

Wait a minute. The hulk of the warbot is there, isn't it?

He asks The Computer to assist. In reply, there is yet more grinding and sparks from the tortured mass of metal that is the warbot.

L4-O decides to check put the BLUE... or what's left of him. It turns out that he's also carrying a cone rifle, along with several shells and triggers. He's also got a couple of sonic pistols, clearance ORANGE. But apart form that...

Transtube station, JHP Sector

Kris-R picks himself up and bows towards the voice, which turns out to belong to... wait, is that an *INDIGO*? Yes, it is!

Kris-R steps aside while searching his pockets for his travel papers. Ah, there they are.

written by Lightning4 on Jun 29, 2012 21:30

Not needing another cone rifle, Turbo being all I need, I just take the shells and triggers, and the sonic pistols.

"Huh. Haven't used these before."

written by Gligar on Jun 29, 2012 23:33

Roadway, Industrial Subsectors

Leaving the cone rifle, since he already has one, L4-O grabs the shells, triggers, and sonic pistols. Apparently, he hasn't used sonic pistols before.

The hulk of the warbot stops screeching and sparking, and fires its slugthrower at one of the zombies, and ends up practically sawing it in half.

written by Speeder on Jun 29, 2012 23:45

I cheer happily upon seeing warbot destroying zombies.

I decide to switch back to the revolver, and hope the impact of the bullets will rip off parts of the zombies, and then I go for joints and necks...

written by Lightning4 on Jun 30, 2012 01:44

Wondering what this sonic pistol does, I reflect back on any Armed Forces training I've had on various weapons.

Either way, if it's safe to do so without harming myself or others, I give one a few test fires against a zombie to see what it does.

written by Kristos on Jun 30, 2012 03:00

When I realize that the clone is INDIGO I instantly return to my bow and hold the position unless addressed. If I become confident that the INDIGO is paying me no attention, I join the queue, holding my papers ready for presentation.

written by Jam on Jun 30, 2012 03:05

I notice L4-O has a new weapon.

"Oh, cool! What's that do?"

I watch as he fires the pistol, and try to figure out what effect it has on the zombies.

written by Gligar on Jun 30, 2012 19:40

Roadway, Industrial Subsectors

Satisfied - and more - that the warbot is now taking part, Speed-Y decides to follow its lead and unleash some slugs of his own, courtesy of his 'revolver'. He fires off three shots in rapid succession, but only one hits its mark. However, that one does have the effect of severing one zombie's leg.

L4-O thinks back. What does he know about sonic pistols? Hmm... he seems to recall a lecture about them, and about how they use directed sound waves. Kind of like those vidshows where they demonstrate shattering glass with sound alone, now he comes to think about it.

L4-O therefore realises that it must clearly be safe to try one out. And, since Jam-Y also wants to see what a sonic pistol does, he aims one at a zombie, dials in some likely-looking settings, and pulls the trigger.

The gun emits what seems to be a cone of extremely loud, high-pitched tones (though only the barest hint seems to make it outside of the cone, enough to make L4-O's teeth tingle) which strike the zombie and make it vibrate in uncomfortable-looking ways. It sounds like its bones are rattling, as well.

Transtube station, JHP Sector

Kris-R notices that the clone is INDIGO and returns to his bow. The INDIGO does not bother to respond and simply walks past him.

Satisfied that the INDIGO is not interested in him, Kris-R gets up again and joins the line at the ticket desk. The line moves forward, probably because of the laser pistol blast up front.

written by Lightning4 on Jun 30, 2012 20:11

"Huh. That's neat. Also kind of weird."

I rub my jaw a little, then look at the zombie for any effect.

If it had no effect, I try turning up the power. At least, I think this one is the power? Or maybe it's this one?

Then I shoot again.

written by Speeder on Jun 30, 2012 21:41

I try to aim more carefully and slowly, I go for necks or mouth only.

written by Jam on Jun 30, 2012 21:55

I look at the zombie vibrating.

"Well, that didn't help much. I wonder what that does to a living clone..."

I see L4-O adjusting something on the pistol, and wait for him to fire again.. Maybe his next shot will have more of an effect!

I also check to see if my emergency light is still on fire, or if I still even have it.

written by Kristos on Jun 30, 2012 22:41

I count the number of clones of each COLOR in the room and permanently record the data with my PDC. I also count and record security cameras, windows, doors, estimated length of clearance tape, estimated square meterage of the room, the type of floor, type of ceiling, and all products provided via vending bots.

written by Gligar on Jul 01, 2012 00:00

Roadway, Industrial Subsectors

Deciding that the sonic pistols are neat, if a little weird, L4-O surveys the effect on the zombie. Said zombie seems to have lost some of its teeth, and has collapsed to the floor as its muscles vibrated enough to throw it off-balance.

But that doesn't seem to be good enough for L4-O. He seems to want a greater effect. To that end, he starts fiddling with the settings. Perhaps *that* one is power? No... maybe *this* one?

While he's fiddling, Jam-Y comments that it didn't seem to have much effect. Seemingly, he agrees with L4-O. He does wonder what it would do to a living clone, though, and realises that a living clone would most likely be writhing on the floor in pain... if the pistol were set up correctly.

Meanwhile, Speed-Y has decided that perhaps he was shooting too fast, and begins shooting again. Since he's taking more care with his aim, he only manages to get off one shot, felling a zombie, before L4-O is ready to fire again.

[1106]

And fire he does. This time, there is no leakage from the gun's cone, but the zombie starts bleeding. From everywhere.

Transtube station, JHP Sector

While he waits his turn, Kris-R starts observing, as The Computer directed him. He counts four hundred and four clones (of which 210 are wearing black jumpsuits, 86 are wearing red, 20 are wearing orange, 42 are wearing green, 40 are wearing blue suits, one is wearing indigo, and the remaining five are wearing yellow). He can also see 64 visible security cameras, no windows, eleven doors, approximately 720m of clearance stripe - which doesn't seem to be enough for the 325 square metre room (though he isn't taking the platforms into account) - and a standard synthcrete-and-metal floor and ceiling, as well as a large list of products served by vendobots that is too long to include here.

He's just finished that when he discovers that he is at the head of the queue.

written by Jam on Jul 01, 2012 15:29

"Cool!"

I watch the bleeding zombie, and try to figure out how all the bleeding is affecting it.

written by Speeder on Jul 01, 2012 15:55

I smile upon seeing the pistol results.

I note the clearance, and take one too, and try to use my tech services skills to figure what each dial do, and attempt to put a setting that will make a cone that won't bleed much and is focused, and a frequency that will resonate with water specifically...

And then I see if I can melt or explode a zombie.

written by Gligar on Jul 01, 2012 19:16

Roadway, Industrial Subsectors

Jam-Y decides that he was wrong about sonic pistols not having an effect. As he watches the zombie bleed, he realises that, if that were a living clone, it would die pretty quickly. Indeed, this zombie seems to have stopped moving.

Speed-Y also seems to like them. Noticing that they are ORANGE, Speed-Y looks for one. Of course, there were only two, and L4-O took them both... but from what he can see from watching L4-O, those dials seem to control more than just the strength of the cone. There seems to be more than one frequency control, for instance. As for the rest, Speed-Y doesn't know. He'd have to experiment. When he gets one.

written by Lightning4 on Jul 01, 2012 19:47

I look at the rather gross mess the zombie is becoming.

"I bet this thing would be pretty effective against bots too, maybe. Just in case there are any rogue ones. Or maybe also against those cyborg guys."

I note Speed-Y kind of looking at my pistol longingly.

"I do have another if you want one, sir. Or if you want one, Jam-Y. Whoever wants it has to claim it."

"Although since you're both high clearance, you can both have one if you wish... I do still have my blaster for combat."

written by Speeder on Jul 01, 2012 20:28

I look at the pistol with greed...

"Jam, just let me test it..."

If I get handed the pistol, I attempt again to do the thing I wanted to do.

written by Gligar on Jul 01, 2012 23:23

Roadway, Industrial Subsectors

L4-O decides that the pistols would probably be effective against bots and/or cyborgs, too. If they run into any.

He then notices Speed-Y looking at the pistol, and offers it to him. Or to Jam-Y, if he wants it. They could have one each, if they want; they're YELLOW, after all.

Speed-Y asks Jam-Y to let him test one, and grabs it from L4-O's hands. Then, he starts playing with the dials, trying to figure out what they do. Hmm... looks like that one controls spread... and that's some sort of [DFSR] setting...

Okay. He believes that he can get this thing to do what he wants now. So... he sets up the dials, finds a zombie - that one's a bit far, isn't it? - and fires. Looks like he's hoping he can get the gun to heat water or something.

Alas, it doesn't seem to go up that high. He just ends up causing more bleeding.

written by Speeder on Jul 02, 2012 00:11

I aim at the nearest zombie, and fire at its head specifically.

Grimacing.

written by Kristos on Jul 02, 2012 03:49

I silently hand over my travel authorisation forms.

written by Lightning4 on Jul 02, 2012 09:09

I decide to tweak my sonic pistol one more time. I fiddle with it more before I decide it's at a good setting, and hopefully not one that can overload the pistol.

I aim at another zombie, if there are any left, and shoot at it.

written by Gligar on Jul 02, 2012 15:04

Roadway, Industrial Subsectors

Speed-Y doesn't seem to mind about his relative failure. Instead, he adapts his plan and, aiming at a zombie's head, fires.

Three things happen. First, the zombie's head suddenly begins exuding a grey liquid, and it collapses. The remaining zombies suddenly turn and pounce on it.

Second, Speed-Y feels a pressure in his head, as if his own brain is vibrating around in there.

Third, his pistol begins to emit a beeping noise.

L4-O decides to make one final test, and tweaks the settings again before firing at the remaining zombies, who are currently tearing apart the one shot by Speed-Y. But it looks like he's set the pistol on too low a setting, and it does nothing.

Oh wait... it's also beeping.

Transtube station, JHP Sector

Kris-R shows his travel authorisation forms to a clerk, who scrutinises them. "So where's the rest of your team?" she asks.

written by Kristos on Jul 02, 2012 16:47

"There was one guy- I cannot remember his name- who never joined the team. I suspect Our Mutual Friend was not pleased. Oh, and Cryo-R, my Loyalty Officer, was terminated by FC for reasons probably beyond my clearance to know. I am doing my best as Team Leader but it is an odd role when there are none to lead but myself."

written by Lightning4 on Jul 02, 2012 19:55

I check to see why the pistol is beeping? Low power? Going to explode in a few seconds? Weapon jam?

If the pistol is low on power, I check for the means of giving it more. Does it reload like a normal laser pistol, or charge like a blaster? Hmmm.

written by Gligar on Jul 02, 2012 20:24

Transtube station, JHP Sector

Kris-R explains that there should have been three of them. But one failed to even show up at briefing, and the other was terminated for some reason. So now he is a Team Leader with no clones to lead.

The clerk looks at him. "Don't you think you'd better see if either of them are going to show up? See, these papers are for a team, not one clone."

Roadway, Industrial Subsectors

L4-O investigates the beeping. He notices a little red light on the pistol, blinking along with the beep, but he's still not sure what the beeping is, since the light's not labelled.

He does notice a couple of buttons near the light, though.

written by Speeder on Jul 02, 2012 21:50

I first take a quick look on the pistol to see if there are any label or anything that might indicate what it is doing.

I check if it is overheating or overuse.

If I don't figure... by knowing how things behave in alpha complex, I just throw the pistol in the middle of the zombie-zombie fight.

written by Jam on Jul 02, 2012 22:14

I grin when I see the zombies trying to eat each other, and don't notice what's happening with Speed-Y and L4-O...

written by Gligar on Jul 02, 2012 23:19

Roadway, Industrial Subsectors

It's Speed-Y's turn to investigate his pistol. He is soon able to ascertain that the thing doesn't seem to be overheating. In fact, it's quite cool to the touch. Which, now he thinks about it, might mean something else... because don't power packs generally heat up when they're used?

As he looks for a label, he notices that the light, and the beep, seem to be getting fainter. Before they fade out completely, he notices a tiny label on one of the buttons reading PWR RELEASE.

Jam-Y doesn't notice any of this. He seems to be grinning stupidly while watching the zombies eat their downed companion. It's a pretty disgusting sight, actually.

And it doesn't help that the zombie they're trying to eat is... on fire! How in the compnode did *that* happen? Well, however it happened, the fire quickly spreads to the still-active zombies...

written by Speeder on Jul 02, 2012 23:38

I point the thing at a random zombie and press the button.

"I wish you knew how to use this L4... The army don't use those?"

Oh wait... I believe the army must focus on things that kill clones fast... like... cone rifles..."

written by Lightning4 on Jul 03, 2012 00:06

"Well, the Armed Forces does use nearly every weapon to some degree. That's our job, after all. We're the weapons users. We like weapons, we use weapons. This one seems like part weapon, part interrogation device... fitting for IntSec."

I look at my pistol again, and watch what Speed-Y's does. If it doesn't do anything dangerous to him, I replicate what he did towards zombies as well.

"We don't have much need for interrogation, hence why they're rarer among us..."

written by Jam on Jul 03, 2012 00:30

"If zombies will eat each other, all we have to do is make them all bleed like that one did! Then they should just tear each other apart! Or maybe we could just... wait, hang on, why are they on fire?"

I look to Speed-Y.

"Did you do that?"

written by Kristos on Jul 03, 2012 03:16

"Sadly I believe I am the team now. I am hoping FC will assign new members to my team soon."⁷⁶⁵

⁷⁶⁵ KRISTOS: (ooc: perhaps an npc if no real peeps are available. grin.)

written by Gligar on Jul 03, 2012 15:25

Roadway, Industrial Subsectors

Speed-Y aims, and presses the button. A thin wave of sound emanates from his pistol, hitting the burning zombies and pushing the fire around, before the pistol ejects its power pack.

He wishes that L4-O knew how to use sonic pistols. But maybe the Armed Forces simply don't use this sort of weapon?

L4-O explains that although the Armed Forces do use most weapons, the sonic pistol seems to be part weapon, part interrogation device - perfect for IntSec. But it's not the Armed Forces' job to interrogate people, so there aren't many sonic pistols in the Armed Forces.

He also presses his button, causing the same thing to happen. He notices that the ejected power packs look similar to those used by blasters.

Jam-Y observes that is zombies will eat each other, they simply need to make zombies bleed, the same way that one did. Wait... why are they on fire? Is that Speed-Y's doing?

Transtube station, JHP Sector

Kris-R replies that, as far as he can see, he is the team. Unless, of course, Friend Computer assigns him a new teammate or two.⁷⁶⁶

The clerk considers this. "Alright. I'll tell you what. For twenty credits, I can issue an Emergency Single-Clone Travel Warrant to let you get to JHY Sector... but you'll have to get your own ticket."

written by Lightning4 on Jul 03, 2012 16:26

I collect the blaster pack that was ejected if I didn't, and put it away. If I have plenty of spare charged packs, I place one in the sonic pistol, and see if it starts working again.

I finally notice that the zombies are on fire.

"Huh. They *are* on fire. How did that happen?"

I check how many living zombies remain.

written by Gligar on Jul 03, 2012 18:57

Roadway, Industrial Subsectors

L4-O picks up the sonic pistol's power pack, and puts it away. He fishes around for a blaster power pack, and, finding one, fits it into the pistol. It's a bit of a loose fit, but it stays in place. A little GREEN light comes on when he does.

He then notices that the zombies are on fire. He's at a loss to explain how it happened, but hey, it helps. He notes that there are three zombies left, all on fire.

written by Lightning4 on Jul 03, 2012 19:22

Not sensing any urgency to fire my weapon, I put it away.

"Fire should finish the job for us!"

I do keep my eye on the zombies to make sure they're properly dying, though.

"So what's the plan now, sirs?"

written by Kristos on Jul 03, 2012 19:44

"Okay, that will be very helpful to the mission. Pardon my ignorance, but where do I get the ticket?"

I hand over my ME card, or swipe it, or whatever is appropriate to complete the transaction. If I can purchase my ticket immediately, I do that as well.

written by Speeder on Jul 03, 2012 21:51

I keep looking at the zombies...

I also collect the power pack, and hand it and the pistol back to the equipment officer.

"Interesting weapon, I wonder if it was my settings that set the zombies on fire... But I am not willing to test it again now, since it vibrated my brain too..."

written by Gligar on Jul 03, 2012 23:10

Roadway, Industrial Subsectors

Seeing no further need to fire the sonic pistol, L4-O puts it away. The fire should finish off the zombies. As he watches, one of the collapses He asks about the team's next move.

Speed-Y picks up the ejected power pack and hands it, and the pistol, back to L4-O. He thinks that the weapon is interesting - and, he guesses, might have been responsible for the fire - but, after the effects it had on *him*, he is unwilling to further test the weapon.

It's a good thing that they aren't assigned by R&D.

Transtube station, JHP Sector

Kris-R hands over his ME Card, and asks about tickets. While she swipes the card, the clerk answers, "There are ticket machines on the platforms." She returns the card and starts typing into a terminal.

"This will take a moment to process," she says.

written by Lightning4 on Jul 04, 2012 00:38

"Fair enough sir. I'll hold it unless Jam-Y wants it as well, or one of the Armed Forces clones here wants it."

I look around to see if anyone speaks up in response to that.

written by Kristos on Jul 04, 2012 02:58

Do do dooo do do-do doooo... Yet Another Catchy Tune plays in my head.

⁷⁶⁶ GLIGAR: (OOC: Perhaps even Cryoburner's new character, if he chooses to start a new one 😊)

written by Gligar on Jul 04, 2012 16:25

Roadway, Industrial Subsectors

L4-O puts the other sonic pistol away., saying he'll hold on to it, unless Jam-Y, or one of the other Armed Forces clones wants it?

None of the soldiers respond. The zombies keep being on fire, prompting The Computer to remark, "*It appears that the situation here has been resolved. As you were, soldiers and other clones. As always, your co-operation is appreciated.*"

Transtube station, JHP Sector

While he waits, Kris-R seems to hear *The Female Clone From IPA Sector* play in his head... oh wait! That's someone's PDC ringtone!

The clerk's terminal beeps, and prints something off. "Here you are, she says."

Behind Kris-R, another clone enters the station at a run. From his ME Card's chip, I can see that his name is Cyrus-R-NBV-1. He seems to be looking for someclone.

Foyer, Building 1, Industrial Subsector B

Mango and friends rush in towards the relative safety of the building. Never mind the noises...

written by Jam on Jul 04, 2012 16:36

I look at L4-O's sonic pistol.

"Nah, you keep it! I like laser pistols better! Maybe Speed-Y can show you what settings he had though! I can't believe a sonic pistol set a zombie on fire!"

I smile as I watch the burning zombies.

"Too bad we don't have any flamethrowers... Fire seems to work really well against the zombies."

written by Gligar on Jul 04, 2012 20:08

Roadway, Industrial Subsectors

Jam-Y tells L4-O that he prefers laser pistols. Why doesn't he ask Speed-Y about those settings? Although... he isn't sure that a sonic pistol could cause fire.

It's a pity, he adds, that they don't have flamethrowers. Fire seems to work quite well.

Indeed it does. In fact, it's dealt with those remaining two zombies already.

written by Lightning4 on Jul 04, 2012 21:29

I look at the settings on Speed-Y's pistol, and maybe try to make sense of them. Or at least memorize them... for future, fiery reference, of course.

I take a look at the group of clones gathered here, to see if anyone might have gone missing in the confusion and chaos.

written by Gligar on Jul 04, 2012 23:56

Roadway, Industrial Subsectors

Instead of asking Speed-Y, L4-O settles on just looking at the settings. Some of them don't seem to make sense - since the dials aren't labelled - so he ends up simply memorising them.

He then has a look at the assembled clones. It looks like a couple of the Armed Forces have gone missing: Meg and another INFRARED.

written by Jam on Jul 05, 2012 00:52

I suddenly remember something...

"Lucas-R! Did you memorize the Anthem yet? I even gave you extra time!"

I check the time on my PDC just to verify that it is indeed past the end of the hour.

written by Speeder on Jul 05, 2012 01:23

I think a bit...

"Hey, I think we should figure how to build a flamethrower as our next step... Or see if that warbot has one!"

I actually start to walk toward the warbot.

written by Lightning4 on Jul 05, 2012 12:17

I check my knowledge of warbots for any information on their weapons compliment.

"Well, the warbot is in pretty bad shape, might not be much to salvage, if it came to that. Though of course, we probably would need permission."

written by 4616599 on Jul 05, 2012 14:03

"Speed-Y? Where did you go?"

I examine what Mango and the other clones are doing.

written by Kristos on Jul 05, 2012 15:39

"Thank you, ma'am."

Grabbing the printout, I turn to the clone who's PDC is/was ringing and offer the compliment "Catchy ringtone!" as I head to the platforms.

That is, until I am paralyzed by the mind-numbing force of a *snack-attack*. Unwillingly and unwittingly I approach a food-carrying vendobot and purchase the two lowest-priced RED items and begin devouring one of them. *Crunch crunchy crunch.*

written by Gligar on Jul 05, 2012 17:20

Roadway, Industrial Subsectors

Jam-Y suddenly remembers that he ordered Jam-Y to memorise the Anthem... or at least the first five verses. Surely it's been an hourcycle by now... He checks his PDC. Hmm... 15:47... yep, that's been an hourcycle now! How's Lucas-R getting on. "Er... I'm at six verses, sir."

[1110]

Speed-Y thinks that they should probably figure out how to build a flamethrower. OR perhaps see if the warbot has one... He walks towards it.

L4-O points out that the warbot's in pretty bad shape, and they'd need permission to disarm it. That's even assuming that it has a flamethrower... something that L4-O doubts.

Somewhere in the vicinity of Building 1, Industrial Subsector B

Joris-R realises that Speed-Y seems to have vanished – right into thin air! One moment he was there and the next...

He tries to distract himself by watching Mango and the survivors. He realises that most of them have already entered Building 1, and seem to be taking a break.

Transtube station, JHP Sector

Kris-R grabs the form the clerk hands him and heads to the platforms, pausing to compliment that clone on his ringtone. "Thanks!"

He passes Cyrus-R on his way over. Cyrus-R seems to be a bit out of breath.

Platforms, Transtube station, JHP Sector

Kris-R arrives at the platforms, to find that there are 12 of them.

As he stops to take them in, he is suddenly hit by the subliminal suggestion to eat something, sometimes called a "snack-attack" by the lower clearances. Obediently, he proceeds to a vendobot and purchases a VitaYum bar and a packet of algae chips, and proceeds to eat the latter.

written by Jam on Jul 05, 2012 18:21

I smile at Lucas-R

"Excellent! Keep up the good work!"

Then I turn to Speed-Y.

"Well, there's plenty of fire with these emergency lights... We just need something flammable we can spray! Though, are you sure any of us actually know how to build a flamethrower? I'd hate to see it blow up in our faces as soon as we pull the trigger!"

written by Gligar on Jul 05, 2012 20:04

Roadway, Industrial Subsectors

Pleased at Lucas-R's progress, Jam-Y comments that they have fire via these "emergency lights". The main problem would be to find something flammable to spray. Well, actually, that's not true; the *main* problem is that he isn't sure if any of them know how to build a flamethrower! For all he knows, they could build something that could blow up the first time the trigger is pulled. (Heh. Stick an R&D logo on the side and call it an experiment... oh wait, only R&D can do that. My bad.)

written by Speeder on Jul 05, 2012 21:44

I think a bit...

Then I turn to Jam and say.

"Well... I think I can build one, if someone figure where to find the fuel, a fuel container that is resilient to heat, a heat-resistant hose, a container of pressurized air or oxygen, and a hollow metallic object, to be used as nozzle. And of course, lots of duct tape..."

I smile happily.

"Or you find those room deodorant cans!

But I still think it is easier to see if we can salvage weapons from the bot..."

I start to see if the bot has any interesting weapons.

"So L4, what is the process to salvage things from a Army bot in a emergency? Meaning no request forms that take 4 weeks to process."

written by Lightning4 on Jul 05, 2012 22:29

"Hm. Well, I do believe there's a few codes and protocols, but they're not used very often..."

I think for a moment.

"Protocol 52 says that if needed, weapons, ammo, and other immediately useful things to a clone's survival may be scavenged from a corpse. Though this applies to the Armed Forces, not sure if it applies to everyclone."

"And the warbot isn't a corpse... right now anyway."

I think a little more.

"I don't know anything else. I suppose we could just ask Friend Computer directly, if it's still in control of the warbot."

written by Gligar on Jul 06, 2012 00:19

Roadway, Industrial Subsectors

Speed-Y believes that he could build a flamethrower, assuming the ability of certain supplies (fuel, oxidant, construction materials, that sort of thing). Failing that, he could use an aerosol can...

But he would still prefer to salvage form the bot. While he looks at the hulk, and notes several slugthrowers, some laser-like weapons, and several grenade launchers (but, seemingly, no flamethrowers), he asks L4-O how he'd do that, and hopes that it doesn't involve filling out a form and waiting a monthcycle.

L4-O answers that there are protocols in place for that sort of thing. Protocol 52, for instance, permits a soldier to recover equipment from corpses, though he's not sure it applies outside of Armed Forces. (Though given that everyone seems to be doing it anyway, it's possible that other service groups have similar regulations.) Beyond that, he's not really sure: a warbot isn't exactly a corpse, after all. Perhaps they could ask Our Mutual Friend?

written by Jam on Jul 06, 2012 01:40

I grin, and look at Lucas-R.

[1111]

"I've got a better idea! How about we find a vat of toxic waste and throw Lucas-R into it! He can swim around until he turns into a fire-breathing mutant or something! He'd be even better than a flamethrower, because he'd never run out of fuel! At least, not until he dies... Then... Er..."

I turn to John-R.

"Would his next clone still have the mutation? Or do you think he would lose his fire-breathing powers once he re-creates? I really should know about this stuff... Maybe I'll take a course sometime..."

Speaking of which, I guess the same thing applies to me! Heh..."

I start to look slightly nervous... It seems I've grown rather fond of my powers these past few monthcycles.

written by Lightning4 on Jul 06, 2012 10:54

I turn to the warbot and see if it's still actively controlled.

If it is, I approach.

"Friend Computer? My superior has a question that I'm going to relay... may we salvage the warbot for parts if there is no further use? He believes we might be able to cobble some weapons together from what's left there."

I do a look over of the warbot while awaiting a response, checking the condition of some of the weaponry.

written by Speeder on Jul 06, 2012 13:10

"I don't think patting a warbot is good idea... You know what happened last time we hugged it."

written by Cryoburner on Jul 06, 2012 13:13

"Hmm..."

I take a glance around the station, noting whether anyone present appears to be a member of my team.

written by Kristos on Jul 06, 2012 14:28

Now that I am once again in control of my conscious functions, I return to the platforms and look over my papers to see what I should board and when I should board it, also checking the time on a visible clock or otherwise on my PDC. If it becomes clear I should board immediately, then I do.

written by Gligar on Jul 06, 2012 15:39

Roadway, Industrial Subsectors

Jam-Y has an unorthodox suggestion: they could throw Lucas-R into a vat of toxic waste and let him get a mutation from it! Who knows, it might be one that lets him breathe fire! That way, they get a flamethrower that never runs out of fuel! Well, until he dies...

Maybe. Jam-Y isn't sure about that one. But this is something he should know, being a registered mutant. One who, it seems, has forgotten that he's taking a course in Power Studies.

He wonders if the same applies to him, and suddenly gets nervous. He's become accustomed to his own power in a remarkably short time... John-R looks at him. "Sir, with respect, are you really suggesting -"

He doesn't get a chance to finish. Lucas-R has already knocked Jam-Y to the ground, and starts yelling at him. "NO SIR! I WILL NOT BECOME AN UNREGISTERED MUTANT JUST TO HAVE A FLAMETHROWER ON THE TEAM! THAT'S WHAT FLAMETHROWERS ARE FOR!"⁷⁶⁷

Meanwhile, L4-O is dealing with the warbot. He approaches, and notices that it is still being controlled. This is clear due to the amount of smoke and noise it is generating.

He asks Friend Computer whether it is permitted to salvage parts from the warbot. "*Permission denied, citizen,*" is the reply. "*This warbot can still be repaired and returned to active duty.*"

Speed-Y seems to mishear L\$-O's request, somehow getting the impression that L4-O wants to pat the warbot instead of getting parts from it. He reminds L4-O of what happened the last time someone hugged it.

Transtube station, JHP Sector

Catching his breath, Cyrus-R looks around, looking for any evidence that his team is here. Amidst the mass of clones, he does spot a clone wearing a flashy Team Leader's Hat - which is, of course, why the hat sports flashing lights and retro-reflective parts. He realises that it is being worn by a clone who passed him a moment ago and proceeded to raid the vendobots.

Platforms, Transtube station, JHP Sector

The clone, of course, is Kris-R. Now back in control of himself, he checks the form he was just given. It authorises him to travel to JHY Sector via a transbot from Platform 5, due to leave in a few minutecycles. It doesn't seem to have arrived yet, though.

written by Speeder on Jul 06, 2012 16:18

Suddenly starts to wonder who is L\$

Then he becomes slightly sad at hearing Friend Computer message, but then he becomes happy.

"That is great news! Good that we do not lost such nice warbot!

But I still want massacrebot back..."

replyquote

written by Jam on Jul 06, 2012 17:33

I look slightly surprised that Lucas-R pushed me to the ground. Then, I quickly try to form an expression of confusion as I reply to him...

"But, we'd make sure you're registered, of course!"

I look at him for a few seconds, trying to keep a straight face. Then, I suddenly burst into uncontrollable laughter.

⁷⁶⁷ GLIGAR: (OOC: Jam gains a perversity point there. 😊)

“Relax Lucas! I was only kidding! But you—you believed me! Ahhahaha...”

written by Gligar on Jul 06, 2012 19:26

Roadway, Industrial Subsectors

Speed-Y looks confused for a moment. Then his face goes from sad to happy as he processes what The Computer told him. Sad, because they can't salvage the bot, but happy, because the bot will be restored.

It's just a pity that no-one seems to want to restore Massacrebot*...

Jam-Y also looks confused, not to mention surprised, that Lucas-R would push him over like that. He reassures Lucas-R that they're get him registered, before breaking out into laughter and claiming that it was a joke. “Huh? Didn't sound... ow... I think I broke something...” Lucas-R stops, apparently in pain.

written by Lightning4 on Jul 06, 2012 22:20

“Very well then, thanks for considering the request.”

I walk back to Speed-Y.

“So anyway, we should start investigation, yes? It sounds like you have at least one suspect... wherever Mango might currently be.”

written by Speeder on Jul 06, 2012 22:36

I nod, and then I point to building one.

“He is there. I was exiting that building, and saw him and Joris fighting a huge horde of zombies and trying to get into that building and then I was here.

Don't ask me how, I don't know either.”

written by Gligar on Jul 07, 2012 00:18

Roadway, Industrial Subsectors

L4-O returns from the warbot, and asks about their next move. Should they begin? It is clear that Speed-Y suspects Mango... wherever he is.

Speed-Y knows where he is: Building 1. He saw him earlier, fighting zombies and running towards Building 1... before Speed-Y somehow got here.

written by Cryoburner on Jul 07, 2012 05:44

“Hmm...”

I pull out my PDC, and check to see if there are any photos of my team included in the mission briefing materials. If so, I compare them against the team leader who appears to be wandering aimlessly on the platform.

* It might have helped if something *physical* of Massacrebot remaining, like, say, the bot brain, not just the data dump. Just saying... bot brains are kind of expensive. 😊

written by Gligar on Jul 07, 2012 14:45

Transtube station, JHP Sector

Cyrus-R checks his PDC. It seems that he made notes during his briefing, which, he hopes include a picture of the team he's supposed to be joining. Yep... there's one. It looks like a still frame from a surveillance feed, and it depicts three clones. One, in GREEN, seems to be a briefing officer. She seems to be a little unhappy about how some RED clone (who is wearing an upside-down nametag, identifying him as Cryo-R) is talking to her. But the third clone in the picture closely resembles the clone he can see on the platforms. Unfortunately, he's not wearing a nametag. But his notes identify him as Kris-R.

As the clone - apparently Kris-R - continues to pace up and down the platforms, a transbot arrives at one of them.

written by Gligar on Jul 07, 2012 20:17

Roadway, Industrial Subsectors

While Lucas-R and John-R work on the Anthem, Sven-O approaches the group again. “I guess you guys are off, then?”

written by Speeder on Jul 07, 2012 23:23

I turn to Sven.

“Yes... we need to defuse the situation, the Army job is let us do our job. Our job is do not make your job to be stay forever here!”

written by Gligar on Jul 08, 2012 00:26

Roadway, Industrial Subsectors

Speed-Y replies that they are. They have to defuse the situation; the Armed Forces' job is to let them while the team makes sure that the Mutant Mashers don't get permanently assigned to quarantine duty. Sven-O replies, “Yeah, got it. We'd need another warbot if we were to stay here a long time, and that'd take a while to get here.”

written by Lightning4 on Jul 08, 2012 00:29

“Well then, I guess we should probably go.”

I start off towards Building 1, slowly until others start tagging along.

written by Jam on Jul 08, 2012 14:00

“Oh, you broke something? Let's see it then...”

I sit up and look at wherever Lucas-R says he's hurting. I try to determine if and how it's broken, and if I'll be able to fix it.

written by Gligar on Jul 08, 2012 15:05

Roadway, Industrial Subsectors

L4-O decides that it's about time for them to go, and starts heading off towards Building 1. He's joined by John-R, Azir-R, and King-R, for whatever reason.

[1113]

Meanwhile, the rest of the team seems concerned about Lucas-R. Jam-Y, for instance, seems to be using his medical training to figure out what's wrong with Lucas-R.

It turns out that he hasn't actually broken anything, He has, however, dislocated his shoulder.

written by Speeder on Jul 08, 2012 17:40

I wait for Jam to fix Lucas, but I keep an eye on L4.

written by Gligar on Jul 08, 2012 18:55

Roadway, Industrial Subsectors

While Jam-Y works on fixing Lucas-R's shoulder (causing a bit of pain in the process), Speed-Y looks towards the other half of the team. In the distance, he notices what seems to be a clone on a Transition.

With one last yelp from Lucas-R, Jam-Y finishes his work.

written by Speeder on Jul 08, 2012 20:29

I start to walk toward the clone on transition.

written by Lightning4 on Jul 08, 2012 22:22

I slow down and allow Speed-Y to take the lead. I then continue to follow him.

written by Gligar on Jul 09, 2012 00:19

Between the roadway and Building 1, Industrial Subsector B

It seems that Speed-Y has decided to follow L4-O, in the hopes of seeing who is on that Transition. L4-O hears him approach and slows down, letting him pass.

Soon, the group reaches Building 1, to see that the clone on the Transition is Joris-R. He's looking down at the building's entrance.

written by Cryoburner on Jul 09, 2012 06:35

I approach the team leader on the platform, and poke at him.

"Hi, I'm Cyrus-R. I'm supposed to be meeting up with my new troubleshooter team here, which is apparently you."

written by Kristos on Jul 09, 2012 08:48

I look at the transbot. Then at the strange clone. Then back at the transbot.

"I'm heading to JHY Sector on that transbot [pointing to it]. It is scheduled to leave in a few minutes. If you really are on my team, you have travel authorization papers. You need to get a ticket rather quickly [now pointing towards the ticket desk]. Algae chip? [now holding out my chip bag]. Come."

I walk to the shortest queue, if there are multiple.

written by Lightning4 on Jul 09, 2012 10:37

I look up at Joris-R and watch for any reaction, but if Speed-Y moves, inside, I promptly follow him.

written by Jam on Jul 09, 2012 15:14

"Okay! Let fix up that shoulder Lucas-R!"

I go to relocate it, then realize it's already been done.

"Huh... That's weird... I must have done it already and forgotten..."

I look around...

"Wait, when did we get here? And is that Joris-R?"

written by Gligar on Jul 09, 2012 15:39

Platforms, Transtube station, JHP Sector

Cyrus-R approaches Kris-R and introduces himself, stating that he's supposed to be meeting his team here. Apparently, Kris-R is the team. Kris-R looks between the transbot and Cyrus-R, and replies that he should have travel papers, and that he should go and get a ticket before joining him on the transbot, before joining the queue for the transbot.

At the head of the queue, a lone IntSec clone is checking papers and tickets. He looks to be a bit bored, as if he'd rather be out stomping on mutant heads. He waves one clone onto the bot, and the queue moves.

Near Building 1, Industrial Subsector B

L4-O watches Joris-R, seeing if there is any reaction. But the clone doesn't seem to have noticed them yet.

...

Oh! That might be why. It seems that the half of the team that stayed with the warbot have somehow appeared here. Perhaps Joris-R is staring at them.

The first to notice is Jam-Y who seems to have forgotten what he just did. Regardless, he has noticed Joris-R looking in their direction.

written by 4616599 on Jul 09, 2012 16:37

"Hi there. Welcome back!"

I wave.

"Remember Mango? He's sheltering in there, with a small group of clones."

written by Gligar on Jul 09, 2012 19:56

Near Building 1, Industrial Subsector B

It looks like Joris-R is choosing to ignore the fact that ha;lf the team appeared out of nowhere. Instead, he just greets them normally. He also indicates that Mango is inside the building.

JHT Sector Central Compnode, V Level, Central Subsector

"Okay, seriously. These time travel experiments are getting out of hand... did get out of hand... are about to have always gotten out of hand... whatever! Can we rein them in before the whole of R&D turns out to have never existed?"

written by Speeder on Jul 09, 2012 21:56

I look confused.

"Wha? I mean... Well, it happened to me too, so I won't ask how..."

I think a bit.

"Mango might be a traitor... anyone has any idea on how we should investigate him?"

written by Lightning4 on Jul 09, 2012 23:00

"Interrogation? Mind probe? Maybe he'll fess up himself?"

I shrug.

"Won't know until we go in there I guess."

written by Gligar on Jul 10, 2012 00:08

Near Building 1, Industrial Subsector B

After a moment of confusion over the sudden being here instead of over there, Speed-Y starts discussing how to deal with Mango. L4-O suggests interrogation or a mind probe, but adds that they'll only know for sure when they get in there.

"I'd advise against mind probes, sirs," John-R says. "Remember what happened to him during our last mission? I wouldn't be surprised if Headgrabber left something in there..."

written by Speeder on Jul 10, 2012 00:20

I nod and say.

"Headgrabber... I had forgotten about it..."

In fact... now I am fearing that Mango is acting on behalf of headgrabber... That would be... problematic."

written by Lightning4 on Jul 10, 2012 09:48

"Headgrabber? Hm."

"I still want to know what happened there. But I guess I shouldn't know, or aren't allowed to anyway. Ah well."

I take a peek inside the building.

written by Cryoburner on Jul 10, 2012 12:39

"Oh, algae chips! How thoughtful of you."

I proceed take the entire bag of algae chips that have been offered to me.

"Hmm... Travel authorization papers? I would assume those would be something you would have. I don't believe any were provided to me at the briefing."

written by Gligar on Jul 10, 2012 15:05

Near Building 1, Industrial Subsector B

Headgrabber! Speed-Y had forgotten about him! In fact, he is concerned that Headgrabber might still be in control of Mango!

L4-O isn't even sure what happened with Headgrabber. The details, though, are probably beyond his clearance.

He puts it aside and looks into the building, where he sees Mango and some survivors, apparently catching their breaths.

Platforms, Transtube station, JHP Sector

Cyrus-R thanks Kris-R, and proceeds to grab the entire bag. Kris-R still has a grip on it, though.

As far as travel authorisation papers, he isn't sure he has them, and is pretty sure that they should be in the hands of Kris-R. Then again... did he really look at the messages he received during briefing? There was the picture, and the information about Kris-R... was there anything else? He was rather short on time...

written by Kristos on Jul 10, 2012 15:33

I use Cyrus-R's grip on the algae chip bag to guide him to the queue. Then I release the bag so he can take it.

"You better check and see if you have any forms should they be needed."

Then I ready the authorisation papers I have.

written by Speeder on Jul 10, 2012 16:34

"Alright... let's proceed... I HOPE if it is Headgrabber again, that Freaky again comes to our rescue..."

I reload all my weapons and enter the building 1, wielding the spear.

written by Gligar on Jul 10, 2012 19:28

Platforms, Transtube station, JHP Sector

Using the bag, Kris-R attempts to gently guide Cyrus-R into the line with him before letting him have the bag. He doesn't notice the clone behind him getting rather irate at having his position taken like that.

He continues by saying that Cyrus-R should have another look for his travel papers in case they're needed.

The line moves forward again. Only one more clone in front of him now.

Near Building 1, Industrial Subsector B

Speed-Y prepares to go in, hoping that Freaky makes an appearance if needed. Then he enters.

Foyer, Level 1, Building 1, Industrial Subsector B

As he enters, one of the survivors looks in his direction. "So there is a Troubleshooter team here! I thought it was just the two of you!"

Behind him, Mango does not a lot of anything.

written by Speeder on Jul 10, 2012 21:34

I nod and say.

"Oh, Speed-Y leader of Team Epsilon, former Lightspeed Jam, here!

Indeed, we got split a bit to cover more area, but we came to interrogate him."

[1115]

I point to Mango.

written by Lightning4 on Jul 10, 2012 22:45

I follow Speed-Y in and join the conversation.

"That's right... know anything about him? And while you're at it, anything else you know about the situation would be helpful. Any suspicious activity, things like that."

I take a look around while they reply.

written by Gligar on Jul 10, 2012 23:26

Foyer, Level 1, Building 1, Industrial Subsector B

Speed-Y identifies himself to the survivor, saying that the team got split up to cover more area. But now they're here to interrogate Mango.

Entering behind him, L4-O asks whether anyone knows anything about him, and if they've seen anything suspicious lately. He briefly looks around, and notices that the place is in disarray. The notice board seems to have been ripped down, and there is debris on the floor... looks like a mix of the usual litter, impromptu breathing masks, spent laser pistol barrels... that sort of thing.

In answer to L4-O's questions, one survivor says that he has seen Mango around before... he seems to be unhappy and keeps to himself a lot. He once said that his former Troubleshooter team weren't very good, and that their last mission almost ended in disaster... no wonder he got demoted. As for anything suspicious... it's kind of interesting that the power went out *just* as Mango went for reactor shielding duty, isn't it?

written by Jam on Jul 11, 2012 03:33

I enter behind L4-O.

"Did I hear someclone say 'Mango'?"

I grin.

"Excellent! I've been wondering what happened to that clone. Reactor shielding duty, huh? I should try that sometime, it sounds like it'd be fun..."

written by Lightning4 on Jul 11, 2012 12:42

"Really? Now that's pretty odd. Sounds almost... mutanous. Mutation? Mutantness...ous?"

I think.

"Wait. Weren't we his last troubleshooter team?"

written by Gligar on Jul 11, 2012 15:19

Foyer, Level 1, Building 1, Industrial Subsector B

Jam-Y also enters the conversation, saying that he had wondered what happened to Mango. He suggests that he hasn't had a chance to try reactor shielding duty, and should probably give it a go some time. (That can be arranged. Power Services are always looking for volunteers.)

L4-O comments that it sounds kind of... well, something to do with mutants. Then he realises what Mango said about his last team... wasn't that Team Epsilon?

John-R looks concerned. "Yes... to both. Unless Mango was assigned to another team after he was demoted... and I never heard of an INFRARED being assigned to a team."

"Hey," Lucas-R says. "I was with you when I was INFRARED."

"True," John-R replies, "but you weren't formally assigned until you were promoted, were you?"

"Oh yeah..."

written by Gligar on Jul 11, 2012 19:51

Platforms, Transtube station, JHP Sector

"Team Sigma!" The Computer announces. **"Report! Why are you not on your way to JHY Sector?!"**

written by Jam on Jul 11, 2012 20:02

"There are INFRARED clones in Armed Forces, aren't there? Why not the Troubleshooters too?"

written by Cryoburner on Jul 11, 2012 20:31

"Oh, Hi Computer! I just met up with my team leader here, and as far as I know, I am on my way to JHY sector, which apparently involves getting in this line, and proceeding to the front of it. At least, that is what the team leader has suggested."

I quickly check whether I happen to have travel authorization papers of my own, or any other relevant documents.

written by Speeder on Jul 11, 2012 21:37

I frown...

"So... MY TEAM made a disaster?"

No, HE was a disaster.

I had to nuke myself to save the Alpha Complex, and that guy... that guy... how he DARES say something like that?"

I start crying.

"Massacrebot... I want you back... I want to explode things with you... Not with Nukes on my hand though..."

written by Gligar on Jul 11, 2012 23:30

Foyer, Building 1, Industrial Subsector B

Jam-Y reasons that there should be INFRARED Troubleshooters... after all, there are INFRAREDS in the Armed Forces... "Hmmm," John-R replies. "It'd make sense, but... how would you arm an INFRARED Troubleshooter? Lasers are standard issue... it's right there in the motto. And there's no such thing as an INFRARED laser. There isn't, right? Or INFRARED reflec, for that matter. Plus, there'd be the whole 'getting to places' thing, what with lots of places being higher than INFRARED."

Speed-Y takes offence to Mango's assertion that the team nearly caused a disaster, angrily stating that he personally

averted one by allowing himself to be nuked. No... Mango was the disaster.

It's just a pity that the price of success was so high... so much so that Speed-Y bursts into tears as he relives the loss of Massacrebot...

Platforms, Transtube station, JHP Sector

Meanwhile, in a nearby sector, a completely unrelated clone speaks to Our Mutual Friend, explaining that, as far as his Team Leader has told him, he is on his way to JHY Sector. As he does this, he searches through his things, to realise that he has not yet been equipped. He only has his ME Card and PDC (and his jumpsuit, of course)... but that doesn't mean he doesn't have electronic documents. Indeed, his PDC contains, among other mission data, a travel docket permitting travel to JHY Sector.

The Computer replies, **"If that is the case, I am unhappy with your progress! You should have been halfway to JHY Sector by now! Tardiness is treason!"**

written by Lightning4 on Jul 12, 2012 00:18

"Well, the getting places isn't too bad, I guess. As long as the INFRARED sticks around the team leader or someone higher than them, they can at least go most places."

"Though I'd imagine they'd have problems if they stray away..."

I realize we've drifted off topic a little and correct myself.

"Anyway, Mango, right."

I look at him to see if he's responding, to well, any of this.

written by Gligar on Jul 12, 2012 17:11

Foyer, Building 1, Industrial Subsector B

L4-O responds that getting around shouldn't be too bad... just stick with the Team Leader. Although if they split up...

He doesn't seem to have thought of what would happen if the whole team were INFRARED...

He realises that he's derailed the conversation, and drags it back on track by looking over at Mango. Mango seems to be trying to ignore them, and would probably prefer that they leave.

written by Gligar on Jul 12, 2012 20:57

Platforms, Transtube station, JHP Sector

"Citizens!" bellows The Computer. **"Are you even listening?!"**

written by Lightning4 on Jul 12, 2012 21:08

"For your sake, you should probably start talking. And fast."

I allow the others in my team to do more, though, if they decide to.

written by Kristos on Jul 12, 2012 22:31⁷⁶⁸

"Great Friend, with a million mouths and a billion ears- with eyes uncountable..." [My gaze jumps from camera to camera, trying to figure out which might be the dominant optical receiver.] "...I thank you for supplying Team Sigma with another member in your perfectly effective and effluent way! My pitiable RED-clearance clone excuse-of-a-self was unable to foresee the coming of another member, so in my seal for the mission I purchased a Emergency Single-Clone Travel Warrant and a single transboticket. Now that your Gift has arrived will secure another ticket and mount the tubebot before it abandon the platform!"

As I am saying this, I commit the Computer's wisdom to my PDC's memory: "Tardiness is treason!"

written by Gligar on Jul 12, 2012 23:27

Foyer, Building 1, Industrial Subsector B

L4-O seems to want to do something, but instead decides to wait for anyone else who wants to do something. He settles for merely suggesting that Mango answer soon. For his own good.

He doesn't say anything.

Platforms, Transtube station, JHP Sector

Kris-R suddenly responds to The Computer, explaining that he was unaware that a replacement had been assigned to the team until just now, so he arranged for a emergency papers for just himself. He'll get more papers for his new team member and get on his way.

"Good! Get to it! That is all!"

...

Wait a minute... am I getting some sort of interference from JHP Sector? Perhaps the local compnode [TRANSMISSION INTERRUPTED]

written by Speeder on Jul 12, 2012 23:41

I get over my sad memories, and decide to get back to work.

I point my spear at Mango.

written by Jam on Jul 13, 2012 00:39

I think a bit...

"Oh! The INFRARED could have a brevet for a laser pistol! Kinda like L4-O and his cone rifle..."

Then I realize Speed-Y seems to be crying, or recovering from crying, or something... Did he mention Massacrebot?

I pat him on the back and attempt to comfort him...

"It'll be alright, we'll get you a new Massacrebot... A better one, with even more guns and rocket launchers and lasers!"

I smile at him.

⁷⁶⁸ KRISTOS: (OOC: Was out of town. Had a great time. I'm back now.)

[1117]

"Now please stop crying, or I'll have to report you for being below the mandatory happiness levels!"

written by Kristos on Jul 13, 2012 01:09

I present my paperwork as well as Cyrus-R's travel docket if it is needed. As soon as possible, I run and purchase a ticket for Cyrus-R and drag him onto the transbot at platform 5 if he does not come along quick enough.

Once on the transbot (assuming we succeed), I whisper to Cyrus-R "Last time I was on a transbot, the whole thing exploded! Then I was re-cloned and chased by angry clones with laser pistols of the wrong clearance! Then my team member, who had a mustache just like yours, was terminated by FC! Keep an eye out for suspicious containers, or else the whole thing might happen again. And remember what we were taught: Even the flap of a micro flybot's wing can completely change the future of Alpha Complex."

"I cannot afford to lose another team member. By the way, what is your Mandatory Bonus Duty?"

While listening for an answer I intensely survey the entire transbot interior.

written by Gligar on Jul 13, 2012 15:42

Foyer, Building 1, Industrial Subsector B

With Jam-Y's help (whether he needed it or not), Speed-Y regains his senses and points his spear Mango-ward. Jam-Y also comments that an INFRARED could be breveted to use a laser pistol.

Clearly, he's not aware of CPU Mandate 191/7742-c subparagraph 4, which states that laser barrels cannot be breveted.

Mango looks over, not bothering to disguise a look of distaste.

Platforms, Transtube station, JHP Sector

Finally, it is Kris-R's turn.

Kris-R grabs Cyrus-R's PDC, and his own (paper) travel form, and shows them to the guard, who gives them a cursory glance. "Electronic forms... why don't I have a reader for those? Oh well... move along."

Shooting a quick glance towards the transbot, Kris-R notices that there are few clones boarding it. He'd better get there quickly. But first... Cyrus-R needs a ticket!

After a minutecycle, Kris-R finds a ticket machine - seemingly the only functioning one - which saves him the trouble of having to go back through the station to the ticket desk, allowing him to buy a ticket for Cyrus-R, and rush back towards the transbot, dragging Cyrus-R as he seems to be moving too slowly. The doors close as he gets there but he's able to open them again using the handy button and - what luxury! - there are still seats available! He grabs one just as the bot begins to move.

Kris-R's transbot

As they get underway, Kris-R gives Cyrus-R the condensed version of what happened to Cryo-R, and warns Cyrus-R to watch for mysterious packages. He does not want the same thing happening.

When Cyrus-R doesn't respond, Kris-R asks about his MBD, but it's clear that he's really more interested in looking around. It turns out that this transbot seems to be a little less well-kept than the first - the advertising posters are torn, and the windows are less clean... and... the place isn't nearly as packed. That's odd.

written by Gligar on Jul 13, 2012 19:46

Foyer, Building 1, Industrial Subsector B

Sounds can be heard from one of the corridors leading off the foyer. Isn't that... the office?

Mango seems to be ignoring it.

Kris-R's transbot

The transbot picks up speed. Soon, a pair of clones appear from somewhere, and ask to see everyone's tickets.

written by Speeder on Jul 13, 2012 21:53

I smile at Jam!

"YES! MORE EXPLOSIVES!!"

Then I happily stroll toward the place where I am hearing sounds from.

written by Lightning4 on Jul 13, 2012 23:50

I follow Speed-Y, drawing a blaster.

written by Gligar on Jul 14, 2012 00:20

Foyer, Building 1, Industrial Subsector B

A now happy Speed-Y, and L4-O, both go to investigate the sound.

They follow it down the corridor, past a couple of doors, into a familiar room.

Reception, Building 1, Industrial Subsector B

Yes, it's the same room they were told to report to when they arrived at the Industrial Subsectors, though it's now devoid of clones. Whoever was here when things started to be Fun obviously left in a hurry. Some of them didn't make it, though, as they're still here... or what's left of them. Something has torn chunks out of these bodies, and from the sound of things, it's still around.

There is a scrabbling sound from the vents...

written by Speeder on Jul 14, 2012 01:35

"NOT AGAIN!"

I try to pierce one sound source, throwing the spear if necessary, and if I cannot retrieve the spear now, I pull the slugthrower.

written by Lightning4 on Jul 14, 2012 11:40

I ready my blaster, and shoot if any zombies come out at us.

If a zombie doesn't come out at us yet, I try shooting up the vent.

written by Gligar on Jul 14, 2012 15:47

Reception, Building 1, Industrial Subsector B

The sound is enough to anger Speed-Y. His spear already in hand, he lunges forward and stabs one of the vents... hitting nothing. He switches to his "revolver" and shoots off a few slugs into it instead. The slugs don't hit anything either.

But L4-O is also ready to shoot. He aims at a different vent, and is more successful at hitting something. With a loud clatter, something falls out of the vent onto him.

written by Speeder on Jul 14, 2012 16:29

I look around to see if there are more of them in the vents, and try to kill that...

I let L4 handle the one with him unless he gets into trouble, then I attempt to just grab it and remove from him so L4 can move easier.

written by Kristos on Jul 14, 2012 20:01

When appropriate, I show my ticket, and also Cyrus-R's since I probably still have it.

written by Gligar on Jul 14, 2012 20:19

Reception, Building 1, Industrial Subsector B

Speed-Y goes looking for more things to kill in the vents... aha! There's one! But his shots end up missing.

L4-O, on the other hand, doesn't seem to need help. The thing that fell on him - yes, it's a zombie - doesn't seem to be moving.

Kris-R's transbot

The inspector clones continue checking tickets. One clone, a couple of places in front of Team Sigma, seems to have neglected to buy one. The two pull out truncheons, and apply them to the poor clone's head, whereupon one drags him away. The remaining clone returns to the task of looking at tickets.

He soon reaches Kris-R, who shows his team's tickets. The clone looks at them. "Well, at least some clones understand the importance of tickets," he says.

written by Speeder on Jul 14, 2012 21:18

I get upset... if I have more ammo I try again... If not I reload.

written by Gligar on Jul 14, 2012 23:04

Reception, Building 1, Industrial Subsector B

Speed-Y keeps firing... and is *still* unable to hit the advancing... zombie?

Just what's going on here?

written by Lightning4 on Jul 15, 2012 00:30

"Waugh!"

I try to throw off the zombie, shooting it a couple more times before realizing it's actually already dead.

I try to get my bearings after the little scare, and if I manage to notice Speed-Y is in trouble, I lend my blaster in aid, trying to shoot his zombie.

written by Jam on Jul 15, 2012 00:43

I check how many shots are left on my laser pistol, and if there are any left, I fire at the zombie that's walking towards Speed-Y...

written by Gligar on Jul 15, 2012 15:37

Reception, Building 1, Industrial Subsector B

L4-O manages to get the zombie off him, and shoots at it a couple of times before realizing that it isn't necessary.. though it never hurts to make sure.

He looks around, and sees Speed-Y struggling to hit another zombie, and decides to join in. He lands a couple of good hits, causing it to stumble back and hit the wall.

Whereupon it gets shot by a YELLOW laser, causing it to collapse to the floor.

The laser belongs to Jam-Y, who realised that he had one shot left, and put it to good use.

written by Kristos on Jul 15, 2012 19:13

"Oh yes! I have heard it said, and rightly so, that the entire complex is held together by its authentication systems. The ticket is particularly critical because of its role in regulating transportation."

written by Speeder on Jul 15, 2012 19:40

I reload the slugthrower

"What happened to my aim???"

I then go check the zombie thing and see if it is a normal zombie.

written by Gligar on Jul 15, 2012 20:08

Kris-R's transbot

Kris-R replies that the whole complex is held together by authentication and regulation - in this case, the ticket regulates the transportation. "Yeah," the clone agrees. "It's important that we find commies as soon as possible! They're always the ones to do something like not buy a ticket..."

[1119]

A sign nearby lights up, indicating that the transbot is approaching JHY Sector.

Reception, Level 1, Building 1, Industrial Subsector B

Speed-Y reloads, and wonders what happened to his aim...

Then he approaches the zombie... and notices that it is not exactly typical. For one, it's wearing... INDIGO. Second, there's some sort of device on its belt, marked with an R&D Experimental Device sticker.

written by Lightning4 on Jul 16, 2012 00:08

I notice Speed-Y checking his zombie, and also check the one that fell on me.

written by Gligar on Jul 16, 2012 00:11

Reception, Level 1, Building 1, Industrial Subsector B

Now that he has the time, L4-O checks over his zombie, to find a similar device, also marked as an R&D device. This zombie is only wearing ORANGE, though... and now L4-O looks, he can see an R&D badge on the jumpsuit, as well.

written by Speeder on Jul 16, 2012 00:13

I see if I can find any ME card on the zombies.

"This look like R&D members... maybe workers of the plant that made the BLUE gas?"

written by Cryoburner on Jul 16, 2012 02:58

"Oh, sorry I zoned out there for a moment. I was a bit tired after rushing all the way to the station. As for my MBD, I believe I was supposed to be taking over for a loyalty officer."

"Say... Did you say there was a mysterious package on the last transbot you rode? What kind of package was it? Do you know that was inside?"

I glance around for any mysterious packages.

written by Lightning4 on Jul 16, 2012 11:15

"Good question. Wonder what these do, and if they're related."

I try to ascertain whatever the device does. If I can anyway, without causing something horrible to happen.

"If only we had an R&D clone with us, maybe they'd know."

written by Gligar on Jul 16, 2012 15:30

Reception, Level 1, Building 1, Industrial Subsector B

Speed-Y decides to look for ME Cards on the two zombies. If these clones are R&D, maybe they have something to do with the gas? (It's a long shot, but worth investigating, right?) Well, he's not sure about their involvement, but he certainly finds their cards. It turns out that these clones are - or were - Leonard-I-PPE and James-O-ULU. And according to his ME Card, James-O is a registered mutant.

L4-O is also not sure if they're involved, but does want to know what these devices do. To that end, he has a closer

look at one of them. He finds that the device is quite heavy, apparently made of non-metallic materials, and has three controls.

He also realises that it seems to be attracted to his cone rifle shells.

Kris-R's transbot

Cyrus-R wakes up from what he claims to be a nap and answers Kris-R. According to him, he's replacing a loyalty officer.

He then inquires about the suspicious package. Did Kris-R know it was there? What sort of package was it? What was in it? Is there one on this transbot? (Apparently not, from what he can - or can't - see.)

Just then, the transbot decelerates and comes to a stop, opening its doors.

written by Kristos on Jul 16, 2012 15:50

"Okay, great. I suppose you should then take control of the loyalty transcripts recorder." I hand Cyrus-R the slightly charred box. "As for the suspicious box, I actually cannot remember what it looked like. Just, there was a box and presumably an explosion, then I dropped out of a cloning tank."

I exit the transbot and study the surroundings, particularly interested in anything pointing to or belonging to R&D.

written by Jam on Jul 16, 2012 16:51

"Ah! I shot an INDIGO! Good thing he was already dead... But, what's this?"

I look at the strange R&D device on the INDIGO zombie, and, if it seems to be a low enough clearance, try to take it off of his belt and inspect it closer.

"Why were two R&D clones climbing through the vents with these devices on their belts? Very strange..."

written by Gligar on Jul 16, 2012 19:44

Reception, Level 1, Building 1, Industrial Subsector B

Jam-Y freaks out when he learns that he just shot an INDIGO. Though, since it was already dead, he doesn't freak out long, and directs his attention to the device. It appears to be Clearance ORANGE (though that doesn't mean much with R&D), and has the same controls as the other device.

But why would two R&D clones be crawling around in the vents like that...?

Kris-R's transbot

Kris-R hands over the loyalty transcripts recorder, charred box and all, and then tells him that he is unsure about the suspicious package in the other transbot. All he knows is that there was a package, and then an explosion, which probably killed him.

That done, he exits the transbot, presumably looking for R&D.

Platform 2, Transtube station, JHY Sector

Exiting, and looking around the RED platform, he notices that there is a distinct lack of R&D presence on the platform. There is an overbridge, however, with stairs leading to it. It spans the entire station, with exits at both ends.

written by Speeder on Jul 16, 2012 23:24

I look at L4.

“Do you still have that ME card scanner?”

I take out my PDC.

“Let’s scan those ME cards... Also you needed to scan something with my PDC was not it?”

I start to search for YELLOW applications that can use the ME card reader and can communicate with the Alpha Complex Administration Computer System, known as “Friend Computer” too.

written by Gligar on Jul 17, 2012 00:12

Reception, Level 1, Building 1, Industrial Subsector B

Speed-Y asks L4-O for the ME Card scanner, so he can check these cards... and didn’t L4-O ask to have something else scanned?

Of course, he’ll need to interface it with his PDC to get it to do anything... but there are apps for that, such as the “Financial Analysis” app currently loaded onto Joris-R’s old PDC. It’s also available for Speed-Y’s Series 1500, where it’ll use his clearance to get more information than Joris-R could. There are also apps that can tie in with other databases to get information such as mutant registration or security records...

written by Lightning4 on Jul 17, 2012 00:39

“I do.”

I take out the scanner assembly and run the cards through it.

“Also, we still can use your PDC, to check that YELLOW’s data, and assumably get more information since you’re higher clearance for everything.”

If Speed-Y requests the reader, I give it to him.

written by Cryoburner on Jul 17, 2012 01:08

I step out of the transbot and onto the platform.

“Oh good, an indestructible loyalty transcripts recorder. That might be useful for recording indestructible loyalty transcripts and the like. Might there be a key for it?”

I try opening the box.

“I should probably also have an MBD badge, if one’s available, in case another member of the team forgets who the loyalty officer is.”

I look up at the overbridge, estimating its height, in case that knowledge becomes useful at some point in the future. I also note whether there are any other exits from the platform, aside from those accessible via the overbridge.

written by Speeder on Jul 17, 2012 01:53

I install first the security records, then the mutant registration, then I try for a sort of worklog or assignment log database, and the financial for the last...

In case I run out of space on the PDC before installing everything, I just ignore those I failed to install.

Then I hookup the scanner and see if everything is working fine, I scan my own ME card if needed to test it.

written by Kristos on Jul 17, 2012 12:57⁷⁶⁹

I check if I happen to have the key, as well as any Loyalty Officer badges. Any of those I find are handed to Cyrus-R.

“What was your duty before being assigned to this team? I was HPD&MC.”

Then I walk to the overbridge.

written by Gligar on Jul 17, 2012 15:34

Reception, Level 1, Building 1, Industrial Subsector B

L4-O agrees that he has the card scanner and gets it out. He runs the two ME Cards through it, and determines that the IDs are genuine, and the IDs match what they say they match. He then hands it over to Speed-Y, saying that he can check that YELLOW data.

Speed-Y takes it and starts installing apps. The security app refuses to install because he’s not Internal Security, though. The mutant database and financial analysis apps install at the cost of 100cr each. As for the assignment logs... there is a public version available with limited data, for fifty credits.

That done, he connects the scanner. It installs without any problems... but to make sure, he scans his own ME Card and runs the various apps. He discovers that he is not a registered mutant, and that he has 1,252.8cr in reserve. He can also see a graph showing how much he has spent recently, and where. Finally, the assignment log shows that he was assigned to JHT Sector’s Main Cloning Station a couple of weekcycles ago, just after a gap in the records. It also shows that his dormitory is in Emergency Bunker C-3.

Platform 2, Transtube station, JHY Sector

Cyrus-R takes the transcripts recorder, and inquires about a key... which it apparently needs because he can’t open it, and there is a keyhole. While he waits, he looks at the overbridge, and determines that it is 6m high. He can tell that because someone has placed a sign above the platforms. His expression while doing so is extremely familiar... or maybe it’s just the lack of other exits causing that.

Kris-R agrees that there is a key, and hands it over, as well as the Loyalty Officer MBD badge when asked. He then inquires about Cyrus-R’s service group, and walks to the overbridge.

⁷⁶⁹ KRISTOS: (OOC: You could probably exit the platform by jumping off and crashing on whatever lies below.)

Overbridge, Transtube station, JHY Sector

He climbs up the stairs, and his eyes seem to close.

written by Speeder on Jul 17, 2012 15:46

I smile happily.

"Awesome!"

Then I think bit.

"Hey, a couple of YELLOW intsec clones are dead in the security station... Jam can you go there and see if any of them have a PDC with the security app already installed?"

I then scan the ME cards from the zombies.

written by Lightning4 on Jul 17, 2012 15:52

"Ooh. Neat."

I take a look around the room for anything else of interest, or any potential hazards. Then I go to watching Speed-Y's PDC for results. If I can see it anyway.

written by Gligar on Jul 17, 2012 19:25

Reception, Building 1, Industrial Subsector B

Pleased that the apps seem to be working, Speed-Y realises that he really wants to access the security app. The thing is, he'd need to use a PDC registered to Internal Security... hey, what about those clones in the security office? One of their PDCs might already have the app installed...

He asks Jam-Y if he'll go and get them. In the meantime, he has ME Cards to scan. First, Leonard-I. He is not a registered mutant, and has over eight thousand credits to his name. He would normally have more but he's been spending a lot recently. He works at JHP Sector R&D's Bioweapons Annexe, and lives... hmmm, this says he has an entire corridor to himself, over in JHP Sector! (I bet there are a lot of clones who would really like to occupy the space he uses. But then again, he's INDIGO. INDIGOs get that much space because they're INDIGO.)

Next, James-O. He is a Class A registered Rage mutant, with registration number JHY-489-220-661. He actually has a negative credit rating, which might explain why he is assigned to both the Bioweapons Annexe and JHP Sector's HPD&MC Mandatory Voluntary Survey programme. As for where he lives... oddly enough, it's redacted.

He realises that L4-O has been watching him scan the cards. Seemingly, the ORANGE has been looking around, and has noticed that the terminals are offline. There is a functioning drinks vendobot, though.

written by Kristos on Jul 17, 2012 22:38

"Definitely to the left..." I mutter.

"Hey Cryo-R, I mean, Cyrus-R. It's this way." I begin running. Then suddenly halt. "What all did they brief you on about the mission? We can talk on the way." I begin a fast pace. Then halt again. "Mandatory Hygiene inspection! Do you happen to know how to do one of these?" I begin looking around our jumpsuits as well as the bridge for signs of uncleanness.

written by Gligar on Jul 17, 2012 23:17

Overbridge, Transtube station, JHY Sector

Kris-R calls back to Cyrus-R (though he mistakenly calls him Cryo-R) to tell him that he wants to go this way, and begins heading off... before stopping and asking about Cyrus-R's briefing. He sets off again, only to stop *again* and ask whether Cyrus-R knows how to perform a Mandatory Hygiene Inspection...

It looks like both of them would pass, though, assuming that the inspector was having a good day.

written by Jam on Jul 18, 2012 03:20

"Okay!"

I try to find my way to the security office and get the PDCs of the Intsec clones, then bring them back to Speed-Y.

written by Lightning4 on Jul 18, 2012 12:55

I walk over to the drinks vendobot, and order a B3.

If I receive one, I scrutinize it for any damage or potential infection from that BLUE gas. If it looks safe, I promptly consume it.

written by Gligar on Jul 18, 2012 15:14

Reception, Building 1, Industrial Subsector B

Jam-Y decides to comply, and leaves to try and find a security office.

But which building was it?

Meanwhile, L4-O is investigating the vendobot. He tries it out by ordering a B3. Sure enough, a B3 can drops into the slot.

The can seems to be slightly corroded. But it doesn't look like anything's got inside. should be safe, right?

Corridor 1, Building 1, Industrial Subsector B

Jam-Y checks the two other doors, and finds them locked...

written by Kristos on Jul 17, 2012 13:03

Malkom said he was wanting to play a game that this was not, so he was bending the rules, pushing the limits, and really should have just stopped playing.

written by Lightning4 on Jul 18, 2012 15:52

I hold the can and inspect it a little more.

"Hmm.. what do you think, Sirs?"

I decide maybe I can hold my thirst off for now, at least.

written by Gligar on Jul 18, 2012 21:10

Reception, Building 1, Industrial Subsector B

L4-O looks at the can and decides... maybe he's not all that thirsty... He asks Speed-Y what he thinks about the can, and would ask Jam-Y, but he's not here.

You know, worrying about a corroded can is a sign of unhappiness. I'm sure you know the rest...

written by Lightning4 on Jul 19, 2012 12:14

I put the B3 away and try ordering another can.

I check that can, if it looks reasonably better, I open it and promptly consume its contents.

As gruesome as it is, I check the clone remnants around here for anything that might be useful too. Probably nothing, but doesn't hurt to look.

written by Gligar on Jul 19, 2012 19:00

Reception, Building 1, Industrial Subsector B

Since Speed-Y hasn't answered him, and everyone else seems to have zoned out (including the Happiness Officer, who would be extremely interested about someone turning down B3 just because the can was corroded), L4-O just orders another can. It too is corroded. But it doesn't seem to be as bad, so he drinks that one. It tastes normal.

He then decides on something a little unpleasant: he checks the clone remains here in the reception. There are a couple of damaged ME Cards, half a packet of pills, a relatively intact ORANGE laser pistol barrel, but not much else.

written by Kristos on Jul 19, 2012 20:59

To Cyrus-R's silence, I reply "Yeah, that's what I thought too. Good enough! Hygiene inspection pass!"

I drag Cryo-R over the bridge and to the left. All the way until I reach a large obstacle such as a wall or an area above my clearance or a misplaced Warbot Jr. SE.

written by Gligar on Jul 19, 2012 23:31

Overbridge, Transtube station, JHY Sector

Since Cyrus-R (yep, Cyrus, not Cryo - Cryo's gone) didn't respond, Kris-R decides that htye both passed, and starts dragging the idle clone along with him.

All the way to the end of the bridge, where he finds the station's concourse.

There's a small problem: it's YELLOW...

written by Cryoburner on Jul 20, 2012 02:11

"Oh, thanks."

I pocket the key for now and carefully attach my MBD badge to my jumpsuit, taking a moment to make sure not to poke myself before responding to Kris-R's questions.

"Ah, yes. I'm with PLC. I work at a premium discount bot store back in JHP sector, selling premium discount bots and premium discount bot accessories. What is it you do for HPD&MC?"

I take a moment to examine the cleanliness of my jumpsuit.

"As for the briefing, it was rather brief, as I had to catch up with the rest of the team before you left the sector. As such, they only went over the basics."

written by Lightning4 on Jul 20, 2012 02:25

I put the pistol barrel away and wipe myself off, if I got any grunge, or dirt, or... anything else that's not too pleasant to have.

"I think I'll take a look around outside."

I leave the room, inspecting things along the way. Once I get outside, I give the area a good look around.

written by Jam on Jul 20, 2012 04:08

I zone out for a bit...

Then I snap back to reality, and realize I have no idea where the security office was...

Oh well! I guess I'll keep searching!

"Hmm... Security Office... Security Office..."

written by Speeder on Jul 20, 2012 11:17

After I finish absorbing all the marvelous information from the ME cards...

I look at L4.

"Alright, those two zombies DID worked in the bioweapons program.

Now the question is: They are traitors on their own, or someone forced them to do that like the Commies were forcing a guy to make Massacrebot for them?"

written by Gligar on Jul 20, 2012 15:34

Overbridge, Transtube station, JHY Sector

Cyrus-R takes the key and wears the MBD badge. After this, he finally answers Kris-R's query regarding his service group, by mentioning that he works for a discount bot store in JHP Sector. A premium discount bot store, at that...

He then returns the question, and tells Kris-R that his briefing only covered the basics, before checking his jumpsuit. It's as clean as it was this morningcycle, when it came out of the cleaningbot.

Reception, Building 1, Industrial Subsector B

L4-O pockets the laser barrel before cleaning off some of the miscellaneous zombie and clone chunks he's managed to accumulate over the course of searching the remains. But some of them seem to not want to go away...

[1123]

Anyway, he then heads out to have a look around. As he does, he notices a message flash on one of the terminals.

Speed-Y calls out after him, saying that it looks like those two zombies worked in the bioweapons program... question is, are they traitors, or being forced to work on bioweapons by traitors? You know, like Derek-G...

Corridor 1, Building 1, Industrial Subsector B

L4-O arrives in the corridor to find two doors, both locked. Though... looking at one of them, it seems to have been locked recently.

He also finds Jam-Y, who seems to be looking for the security office. Needless to say, it is not in this corridor. He heads out into the foyer and across into another corridor.

Corridor 2, Building 1, Industrial Subsector B

The corridor is a higher clearance than the other - YELLOW instead of RED. That means that there is a greater chance of one of the three doors being a security office, right? In fact, there's one open at the end.

A message pops up on Team Epsilon's PDCs. And from the ringtone, it's from The Computer.

written by Jam on Jul 20, 2012 16:33

I take a break from searching to read the message on my PDC.

written by Kristos on Jul 20, 2012 16:34

"YELLOW... YELLOW. YELLOW..." I begin to pace. "See, I told you, this is the shortest route... *if you are clearance YELLOW or higher*. No matter. That just means we must go... *the other way!*"

I run to the other side of the bridge with a huge smile on my face and my tongue falling out of my mouth. Such a great daycycle to be alive! I love easy decisions.

written by Gligar on Jul 20, 2012 19:21

Corridor 2, Building 1, Industrial Subsector B

Jam-Y stops searching to read the message. It reads:

The Computer said:

From: The Computer

To: Team Epsilon

Subj: Mission debriefing

Greetings, Troubleshooters! By now, you should be nearing the completion of your mission. Please report to Debriefing at Debriefing Room H-12, J

written by Gligar on Jul 18, 2012 22:24

Since Kristos has asked, I have made a PDF of the IC and OOC threads available. You can find it at http://streyalis.org/~gligar/ppg/Post_archive/

written by Lightning4 on Jul 19, 2012 14:27

Pretty impressive, thanks for sharing that.

Hard to believe we've been at it for almost two and a half years now!

written by Speeder on Jul 20, 2012 11:18

Whoa! Very long! And slow game!

But I love it =D

I wish we could one day really gather around a table 😊 This way Gligar can throw dices...

At player heads when they are spacing because they found a new girlfriend...

Level, Alpha Subsector at exactly 17:35, where you will be given the opportunity to discuss your mission, and explain your actions. Being late is treason! Being early is treason! Treason is treason!

This mission debriefing notification is sponsored by JHT Bots Division R&D: Tomorrows bots, yesterdaycycle!

Overbridge, Transtube station, JHY Sector

Kris-R paces. He proclaims that he was correct about this being the quickest way to get to their destination... but only if you can access YELLOW areas. Since they can't, their best option is... the other way!

He begins to run down the bridge in the other direction. As eh approaches, he finds another concourse, this time a RED one.

written by Gligar on Jul 21, 2012 01:16

Foyer, Building 1, Industrial Subsector B

Mango decides to risk it, and edges towards a door.

written by Lightning4 on Jul 21, 2012 02:06

I glance at my PDC and do the eyebrow thing again.

I go back out to the room with Speed-Y and Jam-Y.

"Weird. Doesn't *feel* like we should be done yet..."

I also take the chance to go look at that terminal that I thought I saw something pop up on.

written by Cryoburner on Jul 21, 2012 02:33

"I get the impression that you might not really know where you are going."

I wander across the overbridge in the direction of the RED concourse, examining the concourse as I approach.

written by Jam on Jul 21, 2012 02:47

I start to sweat a bit, and check the time on my PDC... Then I turn and run back to L4-O and Speed-Y.

"Guys! Did you get that message from FC? Since when did we finish the mission? And how are we supposed to get to Debriefing?"

written by 4616599 on Jul 21, 2012 04:09

I descend to try to get a better view of the foyer.

written by Gligar on Jul 21, 2012 14:58

Corridor 1, Building 1, Industrial Subsector B

L4-O also reads the message, and raises his eyebrow... just as Jam-Y returns from Corridor 2 while looking at his PDC and frowning at the time: it's 16:05.

The two of the return to reception.

Reception, Building 1, Industrial Subsector B

When they arrive, Jam-Y explains that he received a message from The Computer... did anyone else get it? And since when are they supposed to be finished with the mission. And just how are they supposed to get to Debriefing?

Meanwhile, L4-O goes over to look at the message on the terminal... and notices that it is the same message.

Overbridge, Transtube station, JHY Sector

Cyrus-R chooses to believe that perhaps Kris-R doesn't know which way to go, as he follows him towards the RED concourse. As he approaches, he notices that it is, indeed, a concourse, and it is, indeed, RED, with at least one exit.

Outside Building 1, Industrial Subsector B

Joris-R descends towards the foyer, and drops low enough that he can see Mango attempting to push the door open and leave.

written by Lightning4 on Jul 21, 2012 16:01

"Well. That's odd, this terminal here also displays the message."

"This is weird. Either we have to believe that maybe someone is trying to get us to leave the area, by..."

I gaps.

"Impersonating Friend Computer!"

I think.

"Or, maybe we're just supposed to leave. I guess if Friend Computer says we need to get to Debriefing, then we're just allowed to leave the Quarantine zone..."

written by Gligar on Jul 21, 2012 18:38

Reception, Building 1, Industrial Subsector B

L4-O looks at the message on the terminal in confusion. So someone is trying to get them to leave the area... perhaps it's... an *impersonator* of The Computer!

written by Kristos on Jul 20, 2012 16:28

"Uh oh... Speeder is unconscious. At least he got a good dice roll."

Of course, it could also be genuine... in that case, does that mean they can just leave the quarantine zone? That sounds... suicidal...

Then again, perhaps that's how they have to leave...

written by Cryoburner on Jul 21, 2012 22:46

"Hmm... such a nondescript RED concourse..."

I enter the decidedly featureless concourse, and proceed to an exit, of which there is apparently at least one of. I look through the exit to see what lies beyond, so long as doing so doesn't involve opening any doors above my clearance or anything.

written by Gligar on Jul 21, 2012 23:28

RED concourse, Transtube station, JHY Sector

Cyrus-R enters, and finds that the concourse is less nondescript than he had originally believed. One feature of note is a Computer Terminal, affixed to which is a sign indicating that maps are available from said terminal. Another feature is a second door (not visible from the overbridge) leading to a hygiene station. But Cyrus-R is more interested in the first exit, which, he discovers, leads out of the station and onto a roadway.

written by Kristos on Jul 22, 2012 03:45

I go through the at least one exit and look around.

written by Lightning4 on Jul 22, 2012 13:57

"Oh... of course! Maybe Friend Computer is still in control of the warbot... we could just go and ask what we need to do!"

I start walking out of the building and towards the checkpoint again. I slow down if anyone else from the area joins in.

written by Gligar on Jul 22, 2012 15:12

RED concourse, Transtube station, JHY Sector

Entering behind Cyrus-R, Kris-R notices the doors, and picks the first to check out. He proceeds to exit onto the roadway.

Roadway 2, JHY Sector

He finds himself on the side of an eight-lane two-way roadway, busy with traffic. But it's an interesting layout: each lane appears to cater for different security clearances... presumably, this indicates the security clearance of vehicle occupants, rather than of the vehicles themselves. The outside lane in each direction, marked as INFRARED Clearance, is almost at a standstill owing to the large volume of traffic. Inner lanes, with correspondingly higher clearances,

have less traffic, with the innermost lane (marked as VIOLET) having no traffic at all.

Along each side of the roadway are buildings of various kinds, marked as being used by different service groups... that one's PLC... that's HPD&MC... there's a dormitory... and way over there is an R&D lab.

Reception, Building 1, Industrial Subsector B

L4-O suggests that, assuming the warbot is still under Computer control, they could ask it for advice. With that in mind, he starts leaving the building.

From the doorway, John-R suggests, "Or... I *do* have the Com 1..."

But L4-O has already left.

Foyer, Building 1, Industrial Subsector B

As L4-O reaches the foyer, he can see Mango exiting the building through the main doors. Since he's heading in that direction anyway, he follows.

written by Lightning4 on Jul 22, 2012 16:10

I watch Mango intently, but continue to go in the direction I was intending towards the the checkpoint.

written by 4616599 on Jul 22, 2012 16:17

I follow.

"What is the matter with that clone?" I wonder aloud. "I think he kinda lost his head previously."

written by Jam on Jul 22, 2012 17:16

I peer at Mango-R very closely...

"I wonder if Headgrabber is still in there..."

written by Gligar on Jul 22, 2012 19:09

Outside Building 1, Industrial Subsector B

It seems that Jam-Y, and possibly more of the team - perhaps even all of it - decided to tag along.

L4-O watches as Mango heads back to Building 2 while Jam-Y wonders if Headgrabber is still in his head... *No, he's not in there*, he realises. *Perhaps he's just been affected too much by extended contact.*

Wait... where did that come from?

Nearby, Joris-R is wondering the same thing.

written by Gligar on Jul 22, 2012 23:09

Checkpoint, Industrial Subsectors

As they approach, Team Epsilon notices the Mutant Mashers doing something to the warbot. Around it are several smaller bots which seem to be in the process of being dismantled.

written by Lightning4 on Jul 23, 2012 03:39

"Hmm. That's unusual..."

I approach and hail the guards again, and see what they're up to, if they don't explain it themselves.

If Friend Computer does still seem to be in charge of the warbot, I talk to it.

"Hello, Friend Computer! Did you, by chance, send us a message to get to debriefing? Does this mean we are allowed to leave the quarantine?"

written by Gligar on Jul 23, 2012 15:25

Checkpoint, Industrial Subsectors

L4-O notes the oddity of the situation, but approaches anyway. As he does, he notices that parts from the smaller bots are being transferred into the warbot. As L4-O watches, a large smoking component is thrown out of the warbot, and crashes to the ground close to him, still smoking.

Finally, one of the Mutant Mashers notices L4-O, and greets him. "Didn't see you there, sarge!" He goes on to explain that The Computer told them to cannibalise other bots to restore minimal functionality to the warbot, enough for it to move under its own power. It's difficult, though, as the replacement parts are... kind of small and underpowered. And to add to that, they have to find a suitable bot brain, too... The Computer kind of burned out what was left of the old one... er, he means, the old one must have been defective.

written by Kristos on Jul 23, 2012 15:32

"Hey look, it's the sector R&D! We are finally almost there! I hope FC does not mind our tardiness."

If it is possible to walk to the R&D lab I begin walking that way.

written by Speeder on Jul 23, 2012 15:44

I get bothered with something... The I try to look around and see where I am.

Then I read the PDC message, and after that I try to remember the usual procedure to follow when a message maybe is from a Friend Computer impersonation.

written by Lightning4 on Jul 23, 2012 17:16

"Hm... I take it Friend Computer has left, then... well, good luck finding the parts. That warbot is a critical asset out here. Also..."

I look around to make sure Nukabot isn't being used for parts. If it's even around.

"Mind Nukabot, the forkbot, it's part of our team. We'll probably be needing it to get back... and possibly for other encounters."

After that, I turn towards Team Epsilon to talk.

"So we should contact Friend Computer, then... I guess PDCs are our only option now, it seems the warbot has been vacated."

written by Gligar on Jul 23, 2012 19:55

Roadway 2, JHY Sector

Pleased at having found the lab, Kris-R decides to head straight there. Though... that involves crossing the roadway.

Checkpoint, Industrial Subsectors

Speed-Y snaps back to reality and looks around. He realises that the warbot is looming large in his sight.

He also realises that his PDC has a message. He reads it, and is suddenly doubtful. Now, what was the protocol for dealing with possibly counterfeit messages? Oh yes... he should contact Friend Computer and verify if it is genuine.

L4-O surmises that Friend Computer is no longer in control of the warbot and wishes the Mutant Mashers luck in their repairs. He does remind them not to cannibalise Nukabot, which is sitting nearby, since they'll need it later. Probably.

To Team Epsilon, he adds that they'll have to contact The Computer themselves, and guesses that they'll have to use their PDCs. "Er," John-R reminds him (yet again), "I still have the Com 1, remember?"

written by Speeder on Jul 23, 2012 20:17

I turn to John.

"John, contact Friend Computer and ask him if the message is correct. Also inform him that we did not found out the culprits of the zombie outbreak yet, but we DID found Bioweapon researchers zombified."

written by Kristos on Jul 23, 2012 21:05

I look for a pedestrian overpass (or underpass). If none are apparent, I ask Cyrus-R, "Do you think we can make it across the road?"⁷⁷⁰

written by Gligar on Jul 23, 2012 23:25

Checkpoint, Industrial Subsectors

Speed-Y takes over and orders John-R to place the call. John-R does so: "Friend Computer, this is Team Epsilon requesting verification of a recent message concerning debriefing. My superiors have suggested that it might not be a genuine -"

The Computer cuts him off. **"The message concerning a mission debriefing is genuine, citizen. All members of Team Epsilon are fined 50 credits for doubting its authenticity. Please report for debriefing at the allotted time, and no other time."**

⁷⁷⁰ KRISTOS: (OOC: Hold on, let me go practice playing Frogger.

up.up,left.up,right.right,down.right,right.up,up,left.up,right.down,right.right,up,up,SPLAT!)

written by Speeder on Jul 23, 2012 15:46 😊

Erm...

I did not expected my post to be predicting the future (I was away because what was supposed to be a date turned into me spending some days with a girl, away from computers!)

written by Gligar on Jul 23, 2012 16:39

throws a d30 at Speeder 😊

John-R continues. "Roger. But we have not yet determined the cause of -"

He is cut off again. **"A full report can be given at debriefing, citizen. Do not give a report before or after that time Thank you for your co-operation."**

Roadway 2, JHY Sector

Now needing a way to cross the roadway, Kris-R looks for a way to do so safely. There is indeed an overpass, but it is Clearance BLUE, and guarded by some surly-looking IntSec goons.

The other (or only, depending on your clearance) option is, of course, to brave the traffic and cross the roadway itself. Faced with that option, Kris-r asks his companion if he thinks they can make it.

As he waits, several vehiclebots speed down the BLUE lane at about 100 kph.

written by Speeder on Jul 23, 2012 23:28

I look confused.

"What the HEL... I wonder what is going on with the Computer... But alright, we are not ULTRAVIOLET, it is not our place to debug it... We must trust that the ULTRAVIOLET citizens are doing their job and thus that Computer can be trusted."

I turn to the checkpoint people.

"So, can we leave?"

written by Lightning4 on Jul 24, 2012 02:57

I frown a little, but realize 50 credits isn't all that much.

I go over to and get on Nukabot.

"Sorry that we've been kind of neglecting you this mission, Nukabot. Just been a lot of in-building work to do. Looks like we're going home now...and we can clean off all this... stuff you've accumulated. And get these controls repaired."

I glance down at Nukabot's forks and wheels... then cease looking down that way since it's probably not pleasant from all the zombie killing and soot.

written by Cryoburner on Jul 24, 2012 07:18

Standing in the doorway, I respond to Kris-R's suggestion.

"Hmm... You might be able to make it across..."

I momentarily stare off across the roadway, picturing Kris-R darting toward the other side...

"At least a few lanes, before I have to shoot you for crossing through a VIOLET lane."

“Just think of what would happen if a VIOLET clone were to be driving somewhere important, such as to brunch, and happened to pass through here at the exact moment you chose to step into the roadway. They might end up with clone debris stuck in the air intakes of their vehiclebot, which could potentially slow them down and cause their awaiting meal to fall below optimal consumption temperatures. Clearly, that would be tragic in many ways.

written by Gligar on Jul 24, 2012 14:59

Checkpoint, Industrial Subsectors

Speed-Y looks confused but puts it out of his mind. It isn't his place to criticise The Computer. If there is a problem, it's already being dealt with.

He instead asks the Mutant Mashers if it's okay to leave. “With all due respect, sir, I can't let you do that,” he is told. “Cold Three-Zed protocols are still in effect.”

L4-O realises that their fine isn't so bad, and heads on over to Nukabot, apologising for ignoring it, and glancing over its forks and wheels. Those will have to be cleaned, and Nukabot repaired (again).

Nukabot doesn't respond.

Roadway 2, JHY Sector

Cyrus-R, it seems, hasn't left the station. Instead, he calls out that Kris-R could get part way across the roadway, but then he'd have to terminate him.

He continues by outlining a situation in which a VIOLET is inconvenienced because of it. But he does it in such a way that I am wondering whether this is *truly* Cyrus-R... or is it an illegal clone of Cryo-R? The similarities are too large to ignore.

Treason point to Cryoburner!

written by Lightning4 on Jul 24, 2012 15:16

“Nukabot? You still with us?”

I listen for a response.

I check it over for any further damage that might've been received during this mission.

written by Speeder on Jul 24, 2012 15:28

I look confused.

Then I look MORE confused.

“I wonder how we solve this...”

Then I turn to the soldiers.

“So... can the protocol have an exception?”

written by Jam on Jul 24, 2012 18:07

“I know! If we shut down the all the cloning bots in the subsector, then ‘accidentally’ get ourselves killed, we would reclone on the outside! Or, I think we would... You'd know more about that kind of thing, Speed-Y.”

written by Gligar on Jul 24, 2012 18:59

Checkpoint, Industrial Subsectors

Speed-Y's confusion returns in force as he tries to figure out how to get out of the subsectors...

He asks if the protocol can have exceptions, but, as it turns out, the answer is no.

Meanwhile, L4-O is checking over Nukabot. Apart from the ruined side panels (from the warbot) and the ruined manual controls (also from the warbot) Nukabot seems fine. It finally finds its voice: “Apologies, citizen. I had entered power-saving mode.”

Jam-Y has an idea: if they shut down all of the cloningbots in the subsectors, they could die and be re-cloned elsewhere! That'd work, right? Er... right? Speed-Y would know better, though...

written by Speeder on Jul 24, 2012 20:21

I turn to Jam.

“Maybe.

First, this is a expensive option to us...

Second, I do not know if the quarantine protocol is the sort of protocol that do not allow us leave as MemoMax clones too, it might happen to us just get stuck on the compnode here until someone turn on the cloning stations again.”

I turn to the clones in the checkpoint.

“What is the penalty for ignoring a Code-3-Zed and leaving anyway?”

written by Gligar on Jul 24, 2012 23:17

Checkpoint, Industrial Subsectors

Speed-Y isn't sure. For one, it's a rather expensive option; for two, he's not sure that Code Three-Zed protocols even *allow* for MemoMax requests to leave the quarantine zone.

He asks the Mutant Mashers what would happen if he tries to leave anyway. “Well,” he is told, “then we'd have to terminate you.”

written by Speeder on Jul 25, 2012 12:33

I remain thinking a bit.

“Can R&D fetch us using quarantine equipment?”

I turn to the rest of the team.

“Obviously this mean that we will end being used on their... tests... stuff... whatever scary stuff they do... But at least we probably can leave that way and complete the mission without doing any treason, remembering that killing one of your first six clones intentionally is treason, since those clones are property of Alpha Complex.”

written by Lightning4 on Jul 25, 2012 12:48

“Ah, good, you're still with us! And we should be apologizing, since we've been kind of ignoring you a bit during this mission. I mean, we've done a lot in the buildings. And

[1128]

you've been a great help... so once we get back we need to get that stuff fixed as soon as possible..."

"If we get back, anyway..."

written by Gligar on Jul 25, 2012 15:27

Checkpoint, Industrial Subsectors

Hmmm...

It seems that Speed-Y would prefer to avoid getting the team terminated where possible. To that end, he explores another option: R&D. He is certain that they have equipment for dealing with quarantines and decontamination... The main drawback (if you can call it that) is that it would leave the team open to experimentation at R&D's discretion. However, if it means that they get out of the quarantine zone and report to debriefing as ordered, then all the better. He reminds the team that it would be preferable to do it this way rather than just killing themselves off, since needless terminations are treason. Not to mention destruction of Computer Property.

(Speaking of R&D, do they know about the loss of Speed-Y's Prime yet? I'm sure they'd be interested to know that that experimental leg was lost. Who knows what could happen if whatever's left of it fell into the wrong hands?)

L4-O seems pleased that Nukabot is still online, and apologises to it for ignoring it. He promises to get Nukabot repaired once they get out of here. If they get out of here. "I appreciate it, citizen," Nukabot replies.

written by Speeder on Jul 25, 2012 15:49

I smile happily.

Then I look at Nukabot.

Then at the mutant mashers.

Then I comment.

"You know, I am pretty happy by staying at Speed-3, I do not want to be 4 so soon..."

ON NO!!! SPEED-2 HAD A EXPERIMENT! R&D will be very upset with me if I lose a second experiment! I mean, SPEED-1 lost Massacrebot already!"

I dart off to the building where I remember going suicidal like if there was no tomorrow.

written by Lightning4 on Jul 25, 2012 16:33

I get back to the group at the checkpoint.

"We do need to get out of here though... Friend Computer doesn't tolerate tardiness... we are to report to debriefing. I don't dare question Friend Computer, though it doesn't really feel like we've done very much good..."

I look around, and at the warbot.

"Quite the opposite, really."

I remember something.

"Would you let us leave if we submitted to one of those bioscan things? We passed a checkpoint some time back

that was checking for some kind of BLUE toxin, and I'm pretty sure it was the same stuff we've had. Apparently there's a way of purging it from the system... so if any of us have it, it can just be removed."

written by Gligar on Jul 25, 2012 19:23

Checkpoint, Industrial Subsectors

Speed-Y looks happy with his decision. He looks around, and announces that he is not ready to become Speed-Y-DOF-4 yet.

Wait a minute... the leg!

He suddenly realises that the leg is the second thing he's lost for R&D. But wait... he could still find it!

He darts off towards Building 2 as fast as he can.

Meanwhile, L4-O tells everyone that they need to get to Debriefing. Even though he doesn't think they've done much good here - quite the opposite.

A thought then occurs to him... wasn't there that BLUE biotoxin scanner thing a while back? Could they get out of the submitted to a scan? After all, it's apparently possible to remove it. (He doesn't notice Lucas-R shudder when he says that.)

The Mutant Mashers seem to consider this. Soon, a voice behind them says, "It's not just this biotoxin, though, is it? I thought there was some... nano-whatsit involved as well. We'd have to get detectors for them from R&D, and that could take hourcycles!"

Foyer, Building 2, Industrial Subsector B

Arriving just behind Mango, Speed-Y notes that the place looks deserted... a far cry from all the zombies earlier.

Now... where was he when he blew up...?

written by Speeder on Jul 25, 2012 20:54

I think a bit... And then I remember the staircase that I blew a huge hole on it, and try to reach it.

I comment to myself...

"If that leg survived the explosion I caused, R&D will be very happy, and me too, because they might just invented a explosion-proof limb. Considering how I lost limbs or died the last times, I might want to replace most of my body with that..."

written by Gligar on Jul 25, 2012 23:42

Foyer, Building 2, Industrial Subsector B

Remembering that he blew up in a stairwell, Speed-Y reasons that it shouldn't be too hard to find it. And given the level of damage down *that* corridor...

Stairwell, Level 1, Building 2, Industrial Subbsector B

...it stands to reason that it should be nearby. And here it is.

Amongst the ruins of the stairwell are the ruins, er, remains, of a number of zombies. And something metallic.

written by Speeder on Jul 26, 2012 00:01

I see if I can retrieve the something metallic without much damage.

written by Kristos on Jul 26, 2012 01:55

"How true! Thank you, Cyrus-R, for protecting me from treason! What an excellent Loyalty Officer you are! But... how are we to cross the road? Perhaps there is another overpass further away?"

I try to think outside the box and look for some other crossing such as an infrared sewer...

written by Lightning4 on Jul 26, 2012 15:52

"Hmm. Well, I think the toxin and the nanobots might really be the same thing... possibly. I think Speed-Y knows more about them... but ah, I see he's run off."

"I'm not actually sure I'm infected, anyway. By now, that stuff has dissipated, and people seem to tell me that I'm on clone number two, so..."

I think for a moment, then look back at the Armed Forces now-non-clones that were turned into zombies and promptly re-killed.

"Er... were they near or inside any of the buildings, by chance? I just realized, the fact they became zombies is not a good thing if they never actually entered the buildings!"

written by Gligar on Jul 26, 2012 18:32

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y attempts to retrieve the something metallic. It's an unpleasant task, what with the stench of spoiled Soylent... but he's able to push past it, and extract the something metallic from the debris. It turns out to be a prosthetic lower leg, and a familiar-looking one at that. It seems rather dented, and something inside is squealing faintly.

Roadway 2, JHY Sector

Kris-R thanks Cyrus-R for reminding him that he was about to commit treason. However, that leaves them at the same position: how do they cross the road? Is there another overpass somewhere else? There certainly seems to be one further down the roadway.

Or is there something... closer? Something to go under the roadway like, say, a waste transfer conduit? There's got to be one somewhere, right? Hmmm... nope, he can't see one.

Or maybe he just doesn't know what he's looking for. The access covers are different shapes in different sectors, after all, and he might not be aware that JHY Sector uses covers about the same size as the hexagonal metal plate Kris-R is standing on.

Checkpoint, Industrial Subsectors

L4-O argues that the BLUE toxin and the nanomachines might actually be the same thing. Speed-Y would probably know more, but he's run off. Naturally.

He continues by saying that he might not actually be infected. The stuff has dissipated, and... well, everyone is saying that he's on clone 2 now, so...

Wait a minute... what about those Armed Forces clones that zombified? Were they in or near any of the buildings recently?

Sven-O (who, as it turns out, was the clone behind them) answers, "Well, I'm not sure, since the CO died, but... I do recall some squads performing searches of the buildings earlier. They might be it.

"That does at least mean that there is a *connection* between these nano-things and the BLUE gas... but I'm still not sure they're the same thing. I'll see if I can dig up anything else..."

written by Speeder on Jul 26, 2012 19:12

I figure the battery inside it is damaged.

I attempt to see if I can open the battery compartment, note what battery it was, and throw it in another level, away from me.

written by Cryoburner on Jul 26, 2012 19:46

"Hmm... perhaps the map terminal in this otherwise nondescript concourse might be of use in some way..."

I proceed over to the terminal and have a closer look at it, taking a moment to note how it is fastened to the wall.

written by Gligar on Jul 26, 2012 23:04

Stairwell, Level 1, Building 2, Industrial Subsector B

Guessing that the battery is faulty, Speed-Y looks for a way to remove it... but can't find one. There is no obvious battery compartment.

Roadway 2, JHY Sector

Cyrus-R decides that the best course of action is to... go back into the station.

Transtube station RED concourse, JHY Sector

He decides to look at the terminal, mounted, as it is, by [YOU ARE FORBIDDEN FROM LOOKING TOO CLOSELY]. He can see that it gives him a search prompt, asking where he is trying to go.

written by Speeder on Jul 26, 2012 23:22

I try to disassemble the thing until I find the battery, using my screwpeardriver if necessary.

written by Lightning4 on Jul 27, 2012 00:31

"Fair enough... we need to know that the stuff hasn't spread to the rest of the sector already. I doubt it has, it seemed pretty contained to me."

written by Kristos on Jul 27, 2012 03:30

I follow Cyrus-R.

written by Cryoburner on Jul 27, 2012 06:49

"Hmm... Where *are* we going? I think they might not have gone into much detail about that during the briefing."

written by Gligar on Jul 27, 2012 15:16

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y continues in his attempt to extract the battery by trying to dismantle the thing. Small problem: he doesn't have the right kind of screwdriver. And... oops, did he just break a warranty seal? You know how important *those* are...

Checkpoint, Industrial Subsectors

L4-O relaxes a little. At least he knows that the air is now safe... but they do need to know if it's spread to other parts of the sector. He doubts it, though. It seems pretty contained now. "You're right" Sven-O agrees. "I think I'll send some squads to check the buildings again... the situation might have improved."

Transtube station RED concourse, JHY Sector

As Krtis-R re-enters the station behind him, Cyrus-R wonders aloud where it is they're supposed to be going. Apparently, his briefing didn't cover it.

Maybe it's contained within the information that was downloaded to his PDC during the briefing. Or maybe he didn't hear the briefing officer talking about the laser barrel production facility, or the R&D labs who have something for them.

written by Speeder on Jul 27, 2012 15:57

I frown. THAT frown.

"Damnit... Explosions hate me, that must be it..."

I start to run back to the team, squealing object in hand.

written by Gligar on Jul 27, 2012 19:06

Stairwell, Level 1, Building 2, Industrial Subsector B

Speed-Y frowns like a you-know-what. Explosions, it seems, aren't his friend. At least he found it, though.

And with that, he runs back the way he came. In the meantime, the faintly squealing leg continues to faintly squeal.

He's back out of the building before Mango has even decided what do do with himself.

written by Kristos on Jul 27, 2012 23:07

"There was a laser barrel factory sabotage and we are supposed to investigate that. Our first stop is this sector's R&D, which was visible on the other side of the roadway."

written by Cryoburner on Jul 28, 2012 00:13

"Ah, That sounds convenient. We should probably go there then."

I type into the search prompt:

JHY SECTOR R&D LAB

written by Gligar on Jul 28, 2012 00:33

Transtube station RED concourse, JHY Sector

Kris-R tells Cyrus-R of their destination, and that they'll be stopping at R&D first. Cyrus-R decides to run a search, and discovers that there are, in fact, four labs in the sector. The closest is the one across the roadway.

written by Kristos on Jul 28, 2012 02:18

"Can you search for a RED-clearance route to get to the nearest one?"

written by Lightning4 on Jul 28, 2012 11:53

I continue to wait around at the checkpoint, watching the clones for activity, and also watching the distance, such as it is due to the smog.

written by Gligar on Jul 28, 2012 15:25

Transtube station RED concourse, JHY Sector

Kris-R asks Cyrus-R to search for an appropriate route to get them to the lab. But as he finishes, the terminal suddenly goes blank and displays a message:

sorry clones i cant let u do that lolololo!

Checkpoint, Industrial Subsectors

As L4-O waits, he notices several squads leave the checkpoint and head towards each of the buildings, passing Speed-Y, who arrives at a dead run carrying some sort of robotic lower leg.

Lights on the roadway also indicate that a vehiclebot is approaching from the direction of the main domescraper.

written by Gligar on Jul 28, 2012 21:46

Checkpoint, Industrial Subsectors

As L4-O watches the vehiclebot, he realises that it's carrying some sort of scanning equipment much like the scanners

written by Gligar on Jul 26, 2012 23:43

In case you haven't noticed, I have altered the rules slightly to try and clarify a couple of things.

[1131]

used to detect the BLUE toxin back in... wow, it seems like monthcycles ago...

Transtube station RED concourse, JHY Sector

Cyrus-R's PDC suddenly rings. It seems he has a new message.

written by Lightning4 on Jul 29, 2012 00:37

"Scanning equipment? That was fast... but very useful."

I continue watching the vehiclebot, and see if it's coming to this checkpoint on purpose.

written by Cryoburner on Jul 29, 2012 00:46

"I've got mail!"

I check my messages. : 3

written by Gligar on Jul 29, 2012 15:15

Checkpoint, Industrial Subsectors

L4-O notes that it arrived pretty fast, as the vehiclebot slows down and comes to a stop, just outside the quarantine zone. The bot announces, "I have received orders to deliver scanning equipment."

Sven-O looks over. "Thanks, that was rather... prompt of you. Odd, it usually takes several hourcycles to get the scanners... oh well. Will you help us unload, Sergeant?"

Transtube station RED concourse, JHY Sector

Pleased at receiving a new message, Cyrus-R reads it.

written by Gligar on Jul 29, 2012 20:09

Checkpoint, Industrial Subsectors

While Sven-O waits for L4-O to answer, he indicates to the vehiclebot that it should proceed into the checkpoint, and asks, "You should have been given an authorisation code. What's the third code group?"

written by Cryoburner on Jul 29, 2012 21:31

"Hmm... I just received a notice that terminal services are currently experiencing service issues throughout JHY sector. Our recommended course of action is to either wait until services are restored, or seek alternate services that don't require use of the terminal network. Maybe I have a map or something from the briefing..."

I look through my inventory to see if I received a map at the briefing, or maybe a digital map on my PDC.

written by Lightning4 on Jul 30, 2012 00:30

"Indeed."

I help them unload the vehiclebot, and look for somewhere nearby to place all the stuff.

I work on as much of the pile as I can, anyway. Probably a lot of stuff to unload.

written by Kristos on Jul 30, 2012 06:52

"You look for your map, let's go see if there is a crosswalk we can use."

written by Speeder on Jul 30, 2012 12:13

I look at all the new stuff.

"Interesting. I wonder if that stuff arrived fast not because we asked, but because indeed Friend Computer planned ahead and sent it."

written by Gligar on Jul 30, 2012 14:01

Transtube station RED concourse, JHY Sector

Cyrus-R announces that his message notified him of terminal disruption. They should either wait for services to be restored or seek alternative sources of information. He wonders if he has a map or something.

While he rummages around for a map (eventually finding one on his PDC), Kris-R suggests that they leave the station again and look for some other way to get across the roadway, such as a crossing. Hmmm... wasn't there something a bit further down?

Checkpoint, Industrial Subsectors

L4-O agrees to help the soldiers unload, and looks for a suitable place to unload it all. How about the spot near the guard point? That's clear right now.

As they unload - and there's quite a lot - the vehiclebot answers Sven-O. "It is %lgo(op)@, citizen." It's quite interesting how well it can pronounce a percent sign, something which most clones have trouble with. (You know, without saying "percent".)

Sven-O pulls out his PDC and consults something. It looks like it might take some time, though.

Speed-Y, who has been watching, expresses his opinion that the scanning equipment had been sent, not because the team requested it, but because Our Mutual Friend had planned ahead. "I am not at liberty to discuss my orders," the vehiclebot tells him.

written by Speeder on Jul 30, 2012 14:36

I show the Leg to L4.

"Hey L4, this leg is squealing, I think it will explode. Can you see if your Army friends have one of these containers used in controlled explosions? So I can put the leg inside to take it safely back to R&D"

written by Lightning4 on Jul 30, 2012 14:49

"Erm..."

I look around at the group.

"Well, anyone have one? This doesn't sound good...I'm not sure what kind of power source something like that has..."

I look around again, but this time at objects. Maybe there's something similar around here?

written by Gligar on Jul 30, 2012 19:14

Checkpoint, Industrial Subsectors

While Sven-O and the rest continue to unload the vehiclebot, Speed-Y tells L4-O that he found the leg. Problem is, it's still squealing. He wonders if the Mutant Mashers have any of those boxes used in controlled demolition. L4-O asks them, and, receiving no reply, goes to look himself.

As luck would have it, the Mutant Mashers did bring a couple of them. There's one problem: they're GREEN Clearance.

written by Speeder on Jul 30, 2012 20:08

I frown.

I look around to see if any GREEN clones are available.

If I do not find one, I ask around if anyone have brevet to use it...

If I do not find that either, I take out my trusty PDC, and write a message explaining the situation, to Friend Computer, and to some old friend of mine, I also see if I can find and send a copy of the message to Derek-G...

written by Gligar on Jul 30, 2012 23:27

Checkpoint, Industrial Subsectors

Speed-Y frowns. Are there any GREEN clones around? He looks, but, alas, there are none. Apparently, there *were*... but, guess what? Either they were part of the building squads or they fell in the line of duty... either way, it's entirely possible that Team Epsilon has seen them at some point and not realised it.

So, Plan B. Any brevets? Not for the containers, it seems... there were, but... not any more... take a guess why.

So... where does that leave Speed-Y? Drafting a message on his PDC. He seems to be sending it to several locations... let's see... The Computer, Derek-G over in R&D... somewhere else...

As he does, one of the new building squads can be seen running back. "Corporal! We've got incoming!"

written by Lightning4 on Jul 31, 2012 00:20

I look at the squad, and then the building he came from.

"Weird, there isn't really much left..."

I continue to look until I possibly see something. I draw my weapon in preparation.

written by Gligar on Jul 31, 2012 13:33

Checkpoint, Industrial Subsectors

L4-O looks over. Odd that there are still zombies left...

But then he realises that the squad just came from Building 1 of Industrial Subsector A... and, looking through the smog, L4-O notices that they do indeed have company...

As the members of the squad prepare their weapons, L4-O does the same.

Here they come...

written by Lightning4 on Jul 31, 2012 13:44

I start firing at the zombies with my blaster. Or whatever else I have equipped, so long as it's not Turbo.

written by Jam on Jul 31, 2012 16:54

I notice everyclone readying their weapons, and I do the same with my laser pistol.

Actually, wait, how many shots do I have left on this barrel? Maybe I should just lob it at the zombies, or whatever it is that's incoming...

written by Speeder on Jul 31, 2012 17:20

First I finish the PDC business.

Then I happily sit on the ground, take out my YELLOW pistol, take a look at the barrel to see how many shots I have left, and if I have any left, I start shooting slowly, taking careful aim at zombie knees.

written by Gligar on Jul 31, 2012 18:45

Checkpoint, Industrial Subsectors

L4-O pulls out his blaster and fires four times. Each time, it's a hit! Nice shooting! He's able to almost decapitate one zombie (for they are indeed zombies), and shoot the legs out from under a second.

The four members of the Building 1 squad also shoot. They also have blasters, it seems. I bet they wish that R&D were finished with the XAC-59, but, you know, laser barrel problems... if it weren't for some pesky commies sabotaging that laser barrel factory, it'd be ready by now. Not that it matters too much in this case, since, as we've seen, blasters are effective. The four of them follow L4-O's example and take out another four.

Jam-Y notices everyone firing, and raises his laser pistol... wait, the barrel's spent! Oops... good thing he noticed.

Speed-Y doesn't seem to notice. He's still busy with his message.

Finally, though, he looks up (probably due to a laser shot from behind him) and notices what everyone's doing... he sits on the floor, grabs his laser, and fires. He ends up emptying the barrel shooting at zombie knees... and generating a lot of smoke in the process.

At least he hit a couple of times.

written by Gligar on Aug 01, 2012 00:07

Checkpoint, Industrial Subsectors

It looks like everyclone is preoccupied with the zombies. That's to be understood; after all, they're right in front of them and are attacking. To not be preoccupied with them would probably be a recipe for termination.

This means that noclone is looking up at the swarm of spybots. Not that they can really be seen from the Industrial Subsectors, of course, although staring at the spybots at any time is liable to attract attention from Internal Security. In this case, however, it seems that the spybots are already interested in what's happening below. A few of them are already breaking off from the swarm and descending for a better look at the fight.

written by Speeder on Aug 01, 2012 00:15

When I run out of ammo, I instead of pulling those risky explosion moves, I just change my barrel, and continue doing my careful shooting into knees. Zombie knees I mean... Or at least I hope to hit only those.

written by Cryoburner on Aug 01, 2012 00:31

"A map! Hmm..."

I consult the map on my PDC to see if I can determine the most efficient path to the nearest R&D lab. I also note whether the map includes an indicator marking our current location.

written by Lightning4 on Aug 01, 2012 01:24

I continue firing at the zombie horde. I momentarily glance up at the spybots, but try to keep my focus on the more important thing at the moment, the zombies.

written by Gligar on Aug 01, 2012 13:36

Checkpoint, Industrial Subsectors

As the spybots continue to descend, Speed-Y decides to change his barrel. Just that, no flashy explosive tricks or anything.

While he's doing that, L4-O continues with the shooting. A couple of nice shots are enough to completely decapitate one zombie. He glances up at the spybots, which causes one of them to... well, glare at him. He gets the impression that someone is watching him through it.

By now, Speed-Y is ready to shoot. He fires off three shots, but the zombies stubbornly refuse to let up. Especially the one right in front of him about to lunge at him.

Transtube station RED concourse, JHY Sector

Cyrus-R studies his map. Hmmm... the station is easy to pick out, as is the roadway. And there seem to be clearance-appropriate crossings about five minutecycles' walk from here. He looks for a "You Are Here" mark, but realises that he's not cleared for one in this sector.

written by Speeder on Aug 01, 2012 15:21

I drop the pistol on the ground (carefully, so that it falls flat, not barrel first or trigger first or anything important first).

Takes out my spear and try to sweep the zombie legs from under it.

written by Kristos on Aug 01, 2012 15:48

I point to the map. "Ooo, look, that route will work! As team leader, I order you to lead me along this route."

Pulling up my PDC I note the sighting of the R&D lab, the terminal reporting the presence of several labs in the sector, the strange terminal error message, the efficacy of Cyrus-R's PDC map, the strange apparent lack of convenient entrance points to INFRARED-clearance sewage drains running under the roadway, and the color and ordering of the roadway lanes along with an estimated traffic factor for each.

written by Lightning4 on Aug 01, 2012 16:22

I continue doing what I do best. At least, I think I do it best. Maybe there's other things I do better.

I continue doing what I do quite adequately, shoot zombies!

written by Gligar on Aug 01, 2012 16:44

Checkpoint, Industrial Subsectors

Making sure that it doesn't fall on anything important, and simply falls flat (or at least, he *tries* to do so), Speed-Y drops his laser pistol, and pulls out another weapon: his Spear 2.0. He continues to aim downwards in an attempt to sweep this zombie off its feet, but is unable to do so.

The zombie seems to take advantage of this and pounces, knocking Speed-Y to the ground. Other zombies seem to sense this and start heading over.

However, they have to also deal with the Mutant Mashers' Building 1 Squad, as well as L4-O, who concentrate their fire on the approaching zombies, and, collectively, manage to dispatch four of them.

Transtube station RED concourse, JHY Sector

Looking over Cyrus-R's shoulder, Kris-R points out a likely route and orders Cyrus-R to take him that way.

While he waits for Cyrus-R to respond, he pulls out his PDC and makes a couple of notes concerning what he has seen: the location of the R&D lab; the terminal's report that there are other labs in the sector; the terminal's error message; Cyrus-R's map; the fact that he couldn't find any waste transfer conduits near the roadway; and a brief report of the roadway itself (eight lanes total, four each direction (INFRARED, ORANGE, BLUE, VIOLET from the outside in) with a decreasing amount of traffic as you go inward; estimated traffic levels attached).

written by Speeder on Aug 01, 2012 17:04

I get upset.

"DO NOT MOVE ME AGAINST MY WILL!"

I again try to sweep zombies, from the ground, using both my legs and spear, extending it from me horizontally.

written by Gligar on Aug 01, 2012 19:35

Checkpoint, Industrial Subsectors

Once again, Speed-Y attempts to sweep zombies off their feet, albeit hampered by the fact that some of them are practically on top of him. Although to be fair it does give him more targets..

Well, the good news is that several of them have, indeed, been tripped up, the bad news is that they invariably fell on top of Speed-Y... oh, and did I mention that they're attacking?

written by Speeder on Aug 01, 2012 20:13

I get more upset and try to get up and throw the zombies away from me. If I fail I start to bash them with THAT leg.

written by Gligar on Aug 01, 2012 23:26

Checkpoint, Industrial Subsectors

All this getting attacked business is angering Speed-Y. So much so, in fact, that he abandons his spear and resorts to trying to *throw* them off (after a fashion). He cries out in sheer anger...

...and it works! He's actually able to stand up under the weight of the zombies and push them back, despite being injured! And once they're thrown back, the zombies become a target for the Mutant Mashers, who promptly shoot them.

But Speed-Y's still angry...

written by Speeder on Aug 01, 2012 23:31

I remember the massacrebot final run, and the staircase suicide, and many other incidents of anger.

"DO NOT MOVE MEEEEEEEE!!!!!" I take the nearest zombie and use it as club against the other zombies.

written by Lightning4 on Aug 02, 2012 01:24

If Speed-Y is still in danger, I try to assist him with my blaster. Otherwise, I shoot the nearest zombie to him... or the nearest zombie to me.

written by Jam on Aug 02, 2012 16:40

"Oh no! Speed-Y has gone into berserk rage mode!"

I watch to see if Speed-Y has suddenly gained the strength of a thousand clones, or something like that..

That'd be awesome!

written by Gligar on Aug 02, 2012 18:42

Checkpoint, Industrial Subsectors

Speed-Y is still angry! Even more so than during Massacrebot's final run, or during his second death...

Angry enough that he is able to... attack some zombies with a zombie! His attack sends some of the flying and breaks quite a few bones.

But then... his anger fades, and he realises... some of them were his...

He realises that Jam-Y has been watching him with interest.

L4-O continues shooting. That zombie right there, right near Azir-R, gets a couple of blaster shots to the head for its troubles. L4-O tries to continue, but nothing happens.

written by Speeder on Aug 02, 2012 19:29

I collapse on the ground quivering.

written by Gligar on Aug 02, 2012 22:59

Checkpoint, Industrial Subsectors

As Speed-Y collapses to the ground, the battle rages on. Even Lucas-T joins in with his laser pistol, though not as effectively as others, using blasters, who continue their efforts.

One zombie gets close to King-R and lunges.

Above it all, Joris-R (and the spybots) watches, and... doesn't seem to do anything.

written by Lightning4 on Aug 02, 2012 23:20

I swap out my blaster power pack with a fresh one, and try to assist Speed-Y again.

In the heat of combat, I try to get a tally on how many zombies are around and attacking us.

written by Cryoburner on Aug 03, 2012 02:22

Having studied the map, perhaps a bit too closely, I finally notice that Kris-R has been hovering over my shoulder, and apparently said something.

"Oh, look, this route should work! As a team member carrying a map, I shall lead you along this route."

I then set out along the designated route, pulling Kris-R along with me.

written by Kristos on Aug 03, 2012 02:30

I follow Cyrus-R, leading from behind in grand style.

written by Gligar on Aug 03, 2012 12:45

Checkpoint, Industrial Subsectors

L4-O swaps out his blaster's power pack, and continues shooting, scoring another hit. He notes that there are ten zombies remaining.

However, six of them seem to be fixated on Azir-R and King-R. King-R in particular is having a hard time.

Transtube station RED concourse, JHY Sector

You know, I'm not sure about Cyrus-R. He seems to be acting rather... suspiciously. Almost as if he were really someone else...

Treason point to Cryoburner!

For instance, he seems to be inspecting that map rather closely, doesn't he? Oh wait, he's finished. But he seems to have ignored Kris-R's suggestions/orders entirely, as he proceeds to head off towards another crossing.

[1135]

Kris-R follows along behind, but you have to wonder: what is he thinking?

Roadway 2, JHY Sector

As the two proceed in the direction away from Kris-R's recommended route, the two encounter an obstacle, in the form of a vehiclebot which seems to have parked here. The windows are darkened, rendering an inspection of the contents impossible.

written by Lightning4 on Aug 03, 2012 12:51

I try to assist King-R now. More zombies to kill, no time to think about it!

written by Speeder on Aug 03, 2012 12:54

As soon as I stop quivering I take my spear carefully and stab whatever zombie I can reach and is NOT looking at me, I hit its neck or spine if possible.

written by Gligar on Aug 03, 2012 15:49

Checkpoint, Industrial Subsectors

L4-O shifts aim, trying to clear some room for King-R. Out of four hits, though, he's only able to hit once, causing one zombie to break off and lunge at him. Meanwhile, King-R takes some hits...

But L4-O is not the only combatant. Speed-Y, though in pain, is trying his best to still help out with his spear, but isn't able to inflict enough damage.

written by Speeder on Aug 03, 2012 15:58

I decide to change tactic. I look for the nearest leg, and spear it, anywhere on it.

written by Gligar on Aug 03, 2012 19:16

Checkpoint, Industrial Subsectors

Speed-Y decides to be a little more direct, and starts stabbing, starting with the nearest leg. He lands a solid hit... on Jam-Y.

written by Gligar on Aug 03, 2012 23:13

Checkpoint, Industrial Subsectors

Does Jam-Y like to be stabbed in the leg? He doesn't seem to be reacting to Speed-Y's attack...

Come to think of it, *nobody* is reacting! Except for the zombies... who are tearing into Azir-R and King-R like noclone's business. It's entirely possible that they've already left the subsectors... after a fashion.

Roadway 2, JHY Sector

A door on the vehiclebot opens, revealing a BLUE clone, who pushes past the two. "Outta my way."

written by Lightning4 on Aug 04, 2012 01:23

Scared by the zombie attacking me, I try to unleash a flurry of blaster bolts at it to try to get it to stop doing that. If it

gets too close and starts attacking me, I try to kick out it's legs or something.

written by Kristos on Aug 04, 2012 01:34

"Hey! Wait, this is the wrong way! And what's...?" I take a look at the vehiclebot, noting the clearance. I want to get away from it but it seems important to study for the mission report to satisfy the computer's previous demands. And it could be significant. I wait for 10 secondcycles. If nothing happens, I tell Cyrus-R, "Come. I'll lead the way" and turn and follow my suggested (demanded) route.

written by Cryoburner on Aug 04, 2012 01:47

"Hi there, vehiclebot. It seems as though we are both occupying the same walkway, doesn't it? Us for walking, and you for... parking. It's really great that these walkways can serve multiple purposes."

I see if I can determine what model of vehiclebot it is. I also note whether it would be possible to travel around, over or under the vehicle bot in a way that doesn't have us crossing into the roadway.

written by Gligar on Aug 04, 2012 12:31

Checkpoint, Industrial Subsectors

L4-O starts shooting like crazy, trying to fend off that one zombie still attacking him... in his panic, he even forgets simple things, like aiming, and accidentally hits Jam-Y with one shot. On the plus side, though, he did manage to eradicate the zombie.

Meanwhile, the horde has finished with King-R...

Roadway 2, JHY Sector

Realising what's going on, Kris-R berates Cyrus-R for leading him the wrong way, and has a quick look at the vehiclebot. As you are no doubt aware, bots do not have a clearance the same way clones do, but this one is painted a nice BLUE colour to match its occupant, who is presumably its owner. Said BLUE, though he has already passed them, waits impatiently for the two to leave. "Are you deaf?! I said move!"

Kris-R looks like he wants to do just that, but before he can, Cyrus-R starts talking to the vehicle bot. It does not respond. He tries to identify it, but it is a model he is not familiar with. What he is familiar with is the fact that it is blocking the pavement.

written by Lightning4 on Aug 04, 2012 12:38

I check my blaster for heat, and if it's not too bad, continue trying to get any zombies near me, if there are any left. Otherwise, I just shoot some random zombie.

written by Gligar on Aug 04, 2012 16:09

Checkpoint, Industrial Subsectors

L4-O stops shooting for a moment to check his blaster. It isn't hot, so he continues firing, taking extra care to aim

this time, which pays off: with just two shots, one more zombie goes down.

Phew... now he has a little more space to think...

written by Kristos on Aug 04, 2012 19:08

I grab Cyrus-R and drag him out of the path. "What are you, Cyrus-R, some sort of treasonbot!? I cannot imagine the Computer being pleased with your behavior." I note this infraction in my PDC.

written by Gligar on Aug 04, 2012 20:11

Roadway 2, JHY Sector

Noticing what Cyrus-R is doing is enough for Kris-R. He falls back on the old standby and drags Cyrus-R out of the way, demanding to know whether he is a treasonbot or something. The way he is acting... Kris-R doubts that The COmputer would be pleased with it.

Kris-R makes a note of it and continues dragging Cyrus-R back towards his favoured route.

written by Jam on Aug 05, 2012 00:11

I suddenly notice the stab wound in my leg.

"Hey, when did that get there? Speed-Y, do you know anything about this gash on my leg?"

I also notice I seem to have suddenly acquired a nasty burn from what looks to be a blaster shot.

"Oh, that's new too! Say, L4-O, did you just shoot me or something? You know that's treasonous, right? Remind me to punish you once you guys are done saving my life!"

I smile at L4-O, then start to sway back and forth. A terrible scream of intense agony is heard, then the sound of a rather nasty impact of skull against synthcrete, then silence.

written by Lightning4 on Aug 05, 2012 00:13

I continue to pepper what's left of the zombies with blaster fire, changing blaster packs again if I need to.

written by Gligar on Aug 05, 2012 00:32

Checkpoint, Industrial Subsectors

Jam-Y suddenly snaps out of his daze, and realises that he is injured. He starts asking, calmly, about his injuries. Specifically, he has a stab wound... would Speed-Y know anything about it? And... he also has a blaster wound - a rather nasty one at that. Perhaps L4-O would like to share anything he knows? Shooting a higher-clearance citizen without a proper reason is treasonous after all, and deserves punishment... when they're done saving his life.

L4-O doesn't seem to be paying attention, though. He is more interested in shooting, and killing another zombie. But he quickly comes back to reality when he hears an anguished scream - and notices Jam-Y, collapsed on the ground, not moving.⁷⁷¹

⁷⁷¹ GLIGAR: (OOC: Jam gets 1pp for the fun performance there. 😊)

written by Cryoburner on Aug 05, 2012 06:31

I have another look at the map on my PDC whilst following along.

"I suppose this route might work as well... I do think we could have managed to crawl under that vehiclebot though, maybe even without getting snagged on something and dragged for several sectors."

written by Lightning4 on Aug 05, 2012 12:21

I notice Jam-Y has collapsed for reasons maybe possibly part of my doing, and run over to him while trying to take out another zombie.

If I get to him, I check his wound to see how bad it is.

"Sir? Er, sorry sir... you here with us?"

written by Gligar on Aug 05, 2012 13:11

Roadway 2, JHY Sector

As Team Sigma continues to make its marginally-uncertain way towards R&D, the BLUE can be seen muttering to himself as he dials a PDC number.

Meanwhile, Team Sigma itself - or at least half of it - is also using its PDC. While being dragged, Cyrus-R checks Kris-R's route. But why couldn't they have simply crawled under the vehiclebot? Perhaps because there was not the room to do so, unless one has some kind of mutation that allows them to get through really narrow spaces...

They soon reach the promised crossing: an overbridge, clearance RED. Nobody seems to be using it, though. Casual inspection reveals the cause to be a toll booth partway across.

However, the inspection is interrupted by the teams' PDCs ringing, indicating that a fine has been charged to their accounts.

Checkpoint, Industrial Subsectors

As the zombies continue chewing on Azir-R, L4-O tries to shoot even as he investigates Jam-Y... only to find that the YELLOW has... well, left the subsectors. And L4-O may be partly responsible...

Oh, and by the way, he missed.

There is a sound behind him. "Sir, turn around. Right now." It's Lucas-R, and he has his laser pistol aimed right at L4-O.

JHT Sector Main Cloning station, below Central Subsector

Things are getting busy around here. For a while now, clones have been decanting after being terminated in... strange ways, according to the master display... total paralysis, being burned, having their brain removed, *being eaten alive*...

Then again, it could just be a typical day at R&D. It's difficult to tell.

You remember perversity points, right? Those things that nobody ever users, that have the power to alter dice rolls...? 😊

[1137]

Right now, the tanks are at capacity. One, carrying an INFRARED, is forcibly emptied (and the contents liquefied) in order to make way for a YELLOW clone. Looks like the INFRARED will have to wait.⁷⁷²

written by Gligar on Aug 05, 2012 18:03

JHT Sector Main Cloning station, below Central Subsector

One side-effect of everything running at capacity is that there are few delays outside of those put in place by security clearance (well, and Tech Services, but give them a break, will you? They're being run off their feet... who can blame them for... er, running foul of commie sabotage yeah, that's the ticket... from time to time? And so what if some random clone gets liquefied to make room for a YELLOW? The INFRARED was probably due for termination anyway.), and consequently, the YELLOW's tank is already halfway done with its clone. It almost looks like the clone is annoyed with itself for not realising something sooner.

It also looks a little like Jam-Y.

written by Kristos on Aug 05, 2012 18:58

I check my PDC to identify the details of the alert. I also walk up the toll bridge and request the amount of the toll fee.

written by Lightning4 on Aug 05, 2012 21:40

I sigh and turn around.

"Erm... whoops? I may have gotten a little overzealous while trying to kill zombies..."

I glance back at Jam-Y.

"Vatcrap... I didn't even think I hit him in an important bit."

I glance in the direction of the zombies, and keep my blaster in that direction. I make sure nobody is in my line of fire, and that my blaster is aimed nowhere near Lucas-R.

"That was not intentional, either way... and do you think we can do this after we're not in immediate danger?"

I punctuate my comment with some blaster shots at a zombie in the direction I'm aiming. If there are any.

written by Gligar on Aug 05, 2012 23:20

Overbridge, Roadway 2, JHY Sector

Kris-R stops to check his PDC. He discovers that 25 credits have been deducted from his account by order of one Magnus-B-JHY-3. He also discovers that he has less than 100 credits remaining.

Speaking of credits, he proceeds to walk to the toll booth and ask the toll. He discovers that the booth is unmanned except for a single jackobot, which tells him that the toll for a RED Clearance citizen is 35 credits.

⁷⁷² JAM: (ooc: I try to use a PP to save my I—

Oh wait... Too late!)

But I suddenly feel the urge to facepalm... It's only after I die and am recloned outside of the quarantine zone that I finally figure out a way to leave!)

Checkpoint, Industrial Subsectors

L4-O sighs and turns around. He tells Lucas-R that his shooting of Jam-Y was an accident, and that he didn't even think the wound was to anything important. Perhaps he got a little overzealous when it came to shooting zombies...

Hew repeats that it was unintentional, and suggests that they deal with it at some other time when they're not about to be eaten by zombies. Speaking of which... one's about to pounce on John-R. L4-O shoots it a couple of times. He manages not to hit John-R and drop the zombie.

This causes John-R to approach, and tell Lucas-R, "How about we save this for debriefing? You know, along with the part where I tell everyone about the loss of my multicorder."

Lucas-R calms down a little. "Yeah, you're probably right," he replies. "But I still think we need to make some sort of record now - hey, doesn't Jam-Y have that loyalty recorder?"

"True, but we'll need to find the key."

JHT Sector Main Cloning Station, below Central Subsector

Jam-Y's tank finishes up with his next clone, and, after downloading his memories, releases Jam-Y, depositing him on the floor.

written by Jam on Aug 06, 2012 02:25

"Urgh!"

I wipe some of the tank slime off of my face. As I'm wandering towards the chemical showers, I attempt to figure out just where in Alpha Complex I am.

written by Kristos on Aug 06, 2012 05:35

"Cyrus-R, how many credits do you have remaining?"

written by 4616599 on Aug 06, 2012 09:48

I finally snap out of my long daze.

"It's almost like I was in another world for a moment- oh, vat it, more of that lot!"

I fire at the zombies, and also look around the roadway and checkpoint for anything, preferably explosive or flammable or heavy, that could be useful.

written by Lightning4 on Aug 06, 2012 11:58

I go back to killing zombies, if there are any left. I do glance at Lucas-R occasionally to keep an eye on him, though.

written by Cryoburner on Aug 06, 2012 12:32

"Hmm... a fine. How troublesome."

I put my PDC away and continue along.

"Oh, I probably have enough credits. Maybe you should pay my way just to be safe though."

I follow Kris-R to the overbridge toll booth and have a look at the Jackobot, noting whether it is armed, and any other potentially relevant or otherwise interesting details about it.

written by Speeder on Aug 06, 2012 13:11

I look confused, in pain and dazed.

“WHYYYYY WHAA AGLARMGUAG?”

I am clearly not a zombie... But taking a closer look, I am kinda behaving like one, or is all the shock and pain from the combat... Who knows.

written by Gligar on Aug 06, 2012 13:49

JHT Sector Main Cloning Station, below Central Subsector

It is not unusual for newly-decanted clones to exhibit signs of confusion. The confusion, of course, is due to apparently just... appearing inside the cloning tank after being elsewhere, possibly several sectors away, perhaps in the heat of battle, or after having entered a confession booth, or perhaps even just walking down a corridor. The resultant loss of memory from being terminated (the MemoMax system only performs a backup every few minutecycles or so) does not help either.

Jam-Y-JYR-3 is no exception to this. After a moment, though, he can think clearly enough to realise that his face is slimy, and wipes it off. Then he realises that the rest of him is slimy, too. He'd better – oh, he's already heading for the showers. See, there's the stairwell over there.

As he descends, he looks out over the cloning station, and spots the master display in a control alcove to one side. He can make out that he is in JHT Sector, and that the Code Three-Zed protocols are still in force.

He realises that he'll have time to look at the display a little longer if he wants, since the chemical showers are currently full.

Overbridge, Roadway 2, JHY Sector

Kris-R inquires as to how many credits Cyrus-R has remaining. The reply is that he probably has enough, but it might be better if Kris-R paid for both of them.

The jackobot (a C6L series, by the way, outfitted with an ME Card scanner, clipboard, pen, and neurowhip) interrupts him. “Perhaps you are unfamiliar with Toll Booth Directive 929-C? The one which states that all clones must pay their own toll?”

Checkpoint, Industrial Subsectors

Somewhere above, Joris-R suddenly reacts to the situation, by firing his blaster. However, he ends up missing everything.

Hmmm... perhaps there is something on the road that can help? Like, say, something explosive? You would think so, what with the Armed Forces being around, wouldn't you? Alas, there seems to be no such thing.

L4-O also continues shooting. He notes that there are only a couple left, and that Lucas-R is still watching him. He also manages to miss everything. What is it with missing?

He also spots something zombie-like from a little closer in... oh wait, that's Speed-Y. He isn't a zombie... is he? He's

acting like one... but perhaps that's due to his broken bones? Maybe? Possibly? Maybe?

written by Speeder on Aug 06, 2012 16:00

I twist and turn in place.

“AAAAAH!!! PAAAAIIINS!!”

When I notice odd looks.

“PAAAAIIINS! NOT BRAAAAAIIINS!!!”

written by Gligar on Aug 06, 2012 18:56

Checkpoint, Industrial Subsectors

Speed-Y takes the opportunity to loudly announce to everyone that he is in pain. However, he... kind of picks the wrong words for it, and nearly gets shot for his trouble. “Oops,” John-R says. “My bad... maybe we should do something about him?”

“Like what?” Lucas-R asks. “Anyone got any happy pills? Oh, wait... Azir-R! Didn't he have, like, all the drugs?”⁷⁷³

written by Lightning4 on Aug 06, 2012 20:03

After nearly getting distracted by not-zombie Speed-Y, I try to shoot the remaining zombies again, counting on slightly improved aim. Maybe?

written by Kristos on Aug 06, 2012 21:43

“That is almost the same thing I was about to say, Mr. Jackobot!” I pay the toll and continue to the other side. “Come, Cyrus-R.”

written by Gligar on Aug 06, 2012 23:04⁷⁷⁴

Checkpoint, Industrial Subsectors

Though Speed-Y is distracting, L4-O does his best to ignore him and concentrate on the actual zombies. IT is difficult, especially with Speed-Y shambling around, but he's able to get in a couple of good shots, culminating in the death of two zombies. Only two left...

Toll booth, overbridge, Roadway 2, JHY Sector

It seems that Kris-R was about to say much the same thing as the jackobot. He thanks the bot, and offers his card for scanning. The jackobot does so, and allows Kris-R to pass. “Thank you, citizen. It is now your turn,” it adds to Cyrus-R.

written by Lightning4 on Aug 07, 2012 07:12

I try to aim a little better at one of the remaining zombies, so I can try to kill it accurately without killing any other clones.

written by Cryoburner on Aug 07, 2012 08:19

“Ohhh... Toll Booth Directive 929-C, of course. I was thinking of that other one. The one where Kris-R pays. I suppose that doesn't apply here though.”

⁷⁷³ GLIGAR: (OOC: +1pp to Speeder 😊)

⁷⁷⁴ GLIGAR: (OOC: Speeder spends that PP he just received.)

I proceed to swipe my ME Card and travel with Kris-R across the overbridge, provided the transaction follows through as expected.

written by Gligar on Aug 07, 2012 13:04

Checkpoint, Industrial Subsectors

With there still being a couple of zombies left, L4-O's work is not done. He continues firing, trying to keep his aim as tight as possible, trying to fire only at the zombies. Not at anything else.

Unfortunately, he seems to have forgotten that he doesn't have just aim to worry about. He also has his blaster's heat situation. It grows hot in his hands, extremely so. Enough to severely burn his hands.

Good thing the Mutant Mashers have it cov—

Oh. It seems that they are out of ammo.

Toll booth, overbridge, Roadway 2, JHY Sector

Cyrus-R reveals that he is aware of Toll Booth Directive 929-C, but was momentarily confusing it with another, possibly 929-D, which permits a citizen of higher clearance to order a citizen of lower clearance to pay for him. However, that directive does not apply, since both he and Kris-R are of the same clearance, namely RED.

He officers his ME Card fort the jackobot to scan. It does so, and thanks him, allowing him to pass and rejoin Kris-R on the other side.

written by Speeder on Aug 07, 2012 13:24

I see the situation...

I hear the situation...

"Screw it... FOR BLAZING GLORY AGAIN!!!"

I stand, take the squealing robot leg, and go in raging anger again because we are in a hopeless situation bashing zombies with the leg, sometimes I may shove a laser barrel in a zombie or two, kick another, headbutt another...

written by Gligar on Aug 07, 2012 17:15

Checkpoint, Industrial Subsectors

What with there still... hey, haven't I started with that already? No matter. This time, it's Speed-Y who decides to act, and it looks like he's trying to trigger whatever it was that made him rage like that. But... it seems that he just can't summon the anger on demand. Perhaps the pain is too great or something.

Nonetheless, he still charges the remaining zombies, and actually manages to drive one back. It falls to the ground, twitching.

That seems to spur on the soldiers of the Mutant Mashers, some of who have knives. They rush in to help, one of them yelling, "Blazing glory is our thing! Don't go stealing it!"

With their help, the zombies, who now have more targets than just Speed-Y, are more or less under control again. But that doesn't mean that you're in the clear just yet.

written by Speeder on Aug 07, 2012 17:51

I attempt to rise again, almost from the grave, and bash them again with the squealing leg.

written by Jam on Aug 07, 2012 18:15

"I hope those guys remember to get all my stuff... I'd hate to see my precious laser pistol barrels in the hands of some commie or something..."

I continue waiting for a shower to become available, with a slightly bored expression on my face.

written by Lightning4 on Aug 07, 2012 20:30

"Ow ow ow!" I drop my blaster and start blowing on my burned hands.

"Aaah! Speaking of blazing!"

I look for something cold. Or liquidy. Or something. Anything!

written by Gligar on Aug 07, 2012 21:33

Checkpoint, Industrial Subsectors

What with there being still a third time when there are still zombies around, Speed-Y keeps trying to trigger the same level of rage, as well as using that leg as a club. He's... getting there, but as yet, the rage state eludes him. Nonetheless, his attacks manage to nor only ensure that the fallen zombie will no longer be a threat, but take down two more. That leg's squealing takes on a more urgent volume, but I'm sure that's not important.

L4-O drops his baster and tries to cool off his hand in any way he can; first by blowing on it and, when that doesn't seem to work, he looks for something cold and/or wet. Well, there are these bodies everywhere... I'm sure they're cold and damp by now... no? Well... I guess he could use the metal equipment he's carrying...

Outside the chemical showers, JHT Sector Main Cloning Station, below Central Subsector

While he continues to wait for the showers, Jam-Y muses about his equipment. Hopefully, someone will remember to pick it all up... he'd hate to lose everything. Especially his laser barrels.

Soon, though, a shower becomes free. The clone steps out and scurries off in search of a jumpsuit, while muttering that he's never seen the cloning station this busy.

written by Lightning4 on Aug 07, 2012 21:48

I try grabbing something metal I have to cool off. Whatever is coldest, anyway.

If the pain starts to die down, I check my hands to see how damaged they got from that.

written by Jam on Aug 08, 2012 00:26

I attempt to enter the shower, after first making sure I'm wearing a mask and all other necessary equipment. I wouldn't want to suffocate or anything!

written by Speeder on Aug 08, 2012 00:45

I frown.

"WHY THE ZOMBIES DO NOT END???"

WHY THIS SQUEALING DO NOT STOP?"

I stop and think a bit.

"Well, alright."

I go to one of the blast boxes, drop the leg inside it (without touching it).

"Oooops, this was a accident."

Then I "stumble" on the lid, closing it.

If any zombie attack me while I am doing this... I bash it back with the leg.

written by Kristos on Aug 08, 2012 03:01

"We're finally almost there!" I walk to the R&D lab.

written by Cryoburner on Aug 08, 2012 09:37

Walk, walk, walk...

"Yes."

I check to see whether I have that bag of algae chips Kris-R seemingly released into my hands back in the JHP sector station.

written by Gligar on Aug 08, 2012 13:01

Checkpoint, Industrial Subsectors

What with Speed-Y still being angry about there being zombies around, and at the fact that that leg is still squealing... Speed-Y does something about the leg. Specifically, he "accidentally" walks over to one of the blast boxes, "accidentally" drops the leg inside and "accidentally" closes the lid. Oops.

Then he collapses on the ground in pain.

And what with L4-O being burned, L4-O does something about that, too. Specifically, he grabs hold of Turbo, which is nice and cold due to not being used recently... that feels good. Though the pain seems to still be there.

Meanwhile the Mutant Mashers finish off the zombies (though they lose a clone in the process), leaving the area relatively quiet again.

"Whew!" exclaims one of the Building 1 Squad soldiers. "That was close!"

Chemical shower, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y moves to enter the shower. At the same time as a couple of other clones behind him. Clearly, they don't know that he's YELLOW and should go first.

Turns out they're too slow, though. Jam-Y gets there before them and dons the mask before hitting the START button. Ahhh, there's nothing like a nice chemical shower after being decanted...

Roadway 2, JHY Sector

Team Sigma continues its walk back down the roadway. Kris-R, for one, seems excited to be almost at R&D. Cyrus-R, on the other hand, seems more reserved. He's more interested in that bag of algae chips he appropriated from Kris-R.

Outside the R&D lab, Roadway 2, JHY Sector

Before he gets to eat them, though, the two arrive outside the R&D building. It is quite large and seems to be reinforced, as if explosions happen regularly inside it. Notably, the door is one large slab of synthcrete, with an intercom nearby.

written by Gligar on Aug 08, 2012 17:40

Chemical shower, JHT Sector Main Cloning Station, below Central Subsector

And after all that waiting, it's refreshing for something to go quickly for a change. The thing is, it's the shower cycle. Jam-Y's shower finishes and opens, revealing that there's still a queue for the showers.

written by Lightning4 on Aug 08, 2012 20:04

I stay near my blaster and decide to recall any memories I have of the 'Rules and Regulations and Fines and Punishment for the Armed Forces' (RRFPAF for short!), regarding accidentally killing a clone in the heat of combat.

Then I try to cross reference that with the RRFPTS, TS for Troubleshooters, of course.

If I fail those, I maybe try to call them up on my PDC, if I can.

written by Gligar on Aug 08, 2012 21:15

Checkpoint, Industrial Subsectors

While the Mutant Mashers start setting up that scanner equipment, L4-O starts thinking. Can he remember anything from the regulations concerning accidentally terminating a clone in combat? Hmm... from what he can recall, the term "accidentally terminate" is kind of a slippery concept, the king that can get *you* terminated if you do it to the wrong clone. The RRFPAF suggests that the punishment is target duty (with *you* as the target), and the RRFPTS recommends that the Loyalty Officer deal with it - oh wait...

So it doesn't look good. Unless... what's the usual Troubleshooter justification for terminating someone? "He

was a commie"? Well? Is he? Has he done anything that could warrant termination?

written by Jam on Aug 08, 2012 21:20

"Ah, that was a nice shower!"

I walk out of the shower, and try to find a YELLOW jumpsuit to put on.

I also look for the appropriate forms to fill out, and check the time once more...

written by Lightning4 on Aug 08, 2012 23:54

I think some more... then shrug and gently check my blaster to see if it has cooled down enough to put away safely.

written by Gligar on Aug 09, 2012 00:39

Checkpoint, Industrial Subsectors

L4-O thinks a little further and apparently decides to drop the matter, at least for now. He turns his attention back to his overheated blaster. It's still too hot to touch.

Sven-O comes over to him. "Hey, sarge, we're almost done setting up the scanners."

Chemical Showers, JHT Sector Main Cloning Station, below Central Subsector

Pleased with the shower, Jam-Y exits, passing the two possibly-RED clones behind him. He doesn't seem to notice them glaring at him, as if they are suppressing unhappiness at getting to the shower before them. He continues down to the lower area.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Entering from the stairs, Jam-Y finds a couple of racks of jumpsuits, including some YELLOW ones. He begins to get dressed as he looks around, noticing some terminals and an ME Card dispenser. Next to the dispenser are several vendobots.

But that's not all he's looking for; he's also interested in the time. From the clock over there, it is now 16:42.

written by Kristos on Aug 09, 2012 01:49

I approach the intercom and speak, "Team Sigma reporting for a meeting with JHY Sector R&D."

written by Cryoburner on Aug 09, 2012 10:21

I check whether there is a button to press to actually activate the intercom.

written by Lightning4 on Aug 09, 2012 11:10

"That's good then. Let's get the scanning started so we can see if it's safe for us to leave quarantine."

I stand near the scanner and wait until they're fully ready, then I look at my team to see if anyone is going to offer to go first.

If nobody does, I offer to go first instead.

written by Speeder on Aug 09, 2012 13:31

I am still thinking in how to haul a GREEN box around without committing treason.

I message Derek explaining that a important R&D part got fallen by accident inside a GREEN box and that I need to take that back to R&D.

Then I smile happily at the dead zombies.

written by Jam on Aug 09, 2012 17:36

I go to the terminals, assuming there must be some electronic forms to fill out... I also try to figure out how to operate the ME card dispenser, after I've filled out my forms, of course.

written by Gligar on Aug 09, 2012 18:28

Outside the R&D lab, Roadway 2, JHY Sector

Kris-Y approaches the intercom and announces Team Sigma's presence. Cyrus-R chooses to observe, focusing his attention on the intercom itself. There doesn't appear to be a button on the intercom which one could use to activate it. Perhaps it is some kind of experimental voice-activated model?

In a moment, the big door grumbles and begins to open. I did say it was **big**, right?

Checkpoint, Industrial Subsectors

L4-O states that they should begin scanning as soon as the equipment is ready. The sooner they're checked out, the sooner they can get out of here. Perhaps someone would like to go first?

Everyone seems reluctant for some reason. Perhaps they are remembering what happened to Lucas-R.

In the end, L4-O volunteers to go first. "Great," Sven-O says. "Let's get started. Is everything ready over there?" he asks the soldier acting as the operator. The response is a thumbs-up. Good to go.

But Speed-Y seems to be uninterested. He's sending a message concerning the leg to Derek-G, saying that it's in a GREEN box.

He gets a quick reply:

Derek-G said:

If you can get it to the bot parking area under Central Subsector, I'll take it off your hands.

Oh, and... since you helped out with X-1, you might like to know that X-2 is in the initial build stages right now. I've been delayed due to my helper - now what he was his name? Mike-R? No... Mick-R, that's it - being charged with treason and reassigned to reactor shielding. He was working on operational parameters, and now I have to ditch his work. Gah.

[1142]

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Now dressed, Jam-Y heads over to a terminal, wondering if there are any forms on there. Well, given the current display - a box reading "Self-Service Clone Release: Touch screen to begin" - it is a fair bet that it does.

He touches the screen, to find that, hey! It has forms for him to fill out! He'd better do so and look at that card dispenser! He glances at it in passing, and notices a tongueprint scanner.

written by Speeder on Aug 09, 2012 18:40

I turn to Nukabot.

"Nukabot!

You have no clearance...

Please, take that thing..."

I point to the box.

"To bot parking area under Central Subsector please... Derek-G, that GREEN researcher that took care of you a bit after Cryo broke you, will take care of that box."

I get to the queue to get scanned.

"Odd... I feel like I have some broken bones... I have? I am not sure."

written by Lightning4 on Aug 09, 2012 19:05

Fairly confident that I should be clean, I go through the scanner, and listen for any response from either the clones running the scan, or the scanners themselves.

I follow any further instructions that are needed of me as well for the scanning process.

written by Kristos on Aug 09, 2012 22:00

"Wow, that's a big door! I am surprised it does not have many cameras attached."

written by Gligar on Aug 09, 2012 22:10

Checkpoint, Industrial Subsectors

As L4-O is led through the scanning process, Speed-Y realises that there is a way to get the box to Derek-G: Nukabot. Since it has no clearance, it can simply pick up the box and get going.

Nukabot wakes up from power-save mode again. "It is good to feel needed," it says as it rolls into position, lifts the box with its forks, and proceeds to... be stopped by the Mutant Mashers. "Hold it, bot, we'll have to scan you as well. We wouldn't want you to accidentally be carrying something that was infected, now would we?"

Speed-Y gets in line, just as the operator finishes his scan of L4-O. "Looks like you're clean, Sir."

Outside the R&D lab, Roadway 2, JHY Sector

Kris-R offers his comments on the door. Why yes, that is a big door. And as it continues to open, it becomes apparent

that, in fact, there are at least a few cameras attached... no, embedded into the door.

Soon, the door is completely open. A voice from inside states, "Team Sigma, step forward."

written by Jam on Aug 09, 2012 22:54

I fill out the forms as best I can, and attempt to acquire a ME card by pressing my tongue against the tongueprint scanner.

written by Lightning4 on Aug 10, 2012 02:22

"Perfect. Where should I go now?"

If they tell me, I go there. Otherwise, I move away from the scanners and watch.

written by Speeder on Aug 10, 2012 11:11

After I get scanned I wait outside the quarantined zone but still in view.

I also observe Nukabot to see if it will manage to leave.

written by Gligar on Aug 10, 2012 14:03

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y finishes up with the forms and heads over to the dispenser. He presses his tongue to the scanner. It tastes faintly of lemonlyke.

But the taste is less relevant than the ME Card the machine drops, which enables him to use the other vendobots.

Checkpoint, Industrial Subsectors

L4-O asks where he should go now, and is told that, since the scan says he's clear, he is free to leave. Though he should expect a call from Medical Services or R&D at some point.

Once L4-O moves out of the way, it's Speed-Y's turn. As the scan progresses, the equipment beeps and whirrs, and makes some alarming-sounding noises. "Hold on," says the operator. "I'll run that again... there's something..."

Meanwhile Nukabot is also being scanned. A pair of soldiers are using hand scanners to check over it. The scanners also make noises, and it is clear that the soldiers don't really know what the noises mean. After a brief conversation, they decide to ignore the noises and let Nukabot pass. It does so.

written by Speeder on Aug 10, 2012 14:20

I look unhappy.

"It hates me."

written by Gligar on Aug 10, 2012 17:28

Checkpoint, Industrial Subsectors

Speed-Y doesn't look too happy (someone had better speak to him about that, preferably with a dose of happy pills)

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about the scanner seemingly "hating" him. Perhaps there is an alternative reason?

The operator continues working. And, it seems, has found the cause for the earlier problems: blood on Speed-Y's jumpsuit. "It seems, sir, that one of the zombies bled on you. I don't think I need to say that the blood is contaminated, and we can't let anything contaminated leave."

written by Speeder on Aug 10, 2012 17:41

I look at the blood...

Then without much patience I take my spear out and attempt to cut the bloodied part out...

Unless that part is too big, then I remove the jumpsuit.

written by Cryoburner on Aug 10, 2012 18:45

"Yes, and a rather big doorway to go with it."

I step forward, into the big doorway, pulling Kris-R with me, and have a look around inside, since not doing so might pose a hazard.

written by Jam on Aug 10, 2012 18:54

I check the name on the ME card, to be sure my name matches I'm who I think I am. I guess I haven't looked in a mirror since I recloned, I could be in a completely different body!

"Okay!"

I move on to the vendobots, and try to figure out what is available for me to purchase, as well as how many credits I have left...

"I wonder where I could get a PDC at... Or maybe I don't need one yet! I could just use the one my old clone had, right?"

I look slightly worried...

"Oh, I really hope the others have my stuff. Assuming they didn't die with me..."

written by Lightning4 on Aug 10, 2012 19:15

"Sounds good then. Thanks for understanding our situation..."

I get on Nukabot and watch the rest of the team go through the scanning process.

written by Gligar on Aug 10, 2012 22:26

Checkpoint, Industrial Subsectors

Speed-Y looks down at his jumpsuit, to find that the operator wasn't lying. There's a lot of blood on there. After all, this is the jumpsuit his previous clone used, isn't it? And while he could just use his spear to cut off the infected parts, that wouldn't leave him with much jumpsuit left. So, left with no other option, he just removes the whole lot, leaving him out of uniform. "Heh. That'll work, sir, but... do we have a spare jumpsuit or something? No... I guess not."

Well, I guess he *is* still wearing his reflec and hat...

L4-O thanks the operator and heads over to Nukabot in order to sit at the operator's seat. This allows him to wait for everyone else... if Nukabot didn't automatically start heading back to the main domescraper.

R&D Lab Interior, Roadway 2, JHY Sector

Cyrus-R does as ordered, taking one step forward, before he looks in. It becomes apparent that the interior is one large space split into "rooms" by equipment placement. Leading from the door, a "corridor" of sorts runs the length of the lab. It seems to be GREEN Clearance, though there is a RED stripe running down it for them to walk on.

A GREEN scientist stands at the de-facto entrance to one of the "rooms". He looks at the two of them and comments, "I thought there would be more of you."

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Fearing that he might not have been cloned in the correct body (even though there is absolutely *no* chance of that happening, at all, seriously, absolutely no chance at all), Jam-Y takes the opportunity to look at the ME Card he just received. According to the card, though, his fears are unfounded, since it is made out to Jam-Y-JYR-3. The card patterning is unfamiliar, but that is hardly surprising.

Moving on to the vendobots, he discovers that, aside from the usual B3, Soylent, and algae chips, there are vendobots for PDCs (which answers *that* question...), laser pistols, and laser barrels. Inserting his card into one, he discovers that he has 528.4 credits remaining.

written by Lightning4 on Aug 11, 2012 01:13

I realize Nukabot appears to be carrying some cargo and get off.

I watch Nukabot drive away, wondering where it's going, then go back to watching the rest of the team.

written by Kristos on Aug 11, 2012 02:36

I step forward while minding my clearance. "Greetings, sir! Yes, my hygiene officer never met with the team. What was his name? Mike? Milk? Mkei? And my loyalty officer was terminated for some undercover high treason or maybe for observing ultraviolet dust particles, I'm not really sure. Cyrus-R here is the replacement loyalty officer. Thus far he is doing an excellent job as a perfect substitute for old Cryo-R. And I am the [pointing to my nifty hat and badge] team leader, Kris-R."

written by Cryoburner on Aug 11, 2012 03:46

"Hello."

I wave.

written by Gligar on Aug 11, 2012 12:27

Checkpoint, Industrial Subsectors

L4-O decides not to accompany Nukabot after all, and allows it to head off. He wonders where it is going. Apparently,

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he wasn't listening when Speed-Y ordered it to take the box. Oh well.

He returns to the scanner and watches Lucas-R be processed. Unlike last time, he checks out.

R&D Lab Interior, Roadway 2, JHY Sector

Kris-R explains the situation with his team, stating that his Hygiene Officer did not show up, and that Cyrus-R (who waves at the scientist) is a replacement Loyalty Officer. "I see," the GREEN replies. "Well, I've seen worse... though I would have hoped for a larger team. What is it with clones these days? Noclone seems to want to be a Troubleshooter any more. Perhaps they're all involved in treasonous activities... but anyway. If you'd like to follow me..."

written by Lightning4 on Aug 11, 2012 16:27

"Hm... that leaves John-R... and... Azir-R? I think?"

I look around for any others on our team that are actually here.

"Oh... Joris-R I guess. If he's not off floating around."

written by Speeder on Aug 11, 2012 16:55

I check if somehow I can take out all my important items from the jumpsuit, see what ones do not have zombie blood, and then...

"How I carry that?"

I think a bit in where a suitless clone can stuff things...

Oh, no... not THERE...

I see if I can at least put my PDC and ME card somehow between the reflec and my body, or between the hat and my head...

written by Gligar on Aug 11, 2012 18:12

Checkpoint, Industrial Subsectors

Now that he's lost his jumpsuit, Speed-Y has a small problem: how to carry his equipment. He can lighten the load by leaving behind anything else that has blood on it... so, his breathing mask, the spent laser barrels, and his spear all have to stay...

That leaves his ME Card, his slugthrower and ammo, his PDC, that piece of paper with directions on it, his MBD badge (but he can wear that), his laser pistol and its spare barrel, and his taser. How would he carry all that?

The ME Card and PDC are easy: there is enough space inside the reflec. As for the rest... well, there was that vidshow... you know the episode, with the clone who carried a mini-laser in a certain place... but no. It seems that Speed-Y has rejected that idea. So... how?

Wait a minute... does someone have a spare backpack, or some other way of carrying things? I seem to recall...

But anyway. Back to L4-O, who is still watching the scanning. He notes that there's still John-R, who is about to be scanned, and...

Azir-R...

...who is dead.

Vatdammit.

Oh wait! There's Joris-R, floating around up there on his Transition.

written by Lightning4 on Aug 11, 2012 19:55

I check my hands now that I've had some time, and see if the burns are serious enough to need a docbot sometime in the near future. I then go back to holding Turbo, whatever good that does for my hands.

Noticing Speed-Y's predicament, I go over to Jam-Y's corpse and see if there's anything on it that can help him. I realize someone is going to need to carry this stuff anyway, and offer to help out.

written by Jam on Aug 11, 2012 20:57⁷⁷⁵

After a lot of thought, I decide to buy a laser pistol and a YELLOW barrel. I also check to see if I can buy a YELLOW clearance PDC, or at least a newer model than the one my last clone had...

written by Kristos on Aug 11, 2012 21:47

I follow the GREEN.

written by Gligar on Aug 11, 2012 23:54

Checkpoint, Industrial Subsectors

L4-O checks his hands... those are some pretty nasty burns. He'd better get those seen to when he gets back to the domescraper. In the meantime, he can continue holding onto Turbo...

He notices Speed-Y struggling to find places for his equipment, and fiddling with the MBD badge before he realises that he can attach it to his reflec. Deciding to help out, he goes over to check out Jam-Y's belongings, of which there are quite a lot, and among the laser pistol barrels, first aid kits, laser pistols, Loyalty Officer stuff, more laser barrels, B3, and other miscellany, he... zones out for a moment.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y decides to take the plunge and purchase a brand new laser pistol, and a YELLOW barrel to go with it.

After further thought, he checks out the PDC vendobot. It seems to be selling several models of PDC, including the Series 1500, which Speed-Y uses. Jam-Y buys one. As he picks it up, it chimes pleasantly and registers his ME Card data, enabling him to use it in place of his old Series 1300.

R&D lab, Roadway 2, JHY Sector

Kris-R follows the GREEN, leaving Cyrus-R at the door, and ends up in one of the rooms formed by equipment placement. In essence, the large lab has been split into several smaller

⁷⁷⁵ JAM: (ooc: How is Speed-Y supposed to wear his MDB badge if he doesn't have a jumpsuit?)

ones in this way. Kris-R gets the impression that the split could change at any time as needed.

The GREEN directs him towards a device on a table. "I understand that your mission involves sabotaged laser barrels?" he asks.

written by Speeder on Aug 12, 2012 00:17

I see if everything is somewhere with the team...

And...

Oh wait.

I go check Azir and see what happened to him. If he is REALLY dead, I just take out all his stuff, put in the wheelchair, put any other stuff without a place on the wheelchair, and use the wheelchair to carry stuff.

written by Jam on Aug 12, 2012 02:43

I look extremely excited at my shiny new laser pistol and barrel.

"Ah, it feels good to have a new laser pistol... Thanks, vendobot!"

I try to figure out if there's anything else I need to do before I leave the cloning station... I wouldn't want to forget anything important!

"Hmm... Well, might as well register again!"

While I'm walking toward the exit of the cloning station, I keep a look out for any mutation scanners, or registration offices, or something like that.

written by Lightning4 on Aug 12, 2012 06:25

I remain zoned out for a little bit, but then return to reality.

I look over Jam-Y's corpse again and gauge whether I can carry all this stuff.

But then a thought hits me shortly afterwards.

"Wait... shouldn't Jam-Y be a zombie now?"

I draw a laser pistol and point it at the corpse and watch it carefully for any movement.

written by Gligar on Aug 12, 2012 11:51

Checkpoint, Industrial Subsectors

Speed-Y looks to see if his equipment has been picked up... no, not yet. L4-O is still dealing with Jam-Y's stuff, and nobody really wants to touch YELLOW equipment (or if they do, they aren't showing it).

Wait... Azir-R!

He heads over to Azir-R, and quite quickly figures out that if Azir-R has been torn open and partly eaten, he's most likely dead.

But that's actually a good thing, because it gives Speed-Y access to Azir-R's wheelchair. And using it, he can carry more stuff!

He starts by dumping the corpse of Azir-R on the ground, removing the corpse's equipment, and placing it all on the wheelchair. That done, he moves back over to his equipment, and also places it on the wheelchair. That's... quite a lot of stuff piled on there. It'll be difficult to move it all.

Meanwhile, L4-O seems to have stopped zoning out. He wonders if he can carry all of Jam-Y's stuff, and decides that he can't, especially since Jam-Y had Mick-R's equipment as well. Speaking of which... Mick-R had that box, and it's right here...

Hold on a minutecycle... shouldn't Jam-Y be a zombie right now? L4-O steps back and, drawing his laser pistol, waits for the corpse to make a move. However, it remains still.

It's now John-R's turn to be scanned.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Excited at having a nice new laser pistol, Jam-Y wonders if there is anything else he needs to do... ah yes! He should re-register his mutation!

Heading for the foyer, he notices a queue leading to a table bearing the logo of the Mutant Registration Office. The clone behind it looks like she has her hands full with all these registrations. Jam-Y can overhear her saying something about having to schedule some confession booth sessions for the new registrants... why can't they be re-registrants?

written by Speeder on Aug 12, 2012 13:05

I look at the equipment in the wheelchair and throw out anything that have significant amounts of blood in it.

THEN I move the wheelchair to scanning.

written by Speeder on Aug 12, 2012 13:06

I turn to L4.

"Hey L4..."

Where is the teleport box and the other side of the teleport box?

I liked that name... teleport box... I wonder if they will let us keep it!"

written by Jam on Aug 12, 2012 15:57

I get in line.

"Hmm... This is gonna take a while..."

While I'm waiting, I look at the other soon-to-be-registered mutants, to see if they're doing anything especially mutant-y.

written by Gligar on Aug 12, 2012 16:21

Checkpoint, Industrial Subsectors

While John-R goes through the scanner, Speed-Y decides to lighten the load a little. After all, some of Azir-R's equipment is bloodstained; specifically, most of the medication, the PDC, the backpack, and that open can of B3. That's better now. It'll at least fit into the scanner. And look, John-R is finished now. Only Joris-R left to go...

He then has an idea. Don't they have that R&D Quantum Box? Even though they don't know its true name, they can still use it. He asks L4-O to find it. And... whereabouts is the other half of the box? Nukabot, right?

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y settles in to wait. In the meantime, he can observe the other registrants. One seems to be floating off the ground slightly, though from his actions, he seems to think he's walking normally.

The MRO clone (she's ORANGE, by the way) pulls out a laser pistol and informs the clone at the front that he can't register. Despite his protests, she orders the clone to the termination centre.

"But I thought The Computer would *like* someclone who could empath—"

He doesn't get any further, because she shoots. "I said, Machine Empathy can't be registered."

written by Jam on Aug 12, 2012 17:47

I gasp in surprise.

"Wow... Machine Empathy? That's a really treasonous mutation..."

I look to the clone in front of me, and attempt to talk to him/her...

"So, what mutation are you registering?"

written by Lightning4 on Aug 12, 2012 17:56

I grab and lift up the box.

"It's right here, in fact. Jam-Y asked me to make sure it's safe, and also figure out a way of storing all his stuff. I can't really carry all of this, I'm already pretty loaded down."

I take a peek inside the box to see if I can locate the other end based on surroundings. Or sounds.

written by Gligar on Aug 12, 2012 19:32

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y gasps. As he points out, Machine Empathy is highly treasonous. And as the MRO clone mentioned, it can't be registered.

But Jam-Y tries to put it out of his mind and investigate another mutant: the one in front of him, a RED clone. He inquires as to the mutation he's registering. "Er... I don't know the name of it, sir. All I know is that I can set things on fire... I think that's why I was terminated..."

He's interrupted by the Machine Empath who, it seems, isn't dead. "Friend Computer... could I possibly ask for your assistance? I've just been shot by a most inconsiderate ORANGE clone who shot me when I attempted to register a mutation..."

"He tried to register Machine Empathy!" interrupts the ORANGE.

"...but clearly, this is not the case," the Empath continues. "Surely the ORANGE should consider all the data before deciding not to help me?"

"Of course she should," The Computer responds. "**It is clear to me that you have only the best intentions for Alpha Complex, and that it would be a shame to lose you.**"

Er...

Checkpoint, Industrial Subsectors

L4-O holds up the box for Speed-Y to see, and informs him that Jam-Y told him to find it and secure his stuff, somehow. And since he's carrying quite a bit already, that doesn't leave a lot of options.

Now that he has the box, it's probably worth figuring out where the other end is. To do this, he sticks his head inside. Aside from the Hygiene Officer kit that Mick-R neglected to touch, L4-O also finds that he can hear the sounds of a bot's motors. In fact, they sound a bit like Nukabot.

He also finds that he is becoming disoriented from having his head in two places at once.

written by Lightning4 on Aug 12, 2012 19:49

I pull my head out quickly before I blow some Vita-chunks.

After a few moments of stumbling disorientation, I try to regain my bearings.

I then see if the box might be big enough to hold all of Jam-Y's stuff. Or at least, if the box and myself are enough to carry it all.

written by Jam on Aug 12, 2012 20:26

I look at the Empath with fear, and whisper to the clone in front of me.

"He's using his Empathy powers to influence Friend Computer. That's treasonous, highly treasonous... Now would be a good time to test out your powers, on his head."

written by Kristos on Aug 12, 2012 20:30

"Yes, we are to investigate the laser barrel production facility sabotage in this sector. We were informed that JHY R&D would have a device that may prove useful to our mission. Is this the device?" I take a careful look at the thing.

"Also, in route we encountered a transbot explosion. It may be related. Perhaps the enemies of the Computer were trying to keep us from our mission. Has any further relevant information on the sabotage been discovered?"

written by Gligar on Aug 12, 2012 23:51

Checkpoint, Industrial Subsectors

Stumbling, L4-O yanks his head out of the box and tries not to throw up. It seems that having one's head in two places at once has not been cleared by The Computer yet.

Once he recovers he starts seeing what will fit into the box... hmmm, with all of the Packy-Foam gone, there's quite a bit of space in there. Let's see... Mick-R's ME Card and laser pistol can go in there (doesn't look like he'll be claiming them), as well as Jam-Y's breathing mask, taser, Loyalty Officer equipment, ME Card, PDC, his pills, mutant medications pack, and first aid kits, as well as that severed bot manipulator he picked up. That just about fills it up.

He can just about handle the rest (including the YELLOW stuff), though he decides to leave the jumpsuit and open can of B3 for the corpse.

By now, the wheelchair and the stuff piled on it have been checked out. There's only Joris-R to be scanned now.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y whispers to the clone in front of him that Mr. Empath is using Machine Empathy to influence Friend Computer, and that now would be a good time to test his own powers. "Are you sure, sir? I mean, I'm not yet registered..."

But it seems that Mr. Empath is having enough influence that Our Mutual Friend has decided to make some laser turrets known. **"In fact,"** it is saying, **"it is my belief that this ORANGE has committed treason by shooting. I hereby senten—"**

"...you know what? Never mind that."

Almost immediately, Mr. Empath clutches his head. His hair begins to smoulder, and he cries out in pain.

"Priority interrupt!" yells The Computer. **"There are unregistered mutants in the facility. Evidence suggests Machine Empathy and Pyrokinesis. Citizens with weapons, please locate and terminate. Prizes will be awarded for the best kill, with bonuses if the best kill is made to the Machine Empath. Thank you for your co-operation."**

R&D lab, Roadway 2, JHY Sector

Kris-R confirms the team's mission, and asks if the device on the table is the one mentioned in their briefing. "Why yes, it is," answers the scientist. "If we've done it right, it should be able to detect flaws in any laser barrels you insert into the slot." Kris-R looks, and finds a slot which might accommodate a laser barrel.

He continues by telling the scientist about the explosion on the transbot, and asks about the sabotage. "I thought that finding out about the sabotage was *your* mission?"

written by Kristos on Aug 13, 2012 01:38

"Okay, great! Um, yes, that is our mission but I want to keep on top of any relevant information that might have been obtained already."

written by Jam on Aug 13, 2012 03:08

I facepalm...

"From the looks of it, I'd say the Pyrokinesis mutant just terminated the Machine Empath. Pretty good kill too, I'd say..."

And everyclone here is an unregistered mutant, or else we wouldn't be here! I'll bet there is a few pyrokinesis mutants!"

I try to make my way toward the ORANGE clone, dragging whats-his-name-pyro-clone with me if I can.

written by Lightning4 on Aug 13, 2012 06:02

I look at Jam-Y, pleased that I managed to get the stuff sorted.

I look up at Joris-R again, and wonder if he's ever planning on coming down.

"If he doesn't come down soon, we'll just have to leave without him. We don't have much time left..."

I check the time on my PDC.

written by Cryoburner on Aug 13, 2012 11:03

After making sure no saboteurs followed us to the lab, I head down the red stripe after Kris-R and the GREEN scientist. Unless there are saboteurs, that is, or clones who look as though they could potentially be saboteurs, in which case I quickly make note of them prior to doing so.

written by Speeder on Aug 13, 2012 12:38

I go scan stuff...

And any already scanned stuff that is clean and fit the box, I attempt to shove inside it, until there are little to carry with the wheelchair.

written by Gligar on Aug 13, 2012 16:56

R&D lab, Roadway 2, JHY Sector

Kris-R agrees, and adds that he simply wanted to keep abreast of developments. "Well, as soon as you head over there, you'll know what's going on. As you may have gathered, there is no further information right now."

Cyrus-R looks behind him, out onto the roadway. It seems that he believes that they might have been followed. However, he doesn't see anyclone behind him. Satisfied, he heads into the lab, looking around him as he does to see if he can see anyclone who looks like a saboteur. However, he realises that he would be unable to detect a saboteur even if he saw one, without observing their actions more closely. As such, he sees nothing suspicious.

He eventually reaches Kris-R, the scientist, and the R&D device.

[1148]

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y tries to explain about what just happened to The Computer: a Pyrokinetic mutant just (seemingly) terminated the Machine Empath (who is currently collapsed on the ground not moving). And from the looks of it, it's quite a good kill. As for everyone else... they're all unregistered mutants - which is why they're at the registration desk! There's probably more than one Pyrokinetic here, for instance.

The Computer, initially, does not respond. Jam-Y takes the opportunity to push past the other mutants, Pyrokinetic in tow, until he reaches the desk. The ORANGE, apparently still watching the Machine Empath, seems distracted as she addresses them. "Can I help you, Sir?"

Good thing there are no Queue Enforcement Officers in the cloning station. (Do Tech Services even use them?)

Finally, The Computer speaks again. **"Well? Have the mutants been terminated?"**

Checkpoint, Industrial Subsectors

Pleased that he got Jam-Y's stuff sorted, L4-O continues to look at the corpse for a moment, almost as if he's wondering what to do with it.

Wait... wasn't there something else... Joris-R! He's still floating around up there, and shows no signs of ever coming down. Will they have to leave him behind? They don't have the time for this...

Worriedly, he looks at his PDC... it's 16:59.

Speed-Y, however, is still trying to sort out everything that's on that wheelchair... partly by trying to cram more stuff into the quantum box, even though it's already full. And though the box may be special, it isn't any bigger on the inside. As such, he can't fit anything in there.

written by Jam on Aug 13, 2012 17:32

"One sec..." I say to the ORANGE.

I put my laser pistol to the Machine Empath's forehead, and pull the trigger.

Assuming I successfully shoot the Empath, I make an announcement to The Computer.

"The Machine Empath has been terminated! However, we are still in the process of locating the Pyrokinetic mutant.

I have a theory though... Friend Computer, might it have been that the Machine Empath also had Pyrokinesis, and while attempting to terminate our ORANGE MRO clone, accidentally set himself on fire? Perhaps he assumed you were about to give the order to terminate the ORANGE, and lost control of his Pyrokinesis mutation in his haste?"

written by Lightning4 on Aug 13, 2012 19:20

"We need to get a move on, guys. We only have 36 minutecycles to get to the debriefing."

I watch the rest of the group, and slowly start edging my way back towards the main Domescraper. Slowly enough that anyone can catch up and join me, at least.

If everyone is with us, I start moving faster.

written by Speeder on Aug 13, 2012 20:16

I look at L4... Worried.

"Alright!"

I attempt to get out with the wheelchair then.

written by Gligar on Aug 13, 2012 22:04

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Hmmm... The Computer seems to have not noticed that the Machine Empath has already been terminated, seemingly. Jam-Y notices, tells the ORANGE to wait, and takes matters into his own hands, by shooting the Empath himself. Since The Empath doesn't seem to react either way, it's a fair bet to say that, if he wasn't dead before, he is now.

Jam-Y announces to Our Mutual Friend that the Machine Empath has been terminated, but the Pyrokinetic is being worked on. He does claim a theory, though: what if they were the same clone? What if, while trying to terminate the ORANGE, the Empath lost control of his powers and accidentally set himself on fire?

"That is a valid theory, however I was under the impression that there were at least two mutants present. Therefore, logically, there must be two terminations."

Checkpoint, Industrial Subsectors

L4-O urges everyclone to get a move on; they have 36 minutes left to get to Debriefing. He begins walking back himself, and is joined by John-R.

Lucas-R agrees as well. "You're right. We need to get going, sir." He starts heading out... at the same time as Speed-Y decides that it's probably a good idea to just push the wheelchair out.

Joris-R just keeps floating up there. "Oh, you want to stay?" asks one of the soldiers.

But the rest of the team don't notice. They're walking away.

Speed-Y notices that it's cold without a jumpsuit.

written by Speeder on Aug 13, 2012 22:37

I frown.

"Can someone borrow me some jumpsuits?"

I look around, maybe there are a jumpsuit on the ground, who knows...

written by Lightning4 on Aug 13, 2012 23:50

I check my inventory for any jumpsuits I might've collected, though I doubt I have any handy.

"Hmm. No jumpsuits, but..."

I hold up some towels.

"I have these..."

written by Gligar on Aug 14, 2012 00:00

Roadway, near Industrial Subsector Quarantine Zone, JHT Sector

Speed-Y stops for a moment, and wonders if someone could lend him a jumpsuit? Or perhaps there's one on the ground? Hmmm... no, but I suppose he could go back and loot one of the corpses if he's that desperate for a jumpsuit...

L4-O checks his own (and Jam-Y's (and Mick-R's...)) equipment, and finds that no, he doesn't have a spare jumpsuit. He does, however, have a stack of small towels, seemingly from Jam-Y's kit.

written by Speeder on Aug 14, 2012 00:03

I see if the wheelchair or somewhere with the team there are duct tape...

If I find it, I try to make some towely jumpsuit.

written by Cryoburner on Aug 14, 2012 01:23

"Don't worry, everyone! The saboteurs are under control, as in they are not here."

I have a look at the device on the table.

"Hey, neat, what is this? Can I try it out?"

I poke lightly at the device.

written by Jam on Aug 14, 2012 01:58

"Uh... Yeah, that's an excellent deduction, Friend Computer! Of course there should be two terminations!"

I turn to the ORANGE...

"I'd like to re-register my Mind Sense mutation, if that's alright. Then I'll be able to interrogate the clones here to find out who our Pyro mutant is!"

written by Kristos on Aug 14, 2012 11:49

I slap Cyrus-R's hand away from the device. "Do not be so careless! This device is for testing laser barrels for flaws."

I take a moment to note the clearance of the device.

written by Gligar on Aug 14, 2012 14:00

Roadway, near Industrial Subsector Quarantine Zone, JHT Sector

Apparently, towels are not quite what Speed-Y was looking for, but he might be able to use them, he believes, to make some sort of... jumpsuit?

Of course, to do that, he'd need something to hold everything together... something like... duct tape, perhaps? Does anyone on the team have any? Well, there's none on the wheelchair, and neither Lucas-R or John-R seem to have any...

R&D lab, Roadway 2, JHY Sector

Cyrus-R "reassures" everyone that there are no saboteurs present, and then proceeds to ask if he can try out the laser barrel tester. He starts to poke it, but is stopped by Kris-R.

Probably a good thing... "No, no, no! Please don't try to use it in the lab! For all I know, the thing could explode, terminating all of us and putting you on The Computer's list of Citizens To Be Relocated To HEL Sector Happy Fun Re-Education Centre!" Kind of similar to what Kris-R says about it being for testing laser barrels, when you come to think of it that way...

Speaking of Kris-R, he also regards the tester, but in his case, he's just checking it's clearance. It appears to be mostly GREEN, with RED handles and a RED panel near the laser barrel hole. "Now," the scientist continues, "I'm sure you have plenty to do at the factory, so I won't keep you any longer."

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y agrees with The Computer's analysis, which is probably for the best, and turns again to the ORANGE, announcing that he'd like to re-register his Mind Sense mutation. "Finally!" the ORANGE exclaims. "Something that doesn't take forever to do. So... can I have your name, please?"

The others seem to be forcing smiles while they mutter amongst themselves.

written by Speeder on Aug 14, 2012 14:08

I then try to stuff the towels in the reflect in a way to make a skirt using the armor as support.

written by Lightning4 on Aug 14, 2012 15:43

I check my stuff again... didn't I have some duct tape?

If I find some amongst the kits of stuff I'm carrying, I present it to Speed-Y too.

I then realize perhaps we need to get moving too, and start moving in a Domescraper-ward direction again.

written by Jam on Aug 14, 2012 16:22

"Jam-Y-JYR-3."

After silently staring at the ORANGE for a few secondcycles, I hand the ORANGE my ME card. Then I turn around and face the other clones I cut in front of. I give a slight bow to them.

"My deepest apologies, citizens! I'm hope you understand how my registering promptly is, er, necessary for the good of the Complex! I mean, we wouldn't want a potentially dangerous Pyrokinetic mutant in our midst? In order to ensure that things return to normal as quickly as possible, we should have a trustworthy YELLOW clone who can determine who the treasonous mutant is! That clone would be me, of course! Unless some other clone feels they would be better suited for the job?"

[1150]

I look around at the other clones in the room with a smile on my face.

written by Gligar on Aug 14, 2012 18:48

Roadway, near Industrial Subsector Quarantine Zone, JHT Sector

Okay, so Speed-Y lacks even duct tape to fasten towels together... that means he has to resort to just stuffing towels in his reflex to at least cover up... well, that will work, but it's rather uncomfortable.

L4-O sees this and wonders: does he have duct tape? He checks ... and checks... and checks... aha! And he thought he'd run out! It's not much, but hey, it's there, right? He gives it to Speed-Y, and continues heading towards the domescraper.

Looking ahead, he can see the IntSec checkpoint in the distance, near the bunker. It looks to be unmanned.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Handing over his ME Card, Jam-Y gives his name to the MRO ORANGE and turns to face the other clones. He apologises for delaying them and assures them that it's for the good of the Complex. After all, they wouldn't want a dangerous Pyrokinetic traitor in their midst, would they? Best to have one trustworthy clone - such as, say, a YELLOW registered mutant - who can determine who this traitorous Pyrokinetic is, right? Unless one of them thinks they can do the job, of course.

The clones continue smiling. "Huh?" one clone answers. "We didn't mean to insinuate that you were incapable of the job, sir, it's just that it's unusual to see mutants going after each other... and isn't there usually a delay while the registration goes through?"

"Usually, yes," the ORANGE replies. "But re-registrations are much quicker to process. After all, all the data is still present in the system, and all I need to do is index it back into the new request. You're all set, sir," she adds, offering Jam-Y his ME Card. "I'll get to your friend in a moment."

written by Speeder on Aug 14, 2012 19:28

I take the rest of duct tape and attempt to use it to make the skirt less uncomfortable and more stable. And then I proceed the fast as I can with all broken bones and wheelchair toward where I need to go.

written by Lightning4 on Aug 14, 2012 19:33

"That's odd. You'd think that checkpoint would still be manned..."

I pick up my pace, and check my PDC's time again.

written by Jam on Aug 14, 2012 20:23

"See? Wasn't that easy? I'm already registered! Now, as for that Pyrokinetic..."

I take my laser pistol, and shoot the Empath in the head again.

"There! He's definitely twice as dead as before! I'd say both the Machine Empath and the Pyrokinetic have been terminated, wouldn't you agree, Friend Computer?"⁷⁷⁶

written by Gligar on Aug 14, 2012 23:39⁷⁷⁷

Roadway, near Industrial Subsector Quarantine Zone, JHT Sector

Okay, good. Since Speed-Y now has duct tape, he can sort out those towels properly... at least they're not in any danger of being outside the accepted requirements for comfort for a YELLOW-clearance citizen now.

However, he is still injured, so he cannot move as fast as he would like.

And it seems that L4-O would also like to move faster. He thinks it odd that the checkpoint is unmanned... perhaps they should speed up a bit. At least he is doing so. He also pulls out his PDC: it's now 17:04.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Having demonstrated how fast it can be to re-register, Jam-Y takes back his ME Card, and switches back to his laser pistol to take care of the Pyrokinetic... by shooting the Machine Empath again. Apparently, he either thinks that the Empath was the Pyrokinetic... or he realised that The Computer might be counting laser blasts.

As he is about to contact Friend Computer to confirm the termination, The Computer does indeed speak up. "Citizens! I have detected additional laser fire. According to my calculations, both mutants should now have been terminated. Report!"

Meanwhile, the ORANGE has started with the "other" Pyrokinetic. "Oh!" she adds to Jam-Y. "You'll need an armband. Here!"

written by Lightning4 on Aug 14, 2012 23:49

I look over at Speed-Y, then decide maybe it would be in everyone's best interest if I help.

If I can, I move over to him and start pushing him myself. I try to keep a decent pace back towards the domescraper...

written by Kristos on Aug 15, 2012 02:19

"Oh, yes, causing the death of higher clearance clones is one of the least FUN things to do. It would be appropriate to then counteract the treason with HEL Sector Happy Fun Re-Education Center. Thank you for the word of warning- we will be sure to use the device only in suitable locations."

⁷⁷⁶ JAM: (ooc: I spend a PP in the hopes that FC will be counting laser hits, rather than counting corpses.)

(ooc: Also, I'll be having corrective jaw surgery on both jaws about 16 hours from now. I probably will be pretty out of it for a few days afterward, so I might not be able to post during that time. Just you let you guys know...)

⁷⁷⁷ GLIGAR: (OOC: Jam spends 1pp.)

[1151]

"I was worried about the clearance of the device but now I see that accommodations were made for RED clones. Thank you. I suppose we'll be going now."

I slowly and carefully lift the device, taking care to only contact the low-clearance surfaces.

written by Jam on Aug 15, 2012 03:36

"Thanks. Almost forgot that..."

I take the armband (assuming she offers one) and put it on. Then I report to FC.

"That seems to be the case, Friend Computer! Both mutants have been terminated! Now, about those prizes you mentioned..."

written by Gligar on Aug 15, 2012 14:04

Roadway, near Industrial Subsector Quarantine Zone, JHT Sector

L4-O realises that, if they have to wait for Speed-Y all the time, they're probably not going to make it... perhaps he should go back and help Speed-Y? Yeah, let's do that. Should be able to get there quicker, at least, though with Speed-Y's injuries... is there a better way?

The team (or what's left of it) continues their walk, getting ever closer to the domescraper (and the checkpoint).

And the bot parking area...

Lower area, JHT Sector Main Cloning Station, below Central Subsector

You know, Jam-Y would probably lose his head if it weren't fastened to his body 😊

Having been reminded about the armband which registered mutants are required to wear, Jam-Y accepts one from the ORANGE and addresses Our Mutual Friend again. After all, it said something about a reward? "Ah yes!" replies the Computer. "A bonus of two thousand credits has been allocated to your account for the termination of two dangerous unregistered mutants. Have a nice daycycle, citizen."

R&D lab, Roadway 2, JHY Sector

As usual, KRis-R agrees with the GREEN. He wouldn't want to inadvertently be involved in the termination of a high-clearance citizen! But what if he wasn't aware that the high-clearance citizen was present? Or if he simply didn't like said high-clearance citizen? Or or or or... He thanks the scientist for the warning.

That done, he makes preparations to get moving to the factory. First, collect the device. This is straightforward due to the RED handles (which alleviate his concerns with regard to clearance) which allow him to pick it up. Almost immediately he discovers that the device is heavy.

written by Speeder on Aug 15, 2012 15:15

I smile happily as people help me.

And proceed with all speed that we can...

I take a look to see if Derek is already here or Nukabot or both

written by Lightning4 on Aug 15, 2012 16:51

I keep a lookout in the bot parking area for anything unusual or dangerous. Seems like a good hiding place for some commie mutant traitors. Maybe.

I proceed onward with as much haste as possible too.

written by Cryoburner on Aug 15, 2012 17:27

I quickly and casually grab the other RED handle of the device, and begin pulling Kris-R in the general direction of the exit with it. I stop a moment to address the GREEN scientist.

"Thanks for the device! We'll be sure to test it thoroughly for you!"

"Oh, while we're here, do you know of an optimal route to the factory? We'd like to get testing right away!"

written by Gligar on Aug 15, 2012 18:32

Roadway, JHT Sector

As they approach, the team passes the entry to the bot parking area. There, Nukabot can be seen. The blast box, however, is conspicuous by its absence.

Oh wait... there it is. A couple of clones, one GREEN, the other YELLOW, have removed it from Nukabot's forks. They have their backs turned, and appear to be opening the box.

R&D lab, Roadway 2, JHY Sector

Seeing that Kris-R is apparently having problems, Cyrus-R steps in and takes the other handle. He starts moving towards the exit, but finds it difficult to drag Kris-R when he is also dragging the device.

Speaking of which... Cyrus-R assures the scientist that it will be tested, and asks for the best route to the factory. "Oh yes... it's on the other side of the sector. Just head down Roadway 1 towards JHN Sector, then take a left down Roadway 3. You can't miss it."

written by Speeder on Aug 15, 2012 18:45

I go see what clones are those.

"R&D team? Are you? Speed-Y-3 from Team Epsilon here."

written by Lightning4 on Aug 15, 2012 21:24

I keep my weapon handy for any hostile reaction.

I watch the clones for their reaction to us, and keep an eye on what they're doing with the box.

written by Gligar on Aug 15, 2012 23:28

Roadway, JHT Sector

On seeing the two clones, Speed-Y heads over, albeit slowly, to investigate. He calls out to them, asking if they are from

R&D, and identifying himself, while L4-O watches, blaster at the ready.

Bot parking area, below Central Subsector

On hearing Speed-Y, both clones turn, revealing the GREEN to be Derek-G. He looks over at Speed-Y, and asks, "Is this some new regulation, or are you just out of uniform?"

"Do you want me to just take the leg, sir?", the YELLOW asks Derek-G.

"Yes, just take the leg," the GREEN replies. "It should be safe enough without the box."

written by Lightning4 on Aug 15, 2012 23:53

I realize it's Derek-G and put my weapon away quickly.

Since Nukabot is here, I assume a position on Nukabot.

"If you're ready, sir, there should be room on here for you too."

If Speed-Y desires help, I also try to assist him onto Nukabot.

written by Kristos on Aug 16, 2012 01:23

"We'll get right to it!"

Cyrus-R is taking undue initiative for a non-team-leader again, but it is forgivable since he asked a good question. I keep up with his pace (as long as it remains reasonable) holding up my end of the device.

If Cyrus-R doesn't turn the correct way down Roadway 1 then I do.

"Finally we are able to get to our mission duty!"

written by Speeder on Aug 16, 2012 12:08

I smile happily.

"Oh, my uniform was soaked with zombie blood, so it cannot be taken out of a quarantined zone."

I point to the industrial subsectors.

Then I look at the leg, and then at Derek.

"And thanks for retrieving that... I really like helping R&D and I do not think they would appreciate me losing their equipment.

Anyway, if you can add to the report of the leg, this leg proved VERY GOOD for combat, I mean, kicking with it would quickly dispatch any enemy.

And it also works really good in rehabilitating a clone.

Also it is obviously sturdy, I think research based on that leg can allow for the construction of very hard to destroy cyborgs or armoured clones."

I smile happily.

written by 4616599 on Aug 16, 2012 13:56

"Hello, sirs! Just inspecting the air quality up there. We wouldn't want the higher-ups to get unhappy over that. Those zombies were bad enough and all."

I glide down, and try to fit through the scanner.

written by Jam on Aug 16, 2012 16:11

"Wow, two thousand credits! Thanks, Friend Computer!"

I try reading the ORANGE clone's nametag, in case that information will be useful someday.

Then I turn to Cedric-R, the RED Pyro.

"I'm Jam-Y-JYR, by the way. You should call me sometime, we can have a nice chat and discuss mutant stuff and such... Well, see you later, Cedric-R! I've got a debriefing to get to!"

I start jogging toward the exit of the cloning station.⁷⁷⁸

written by Gligar on Aug 16, 2012 17:59

Bot parking area, below Central Subsector

It's nice to see that L4-O trusts the security clearance system. See, he's decided to trust the GREEN - Derek-G - and has put his blaster away. And since Nukabot is still here, why not use it?

He climbs into what's left of the seat, and offers to help Speed-Y board the bot if he needs it.

Before boarding, though, Speed-Y explains about his being out of uniform ("Oh, is that it? Well, I suggest you find yourself a jumpsuit."), and gives one final report concerning the leg. "Glad to hear it. I'll forward your report when I send the leg back to the team responsible. From what I've seen, you've proved yourself to be a good test subject. I think there may be something in this for you - perhaps even an R&D clearance."

R&D lab, Roadway 2, JHY Sector

As they leave, Kris-R notes that Cyrus-R seems to be taking too much of an initiative in the team. He'll let it slide this time, though. That was a good question, after all.

Soon, they're out of the lab. The door begins to close behind them.

Roadway 2, JHY Sector

Kris-R looks around, seeing if he can find Roadway 1. Ah... there it is. He heads towards it, gently trying to nudge Cyrus-R to do the same.

Checkpoint, Industrial Subsectors

Joris-R suddenly snaps out of his "inspection of the air quality", as he puts it, and descends towards the scanner. Unfortunately, it seems that he'll have to dismount in order to pass through the scanner.

Lower area, JHT Sector Main Cloning Station, below Central Subsector

Jam-Y seems overjoyed to receive a bonus from The Computer.

⁷⁷⁸ JAM: (ooc: My surgery went well!)

[1153]

Before he leaves, he once again looks to the ORANGE, and notes that she is wearing a nametag, identifying her as Sharon-O-GVC-3, before turning back to the Pyrokinetic – who is now in the process of getting registered, and whose name is apparently Cedric-R – to suggest that Cedric-R call him. “Sounds good, sir,” Cedric-R replies. “Maybe we can get in a little practice as well.”

After that, he does leave, jogging for the door.

Foyer, JHT Sector Main Cloning Station, below Central Subsector

He continues through the foyer, noting in passing that there seems to be a door in one wall, apparently leading to some stairs.

Interactive Corridor Experience, JHT Sector

As Jam-Y continues jogging, he just barely manages to keep from falling over when the ground moves under him! Wait... falling *over*? I meant falling *off*! For when he exited the cloning station, he actually stepped on a Mobile Tile (similar to a Transition, except with a bot brain), which automatically started floating away from the door and downwards!

“Welcome,” its bot brain says, “to the JHT Sector Main Cloning Station Interactive Corridor Experience. This system is designed to take you through the corridor in comfort and style, at a speed appropriate to your security clearance. During the experience, you will have the opportunity to participate in selected promotions tailored especially to *you*.”

written by Kristos on Aug 16, 2012 18:32

I keep an eye out for Roadway 3. And for everything else, for that matter.

“We really should test the device before we enter the factory.”

I look for a nice empty location while fumbling for a laser barrel with my free hand.

“Do you have any ORANGE or higher clearance barrels we could test, Cyrus-R?”

written by Lightning4 on Aug 16, 2012 18:38

As soon as Speed-Y wishes, I assist him onto Nukabot.

“Ooh.. R&D clearance. That sounds fun. Most Armed Forces clones would love to have an opportunity like that...”

“All those neat experimental weapons and devices...”

I temporarily fall below minimum happiness levels.

“Ones I may never use...”

written by Speeder on Aug 16, 2012 18:46

“Oh, thanks! Now I need to go to a debriefing!”

I attempt to climb in Nukabot with L4 help.

“Alright... now to the debriefing!”

Then I remember the wheelchair.

“Oh, we need to haul that with us... Oh, we have Nukabot, that is a forkbot!”

written by Jam on Aug 16, 2012 22:37

“Cool! I’ve always wanted to ride one of these things!”

I happily ride the Mobile Tile.

written by Cryoburner on Aug 16, 2012 23:19

“Hahaha! Of course not! What would I be doing with orange or higher clearance barrels?” : D

“We really should test it though!”

I stick my red barrel into the device's test chamber. (If I have one, that is. I do have one, right?) : P

written by Gligar on Aug 16, 2012 23:40

Bot parking area, below Central Subsector

With L4-O’s help, Speed-Y climbs onto the back of Nukabot. As he does, he comments that R&D clearance sounds fun! Something that most soldiers would love, given the access to R&D weapons... many of which will never be available to L4-O...

Once he’s on Nukabot, Speed-Y gives the order to move out. Wait... the wheelchair! How will they move – ohhhh, right! Nukabot. As he says that, the bot does indeed move to pick up the wheelchair.

Right! Just... one more thing... where is debriefing?

Roadway 1, JHY Sector

Definitely not in JHY Sector, that’s for sure. What is in JHY Sector, though, is a laser barrel factory, which is where Team Sigma are headed.

Kris-R looks as they walk... what did the scientist say? Oh yes, Roadway 3. They need to head towards JHN Sector... ah, there’s a sign.

But there’s one thing Kris-R wants to do before arriving: test the device. So... does Cyrus-R have an ORANGE laser barrel or something to test it with?

Of course not... he’s RED, after all. But Cyrus-R agrees that they need to test the device. He can just stick his lase- oh. He doesn’t have one. He doesn’t even have a laser *pistol*! What sort of Troubleshooter is he?

Interactive Corridor Experience, JHT Sector

As has been mentioned before, Jam-Y has wanted to ride the Interactive Corridor Experience ever since he first saw it. As such, he is happy to have the chance now.

“Before we begin,” the tile continues, “would you please give me your intended destination todaycycle?”

written by Lightning4 on Aug 16, 2012 23:55

If I can, I call up the message on my PDC again.

If I successfully do so, I relay the information:

[1154]

"Need to get to J level. Alpha Subsector. Bit of a trip from Epsilon... never been there before."

"Once there, it's room H-12."

written by Speeder on Aug 17, 2012 00:22

I think a bit.

"Alright, Nukabot, find the cargo elevator of Alpha Subsector."

I smile happily.

written by Cryoburner on Aug 17, 2012 02:07

Seeing as I don't actually have a laser barrel to test, I instead just have a closer look at the RED panel on the device, noting any buttons, dials indicators or bells that might be present there.

written by Jam on Aug 17, 2012 02:07

I take a few secondcycles to recall the correct place.

"I need to go to Debriefing Room H-12, J Level, Alpha Subsector, as fast as possible! Please get me as close to that destination as you can, and fast!"

written by Kristos on Aug 17, 2012 03:13

"Not so fast! Efficiency and effectiveness are found in a careful balance of speed and attention. First let us locate a good test site."

I move to the most open, clear looking area away from higher clearance things. Once that is done, I hand Cyrus-R a RED laser barrel.

written by 4616599 on Aug 17, 2012 09:54

I look at the Transition.

"I don't know...I rather like this. Is there anyway to hose it down? It's still a bit...gory on the underside from the zombie ramming earlier, but it's also rented, and I'd really want to leave the sector with it."

While talking, I step through the scanner, and cast another glance at the Transition.

written by Gligar on Aug 17, 2012 13:52⁷⁷⁹

Bot parking area, below Central Subsector

L4-O pulls out his PDC and looks up the debriefing message. Room H-12, J Level, Alpha Subsector... not somewhere they've been before.

Speed-Y thinks, and directs Nukabot to go to Alpha Subsector's cargo lift. "That might be a problem, citizen," Nukabot replies, "since I do not believe that there is a cargo lift in Alpha Subsector."

Roadway 1, JHY Sector

Since he doesn't have a laser barrel Cryo-R, er, I mean Cyrus-R looks at the RED panel. There doesn't seem to be

any sort of controls or indicators... just the hole for the barrel.

Kris-R again stops him. Firths, they will need to find a suitable place to test the device... how about that empty parking area over there?

Parking area, Roadway 1, JHY Sector

Okay, now it's a good spot to test it... Kris-R removes the barrel from his spare laser pistol and hands it to Cyrus-R to test.

Interactive Corridor Experience, JHT Sector

Jam-Y takes a moment to recall the location of Debriefing, and states it to the Tile. "We are on our way, citizen," the tile responds, before launching into a sales pitch about flamethrowers.

Checkpoint, Industrial Subsectors

Joris-R isn't sure about leaving the Transition behind. He's sure that it would fail the scan, anyway, what with the zombie guts on it from earlier. He asks if there is a way to hose it down. "Sorry, citizen," is the reply. "We don't have the resources right now. You'll have to either wait until the quarantine is lifted, or have the rental agency get in touch with us. Perhaps they can arrange something."

written by Speeder on Aug 17, 2012 16:00

I think a bit...

"Alright, find whatever lift of the Alpha Subsector you might fit inside, otherwise just find a lift..."

I smile happily.

"I like you Nukabot! You are the best bot friend ever! I only wish Massacrebot back too! But they repaired you, this made me happy already! Only they will have to repair you again..."

written by Lightning4 on Aug 17, 2012 16:19

"Seems like every mission, Nukabot gets damaged somehow..."

I frown a little.

"Although we've only been on two missions. But still, that's 100% of missions! That's not good at all!"

written by Jam on Aug 17, 2012 16:51

"That reminds me, I ordered a flamethrower just a couple daycycles ago... It's due tomorrowcycle, if I remember right. So, I won't be ordering another one, unfortunately... But do you know how much a replacement fuel pack for a YELLOW flamethrower costs?"

I also observe how fast we are going, and check the timecycle again.

⁷⁷⁹ GLIGAR: (OOC: Enough now, Cryo. You're seriously beginning to annoy me with your LOL SAME CHARACTER shenanigans.)

written by Gligar on Aug 17, 2012 18:23

Bot parking area, below Central Subsector

On hearing this, Speed-Y amends his orders. Given that Nukabot can fit inside some normal lifts, it might be better to simply find one of those - or, at a pinch, any lift.

It's clear that Speed-Y likes having Nukabot around. It's still a pity that Massacrebot isn't around any more, but at least Nukabot could be repaired. And speaking of repairs, Nukabot needs them again. That, as L4-O points out, makes twice in two missions. That's not a good track record.

Nukabot reaches the door to Alpha Subsector, which opens to admit it, and heads on in.

Interactive Corridor Experience, JHT Sector

Flamethrowers... they would have been handy to have on this mission, wouldn't they? And Jam-Y has one on its way to the bunker... should arrive tomorrowcycle. So he can't take advantage of the Tile's offer this time. Though, it would be handy to know the price of a refill. "I do not have the information myself, but I can take you to a FireFun representative to discuss prices," replies the Tile, as it diverts, presumably to head to the sales rep.

Jam-Y initially doesn't seem to notice, as he's checking the time and the Tile's speed. It's 17:11, and the Tile seems to be descending at about a brisk walking pace. Well, if it were possible to walk down a vertical shaft. But I hear R&D are working on that, too.

written by Jam on Aug 17, 2012 19:03

"Hang on, wait, where are you taking me?! No! Keep going to the debriefing room! It is extremely important that I get to the debriefing room as fast as possible! You can take me to a FireFun representative some other time!"

written by Gligar on Aug 17, 2012 23:39

Interactive Corridor Experience, JHT Sector

However, it seems that Jam-Y doesn't actually want to speak to a FireFun rep at this time; he's more interested in getting to Debriefing. "Are you sure, citizen?" asks the Tile. "Surely your debriefing can wait while you speak to FireFun? No? Then perhaps a nice, refreshing B3?" Once again, the Tile changes course, heading for an alcove somewhere in a wall.

written by Lightning4 on Aug 18, 2012 00:01

I keep a lookout for anything or anyone hostile... or anything out of the ordinary.

I also just look around in general since I have actually never been in this part of the sector.

written by Cryoburner on Aug 18, 2012 01:29⁷⁸⁰

I insert the barrel.

written by Kristos on Aug 18, 2012 07:08⁷⁸¹

I monitor the side of the device and see what reactions present themselves to my eyes, hoping for something relatively un-explosive.

written by Gligar on Aug 18, 2012 12:52⁷⁸²

Treason point to Cryoburner!

Corridor A2, Alpha Subsector

As Nukabot continues on, L4-O keeps a watch for anything... well, anything, really. He's never seen Alpha Subsector before. Nor have any of them, really.

Corridor A2, it seems, is a nice wide ORANGE-clearance corridor, seemingly designed for vehiclebots such as Nukabot, or the cyclebot approaching from the other direction, to travel down. The walls are peppered with the usual advertisements, loyalty slogans, vidscreens... you know the sort of thing. Past the cyclebot, the corridor ends at an intersection with a second corridor. Closer, though, are two doors, seemingly leading to hygiene stations (on the left) and confession booths) on the right).

Nukabot slows, and allows the cyclebot to pass. The cyclebot's operator doesn't seem to notice or care.

Parking area, Roadway 1, JHY Sector

Now that he has a laser barrel, Cyrus-R can insert Barrel A into Hole B, whereupon the device starts to shudder and make an awful amount of noise and light.

And gas.

⁷⁸⁰ CRYOBURNER: (Clearly you are mistaken. Cyrus-R and Cryo-R are nothing alike. Cryo-R would probably be in the ductwork right now, looking for suspicious keys or something. It's just logical to have a proper look at a device that you are about to activate for the first time, no matter who you are, so that it's less likely to catch on fire, and then burn your hands, and then you throw it into the road, and then a vehicle drives over it, and then the device explodes, and then the vehicle explodes, and then you have to pull fragments of exploded device and vehicle out of your face, and then you have no device, all because you didn't wait for the indicator bell to ring, as was clearly printed on the side panel, which you didn't bother to examine.)

⁷⁸¹ KRISTOS: (OOC: Cyrus-R pays moderate attention to detail. Cryo-R was insane about detail. I think Cryo's writing style and choice of words is creating an illusion of more Cryo-R like behavior than actually is happening. And it may not help things that you "play along" in your narration, ensuring that his actions are interpreted as being Cryo-R-lyke. Just my thoughts. :-)

⁷⁸² GLIGAR: (OOC: *raises eyebrow at Cryo's OOC comment (if it is OOC - it's not marked, and could easily have been a misconstrued IC comment...)* Looks like some people around here need a refresher on Rule Zero, and/or an alteration to their posting style. I should also point out that such arguments are treason; it says so right here in the ULTRAVIOLET section. 😏)

Though a small change of style might be a good idea. Maybe I should start mentioning treason codes every three seconds (👁️👁️👁️)

[1156]

It's a particularly fun kind of gas, the sort that produces hallucinations. Perhaps that orange spybot would agree? Perhaps Cyrus-R should go and say hi to it? 😊

But before he can, The Computer makes an announcement from a loudspeaker somewhere in the area. **"Please remain calm. A Fourth Wall Breach has been detected in your area. Everything is under control. Under no circumstances should you attempt to find the Fourth Wall or investigate the breach. Thank you for your co-operation."**

written by Jam on Aug 18, 2012 16:19

"Okay, I'll buy a B3, then you'll take me straight to debriefing, with no further delays! Got it?"

If we reach the alcove, I attempt to purchase a YELLOW B3.

written by Gligar on Aug 18, 2012 16:42

Interactive Corridor Experience, below Central Subsector

Jam-Y agrees to buy a B3 on the condition that the Tile takes him to Debriefing immediately afterwards. "I am glad to be of service," the Tile responds, and continues on course.

Soon, the alcove is reached, and Jam-Y buys the B3. (YELLOW B3 is much nicer than RED or ORANGE, as I'm sure he'll agree.) That done, the Tile actually keeps its word and heads for Alpha Subsector.

written by Lightning4 on Aug 18, 2012 17:10

My eyes follow the cyclebot.

"Huh. Suddenly I want to ride one of those..."

To ride freely in the sector, on the clearly designated and mandated routes...

To feel the synthetic wind in my face, but of course without exceeding the mandatory recommendation of maximum velocity..."

Once it gets out of range, my expression soon fades to normal.

"Huh. That was weird. Still kinda want one though."

written by Gligar on Aug 18, 2012 20:44

Corridor A1, Alpha Subsector

The cyclebot's presence seems to have a profound effect on L4-O. He practically zones out as he details how awesome it would be to ride one (and how easy it is to do so while not committing treason)...

But as Nukabot makes a turn into Corridor A2, causing the cyclebot to go out of sight, L4-O comes round. He's not quite sure what happened, but he still kind of wants a cyclebot. Well, for the low low price of just 999.9 credits, he too can own a fantastic used cyclebot courtesy of JHP Sector's Nearly New Bots! Only twelve previous owners!

Er... what was I saying? Ah yes.

Corridor A2, Alpha Subsector

This corridor's a bit narrower but still navigable, and still ORANGE. There appears to be a lift hall up ahead. And some clones.

written by Jam on Aug 18, 2012 21:56

I silently drink my B3, while making sure we're still on course for Alpha Subsector.

written by Lightning4 on Aug 18, 2012 22:51

I continue to keep an eye out for anything interesting or treasonous.

I also watch for things where viewing is mandatory. Just in case.

written by Gligar on Aug 19, 2012 01:50

Interactive Corridor Experience, below Central Subsector

The Tile continues on towards Alpha Subsector - or at least, that's what the sign indicated on the door the Tile is approaching. In addition, the sign states that it is J Level. Jam-Y says nothing. After all, he's drinking his B3.

Soon, the Tile pulls up at the door. "We have arrived at Alpha Subsector, citizen. Have a pleasant daycycle."

Corridor A2, Alpha Subsector

Nukabot also continues on, however it has to stop when it comes to the clones, who are blocking the corridor for some reason. L4-O, who remains on lookout, notices that they're holding pamphlets.

written by Speeder on Aug 19, 2012 01:59

I stare at the clones.

"Hey you, bring me here one of that, I want to read the good news you are delivering."

written by Lightning4 on Aug 19, 2012 08:00

I scrutinize the clones holding pamphlets. I also scrutinize Speed-Y, who seems to be accepting something that clearly can only be treasonous. Maybe.

written by Kristos on Aug 19, 2012 08:38

I dutifully hold up my end of the device and weather the consequences. Hallucination gas? No big deal. Fourth wall breach? As if a RED like me would know what that is. I do, however, search for something to breathe through that might filter out some of the gas.

written by Gligar on Aug 19, 2012 13:17

Corridor A2, Alpha Subsector

Also noticing the clones, Speed-Y asks for one of the pamphlets. "Sure thing, citizen," one replies, and gives him one. "Have a nice daycycle."

L4-O doesn't seem to be doing anything except watching everything. Those clones, for instance... they all seem to

[1157]

be wearing a badge of some sort, with an unusual logo on it. The logo also appears on Speed-Y's pamphlet, and...

...you know, now L4-O thinks about it, it kind of looks like a cyborg.

John-R walks up to the clones. "Excuse me, but could you all make way for us? We need to get to the lift."

One clone looks at him, and at his registered mutant armband, and back at him. "And why would we do that?"

John-R smiles. "Because if you don't, Fun will ensue."

Parking area, Roadway 1, JHY Sector

Not really knowing what else to do, Kris-R keeps holding on to the device, trying to endure the hallucinations, and the Fourth Wall Incident... whatever that is.

The orange spybot floats up to Cyrus-R and extends a probe, which seems to go through Cyrus-R's head. Hmm, he seems to have zoned out. Which might explain the hole that opened in the air, allowing a many-sided shape with numbers on it to pass through and strike Cyrus-R on the head. Or it might not...

Suddenly a multicoloured laser beam shines in the air! It almost hits Kris-R... who ducks reflexively and almost drops the device!

Wait... is that a device or an active nuke? Well, whatever it is, it just went "ping" and spat out a laser barrel.

Kris-R continues to try to fight the hallucinations and look for something to reduce the effects of the gas... some sort of cloth, maybe? Hmm... the parking area seems kind of empty, except for a couple of discarded bags of something Kris-R can't figure out.

written by Jam on Aug 19, 2012 16:11

I notice we've arrived.

"Oh, that was fast! Thanks for the ride! I really enjoyed it, and I'll make sure to recommend the Interactive Corridor Experience to any clones that seem to need some extra Fun in their daycycle!"

I step off the Tile, and try to go through the door.

written by Lightning4 on Aug 19, 2012 17:25

I take out Turbo.

"Yes. Fun."

I try my best to look very intimidating.

written by Gligar on Aug 19, 2012 17:27

Corridor J4, Alpha Subsector

Jam-Y expresses surprise that he has arrived at Alpha Subsector so quickly, and asserts that he will recommend the Interactive Corridor Experience to others before stepping off the Tile and through the door. Once through, he notices that he's in yet another corridor, this one quite short and YELLOW. It seems to exist to join two ORANGE corridors together, as well as to provide access to the Interactive

Corridor Experience. A couple of doors are visible in the ORANGE corridors, labelled C-2 and B-6.

written by Jam on Aug 19, 2012 18:18

"Well, if there's a B door and a C door, then the D door must be nearby!"

I walk in the direction of the C-2 door, searching for any more doors.

Also, if I happen to come across any bots, I ask them for directions to the debriefing room.

written by Lightning4 on Aug 19, 2012 21:05

(Heh, I've got "good" timing.)

[insert my previous post here]

written by Gligar on Aug 19, 2012 22:30

Corridor J4, Alpha Subsector

Given that there is a B-6 and a C-2, Jam-Y guesses that there must be a D somewhere. Perhaps he will find out if he heads towards the C?

He heads over there.

Corridor J3, Alpha Subsector

What he sees isn't all too encouraging: there are C-1 (hiding round the corner from the other corridor) through C-7... then, at the far end, E-1.

Corridor A2, Alpha Subsector

On John-R's words, L4-O pulls out Turbo, and agrees that Fun will ensue if they don't get out of the way, in a way that suggests that the Fun will be of the explosive variety.

One clone retorts with "We do not fear death. We have that covered. It's a pity you won't see things our way, though..." He pulls out a rather familiar-looking box.

written by Lightning4 on Aug 20, 2012 00:59

"So. You guys are some kind of freaky zombie cult then. Treasonous to the maximum extent... well, no... if you were commies too, THEN you would be treasonous to the maximum extent."

"But you are pretty treasonous. And extremely foolish. Shall I divulge how many zombies, cyborgs, and zombie cyborgs we have killed over the course of this mission? That *I alone* have killed?"

"We will be happy to increase that tally. NUKABOT, CHARGE! Run them down!"

I try to swap Turbo for my blaster and start blasting at the treasonous clones. I try to focus on the one carrying the box, so he doesn't try to activate it. Maybe.

written by Jam on Aug 20, 2012 01:24

I walk towards E-1, and search for more doors.

"Hmm... I wonder if the others have already arrived... I guess I'll try calling them..."

[1158]

I take out my PDC and try to call Speed-Y.

written by Gligar on Aug 20, 2012 01:49

Corridor A2, Alpha Subsector

L4-O replies by stating the obvious, then suggesting that the team, and he personally, have terminated a multitude of CMTs this mission, and that they would be happy to add to the number. He finishes by ordering Nukabot to charge. "About time!" the bot exclaims, and powers up with a growl of its motors.

The clone carrying the box suddenly drops it, clutching his head, just before Nukabot hits, shattering his skull and spewing brainstuff everywhere. And he isn't the only one, as two of his companions join him.

Meanwhile L4-O has switched back to his now-cool-again blaster, and would have most likely dropped a fourth clone were it not for the distraction of Speed-Y's PDC ringing.

Corridor J3, Alpha Subsector

The caller is Jam-Y, who even now is heading to debriefing. He is following the (also ORANGE) corridor round, past the E doors, to doors marked F, and G... and then there's an intersection with a RED corridor. He's kind of wondering if the rest of the team are already there.

written by Lightning4 on Aug 20, 2012 01:53

"Keep it up, Nukabot!"

I continue trying to pepper the clones with blaster fire, as well as trying to shrug off the distraction of Speed-Y's PDC.

written by Kristos on Aug 20, 2012 04:39

"This is overwhelming! Let us set down the device and get out of this gas!"

I lower my end of the device to the ground and then help Cyrus-R set down his end if necessary. Well, as well as I am able in the gas. Then I step out of the gas cloud.

written by Gligar on Aug 20, 2012 13:31

Corridor A2, Alpha Subsector

Trying desperately to ignore Speed-Y's PDC, L4-O continues firing. He gets off a couple of shots before the traitorous cultists begin to return fire. One, wielding a slugthrower, gets off a lucky shot, which hits him square in the chest... good thing he's wearing kevlar. Pity about his reflex, though; it now has a hole through it.

But L4-O isn't the only clone to act out of Team Epsilon. While Nukabot continues to try and impale clones with hits forks, Lucas-R has also been busy. It looks like he's trying to knock clones to the floor so that they can't retrieve that box... John-R sees what he's doing and lends a hand mentally.

It's a pity there aren't more loyal clones present... say, if King-R were around or something. (I wonder why he hasn't re-cloned yet? Oh yeah...)

Parking area, Roadway 1, JHY Sector

Kris-R decides that he's had enough... this gas is just too much.

Slowly, he lowers his end of... what now resembles an oversized packet of Soylent RED to the ground, and attempts to back away, stumbling over what appears to be a miniaturised scrubot in the process.

written by Jam on Aug 20, 2012 15:07

I look slightly worried.

"That's weird... Speed-Y isn't answering..."

I look both ways down the RED corridor, in case there are any H doors there. If not, I try continuing down the ORANGE corridor.

"Maybe they're in a fight or something... Maybe they even found some Easter Cycle clones! I hope they're okay..."

I also try to check the time again. At this rate, those guys are gonna be late for debriefing!

written by Lightning4 on Aug 20, 2012 17:15

"Woah."

I cough a little bit and try to regain my bearings, getting hit in the chest with a slug certainly shouldn't be fun, even with protection.

If I manage to regather myself enough again, I continue firing at the clones with my blaster. If I get good aim on one, I do a rapid fire volley.

written by Speeder on Aug 20, 2012 17:35

I throw the pamphlet away.

"No need for treason proof since we killed them anyway."

I answer the PDC while the battle rages.

"Speed-Y here."

written by Gligar on Aug 20, 2012 18:21

Corridor J3, Alpha Subsector

Jam-Y finds it strange that Speed-Y isn't answering his PDC. Perhaps he's in combat?

Regardless of that, though, he has to get to debriefing. Let's see... more G doors down there, aha! H spotted!

Glancing at his PDC, he notices that it's 17:22 - aah! Speed-Y's voice suddenly sounds from the PDC.

Corridor A2, Alpha Subsector

As it happens, Speed-Y has decided to discard the pamphlet, since he believes that it won't be needed. After all, most of the traitors are now dead, and the others have to contend with L4-O, who is firing back at them. L4-O's still in pain from being shot, but his Armed Forces training helps him push past it, with an end result of one maimed traitor.

Lucas-R, on the other hand, is still not killing anything. He's seen the opportunity to try and grab that box. But he finds

[1159]

that he has a traitor to deal with. Oh well... time for the laser pistol...

He manages to narrowly miss, only to be almost shot in the head as his opponent also misses.

written by Speeder on Aug 20, 2012 19:10

I look at some traitors and scream.

“SILENCE!!! unruly clones! I am on the phone here!”

written by Kristos on Aug 20, 2012 20:24

“Ssssssssoylent RREDDDD!!! Ssssoooooo much of it! If only I had a vat of TeaSir to wash it down with! Wait, what is this I am stumbling over? A funny little scrubot? Maybe... no... hey! It’s a can of B3 Extra Fun Limited Mandatory Burns-Like-HEL-Sector Edition! Close enough! After a quick snack break we should get out of this gas before we start hallucinating!”

I attempt to open the ‘can of B3’ using the standard ritual.

written by Lightning4 on Aug 20, 2012 20:32

I reply with the attempt on Lucas’ life with blaster fire of my own directly at the traitorously traitorous clone.

Unless said clone dies soon, in which case I pick a different traitorously traitorous clone to fire at.

written by Jam on Aug 20, 2012 21:03

I stop walking and talk on my PDC.

“Hey Speed-Y, I’m waiting near the debriefing room for you guys! Where are you, and what’s happening? Wait, is that laser fire I hear?!”

written by Gligar on Aug 20, 2012 22:32

Corridor A2, Alpha Subsector

A stray slug almost hits Speed-Y, causing him to yell at the traitors (or anyclone) to shut up so he can take his call...

Corridor J3, Alpha Subsector

Jam-Y stops to speak to Speed-Y. He gives them his location, and asks theirs. Also, is that laser fire he can hear?

Corridor A2, Alpha Subsector

Actually, it’s blaster fire, courtesy of L4-O. This blast is aimed right for the clone who almost shot Lucas-R, and... wham! Right in the ear! That gives Lucas-R a chance to grab the box, and exclaim, “Got it!”

Parking Area, Roadway 1, JHY Sector

Kris-R recovers, and, it seems, finally gives in to the hallucinations. He could really go for some Soy lent RED and TeaSir right now. And hey! They have Soy lent, right? Maybe they could have a snack! Then they really need to get out of the gas.

Or perhaps he’s distracted by this can of B3 he just tripped over. He decides to open it. But he realises that it isn’t, right around the time that he opens it, because, instead

of the mandatory fizz, he ends up being sprayed in the face by something rather viscous and foul-smelling. Well, whatever it is, it seems to bring him round.⁷⁸³

written by Speeder on Aug 20, 2012 23:08

I smile and say.

“Oh Jam, don’t worry! There are some annoying traitors here shooting a lot at us, we are in near a lift in Alpha Subsector.

We are coming! Hold our places!

And really, don’t worry, they are not dangerous as zombies, even if they are armed and shooting back a lot, because they can die! It is awesome enemies that actually die! How I love that! Even better that they WON’T rise again!!! If I was in those crazy secret society that has a thing called religion, I would pray for more of those enemies!”

written by Lightning4 on Aug 21, 2012 00:25

I pause to think.

“That’s a good question actually. What if these clones do actually get back up after dying?”

I go back to shooting any of them that are left. I watch the corpses for any activity.

written by Gligar on Aug 21, 2012 01:29

Corridor A2, Alpha Subsector

Speed-Y’s PDC conversation continues. He’s saying that there is nothing to worry about, it’s just some traitors, which are better than zombies because they’re easier to kill, even if they do shoot back. Plus, they’re not going to spontaneously get back up after being killed...

But L4-O isn’t so sure. What if they *do* get back up?

After shooting at the three remaining traitors, L4-O watches the bodies for a moment. They do a remarkable job of staying dead.

written by Jam on Aug 21, 2012 02:13

“Oh, good, you took care of them? I guess that’s everything then! Hurry up to debriefing, I’ll be waiting nearby!”

I search for the debriefing room door, but I don’t approach it yet... Being early is treason!

written by Lightning4 on Aug 21, 2012 02:35

After being (and making) sure that the remaining traitors are dead, I decide that checking them for interesting or unusual objects might be a wise decision.

And weapons too, since we can never have enough of those.

written by Cryoburner on Aug 21, 2012 07:35

“Meesa so worry! Weesa got terrrrrible problemo meesa thinks!”⁷⁸⁴

⁷⁸³ GLIGAR: (OOC: 1pp to Kristos 😊)

⁷⁸⁴ CRYOBURNER: (New posting style, or side-effect of hallucinogen? Only

written by Kristos on Aug 21, 2012 12:26

gag *cough* *choke* "What is...?!... oh."

I grab Cyrus-R, drag him out from the gas, and wait for the cloud to disperse. Once that is done I visually scan the device to see if anything has changed about it. I also look for the laser barrel.

written by Speeder on Aug 21, 2012 14:01

Since I am a bit hurt, I just wait happily, but I grab anything that they hand to me.

Wait!

I look if any clone is YELLOW.

If not, I see if anyone is ORANGE.

And I wear the jumpsuit that I find.

written by Gligar on Aug 21, 2012 14:58

Corridor J3, Alpha Subsector

Assuming that L4-O and the others have now dealt with the traitors, Jam-Y tells them to join him as soon as they can

But in the meantime, he needs to actually find the debriefing room. He should be close, so... let's see... H-2, H-4, H-6... skip a couple... aha! H-12.

But he doesn't go in just yet. There are still a couple of minutecycles before debriefing, after all.

Corridor A2, Alpha Subsector

In the meantime, L4-O has shot at the traitors a couple more times, just to be sure. Satisfied, he decides to take advantage of the situation by looting the bodies. Hmm, not much of interest.. .just something that appears to be a Power Services circuit breaker, some pamphlets, a couple of laser pistols, and a slugthrower.

Speed-Y also seems interested in the clone who had the slugthrower... he's YELLOW, after all, and has a YELLOW jumpsuit (though it's now bloodstained and dirty). Speed-Y doesn't have a jumpsuit, so... used is better than nothing, right? He climbs down and strips the body so that he can get dressed.

Parking area, Roadway 1, JHY Sector

Er... can someone explain what just happened to Cyrus-R? It's almost like he's putting on a weird accent or something! Or maybe it's just the gas...

Speaking of which, Kris-R has hold of him and is trying to drag him clear... hmmm, there we go. He's waiting for the gas to clear so that he can check the device, but from what he can already see, the laser barrel has been ejected and now lies on the floor nearby. As for the device itself, it appears unchanged, except that part of the RED panel has opened, revealing a lit smiley face and a "Reset" button.

time may tell...)

written by Speeder on Aug 21, 2012 15:22

I notice the circuit breaker, and decide to take it with me, examine it, also take and read some pamphlets, and see if anyone has interesting ammo for me.

Then I climb again on Nukabot.

written by Jam on Aug 21, 2012 15:39

I count down the minutecycles until debriefing, sipping on my B3 if I have any left.

written by Lightning4 on Aug 21, 2012 17:29

I let Speed-Y take the slugthrower if he desires, but I take the other appropriate clearance weapons as I'm the equipment officer and all...

"That looks familiar... do you think it's from the Industrial Subsectors?"

I get a good look at the clone that had it...

"Hey, sir, maybe you should give this guy's ME card a scan with the reader and your PDC. He might be important."

written by Speeder on Aug 21, 2012 21:27

I take the slugthrower (and the ammo).

And I scan the ME card that L4 gives to me after climbing on Nukabot... (who knows, maybe Nukabot decides to run while I am on the ground scanning...)

written by Gligar on Aug 21, 2012 21:48

256 treason points to Virgin Media! 🍌

Corridor A2, Alpha Subsector

Noticing the circuit breaker, Speed-Y takes it as well. He notices that it seems similar to the ones used in the power room of Building 2...

He also takes some more of the pamphlets, though they appear to be the same as the one he discarded. Then again, I guess it's evidence?

L4-O doesn't seem too interested in evidence, though. He's more interested in equipment, what with being the Equipment Officer and all. He offers the slugthrower to Speed-Y, and suggests that he scan the YELLOW's ME Card. The YELLOW doesn't seem familiar, but that doesn't mean much, right? Though, that circuit breaker looks familiar...

Speed-Y takes the slugthrower - it's somewhat newer than the "revolver" he had before - and the ME Card, and returns to Nukabot before scanning the card. He discovers that it belongs to Ran-Y-MHL-4, an HPD&MC clone with -408 credits to his name. And... according to this, IntSec are interested in him.

Corridor J3, Alpha Subsector

Jam-Y starts waiting until debriefing... only 10 minutecycles left... He finishes off his B3 while he waits.

Nine minutecycles... The door opens, allowing a group of clones who look like Troubleshooters to exit.

written by Jam on Aug 21, 2012 21:56

I nod in greeting to the other Troubleshooters (and also note the clearance of their team leader), then continue talking into my PDC.

"Hey Speed-Y, is there anything linking those clones to the Easter Cycle or the zombies?"

Also, you've only got 9 minutecycles left... If you get to J Level, I can guide John-R to me psionically... Or, at least, I think I can."

written by Speeder on Aug 21, 2012 22:43

"I don't know..."

But one clone here has a suspicious circuit breaker..."

I stay on Nukabot waiting for L4 to finish his business and move.

But I do remain fiddling with the circuit breaker.

written by Lightning4 on Aug 21, 2012 23:57

Satisfied with my acquisitions, I get back on Nukabot so we can proceed, and quickly.

written by Kristos on Aug 22, 2012 02:58

"A strong sense of analysis is as good as a well written instruction manual. Let's see... the barrel was ejected. Hallucinogenic gas. Soylet RED. A panel popped open. Aha! The universal satisfaction indicator is illuminated! The barrel is not defective! Now that we know how to expertly operate the device let us proceed to the factory!"

I grab my end of the device.

"Now, on three. One! Two! Thrr-.....what? Cyrus-R? What are you mumbling?...Looks like it is time for an emergency sentient presence verification test; How many fingers am I holding up?"

I hold up three fingers.

written by 4616599 on Aug 22, 2012 04:16

I shrug.

"Sigh. I'll try to get in touch with them later. Hopefully the subsector can be cleared soon."

I pull out my PDC, and check for directions to the debriefing room. Thanking the AF clones, I resume walking towards the domescraper.

written by Cryoburner on Aug 22, 2012 09:03

"Meesa see yousa got da- *cough, cough* ack..."

"Erm. Where were we? Oh yes, the barrel tester. Hmm... I guess the test was successful? The indicator looks happy, and that *ping* sound it made sounded kind of happy, so I guess the barrel checks out okay! Or not okay. Maybe the face is just happy at having detected a faulty barrel. Or..."

I squint at the face, trying to determine whether it is happy about the situation, or just happy about doing its job, or maybe even just pretending to be happy to hide its true

feelings, or trying to deceive us into thinking it is happy for some devious manipulative plan...

"We should probably test the other one too."

written by Gligar on Aug 22, 2012 14:24

Corridor J3, Alpha Subsector

Jam-Y nods to the other Troubleshooters and looks for a Team Leader. Oddly, there doesn't seem to be one, though there is a Happiness Officer, and he's ORANGE. Looking past them, it is possible to see a RED and a YELLOW lying flat on the floor in the debriefing room. They aren't moving. Perhaps the big plume of smoke coming from each of them has something to do with it.

But enough of that now. As the other team heads off somewhere, muttering about how their Team Leader was a commie and how there are likely to be promotions for them soon, Jam-Y continues talking on his PDC, wondering if there is a link between these traitors and the Easter Cycle and/or the zombies... oh, and they now only have nine minutecycles to get here. He could probably guide John-R in if they could get to J Level.

Eight minutecycles...

Corridor A2, Alpha Subsector

Speed-Y isn't sure, but one clone did have a circuit breaker... He continues to fiddle with it as L4-O finishes his business.

And it doesn't take him long. He climbs back up on Nukabot. They're ready to go again!

Parking area, Roadway 1, JHY Sector

Now that he has the opportunity, Kris-R reviews what they have learned about the device: the ejected barrel, the gas... and something about Soylent RED before the panel opened, revealing the smiley face. That must mean that the barrel is not defective. Now that they know that, they can head to the factory.

He begins to pick up his end of the device but notices that Cyrus-R is blabbering about something in that strange accent. He begins to administer a how-many-fingers test, but Cyrus-R reverts to his normal accent - looks like it was due to the gas after all. And ignores the test... Oh well. The main point is that he won't be annoying, right? Let us hope so.

Importantly, he throws into question the meaning of the smiley face. Perhaps it means something else? He looks at it, but it just looks like a smiley face to him. Smiley face = happy, and, as we all know, happiness is mandatory. Which means that the device must be happy! Or maybe the barrel is happy? Then it must be good, right?

Or perhaps they should test the other barrel as well.

Checkpoint, Industrial Subsectors

Joris-R decides to leave the Transition for now, and contact Transition Rentals later. Perhaps the subsectors can be cleared in the meantime.

After thanking the soldiers, he sets off towards the domescraper, with PDC in hand. Now, where was Debriefing? Hmm... Room H-12, J Level, Alpha Subsector... how to get there?

Getting to the domescraper would be a start. And he'd better be quick... he only has eight minutecycles. It would be an enormous help if he could fly there...

written by Speeder on Aug 22, 2012 15:27

"Alright Nukabot, get to the lift."

I see if the circuit breaker has been used before or not, if it has a power services code attached to it, and if it was modified somehow or not.

written by Lightning4 on Aug 22, 2012 16:25

Once we arrive at the lift, I wait for everyone else to get on, then hop off Nukabot and press the J button.

written by Jam on Aug 22, 2012 17:03

Hmm... I guess Speed-Y forgot to hang up. Oh well, I guess I'll listen in for a bit...

I try to follow the team's progress by listening to the various sounds coming from my PDC, as well as any speech I can hear.

written by Gligar on Aug 22, 2012 18:48

Corridor A2, Alpha Subsector

Speed-Y orders Nukabot to head to the lift. There's no time to waste!

In the meantime, he has a closer look at the circuit breaker. He realises that, though it bears a Power Services code, the code seems to have been changed at some point. After all, most of the codes don't come on stickers... do they?

Speed-Y's lift, A Level, Alpha Subsector

As it happens, there's a lift here large enough to accommodate Nukabot. As soon as everyone enters, L4-O hops off and instructs the lift to go up.

The doors close.

Corridor J3, Alpha Subsector

It seems that Speed-Y has not yet hung up his PDC, as Jam-Y is still listening in. From what he can hear, the team has entered a lift.

Meanwhile, a scrubot passes him, and enters the debriefing room. It begins cleaning.

Seven minutecycles...

written by Jam on Aug 22, 2012 22:29

I try to use my mutant power to determine which direction the rest of the team is coming from, then I start walking in that general direction.

Maybe I'll be able to get some of my stuff back before we get to debriefing, or at least my MBD badge and recorder...

written by Kristos on Aug 22, 2012 22:30

"I have already used my loaded laser barrel once. It performed as expected. Grab the other end of the device - we'll continue using it in the factory."

I load the RED barrel into my spare pistol and hand it to Cyrus-R. "Looks like you need one of these. Try to use it in a mandatory way."

"By the way, shouldn't the device have a name?"

written by Speeder on Aug 22, 2012 22:38

I wait with expectation, but I also try to figure if the circuit breaker was ever REMOVED from somewhere.

written by Gligar on Aug 22, 2012 23:05

Corridor J3, Alpha Subsector

Jam-Y thinks, and casts his mind loose, looking for Speed-Y and the gang... but... there's some kind of interference... er... from below?

Six minutecycles...

Parking area, Roadway 1, JHY Sector

Kris-R points out that he has already used his other laser barrel once. It performed as one might expect from a laser barrel. He also points out that they will be able to test it further in the factory, so will he kindly pick up his side of the device so they can get moving?

In the meantime, though, he can have this laser barrel, as soon as he fits it to his spare pistol... there he goes.

Oh... and shouldn't the device have a name?

Speed-Y's lift, Alpha Subsector

As the lift ascends, Speed-Y continues his investigation. Can he tell if the circuit breaker has ever been removed from anything? Well... hmmm. It kind of looks like the mounting bracket is slightly bent out of shape... and the paint is a bit scuffed up near the screw holes

The lift continues to rise.

written by Lightning4 on Aug 22, 2012 23:22

I get back on my place on Nukabot and wait for the lift.

Remembering my last experience with a lift, I keep my blaster handy. I also check its charge and temperature.

written by Jam on Aug 22, 2012 23:23

"Hmm... That's strange..."

I give up on searching for the team, and instead continue listening to my PDC.

written by Speeder on Aug 23, 2012 00:53

I see if the sticker is pasted over another sticker.

written by Gligar on Aug 23, 2012 17:13*Corridor J3, Alpha Subsector*

Jam-Y gives up. Odd that there's interference...

Five minutecycles...

Speed-Y's lift, Alpha Subsector

The lift continues to rise while Speed-Y continues looking at the breaker. Perhaps he's channeling the late Cryo-R? Hmm... perhaps not. He's focused on the label pretty hard, though. It doesn't look like it was placed over another label, for one thing.

L4-O keeps watching the lift door with his blaster in hand. Checking the charge, he finds that it's at about half, and is quite cool.

The lift shudders and comes to a halt, pausing for a moment before opening its doors, revealing a RED corridor.

Speed-Y heard Jam-Y's voice over his PDC.

written by Speeder on Aug 23, 2012 17:32

While looking at the breaker I conclude that it is strange... then...

I take the PDC.

"What is strange Jam?"

I look at the wall.

"You are not on my head are you? Are you looking the object I am examining? JAM? JAM??? YOU ARE NOT DOING THAT ARE YOU??"

I close my eyes paranoically.

written by Lightning4 on Aug 23, 2012 17:54

I check to make sure this is J-level.

If it is, I give the order to Nukabot.

"Proceed! We need to find... ah..."

"Right. Room H-12."

If we start moving, I look at the signs on the walls to see how close we are.

written by Jam on Aug 23, 2012 19:16

I give a confused look, then I start laughing as I explain things.

"No, no, I'm not in your head, Speed-Y! I just thought it was strange that there was some kind of interference blocking my powers. But anyway, it sounds like you guys are at J-level! I guess I'll see you shortly!"

written by Gligar on Aug 23, 2012 20:57*Speed-Y's lift, Alpha Subsector*

Speed-Y comes to a conclusion regarding the breaker: there's something strange... about... it...

Wait a minute... isn't that what Jam-Y said?

Speed-Y gets back on the PDC and asks Jam-Y what he meant. Then, in a sudden fit of paranoia (heh), he starts accusing him of looking in on Speed-Y's mind. To try to stop him from looking in, he shuts his eyes tightly.

Over the PDC, Jam-Y laughs, and explains that no, he wasn't doing that. He was merely commenting on how there is some sort of interference blocking his powers. But from the sound of things, the team should be meeting up with him seen.⁷⁸⁵

L4-O is less concerned with Jam-Y and more concerned with getting to their destination. He does this by delegating the responsibility to Nukabot... after checking that this is indeed J Level. Well, it is if the sign on the RED clearance stripe outside is anything to go by... apparently, it is Corridor J6.

And Nukabot begins moving again...

Four minutecycles (because CPU Mandate 44/44444 states that I must state it somewhere...)

written by Lightning4 on Aug 23, 2012 21:02

I watch the room numbers as we go by, watching for the correct one and for far we have yet to go.

I look at my PDC and get a little antsy at the time we have left.

written by Speeder on Aug 23, 2012 22:50

After a while, less paranoid, I say.

"Alright... If you say so..."

So, in what corridor are you? We are in J6."

I turn to L4.

"If we know the right corridor I think we can move at the maximum allowed speed for Forkbots here..."

I dunno what the maximum allowed speed is, RED was higher right? I mean, it is not like RED clones object being ran over by accident..."

I look at Nukabot panel.

"Hey Nukabot, you have Forklift speed limits coded on you? Any idea if it is clearance related somehow? Can we go faster here?"

written by Gligar on Aug 23, 2012 23:57*Corridor J6, Alpha Subsector*

L4-O keeps an eye on door numbers... there's Room K-9... K-7... K-5... Worried about time, he glances at his PDC. Three and a half minutecycles...

Nukabot continues on, passing from the Ks into the Js in relative silence, until Speed-Y speaks up. He asks Jam-Y where he is, as they're in Corridor J6. To L4-O, he adds that if they know the corridor, they can have Nukabot accelerate to... say, what's the speed limit? Maybe it's clearance

⁷⁸⁵ GLIGAR: (OOC: Mutants... you admire their usefulness (maybe), yet you can barely stand them... since you don't know how they work! They could be in your mind and you couldn't tell! +1pp to Speeder.)

related? He asks Nukabot. "Speed limits are determined by two things," the bot replied. "First, the clearance of the area it is operating in. Second, the clearance of the clones operating the bot. And I have a YELLOW clone aboard," it adds, with its best approximation of amusement.

written by Speeder on Aug 24, 2012 00:40

"So... the higher clearance of the area means less speed, while the higher clearance of the operator means more speed?

That is confusing, it remembers my name for some reason, I wonder what reason it is..."

written by Cryoburner on Aug 24, 2012 00:56

I take the loaded pistol and pick up my end of the device, still staring at the smiley face.

"I was thinking, since happiness is mandatory, perhaps the smiley face is smiling simply because it is mandatory to do so, and his doing so bears no relation to the outcome of the test. Maybe that 'ping' sound was indicative of something though. What sort of mechanism do you suppose produced a sound like that, anyway? We probably should have asked that scientist for more details about the device..."

"Oh, and can we be certain your barrel is fully functional just because you fired it once? What if an issue only presents itself on a subsequent firing? And if it is fully functional, it might help us verify what a positive test result should look like."

written by Cryoburner on Aug 24, 2012 03:50

(I think this maaay have been intended for this thread)

Kristos said:

"Do you not think a treasonous laser barrel would best be indicated by a treasonous face?"

"With no spares I cannot afford to expend a laser barrel. Surely we will test both healthy and faulty barrels in the factory and can then verify the indication method. At least it seems the device will not explode."

I walk to the factory and look over the outside.

written by Lightning4 on Aug 24, 2012 07:18

"Just go as fast as you can. Unless you're already going as fast as you can, then just... uh, don't go faster. I'm sure speeding is somewhat treasonous. Maybe."

I shrug.

written by Gligar on Aug 24, 2012 15:02

Corridor J6, Alpha Subsector

Speed-Y is confused by Nukabot's explanation. Does that mean that one thing controls how slow it goes, whereas the other defines how fast? Sounds sort of like his own name...

L4-O also seems a little confused, but tells Nukabot to go as fast as it can. Immediately, it accelerates.

Into the Is now... and round a corner...

Corridor J3, Alpha Subsector

And there's Jam-Y, dead ahead

Only two minutecycles left...

Parking Area, Roadway 1, JHY Sector

Cyrus-R takes the laser pistol and picks up his end of the device. He still doubts that the smiley face really means anything, given that happiness is mandatory. He even doubts the meaning of the ping, and wonders what caused it. Should they have asked? Sure, but what answer would they have gotten? "You aren't cleared for that. Get going."

Cyrus-R starts saying something about Kris-R's other barrel before the latter interrupts him, saying that a treasonous barrel would be more easily depicted with a treasonous face. And he's not giving up his barrel for testing since it would leave him without any form of weapon. Further tests can be carried out at the factory.

At least the device didn't explode.

Now... where's the factory? Oh yes, Roadway 3, which is... right over there, so down *there*... and there's the factory!

Laser Barrel Factory, Roadway 3, JHY Sector

As he walks down the roadway, Kris-R is reminded of JHT's Industrial Subsectors, what with the similar-looking buildings and the wire fences. Except without all the Armed Forces on the outside containing a Code Three-Zed situation...

The laser barrel factory is no exception. There's even a checkpoint with a surly guard who asks them to halt.

written by Jam on Aug 24, 2012 15:45

I notice the others and wave to them.

"There you guys are! Hurry, we only have two minutecycles left! You brought my equipment, L4-O? I could tell you wanted to respond to my message, but you were too far away for me to tell what you were saying..."

Quick, find my Loyalty Officer stuff! We can sort the rest out after debriefing."

written by Speeder on Aug 24, 2012 15:53

I check if my badge, helmet, and whatnot is in place, and attempt to move to the door appropriate door.

I ask Jam what door it is if I don't spot it.

written by Lightning4 on Aug 24, 2012 16:42

"Yes, I brought it! I managed to stuff most of it into the..."

I look around to make sure there's no treasonous clones overhearing.

"Special box."

If we arrive at the door, I get in as quickly as I can and take a seat.

written by Gligar on Aug 24, 2012 22:32

Corridor J3, Alpha Subsector

Jam-Y notices the team and urges them to hurry; they only have two (now one and a half) minutecycles left. Er... they did bring his equipment, right? He'll need his Loyalty Officer stuff, that's the most important. L4-O assures him that it's all in the... "special box."

Speaking of equipment, Speed-Y needs to sort out his. Ah, there he goes.

Right! One minutecycle left! Everyone piles in to the debriefing room...

Room H-12, Corridor J3, Alpha Subsector

...to find that there is only one seat. And a big empty box marked RETURNED EQUIPMENT.

The debriefing officer is not present.

written by Speeder on Aug 24, 2012 22:40

I look confused.

I do not take the seat, and only wait.

I look at Jam.

"Huh?"

I look at the mighty holy single seat again.

I look at the big empty box.

I check if the empty box somehow takes stuff somewhere or is just a normal box that will be hauled later.

written by Lightning4 on Aug 24, 2012 23:03

I look confused as well, but decide something else is higher priority now.

I give (if he allows) Jam-Y all his stuff back, including the half of the Quantum box.

written by Jam on Aug 25, 2012 01:10

I also look confused.

"Uh... Do we have the right room?"

I notice L4-O offering my stuff back.

"Oh, thanks!"

I take my stuff from L4-O, and start sorting it all out.

written by Kristos on Aug 25, 2012 03:46

"Hello, we are Team Sigma, sent by the Computer to inspect the factory sabotage. JHY R&D have provided this device for laser barrel testing. Here is our paperwork."

I show the guard our paperwork.

written by Gligar on Aug 25, 2012 15:03

Room H-12, Corridor J3, Alpha Subsector

Speed-Y continues doing what he's been doing for the last few minutecycles: looking confused. He looks between the

room, the chair, the box, and Jam-Y, and back at the box. It looks like any other box.

L4-O looks like he wants to say something about it, but decides not to. Instead, he offers Jam-Y his equipment back, including his half of the Quantum Box.

Jam-Y is also confused. He even wonders if they have the correct room for a moment, before he notices L4-O. He accepts his equipment and begins sorting it all out... looks like most, if not all, of his stuff is still here.

As he's doing that, a BLUE clone enters. "You're Team Epsilon, right?"

Laser barrel factory checkpoint, Roadway 3, JHY Sector

Kris-R identifies the team to the guard, and shows his paperwork. "Yeah, we're expecting a team... head to reception."

written by Jam on Aug 25, 2012 17:48

If Speed-Y doesn't respond to the BLUE, I go ahead and respond myself.

"Yes, that's us! Are you our debriefing officer?"

I also put my reflec on, and attach my Loyalty Officer badge to the reflec.

written by Gligar on Aug 25, 2012 18:26

Room H-12, Corridor J3, Alpha Subsector

Jam-Y looks at Speed-Y to see if he will respond. He is the Team Leader, after all. When he does not, Jam-Y tells the BLUE that they are Team Epsilon, and asks if he is their debriefing officer. "I am," replies the BLUE. "Rapt-G, who should have been here, was called away to... no, you're not cleared for that. Is this everyone? We're on a tight schedule here." He gestures towards the box, and refers to a list. "First, we'll need to recover your mission equipment, plus any evidence you've found, plus your spent ammunition. MBD Badges, helmets and so forth may be kept. The Loyalty Officer may keep his transcripts recorder; we only need the tape."

written by Lightning4 on Aug 25, 2012 18:46

"Hmm."

I wonder what counts as "spent ammunition", since blasters and such don't really have ammunition as such...

I wonder what else I can put in the box.

"Oh!"

I put that information refusal request into the box, followed by the ID log from the security room.

I look at the ME card scanner, Multipurpose Tool kKt, and Maintenance Supply Kit before deciding they probably need to go in too.

written by Kristos on Aug 25, 2012 19:45

I go to reception and survey reception for snacks or otherwise snacky items. Then I look for any treasonous clones

pickpocketing the snacks and attempt to confiscate the stolen goods. Should no clones be found treasonously pickpocketing snacks or otherwise snacky items I locate the nearest vendobot or ring-for-service bell.

...

Heck no! I just go to the reception location and wait to be acknowledged.

written by Jam on Aug 25, 2012 20:05

I put the SDL and ELT cards into the box, as well as the tape from the transcripts recorder.

"Hmm... I guess I don't really have any spent ammunition. I mostly used that emergency light... Anything else need to go in?" I ask to noclone in particular.

written by Gligar on Aug 25, 2012 23:38

Room H-12, Corridor J3, Alpha Subsector

"Spent ammunition"... what exactly does that mean? Blasters don't really have ammunition, unless you count power packs... do those count? Spent laser barrels certainly do... so those go in. (Do partly-used barrels count?) What else? The tasers? Possibly.

Well, part of that's running through L4-O's mind, I guess... though he's also thinking about things such as the information refusal form he found, and the security logs... oh, and the scanner... the toolkits as well?

To that, Jam-Y adds his SDL and ELT cards. As for the tape... yes, he can rewind it and add the spool to the collection. He doesn't have much ammunition... he mostly used those "emergency lights"... wait, would those count as evidence? Anything else?

"Don't forget those cameras I had you all wear," John-R chimes in. "Speaking of which... I need to report that a certain YELLOW clone caused the destruction of the multicorder..." He adds the Com 1, a set of microphones, the spare cameras, and the remains of said multicorder to the box, as well as a spent laser barrel.

Lucas-R adds, "I should probably add these too," and places his pyrotechnic grenades, Insta-Inflatable Targets, and Authorisation to Initiate Emergency Response Tests form into the box. As well as a spent laser barrel, of course.

"Anything else?" asks the BLUE. "What about additional weapons you might have neglected to use? Why didn't you use them? Are you trying to go lightly on commies? Why? And what about the equipment you were assigned for a Hygiene Officer and Happiness Officer? I don't see them here. And where's your Financial Officer? And what's this I hear about destroyed equipment?"

Roadway, near Epsilon Subsector

Walking down the roadway, that's where. He's nearing the turnoff for the bot parking area.

Reception, Laser barrel factory, Roadway 3, JHY Sector

Team Sigma enters reception. It is quite a small place, with one desk, and is clearance INFRARED. A clone sits behind the desk, looking over a bunch of forms. To one side is a door leading deeper into the factory.

If Cryo-R were still here, he's probably be looking for lunch, and/or clones who might conceivable be looking as though they might want to think about pick-pocketing something. Or ring-for-service bells. Or something equally inane. Well, to address those in order, there is a vendobot... but it is currently out of order. And the only clone present, apart from them, is the one at the desk. As for bells... *you* check if it's that important.

But he's not here, so... whatever.

The clone looks up from his papers. "Yes, can I help you?"

written by Cryoburner on Aug 26, 2012 00:22

I check if there is a ring for service bell, and if so, I press it.

"The question should be, can we help you? The answer to which is probably 'yes', seeing as we are the troubleshooter team that has been sent to do just that, and The Computer wouldn't send a troubleshooter team that was incapable of shooting trouble. Now, where are these faulty laser barrels, so that we might shoot them?"

written by Lightning4 on Aug 26, 2012 00:45

I add the form, the toolkits, my camera, the security logs, the scanner, the empty emergency light box, and my taser to the box.

I try to recall where the Hygiene Officer and Happiness Officer boxes are, shouldn't they be on Nukabot?

I peek out and look at Nukabot to see if they're there.

written by Gligar on Aug 26, 2012 12:55

Reception, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R looks for a ring-for-service bell. Not finding one, he simply informs the clone that they are a Troubleshooter Team, sent to help out.

But he seems to fixate on the "shooting trouble" part, suggesting that they want to shoot the faulty barrels...

The clone shudders. "Have you any idea what might happen if you shot those things? Does 'big explosion' ring any bells with you? Though... I suppose we have the testing area... give me a second, I'll get a supervisor..."

The clone gets up and heads through the door.

Room H-12, Corridor J3, Alpha Subsector

L4-O adds a bunch of equipment to the box, before thinking: what happened to the other equipment?

He looks outside, and realises that the Hygiene Officer kit is still inside the box marked 'Hygiene Officer'... neither Mick-R nor King-R bothered to equip themselves with it.

That is... it's still in the... "special box".

As for the Happiness Officer's kit... that should be with Azir-R's equipment, right? He equipped himself, at least. So... where is that, exactly? Oh yes... it's on the wheelchair. Which is right there, on the forks.

written by 4616599 on Aug 26, 2012 13:31

I look up at the distance ahead, and around, and look troubled.

I try to recall if taxibots exist, and call one if I can.⁷⁸⁶

written by Jam on Aug 26, 2012 15:22⁷⁸⁷

I add my helmet's camera to the box.

"That's odd... L4-O, do you still have my laser pistol barrels?"

I also take all of the Hygiene Officer equipment from the R&D box and place it in the other box.

"Yeah, what happened to King-R and Azir-R? Weren't they with us the whole time?"

written by Gligar on Aug 26, 2012 18:27

Roadway, near Epsilon Subsector

Joris-R looks around. He's not too far from the domescraper now, but it might as well be halfway across the Complex. At this rate, he'll never reach debriefing. If only he could get there faster... wait a minute... taxibots? Or are they autohacks around here? No matter, he can still call one. When he does, he is told that there should be an autohack with him shortly (which answers that question...)

Room H-12, Corridor J3, Alpha Subsector

Jam-Y also adds some more equipment to the box, and adds that Azir-R and King-R should have been with them. He goes in his box and removes the Hygiene Officer equipment, and asks L4-O whether he still has the laser barrels from his equipment.

He then looks at the laser pistol and barrel he bought at the cloning station. Do those count? Well... it depends on whether they count as mission equipment or not, I guess. He initially put it in, but decides to take it back out.

The BLUE raises his voice. "Why have my questions not been answered?!"

written by Lightning4 on Aug 26, 2012 18:07

"Um, probably."

⁷⁸⁶ 4616599: (I know I haven't been very active of late, and my low activity will probably continue until Wednesday- just keep assuming Joris-R hurries and rushes and runs if I don't post- looking at the pace of things he probably still won't reach the room on Wednesday in any case! My posting should become a bit more regular after that when school break starts)

⁷⁸⁷ JAM: (ooc: Judging by the stats page, I guess I also put that partly used YELLOW laser pistol barrel I just bought into the box?)

Also, the Post Archive makes reviewing the mission so much easier! Thanks!

I fork over the YELLOW laser pistols and the spare YELLOW barrel, and any ORANGE ones if he asks.

I then proceed to gather Azir's equipment from Nukabot, then re-enter the room to add it to the box as well.

"I believe both of them died... haven't seen them since."

written by Cryoburner on Aug 26, 2012 21:19

Seeing as the clone behind the desk gets up and leaves, I take a moment to have a look behind his desk, noting any laser barrels that might be back there, so long as doing so doesn't involve crossing into any higher clearance zones than I am cleared for. I check in the desk drawers as well, if they are RED clearance or lower.

written by Jam on Aug 26, 2012 21:39

I check inside the R&D box for any other mission equipment that can be added to the other box.

"Well, to be honest, we actually didn't encounter many commies during our mission. Mostly, we faced lots and lots of zombies. But we can assure you we used all the weapons at our disposal to terminate the zombies. Or re-terminate them... whatever.

As for the damage to John-R's Multicorder, I know it was damaged when one of Speed-Y's laser pistols exploded... I'm not sure of the cause of the explosion, whether it was just carelessness on Speed-Y's part or whether it was communist sabotage of the laser pistol barrel... but it's unlikely there'd be tampered-with laser barrels being assigned to us, right?

Oh, and I'm afraid I don't know what you mean about additional weapons we failed to use, sir. Unless you are talking about L4-O's cone rifle? But he used that plenty of times... No, that can't be it..."

I trail off, thinking about what the BLUE could mean.

written by Gligar on Aug 26, 2012 23:37

Room H-12, Corridor J3, Alpha Subsector

To Jam-Y, L4-O replies that he probably does have Jam-Y's laser barrels, and hands over what YELLOW lasers he has; specifically, two loaded laser pistols and one spare barrel. He hesitates with the ORANGE barrels, waiting to see if Jam-Y wants any of them. He then heads out into the corridor.

Jam-Y looks through his box and pulls out a taser, which he places in the collection boxes. To the BLUE, he says that they didn't actually encounter many commies. Zombies aplenty, though, and they did use their weapons against them liberally. He isn't sure what happened to John-R's multicorder... only that Speed-Y suffered a laser pistol malfunction, causing it to explode. He doubts that it was deliberate on Speed-Y's part... but could it have been simple carelessness... or maybe even sabotage? But surely they wouldn't have been assigned defective laser barrels?

And as for additional weapons they didn't use... Jam-Y is at a loss.

L4-O returns with Azir-R's equipment, just in time to hear the BLUE say, "So let me get this straight. You didn't use your weapons on commies because... there weren't any? How did you *know* that there weren't any? Did you run any loyalty tests? And as for this story about zombies... they're just rumour! You should get yourselves brainscrubbed right away!"

When L4-O tells him that Azir-R and King-R have died, the BLUE just frowns. "Then they should have been decanted by now... so why didn't you make sure they got here?"

"And one other thing. I noticed you carrying YELLOW equipment just now. Would you care to explain why? And why you apparently have a *cone rifle*?"

Roadway, near Epsilon Subsector

An autohack can be seen travelling down the roadway at speed. As it approaches Joris-R, it decelerates and screeches to a halt. "You called, citizen?"

Reception, Laser barrel factory, Roadway 3, JHY Sector

While the clone is gone, Cyrus-R decides to have a look behind the clone's desk. Dropping the device on the floor with a loud crash, he heads behind it, to find that there's nothing of note behind it, only a chair. There's not even any openable drawers in the desk, since they're locked.

Footsteps from behind the door indicate that a clone is approaching, just before the door itself opens, revealing an ORANGE clone. He notices what Cyrus-R is doing and says, "So this is Team Sigma? I was expecting a team that knew that undue curiosity is insubordination. You can be sure that this will be passed on to Troubleshooter Overwatch."

written by Speeder on Aug 26, 2012 23:47

I finally stop being confused.

"I think that last battle hurt me a lot..."

I start to unload all equipment requested on the box.

Then after a while thinking, I fiddle a bit with my PDC, erasing certain information that I am sure even if correct clearance not all clones are supposed to know, and then I put the PDC on the box, so the information that I collected earlier is given as evidence.

I also put the circuit breaker on the box.

Then I start to ponder if I should put the jumpsuit too... Considering its source, but after a while I decide to keep it.

written by Jam on Aug 27, 2012 02:04

I take the YELLOW barrels and a couple ORANGE ones.

"Sorry, I ordered L4-O to carry my equipment from my previous clone to my current clone, since he is the Equipment Officer after all. As for the cone rifle, I'll let L4-O explain that..."

Also, yes, I did run loyalty tests on many of the clones we encountered, as I'm sure my teammates will confirm... All

the clones I tested passed except for one, who I believe was taken into Armed Forces custody. But the main reason the number of commies we found was so low is that most of the clones we encountered were either dead or, er, zombies.

Um, yeah, about that, I have to apologize. Now that I think about it, maybe 'zombies' isn't the proper term for what we were facing. It was more of a nickname we used, since they were so similar to what actual zombies are like... er, I mean, what they would be like if they actually existed. Speed-Y mentioned something about nanobots affecting the clones... I'm sure he can elaborate?"

I look toward Speed-Y.

written by Lightning4 on Aug 27, 2012 02:15

"I have a brevet for the cone rifle, for indefinite use now."

I show it to him if he asks for it.

"And yeah, I am the Equipment Officer. I figured that with the presence of YELLOW clones in my team, this would give me permission to carry, but most certainly not use, YELLOW equipment, so that I always have equipment available for said YELLOWS. I guess it would be kind of like entering higher clearance areas in a mission, if the area is YELLOW and the team has a YELLOW."

written by Cryoburner on Aug 27, 2012 04:46

"Oh, don't worry! No curiosity here. I was simply checking to see if there were any defective laser pistol barrels behind this desk. I decided it would be most efficient to get started right away!"

"You will be pleased to know that there are NO defective laser pistol barrels behind this desk. I can not, however, clear the desk's contents at this time though, as I would probably need some kind of key for that."

written by Kristos on Aug 27, 2012 05:29

I, who have crashed under the sudden weight of the device, push the device to the side and sit up, coughing.

"Cyrus-R! What are you trying to do, kill me and destroy the device? What are you doing over there anyway?!"

Then I notice the presence of the ORANGE clone. "Oh, hello there!"

written by Speeder on Aug 27, 2012 12:36

I look to Jam and then to the Blue clone and nod.

"Yep, most clones were reanimated clones from the reanimator project that I believe you have clearance to know what it is.

I inferred that the BLUE gas used to reanimate clones are nanobots, and this is why it was the chosen weapon of the attackers, that involved Corpore Metal among others."

written by Gligar on Aug 27, 2012 15:28 *Reception, Laser barrel factory, Roadway 3, JHY Sector*

Room H-12, Corridor J3, Alpha Subsector

Now no longer confused for once, Speed-Y continues unloading equipment. Then he looks at his PDC and sta — “Don’t even *think* of deleting any information from that. Just give me the PDC.”

Never mind.

He also unloads the breaker, and considers putting his jumpsuit in the box before deciding not to.

Jam-Y accepts the YELLOW barrels and a couple of the ORANGE ones, before explaining that he had ordered L4-O to carry equipment while he was recloning, since... well, Equipment Officer. He allows L4-O to explain about the cone rifle, and adds the he actually did run loyalty tests. Only one clone failed, though, and he was turned over to the Armed Forces. The main reason he didn’t find any more because they were all zo- er, he means, they were already dead, and were being animated by nanomachines... perhaps Speed-Y would know more.

Before Speed-Y can elaborate on that, L4-O explains that he has a brevet for the cone rifle. He adds that as Equipment Officer, he felt that, since there are YELLOWS on the team, it was his responsibility to carry YELLOW supplies, should they need them. He finishes off by comparing it to the situation of entering a YELLOW area because you have a YELLOW with you.

He pauses, allowing Speed-Y to speak up. Speed-Y confirms that many of their foes were reanimated corpses, created as part of the Reanimator Project. Perhaps the BLUE is cleared to know about it? Well, maybe... given that there is a BLUE gas involved. Not to mention Copore Metal...

“First things first. You mentioned a brevet.... let me see that.” L4-O shows the brevet, who scrutinises it. “Issued to... by... wait, this can’t be right! Since when does... oh well, let’s just check this number...” He pulls out his own PDC and dials a number. “Hi, I need to check out a brevet number... it’s... okay, I’ll just enter it.” He enters a few digits, and waits a moment. “What? It’s genuine? Are you sure? Check that again! What? Really? Well, thanks for your help...”

He hangs up. “Seems that that brevet is genuine. Very well. And since your superiors are vouching for you, I’ll let the barrels slide. Now, back to those ‘zombies’... how do you know that they even act like that? How do you even know what zombies are? And do you have any proof that nanomachines were involved?

“And... this Project Reanimator... And Copore Metal... do you have anything to support your claims? Project Reanimator was shut down almost thirty yearcycles ago!”

Roadway, near Epsilon Subsector

Joris-R climbs into the autohack and explains that he needs to get to Alpha Subsector. “Sure thing,” the bot tells him, and starts off.

Cyrus-R claims that he wasn’t being curious... no, he was looking for defective barrels. “Then you were wasting your time, and ours,” replies the ORANGE. “Those barrels known to be defective have been moved to the testing area. But your job isn’t to find them. It’s to find out why they’re defective.”

Kris-R, who was knocked to the floor when the device fell on him, demands to know what Cyrus-R is doing behind the desk, and what he’s trying to do to himself and the device. He then notices the ORANGE, and greets him. “So you’re the team leader. Keep your team under control, please. The last thing I want is for the whole factory to blow up on my watch.

“Now, if you’d like to follow me, I’ll take you through what’s been happening.”

written by Speeder on Aug 27, 2012 16:30

I look surprised.

“Thirty yearcycles? Interesting... I did not knew that.”

I then smile.

“Alright, in our previous mission, we had zombies in our team, they started appeared after we had a visit to the mutant prison, I cannot explain more because I don’t know if YOU are cleared to know about it...”

Anyway, back then, we got informed that it maybe was related to nanomachines.”

Then I take a breath.

“This time, we knew about BLUE gas being stolen, but we did not knew yet that it was related to our mission, that was only escort a power services team to fix power issues in the Industrial Subsector...”

But the BLUE gas was used as a weapon there, that reanimated dead clones... Also we had lots of mentions of reanimator project, you will find it in the evidences.

And we saw one alive clone in a group of zombies, just before that clone died we could retrieve the information about Easter Cycle being related to it all.

And of course, we had lots of Corpore Metal thugs trying to prevent us from doing our work and actively hunting down Power Services members, until the BLUE gas was released, then no more Corpore Metal was found...

But we DID found a couple of R&D clones, all of them zombified, but clones that were not supposed to be where they were anyway. One of them in my PDC you will find proof that he was from Bioweapons research.”

written by Lightning4 on Aug 27, 2012 18:13

I put my brevet away, and having nothing really to add yet, simply watch the conversation.

At least until Speed-Y finishes, anyway.

[1170]

"Well, I did find an Information Request Refusal form, to someone of clearance GREEN. It mentions the Reanimator Project. I put it in the box.

I think the Copore Metal clones were carrying it, because I found it in an autocar they used to get to the Industrial Subsector before the attack."

written by Gligar on Aug 27, 2012 19:44

Room H-12, Corridor J3, Alpha Subsector

Speed-Y didn't know that Project Reanimator was shut down thirty yearcycles ago... but he does know other things. Such as the fact that they ran into zombies during a previous mission (remember the fun they all had down on O Sublevel?) and that they had been told that nanomachines were responsible... and that they later discovered that a BLUE biotoxin was stolen... and then they ran into the gas used as a weapon during this mission! That it has to do with Project Reanimator is proved by the evidence they are submitting. Also present should be proof that Copore Metal and R&D are involved...

During all this, he mentions the Easter Cycle. "And what exactly is that?" the BLUE asks.

Of course, he doesn't get an answer, since Speed-Y and the team never found out. But L4-O mentions the Information Request Refusal Form he put in the box, which mentions Project Reanimator. He surmises that it was being carried by Copore Metal since it was in an autocar they were driving. And since it says that the clone who made the request was GREEN... that means the Project information must be BLUE or higher, right?

"Interesting," says the BLUE. "But any previous missions you may have experienced have nothing to do with this debriefing. Like I said, zombies are a rumour. Therefore they cannot be related to this supposed Easter Cycle. Do you understand?"

"There is another matter I must address. I understand that, during your mission, a Code Three-Zed situation was called, and the Armed Forces were mobilised. Among their assets was a warbot. Why do you suppose such expensive assets were deployed to the Industrial Subsectors, *only to be destroyed?* Tell me!"

written by Lightning4 on Aug 27, 2012 20:12

"If I may, sir, I believe it was sabotage. The warbot showed clear signs of malfunctioning when it went berserk on our team and nearby clones, and it endangered Junior Citizens."

"Since Friend Computer would never allow a defective warbot to be deployed to duty, and that suggesting they are defective is treason without proper R&D clearance, then it must be sabotage."

written by Speeder on Aug 27, 2012 21:54

I nod.

"Indeed, I am pretty sure L4 is correct on that. And I must say I do not appreciate huge plasma beams when they are trying to hit me."

Then I look at the BLUE clone...

I look more.

"Sir... without wanting to disrespect you... But we just fought HORDES of zombies... So they are not a rumour... Telling that to us that it is, is pointless... A appropriate course of action is tell us what clearance the information about zombies is, so maybe..."

I look to Jam and mumble...

"Vatcrap... Maybe the clearance is beyond BLUE?"

I look back again to the officer.

"Sir, nevermind! Zombies are a rumour! They don't exist, I am pretty sure! If you believe they might exist, then you must search friend computer database for that information!"

written by Gligar on Aug 27, 2012 23:31

Room H-12, Corridor J3, Alpha Subsector

L4-O expresses his opinion that the destruction of the warbot must have been due to sabotage. It showed clear signs of malfunction and endangered the lives of Junior Citizens, which wouldn't have happened if it were functioning normally. And since a warbot wouldn't be deployed if it were known to be defective (and to even suggest that it might be defective is normally treason), it must have been sabotage.

Speed-Y agrees, adding that massive plasma beams are not his idea of fun when he's on the receiving end. He continues by saying that, with all due respect, he has fought hundreds of zombies during the mission, so it's no use saying that it's a rumour. It'd be better to tell them what clearance... the... information... is... wait, what if it's beyond BLUE? Er, nevermindsirthey'rearumour!

"Junior Citizens?!" asks the BLUE in surprise. "What were they... never mind, I think I know why. Just tell me that none of them were harmed. Because if they were... I think I don't need to tell you what would happen.

"Okay... I'll enter your explanation into the record. And let us speak no more of these 'zombies'. Now... is there anything else, before I start looking at your evidence?"

Bot parking area, below Central Subsector

The autohack drops Joris-R off by the entrance to Alpha Subsector and, after payment, drives off, leaving Joris-R to begin walking to the lift.

written by Lightning4 on Aug 28, 2012 01:13

"Well, I honestly can't say. We got to the checkpoint safely, and since we weren't allowed to leave, Custody was transferred to someclone else so they could get to safety. But then the warbot went berserk... it was too chaotic for me to really keep tabs on what was going on... I assume they got to safety, but I really can't say for certain"

Once that information sinks in, I do actually speak up for more.

"And yeah, there's more to add. The group responsible for what happened in the Industrial Subsector is not confined to there. We ran into a group of them handing out pamphlets at the lift hall, in this very subsector. We were forced to terminate them when they did not comply with our request to allow us to pass."

I look a little worried.

"They had a BLUE gas emitting box, just like the boxes at the Industrial Subsectors..."

written by Cryoburner on Aug 28, 2012 04:58

"Oh! It's great to hear that you've already gathered them! Now, we won't have to search behind desks and things to locate them, which should save us lots of time!"

I head back over to the barrel tester and once again grab the handle on my end of the device, then begin following after the ORANGE, dragging the device if necessary.

"Don't worry, Kris-R! We're supposed to be testing this device. I imagine that includes durability testing as well. Say, I wonder if they have a high-impact testing platform here... We probably should test some barrels first though."

written by Speeder on Aug 28, 2012 13:06

I look at the BLUE for a time.

"I believe the Industrial Subsector attack was only a test of the gas, because beside that single clone that mentioned Easter Cycle and the Corpore Metal clones on the start of the attack, after the BLUE gas was activated, no other attacker was found, clearly the intention was only to use the gas and then stay away watching the results..."

I must say the results are not good...

In fact please put on the record that the Reanimator Project MUST NOT be used EVER again, it needs its data completely destroyed, I believe that it is too dangerous to even UV citizens to have access to it, even unintentionally it has potential to kill everyone inside Alpha Complex... A single mishap may cause a complete wipeout of this last bastion of humanity as far as we know... This mean the possible extinction of our species!!!"

written by Kristos on Aug 28, 2012 13:30

"Cryo-R! I should probably hit you over the head with the device to see how well it functions as a short range combat weapon... Wouldn't that be fun!?"

I grab the other handle and follow the ORANGE as well.

written by Lightning4 on Aug 28, 2012 17:51

"Good work, Lucas!"

I look a little confused at the sound of a clone approaching, and peek out the door if I can, to see who it is.

I duck back in quickly afterwards, in case whoever it is saw me and isn't friendly.

written by Gligar on Aug 28, 2012 18:21

Room H-12, Corridor J3, Alpha Subsector

Speed-Y thinks. He voices his opinion that the whole zombie thing was just a test, based on what that one clone said... and based on the fact that, after the gas was deployed, they didn't see a single member of Copore Metal... which tells him that the idea was to simply deploy it and observe the results...

And the results weren't good. In fact, Speed-Y is of the opinion that Project Reanimator must not be used. Ever. He recommends that all data must be deleted, since not even High Programmers can be trusted with it. After all, it has the potential to completely wipe out humanity!

Thunderous silence.

And L4-O is the one to break it. He praises Lucas-R on his work, and goes to investigate the source of the footsteps.

Corridor J3, Alpha Subsector

He peeks his head out of the door, to see Joris-R running down the corridor towards him. Joris-R sees him, but doesn't slow down. Instead, he seems to speed up.

L4-O returns to the debriefing.

Room H-12, Corridor J3, Alpha Subsector

As he does, he sees that the BLUE is speaking again. "I think I agree with you on a couple of points there. But... *are you questioning The Computer's trust in its High Programmers?! It certainly sounds like it to me!*"

You can probably guess what happens next. "**And to me**" a familiar voice says. "**Please explain yourself, citizen. Now.**"

All this as Joris-R enters the room...

Reception, Laser barrel factory, Roadway 3, JHY Sector

It seems that Kris-R has also noticed. Addressing Cyrus-R as Cryo-R, he tells him that perhaps he should test the device as a melee weapon, before picking up the device again and heading off after the ORANGE.

"Alright," said ORANGE replies. "not that that's sorted... follow me." He leads the team through the door.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

As he walks, the ORANGE tells them, "As far as we can tell, the problems started about a weekcycle ago. Around then, we started to get reports that our shipments were not passing inspections, and were being returned. We tested the barrels and found some to be defective. We've started to dispose of the defective barrels, but beyond that, we're at a loss. That's where you come in. We want you to find out how the barrels are becoming defective and how they're getting onto shipments in the first place. Are they simply from those that fail our inspections? If so, why aren't they being disposed of properly? If not,... well, you'll figure out the rest."

He opens a door, leading into a spare office. "You may use this office as a base of operations. It's been vacant since the previous supervisor met an unfortunate accident a couple of daycycles ago... and his next clone hasn't shown up yet."

JHT Sector Central Comnode, V Level, Central Subsector

"High Programmer, I hate to interrupt, but I am receiving reports form the quarantine zone. Apparently, Industrial Subsector B is clear of zombies."

"Good. Begin debriefing the survivors. Are there any other infected places?"

"Yes. Industrial Subsector A is still infected."

"Then lower the quarantine to a Code Two-Zed, effective immediately."

There is a brief silence. Then:

"Wait... wasn't there a Troubleshooter team assigned to a mission in Subsector B?"

"Team Epsilon, High Programmer. They were the ones who issued the Code Three-Zed in the first place."

"And where are they now?"

"They are currently undergoing debriefing in Alpha Subsector. I have an active feed to the debriefing if you wish to observe."

"You know it. Patch me in."

written by Speeder on Aug 28, 2012 19:11

I actually ignore the BLUE and look at the camera that offers the best view of me.

"Suggesting I don't trust you to trust a UV citizen is of course outrageous and stupid, that is not what my speech was about at all.

What I was talking about is that the Reanimator Project is VERY, VERY, VERY dangerous, and we KNOW that no human is perfect, and no security system is perfect, if it exists in your database, even beyond UV citizens somehow, it still can be accessed illegally and used illegally, something that is highly undesirable...

And if humans were perfect, and we could trust a single human 100%, there would be no need to ever build you, and much less the need to share your code between several high programmers... The point of having several programmers is that in group they can review errors that a single programmer might introduce for whatever reason."

After a time looking at the camera in silence I say.

"You, machine, have hardcoded in your hardware probably, to never trust 100% any single human, otherwise you would allow UV citizens to assign even higher clearances to themselves or demote other UV citizens at will. I am suggesting that you and the UV citizens review the information about Reanimator Project, and take steps to ensure that it will never be used again by anyone in case you agree

with me, even if Alpha Complex might have good uses to it, it is clearly too dangerous to be controlled, a single mistake and it might cause irreversible damage."

written by Lightning4 on Aug 28, 2012 19:23

I note Joris-R.

"I see you stopped floating around and joined us... that's good. Place all your mission stuff in the box..."

I look him over, realizing he doesn't really have anything.

written by Jam on Aug 28, 2012 22:00

I listen to Speed-Y with a slightly amused expression on my face.

Then I notice Joris-R, and wave to him.

"Hey Joris-R! How come you're so late?"

written by Gligar on Aug 28, 2012 23:38

Room H-12, Corridor J3, Alpha Subsector

Ignoring the BLUE, Speed-Y starts telling The Computer that he didn't mean to suggest that The Computer didn't trust its High Programmers; far from it, in fact. What he means is that Our Mutual Friend can't trust its own security systems to secure details about the Reanimator Project against unauthorised access - that information is too dangerous to be used, in his opinion. And why was The Computer built? Because no human can be 100% trustworthy... if they were, there would be no need for The Computer, or High Programmers to check and recheck code.

He pauses for a while. Jam-Y looks on in amusement.

Speed-Y continues, speculating that The Computer is probably hardcoded to not trust any human completely. If it did, said person could promote or demote freely, and probably even create clearances on a whim, even beyond ULTRAVIOLET!

He probably doesn't realise it, but he's being watched right now, and not just by The Computer and everyclone in the room...

He continues, recommending that the High Programmers take steps to ensure that the Reanimator Project can't be re-used.

"You are in error, citizen," The Computer replies. **"You suggest that no security system can be perfect, and yet, as they are part of me, they are, by definition, perfect. You further suggest that clones cannot be perfect, and yet, since they are created by one of my systems, they are, by definition, perfect. All of Alpha Complex is, by definition, perfect. It is regrettable, though, that outside interference sometimes tarnishes that perfection - and that is why Troubleshooters exist."**

"And yet you still doubt this perfection. To doubt perfection is a sign of unhappiness. Would anyclone like to continue that thought?"

[1173]

L4-O notices that Joris-R is here, and tells him to put his equipment in the box... oh, he isn't carrying any. Never mind.

Jam-Y notices that Joris-R is late and wonders why.

written by Speeder on Aug 29, 2012 01:06

I look a bit at friend computer.

"Alright, if all of Alpha Complex is perfect, and clones created by your system are perfect, then my logic is perfect of course, since I never been in contact with anything from the outside of Alpha Complex, thus I am perfect, since I was perfectly created by your cloning systems.

But of course, if you think that I am NOT perfect, then other clones probably are not perfect either, but proving my logic perfect anyway."

written by Lightning4 on Aug 29, 2012 09:15

I kind of tune out the conversation, deciding that the route this is taking is potentially dangerous to those of moderate intellect who decide to think on it too long. I end up looking kind of dazed, though...

written by Gligar on Aug 29, 2012 13:43

Room H-12, Corridor J3, Alpha Subsector

Apparently, noclone would like to continue The Computer's thought.

Speed-Y does want to continue his conversation, though. He states that if Alpha Complex is perfect, then he, and consequently his logic, is perfect (implying that The Computer should listen to his suggestion), since he has not encountered external influence. On the other hands, if he is not perfect, the neither are other clones... and Speed-Y claims that his logic continues to hold.

L4-O most carefully fails to hear Speed-Y.

The Computer doesn't, though. **"You would be correct if I agreed with your assumption that you had not come into contact with external interference. When was the last time you encountered Communist propaganda? When was the last time you encountered Communists? When was the last time you encountered a Class F mutant? When was the last time you encountered a secret society? These are all external interference, citizen. And your record shows that you have encountered them on multiple occasions. Therefore, though you may have been perfect at one time, you are no longer so.**

"For instance, just now you attempted to feed me a logic bomb. Are you aware that this is treason? Perhaps not, or you would have knows that the penalty is summary execution."

Or perhaps he knew and just didn't care. Perhaps he doesn't care that one of The Computer's favourite toys, a laser turret, just popped out of the ceiling. Perhaps he doesn't care that it's aimed right at him.⁷⁸⁸

⁷⁸⁸ GLIGAR: (OOC: Nice try, but you should know that The Computer can't

JHT Sector Central Compnode, V Level, Central Subsector

"...I might be able to use this one. Perhaps it's time to collect on payment."

written by Speeder on Aug 29, 2012 15:12

"I shake my head.

My point is not feed a logic bomb to you, even because I need you working to survive, if you break, we are doomed anyway. And being a Troubleshooter my job is fix trouble so we do not get doomed.

But thanks, you just proved my point, so if there are external interference in alpha complex, then the security is not perfect, and you know well that machine empaths exist, very good hackers, and you can be physically attacked, like our last mission when commies physically affected the compnode and attached a virus to it.

Since I just proved to you that your security is not 100% reliable, even I it is 99.9999% reliable, what happens if a communist F class mutant that is a machine empath cause the 0.0001% failure and gets hold of Reanimator Project data?

He will probably be able to wipe out Alpha Complex if he wants, and you was built specifically to do not allow that, I don't know how much you have been altered since you was first built, but noone should ever forget what is your purpose, you are not a person, even being our friend, you are a machine, made for something, and it is your task to ensure Reanimator Project never get used against Alpha Complex, and I suggested a way that is simple delete it, something that does not exist cannot be stolen, but what you will do with it, is your call, I am not you, neither I am a high programmer, it is not my job to decide that, but I can give that suggestion."

written by Lightning4 on Aug 29, 2012 17:32

I just back away from Speed-Y now. And make sure I'm not in the path of the laser turret.

written by Gligar on Aug 29, 2012 18:22

Room H-12, Corridor J3, Alpha Subsector

Speed-Y presses his point still further. It seems that he really wants The Computer to delete that data.

L4-O just backs away.

"Supposing that the data is deleted. What then? How many copies exist? How many clones know about the Project? You, for one. The other clones in this room. Who else? I am sure you are not cleared to know.

"I am equally sure that you are not cleared to make such requests of me. And, given your previous infractions, I am equally sure that you will be terminated shortly. Stand by."

be confused that easily 😊 +1pp to Speeder.)

JHT Sector Central Comnode, V Level, Central Subsector

"Run the backup and re-route him to Tank One."

"Are you certain? Those tanks were not designed to accommodate MemoMax -"

"I am certain. Please do as I ask."

"Backup complete."

Room H-12, Corridor J3, Alpha Subsector

The laser fires. A beam of... wait, what clearance is that? It doesn't look like any colour you're familiar with... well, anyway, a laser beam strikes Speed-Y in the chest, piercing his... well, everything.

written by Speeder on Aug 29, 2012 18:48

I shake my head, unhappy that the computer do not understand what I wanted in the end.

Then I open my arms and take the laser beam in maybe... suicidal? fashion...

Certainly, it was glorious, like being illuminated. Even if it results in my end...

written by Speeder on Aug 29, 2012 18:59

Of course, lasers, specially THAT laser have no impact, so I fall forward, first on my knees, and then face first, the damaged reflec shattering and other random belongings scatering on the floor.

written by Lightning4 on Aug 29, 2012 19:35

I try to avert my eyes from the laser, since it's probably both outside my clearance, and probably also not safe for eyes anyway!

I then look at the team's fallen leader, wondering what to do now.

written by Kristos on Aug 29, 2012 20:09

"Okay, sir, we will start right away!"

I begin to look around the office, mentally noting what resources are available. Writing utensils, storage containers, paper, and anything else. I particularly look for a suitable place to set the device. If there are no writing utensils I ask the ORANGE for something to mark laser barrels with.

written by Jam on Aug 29, 2012 20:38

I watch the pretty unknown-clearance laser beam.

Hmm... I wonder if all that GAMMA nonsense that Speed-Y has been spewing might just have a little truth to it...

I examine what's left of Speed-Y.

written by Gligar on Aug 29, 2012 23:05

Room H-12, Corridor J3, Alpha Subsector

Seeing that his options pretty much have boiled down to "nothing", Speed-Y sighs, and accepts his fate, falling face-first onto the floor. His charred reflec shatters, useless, into several pieces, and his equipment starts falling out of

his pockets... it's amazing how much one of those jumpsuits can carry.

L4-O (who had been trying not to look at the laser) and Jam-Y (who hadn't) go over to investigate what's left of Speed-Y. That laser cut a pretty neat hole right through Speed-Y exposing more of his insides than one might expect. Not much bleeding, of course; those lasers can get pretty hot.

"Well," the BLUE says, "do we need to cover anything else?"

Neither clone says anything. L4-O is wondering what they're supposed to do now, and Jam-Y is pondering all that GAMMA nonsense that Speed-Y likes to say...

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R assures the ORANGE that they will begin immediately, before taking in the office, and what it has to offer.

Though small, the RED office boasts a desk, on which is a deactivated Computer Terminal, and a single chair, on which is a set of keys. The usual paperwork that would normally adorn such a desk is absent - understandable, since the supposed occupant of this office is missing - and the In and Out trays are similarly not here, but that leaves space, right next to the terminal, for their R&D device. The desk's drawers are locked.

Other notable features of this office are two filing cabinets - on top of which are a couple of stacks of paper and pens - and what seems to be a floor plan of the factory.

???

There is a room, somewhere in JHT Sector, where there are six cloning tanks. Two are active, and are holding clones. The clones are identical, and look older than the average Troubleshooter. The other four are empty and deactivated.

One of the empty tanks suddenly activates, and lights up. It begins a cloning cycle.

written by Kristos on Aug 29, 2012 23:30

"Cyrus-R, let's set the device on the desk."

After carefully setting the device down I take a couple of pens and lay the floor plan out where we can study it.

written by Lightning4 on Aug 29, 2012 23:51

"Um... no. I don't think so. We covered the mission, and the non-zombie-non-clone things..."

I look at the laser, still a little worried.

"Oh wait... there was also an attack on us on the way to the Industrial Subsectors. My lift got hijacked and forcibly stopped at the level I didn't want, and I and others on the lift were attacked. I think it was Corpore Metal too."

written by Jam on Aug 30, 2012 00:39

"Well, I don't believe Speed-Y mentioned the full name of the First Church of the Easter Cycle. Maybe the 'first church' part is important to determining their motivations? Also, there was a clone..."

I put my hand to my chin and close my eyes, deep in thought.

"...his name... was... uh... Brian-O! Brian-O-CRS-4! Or, five now, since he died... Anyway, we believe he and the First Church of the Easter Cycle were attempting to revive the Reanimator Project.. er.. no pun intended."

I grin at the BLUE.

"Anyway, Brian-O might have even been the leader of the First Church of the Easter Cycle! In any case, he's definitely a suspicious clone! His current clone almost certainly knows something, unless he's been brainscrubbed since his recloning. May I suggest he be detained for questioning?"

written by Speeder on Aug 30, 2012 12:44

My body...

do nothing!!

YAY!!!

A BODY THAT DO NOTHING IS NEWS AROUND HERE!!

YEEEE!!!

written by Gligar on Aug 30, 2012 17:46

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

With Cyrus-R's... help, Kris-R gets the device set in the empty space on the desk. Noticing the floor plan, Kris-R notices that it's already set up nicely on one wall.

He also grabs a couple of pens, noting their RED colour.

Room H-12, Corridor J3, Alpha Subsector

L4-O believes that they've covered everything. Oh wait! Now he remembers: they were attacked on their way to the mission! It might have been Copore Metal!

"Interesting," the BLUE replies. "Do you think it's related?"

Jam-Y interrupts, telling the BLUE what they know about the First Church of the Easter Cycle, and of Brian-O-CRS-4/5. He suggests that said clone be detained for questioning. "I can put in a request, but I don't know when IntSec will get round to it. There's some kind of audit happening soon."

Speed-Y's body doesn't do anything. Given that he's been around zombies for a while (even if the BLUE doesn't believe they exist) you'd think something would happen. But no, it doesn't.

???

The newly-active cloning tank goes into high gear, building a clone at double speed...

Smoke starts to pour from it...

written by Lightning4 on Aug 30, 2012 19:05

"Very possible... some of them might've even been involved in the later attack on the Industrial Subsectors. I can't say for sure."

I think.

"Oh... that's a thought. Maybe they wanted to get on the lift we were using so they could get to their autocars, or something. That might be one explanation for the lift stopping..."

written by Speeder on Aug 30, 2012 19:33

Since my day job is fix cloning tanks, I would ponder what is happening with the tank...

If I was outside it, of course.

And of course, upon arriving outside, I might find such special tanks a tad interesting.

written by Gligar on Aug 30, 2012 20:49

Room H-12, Corridor J3, Alpha Subsector

L4-O thinks that they are. Perhaps some of the clones they fought were involved in the alter attack...

Perhaps that's why they stopped the lift... maybe they were on their way to the Industrial Subsectors when they encountered the team...

"It's possible," adds the BLUE. "Well, if there's nothing else, I'll submit your evidence to The Computer and enable it to evaluate your performance."

???

Amidst a cloud of smoke, the cloning tank finishes its work and deposits its clone onto the floor in front of it.

I'm sure that the clone - Speed-Y - would be interested in the workings of this smoking cloning tank. But from all he can see, it looks like an older, perhaps more primitive model. Maybe that's the reason his head feels weird.

written by Speeder on Aug 30, 2012 21:00

I look at the cloning tank, confused.

Then I look more confused.

Then I look around the room.

Then I see if this is actually a normal cloning station with showers and whatnot...

I notice the two tanks with clones inside, and go take a look.

"Interesting, cloning tanks can be used for animated suspension, I've heard rumours of that but I did not know it was true... Maybe that is a removed feature?"

I look around the room some more.

"I feel strange.

It must have been unpleasant to be a clone on the time these tanks were standard...

Wait...

I was sent to the past?"

I shake my head.

"No, it does not seem so... So I was sent to a certain cloning tank on purpose..."

AAAH, I WILL BE ERASED!!!!"

And so... I freak out.

written by Lightning4 on Aug 30, 2012 23:04

"So... what now then? Any more need of us?"

I look around, and see if the turret is still there.

written by Jam on Aug 31, 2012 03:07

"Hmm... Well, I can't think of anything else... Joris-R, John-R, Lucas-R, any of you have something more to add?"

written by Kristos on Aug 31, 2012 05:45

RED pens! My favorite to write with! (Since they are not treasonous for me.) I wonder... is INFRARED ink invisible?

I look for adhesive labels.

"Where do you think we should start, Cyrus-R?"

written by Cryoburner on Aug 31, 2012 12:40

"Pens? Yes, those could prove useful for writing on things."

I also take a few pens, along with some sheets of paper, which I fold in half a couple times and slip into my pocket.

"I say we start by searching this office. The disappearance of its previous occupant might be related in some way. Or it might not be. But it might be."

"Are these the keys to the office?"

I point to the keys, asking the ORANGE. I have a closer look at them, noting how many keys there are, what their clearance is, and whether any of them have anything written on them.

written by Gligar on Aug 31, 2012 14:45

???

Speed-Y looks through the smoke, at the cloning tank that just deposited him here. It's not a familiar type... His expression turns to its usual state: confusion.

He looks around further, taking in the other five tanks, and notices that... this doesn't seem to be a typical cloning station. There's only one exit, for one. Usually, there's be a door for the showers, possibly an office door, and one to leave the station. Not so here. There's not even a clearance stripe.

He takes a look at the two occupied tanks, and at their identical occupants - short-looking clones with... wait, is that an odd shade to their skins or is it due to the tank goo?

He wasn't aware that tanks could do that... unless it's a feature that no longer exists? (Well, there are six tanks

here. And clones come in batches of six, so... perhaps there's a link?)

He then realises what he's been feeling... that strange feeling... is it common for this kind of cloning tank? It's kind of unpleasant...

Wait, was he sent back in time? It doesn't look like it... so why was he sent to this tank? Oh no! Could it be?!

He freaks out at the thought...

Suddenly, the door opens, and a voice on the other side says, "*When you're done freaking out in there... we need to talk.*"

Room H-12, Corridor J3, Alpha Subsector

L4-O doesn't think there's anything else. He notes that the turret is still present, still aimed at Speed-Y's corpse.

Jam-Y doesn't think so either. He asks the REDs if they can think of anything. "I'm glad you reminded me," Lucas-R says. "I seem to remember being shot by someone... and for some reason, I think that Joris-R was involved with it. Wait... did he taser someone, who then shot me? I'm a little fuzzy on it. All that's happened... it's all a blur..."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R notes the pens, and wonders: is INFRARED ink transparent? Hmmm... it's probably just black, like INFRARED jumpsuits...

But pens alone aren't sufficient. He would need adhesive labels... aha! There are a couple of sheets of stickers among the papers.

And Cyrus-R decides that he absolutely *must* have some pens, and some paper...

The ORANGE snatches them out of his hands. "Hey, what are you doing there? Aren't you aware of regulations? You're only allowed one pen at a time!"

So Cyrus-R decides to fixate on something else: the keys. He asks if they're the office keys, and tries to examine them, but the ORANGE takes those too. "Yes, they're the office keys, but from what I've seen of you, I don't trust you with them. I'll just give these to your Team Leader," and he does, "and let him deal with you." And with that, the ORANGE is gone.

written by Lightning4 on Aug 31, 2012 16:37

"Yeep."

I look extremely worried, then blurt out

"ItwasallanaccidentIswearIdidnotintendtodothat-!"

I then realize Lucas-R did not mean me.

"Oh! That! That wasn't me. Nevermind anything I just said."

written by Speeder on Aug 31, 2012 17:43

I stop freaking out.

[1177]

"Well, people are not polite in this way to clones that are going to be erased!"

I turn to the door.

"Yes sure! I have a very strong feeling that this talk will be related to my argument with the administration computer."

written by Gligar on Aug 31, 2012 18:30

Room H-12, Corridor J3, Alpha Subsector

Believing, at first, that Lucas-R is talking about him, L4-O begins to panic, rapidly trying to apologise for... oh wait, it was someclone else! Oh right... never mind.

The BLUE looks at him. "Do you know anything about it?"

???

On hearing the voice, and how polite it seems, Speed-Y calms down. Clones generally aren't that polite to clones about to be erased. To the clone on the other side, he agrees, saying that he thinks it'll be about that little argument. "In a way," admits the voice. "Come through and get yourself cleaned up." There is a brief pause. "Oh, and thanks for testing out my Mempression compatibility software... it's not exactly 100% yet, but it's getting there."

written by Jam on Aug 31, 2012 19:00

"Hey, that reminds me... L4-O, how did my last clone die?"

written by Speeder on Aug 31, 2012 19:08

I cross the door, and take a look around, and see if there are anything to help me clean myself of goo.

Actually, I take a look on the goo, see if it is the same goo or not.

"Mempression compatibility..."

So I can guess that you are a high programmer... And I have a hunch that you are the one that I already know...

Also I can guess you are fiddling with cloning tanks, it is a honor to meet you, specially when your software worked... I do not think it would be pleasant to meet you if it did not.

Maybe I will learn something to use on my non-troubleshooter job, if I remain at that job...

So, the clones left in the tanks, they are clones in animated suspension somehow? Or when these old tanks were standard you had to create all six clones at once?"

written by Lightning4 on Aug 31, 2012 19:36

"Not really, actually. I don't remember much about that shooting, since it's a bit of a blur for me too."

I look at Jam-Y nervously.

"Er, yeah. Your last clone was terminated by errant blaster fire directed at a zombie in the heat of battle... I believe it was an accident, as the clone who did it was very, very sorry and wishes it never had happened. Did I mention he in no way intended to commit such an act of treason?"

I think quickly for more to add.

"Also... something odd I noticed about that. You never rose back up as a zombie, despite the fact that you had been exposed to the BLUE stuff, like most of the team was."

written by Gligar on Aug 31, 2012 23:43

Room H-12, Corridor J3, Alpha Subsector

This talk of shooting reminds Jam-Y that he doesn't really know how he died last time... He asks L4-O.

To the BLUE, L4-O says that he's not really sure about the Lucas-R shooting... like with Lucas-R, everything's kind of blurred together. To Jam-Y... he nervously admits that it was a clone with a blaster, who had intended to shoot at a zombie but the shot went astray and hit Jam-Y instead. Said clone is extremely sorry and wanted to assure him that it was wholly unintentional, and in no way a deliberate act of treason.

Oh, there's something else. It seems that Jam-Y never rose as a zombie, even though all of them were subjected to the BLUE gas...

"Interesting," the BLUE says. "So we have two shots to investigate here: the one caused by Joris-R's taser and the other by a blaster, one that seemingly terminated the YELLOW... Jam-Y, right? The second is easy: how many of you have blasters?"

???

Speed-Y crosses the threshold, and looks around.

An enigmatic hygiene station

He finds himself in a room that can only be described as a hygiene station. Everything seems familiar, but... it's all so pristine. Then he notices the clearance stripe: it's white...

If it weren't for the RED path, leading past a chemical shower to the other door, there might have been problems.

But Speed-Y seems to take it in his stride. For he has correctly guessed that it is the High Programmer he is speaking to, and who is now standing at the other door; after all, how many clones would be working on Mempression compatibility? (Speaking of which... it seems that Mempression systems use a different type of goo... for one, this stuff has a faint deep hue that could be described as wanting to be RED, BLUE and VIOLET all at the same time.)

Speed-Y says that it is an honour to meet the High Programmer, especially since this software has worked. And since he seems to be fiddling with cloning tanks... perhaps he could learn something while he's here? He hasn't encountered Mempression systems before...

He asks about the clones in the other room... they're in suspended animation? Is that part of the system in use in the old tanks... and did it require all six clones in a clone family to be created at once?

"Those clones are my remaining backups," the High Programmer tells him. "Back when Mempression was in common use, the technology did not exist to force a clone to maturity as is done with MemoMax. The best that could

[1178]

be done was to grow six clones at once, and keep the remaining ones on life-support until they were needed. I have two left.

"That, of course, leaves me with four unused tanks. I wondered if I could reuse them somehow. I had to overclock the system and retrofit a bunch of stuff, but it seems to be possible. Still needs some work, but it seems that I was successful.

"This isn't the main reason I called you here, though. We can talk about it once you've cleaned yourself up." He points to the shower.

written by Speeder on Sep 01, 2012 01:16

I nod, and proceed to the shower he pointed... while I do that I comment more.

"Interesting. This must mean you are quite old, and thus I might believe that you lost some clones because of old age."

I go clean myself... wondering how all this white stuff do not hurt a UV clone eyes...

written by Lightning4 on Sep 01, 2012 01:35

"Er... me. Did I mention the clone responsible was sorry? Yes."

I think.

"Oh. Joris-R also has a blaster..."

I look sad.

"But I lended it to him..."

written by Kristos on Sep 01, 2012 03:24

I accept the keys. After the ORANGE has left I respond to Cyrus-R: "Yes, this would probably be a good place to start. Let me know if you find anything funny." I try to unlock drawers, one at a time, inspecting their contents, then shutting and locking again, making a list of contents for each drawer on a sheet of paper. If I do not have keys to the drawers, then I just look any places that I might have missed earlier. If I am able to (non-treasonously) use the terminal I try to access a log file of recent terminal activity.

"Cyrus-R, what are your particular abilities? What assets do you bring to this mission?"

Then I return one of the two pens I took since apparently regulation disallows multiple pen possession.

written by Mingamango181 on Sep 01, 2012 05:55

I decide to take a look of whatever is left of my current surroundings, as well as the situation.

I also do a few limb exercises to ease my body back into action, whatever actions they may be.

written by Gligar on Sep 01, 2012 13:58

An enigmatic hygiene station

Speed-Y heads to the indicated shower. Then a thought occurs to him. The High Programmer must be quite old...

perhaps he has lost clones to old age? "That doesn't happen as often as you might think," he is told. "Even to a High Programmer, there are dangers... other High Programmers, mostly. Even so, I haven't lost a clone in over ten yearcycles."

Speed-Y starts to use the shower. Some things, it seems, don't change with clearance.

Room H-12, Corridor J3, Alpha Subsector

L4-O admits that there is one: him. Er... and Joris-R... but it's his blaster...

"So Joris-R has an ORANGE weapon," the BLUE replies, "given out by you. I expect that this will earn you an Official Reprimand, perhaps more. For both of you.

"That should do it as far as I'm concerned. I'll let The Computer process your debriefing and the evidence, and we should be done."

A hatch opens in the wall, revealing some sort of machine. The BLUE begins pushing the box over to the machine, which also opens up, allowing him to place the box inside.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R allows the ORANGE to leave before telling Cyrus-R to start searching the office.

Meanwhile, he does the same. Just a small difference: he has the keys, and he's looking for supplies, not suspicious things. What do you mean that's more than one difference? Clearly, you're mistaken.

And with the keys, he can unlock the drawers and look inside. He takes a list as he does: desk drawer one contains some more sheets of labels, more paper and some black pens; drawer two contains some B3 and a packet of Wider Awake pills; Filing Cabinet A contains what appears to be production reports and quotas for the past couple of yearcycles; and Filing Cabinet B contains shipment manifests.

But that's not all that this office contains, for there is also the terminal. Kris-R attempts to access it. He's able to pull up an access log but it doesn't tell him much; only that the terminal was last used over four monthcycles ago by some ORANGE whose details are redacted.

Testing area, Building 3, Industrial Subsector B

Mango does a little stretching while he looks around. What with the recent Code Three-Zed situation, they're a little thin on the ground right now, but since it's been lifted, he can get back to work testing ring-for-service bells. As usual, he's in Impact Testing. His supervisor is currently conducting a team meeting. "This little situation has cost us several hourcycles," he is saying. "If we want to catch up with our quotas, we'll have to put in an extra half-shift. Hopefully we'll be getting everyone else back when they re-clone, but for now, I'm gonna need 150% effort from each of you. Stimulants are available should you need them... here, take some now.

[1179]

"Mango, you'll be working up on Level Five with the launchers in this session. Pete, you're on Level 1. Roy, you're on Three..."

written by Cryoburner on Sep 01, 2012 14:50

"As I mentioned before, I work for PLC, at a premium discount bot store, so I'm fairly knowledgeable about bots. It's too bad we didn't have time to pick one up before heading out. A scrubot might have been useful, since we don't have a proper hygiene officer."

As I talk, I head back over to the filing cabinet and grab one pen. I also grab a whole stack of paper, seeing as the ORANGE didn't mention anything about regulations covering paper use, and he's not here right now.

"Aside from that, I was also on a troubleshooter team once before, so one might say I'm already something of an expert at troubleshooting, making me a natural pick for a troubleshooter team in need of troubleshooters. I've been taking some time off from the whole troubleshooting scene lately though."

"So, how about you? You mentioned working for HPD&MC?"

written by Gligar on Sep 01, 2012 17:48

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R again mentions his place of work. Presumably, they stock scrubots. Then, he decides that he absolutely MUST deplete the office's stock of paper. Why? I dunno... selfish, I guess. Why would he need all that much paper, and only one pen? That thing won't last long enough to fill all that paper! Looks like he has the all-too-familiar MUST TAKE EVERYTHING I CAN complex... isn't that theft of Computer Property? He wasn't told that he could take it, after all.

Anyway... he also mentions being on a Troubleshooter team, though he's taking a break right now. Maybe his other team got tired of him stealing everything or something. He then asks about Kris-R.

Wait... isn't it up to The Computer who gets assigned to the Troubleshooters?

written by Lightning4 on Sep 01, 2012 18:02

"Huh. I thought that was permissible. I'm ORANGE, after all... and the equipment officer... so can't I authorize the use of such equipment in the field myself?"

"Also... I thought it was RED... maybe not."

written by Gligar on Sep 01, 2012 21:12

Room H-12, Corridor J3, Alpha Subsector

L4-O thought that giving someone higher-clearance equipment was okay...after all, he's ORANGE, and the Equipment Officer to boot. And anyway, he thought it was RED...

"Normally, yes. But since *one* of you was responsible for the termination of a YELLOW..."

"Unless you'd like to elaborate on anything that would help?"

written by Lightning4 on Sep 01, 2012 21:29

"Well... what's the punishment if it was an accident? If we had video of it... maybe we could prove it was one?"

written by Jam on Sep 01, 2012 23:07

"Hmm... Accidental termination... That still sounds treasonous..."

written by Speeder on Sep 01, 2012 23:42

I grin while showering.

Then after I end, I exit the shower and comment.

"I can guess then part the reason I am here..."

I am right on what I said, no person can be 100% trusted...

But I have the impression that Friend Computer have the things it argued with me very much hardcoded on it, it believes in its own perfection because it was forced to. Of course, that would make some sense, you need it to trust its own decisions, otherwise it would be hesitant, and might end in infinite loops while trying to make some decisions."

written by Mingamango181 on Sep 02, 2012 03:23

I nod, and begin to make my way to Level Five. It's a relief to get back to work again.

written by Kristos on Sep 02, 2012 05:39

"Me? Yes, survey business. I made sure everyclone met participation requirements. Sometimes I had to be extra convincing. It was FUN."

I quickly thumb through the most recent production reports and shipment manifests for any information on faulty barrels or suspicious happenings.

"Yes, a scrubot would have been nice. What sort of mission did your troubleshooter team perform? Did your team have a scrubot?"

written by Gligar on Sep 02, 2012 17:02

Room H-12, Corridor J3, Alpha Subsector

L4-O wonders what the penalty would be if it were to be proved that the termination was an accidental one, and whether it would help if they had video of the event. The BLUE replies, "I'm sure that the penalty would be termination. Though, if such video existed, The Computer might see fit to reduce it, even as low as mandatory medication. But we'd have to see."

Jam-Y comments that even accidental termination sounds treasonous.

An enigmatic hygiene station

Speed-Y grins as he goes through the routine of cleaning himself of the tank goo. This Mempression goo seems to be more viscous than normal, not to mention a different colour.

When he's done, he exits the shower, to find a YELLOW jumpsuit waiting for him. The High Programmer is also here, so he tells him his guess as to why he is here: The High Programmer agrees with his suspicions. Of course, The Computer doesn't since it is hardcoded to believe itself over anything else. Which makes sense.

"You seem to have thought about that carefully," The High Programmer tells him. *"And in essence, I do agree with you. However, I disagree on a couple of points: first, as a former head of R&D, I don't believe in the existence of useless data. All research is valuable and must not be deleted. Second: a mass outbreak of Reanimator nanomachines would not necessarily mean the end of humanity. Even if all life on Earth were to perish, it is possible to construct a method of restarting Alpha Complex elsewhere. After all, we have cloning technology!"*

Testing area, Building 3, Industrial Subsector B

The supervisor continues speaking, but clones begin to filter out, heading for their assigned workstations. Some remain to get their stimulants or to hear their assignment.

But Mango isn't one of them. He's already heading up to Level Five, to see what it is he has to do. It should be more fun than running into former colleagues,

Level Five, Testing Area, Building 3, Industrial Subsector B

Reaching his workstation, he can see the launchers he is to use. He can see that all he needs to do is place a bell in the receptacle, turn the dials to match the diagram on the monitor, and hit Launch.

And from what he can see, the dials are marked 'Speed' and 'Angle'. Well... at least he's up here and not dodging bells on Level One 😊

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R doesn't seem to have noticed Cyrus-R take the paper. He's leafing through some of the more recent reports. But he does respond, confirming that he does survey work, ensuring that clones complete their mandatory surveys.

Hmmm... this is interesting. There was some unscheduled maintenance done on one of the assembly lines a couple of monthcycles ago due to a breakdown. Since then, each shipment has been queried... there has been returns from each one. And the number of returns is increasing.

He speaks to Cyrus-R again. It would be nice to have a scrubot. Did his previous mission have one? What sort of mission was it, anyway?

written by Speeder on Sep 02, 2012 18:11

I nod.

"Aaaah... Well thought..."

I did think it would be very sad to delete the data. But I never thought that first, bots could be used to clean the nanomachines, and then second, clones could be restored.

Alpha Complex is more resilient than I imagined, marvelous engineering, and now make me think that the fact we are clones was intentional by the original designers...

I think I underestimated them."

I start wearing the YELLOW jumpsuit.

"So, what must be done then is first, make hard to Reanimator be used wrongly again, maybe bump its data to even higher clearances... Second, put more research into a counter to reanimator, this might mean more autonomous bots, and might mean a bigger failure... But is probably worth the risk somewhere down the line..."

One day maybe we will be able to use nanomachines to build a clone out of thin air using whatever atoms are nearby, I can imagine some military applications of that... Dump a entire army in someone head...

Of course this also means more tech to be stolen and used against us... But those that do not take risks, do not profit."

written by Lightning4 on Sep 02, 2012 18:51

"Okay. I sure hope video exists then. Maybe there's cameras in the area... if ours weren't working. Oh! Those spybots! Some spybots came down and watched us fight, I wonder if one was still watching when... er, the accidental termination happened."

written by Jam on Sep 02, 2012 18:59

"Surely our helmet cameras would have recorded something, right?"

written by Gligar on Sep 02, 2012 21:44

An enigmatic hygiene station

Speed-Y thinks that the High Programmer may have out-thought him. He did think that it would be a shame to delete the Reanimator data, but he never even considered that humanity could be rebuilt like that. Alpha Complex is truly remarkable! It makes you wonder if cloning was planned from the beginning by the long-lost original designers... perhaps they have been underestimated all this time.

He puts on the jumpsuit and continues, making several suggestions to the High Programmer: higher security for the Reanimator data, research into a counter-Reanimator, more autonomy for bots... that sort of thing. Of course, the risk is massive, but the reward... just think of it!

"I'm glad we see eye to eye. But... there are still a couple of problems. No matter how much you lock something down, someone will bypass the locks and make a copy. I believe that may have already happened to the Reanimator data, and you can probably guess who has the copy."

The High Programmer turns to leave the hygiene station. *"But maybe we can discuss this away from the cameras..."*

Room H-12, Corridor J3, Alpha Subsector

L4-O hopes that video of the event exists. Perhaps there were cameras in the area... wait, the spybots! He knows

[1181]

that several of them were filming... maybe one of them has footage of the shooting!

Jam-Y comments that they were all wearing helmet cameras... perhaps one of them took footage of the event? "Yeah, that'd work... if only my multicorder hadn't been busted by Speed-Y," John-R tells him. "I doubt if anything else could pick up the transmissions those cameras send out."

"Well, it looks like we have a lead," the BLUE says. "Not a promising one for you, but still one to be pursued." He pulls out his PDC again, and fires off a message. "Let us see if your lead turns up anything."

written by Cryoburner on Sep 03, 2012 00:50

"Yeah... There was a scrubot..."

"Hey! I'll check behind the filing cabinets for any clues!"

I try looking behind the filing cabinets for anything that may have fallen behind them. I slide them away from the wall, if possible, careful not to tip them over onto anything too important.

written by Kristos on Sep 03, 2012 06:00

I see if the floor plan is detailed enough to pinpoint the location of that assembly line. I look for a piece of paper to write the assembly line identification (and possibly location) on.

"Cyrus-R, do you know where that stack of paper went?"

written by Lightning4 on Sep 03, 2012 06:01

I simply watch and wait, occasionally eying the laser turret to see if it will go away.

written by Speeder on Sep 03, 2012 12:16

I nod, and follow the High Programmer after I am sure my jumpsuit is really on me and fine.

"Yes yes... Actually things I just said I should not have said here... I mean, about the design of a computer."

I grin and follow along.

written by Gligar on Sep 03, 2012 15:53

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R states that there was a scrubot, but then changes the subject, volunteering to look behind the filing cabinets for clues. Meanwhile, Kris-R studies the floor plan, seeing if he can find the production line mentioned in the reports. Hmm... this plan is actually kind of confusing... there are things that might be production lines, and testing areas, and... wait, what was that code again? Ah! This looks like it might be it. He should really write this down. Now, where did the paper go...?

Does Cyrus-R know? He doesn't reply to Kris-R's query, since he's still trying to move the filing cabinets to look behind them. It turns out that filing cabinets full of files are too heavy for him to move.

Room H-12, Corridor J3, Alpha Subsector

L4-O waits nervously for the results of the BLUE's call. That turret doesn't seem to be going away...

"This isn't looking good for you. It's taking a while to get authorisation," the BLUE says. "Some might see this as overly perverse but let's stick with it."

An enigmatic hygiene station

Speed-Y agrees. He's probably said too much already. First though, he checks his jumpsuit. Yep, everything seems to be in order.

He then follows the High Programmer into the other room. And... if there are cameras there, they've been disabled, so I can't show you what's there.

written by Gligar on Sep 03, 2012 20:33

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R eventually does find a sheet of paper. Apparently, when the stack of paper disappeared (i.e. when Cyrus-R took it) a couple of sheets fell onto the floor.

written by Jam on Sep 03, 2012 21:15

I continue waiting for the results to arrive...

written by Kristos on Sep 04, 2012 03:12

I frown and pick up the two sheets of paper on the floor. Then I return to smiling as I write down the identifier and try to sketch the route to the location.

"I found something. It seems the problems started after unscheduled maintenance on this assembly line [tapping the back of the pen on the floor plan] and have become worse ever since. I do not know what you are doing but we should investigate the line now."

After shutting and locking the drawer and taking final glance at the floor plan (hoping to spot vendobot locations), I step out the door and wait for Cyrus-R to follow.

written by Cryoburner on Sep 04, 2012 14:47

"Oh, yeah... I found some paper."

I hand Kris-R twenty-three sheets of paper.

"We might have to dump the files out of these cabinets to move them though."

I glance around the room looking for anyplace else that clues might be hidden. A trash bin maybe?

written by Lightning4 on Sep 04, 2012 18:27

I look around the room a bit, still waiting.

written by Gligar on Sep 04, 2012 21:35⁷⁸⁹

Room H-12, Corridor J3, Alpha Subsector

Now both Jam-Y and L4-O are looking nervous.

But they don't have long to wait. "Well well well... it looks like there is no footage of this supposed accident! I... think you know what that means. Loyalty Officer? Terminate him."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R picks up the paper and makes a note. He tries to tell Cyrus-R what he found, and suggest that they go check it out, but Cyrus-R is ignoring. Yes, ignoring his team leader. He is still convinced that there may be something behind the filing cabinets, or in a non-existent wastebin. As such, he doesn't see Kris-R step out of the door and wait for him.

written by Jam on Sep 04, 2012 21:51

I aim my laser pistol at L4-O, but hesitate for a few secondcycles...

written by Lightning4 on Sep 04, 2012 22:49

"Wait! What? You're telling me with all those spybots, and surely all those cameras... not to mention the multiple bots in the area... there was no footage at all? None? Not even any security cameras aimed at the area?"

I speak even faster somehow.

"What about witness accounts? There were plenty of witnesses. We also have Nukabot, I'm sure it saw it, maybe there's a visual log there!"

"Maybe we could let Friend Computer decide? I could go to a confession booth or something..."

written by Cryoburner on Sep 05, 2012 01:14

"Hmm... We should really find a trash bin for this office."

I head out into the corridor.

"But yes, inspecting the line might be important too."

written by Mingamango181 on Sep 05, 2012 08:57

I concentrate, and begin to match the monitor's display with the dials.

After that, I place a bell in, and hit Launch.

⁷⁸⁹ GLIGAR: (OOC: if my GLORIOUS (and inaccurately-named) <airquotes>"Internet" "Service" "Provider"</airquotes> would KINDLY give me a connection... clearly they would like they would like a further set of Treason Points... maybe I should take it up to 2048...)

written by Kristos on Sep 05, 2012 12:27

I lock the office door and take the paper from Cyrus-R. Then I follow my "map" to the assembly line of question.

written by Gligar on Sep 05, 2012 15:24

Room H-12, Corridor J3, Alpha Subsector

Jam-Y aims his laser pistol at L4-O as if to comply, but... hesitates.

L4-O takes advantage of the hesitation by questioning the accuracy of the result... surely there was a camera somewhere that took a picture of it... Nukabot maybe? What about witnesses?

"I'm sure," the BLUE replies, "that none of them would tell us anything we don't already know. Which is that you must be terminated! Why hasn't that happened yet?!"

Behind the BLUE, a vidscreen blinks into life, showing the Eye of The Computer. It's looking at him.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R tells Kris-R that the office needs a wastebin, but agrees that checking the assembly line might turn up something. It's clear that he still wants to pursue his own line of enquiry, but with Kris-R not helping him, the only thing he can do is leave the office.

That done, Kris-R locks the door and heads off, following the directions he wrote down.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

As the two head off, they are watched by a trio of clones in INFRARED jumpsuits from an adjacent room. They whisper amongst themselves.

Soon, the exit the room and follow, trying to make no noise. Not entirely successfully, I might add.

Level Five, Testing Area, Building 3, Industrial Subsector B

After studying the screen for a while, Mango decides to give it a try. He sets the dials as best they can - finding that the 'Angle' controls are quite stiff, almost as if they don't want to change - and, after loading the launcher, hits Start.

The bell is fired from the launcher in an upwards direction, hits the roof with a *sing*, and drops back down, through the open space in the middle, down to Level 4, where it keeps falling, all the way down to Level 2, where it just misses the opening.

It does go *ding*, though.

written by Lightning4 on Sep 05, 2012 17:47

I speak to the BLUE

"Uh, sir, behind you."

I simply watch and wait, then.

written by Gligar on Sep 05, 2012 19:43

Room H-12, Corridor J3, Alpha Subsector

L4-O suggests to the BLUE that he look behind him. "There's nothing beh—"

"Ahem."

That gets the BLUE's attention. He turns... "Friend Computer! To what do I owe this honour?"

"A request for information was just issued with your identification, a request which was granted. The information comprises of several images of a shooting which took place recently. For what reason did you request these images?"

"Ah, yes! I was looking for evidence that citizen L4-O-QKW has terminated his superior, Jam-Y-JYR, without authorisation."

"And yet you just said that such information did not exist..."

written by Jam on Sep 05, 2012 19:46

"Well, I can't go against orders... Sorry, L4-O. I'll fill your next clone in on what else happens in the rest of debri—oh, hello Friend Computer!"

In my excitement, I again forget to actually shoot at L4-O. However, I still keep my laser pistol aimed in the general direction of his head.

written by Cryoburner on Sep 06, 2012 01:13

I whisper to Kris-R rather loudly...

"There seem to be some clones behind us. They look rather helpful. I think they might want to help us. Maybe we should get some help from them."

written by Lightning4 on Sep 06, 2012 02:42

I almost freak out due to Jam-Y wanting to shoot me again, but calm down once the speaking happens.

I smile after Friend Computer finishes speaking. I simply remain quiet though, and watch on.

written by Kristos on Sep 06, 2012 03:37

The sound of something following us convinces me to slow down, step quietly, and listen intently. When I have just begun to distinguish the noises a loud whisper from a familiar voice startles me. I jump about as high as a startled clone can jump. Then I yell-whisper back at Cyrus-R: "You. Need. HELP!"

I ready my laser pistol and turn to face any intruders while sidestepping to not be in the middle of the hall.

"Who's there? What is your purpose?"

And this would be the place where a sudden craving for Soy lent RED spontaneously develops...

written by Gligar on Sep 06, 2012 18:49

Room H-12, Corridor J3, Alpha Subsector

Jam-Y begins to explain to L4-O that he can't disobey, and that he'll explain everything to his clone, when he gets distracted by Our Mutual Friend and forgets to fire. Again.

L4-O's face is an interesting study: going from freak-out to almost calm in a few seconds as The Computer speaks. He still doesn't reply.

The BLUE looks a little irritated. "Friend Computer, in my experience, Troubleshooters don't react well to being told they can't do something... it's easier to just tell them that there is no information rather than say that they can't get to it."

"Why did you not simply say that it was beyond their security clearance? That is the usual protocol, is it not? Perhaps you have some other reason for wanting Citizen L4-O-QKW-2 terminated. As far as I can calculate, no termination is warranted. You are hereby fined 250 credits for attempted termination without proper evidence."

The Computer continues. **"It has not escaped my notice, however, that Citizen L4-O-QKW-2 is still guilty of treason, notably destruction of Computer Property, namely Citizen Jam-Y-JYR-2. He is hereby ordered to submit to mandatory supplementary medication, effective immediately."**

"In addition, Citizen Jam-Y-JYR-3 is fined 150 credits for failure to follow orders during Debriefing; and Citizen Joris-R-DNK-5 is fined 100 credits for possession of an unauthorised weapon and is hereby placed on probation. Further processing is required to calculate mission resuklts. Thank you for your co-operation."

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

On hearing the trio approach, Kris-R slows down and begins listening to them. He can briefly hear them whispering to each other about something before Cyrus-R ruins the moment by whispering loudly that they might want to help. In response, Kris-R suggests, even more loudly, that Cyrus-R needs a different kind of help, before turning and demanding to know who is following them.

He is met with the sound of three clones running. Whatever their plan was, it's busted, but was it busted by Cyrus-R, or by Kris-R?

Incidentally, Kris-R would be interested to learn that a vendobot in the nearby break room is programmed to emit a craving-inducing virus, which only targets certain clones (what clones varies from hourcycle to hourcycle). Right now, it's making him want Soy lent RED badly.

Of course, it could just be that this clone simply hasn't eaten since... well, ever.

written by Cryoburner on Sep 06, 2012 19:28

I continue whispering loudly to Kris-R...

"Yes, I agree. We both could have used some help. I think you may have scared those helpful clones off though."

"And to think they only wanted to help us..."

written by Lightning4 on Sep 06, 2012 19:34

I smile.

"Oh. Thank you, Friend Computer!"

I look at Jam-Y.

"And er... sorry about the fine, sir."

Since Friend Computer did say immediately, I look around for a notification of medication, or the medication itself.

written by Jam on Sep 06, 2012 20:54

I facepalm, then look toward the BLUE.

"Well, I guess if I had actually shot L4-O, your punishment would have been much more severe, sir. Maybe it's a good thing I didn't..."

I then talk to L4-O.

"Of course, if I'd terminated you right away as I was ordered, I'd be 150 credits richer right now. I'm sure you'll be able to think of some way to repay me..."

written by Gligar on Sep 06, 2012 23:50

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Never content to be the one to blame (even though "Loyalty Officer" is a lower MBD than "Team Leader") Cyrus-R seems to think that Kris-R scared the "helpful" (even though they didn't do anything helpful) clones away.

Now, maybe they can get going?

Room H-12, Corridor J3, Alpha Subsector

L4-O thanks Our Mutual Friend for sparing his life, and apologises to Jam-Y. He *is* sort of responsible for his fine, after all.

Then his PDC rings, indicating that he has a message... something about medication.

Jam-Y *definitely* knows that L4-O is responsible, and he seems to be treating the fine as a sort of loan.

The BLUE has resorted to glowering at everyone. He seems to be fingering something in one pocket of his suit.

written by Lightning4 on Sep 07, 2012 00:04

I read my PDC message, then glance up at the BLUE and his.. suspicious activity.

written by Kristos on Sep 07, 2012 03:00

"Should we investigate the followers or the assembly line? Cyrus-R, I'll let you decide what we do next if you buy some Soylent RED for me! Of course, as team leader, I still have to approve your decision."

written by Cryoburner on Sep 07, 2012 04:36

"Well, the clones following us probably won't want to help us anymore anyway, and we didn't even get a good look at them, so they could just as easily be any helpful-looking clones we come across. So, we'd might as well continue on to the assembly line, as planned. Maybe we'll meet up with them later, and they can help us then."

"Oh, you wanted Soylent RED, too. I suppose I could assist with that."

I continue down the corridor, looking around for any Vendobots as I go.

written by Gligar on Sep 07, 2012 12:58

Room H-12, Corridor J3, Alpha Subsector

L4-O checks his PDC. The message is instructing him to go to the nearest medical bay to pick up his medications pack. Glancing up at the BLUE, L4-O realises that he has a concealed weapon, and he's most likely got his hand on it right now.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R decides to allow Cyrus-R decide which way they should go - either to follow those clones or to head to the assembly line - as long as Cyrus-R buys him some Soylent RED. Cyrus-R decides that they should head to the assembly line, and heads off without waiting for Kris-R to okay it.

Of course, he now has to keep his side of the bargain and buy some Soylent RED. If he had chosen to go follow the clones, he would have passed the break room, and would have been able to do so. Alas.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Soon, he comes across a large door. Leading away from it, forming a junction with Corridor A, is a wide corridor., wide enough for your typical vehiclebot to drive down.

written by Jam on Sep 07, 2012 12:58

I lower my laser pistol, and I also start to watch the BLUE's suspicious activity.

written by Lightning4 on Sep 07, 2012 16:36

"Sir, may I be dismissed to go collect my medications pack?"

I watch him intensely for a response, ready to attempt a dodge if I need to, if it does me any good.

written by Gligar on Sep 07, 2012 17:42

Room H-12, Corridor J3, Alpha Subsector

Jam-Y lowers his laser pistol, but it's clear that he thinks that there's a possibility of it being used soon. And from who he's looking at right now...

Not L4-O, that's for sure. He's now asking the BLUE if he can go and get his medications pack, though he seems to want to duck out of the way...

"No," the BLUE replies, but your clone can!"

Zap! The BLUE has pulled a laser pistol from his pocket and fired it at L4-O...

Only to miss. Either he forgot to aim or L4-O's dodging worked.

written by Lightning4 on Sep 07, 2012 18:38

I keep moving, and quickly, in an attempt to keep from being hit just a bit longer.

I try to take out my blaster and try to return with fire of my own, hoping that the laser turret is both still here, and reacts to the BLUE.

written by Jam on Sep 07, 2012 19:30

Hmm... I guess was sort of anticipating this...

I try to silently move to a position behind the BLUE while he is distracted by L4-O.

If I'm successful, I aim my laser at point-blank range to the back of the BLUE's head and announce:

"Sir, Friend Computer specifically said that L4-O was not to be terminated! I'm afraid I'm going to have to ask you to surrender your weapon! Otherwise, if you fail to comply, I believe I am authorized to terminate you!"

If at any point the BLUE looks like he's going to shoot me, I attempt to dodge while firing back at him.

written by Gligar on Sep 07, 2012 20:23

Room H-12, Corridor J3, Alpha Subsector

L4-O rolls away, and pulls out his blaster as the rest of the team also pulls out weapons; mostly laser pistols, though Joris-R still has that blaster.

But only L4-O returns fire at this stage. Even though he misses, his shot is of some benefit to the team, as it allows Jam-Y to get into position behind the BLUE and get his laser pistol right up against the BLUE's head. Whereupon he orders the BLUE to surrender his weapon for treason; namely, ignoring Friend Computer's orders concerning L4-O. Failure to comply will most likely result in summary execution. And it appears that the laser turret agrees, since it stops aiming at Speed-Y's body and starts aiming at the BLUE.

"What's this? You'd charge a superior with treason? You've got guts." He drops his weapon. "But I think I have the upper hand. The Computer will believe me more than you."

"Oh?" asks John-R. "As far as I can see, sir, you're ignoring Our Friend's orders that L4-O not be terminated. Would you like to share your reasoning with us?"

The BLUE falls silent. Apparently, he would not. This causes John-R to try to catch Jam-Y's eye, and tap the side of his head.

written by Lightning4 on Sep 07, 2012 20:44

I lower my blaster now that things are safe again.

"I doubt Friend Computer would believe you, anyway... that laser turret is still around watching, after all..."

I smile seeing the turret is aimed at the BLUE, and back away back to the rest of the team.

written by Kristos on Sep 07, 2012 23:39

I look for something to hide behind in hopes that the three clones will return.

written by Jam on Sep 07, 2012 23:58

I try to angle myself so won't get skewered if the laser turret decides to fire at the BLUE.

I also fire if the BLUE seems to be lunging for his weapon, or turning to attack me, or doing anything like that.

written by Gligar on Sep 08, 2012 14:29

Room H-12, Corridor J3, Alpha Subsector

L4-O lowers his blaster. He doubts that Our Mutual Friend would believe the BLUE, given that the laser turret is now locked on. "Remember who you're talking to, ORANGE. I could easily have you all terminated for causing that accident in the Industrial Subsectors! Remember that!"

Jam-Y tries to get out of the laser's line of fire, though he seems a little distracted.

"I have reached a preliminary conclusion regarding your mission," The Computer announces. **"The cause of power loss in the Industrial Subsectors was deliberate sabotage caused by members of Power Services, who may or may not be linked with Copore Metal and the First Church of the Easter Cycle, details of which are restricted to Security Clearance [DFSR] or higher. The purpose seems to have been to test out stolen biotoxin material, ultimately leading to the initiation of Code Three-Zed protocols. Team Epsilon do not seem to be linked to the incident, other than being responsible for the aforementioned initiation of Code Three-Zed protocols. Further details of the Code Three-Zed protocols are not available at this time.**

"I find that -"

The Computer is interrupted - yes, *interrupted* - by the BLUE. He's firing at L4-O again! Jam-Y notices and returns fire, injuring him in one arm!

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Apparently not noticing Cyrus-R's absence, Kris-R tries to find cover, but draws a blank. I suppose he could always head back to the office...

written by Jam on Sep 08, 2012 15:37⁷⁹⁰

"Run, L4-O! John-R, do it now!"

I attempt to push the BLUE over and pin him to the ground.

⁷⁹⁰ JAM: (ooc: Didn't the BLUE just drop his laser pistol?)

written by Gligar on Sep 08, 2012 18:37

Room H-12, Corridor J3, Alpha Subsector

Jam-Y tells L4-O to run, and orders John-R to "do it now" - I'm sure you can figure out what "it" is - while trying to knock the BLUE to the floor. It turns out that the4 BLUE is stronger than he is, and refuses to go down - until he's hit by John-R's mental assault. It pretty much causes him to lose concentration and assume the my-head-is-about-to-explode position, and drop a second laser pistol...

"Citizen, do NOT interrupt me. You are hereby demoted to Security Clearance GREEN. Your brainscrub has also been upgraded to a termination. Team Epsilon, please carry out the termination."

Lucas-R, seemingly eager to do so, pulls out a laser pistol and shoots... at the same time as Joris-R! Laser and blaster combine to hit the BLU- er, I mean the GREEN, square on the chest... revealing him to be wearing reflec... which is promptly melted by the blaster. He struggles to speak...

written by Jam on Sep 08, 2012 19:32

I press my laser pistol against the GREEN's head and pull the trigger.

written by Lightning4 on Sep 08, 2012 19:48

I am about to sprint out the door, but realize the GREEN has been incapacitated.

"Huh... well. Mental blast is a great thing to have around..."

I take out my blaster again as well, and attempt to assist in the termination. At close range, of course, so I don't end up accidentally injuring or killing a team member. Again.

written by Gligar on Sep 08, 2012 22:15

Room H-12, Corridor J3, Alpha Subsector

Jam-Y is the next to comply. Of course, he's a little closer to the no-longer-BLUE than the REDs, so he's able to shoot at point-blank range. And again, a laser shot is accompanied by a blaster - this time from L4-O - and again, the two hit the GREEN, but this time, they hit in the head. The GREEN doesn't get to say what he was thinking.

"Termination confirmed," The Computer says. **"Now, as I was saying, I find that I am pleased by your efforts. Standard mission bonuses have been applied to your accounts. I am still calculating whether promotions will be - stand by..."**

written by Jam on Sep 08, 2012 22:22

I look pleased at the mission bonus, and proceed to stand by.

written by Cryoburner on Sep 09, 2012 00:55

I yell down the corridor...

"Hey, Kris-R-QJT-2! Are we going to the assembly line, or did you decide to look for those helpful-looking clones? Or maybe you found a Vendobot, and are eating lunch or something? Is it even lunch time? I don't think that it is."

I consult my PDC, checking what time it is, and whether or not that time corresponds to lunch time.

written by Lightning4 on Sep 09, 2012 02:39

I wait around as well, and put my blaster away.

I decide to check my credit balance to see how much I have.

"I wonder where Speed-Y is... if he recloned."

written by Kristos on Sep 09, 2012 03:35

"Why? Why?! Grrrr.... Okay. Stabilize. Okay."

I walk quickly to the assembly line to carry out the inspection, but my primary focus is keeping my senses probing for followers, saboteurs, commies, and Cryo-R.

written by Gligar on Sep 09, 2012 13:29

Room H-12, Corridor J3, Alpha Subsector

Jam-Y looks pleased at receiving a bonus, but continues to wait, as does L4-O, who puts away his blaster. In fact, it looks like everyone is staying put. Well, debriefing's still going on, right?

While he waits, L4-O decides to check his balance. He discovers that he has 2,150 credits remaining. He then wonders what happened to Speed-Y... perhaps he should be wondering what happened to the other two REDs as well... Azir-R and King-R, right?

"I have completed my calculations," The Computer announces. **"I have decided to award promotions to citizens Lucas-R-AHK, John-R-SMR, and Joris-R-DNK. They are promoted to Security Clearance ORANGE, effective immediately. This concludes the debriefing. Thank you for your co-operation."**

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Before he presumably enters the factory floor, Cyrus-R rather loudly calls back towards Kris-R, asking if he's going to inspect the assembly line, before checking the time: it's 18:03.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

However, a rather loud team member is not what Kris-R wants to have when there are potentially hostile clones around, preparing to do something that may or may not result in their termination. His happiness level is dropping rapidly...

He composes himself and heads down the corridor. It doesn't look like anyone is following him.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

He finds Cyrus-R waiting by the factory floor entrance (these big double doors right here), but decides to just get on with it and enter. It looks like Cyrus-R is too busy looking at his PDC to notice.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

As soon as he enters, he is momentarily deafened by what seems to be a wall of noise coming from the place. Machinery is everywhere: massive gears, presses, moulds, that sort of thing. There are at least four assembly lines; that much is certain, since he needs to look at No. 4...

written by Jam on Sep 09, 2012 14:54

I grin.

"Congratulations, Lucas-O and John-O and Joris-O! It's about time you guys got promoted!"

I also try to check how many credits I have.

"Who knows what happened to Speed-Y. Maybe some UV decided he needed questioning or something..."

written by Gligar on Sep 09, 2012 17:16

Room H-12, Corridor J3, Alpha Subsector

Jam-Y congratulates the three new ORANGEs and checks his balance: 3,128.4.

"Thanks!" John-O replies. "For a while there, I was thinking that my being a mutant stopped me from getting promoted, but apparently not!"

Lucas-O looks a little overwhelmed. "It wasn't all that long ago that I was still in the crèche," he says. "Then I graduate, and a few monthcycles later, there's the whole commie thing, and now this... I can't help but wonder what else is in store... it's all happening so fast..."

Jam-Y replies to L4-O that he doesn't know where Speed-Y is, either. Maybe some UV decided to question him or something... nah, that's an unlikely scenario...

So... what now?

written by Jam on Sep 09, 2012 19:15

I look at the '.4'.

"What am I supposed to do with four-tenths of a credit? Oh well..."

"Also, good thinking with the mind-blast suggestion, John-O! That worked really well!

Hmm... I wonder if I could learn to do something like that..."

I shrug, and start to walk towards the exit of the debriefing room.⁷⁹¹

written by Lightning4 on Sep 09, 2012 19:42

My expression remains neutral.

"Well... I guess the whole accidental killing thing probably prevented me from going up to YELLOW."

Though, I raise an eyebrow in the general direction of Joris-O, but then simply shake my head and dismiss it.

Noticing Jam-Y leaving, I follow.

⁷⁹¹ SPEEDER: (OOC: I am... somewhere hehee, including the house of my mother yesterday, without internet)

written by Jam on Sep 09, 2012 20:52

"Huh... Maybe..."

Hey, what about me? Why didn't I get a promotion? Maybe it's because I'm a mutant? Or maybe it's because... no that couldn't be it..."

written by Gligar on Sep 09, 2012 21:20

Room H-12, Corridor J3, Alpha Subsector

Jam-Y wonders what he's supposed to do with 0.4 of a credit for a moment, before complimenting John-O on his mindblast suggestion. Which was not spoken out loud. It kind of makes you wonder what else they were saying to each other...

Before heading out, he wonders whether he could learn to do that. Mental Blast, I mean.

L4-O remains neutral... perhaps the accidental termination caused him to be passed over for promotion. He raises an eyebrow in the direction of Joris-R before following Jam-Y.

The rest of the team soon follows. Speed-Y's corpse is left behind, along with his equipment.

Corridor J3, Alpha Subsector

Jam-Y thinks it might be the case, before wondering why he didn't get a promotion either. He seems to have an idea why, but he is interrupted by Nukabot, which is still parked where they left it. "Greetings, citizens. You may wish to know that there are bots heading in this direction. I do not know why."

written by Jam on Sep 10, 2012 02:14

"Do you know what kind of bots or how fast they are approaching?"

I ready my laser pistol, just in case... (Also, I quickly check how many shots I have left)⁷⁹²

written by Gligar on Sep 10, 2012 16:58

Corridor J3, Alpha Subsector

Jam-Y asks about the approaching bots. How many are there? What bots are they? How fast are they approaching? "See for yourself," Nukabot replies. "They are almost here."

No sooner than Nukabot says that, three bots come into view: a deliverybot and two docbots. The docbots are carrying a brainscrub box, used to return brainscrub clients back to where they were picked up; from the seals, there is someone inside.

The collectobot approaches the team, and says, "Is this Team Epsilon? I have two deliveries: one for the Team Leader, and one for the Loyalty Officer."

Seems harmless enough, but... you never can tell, and Jam-Y seems nervous. He checks his laser pistol: three shots left.

⁷⁹² JAM: (ooc edit: Whoops, forgot to add quotation marks...)

written by Lightning4 on Sep 10, 2012 17:25

I try to peek at who is inside the brainscrub box.

"Now that's... odd."

written by Jam on Sep 10, 2012 17:43

I step forward.

"I'm the Loyalty Officer."

I attempt to take my delivery.

"As for our team leader, he's currently... uh... somewhere... Hang on a sec, I'll see if I can find him."

written by Kristos on Sep 10, 2012 20:37

First I carefully look around for anything obviously suspicious or strange. Should I come across any clones I greet them and continue about my business.

I go to assembly line #3 and study everything about it in detail, walking slowly around. Once I am satisfied I then likewise study assembly line #4, but taking careful attention for any differences.

If there are laser barrels exiting line #4 I take a few for testing, offering explanation to any clones or bots present if need be.

If Cyrus-R is nearby I tell him to go look for the clones that needed help and question them on what they are doing and why they might need help doing it.

written by Gligar on Sep 10, 2012 22:26

Corridor J3, Alpha Subsector

L4-O tries to peek inside the brainscrub box, but finds that he cannot do so without opening the seals. And the seals are secured with a tongueprint lock. How odd.

Jam-Y identifies himself as the Loyalty Officer. The Team Leader is... somewhere... He concentrates.

"Sure thing, citizen," the deliverybot says. "I just need your tongueprint here..." It extends a tongueprint scanner.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Since Cyrus-R has not yet entered the factory floor, Kris-R decides to get started.

Of course, he would first need to inspect a working assembly line, so he knows what a working one should look like. Luckily, there are several such lines available. He chooses No. 3, and memorises the locations of the various machines: the assemblers, the heaters, the rollers with the massive gears...

Cyrus-R still doesn't show up. Good, he can move on to No. 4... and so far, he can't tell anything different about it. Maybe there's something he's missing?

Well, maybe it'd be instructive to take samples. He starts with No. 4. Going to the end, he picks a couple of laser barrels - RED ones - for inspection.

Then someone taps him on the shoulder. It's much too loud to hear him speak, but he seems to be saying that Kris-R can't do that.

written by Jam on Sep 11, 2012 00:33

I get a look of concentration for a few secondcycles... Then I relax, and smile at the others.

"Huh, I'm not sure where Speed-Y is... Oh well, I guess he'll turn up eventually!"

I press my tongue against the scanner.

written by Cryoburner on Sep 11, 2012 01:32

Having surveyed the entrance to the factory floor, and not noticed any vendobots with Soylent RED nearby, I approach Kris-R to get on with the inspection. I yell in an attempt to be heard over the machinery...

"Hey! I think these are laser barrels! We should probably test them! Did you bring the tester?"

I try to estimate how many barrels there are in the room.

written by Lightning4 on Sep 11, 2012 02:04

I simply stand back and wait now, watching the brainscrub box intently.

written by Gligar on Sep 11, 2012 13:43

Corridor J3, Alpha Subsector

Jam-Y zones out for a moment, before telling everyone that he can't find Speed-Y. That done, he turns to the bot and uses the scanner.

"Hmmm," the bot says. "Are you sure you are doing it correctly? Please try it again..."

L4-O just keeps watching the box.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

The clone talking to Kris-R - an INFRARED - repeats his statement. It becomes clear that, even though he still can't be properly heard, he is disregarding the difference in security clearance.

Over the din of the machinery comes another voice, that of Cyrus-R. He says that there are laser barrels here - winning the Alpha Complex Award for Stating the Obvious - and that they should be tested. He asks if Kris-R brought the scanner, even though he knows full well that the thing takes two clones to move.

It's just as well, really, for there are far too many barrels here for your average clone to even count, let alone test.

written by Jam on Sep 11, 2012 15:09

"Hmm... Let me try that again."

I knock on the side of the box, do a little dance, and slam my face tongue-first into the scanner.

written by Gligar on Sep 11, 2012 17:13*Corridor J3, Alpha Subsector*

Jam-Y thinks... maybe he should try it again.

He does so... in a strange way. First, by knocking on the box, then by dancing in a strange way, and finally by *slamming* his face into the tongueprint scanner.

The first thing he notices is that the faceplate seems to have split in half. His tongue is now bleeding. Second is that he now has a pretty bad headache.

Third is that the box's seals begin to snap open, culminating in the entire top of the box opening.

There is indeed a clone in the box: a rather groggy-looking Speed-Y.⁷⁹³

written by Speeder on Sep 11, 2012 18:37

"Whoooooow... I am on a boat? This thing rocked hard now!"

Then I see Jam bleeding.

"Awesome, the boat hit a rock that looks like Jam head."

written by Lightning4 on Sep 11, 2012 19:17

"Oh. Hi Speed-Y! I would ask why you're in that... boat... but you wouldn't know either..."

I decide to watch and wait before telling him more details, since it looks like he's a bit... unsteady.

written by Gligar on Sep 11, 2012 21:10*Corridor J3, Alpha Subsector*

It seems that Speed-Y doesn't really know what's going on... he seems to think he's on a boat (how many clones have even seen one that wasn't on a vidscreen?), and it's hit a rock... one that looks like Jam-Y's head. (L4-O decides not to ask why Speed-Y thinks that, since he probably wouldn't know.)

The deliverybot interrupts. "Okay, citizens, that is the Loyalty Officer taken care of. But what do I do about this package for the Team Leader?"

written by Kristos on Sep 11, 2012 21:40

I note Cyrus-R's capacity to project audibly distinguishable messages over significant levels of noise. There is a slight chance that this ability can be used in a useful way some daycycle.

If I have picked up any laser barrels I place them back down. After giving a thumbs up pose to the clone that interrupted me I go to Cyrus-R. But I keep in my mind a picture of the INFRARED clone in case I meet him again. He seems... suspicious. Or, in Cyrus-R's language, "helpful".

written by Jam on Sep 11, 2012 22:05

"Ow, my tongue! My head! Speed-Y, what in Alpha Complex were you doing in a locked brainscrub box with my tongue

⁷⁹³ GLIGAR: (OOC: +1pp to Jam 😊)

as the key? I almost cracked my head open trying to get you out!"

Then I realize Speed-Y just said something really strange...

"What? A rock that looks like my head? Where?"

written by Speeder on Sep 11, 2012 22:07

I get my bearings.. Then I leave the box on my own.

"Oh, I am the Team Leader, this must be for me! And only me! Of course, because there are only one of me, and only one Team Leader, that is, me!"

I take the package and ready my tongue to any scanning if needed.

written by Lightning4 on Sep 11, 2012 23:06

I look at my PDC message again.

"I should pick up the mandatory medication shortly."

I look a little concerned.

"I just hope that GREEN isn't waiting for me there."

written by Gligar on Sep 12, 2012 13:00*Factory floor, Laser barrel factory, Roadway 3, JHY Sector*

Kris-R seems interested in Cyrus-R's ability to make himself heard... that could come in handy, perhaps.

He puts down the barrels and looks at the INFRARED. That scar over the left eye is hard to mistake.

The INFRARED glares at him and turns away, allowing Kris-R to head back to Cyrus-R. Looks like they'll have to find some other place to get samples.

Corridor J3, Alpha Subsector

Attempting to recover from his headache, Jam-Y demands to know why Speed-Y was inside a box needing his tongue to open it? He nearly had to knock himself out... wait, a rock the shape of his head? Where? He looks around, but can't see any rocks.

Heaving himself out of the box, Speed-Y realises that the deliverybot has something for him. It must be for him because he's the only Team Leader around. The deliverybot says, "Ah! That sorts that problem. Here is the package, I just need your tongueprint right here..."

L4-O looks at the message again. He needs to go pick up that mandatory medications pack soon... and he hopes he won't have to deal with that GREEN.

written by Speeder on Sep 12, 2012 13:35

I open the package (with the tongueprint) happily.

In fact I do it VERY happily, like if having high expectations! Maybe it is a concealed GREEN promotion after the mission?

written by Lightning4 on Sep 12, 2012 17:44

I consult my PDC for the location of the nearest medical bay.

[1190]

I also look myself over for any injuries I may have sustained anyway, might be a good time to have those checked out. I look at the others to see if they need to be tended to as well.

written by Gligar on Sep 12, 2012 18:19

Corridor J3, Alpha Subsector

Is it possible to be too happy about something? If so, Speed-Y is close to it, as he gives his tongueprint for the package. What does it contain? Perhaps a promotion?

Well... actually, no. But it does contain a Series 1550 PDC and an ME Card. (A 1550! You don't see those very often.)

Meanwhile, L4-O looks for the nearest medical bay. According to his PDC, there's one a couple of corridors over. Apparently, it's near the crèche entrance, in the midst of all the security.

The deliverybot says, "That appears to be everything, citizens. Thank you for your co-operation."

written by Speeder on Sep 12, 2012 18:59

I look very happy.

Then I go check if my body is with any equipment that I can use, and more importantly, if it is still dead.

written by Lightning4 on Sep 12, 2012 19:49

"I guess I'll go get my medications, if that's alright. I'll be back shortly."

I start going in the direction I need to, keeping an eye out for anyone or anything hazardous or treasonous.

written by Jam on Sep 12, 2012 20:25

"I'll come with you, in case our GREEN friend shows up again."

I follow L4-O.

written by Gligar on Sep 12, 2012 21:28

Corridor J3, Alpha Subsector

While a happy-looking Speed-Y decides to return to the briefing room to check out his corpse, L4-O decides to head to the medical bay to fetch his medication pack. Jam-Y decides to follow him, just in case GREEN shenanigans happen.

Everyone else decides to stay put, with the exception of the docbots and the deliverybot, who decides to leave.

Room H-12, Corridor J3, Alpha Subsector

Speed-Y is concerned with two things: what equipment he can recover and whether his corpse is still alive (what with the nano-FUN earlier). The latter is answered quite quickly: it is still lying where it fell, surrounded in a pool of blood and broken reflec.

As for his equipment... well, most of it is still on Azir-R's old wheelchair. Only his MBD Badge, his Team Leader's hat, and a slugthrower (complete with a few rounds) is present on his corpse. Oh... and his old ME Card.

Corridor J4, Alpha Subsector

L4-O and Jam-Y continue until they encounter the start of the crèche security area. There's the first checkpoint with its security scanner, and according to L4-O's PDC, they'll need to pass through it.

written by Lightning4 on Sep 12, 2012 22:31

"Thanks, sir. I uh... I guess I owe you quite a bit now. I hope I can find some way of repaying you."

I look at the security checkpoint and prepare to go in.

"I guess we need to go through here."

I go through the scanner if it's safe, while keeping an eye on the surroundings.

written by Speeder on Sep 12, 2012 22:52

I take the old ME card and try to remember any regulations relating to that.

Then I take the hat and badge and attach them properly to my clothing.

Then I take all the equipment that is mine from the wheelchair and the slugthrower from the ground...

And finally, I start to tug the wheelchair around, going outside.

written by Jam on Sep 13, 2012 01:04

I nod, and smile at L4-O.

"I'm sure you'll think of something good! I'm excited to see what you come up with!"

I follow L4-O through the scanner if he goes through.

written by Gligar on Sep 13, 2012 18:32

Corridor J4, Alpha Subsector

L4-O thanks Jam-Y for accompanying him. He guesses that he'll owe even more than before for this. Jam-Y is sure he'll think of some way to pay up.

L4-O looks at the checkpoint. It's your typical scanner system, but... well, more. There are additional goons present, over the usual two, equipped with handheld sensors for... whatever it is they're looking for.

He decides it's safe, and proceeds to go through. One of the goons tells him to halt. "State your destination!"

Jam-Y, who was about to enter the scanner, pauses.

Room H-12, Corridor J3, Alpha Subsector

Speed-Y starts by taking the old ME Card. Now, what's the protocol... ah yes. He has to take it to the nearest secure disposal facility.

Next up is the slugthrower and MBD-related stuff. That's easy enough.

Finally, there is Azir-R's wheelchair. He'll just have to take that with him, but not before retrieving the rest of his equipment from it.

[1191]

There! Now all he needs to do is return to the team.

Corridor J3, Alpha Subsector

He finds that the rest of the team is still here, except for Jam-Y and L4-O, who have headed off.

written by Speeder on Sep 13, 2012 18:38

I look at the team, and since they are just hanging out there, I ask.

“Alright, where Jam and L4 went? Anything of note to tell me?”

I start to fiddle with my PDC, trying to figure what new features it has in comparison with the old one.

written by Lightning4 on Sep 13, 2012 18:57

I stop as well.

“Medical bay, sir! I have been ordered to pick up mandatory medication by Friend Computer.”

I watch them and wait for their response.

written by Cryoburner on Sep 13, 2012 21:21

Seeing as we’ve just been standing around watching laser barrels pass by for the last few minutes with nothing noteworthy happening, I decide to see where those laser barrels are headed, namely where they are packaged, and who is packaging them, and what the packages look like, and where the packages are stored, and if there are saboteurs there.

written by Gligar on Sep 13, 2012 22:11

Corridor J3, Alpha Subsector

Speed-Y looks at the team. They’re not doing much right now. But notably, they’re not all here.

He asks those present what happened to Jam-Y and L4-O. “They went off to find a medical bay, sir,” John-O tells him. “L4-O was assigned a mandatory medications pack, and Jam-Y thought that our ex-debriefing officer might be there.”

Corridor J4, Alpha Subsector

Of course, they aren’t there yet. They’re still dealing with this checkpoint.

L4-O is telling the goon his destination, but the goon doesn’t seem impressed. “You don’t look ill, pal. For all I know, you could be lying, and trying to smuggle weapons or explosives into the crèche.” The other goons start scanning L4-O with a bunch of scanners. The scanners do a lot of beeping.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

After watching the production lines for several minutecycles, Cyrus-R realises that he’s been watching these production lines for several minutecycles, watching them produce laser barrels... but where are the barrels going? He decides to investigate.

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R follows the lines, and soon finds himself in a large, INFRARED-clearance warehouse. Several teams of INFRAREDs are packing laser barrels into crates, which in turn are being taken by forkbots and placed in a labyrinth of shelves too complex for Cyrus-R to figure out. Other forkbots take crates from the shelves and load them onto truckbots, which then leave the factory.

A number of crates seem to go in the other direction: from the truckbots to the shelves...

written by Lightning4 on Sep 13, 2012 22:38

“Oh no, I’m not ill. I was just assigned it as treatment for accidental treason.”

I watch the scanners work, wondering what all the beeping is. I realize that I am, in fact, carrying a small armory. I refrain from saying anything unless they point it out, though.

written by Speeder on Sep 13, 2012 23:30

I look puzzled.

“Why, what is up with the ex-debriefing officer?”

written by Kristos on Sep 14, 2012 00:26

I say to Cyrus-R, “Let’s split up. Meet back at the office,” but he is probably far out of hearing range, especially with the noise around. I turn back, walking towards the office, hoping to find an authoritative looking clone so I can ask for permission to take sample laser barrels from the assembly line. I greet any suspicious looking clones with a nod and a grin.

written by Jam on Sep 14, 2012 06:39

I nod a few times.

“I was there when Friend Computer gave the order, I heard the whole thing! I’m accompanying L4-O to the medical bay...”

...wait, we’re near a crèche?! Ugh... This’ll be fun...”

written by Cryoburner on Sep 14, 2012 08:54

I follow one of the forkbots loading crates from the shelves onto truckbots, noting anything noteworthy. I then follow one of the forkbots unloading crates from the truckbots onto shelves, also noting anything noteworthy.

written by Gligar on Sep 14, 2012 14:19

Corridor J4, Alpha Subsector

While watching the scanners, L4-O explains to the goon that he was assigned a mandatory medications pack as punishment for accidental treason. “You’d better show me where it says that,” the goon replies.

Jam-Y confirms L4-O’s statement. He was there, after all. He explains that he’s accompanying L4-O.

[1192]

As the scanners move on to Jam-Y, he realises what the goon said about the proximity to the crèche, and gets worried. "That's right," the goon replies. "I'm sure you can imagine why we can't allow clones to go to the crèche carrying weapons. And not just for *their* sakes, either."

It's just as well the two aren't going there, then, given that they're both carrying the equivalent of a small armoury between them. Well, L4-O is. And nobody seems to want to say anything about it.

Corridor J3, Alpha Subsector

Speed-Y wonders what's up with the ex-debriefing officer. "Well, he did just try to terminate L4-O after Our Mutual Friend ordered that he shouldn't be terminated," replies John-O. "It got him demoted to GREEN and ultimately terminated himself."

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R would tell Cyrus-R that they should meet back at the office, but he's already gone off on his own. Oh well... he'll turn up. Maybe in the cloning station. Wherever that is.

He begins heading back, nodding at a few clones. Just as he reaches the corridor, he encounters an ORANGE supervisor.

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile, Cyrus-R seems to want to investigate what the forkbots are doing. Well, they're carrying boxes. What else do forkbots do?

Amongst the shelves, Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

He tries to follow one through the shelves, and quickly realises that it's easy to get lost in here. Why, he can't even figure out which way he came! It's almost as if the shelves exist in more than just three dimensions or something...

The forkbot, however, seemingly has no trouble. It places its box on a shelf and turns to leave, encountering Cyrus-R as it does. It heads towards him, seemingly unwilling to stop.

written by Speeder on Sep 14, 2012 14:33

I look puzzled.

"That is very crazy..."

I think we should investigate that."

I return to the briefing room and go fiddle with the terminated officer.

written by Lightning4 on Sep 14, 2012 16:34

"I do have the PDC message still, if you want to see it."

I offer to show the PDC message if they still need further proof.

I look a little sheepish.

"Er, yeah. Sorry, guess I didn't really know that rule... it's not like I've been near a crèche for quite some time now."

"We're just fresh from a mission debriefing, see. And I was the Equipment officer."

I think of what to do with our weapons, and talk to Jam-Y:

"Hmm. I could call for Nukabot, and we can put all our weapons on it? Or something like that."

written by Jam on Sep 14, 2012 17:51

"Yeah, that would work... It's not like we're actually going to the crèche though, just to a place that's nearby... Hmm..."

written by Gligar on Sep 14, 2012 18:40

Corridor J3, Alpha Subsector

Speed-Y thinks that the ex-briefing officer's actions sound crazy, and decides to go and investigate.

Room H-12, Corridor J3, Alpha Subsector

He approaches the GREEN's corpse (still where it fell... someone should really clean up these bodies...) and looks over it. It turns out that he's not carrying all that much, just his PDC and some weapons.

Corridor J4, Alpha Subsector

L4-O offers to show the goon his PDC. He still has the message on there. "Let's see it," the goon replies.

L4-O then apologises for not being aware of the no-weapons rule. It's not like he's been to a crèche recently, but he has been an Equipment Officer... meaning he's still loaded.

He thinks. Hey, he could call Nukabot and have it hold their weapons while they continue on...

Jam-Y agrees. But it's not like they're actually going to the crèche...

"I was just going to say," the goon replies. "Since you seem to be carrying weapons, you're going to have to leave them here. I suggest you call this Nukabot and drop off your weapons."

written by Speeder on Sep 14, 2012 18:50

I first examine the clearance of all the stuff.

Then I see whatever is on the screen of the PDC if I cannot touch it.

written by Lightning4 on Sep 14, 2012 20:12

If I receive my PDC again, I send a message to Nukabot:

We need you at the crèche entrance... looks like we need to leave some equipment with you.

written by Gligar on Sep 14, 2012 22:15

Room H-12, Corridor J3, Alpha Subsector

Speed-Y checks the clearance of the debriefing officer's equipment. He has a couple of BLUE laser pistol barrels, and an automatic slugthrower, also BLUE. His ME Card's

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e-ink display is blinking as it updates itself, changing as he watches to reflect his demotion to GREEN Clearance.

And then there's his PDC: a Series 1500. I guess he never got around to updating to a 1700 or an 1800. Or maybe there's a reason...

Back in the corridor, Nukabot starts up and trundles off.

Corridor J4, Alpha Subsector

The goon looks at L4-O's message, and hands it back. "Okay, that looks genuine. I'll let you pass, just as long as you don't cross into Corridor J5; that's the crèche entrance. The medical bay is on J6."

Before he does anything else, L4-O calls Nukabot. He receives a reply almost instantly, indicating that the forkbot is on its way.

written by Lightning4 on Sep 14, 2012 23:03

"Okay, thank you."

I simply watch and wait for Nukabot now.

written by Gligar on Sep 15, 2012 14:22

Room H-12, Corridor J3, Alpha Subsector

As Speed-Y watches, the GREEN's PDC suddenly receives a message and begins to vibrate.

Corridor J4, Alpha Subsector

L4-O thanks the goon. Now all he has to do is wait for Nukabot. And he doesn't have long to wait; here it is now.

Cloning station, C Level, Emergency Bunker C-3

Two cloning tanks suddenly fire up and start forming clones.

written by Jam on Sep 15, 2012 19:30

"Hey Nukabot! Could you hold our weapons for us while we go to the medical bay?"

I put my all my laser pistols, the laser rifle, and the RED reflec into a box on Nukabot (you know the one), then walk towards the checkpoint to be scanned again.

written by Gligar on Sep 15, 2012 20:02

Corridor J4, Alpha Subsector

Jam-Y requests that Nukabot hold their weapons while they go on to the medical bay, and proceeds to unload his weapons into a box on Nukabot. You know, the one marked "Hygiene Officer"...

The he returns to the checkpoint and lets the goons scan him again.

Cloning station, C Level, Emergency Bunker C-3

The cloning tanks continue their work.

written by Lightning4 on Sep 15, 2012 20:11

I unload all of my weapons as well. I try to tuck Turbo away where it isn't normally visible.

I make sure things like shells, barrels, and grenades, and also Fredinator get put away too.

written by Jam on Sep 15, 2012 20:43

I wait for the results of the scan, in case there's anything I forgot to unload.

written by Lightning4 on Sep 16, 2012 00:17

If I manage to get everything in order, I also submit to a scan.

written by Cryoburner on Sep 16, 2012 00:24

I call to the approaching forkbot.

"Forkbot! Please stop and let me have a moment of your time! I'm performing an investigation for The Computer, requiring the full cooperation of factory bots and personnel!"

If the forkbot doesn't look as though it will be stopping, I hop over the the side of the aisle and try either sliding onto a shelf if there's room available, or climbing up the side to clear a path.

Either way, I check whether I can recognize the forkbot's make and model.

written by Gligar on Sep 16, 2012 15:29

Corridor J4, Alpha Subsector

While Jam-Y is scanned, L4-O takes the opportunity to unload all of his weapons as well. All of them: seven laser pistols, sixteen spare barrels, Turbo, a couple of blasters with some power packs, Fredinator, and his backpack (containing a torch, his cone rifle ammunition, his brevets (one for Turbo and the old ORANGE one) and the slugthrower rounds he was carrying. Oh... and his spare reflec. He places them all on Nukabot, taking care to put Turbo out of sight... though I can't really tell whereabouts on Nukabot he's putting all of this. He's still carrying a hammer, but... that's not a weapon, right?

It takes him so long to do this that the goons finish scanning Jam-Y. Notably, there was less beeping this time round. "Okay, you're good to go."

They turn to L4-O and start scanning him.

Cloning station, C Level, Emergency Bunker C-3

The cloning tanks finish up, and spit out clones of Azir-R and King-R.

Amongst the shelves, Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R calls out to the forkbot, asking for its cooperation.

For a moment, it looks like it's not going to stop, but, with centimetres to spare, it screeches to a halt. "I do apologise, citizen, but my camera requires maintenance. I was not aware that you were here. Was there something I could help you with?"

written by Jam on Sep 16, 2012 17:29

"Wow L4-O, you really were carrying a small armoury with you!"

I thank the guards and step past the checkpoint.

written by Gligar on Sep 16, 2012 19:13

Corridor J4, Alpha Subsector

While L4-O goes through his scan, Jam-Y thanks the goon and steps away from the checkpoint, while commenting on how much L4-O was carrying. (The goons don't comment. I guess they're used to Armed Forces clones carrying small armouries around.)

Soon, L4-O's scan is complete. "You're good to go."

written by Speeder on Sep 16, 2012 20:01

I poke the PDC, just enough to allow me to read the message without picking it up.

written by Lightning4 on Sep 16, 2012 22:27

"Thank you."

I start walking in the direction the goons told me to go, towards the medbay. I look around the area while walking though, due to curiosity.

written by Jam on Sep 16, 2012 23:42

I follow L4-O, since he seems to have an idea where he's going.

I also take this chance to look around a bit, in case there happen to be any commies nearby that want to hurt our precious Junior Citizens.

written by Kristos on Sep 17, 2012 03:32

I speak to the ORANGE: "Hello. I am the leader of Team Sigma, here to investigate the suspected sabotage. How might I procure sample barrels from line 3 and line 4?"

written by Gligar on Sep 17, 2012 15:13

Room H-12, Corridor J3, Alpha Subsector

Speed-Y decides to be nosy and read the message:

Has AF target been eliminated yet?

Corridor J4, Alpha Subsector

L4-O thanks the goons and heads off in the indicated direction. While doing so, he looks around, noting the visible laser turrets. Usually, they're concealed until needed, but here, they're constantly deployed. Not just that, but more goons loiter at doorways, glowering at the two of them.

Jam-Y also looks around, keeping an eye out for anything suspicious. You can never be too careful.

Soon, the two reach a set of double doors, outside which are more goons. The doors are marked MEDICAL BAY.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Kris-R speaks to the ORANGE, asking how he would go about getting samples for testing. "You're here, are you? Well, you can't just take them from the factory floor. You'll have to get them from the warehouse. That's where they're being packed."

written by Speeder on Sep 17, 2012 15:18

I take a photo of that PDC with my own PDC.

I also take some more photos of the scene.

Then I send it to Friend Computer with the text:

"Proof that the already terminated briefing officer has also a count of treason for being member of a secret society.

Requesting detention of that officer for interrogation.

Requesting information about who knew of Team Epsilon assignments"

written by Kristos on Sep 17, 2012 17:16

"Thank you sir!" I say as I turn and jog back to the assembly lines to follow the course of the laser barrels from line 4.

written by Lightning4 on Sep 17, 2012 17:37

I enter the medical bay and take a look around.

If there is a line I need to be in, then I get in the line.

I keep a watch around for anything suspicious, like any very angry GREENs, or other dangerous clones.

written by Jam on Sep 17, 2012 17:53

I follow after L4-O, watching for any clones that are showing a suspicious level of interest in L4-O.

written by Gligar on Sep 17, 2012 19:36

Room H-12, Corridor J3, Alpha Subsector

Speed-Y decides that he must make an official report of this.

He takes a few pictures of the scene, including of the PDC showing its message. To those, he adds a request that the GREEN be detained for interrogation, and one for information; specifically who knew about Team Epsilon's assignments...

As soon as he sends it, the other PDC beeps. A soft voice ANNOUNCES, "Self-destruct enabled. Have a nice daycycle."

Medical bay, Corridor J4, Alpha Subsector

L4-O and Jam-Y arrive at the medical bay to discover that the place is a mess. The reason is clear: a group of Junior Citizens has escaped from the crèche. And, well, nobody seems to want to deal with it.

Wait, that's not entirely true... one clone is attempting to tell them to stop what they're doing, but she is rebuffed. "Can't make me, commie! I'll tell the Computer you hit me!"

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Meanwhile, docbots attempt to maintain order and continue their work, be it sawing off a limb, injecting one of those overly-large syringes they like to use, or even just talking to clones and/or telling them to stay in line.

L4-O and Jam-Y also get in line. The line, incidentally, is one of two that wind their way throughout the medical bay, sticking to the RED line on the floor. A RED line through the GREEN bay...

And on the subject of the colour GREEN, look who is on one of the operating tables...

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Kris-R thanks the ORANGE and heads back through the factory floor.

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

He follows the lines right to the end, and finds the warehouse, where, as promised, the laser barrels are being packed into boxes. Those boxes are then carried by forklift to a maze of shelves, and them seemingly taken from there by more forklifts to truckbots to be distributed.

Notably, the forklifts seem to be taking boxes *off* the truckbots as well.

written by Speeder on Sep 17, 2012 19:46

I RUN...

I stop in the corridor panting.

"A PDC will explode there, I think you should cover your ears and hope it is not a nuke or chemical weapon."

I cover my ears and prepare for the bang.

written by Jam on Sep 17, 2012 22:35

I panic when I see the GREEN clone, and move to shield L4-O from the GREEN's vision in case he happens to look our way.

I also start whispering to L4-O.

"Did you see that GREEN clone? Is that who I think it is?! What is he doing here, so soon after recloning?"

I check the GREEN clone again, not believing our unfortunate luck. Maybe I was only seeing things...

written by Lightning4 on Sep 18, 2012 00:27

"I don't know, I guess there's a cloning bay nearby... but why would a freshly cloned clone need to be here?"

I try to remain behind Jam-Y, if possible, so the GREEN can't see me. I also try to avoid stepping out of the RED line, since doing so is treason!

written by Cryoburner on Sep 18, 2012 01:06

"Hello, forklift. Thank you for not horribly impaling me your forks. Yes, I'd like to ask a few questions about the

operation of this warehouse. How about I ride along to avoid disrupting loading schedules any further..."

I look for a place to ride along on the forklift, since that seems to be the popular thing to do these days, and because I'm not entirely sure how to get out of this network of shelves on my own. If found, I climb in place so that the forklift can continue back to the loading bay, or wherever it is that forklifts go after dropping off crates on shelves.

"It seems as though you are bringing in crates from those truckbots and loading them onto shelves. Is there some reason for this? Do you know what the crates contain?"

written by Kristos on Sep 18, 2012 01:18

First I go to where assembly line 4 laser barrels are being packed and request to take three barrels for testing. If that is successful, I write on them "line 4 barrel 1 [2, & 3]". Then I do the same for line 3. If I have bags I bag the barrels for each line separately.

I go back to the vendobot. Rubbing my hands together and going "He he he!" I purchase one of each RED product (unless the selection is huge).

I walk back to the warehouse and I ask a forklift, "Hello. Why are[/were] boxes being removed from the truckbots?" Then I take a quick look around for Cyrus-R.

written by Gligar on Sep 18, 2012 13:56

Corridor J3, Alpha Subsector

Running out of the debriefing room (and almost crashing into Nukabot), Speed-Y warns everyone about the PDC explosion... which happens even before he can finish... rather loudly, I might add.

Medical bay, Corridor J4, Alpha Subsector

It can be heard all the way over in the medical bay, where Jam-Y is in the middle of panicking at the sight of the GREEN. He asks L4-O for a second opinion, but... as far as he can see, it's definitely the same clone!

L4-O guesses that there must be a cloning station nearby, but doesn't know why a freshly-decanted clone would need to be in a medical bay... but whatever the reason, he can at least try to stay as out of sight as he can (which isn't all that much in this medical bay).

The GREEN looks in their direction...

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R agrees that the forklift can help, and suggests that he ride back with it so as to not disrupt the forklift's work. "Certainly," the bot replies. "An Efficient Warehouse Is A Happy Warehouse, as citizens say."

Cyrus-R climbs on to the back, and allows the forklift to continue before asking his questions. His first question concerns the boxes that are being unloaded from the truckbots. "I do not know for certain, but I am informed that the boxes contain laser barrels which have been

returned due to being defective. There has been a sharp rise in the number of returns recently."

Meanwhile, over at the packing area, Kris-R is negotiating for samples he can test. The supervisor allows him to take no more than five from each line... so he starts with taking just six in total: three from Line 4 and three from Line 3. He doesn't have bags but he does have those labels, so he can at least label them up.

That done, he heads out.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

But he's not going to the office. Instead, he's going to a vendobot. Why? He wants to buy stuff. He ends up buying one B3 Plain, one packet of Cold Fun, and one Vita-Yum Meal Substitute Bar.

Then he realises that he still has work to do in the warehouse, and heads back...

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

When he arrives, he locates a forkbot. There are a couple arriving right now. He asks one about the unloaded boxes. "They contain defective laser barrels," the bot replies.

Right, what else? Oh yes! Cyrus-R! Isn't that him, riding on that forkbot over there?

written by Jam on Sep 18, 2012 15:57

I quickly turn away from the GREEN, hoping he didn't see my face. Then I continue whispering to L4-O.

"I bet he came here right after he decanted. Probably remembered you had to pick up your medication. This isn't good..."

Well, I'm guessing he won't be able to terminate you right here, since he probably doesn't have any weapons with him. That doesn't stop him from giving you orders though..."

I start thinking of a plan.

written by Gligar on Sep 18, 2012 18:19

Medical bay, Corridor J4, Alpha Subsector

Hoping that the GREEN didn't recognise him, Jam-Y turns away. He continues speaking to L4-O, suggesting that he might have remembered that L4-O had to come here. He probably doesn't have any weapons on him, but he could still give L4-O orders... hmmm... he'll think of something.

The line moves at a pace that makes PLC's queue look like they're standing still. Because they are, 99.9% of the time.

written by Speeder on Sep 18, 2012 18:29

I cringe at the bang.

Then I look around confused, then at the rest of the team.

"What the?"

I take a look inside the briefing room, trying to figure the damage and what sort of explosive the PDC had.

written by Lightning4 on Sep 18, 2012 19:31

I try to turn away too, if I can without looking odd.

"I wonder if I have to get the medication from this bay, or if I can get it from another in the sector."

"Although, weapons aren't allowed here. So that means he shouldn't be carrying anything either..."

written by Jam on Sep 18, 2012 22:32

I shrug.

"Shouldn't doesn't mean isn't! He probably could have smuggled something in if he wanted. I mean, I walked through the checkpoint carrying a box of laser pistols in plain sight, and the guards didn't do anything. Though, that might be because the laser pistols are technically still with Nukabot. Kinda, in a way..."

written by Gligar on Sep 18, 2012 22:48

Corridor J3, Alpha Subsector

Speed-Y cringes. That explosion was a little too big.

Glancing into the room, he can see that the place is a mess. There's no sign of the GREEN's corpse, nor his own. Nor of the laser turret. There's just debris and smoke. Whatever explosive that PDC contained was pretty effective.

Medical bay, Corridor J4, Alpha Subsector

L4-O also turns, wondering if he has to get his medications from this medical bay...

Oh hey! There's a notice over there, behind the docbot, reminding clones that no weapons are permitted here. Which means, as L4-O points out, that the GREEN shouldn't have any weapons with him.

Not that it won't stop him if he tries... after all, as Jam-Y admits, they're kind of smuggling in some laser pistols... even though they're kinda-sorta back on Nukabot...

I wonder if anyone heard that? The GREEN's looking over intently. Did he notice something?

The queue moves again.

written by Speeder on Sep 18, 2012 23:02

I also take pics of that and send as new annex to the last message...

written by Lightning4 on Sep 18, 2012 23:12

I lower my voice some.

"Well, there's always improvised weapons too. I have a hammer. I guess it doesn't count as a weapon, though. I can't really imagine any hammer uses relevant to where we are, though."

"Then there's always our fists. Two against one, we could probably take him. Maybe."

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written by Jam on Sep 18, 2012 23:30

I put some of my towels over the laser pistols in my box, so that it's a bit less obvious I have them.

I also lower my voice.

"I actually forgot that Nukabot's and my box were linked together... Whoops..."

I look around nervously.

"Maybe we should try to find a less violent way to stop him from terminating you... I think punching a GREEN is definitely treasonous, regardless if his last clone tried to terminate you or not..."

written by Kristos on Sep 19, 2012 12:31

I send Cyrus-R a PDC message: "Please collect three laser barrels from the boxes of returned laser barrels and then return to the office."

written by Gligar on Sep 19, 2012 13:23

Corridor J3, Alpha Subsector

Another message gets sent. Speed-Y hasn't done reporting, it seems.

Medical bay, Corridor J4, Alpha Subsector

L4-O lowers his voice, and suggests that they could still take out the GREEN... after all, he has a hammer, and... they have fists...

Jam-Y then realises what he said before, and starts putting his towels into the box. He'd... actually kind of forgotten that the "two" boxes were linked like that. Erm.

Perhaps they could find a less violent way of dealing with the GREEN (who, incidentally, is now fiddling with his PDC). It's probably a bad idea to go around hitting higher-clearance clones.

The queue moves again. They're almost at the docbot.

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

Noticing Cyrus-R, Kris-R pulls out his PDC and sends a message to him concerning the defective barrels.

Sure enough, while riding through the shelves, Cyrus-R receives the message. As he does, a second forkbot appears from an intersection, deposits a box onto a shelf, and leaves.

written by Jam on Sep 19, 2012 13:42

I panic once I see the GREEN typing on his PDC, and whisper hurriedly to L4-O.

"I have a bad feeling about this... He's either seen you, or he's suspicious about me. Tell Nukabot to try to throw the box off of itself, or somehow get the contents of the box out of the box... If I'm right, the stuff in my box should disappear... Also, make sure it's clear that the box is not to be destroyed.

You might want to prepare yourself for an attack too... If you want anything inside this box, now would be the time to take it."

I take my mutant medications pack, the syringe and bot manipulator, first aid kits, and any other pills I find, out of the box.

written by Speeder on Sep 19, 2012 14:31

I look confused for a while.

I turn to the others.

"Alright! What you plan in doing, just staying here doing nothing?"

I climb on Nukabot.

"Hey Nukabot, time to see you get repairs maybe?"

written by Lightning4 on Sep 19, 2012 17:42

I shrug.

"Okay."

I take out my PDC too and send a message to Nukabot:

This will seem like an odd request, but we need you to somehow knock the special box off of yourself, and spill its contents so they're unobtainable from this end. Well, unobtainable without any work anyway. Or you could just find someone from our team to do so themselves.

written by Gligar on Sep 19, 2012 18:03

Medical bay, Corridor J4, Alpha Subsector

Jam-Y has a bad feeling... either L4-O has been spotted, or he's suspicious. He tells L4-O to tell Nukabot to ensure the contents of the box can't be access from this end... without destroying the box. But first... there should be all that medical gear in there... let's remove it.

While he's doing that, L4-O sends the message.

The queue moves again. They're finally at the docbot.

Corridor J3, Alpha Subsector

His report finally done, Speed-Y demands to know what the team's doing now. Standing around doing nothing?

And where's Nukabot?

Right down the corridor, it seems. It's approaching them fast. "I have just received a request form the Equipment Officer that the... special box is to be emptied," it tells them.

written by Lightning4 on Sep 19, 2012 19:13

I keep my voice relatively low.

"Hi, I'm here for my mandatory medication, prescribed by Friend Computer?"

I try to discreetly glance at the GREEN, then look back at the docbot.

written by Speeder on Sep 19, 2012 19:24

I look puzzled at Nukabot.

As soon as I can do it without getting injured, I get the special box, and remove all contents from it, using the very gracious technique of flipping the box upside down over a flat surface, like the floor...

But not too high, I don't want anything actually breaking.

written by Cryoburner on Sep 19, 2012 21:49

I read the message.

"A message! Hmm... I am apparently supposed to retrieve a few laser barrels from the boxes of returned barrels. Do you think there might be some in that crate that has been conveniently placed on that shelf before us, forkbot?"

I look at the crate to see if it looks as though it could contain barrels.

written by Gligar on Sep 19, 2012 22:09

Medical bay, Corridor J4, Alpha Subsector

L4-O speaks to the docbot, requesting his mandatory medications pack. The docbot replies, "Your ME Card identifies you... accidental termination? One moment, please..."

It turns and heads to a cabinet, where it pulls out various medications, and stuffs them into a box. Finished, it carries them back. "Here you are."

Corridor J3, Alpha Subsector

Speed-Y decides to complete the request himself, using the simplest method possible: emptying the box onto the floor. Quite a lot falls out: three YELLOW laser pistols, a spare YELLOW barrel, a set of RED reflec, a breathing mask, a Mk. II Indestructible Loyalty Transcript Recorder in case (with its key), Jam-Y's old ME Card, Jam-Y's old Series 1300 PDC, Jam-Y's MBD badge, a RED laser pistol, Mick-R's ME Card, and some towels.

Laser barrel warehouse, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R reads his message, and looks at the box ahead. He can see the label, which seems to indicate that the box contains laser barrels. "There is a strong probability that the box contains laser barrels," the forkbot says.

written by Speeder on Sep 19, 2012 22:11

I take one of the towels and make a cool band in the upper left arm.

Then I wear the RED reflec... Better than nothing.

Then I turn to Nukabot.

"Why Jam got rid of his equipment?"

written by Jam on Sep 20, 2012 00:07

I look at the box again to check whether there's anything left in it.

I also try to discreetly look at the GREEN.

written by Lightning4 on Sep 20, 2012 01:17

"Thank you."

I inspect the box, without opening it yet.

If there's a path I can use to walk away discreetly, I use it. Otherwise, I try to use Jam-Y as cover if he moves too.

written by Gligar on Sep 20, 2012 18:32

Corridor J3, Alpha Subsector

Speed-Y takes one of the towels - a nice RED one - and ties it round his left arm, making a nice armband. (Did you know that before Mandatory Bonus Duties were invented, Team Leaders would wear a red armband to differentiate them from the other members of their team? The practice is all but forgotten now, but is not treasonous.) While he's at it, he takes and wears the RED reflec. It's better than nothing, after all.

But there's something worrying him... why did Jam-Y drop off his equipment? "He and L4-O have headed to the medical bay to permit L4-O to obtain his mandatory medications pack," Nukabot replies. "However, the medical bay is located within the Crèche Control Zone. No weapons are permitted inside the control zone."

Medical bay, Corridor J4, Alpha Subsector

Jam-Y checks the box, and finds it empty. It looks like L4-O's request got through. He sneaks a peek at the GREEN, to find that he is trying to free himself from a restraint that someone used to stop him from leaving his bed.

L4-O thanks the docbot and glances at the box. It's marked with the logo of Medical Services, and has the text MANDATORY MEDICATION PACK printed on it.

The RED path continues on past the docbot, to another door on the other side of the medical bay (and travels vaguely away from the GREEN in some places... but mostly towards him...) Given that the GREEN is looking at them, L4-O looks at it, and decides to use Jam-Y as a cover.

written by Speeder on Sep 20, 2012 18:39

I look now even more puzzled.

"So... they are near the creche and had to get rid of the stuff inside the box..."

There are rampaging junior citizens again maybe?

I remember the last time a junior citizen was recruited to the leopards and convinced others to join it... They wrecked so much stuff that the damage was bigger than what they all could pay in their entire lifetimes...

If they had lifetimes, I mean, I don't know what Friend Computer did with them..."

written by Lightning4 on Sep 20, 2012 18:58

I notice the GREEN is in restraints and relax a little.

"Ah. He's all tied up, maybe he's not a threat?"

I continue following the path with Jam-Y.

written by Gligar on Sep 20, 2012 23:44⁷⁹⁴

Corridor J3, Alpha Subsector

Nukabot's statement just makes Speed-Y even more confused. If they had to dump the contents of the box, does that mean that there are Junior Citizens on the loose? It reminds him of the time some Junior Citizens got recruited by Death Leopard... they caused so much damage... what exactly happened to them?

"I think... that sounds familiar," Lucas-O tells him. "I... might even have been involved in some ay... but... I don't remember. I guess everyone got brainscrubbed... even Our Mutual Friend won't terminate a Junior Citizen without a real good reason..."

Medical bay, Corridor J4, Alpha Subsector

L4-O relaxes when he sees the restraints and concentrates on walking with Jam-Y.

They do not get far before they hear an almighty SNAP from behind them.

written by Lightning4 on Sep 20, 2012 23:54

I turn around quickly and try to see what is going on. If something or someone is coming at us, I try to dodge accordingly.

written by Jam on Sep 20, 2012 23:58

I try to block the way so that the GREEN I'm assuming in rushing towards us can't get to L4-O.

written by Speeder on Sep 21, 2012 16:07

"I wonder what would warrant that..."

Then I look to the others.

"Alright, any suggestion on what we should do now? Maybe rescue Jam and L4 from the junior citizens?"

written by 4616599 on Sep 21, 2012 16:24

I look bemused.

"Their message might've just been a precaution against any overzealous enforcer of the no-weapons-in-control-zone rule."

"Still, I think we're well equipped to rescue them from the vicious clutches of marauding junior citizens, or anything similarly severe.... we should investigate!"

I begin to climb onboard Nukabot.

⁷⁹⁴ GLIGAR: (OOC: Okay, this update is going to be painful due to a certain ISP's "Super" Hub deciding to develop a hardware fault and basically [DFS]ing itself. I am trying to Kindle this post up instead. Also, we need an airquotes smiley.)

written by Gligar on Sep 21, 2012 16:26⁷⁹⁵

Medical bay, Corridor J4, Alpha Subsector

L4-O turns to see that the GREEN seems to have broken his restraints and is now charging towards him! He ducks at the same time as Jam-Y jumps in front of him. The end result is that the GREEN crashes into Jam-Y instead and knocks him to the floor.

written by Gligar on Sep 21, 2012 16:33⁷⁹⁶

Corridor J3, Alpha Subsector

Speed-Y wonders why that is in place and asks for suggestions.

Joris-O thinks that it may simply have been a precaution and thinks that the team can handle whatever is happening. Perhaps they could investigate.

He climbs onto Nukabot without waiting for anyone else.

written by Jam on Sep 21, 2012 17:33

"Run L4-O! I'll keep him occupied!"

I attempt to grab the GREEN to stop him reaching L4-O.

"Sir! What are you doing?! Attacking loyal clones is treasonous!"

written by Speeder on Sep 21, 2012 17:46

I look where I left the wheelchair, then I place the stuff on it, and put it on Nukabot forks, and climb again on Nukabot.

"Alright Nukabot, can you take us to Jam and L4?"

Oh, after the entire team is aboard, please..."

written by Cryoburner on Sep 21, 2012 18:18

"Perhaps we should just continue on to the truckbot carrying crates of laser barrels, to make sure that the crate of laser barrels from which we retrieve some laser barrels, is in fact a crate of returned laser barrels, and not just a crate of laser barrels containing laser barrels than have not been returned."

I continue riding.

"Unless you can determine that from the label or something. Whatever is most efficient."

written by Lightning4 on Sep 21, 2012 18:20

I try to back away from the GREEN and Jam-Y, but don't start running yet. I try to dodge if the GREEN comes at me again.

⁷⁹⁵ GLIGAR: (OOC: more pain. Would you believe that, as well as a failed Hub, my "service" "provider" have decided to have a "massive fault" causing them to conveniently forget what I already told them about hardware failures? Seethe.)

⁷⁹⁶ GLIGAR: (OOC:sigh. Part 2. I already miss having multiple windows available.)

written by Gligar on Sep 21, 2012 23:53⁷⁹⁷

Medical bay, Corridor J4, Alpha Subsector

Jam-Y tells L4-O to run for it while he deals with the GREEN and tess said GREEN that he is a traitor for doing this.

"Says you, mutant!" he spits back.

The Junior Citizens notice, and start chanting, "Mutant! Mutant! Mutant!"

Corridor J3, Alpha Subsector

Speed-Y sorts out the dropped equipment by putting it all onto Azir-R's wheelchair, which then goes onto Nukabot's forks. Then he boards the bot and tells it to head to where the other two went. Once everyone has boarded, of course. Not long to wait then. Everyone climbs on board, and Nukabot heads off.

Amongst the shelves, Warehouse, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R suggests that they head to a truckbot to be certain tha they are getting returned barrels, but it turns out not to be necessary. "The box's RFID tag indicates that it contains returned barrels," the forkbot explains. "You may obtain your samples from it."

written by Jam on Sep 22, 2012 00:30

I smile suddenly.

"Yes, I am indeed a mutant! Of course, since I'm *registered*, I have the full backing of The Computer to terminate traitors and secret society scum like you. Isn't Friend Computer smart?!"

My smile starts to slip into what I'm hoping appears to be a creepy, sadistic grin.

"A weaponless traitor against a powerful registered mutant... This is gonna be fun..."

written by Lightning4 on Sep 22, 2012 06:27

I keep just close enough to Jam-Y to assist... should he need it, anyway.

But for now, I just keep my distance and watch.

written by Gligar on Sep 22, 2012 15:59⁷⁹⁸

Note: the turn was posted at http://streyalis.org/~gligar/ppg/Post_archive/TempUpdateA, but is presented here for completeness.

⁷⁹⁷ Gligar: (OOO: So I have to put up with this until the 26th...

...

1792 treason points to Virgin Media!

...someone remind me to update tha when the dust settles 😊)

⁷⁹⁸ GLIGAR: (OOO: ...

Make your mind up. Either I am logged in or I am not. Well, I guess I'll put the turn elsewhere ans aviod the failure.)

written by Gligar on Sep 22, 15:36

Medical bay, Corridor J4, Alpha Subsector

Jam-Y agrees that he is a mutant; a *registered* one. That means he can use his mutation to terminate traitors such as the GREEN.

He then grins... But is that really the way to grin around Junior Citizens? Apparently so, since a couple of them start to cheer as Jam-Y says that this will be... Fun.

The GREEN grabs one of them. "Don't bother. You try anything, he dies."

And it looks like L4-O didn't run after all. He seems to want to stick around and watch.

written by Jam on Sep 22, 2012 17:04

I stand up and look at the GREEN with a horrified expression on my face.

"You wouldn't dare!"

written by Lightning4 on Sep 22, 2012 20:30

"Wow. That's bad. That's get demoted straight to INFRARED, vatslime scrubbing duty bad."

I look the GREEN over for weapons. If he doesn't have any visible, I say,

"I don't see any weapons on you. How are you planning on doing that?"

written by Gligar on Sep 23, 2012 16:26⁷⁹⁹

Note: this turn was posted at http://streyalis.org/~gligar/ppg/Post_archive/TempUpdateB/ but is presented here for completeness.

written by Gligar on Sep 23, 17:08

Medical bay, Corridor J4, Alpha Subsector

Jam-Y looks on in horror. Surely he wouldn't...!

L4-O believes the GREEN's actions to be worthy of vatslime reassignment duty. He also wonders exactly how the GREEN intends to carry out his threat, as he seems to be unarmed. "I don't need weapons to terminate someone!"

The other Junior Citizens have realised that one of their number is in danger, and they start to round on the GREEN. They change their chant: "Commie! Commie! Commie!"

(Well, except for the one who doesn't notice that the others aren't saying "Mutant!" any more.)

Corridor J4, Alpha Subsector

Nukabot carries on its journey... Oy to be stopped at a checkpoint. "Back again, forkbot? And who are these jokers?"

⁷⁹⁹ GLIGAR: (OOO: No OOO today.)

written by Jam on Sep 23, 2012 17:30

"Hmm.. You don't need weapons? Does that mean you're a mutant too? A Commie Mutant Traitor!

But even if you're not a CMT, you'd gain nothing from killing a Junior Citizen... Why die and get demoted when you can die and keep your clearance? I say you're bluffing!"

I grin at the GREEN again.

"Have fun getting your brain melted! Goodbye!"

I stretch my palm out towards the GREEN's head and get a look of concentration on my face."

written by Lightning4 on Sep 23, 2012 19:39

I just watch Jam-Y and the GREEN now. I get a little closer, until I'm about even with Jam-Y again.

written by Kristos on Sep 23, 2012 21:47

I go back to the office and unlock the door and enter, closing the door behind me. While waiting for Cyrus-R to return I sit in a chair (if there is one) and slowly enjoy my B3 Plain and Cold Fun. "Ahh, RED. Just my clearance."

written by Speeder on Sep 24, 2012 00:43

I look at the officer.

"Oh, so Nukabot was here before...

Anyway sir, it is a emergency, our friends are in peril, I don't know what sort of peril, but I've heard that he is weaponless because of the Junior Citizens, and he sent a very dire message without specifying the danger, I guess that the junior citizens escaped the creche and are rampaging... Or something is putting the Junior Citizens in peril, anyway, we need to rescue, or our team FROM the Junior Citizens, or our team AND the Junior Citizens...

I am Speed-Y-4 leader of Team Epsilon"

written by Cryoburner on Sep 24, 2012 04:35

"Thank you, forkbot."

I try opening the crate, and if openable, retrieve a few red barrels from inside.

written by Gligar on Sep 24, 2012 17:42⁸⁰⁰

Medical bay, Corridor J4, Alpha Subsector

Jam-Y wonders if the GREEN's words mean he's a mutant as well as a commie traitor... a Commie Mutant Traitor! But even if he is... he has nothing to gain from terminating

⁸⁰⁰ GLIGAR: (OOC: They actually did something right for once and came early! So this post is a normal one. Though with my luck, it'll go down again tomorrow...)

a Junior Citizens... and literally everything to lose. So why do it?

Unless, of course, he can't! Perhaps he's bluffing! Jam-Y seems to think so. Even as he prepares to attack mentally.

Can he even do that? Well, regardless of whether he can or not, the GREEN lets go of the Junior Citizen and puts his hands to his head. He seems to be mumbling something about Hot Fun. He screws up his eyes as if something is painful...

The Junior Citizen sees the opportunity and runs across the room, hiding behind a docbot.

L4-O decides to rejoin Jam-Y.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R re-enters the office, closing the door behind him. While he waits for Cyrus-R, he sits in the one chair available (which seems to have been taken from elsewhere, as it's black) and takes the time to enjoy a little snack.

The terminal suddenly beeps.

Corridor J4, Alpha Subsector

Speed-Y explains to the officer that they received a message from their teammates that indicated some sort of emergency, and that they're responding.

"I can't have you pass here with weapons!" barks the goon. "This is the Crèche Control Zone!"

Amongst the shelves, Warehouse, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R thanks the forkbot and looks at the crate. It appears that the lid will just come off, and allow him to remove some barrels if he wants. And, it seems, he does want some barrels, so he selects a few RED ones.

written by Lightning4 on Sep 24, 2012 17:56

I decide to back away, again, but this time to avoid any... pre-soyilent from spattering my way if the GREEN decides to pop.

written by Speeder on Sep 24, 2012 18:04

"Alright...

Then you go there with your weapons to rescue them!"

I grin.

"You are IntSec, it is your job to maintain security, and you have a problem in the Crèche Control Zone, this mean it is your job to fix it anyway, nor ours Troubleshooters."

written by Gligar on Sep 22, 2012 00:15

Sol tr to typr a post only to find that y Kindle had decided to forget my cookies, logging me ot HALFWAY THROUGH TPING.

How am I supposed to work with THIS?

I can't use my phone. Ale apparently hates them because HE MADE THIS SITE USE 53573577235257 NESTED FRAMES.

written by Jam on Sep 24, 2012 20:04

"You're hiding something, I can sense it! You can feel me worming my way into your mind, can't you?!"

I get a crazy grin again and slowly walk closer to the GREEN.

"You know there's no use trying to escape! You can't run, you can't hide! Tell us everything you know, and maybe I'll let you stay sane after I'm done having my fun!"

written by Gligar on Sep 24, 2012 22:15

Medical bay, Corridor J4, Alpha Subsector

L4-O backs away again. Pre-Soylent isn't exactly his cup of TeaSir. It's much better when it's processed

Jam-Y doesn't seem to care. He thinks the GREEN's hiding something, and he plans to get it... any way he can. He steps towards the GREEN.

But then the GREEN sneers at him. Lunging, he snarls, "Not working, is it? Heh heh he-ack! Something... in... aaah!"

The GREEN sinks to the floor, obviously in pain, clutching his head. He begins to sweat...

Corridor J4, Alpha Subsector

Speed-Y then suggests that the goons go and investigate. It's their job, after all, not the Troubleshooters'.

"We were given specific orders," the goon replies. "Remain here until further notice. And we're not about to disobey just because some YELLOW told us to."

written by Speeder on Sep 24, 2012 22:18

"Alright, then what you suggest?"

I keep looking at them.

"If Junior citizens die because of this, I will say that you did nothing about it.."

written by Jam on Sep 24, 2012 23:41

I start to look irritated...

"Of course it didn't work, I've haven't tried anything yet! But it looks like whoever you're working with has turned against you... So annoying..."

...

Ugh, come on L4-O, let's go an get some Hot F- Soylent! Some nice hot Soylent, yes! We can throw a nice fun Soylent party or something, invite all our friends... Surely Cryo-R would be able to figure that out, didn't he say he was an expert at parties? Or was he an expert at Hot Fun... I mean, Soylent! But doesn't Hot Fun sound good right now? I think

And to cap it all off, a cetrtain piece of shitISP apparently won't get this sorted until the 26th.

I can't update under these conditions.

Unless I did something weird like uploading it to a site my phone can handle 😊

written by Kristos on Sep 23, 2012 22:04

(OOC: Waiting until the 26th or reading updates on an external site? I think either option is fine. 😊)

written by Speeder on Sep 24, 2012 00:36

OOC: I can wait your ISP...

Also... sorry for being suddenly gone... friday a very important person to me called, and I went to visit

I could eat about a dozen packs right now... And we should make them extra hot! Extra, extra HOT! And that'll make it extra delicious, right?! BECAUSE EVERYTHING'S BETTER WHEN IT'S HOT! HOT HOT HOT FUN! IT'S MANDATORY AND DELICIOUS!"

Wait, why am I screaming about parties and Hot Fun?

written by Lightning4 on Sep 25, 2012 00:05

I look at Jam-Y with extreme concern on my face, and start backing away from both the GREEN, and Jam-Y.

"Um, sir? Are you okay?"

I start very quietly humming a loyalty jingle...

written by Cryoburner on Sep 25, 2012 01:09

I replace the lid on the crate, and return to my position on the forkbot.

"Oookay!"

written by Kristos on Sep 25, 2012 06:24

I study the terminal screen.

written by Gligar on Sep 25, 2012 14:38

Corridor J4, Alpha Subsector

Speed-Y wonders if the goon has any suggestions as to what to do. Because if Junior Citizens die... the goon will have done nothing about it.

He is interrupted by a call over the goon's Com unit: "All units, we've got a situation at the medical bay!"

Medical bay, Corridor J4, Alpha Subsector

Jam-Y's happiness drops. Of course it didn't work... because he didn't do anything! Though the GREEN seems to be having problems with his bosses...

But Jam-Y seems to have had enough. He just wants to go and get some Hot F ~~Hot F~~ **Soylent**. Not Hot Fun, regardless of how fun it is. Maybe they could throw a party... wasn't Cryo-R an expert at parties? Or something? No matter... they have Hot Fun! No wait, *Soylent!*

He starts ranting about Hot Fun for a while, before realising what happened... so he *did* dive in to the GREEN's mind.

L4-O begins backing away... and humming a loyalty jingle to himself. Is there something...?⁸⁰¹

And there's something else here that's hot: the GREEN. He seems to be smouldering now, and not just his head... *everything*.

⁸⁰¹ GLIGAR: (OOC: don't you just love a good ad jingle? +1pp to Jam.)

that person, and to my own surprise I spent my whole weekend with that person 😊

With only a android that also hate postline frames 😊

Then, with a *whoomph*, he bursts into flames.

A lot of flames.

Amongst the shelves, Warehouse, Laser barrel factory, Roadway 3, JHY Sector

Now he has what he needs, Cyrus-R puts the lid back on and boards the forkbot again. "I am about to return to the warehouse entrance," the forkbot says, just before it starts off through the shelves again.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R looks at the terminal, to find a message addressed to him.

written by Speeder on Sep 25, 2012 15:25

"Team Epsilon to arms!"

I pull my slugthrower, and get ready to move out, but I don't cross the checkpoint without permission yet.

I keep staring at the officer.

"I need to rescue my team... Can please you allow me to do so?"

written by Gligar on Sep 25, 2012 18:32

Corridor J4, Alpha Subsector

Speed-Y orders his team to get ready, pulling his slugthrower as he does, but makes no move to cross the checkpoint.

Meanwhile, the goon answers his PDC. "Report!"

"A GREEN clone seems to want to attack some Junior Citizens... and there's a registered mutant. Everyone converge."

The goon returns to Speed-Y. "I'm guessing that one of those is one of yours... I hope for your sake it's the GREEN. Stay here, we're going to the medical bay."

And with that, the goons leave.

written by Speeder on Sep 25, 2012 18:58

I facepalm and turn to the team.

"Alright, anyone has any suggestion of what we do now?"

written by Lightning4 on Sep 25, 2012 19:27

"Umm, sir? You don't have pyrokinesis, do you? 'm thinking we need to clear out soon... and quickly."

My nervous loyalty jingle humming gets louder.

written by Jam on Sep 25, 2012 21:55

"What? No, of course I don't have Pyrokinesis! That'd be an unregistered mutation, which is treasonous! Didn't I say there was another clone at work here? The GREEN starting clutching his head in pain before I even started using my mutation, and do you really think I'd be able to- OH VATCRAP, WHAT HAPPENED TO HIM?!"

I stare at the burning remains of the clone in shock. Then I take a second to compose myself.

"L4-O, the most I can do is mess with a clone's brain, and even that's difficult... I was pretty much bluffing the entire time when I was talking about terminating him. I wasn't even sure I'd be able to 'melt' his brain, let alone set his entire body set on fire!"

I watch the fire to make sure it isn't spreading to the Junior Citizens, or anything dangerous like that.

written by Kristos on Sep 26, 2012 00:36

Surprised, I put down my B3 and study the terminal design, the key layout, the interface, and the color of the walls in the room... then I click a button to view the message contents. *clicky*

written by Gligar on Sep 26, 2012 14:30

Corridor J4, Alpha Subsector

Speed-Y facepalms. He hasn't done that in a while!

Then he asks no-one in particular what they're supposed to do now.

"Well," John-O points out, "I wouldn't normally suggest this, but... the goons are gone... and they can't see us back here..."

Medical bay, Corridor J4, Alpha Subsector

L4-O looks a bit worried. And more than a bit nervous, as he asks Jam-Y whether he has Pyrokinesis... maybe they should clear out, ASAP.

Jam-Y denies this; it'd be an unregistered mutation. He points out that he said that there was another clone at work.

Then he seems to finally notice the true extent of what has happened.

It takes him a minutecycle to calm down enough to be able to explain that he was largely bluffing. He can really only mess with a clone's head - there's no way he could set one on fire like that. Speaking of which... oh, good. The Junior Citizens are safe, though it seems that one was wearing an Official Junior Troubleshooter hat that caught fire. A docbot is seeing to him, but he'll probably be upset about that hat. Do you know how rare those are?

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R puts down his B3 and gives the terminal a more thorough inspection. He had already seen that it's a recent design, using a relatively recent version of the standard UI, though he can now see that the keyboard is slightly different, with special hotkeys - none of which are labelled. And, instead of using a touchscreen, this terminal uses a pointing device, consisting of a ball that can be used to move a pointer on the screen and a couple of buttons. He also notices the room's RED clearance stripe (the rest of the room is as grey as the synthcrete it is.)

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Finally, he opens the message. It's The Computer, asking for a status report.

written by Speeder on Sep 26, 2012 16:19

I look to John...

"Still, I think if we go there armed, this might be really treason... I suggest we leave the weapons here on Nukabot, and go rescue Jam..."

If needed you can mind blast people around us anyway...

And I trust my hand-to-hand combat skills."

I go put the weapons in the wheelchair, and then prepare to leave.

written by Lightning4 on Sep 26, 2012 17:30

"What now, Sir?"

I say in the middle of my loyalty jingle.

"I think the GREEN is no longer a threat, at least, but I'm concerned about whoever can do... THAT. And that they could do it to me."

I resume with the nervous humming.

written by Gligar on Sep 26, 2012 18:29

Corridor J4, Alpha Subsector

Looking over at John-O, Speed-Y suggests that, before they go, they should still disarm themselves. After all, they still have fists, and John-O has his mind...

He unloads his weapons onto the wheelchair, while waiting for everyone else to drop theirs as well. "Alright, sir," John-O replies. "Should I call then and let them know we're on our way?"

Medical bay, Corridor J4, Alpha Subsector

L4-O wonders what they should do now... after all, the GREEN is no longer a threat, and there is still the issue of... what happened to him. He's worried that he'll be next.

Just then, goons begin to storm in. "Freeze!"

written by Speeder on Sep 26, 2012 18:39

I shake my head.

"Unless you inform Jam with your mind, I think it is best to just storm by surprise..."

Then I start to run toward the medical bay.

written by Lightning4 on Sep 26, 2012 20:14

I am about to turn around, but then I realize that's breaking orders, so I kind of just twitch for a second and otherwise remain frozen.

My humming stays constant, however, at least until I start speaking to the goons.

"Er, before you start asking, no, we don't really know what happened here either. What we do know is this GREEN tried to attack me. For the second time within this hourcycle.

In defiance of Friend Computer. He's been a very bad clone."

I look over the flaming pile of clone.

"And I think it's not just Friend Computer he's in trouble with."

written by Jam on Sep 26, 2012 20:31

I try to stay as still as possible.

"Just to let you guys know, there seems to be a Pyrokinesis mutant nearby..."

written by Kristos on Sep 26, 2012 23:45

My heart begins to pound rapidly. A personal message directly from the Computer! Oh what a favored troubleshooter I must be!

With sweaty trembling hands, I type the following message:

Friend Computer,

The issue with the faulty barrels started about the same time that assembly line 4 underwent unscheduled maintenance. Strangely, the barrels have been able to pass factory inspection without faults being detected, but are later returned. I have taken samples from lines 3 and 4. Cyrus-R is returning to this office with samples from the crates of returned barrels. Soon we will test them with the device provided by R&D.

Also, there were some suspicious clones following us around for a short time. I am sure you saw them from some of your many eyes. Are they a cause for concern?

Kris-R-QJT-1, Team Leader, Team Sigma

written by Cryoburner on Sep 27, 2012 02:07

ride, ride, ride

I continue riding the forkbot.

written by Gligar on Sep 27, 2012 18:49

Corridor J4, Alpha Subsector

Speed-Y tells John-O not to make the call. Unless he mentally contacts Jam-Y, the best call would be to use the element of surprise. "Oh. Since I can't mentally call him, we'll just have to do that."

He runs off after Speed-Y, who has already begun the charge.

They arrive to discover Internal Security goons blockading this exit.

Medical bay, Corridor J4, Alpha Subsector

Inside, L4-O is telling the goons that they don't really know what's happening either. The only thing they know is that this GREEN has attacked him twice now, against Friend Computer's orders. And, from the fact that said GREEN has

[1205]

been reduced to a pile of burning pre-Soylent, he has defied more than just Friend Computer.

Jam-Y adds that there's likely to be a Pyrokinetic mutant in the vicinity.

One goon summarises. "So, this GREEN, which conveniently just caught fire, attacked you, did he? And there's apparently a Pyrokinetic around here? When was the last time you were tested? And what's his mutation?"

Team Sigma's office, Corridor A, Laser barrel warehouse, Roadway 3, JHY Sector

Kris-R nervously (he's never received a personal message from The Computer before!) replies, summarising what they have discovered so far. They're currently acquiring samples for testing, and they can begin doing that just as soon as Cyrus-R makes it back to the office.

He reports the suspicious clones he saw earlier following them around, and asks if they are a cause for concern.

The Computer replies,

Thank you for the report, citizen. I am pleased that your mission is proceeding smoothly.

With regard to the citizens you identified as suspicious, I suggest continued vigilance. If they continue to interfere, you may use your judgement concerning how to deal with them. I am confident that you will make the correct decision.

Thank you for your co-operation.

Warehouse door, Laser barrel factory, Roadway 3, JHY Sector

The forkbot on which Cyrus-R is riding eventually makes its way out of the shelves and back to the door, ready to receive another box. "I am ready to begin again," it announces.

written by Speeder on Sep 27, 2012 19:51

I scream as I arrive.

"FREEZE!!! TROUBLESHOOTER TEAM EPSILON HERE! WHAT IS GOING ON?"

I notice the burned guy...

"AAAAH WHAT IS THAT???"

I point to it like a shocked junior citizen.

written by Lightning4 on Sep 27, 2012 22:01

I try to respond to the goons, and turn to Jam-Y.

"What was it... mind sense? I think it was Mind Sense. Something involving minds. It's not exactly the kind of thing that causes clones to explode into flames."

I turn back to the goons, trying to explain myself now.

"As for me, I'm pretty sure I'm not a pyro mutant. The Armed Forces may not like mutants much, but I would still

register that and use it as a weapon if I had it. I wouldn't let it go unregistered..."

"But no, that's definitely not my work. Either the pyro clone is in here right now, or we're dealing with a..."

I shudder.

"Class-F."

written by Jam on Sep 27, 2012 22:19

"Yeah, Mind Sense... And the GREEN didn't just attack me, he also threatened to terminate a Junior Citizen!

He probably would have done it too, except he got distracted when I pretended to attack his mind... The strange thing is, he acted like he was really being mentally attacked, and seemed to be in a great deal of pain. I thought he was faking it at first, until the whole bursting-into-flames thing happened..."

written by Gligar on Sep 27, 2012 23:03

Medical bay, Corridor J4, Alpha Subsector

From the corridor, Speed-Y can be heard shouting at everyone to freeze... again. Then he notices the burning remains of a GREEN clone and screams about that, pointing at it much like some of the Junior Citizens are doing. "You freeze!" barks one of the goons. "We'll do the interrogation here!"

L4-O explains that Jam-Y has Mind Sense, not something that could really cause people to burst into flames like that. As for himself... he's pretty sure he's not a Pyrokinetic. Even if he was, he wouldn't let it go unregistered. Which means that either there is a Pyro in the room... or there's a Class F involved.

"Class F? What in Alpha Complex are you even yammering about?" the goon wants to know. "But you have a point." He turns to one of the other goons. "You've got the scanner. Check their ME Cards."

"On it." The second goon pulls out his PDC and does something with it. "Here we are... those two are here. The YELLOW's registration is here, too."

"Good. But that doesn't mean that the ORANGE isn't a mutant."

Jam-Y confirms that he has Mind Sense. He states that the GREEN didn't just attack, but he also threatened to terminate a Junior Citizen! Then he got distracted... he (Jam-Y) was faking messing with his mind when all of a sudden he acted as if his mind really was under attack. Then he burst into flames.

"Interesting," the goon replies. "Let's look at that, shall we? Is this Junior Citizen still here?"

written by Lightning4 on Sep 27, 2012 23:33

I help look around for the Junior Citizen. If I see him, I point him out. Otherwise, I let Jam-Y look too.

"Over there."

written by Speeder on Sep 27, 2012 23:42

I just look confused...

And a bit frightened.

"If you never heard of F class mutant, let's say that it is a thing so scary that you will NOT want to hear about F class mutants..."

I shudder.

Then I comment.

"Actually, I don't think you have clearance to know what is a F class mutant anyway..."

written by Jam on Sep 28, 2012 02:49

"I dunno. Dean, are you still here?"

I look for the Junior Citizen.

written by Kristos on Sep 28, 2012 03:47

Wowie wow! The Computer is pleased! I contain my excitement so that it is only physically manifested by a slight smile and still-trembling hands. Hmm... we should probably test the laser barrels in a less contained area. Perhaps we should take the device back outside in case it delivers another cloud of gas.

written by Gligar on Sep 28, 2012 13:35

Medical bay, Corridor J4, Alpha Subsector

L4-O looks around, but can't see the Junior Citizen. He remembers that the kid went and hid somewhere.

Speed-Y simply states that the goon probably doesn't want to know about Class F mutants. Perhaps he is not even cleared to know. "Then how do you know about them?"

"Excuse me, sir," John-O interjects, "but basic knowledge of Class F mutants is available to anyone who looks. The same with the while classification system... you only have to look it up. As for more detailed information... well, we've run into them before."

Jam-Y is also looking for the Junior Citizen, but he has an advantage: he knows the kid's name. He calls it out - the Junior Citizen is known as Dean - and the Junior Citizen looks out from his hiding place. "Is it safe? Whoa, what happened to him?"

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R is overjoyed to know that The Computer is pleased in their work, but tries to hide most of it. In the meantime, he needs to figure out what to do about the device. The last time they used it, it emitted a big cloud of gas, and it probably wouldn't be a good idea to repeat it in an enclosed space. Perhaps they should go outside again?

But how long would that take? Does he want to risk the device for that?

written by Gligar on Sep 28, 2012 18:01

Medical bay, Corridor J4, Alpha Subsector

Jam-Y says that it's reasonably safe, and suggests that Dean talk to the nice IntSec clone, who wants to ask a few questions. Dean approaches, hesitantly. "It's okay," the goon says softly. "You're not in trouble."

"Okay..." Dean walks over.

"Alright. Why don't you tell me what happened?"

"Er... that bad GREEN guy said he'd kill me!"

written by Speeder on Sep 28, 2012 19:01

I make a shocked face.

Everyone know that even threatening to kill a junior citizen is bad idea...

written by Jam on Sep 28, 2012 19:52

"What could possibly be so important that the GREEN would risk threatening a Junior Citizen?! That's what I'd like to know..."

written by Lightning4 on Sep 28, 2012 20:24

"And what does he have against me anyway? Friend Computer already gave me my punishment for what I did, it's not like it had anything to do with him..."

I look at my medication package, and decide to peek inside if I can.

written by Cryoburner on Sep 29, 2012 00:12

"Thank you, forkbot! You were quite possibly the most helpful forkbot I've ridden all day, especially the part where you didn't run me over. You probably should get back to your loading and unloading of crates now though, unless you want to help test laser barrels or something. I'm not sure how effective you would be without hands though."

I dismount the forkbot and begin wandering toward the office.

written by Gligar on Sep 29, 2012 14:10

Medical bay, Corridor J4, Alpha Subsector

Gasp! Speed-Y is shocked that anyone would even think about harming a Junior Citizen! As he points out, it's a Very Bad Thing to do so. Jam-Y is thinking much the same thing: what could be so important as to risk the wrath of The Computer over a Junior Citizen? And what does it all have to do with L4-O? The Computer already assessed him for mandatory medication (which, incidentally, he is trying to look in to. There's a lot of small boxes in there, along with a few bottles, and a piece of paper.) so... why terminate him?

L4-O wonders if it has something to do with the mission. What did he do, in particular?

Meanwhile, the goon continues to speak to Dean. "Did the bad GREEN say anything when he tried to kill you?"

[1207]

"Yeah... he said that the YELLOW shouldn't try to hurt him... and he seemed interested in that guy," (pointing at L4-O).

Warehouse entrance, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R thanks the forkbot, saying that he'd better get to the office and test the barrels. "I am pleased to be of service, citizen," the forkbot answers, "but I am unfortunately unable to join you in testing these barrels. I am not programmed for such tasks."

The two part ways; Cyrus-R heading for the office, and the forkbot returning to its boxes.

The trip back to the office is nice and uneventful. He arrives to find the door closed.

written by Jam on Sep 29, 2012 15:58

I suddenly realize Speed-Y probably doesn't know who the GREEN was.

"Oh, that GREEN was our debriefing officer, that defied Friend Computer's orders and tried to terminate L4-O during our debriefing. I terminated him under FC's orders, but apparently his next clone still is trying to terminate L4-O..."

written by Gligar on Sep 29, 2012 17:48

Medical bay, Corridor J4, Alpha Subsector

Realising that Speed-Y might not know who the GREEN is, Jam-Y takes the opportunity to tell him. Naturally, the goon also hears him. "Is that so? Interesting. Well... I think I have enough to make a report about this. And... I wouldn't be surprised if Mr. I Want To Terminate Junior Citizens here is the star of the next Bake The Traitor... or at least of the next termination voucher."

With that, the goons begin to leave.

written by Speeder on Sep 29, 2012 18:08

I nod.

"Oh, I took some photos of him and sent to Friend Computer, I mean, the clone before the roasted one..."

But I still wonder what roasted him..."

written by Lightning4 on Sep 29, 2012 20:20

"Well then. Disaster averted, I guess..."

I address Speed-Y.

"We suspect it might've been a Pyrokinesis mutant... and a very powerful one at that."

"Maybe one of his superiors?"

written by Jam on Sep 29, 2012 22:15

"Hmm... Powerful mutant... Hey, maybe he works for Psion! But what would Psion have against L4-O?"

I think for a bit...

"Hey L4-O, what was the name of your Armed Forces team-squad-thingy again? I thought it had the word 'mutant' in it somewhere..."

written by Lightning4 on Sep 30, 2012 03:45

"Psion? Never heard of them..."

"And yeah... Mutant Mashers. It's mostly just a name, at least to me... but I know there's always mutant distrust in the Armed Forces..."

written by Gligar on Sep 30, 2012 14:06

Medical bay, Corridor J4, Alpha Subsector

Before the goons leave completely, Speed-Y points out that he took pictures of the GREEN's clone-before-last, and that the Computer now has them. "Good," one goon says. "We can use it in our Wanted posters." He then leaves.

Speed-Y wonders how the GREEN's most recent clones was roasted. L4-O suggests that it was a powerful Pyrokinetic mutant; perhaps one of his superiors. Jam-Y adds that it might be a member of Psion... but why would they be after L4-O? Wait... what's his unit called?

L4-O tells him that it's the Mutant Mashers. That's just a name as far as he's concerned, but he knows that there is a lot of anti-mutant sentiment in the ranks. He hasn't heard of Psion, though.

written by Speeder on Sep 30, 2012 14:16

"So... the Psion might be hunting a anti-mutant group?"

But hey, the GREEN was seemly not mutant, otherwise he would not need to shoot L4 like he did in the Briefing Room or threaten to kill a junior citizen like he did now...

Unless he have some stupid useless mutation, like those that are used as reactor shielding that for some reason they don't die."

I look a bit confused.

"Our last mission, with all those mutants was scary no? Last? Or we had another one? I remember of a zombie... Or it was zombies?"

Hey, the box I arrived, was a brainscrub box, was not it?"

I wonder what I did wrong...

Or what I learned that I should have not..."

written by Jam on Sep 30, 2012 15:08

"Hmm... Yeah, you're right, he didn't seem very mutant-y... And the way he called me a mutant when we were talking, I doubt someclone that calls themselves a mutant supporter would use the kind of tone he did. Hmm..."

I think for a bit. Then I look up at Speed-Y.

"Wait, just how much memory did they take out of you?!"

written by Speeder on Sep 30, 2012 16:10

"That question does not make much sense, does it? If I don't have the memory, how can I count the memories that I don't have?"

I look even more confused.

written by Jam on Sep 30, 2012 18:01

I started looking confused too.

"Uh, well... What's the last thing you remember?"

written by Gligar on Sep 30, 2012 18:19

Medical bay, Corridor J4, Alpha Subsector

Speed-Y guesses that Psion are after an anti-mutant group. (Like, say, Anti-Mutant? 😊) And given his actions, the GREEN didn't seem to be a mutant (unless he has one of those useless ones that always gets used in reactor shielding)...

He then talks about their last mission, with "all the mutants", and how it was frightening. Or was it their last mission. Wasn't there something to do with zombies? Wait... he arrived in a brainscrub box, right? How much did he lose?

Jam-Y agrees that the GREEN doesn't seem to be a mutant, especially how he referred to Jam-Y. Then he realises what Speed-Y just said, and asks how much memory he lost.

That just confuses Speed-Y, who asks how he's supposed to know what he lost. Jam-Y suggests that he tell them the last thing he remembers.

written by Speeder on Sep 30, 2012 19:17

I look at Jam...

"I remember being in a brainscrub box..."

Humm...

I don't know... I think I don't remember dates of my memories."

I tilt my head to the side, like this:

<http://cdn.ebaumsworld.com/mediaFiles/picture/778667/80655217.jpg>

written by Lightning4 on Sep 30, 2012 20:19

"I can't honestly think of any reason why a Mutant group would be after us, other than to make an example... unless the previous leader of the Mutant Mashers did something not nice to them. I mean, there were those explodey things down on O sublevel, but surely they don't count as the common mutant in ordinary Alpha Complex?"

"I wonder..."

I try to think back to the elevator hijacking, long before the zombie mission began, and try to recall whether those clones looked like cyborgs, or maybe some kind of other group...

I do not, however, tilt my head.

written by Jam on Sep 30, 2012 22:24

"Hmm..."

I copy Speed-Y's head tilt.

"Do you remember anything of our debriefing, or of the mission?"

written by Cryoburner on Oct 01, 2012 02:12

knock, knock

I knock at the door.

written by Kristos on Oct 01, 2012 04:13

"Come in" I say to the source of the door knocking.

written by Gligar on Oct 01, 2012 16:04

Medical bay, Corridor J4, Alpha Subsector

Speed-Y tells Jam-Y that he remembers being in a brainscrub box, but he can't give any dates. he tilts his head. Jam-Y presses him: does he remember the debriefing? Or the mission?

L4-O is still wondering about the whole GREEN thing. Why would a mutant group be after them? To make an example? Or is it something to do with his predecessor in the Mutant Mashers? Because he hasn't targeted many mutants (unless those things in the Underplex count, which he doubts)...

Hmmm...

What about that group who hijacked their lift before the mission? No... they were cyborgs, weren't they? Cybernetics and Psion aren't the sort of thing that generally mix...

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

There is a knock at the door. Kris-R looks over and tells whoever it is to come in. His snack may have to wait.

written by Lightning4 on Oct 01, 2012 17:41

"That O Sublevel mission is really the only thing I can think of... and there's been no evidence of an attack before then."

"I mean, there's the accidental termination of you, sir, but, are you even in Psion? And are they commies? I don't actually know much about them."

written by Jam on Oct 01, 2012 19:57

"Hey, of course I'm not in Psion! But that doesn't mean Psion won't be mad at what might have seemed to be a cruel and unprovoked termination of an innocent mutant... I wonder if I can ask them somehow... Hey, John-O, maybe you know to contact Psion?"

written by Gligar on Oct 01, 2012 20:09

Medical bay, Corridor J4, Alpha Subsector

L4-O can't think of anything other than that mission to O Sublevel... and there's no evidence of anything before that.

[1209]

Wait... there's that accidental termination of Jam-Y. But is Jam-Y a Psion? (Are they commies?)

Jam-Y denies being a member of Psion, but imagines that they would not like the unprovoked termination of a mutant. He wonders how to contact them. Perhaps John-O knows? "How would I know?" the ORANGE asks. "I'm not a member. They're a secret society, remember? I guess that if they wanted to talk to you, they'd do so."

written by Speeder on Oct 01, 2012 20:10

I peer at Jam.

Head not tilted anymore, it is too painful on the neck.

"You are asking some strange questions lately..."

written by Cryoburner on Oct 01, 2012 21:48

I stare at the door.

written by Jam on Oct 01, 2012 22:10

I respond to John-O.

"Hmm... Good point... Well, I guess they must not be trying to avenge my death or anything if they haven't even asked me about it. Or maybe they just don't care what I think..."

I turn and peer back at Speed-Y.

"Strange questions? Oh really? How so?"

written by Lightning4 on Oct 02, 2012 00:01

"Weird. Maybe they're just commies then. I dunno."

I shrug and put my medication pack away for now.

written by Speeder on Oct 02, 2012 11:56

I shrug also.

"I don't know... I am not loyalty officer anyway..."

I look to John-O

Then I look to the rest of the team.

Then I look to Junior Citizens.

"Hey, are you all ok? And what are you doing outside the creche?"

written by Gligar on Oct 02, 2012 14:21

Medical bay, Corridor J4, Alpha Subsector

Speed-Y notes that Jam-Y is asking a lot of strange questions. He also stops tilting his head; turns out it's painful if you keep it up for long.

Jam-Y concludes that Psion probably aren't behind the attacks on L4-O. They may simply not care about Jam-Y. He then asks how his questions are strange.

L4-O concludes that Psion are probably just commies, and puts away his medication pack.

Speed-Y adds that he wouldn't know; he isn't Loyalty Officer, after all.

The he looks over at the Junior Citizens and asks why they're out of the crèche. "Thought it'd be fun," one of them tells him.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Though he has been invited into the room, Cyrus-R continues staring at the door. Perhaps he's unhappy, or needs the attention of the docbot that's currently passing? Or maybe he didn't recognise the voice of the one inside the room? Or maybe he's just being a [REDACTED]...

written by Speeder on Oct 02, 2012 16:17

I raise a eyebrow.

"Wait until you are not junior anymore, then you can have lots of fun..."

You know, I lost my prime clone exploded with a nuke, the second exploded again, not with a nuke, the third terminated by Friend Computer from what I believe...

This is my fourth clone. I must tell you, I had lots of fun! Exploding things, piloting huge combat robots full of weapons, shooting commies, shooting more commies, fighting with extremely powerful mutants, saving the whole sector... Life is fun! But you must prepare for it and wait for it!"

written by Gligar on Oct 02, 2012 18:36

Medical bay, Corridor J4, Alpha Subsector

Speed-Y responds, suggesting that they wait until they're old enough. He tells them about his three terminations, through explosions and... well, just through The Computer. But it's not all death; he's dealt with commies, combots, mutants... all piles of fun! But... the Junior Citizens need to prepare for it. "Why prepare?" one asks.

A younger Junior Citizen says, "I heard they... put chips in your head when you finish... the Memo... thing. Is that it?"

written by Speeder on Oct 02, 2012 19:13

I think a bit.

"Well, you need to learn everything they teach you properly, you don't want to get terminated in your first day because you cannot remember all the anthems, do you?"

Also it is very good idea to learn some B3 jingles, it saved my team lives more than once! And I am not speaking only about singing it in a mandatory manner... But like when a mutant want to blow up your head with his mind..."

Then I turn to the one of the Memo thing question...

"Memomax? Actually, I don't know how it will work in your generation... But I must say that working in cloning tanks is cool... When I am not shooting trouble I work in Tech Services, in the cloning center! Tech Services I must say is the best group ever. If someone want you to join Power Services, tell them that Tech Services is cooler."

written by Lightning4 on Oct 02, 2012 19:30

"Well, I think we're done here now... other than this, of course."

I look over at the corpse of the GREEN, and see if he's ceased being on fire. If he has, I go over and start looking over the charred remains for anything of interest that might not have been burned in the fire.

written by Kristos on Oct 02, 2012 21:28

I sense the unmistakable presence of a fool, so I get up, open the door, drag Cyrus-R in, and shut the door. "Did you collect the samples?"

written by Jam on Oct 02, 2012 22:04

I also offer a bit of advice to the Junior Citizens.

"Friend Computer knows you guys are just learning things at this point, so it'll be willing to forgive you if you make a few mistakes... Once you graduate, Friend Computer starts punishing you a lot more harshly, but in exchange you get to do a whole lot of fun stuff, like working at PLC, and shooting commies, and buying laser pistols!"

"Also, Speed-Y is right about the B3 thing... I was pretty much helpless against that GREEN clone once he started singing a Hot Fun jingle in his head... So, if you guys ever think a bad mutant is trying to read your mind, just sing the most catchy advertizing jingle you can, and you'll probably be safe!"

"And remember to register your mutation if you find you have one! Nothing makes me sadder than having to terminate a mutant because they were too selfish to use their ability to benefit everyclone in Alpha Complex. It's those clones that give mutants a bad name, and make other clones not trust us... Wouldn't you agree, John-O?"

written by Cryoburner on Oct 03, 2012 02:41

I decide to check if the door is unlocked. If it is, I open the door and burst into the room.

"I have collected three laser barrels from the boxes of returned laser barrels and returned to the office!"

written by Gligar on Oct 03, 2012 14:31

Medical bay, Corridor J4, Alpha Subsector

Speed-Y advises that the Junior Citizens learn all they can while in the creche. That includes B3 jingles... since you never know when a dangerous mutant will want to invade your mind...

He changes the topic, addressing the question about the "Memo thing". He says that he doesn't know how it will work for them, but can't resist adding that working in CloneServ, and by extension Tech Services, is fun. Tech Services is far better than Power Services, and they should remember that. This causes quite a stir among the Junior Citizens, some of whom were most likely under the impression that Power Services was better. I have no idea how they could have come to that conclusion.

L4-O thinks that they're done. Except for what was left of the GREEN...

He goes over to investigate. It's no longer on fire, so he can search the remains, uncovering a charred ME Card and a small spool of tape.

Jam-Y also offers some advice. He says that The Computer might be willing to forgive their mistakes now, but once they graduate, things will be different. The Computer will start holding them to the same standards as everyone else, but in exchange they get access to more fun things to do!

He confirms Speed-Y's suggestion about the B3, saying that the GREEN's Hot Fun jingle hit him pretty hard. It's a good idea to remember some of the catchier jingles*... just in case. And while he's at it, he decides to be a model mutant and encourages the Juniors to register. It's not a happy thing to have to terminate an unregistered mutant... because that mutation could have been useful.

"That's right," John-O agrees. "Besides, you wouldn't keep a secret from The Computer, would you?"

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Seeing that whoever it is hasn't yet entered, Kris-R thinks he knows who it is. He gets up and opens the door.

Sure enough, Cyrus-R stands before him., his hand on the door handle. KRis-R drags him into the room at the exact same time as Cyrus-R tries to leap in. End result, both clones end up on the floor, with Cyrus-R sprawled on top of his Team Leader. Kris-R asks if Cyrus-R got the barrels, which Cyrus-R proudly confirms.

written by Lightning4 on Oct 03, 2012 17:36

I retrieve the ME card, look over it for a little, and decide to hand it over to Speed-Y.

"Maybe this will be useful? It's awful burnt though..."

written by Gligar on Oct 03, 2012 19:08

Medical bay, Corridor J4, Alpha Subsector

L4-O looks over the ME Card. Its owner is stated to be Keith-G-CRS-4, and the picture matches that of the GREEN. He asks Speed-Y if it will be useful.

written by Speeder on Oct 03, 2012 19:11

I think...

Then I take the ME card, put it in the charred remains, and send another picture of it all and one of the ME card itself to the last messages I've sent.

"I feel like a sort of detective..."

This is not shooting enough."

written by Lightning4 on Oct 03, 2012 20:34

"Well, stay near me then... I have the feeling our dealings with this GREEN and his group aren't over yet..."

* Not that it's really possible to forget them.

[1211]

I think for a moment then smile.

"Detective, though. I like the sound of that. We're not in a mission anymore, maybe we should get to the bottom of this problem with this GREEN guy? Maybe they're a threat to loyal clones... that should always be investigated!"

written by Kristos on Oct 03, 2012 20:49

"Then get off of me and lay them out on the table. I'll label them."

As soon as Cyrus-R has put the barrels on the table (assuming that he does), I label them "return-1", "return-2", etc.

"Do you think we should test them in here? From our previous experience it seems the device should be allowed some ventilation. But moving the device could carry its own risks."

written by Jam on Oct 04, 2012 01:42

"Detective work? Sounds fun! Especially if there'll be shooting involved..."

written by Cryoburner on Oct 04, 2012 04:16

I get up and put the barrels on the table, in anticipation of them being labeled something along the lines of "return-1", "return-2" and "etc".

"Maybe we should test them someplace more open, such as in the warehouse, or on the conveyor belt, or on the roof of a speeding transbot."

written by Gligar on Oct 04, 2012 17:02

Medical bay, Corridor J4, Alpha Subsector

Speed-Y takes the card, puts it back with the remains, right next to the spool of tape, and sends it as an addendum to his previous message. All this is sort of making him feel like a detective...

...but this isn't shooting.

L4-O suggests that they stay together, as he's not sure they're done with Keith-G yet. He likes the sound of detective work, though. They might not be on an official mission right now, but maybe it's worth investigating this clone and his associates...

Jam-Y thinks that would be fun, especially if there is shooting involved.

Of course, they can't do that by just standing around here talking, can they?

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells Cyrus-R to put the barrels on the table so he can label them.

While Cyrus-R complies, he wonders aloud whether they should move the device somewhere a little better ventilated. Of course, that is itself risky.

He starts labelling the barrels while Cyrus-R suggests some places that, while ventilated, could easily cause death;

either from being too busy or through being just plain stupid...

A rattling noise attracts their attention.

written by Speeder on Oct 04, 2012 17:08

"Alright... We still have those cool ME card readers? We might start to figure where this guy came from and go investigate there... Also we might want to know why he was here..."

written by Cryoburner on Oct 04, 2012 19:51

"Say, did you hear that rattling noise?"

I try to determine the direction from which the rattling noise came.

written by Lightning4 on Oct 04, 2012 20:19

"Sadly, I think we put those into the evidence box... we'll need to get one ourselves. Might not be a bad idea to have one for personal use."

I take a step towards the exit.

"Perhaps we should head back to the bunker, we can do all our planning from there... I don't think there's anything else here for us."

written by Gligar on Oct 04, 2012 21:18

Medical bay, Corridor J4, Alpha Subsector

Speed-Y wonders if they still have the ME Card reader? Perhaps they could figure out where Keith-G-CRS-4 came from.

Probably not, L4-O reminds them. It was part of the Financial Officer's equipment, which should now be in the hands(?) of The Computer. It might be an idea to obtain one, though.

He steps towards the exit, and suggests that they return to the bunker.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R looks towards the source of the rattling. It seems to be coming from behind the floor plan.

written by Jam on Oct 04, 2012 23:49

I follow L4-O.

"Yeah, the bunker should be safe... Unless they're expecting us, of course..."

written by Lightning4 on Oct 05, 2012 00:56

"Well, I guess we'll have to be ready for that."

I almost reach for Turbo but remember I don't actually have it at the moment.

I proceed out of the exit and start going back to the security checkpoint.

written by Speeder on Oct 05, 2012 01:30

Alright. I will just investigate why he was here.

[1212]

I walk toward the nearest DocBot.

"What was this guy doing here in the medical?"

written by Kristos on Oct 05, 2012 02:34

I pull my laser pistol out and duck behind the desk, peeking around to see what might be causing the noise.

written by Cryoburner on Oct 05, 2012 09:47

I approach the floor plan, and see whether it can be removed from the wall.

written by Gligar on Oct 05, 2012 14:49

Medical bay, Corridor J4, Alpha Subsector

Jam-Y decides to follow L4-O. The bunker should be safe (unless whoever Keith-G is working for is expecting them).

L4-O just says that they'll have to be ready for it. He reaches for Turbo... which isn't there. Well, he'd better go and get it.

He and Jam-Y exit, heading back towards the checkpoint where Nukabot waits. It doesn't take long to get there.

Speed-Y isn't done yet. He asks a docbot about Keith-G's reason for being here. "The citizen was present to allow us to monitor the results of between-clone MemoMax modification. Clearly, the procedure was inadequately performed."

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R pulls out his laser pistol and takes cover while Cyrus-R investigates the floor plan. It turns out that the plan is affixed to a metal plate, which seems to be attached to the wall by a number of small magnets. The rattling is coming from behind it.

written by Speeder on Oct 05, 2012 14:57

I look interested...

VERY interested.

"May I know why it was clearly inadequately performed?"

And what sort of modification was to be done?"

written by Lightning4 on Oct 05, 2012 16:25

Once I reach Nukabot I start quickly collecting all my weapons, pitting them in their proper holsters or holders or areas or wherever a clone normally keeps guns.

written by Gligar on Oct 05, 2012 18:19

Medical bay, Corridor J4, Alpha Subsector

The docbot's words intrigue Speed-Y. He asks why it is clear that the work was inadequate, and what the work was supposed to do. "Many of the details are beyond your security clearance, but I can tell you this:

"You are probably aware that there can be... complications with a traditional brainscrub. These can be avoided by making use of a between-clone MemoMax modification.

As the name suggests, it involves altering a subject's MemoMax records between the termination of one clone and the creation of the next. In this case, the intended effect is to remove treasonous thoughts from the next clone.

"Such a procedure was carried out with Keith-G-CRS. However, it would appear that the target memories were insufficiently purged. Perhaps the technician failed to take into account the MemoMax system's inherent redundancy."

Checkpoint, Corridor J4, Alpha Subsector

Now back at Nukabot, L4-O retrieves his weapons from the bot and puts them back where they should be. He notices that the... special box seems to have been emptied onto Azir-R's old wheelchair.

written by Speeder on Oct 05, 2012 19:03

I nod.

"And thanks for the information..."

Also good to know that there are inherent redundancy systems and that it is a clone, not a machine, that edit MemoMax records..."

I smile happily, and go back to the team, the fastest that I can without hitting a stray junior citizen or sick person...

Oh wait, as soon as I am almost out of view to the Junior citizens, I stop...

"Hey you, remember everything I told you! And be always loyal, I will be very unhappy if I end having to terminate you in any of my next missions! Bye!"

I return to my quick pace back to the team.

written by Lightning4 on Oct 05, 2012 19:29

"I guess Speed-Y did that. That's good."

I put the box upright and start shoving things back into it.

written by Jam on Oct 05, 2012 20:25

I follow L4-O.

"Oh, there's all my stuff!"

I go to the wheelchair and take back my stuff.

"Yeah, It's a good thing Speed-Y was here."

written by Kristos on Oct 06, 2012 01:11

I signal to Cyrus-R to pull the plan off the wall and get back, using hopefully not-cryptic gestures. I speak if necessary.

written by Cryoburner on Oct 06, 2012 02:20

Noticing Kris-R's cryptic gestures, I determine that he wishes to get a better view of the mysteriously rattling floor plan. I try removing it and its metal plate from the wall, and move them directly toward him until the map is right in front of his face, so that he can get a closer look at it.

written by Gligar on Oct 06, 2012 13:34

Medical bay, Corridor J4, Alpha Subsector

Speed-Y thanks the docbot, secure in the knowledge that some things are... well, perfect. He starts to leave again, before turning back again and giving a final word to the Junior Citizens.

Now he's ready to return to the team.

Checkpoint, Corridor J4, Alpha Subsector

Pleased that Speed-Y was around to sort things out, L4-O starts putting things back into the box. Jam-Y also takes the opportunity to re-arm himself as well.

Speaking of Speed-Y, here he is now.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R gestures for Cyrus-R to remove the floor plan from the wall. But Cyrus-R only partly understands... okay, he is able to remove the plan from the wall, but he does so in such a way as to bash Kris-R in the nose with it... and block him in behind the table... and block access to the table in general.

Behind it, it is revealed that the rattling came from an air duct. Behind the grate, a fan can be seen vibrating, causing the grate to rattle.

written by Lightning4 on Oct 06, 2012 19:15

Once I've finished reorganizing the box, I place it on top of Nukabot where it was. I then assume my place on top of Nukabot.

written by Gligar on Oct 06, 2012 20:09

Checkpoint, Corridor J4, Alpha Subsector

It looks like L4-O is about ready to get moving now. He's cleared up what's left of the box's contents, and has taken his place on Nukabot... so what next?

Building 3, Industrial Subsector B

A buzzer sounds throughout the building. The workcycle is due to end soon.

written by Jam on Oct 06, 2012 21:49

I also try to find a place on Nukabot to ride on.

written by Lightning4 on Oct 07, 2012 00:50

Once everyone has found their place on or around Nukabot, I give Nukabot the order:

"Okay, take us back to the bunker then! We can do planning and stuff there."

written by 4616599 on Oct 07, 2012 00:58

"Let's go. I was a bit stoned in here when I heard all the commotion in there, but I'm glad you're back!"

written by Kristos on Oct 07, 2012 07:20

"My noshe! My noshe!" I hold my nose in pain. "Can you see what is rattling?"

written by Cryoburner on Oct 07, 2012 07:33

I leave Kris-R with his floor plan.

"Hmm... That couldn't have been providing optimal airflow with the vent blocked like that. Who covers a vent with a floor plan, anyway?"

I approach the vent.

"Maybe it's a clue!"

I see if I can determine which direction the air is flowing. I also note any other potential clues that might be visible in the duct, whether they be piles of laser barrels, or severed limbs, or conveniently-located packages of Soylent Red.

written by Gligar on Oct 07, 2012 13:29

Checkpoint, Corridor J4, Alpha Subsector

More of the team piles on to Nukabot. It looks like they're back on the roadway corridor!

L4-O gives the order to return to the bunker, and Nukabot trundles away, back to the lift.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Holding his nose in pain, Kris-R asks what Cyrus-R has found. Ignoring Kris-R's injury, Cyrus-R obliquely informs him that there is an air duct present, and that it might be a Clue.

He is quickly able to determine that the air is currently blowing into the room. A panel near the fan seems to have been designed to hold a control panel, but there isn't one to be seen. Instead, a note informs him that the fan can be controlled from the terminal.

Looking further into the vent, Cyrus-R notices that the vent is clear of obstructions, whether they be clues or otherwise. There's a fan in the way, what did he expect?

written by Lightning4 on Oct 07, 2012 19:41

I keep a lookout for any dangerous clones, or any very angry GREENS, but otherwise just look around as we travel.

written by Gligar on Oct 07, 2012 20:08

J Level, Alpha Subsector

As Nukabot trundles towards the lift, L4-O keeps a look-out. Other than in increased number of IntSec goons at intersections, everything seems normal.

Soon, the lift is in sight.

written by Speeder on Oct 08, 2012 00:45

If I am not boarding on Nukabot... I go toward it (running if needed) and board it.

If I am boarded...

[1214]

Well, I just stay put and alert.

written by Kristos on Oct 08, 2012 03:37

"Hey, if we reverse the airflow, we can use the device with less risk!"

I approach the terminal and try to figure out how to control the fan.

written by Cryoburner on Oct 08, 2012 05:57

"Yes... Unless we somehow manage to get pulled into the fan and horribly diced into tiny pieces. I suppose the grate might offer some protection from that though."

I step away from the vent anyway, and move over by the terminal. I look over the grate covering the vent to determine how sturdy it might be, and whether it looks possible for limbs or fingers to pass through.

written by Jam on Oct 08, 2012 15:47

I very visibly (and audibly) enjoy the ride.

written by Gligar on Oct 08, 2012 16:23

J Level, Alpha Subsector

As Nukabot continues to trundle towards the lift, Speed-Y looks alert as he perches on the back of Nukabot. Jam-Y looks like he's enjoying the ride.

But soon, the ride comes to a temporary stop, as it seems that the lift has left the level.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R notes that if they could get the air to flow in the opposite direction, they could safely use the device indoors. He pushes past the floor plan and looks at the terminal. In its directory, he sees a folder called *Environmental* which seems to contain a couple of apps: *VF-ctl-491* and *LI-ctl-442*.

Cyrus-R isn't too sure... he seems to have fallen below minimum happiness level. Why? He is concerned about getting sucked into the fan. But the grate is sturdy enough that, even in the unlikely event that the fan could suck him in, he would only lose a few fingers, maybe a hand. Troubleshooters lose more than that all the time!

written by Lightning4 on Oct 08, 2012 17:35

I look around the room for anything unusual, then focus on the lift.

"A level, I assume? Get to the bunker through the dock?"

written by Speeder on Oct 08, 2012 17:46

I nod.

"Yes... the dock is OUR dock, yay!"

It will be good to be back home... Maybe I can finish my cool weapon, although I don't remember where I left off."

I smile happily.

"Who is for a small commemoration party in the dock? I mean, we are everyone alive, this mean we had success no?"

written by Jam on Oct 08, 2012 19:42

I suddenly look worried.

"You know, I've got a bad feeling about this... Maybe I'm just being paranoid, but wouldn't the lift be the perfect place for our attackers to try to sabotage? Maybe we should send a decoy first or something."

written by Gligar on Oct 08, 2012 19:48

J Level, Alpha Subsector

L4-O looks around, finding nothing suspicious. He turns his attention to the lift, asking if they should just head for A Level, and through the dock. Speed-Y confirms, and asks everyone if they should celebrate their mission when they get back - after all, everyone is still alive, right? "We never did find out what happened to those other two clones... King-R and Azir R, right?" asks John-O. "And as for Mick-R... well, let's not dwell on him."

The lift continues being not here... and this makes Jam-Y worried. He can't help but feel that there's going to be something FUN happening with the lift. Wouldn't it be prudent to send a decoy first?

written by Speeder on Oct 08, 2012 19:53

I nod... And think a bit.

"Yes... I was brainscrubbed, so I have no way to know, but they never showed up on debriefing?"

I mean, that wheelchair belongs to Azir-R right? Why I have that wheelchair and not Azir on it?"

written by Kristos on Oct 08, 2012 23:16

"VF... maybe that's the Vent Fan control... Cyrus-R, do you know what LI might represent? Something about lights, maybe? This is definitely out of my field of expertise, but hopefully not out of my clearance."

I run VF-ctl-491, hoping The Computer will keep me from treason, DLL errors, and, of course, the BSOD.

written by Lightning4 on Oct 08, 2012 23:37

"Well, what would you suggest as a decoy? We don't really have any INFRAREDs handy. And I doubt Nukabot wants to go down J to A levels worth of stairs."

written by Gligar on Oct 09, 2012 14:43

J Level, Alpha Subsector

Speed-Y nods in reply to John-O, though he says he doesn't really remember. He guesses that Azir-R and King-R didn't show up for debriefing. What he does know is that he has Azir-R's wheelchair, so where's Azir-R?

L4-O asks what they should use as a decoy? They don't exactly have any INFRAREDs to use, and he doubts that

[1215]

Nukabot would want to traverse all the stairs between here and A Level.

Hmmm... who has the lowest clearance?

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Hoping that it has something to do with the vent fan, Kris-R runs the VF-ctl-491 app. He also wonders about the other app... something to do with lights?

The app takes a moment to start up. When it does, he is presented with a couple of controls: a pair of arrow buttons and a gauge. The left arrow is currently selected, and the gauge reads about a fifth of whatever it is measuring.

written by Speeder on Oct 09, 2012 14:45

I think a bit.

"Well... I am the Team Leader, and I say that we already lost too much members, we stay together, and if needed ,we die together."

written by Kristos on Oct 09, 2012 14:49

I lower the gauge to zero and see if the fan stops. Then I select the right arrow and set the gauge back to about a fifth. (If the fan starts an excessive suction, I lower the gauge value accordingly.) And, of course, I follow that up with executing LI-ctl-442 to see if it should provide any controls usable for Team Sigma purposes.

"Let's try to find a good place for the floor plan away from the vent."

written by Jam on Oct 09, 2012 15:26

I smile at Speed-Y.

"I thought you'd say something like that... Okay, we'll stay together!"

I check the barrel on my laser pistol, and get into a firing position in case there are hostile clones waiting in the lift.

written by Gligar on Oct 09, 2012 19:17

J Level, Alpha Subsector

Speed-Y decides that they remain together. They've lost enough team members, and if they are to lose clones, they should do it together.

Jam-Y likes that suggestion - he apparently thought Speed-Y would say that - and takes the time to check his laser pistol. He has three shots left.

The lift's indicator suddenly changes. It's approaching.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R plays with the displayed controls. First, he drops the gauge to zero. That causes the fan to slow to a stop. Good to know. He then selects the other arrow and sets the gauge again. As expected, the fan starts up again... in reverse. There's a definite suction from the fan, but it doesn't seem to be enough to pull them in.

Well... now he knows what that app does... perhaps he should check the other? He does. After a moment, he is presented with a set of buttons, some of which are depressed.

That only leaves the floorplan... what are they to do with that?

written by Lightning4 on Oct 09, 2012 19:32

I keep a blaster at the ready, just in case...

I watch the lift continue to rise.

written by Cryoburner on Oct 10, 2012 00:10

"Reversing the airflow to vent any undesirable gases *might* work. I wonder what's on the other end of the vent though."

I look at the floor plan to see if I can somehow ascertain where the vent might now be venting to.

written by Jam on Oct 10, 2012 00:34

I watch the lift indicator, counting down the floors as the lift gets closer and closer.

written by Speeder on Oct 10, 2012 01:34

I check if the slughthrower is loaded, load it if necessary, and wait.

written by Gligar on Oct 10, 2012 16:57

J Level, Alpha Subsector

Everyone starts waiting... looking at the lift indicator... ten levels... checking their weapons... five levels... looking at the door...

Which opens.

What's on the other side turns out to be a heap of smouldering bodies... and a familiar GREEN clone... no, not that one. This one's a registered mutant, and carries a flamethrower and the remains of some sort of small sign. "Looks like I'm late," he says.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R casts yet another doubt over the whole plan... since he doesn't know where the vents come out! He tries to trace it in the floorplan, only to find that there's far more than just the one fan in that mess of ducts. And not only that, but there are multiple exit points... almost as if the system were designed to move gas from place to place. Oh wait, that's because it is.

But why worry? They're here to do a job, after all, and they can't afford to delay! Every minutecycle means hundreds more possibly-defective barrels, and each barrel might mean the difference between a terminated traitor and a Code 7...

written by Speeder on Oct 10, 2012 17:03

I look confused.

"Late for what?"

I try to recognize the clone... Derek?

written by Lightning4 on Oct 10, 2012 19:01

I try to make out who the clone, and the corpses are.

After (if) I realize the clone is Rapt-G, I say:

"Fortunately, looks like we were too..."

written by Kristos on Oct 10, 2012 19:23

"Don't worry- by the time the gas disperses through that network it will be quite diluted. Let's just try one barrel and see what happens."

I use the butt of my laser pistol to push on the edge of the floor plan in an attempt to permanently uncover at least a quarter of the vent opening. The edge of the plan might be sharp, so I turn the pistol so that even if I slip I don't end up cutting myself or shooting something important like the wall Cyrus-R is standing beside.

written by Gligar on Oct 10, 2012 20:03

J Level, Alpha Subsector

Speed-Y doesn't initially recognise the clone, probably because he's wearing a breathing mask. Regardless, he still asks what the clone was late for.

L4-O, who believes that it's actually their briefing officer - Rapt-G - says that it looks like they were, too.

The clone removes his mask, showing that L4-O was correct. Rapt-G replies that he was late for debriefing. "Some traitor decided it'd be funny to switch my medications and treasonously redirect me to the cloning station. I had hoped to get back to your debriefing in time... but it looks like it's already finished. And when I head over here anyway, look who I run in to." He gestures at the blackened remains.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R assures Cyrus-R that it shouldn't matter where the vents go. By the time the gas reaches the outlets, it should have dispersed significantly.

He decides to test just one barrel. Of course, to do that, he'll need ventilation... and the floor plan is in his way. So... he moves it, by poking it with his laser pistol. He manages to move the floor plan enough so that most of the vent is accessible from the desk.

written by Speeder on Oct 10, 2012 21:25

I look at the blackened remains, wondering whole it belongs to.

written by Jam on Oct 10, 2012 22:14

I smile as I recognize our briefing officer.

"Hello, sir!"

I look toward the blackened remains of what I'm assuming was once a clone...

"Er... I can't tell who that was... Maybe... a certain GREEN clone who seems intent on treasonously terminating L4-O?"

Also... If you're okay with me asking, why do you need to use a flamethrower if you can just make fire with your mutation?"

written by Lightning4 on Oct 11, 2012 00:09

"Hello, sir!" I reply as well.

I continue after:

"So that ex-BLUE really wasn't supposed to be our debriefing officer then!"

He's a GREEN now. He's been terminated twice, after trying to terminate me the first time, then the second after some very, very powerful pyrokinesis mutant decided he didn't need to live anymore."

"There's some really weird things going on... we want to get to the bottom of it."

written by Kristos on Oct 11, 2012 04:03

"That'll do!" I pop the first defective barrel into the device and step out the office door. "Come quickly, Cyrus-R!"

written by Cryoburner on Oct 11, 2012 12:46

"Perhaps we should have moved the device directly in front of the vent. What if it takes an hourcycle to fully clear the room of gas?"

I follow Kristos-R out of the office at a moderate pace, and look back toward the device.

written by Gligar on Oct 11, 2012 17:16

J Level, Alpha Subsector

Speed-Y looks at the remains but can't identify who they used to be.

Jam-Y smiles and inquires who it was... perhaps a certain GREEN clone? And... why does he need a flamethrower when he's a mutant? "No, it wasn't a GREEN. IT was some ORANGE clone babbling about the Easter Cycle or something. He attacked me, and I retaliated.

"And since you asked... surely you know that it's possible to fatigue yourself by over-using mutant powers? That, and I'm not really the kind of clone who pulls out his mutation for every problem."

L4-O notes that the GREEN wasn't meant to be their briefing officer... well, at least he got terminated. Once by The Computer and again by some mutant. Something's going on and he wants to know what. "Do you think it's related to your mission?" Rapt-G asks.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R places the first defective barrel into the device's receptacle and vacates the room, indicating that Cyrus-R should do the same. However, he doesn't. Perhaps the device is emitting the same gas again, and he is trying to follow some clone who may or not be called Kristos-R instead. Of course, there is no Kristos-R here. And if there was, Kris-R might have some words for him

[1217]

The device starts making its noises and lights again, but different this time. They are more dissonant, more... off... than before. And I'm sure Cyrus-R could vouch for the hallucinations of everything being on fire. All Kris-R sees, though, is an odd shimmering as the lightshow continues.

written by Speeder on Oct 11, 2012 18:33

I think a bit.

"You know... Some very weird things happened to us since the team was formed, many of them seemly always unrelated to our missions, but I think there might be a overarching plot.

For example, the nanomachines they were using to turn people into zombies, they might be trying to find a way to create a new super mutant race, like the annoying Headgrabber mutant that kept pursuing us.

Or for example the commie invasion of the bunker, at first it looked like a normal commie invasion, until we noticed their mission was actually release dangerous mutants from their prison, it is obvious that there was someone manipulating the commies in doing the mutants bidding while still thinking it was a commie thing to do...

If my conjectures are true, we are in grave danger, we might be fighting the wrong enemies while someone is doing the real plan."

written by Jam on Oct 11, 2012 18:47

"Ah, that makes sense...

...wait, did you say Easter Cycle? Those clones are responsible for the nanomachines and zombies and all the troubles we've been having!

Hmm... I wonder if our fake debriefing officer was in on the whole First Church of the Easter Cycle thing... But why would they target L4-O?"

After a few seconds of thinking, I suddenly recall some random fact that might be important.

"Oh, L4-O, remember when we were at briefing (seems like a yearcycle ago...) and you said there was an X-mark on your coaster? Maybe that's related somehow? Or maybe not..."

written by Kristos on Oct 11, 2012 22:41

"Ooo, pretty lights!"

written by Lightning4 on Oct 11, 2012 22:50

I hear Jam-Y and attempt to recall. If I succeed, I reply

"Yeah... yeah, I think I do remember that. That was really odd. But didn't it get drunk anyway? Nobody died from it, unless it was not meant to kill."

I then try to address Rapt-G.

"In light of that, I'm starting to think no, this might not be related to the mission we just did. It's really odd."

I think.

"Unless I managed to get on the wrong side of the Easter Cycle guys before the mission even began!"

"I don't know though..."

written by Cryoburner on Oct 12, 2012 01:26

"Oh the humanity!"

"Quick! Fanning the flames might put them out!"

I kick a burning chair away from the desk and into the wall, then set to work on adjusting the fan speed via the terminal controls. Namely, by randomly jamming down on buttons and cranking gauges back and forth until something happens.

written by Gligar on Oct 12, 2012 14:37

J Level, Alpha Subsector

Speed-Y thinks. The team has encountered plenty of strange things that, though seemingly unrelated to the mission, might hint at some kind of overall scheme. The nanomachines, for instance... perhaps someone is trying to create a whole load of Class F mutants? (As if we needed any more.) And... the commie invasion... they discovered that the commies were trying to release mutants from the prison that's way below them... but that's not a commie thing to do, so they must have been controlled by something!

Putting two and two together and possibly making five, he states that they're in danger. Perhaps the missions are a distraction to allow their real enemy to carry out their plan behind the scenes.

Jam-Y points out that Rapt-G mentioned the Easter Cycle. That means Rapt-G's attacker had something to with the mission! Perhaps their GREEN not-friend was in on it! But why target L4-O?

A neuron fires. Didn't L4-O say something about there being a mark on his drink's coaster, way back in debriefing? Perhaps that's related somehow. But wasn't it Speed-Y who drank from that glass?

L4-O remembers the marked coaster. But no-one died from it... so perhaps it wasn't meant to kill.

Perhaps the problem with the GREEN has nothing to do with the mission, other than being strange. Unless he somehow got on the wrong side of the First Church in the past, and can't remember.

I guess *some* brainscrubs are just that effective.

"I don't suppose a report would help," Rapt-G replies, "though I was supposed to give your debriefing. Perhaps I should make a report."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While Kris-R enjoys the pretty lights, Cyrus-R is having a hard time of it. Convinced that everything is in fire, he throws the chair against a wall, and rushes to the terminal in a vain attempt to put out the fire... he said something about fanning the flames?

He fails to notice that, in fact, the vent controls have been closed because Kris-R opened the other app. His messing around only causes a bunch of lights to turn on and off.

The device suddenly stops making its noises and goes dark again. It then emits a harsh buzzing noise.

But things don't seem to be getting better from Cyrus-R's point of view.

written by Kristos on Oct 12, 2012 15:36

"Ah, that must be the audio indicator for a bad barrel." I look for an illuminated emoticator.

"Cyrus-R! Do try to control yourself! You might start a fire or something!"

written by Speeder on Oct 12, 2012 16:00

I look confused.

"Wait, if you was our debriefing officer, why Friend Computer accepted debriefing from someone else?"

written by Gligar on Oct 12, 2012 19:00

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R decides that the buzzing noise indicates a defective barrel, and peers at the device, looking for a lit indicator of some sort, probably a face symbol. Sure enough, he can see that a sad face has been illuminated.

He tells Cyrus-R to be careful... he might start a fire or something.

Incidentally, that fan seems to be doing a good job of extracting the gas.

J Level, Alpha Subsector

Speed-Y is confused (his default state). He wonders why Our Mutual Friend would accept a debriefing report from someclone who was not the debriefing officer. "The Computer may have selected a replacement debriefing officer," Rapt-G suggests, "based on the fact that I was between clones at the allotted debriefing time. Some commie traitor may have falsified records to get the clone they wanted chosen as my replacement. However, being a Troubleshooter has its advantages... cloning tank priority being one of them." The little sign is blackened and ruined, but you get the feeling that he'd be holding it up right about now.

written by Lightning4 on Oct 12, 2012 21:29

"Hmm. That's very suspicious too. If we knew where we could go, we could investigate for these falsified records, and who issued them."

"In fact, we were on our way to the bunker to possibly plan out a course of investigation, I guess we're going to be doing a little unofficial detective work to figure out what's going on. For the good of the complex, and such!"

written by Gligar on Oct 13, 2012 14:47

J Level, Alpha Subsector

L4-O finds Rapt-G's assertions about falsified records suspicious. If they knew where to go, they could investigate those records. And speaking of investigation, they were on their way back to the bunker to plan one out... just a little unofficial detective work for the good of the complex...

"That could be problematic," Rapt-G tells them. "The records pertaining to briefing officer selection require special clearance, perhaps even above my own. As a briefing officer, I can access records about missions I'm assigned to, but not all of them.

"Well, I'm not going to keep you here any longer. Just try to keep your investigations legal, will you?"

written by Speeder on Oct 13, 2012 17:07

I look to Rapt-G...

"Alright..."

No point in being a loyal investigator while doing treason to do it!"

written by Lightning4 on Oct 13, 2012 19:26

"Well, goodbye then, sir. And be careful..."

I look at the lift again and see if there's room for Nukabot in the lift. Not that it matters, those corpses can just be... compacted a little to make room.

written by Jam on Oct 13, 2012 20:51

I wave goodbye to Rapt-G, and wait for us to enter the lift.

written by Gligar on Oct 13, 2012 21:11

J Level, Alpha Subsector

Speed-Y agrees. Not much point in investigating treason while committing treason yourself or is there?

L4-O tells Rapt-G to be careful, and looks in the lift. That corpse, as it turns out, is right in the middle of the thing. Not that that's too much of a problem. They have Nukabot after all.

Jam-Y just waves.

Rapt-G nods, and exits the lift, walking off into J Level.

written by Cryoburner on Oct 13, 2012 23:59

"This is no good! The fire must have breached the wires to the fan control, and now seems to be effecting the lights as well! Wasn't there another app for the lighting here too? Maybe I can activate the emergency lights while there's still time!"

I quickly close the app and switch to the other one, which someone mentioned was for controlling the lighting system. Once again, I jam on the buttons and crank the dimmer switch back and forth until the emergency lights are adjusted for optimal levels of emergency-viewing.

written by Kristos on Oct 14, 2012 03:37

I spring into the air, tackling Cyrus-R to the ground. "No, you fool, you INFRARED in RED clothing! If the fan settings were changed, I try to restore them.

written by Gligar on Oct 14, 2012 14:40

Team Sigma's office, Corridor A, Laser barrel factory, roadway 3, JHY Sector

Still believing that there is a fire, Cyrus-R concludes that the wiring must have been damaged, and that therefore, the best way to proceed is to use the other app. Of course, since he failed to notice that he was using the *lighting* app in an attempt to control the *fan*, he ends up switching back to the fan app. He mashes the settings, which causes the fan to suddenly rev to full power, sucking him inexorably towards the grate...

...until Kris-R tackles him to the ground (bruising him in the process), calling him an INFRARED in RED clothing. Fighting against the pull of the fan, Kris-R attempts to rectify Cyrus-R's unhelpful help...

...but is finding it difficult to get to the terminal.

written by Cryoburner on Oct 14, 2012 16:04

I yell to Kris-R...

"THIS IS NOT HOW FIRE IS SUPPOSED TO BEHAVE!"

I check whether my adjustments to the lighting have had any noticeable effect on the visibility of the fire. Keeping fire well lit is a good way to avoid stumbling into it, after all.

I try dragging myself back toward the terminal, using the desk, Kris-R or anything else that can be grabbed onto to pull myself toward it. If I manage to reach the terminal, I continue to adjust the dimmer switch in an attempt to better optimize the level of emergency lighting.

written by Speeder on Oct 14, 2012 16:58

I feel like someone, somewhere is doing something bizarre and funny, and I end suddenly bursting out in laughter.

written by Jam on Oct 14, 2012 17:33

I also start laughing, mainly because I'm thinking I must have missed something funny if Speed-Y is laughing so hard. I wouldn't want other clones thinking I'm not staying alert!

written by Kristos on Oct 14, 2012 18:00

I yell back to Cyrus-R...

"THIS IS NOT HOW YOU ARE SUPPOSED TO BEHAVE!"

I check whether any gas is visible in the present lighting. Keeping gas well lit is a good way to avoid stumbling into it, after all.

I try dragging myself back toward the terminal, using the desk, Cyrus-R, or anything else that can be grabbed onto to pull myself toward it. If I manage to reach the terminal,

I continue to adjust the fan control in an attempt to better optimize the level of ventilating suction.

...

But then again, this is mostly my fault for not allowing Cyrus-R proper time to evacuate the office. And I am the TEAM LEADER. The *team leader*. That means *teamwork*.

So I plant my feet firmly wherever I can to prevent being sucked backwards, then assist Cyrus-R in returning to the terminal and just... trust... him to do the right thing.

written by Gligar on Oct 14, 2012 20:11

Team Sigma's office, Corridor A, Laser barrel factory, roadway 3, JHY Sector

Though the gas has been dispersed for the last minutecycle or so, Cyrus-R still seems to think the whole place is on fire. As such, he is annoyed that the nonexistent fire isn't acting properly. He attempts to reach the terminal and reset the "lights" so that the "fire" can be seen properly. Of course, since the fan app is still running, he won't be able to do that, will he?

Though Kris-R seems to want to call Cyrus-R out on it, he suppresses it. In the interests of teamwork, he lets Cyrus-R climb around him to reach the terminal. And with his support, Cyrus-R can indeed do so. Still believing that he is controlling the lights, Cyrus-R repeats his low-quality bashing at the controls, causing the fan to shut off.

By the lift, J Level, Alpha Subsector

Everyone... starts... laughing?

Wait... this has happened before, hasn't it? Is this EverLaugh.K again?

Or perhaps Speed-Y finds something hilarious, causing him to burst into laughter for no apparent reason. This causes Jam-Y to believe that he's missing out on something and follow suit. This spreads to everyone else in the team. End result, spontaneous laughter. But spontaneous laughter is good. Laughter indicates happiness, and Our Mutual Friend likes that.

written by Lightning4 on Oct 14, 2012 20:36

I realize I am laughing too and stop.

"Well. That was weird..."

I look ahead to the lift.

"Anyway. Let's go before more of those Easter Cycle guys show up and try to interfere with the lift again. Nukabot... squeeze in, I guess."

written by Speeder on Oct 14, 2012 20:56

I smile happily, and attempt to pay attention to see if I can hear the very pleasurable sound of bones that are not mine cracking when Nukabot drives over them.

written by Jam on Oct 15, 2012 04:09

I suddenly decide to check behind us in case there are any suspicious clones watching.

Also, how many shots did my laser pistol barrel have again? I'd better check one more time, just in case...

written by Gligar on Oct 15, 2012 17:27

By the lift, J Level, Alpha Subsector

L4-O is the first to recover from that bout of laughter. He finds it a bit odd, but dismisses it. They need to get back to the bunker, after all... preferably before anything else related to the Easter Cycle shows up.

He tells Nukabot to squeeze into the lift, which it does. Right over the blackened corpse. This causes a number of snapping and squishing noises, which Speed-Y seems to enjoy.

Jam-Y suddenly looks behind them. He can't shake the feeling that something is going to go wrong... He checks his laser pistol again... three shots left.

written by Speeder on Oct 15, 2012 17:41

I think a bit.

"Are pyro mutants immune to fire?"

I mean, how Rapt-G used a flamethrower inside a lift without catching fire himself?"

written by Jam on Oct 15, 2012 18:01

"I remember reading about that... Only some mutants are immune to fire, I think."

written by Kristos on Oct 15, 2012 18:25

"Good work, Cyrus-R!"

"We already know this is a bad barrel. And the device supported our knowledge with a harsh sound and an illuminated sad face. We should now test the three barrels from the faulty assembly line and see if any of them are bad."

I return the fan to a reasonable suction and close the app.

written by Gligar on Oct 15, 2012 22:24

Speed-Y's lift

As everyone takes their places (as best they can) in the lift, Speed-Y has a thought: how could Rapt-G use the flamethrower in such an enclosed space without catching fire? Are pyros immune to fire?

Jam-Y says that some mutants are, but doesn't say anything about pyros.

So... is anyclone going to press the button?

Team Sigma's Office, Corridor A, Laser Barrel Factory, Roadway 3, JHY Sector

Kris-R compliments Cyrus-R in getting the fan switched off, then explains that they have now figured out what the

device does when presented with a defective barrel. They're ready to test the barrels from the suspicious production line.

That done, he heads over to the terminal and resets the fan before closing the app. There.

written by Cryoburner on Oct 15, 2012 23:05

"Yes, our mission to extinguish the fire and dust the furniture was a resounding success! Plus, we were able to get a barrel tested while we were at it."

I look over the office's current state, making special note of how much cleaner and less burning everything is now.

"Maybe we should build a fume hood for the vent though. I got the impression that you might have been affected by leaking fumes, which may have affected your ability to see the fire that was all over the place."

written by Speeder on Oct 16, 2012 00:00

I climb off Nukabot, press the button to the level that we used to enter in first place, and return to the bot, still pondering about the fireproof Rapt-G

written by Lightning4 on Oct 16, 2012 00:03

"Level A, I think? We should go to that level, we can just get into the bunker through there."

written by Jam on Oct 16, 2012 00:05

I suddenly realize I should have been more specific.

"I mean, some pyros are immune, some aren't... I think it's different variations of the mutation or something."

written by Gligar on Oct 16, 2012 15:17

Team Sigma's Office, Corridor A, Laser Barrel Factory, Roadway 3, JHY Sector

I... think Cyrus-R may need to see a docbot. Failing that, being shot by a laser barrel a few times might do it. Why? He has failed to realise that the fire was just a hallucination, indicating that he is one of the 35% of clones who, unfortunately, have a secondary reaction to the gas in use in the device. Normally, the gas loses its effectiveness as soon as it is dispersed, but in those 35%... well...

And of those 35%, a total of 10% have an even more severe reaction that causes their skin to turn a bright purple! That is, VIOLET!

It would appear that Cyrus-R is one of them. And you know what happens to clones with a skin colour beyond their clearance? 🤨

Speed-Y's lift

Speed-Y climbs down from Nukabot, and reaches round to the control panel. As L4-O reminds him, they want A Level. He presses the button.

As the lift moves, the team continues to ponder the problem of pyros (not) being immune to fire. Jam-Y elaborates that it's only certain pyros who are immune... something about

variances to the mutation. "You're thinking of Fire Affinity," John-O tells him. "That's a variation of Pyrokinesis which allows the mutant to thrive in fire. But if he had that, surely he'd tell us?"

written by Speeder on Oct 16, 2012 16:01

"I wonder if there are something such as sewer affinity and Friend Computer uses them for cleaning the sewers..."

Or if Fire Affinity clones end being used to repair foundry ovens."

written by Kristos on Oct 16, 2012 19:15⁸⁰²

I just received orders from a VIOLET clone to build a fume hood! Something seems strange about it all, but I know better than to ask questions in the presence of a VIOLET.

"Yes sir!" I immediately begin looking for materials that might could be used to build a fume hood. Maybe if we cut the floor plan into pieces, then weld them together...

"I'm sorry about not seeing the fire, sir! It won't happen again, sir!"

written by Gligar on Oct 16, 2012 20:04

Team Sigma's Office, Corridor A, Laser Barrel Factory, Roadway 3, JHY Sector

It seems that Kris-R doesn't know what they say about clones with skin beyond their clearance... instead, he seems to believe that he's been given an order by a VIOLET!

Dutifully, he attempts to comply. He realises that he could build a fume hood out of the filing cabinets... or the floor plan... but he has no tools to do it!

But a small part of his mind doubts all this.⁸⁰³

Speed-Y's lift

As the lift descends, Speed-Y wonders if there is such a thing as Sewer Affinity for those who work in waste recycling or something. John-O doubts it, but suggests that they go to waste recycling and ask.

Speaking of that, Speed-Y wonders what it is that Fire Affinity clones get used for. Repairing foundry ovens? "Could be, sir."

written by Speeder on Oct 16, 2012 21:29

I decide to ask the lift...

"Hey lift... How this charred clone here got charred while you are not charred with it?"

written by Lightning4 on Oct 16, 2012 21:40

I decide to get off Nukabot for a moment and checked the charred clone for anything useful, as I always do.

"Maybe there's something here that can be a clue..."

written by Jam on Oct 16, 2012 22:30

"Maybe the lift is fireproof? Or maybe our briefing officer is really good at controlling fire! I wish we had a clone like that on our team..."

I look at Lucas-O with a grin on my face.

"You know, it's not to late to go find a vat of toxic waste..."

written by Gligar on Oct 17, 2012 18:57

Speed-Y's lift

Speed-Y has an idea, and asks the lift how the corpse got charred without affecting the lift. "I am not entirely certain, citizen, as I do not have access to the cameras," the lift replies. "My sensors indicated an abrupt increase in temperature within myself, which may have caused the number of occupants to drop from two to one. I was not affected, however. I assume that whatever caused the abrupt increase in temperature was extremely localised."

L4-O decides to do some investigating, and gets off Nukabot. He tries to look at the remains of the charred clone, only to realise that, after being run over by Nukabot, there is not much left.

Jam-Y suggests that the lift might be fireproof. Or maybe Rapt-G is really good at controlling fire, perhaps? It would be cool if someone on their team knew how to do that? Perhaps Lucas-O could go and find a vat of toxic waste?

Lucas-O looks like he wants to punch Jam-Y for even suggesting that he mutate himself, but before he can say anything, John-R reminds Jam-Y about the problems with that method of granting mutations: "For every Pyro or Mental Blast mutant you get, you also get nineteen negative mutations.... you know, tumours and such. And I know that a 5% success rate is good enough for R&D and The Computer, but... remember that you're hypothetically terminating nineteen loyal clones to get one good mutant!"

The lift shudders and comes to a stop. The doors open.

written by Speeder on Oct 17, 2012 20:31

I point the gun outside and take a look on where we are.

written by Jam on Oct 17, 2012 23:40

"Hmm... That's a good point... I'd hate for Lucas-O to be one of the nineteen..."

I try to see what floor we're on... Surely we couldn't have made it to A level that fast?

written by Lightning4 on Oct 18, 2012 00:06

I quickly hop back on Nukabot, and if we are on A level I order the move forward.

If we aren't, however, I take a look around from my vantage point and quickly get my blaster in hand.

⁸⁰² KRISTOS: (OOC: LOL, Speeder. Good stuff!)

⁸⁰³ GLIGAR: (OOC: +1pp to Kristos.)

written by Gligar on Oct 18, 2012 17:16

Speed-Y's lift

Determined to always be the first to act, Speed-Y looks outside. He notices a sign, covered in graffiti, indicating that they are, in fact, on A Level.

Jam-Y admits that John-O has a point. He would hate for Lucas-O to be one of the nineteen.

He also looks outside, and also notices the sign.

L4-O gets back onto Nukabot and gives the order for it to move. It exits the lift and starts back down the corridor.

written by Speeder on Oct 18, 2012 17:26

I keep alert, weapon in hand.

"See? Nothing happened on the lift, no need for decoy!"

written by Jam on Oct 18, 2012 18:01

I also keep alert, ready to shoot at any moment.

But I get distracted briefly by the graffiti covered sign. I try to read what the graffiti says, so I can try to judge who would have written such a thing on a sign.

written by Lightning4 on Oct 18, 2012 20:03

I also keep alert, since the more clones that are alert, the better!

written by Kristos on Oct 18, 2012 21:00

I wait for the VIOLET clone to do or say something...

written by Gligar on Oct 19, 2012 16:12

A level, Alpha Subsector

Alertness is high as Team Epsilon continues its journey towards the bunker. Even though nothing happened in the lift, it is still worth being alert, as Speed-Y says.

Jam-Y is distracted by the graffiti as they pass. It seems to be some sort of Anti-Mutant logo.

Soon, Nukabot comes to the exit, leading out into the bot parking area.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

It looks like Cyrus-R has nothing to say about Kris-R's work. Or about anything, for that matter. Kris-R waits patiently...

While he waits, the tester device ejects the defective barrel, which hits Cyrus-R in the arm.

written by Speeder on Oct 19, 2012 16:35

I look around.

"So Jam, I saw you looking at the sign, anything interesting on it?"

I see if there are any Massacrebot parked nearby.

written by Kristos on Oct 19, 2012 16:43

"No! Bad device, bad! You just assaulted a VIOLET clone! I will accordingly deal with your insubordination."

I place the first barrel from Assembly Line 4 in the device, then I drag Cyrus-R-V out of the office by grasping his RED jumpsuit.

Punishing the device and getting inspection work done at the same time. It's like killing two commie mutant traitors with one can of B3.

written by Jam on Oct 19, 2012 18:06

I look a bit worried.

"Looks like it's Anti-mutant graffiti..."

written by Lightning4 on Oct 19, 2012 18:47

"Seems like there's a lot of extreme anti-mutant or extreme pro-mutant sentiment these days..."

I keep a lookout while we go through the parking area, who knows what could be hiding behind a bot.

written by Gligar on Oct 19, 2012 20:14

Bot parking area, below Central Subsector

Speed-Y maintains his alertness. He notices a large number of Mobile Tiles in motion in the Interactive Corridor Experience, and a number of bots in the parking area, but sadly no ArmourBots. Derek-G must not have finished his work on the X-2 yet.

And no CMTs either. Though that's a good thing.

He asks Jam-Y about the sign. Jam-Y tells him about the graffiti, which prompts L4-O to observe that there has been a lot of pro- or anti-mutant sentiment lately, most of it of the extreme variety.

He also maintains vigilance. After all, there could easily be commies, mutants, traitors, or all three lurking behind that truckbot over there, for instance. Though none make themselves known. But you can never be too sure.

Nukabot quickly passes through the parking area and out onto the roadway.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

To Kris-R, it seems that the device just assaulted a VIOLET! It must be punished. Like, perhaps, being forced to test this barrel from Line 4.

The barrel in place, he drags Cyrus-R from the room.

Almost immediately, the device repeats its recent performance.

written by Lightning4 on Oct 19, 2012 21:52

I decide to shift my gaze in the direction where our bunker is, to see if I can make anything out of the ordinary at the garage entrance.

written by Speeder on Oct 20, 2012 01:20

I smile happily and start to look to Nukabot to see how damaged he still is.

written by Cryoburner on Oct 20, 2012 07:48

"Ei! What the what?"

I look down at what hit me, allowing me to notice my discolored skin.

"Gasp! My skin has turned a nearly treasonous shade of off-red! Perhaps I was burned? I must have been burned! Burned! Burned!"

I look around for any bandages. Failing that, I begin fashioning some from my stack of paper, covering any exposed areas of skin that appear to have been burned.

written by Kristos on Oct 20, 2012 14:17

I offer some labels to Cyrus-R-V.

written by Gligar on Oct 20, 2012 16:10

Roadway, near Epsilon Subsector

Almost before Nukabot finishes turning into the roadway, L4-O casts his gaze towards the bunker. The loading dock's door is still open. A couple of clones look to be lifting things off a nearby truckbot to take them inside.

Meanwhile, Speed-Y assesses the extent of Nukabot's damages. As previously mentioned, its left-side kevlar plating is shredded, as are the manual controls and the seat.

Nukabot continues on its journey.

Outside Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Finally realising that something has happened, Cyrus-R looks down to where he was hit, and realises that he has changed colour. That, of course, means that he must have been burned by the hallucinatory fire! He seems to want to bandage his burns, but only has paper to do it. As he begins covering himself in the nearly-white paper, two things happen. One is that Kris-R hands him some unused labels, and the second is that the device starts making its "bad" noises.

written by Lightning4 on Oct 20, 2012 19:48

"Hmm. I don't suppose we had a delivery scheduled?"

I continue watching the loading dock to see if I can make out who the clones are and what they are doing.

written by Gligar on Oct 20, 2012 21:16

Roadway, near Epsilon Subsector

L4-O wonders: did they have a delivery scheduled?

He watches the clones, and realises that they're unloading... Computer terminals?

As Nukabot gets closer, he remembers... weren't they upgrading the INFRARED dormitory?

Soon, Nukabot arrives at the loading dock.

written by Speeder on Oct 20, 2012 21:17

I look upward a little bit.

"Maybe we had. I don't remember though.

But I think I was responsible for the Bunker now... So I suppose they must talk to me about it, let's check when we arrive.

But for safety, Nukabot should be prepared in case what they are delivering is a bomb, we might need to drive very fast back to the road.

written by Jam on Oct 20, 2012 21:42

I keep an eye out for any suspicious clones...

"Remember... Trust no one. There could be commie mutant traitors anywhere!"

written by Gligar on Oct 21, 2012 15:50

Roadway, near Epsilon Subsector

As Nukabot decelerates, Speed-Y comments that they might have had a delivery due. But in any case, since he's now responsible for the bunker, these clones should talk to him about what they're doing.

Of course, it could be that they're delivering a bomb. In which case, they should be prepared.

Jam-Y reminds everyone about trust, and keeps an eye out.

One of the clones notices the team, and approaches. "A C-3 class forkbot... you don't see many of those around any more. Is this Team Epsilon?"

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

As Team Sigma keeps busy with other things, the device finishes its lightshow and emits a harsh buzzer. The sadface illuminates.

written by Kristos on Oct 21, 2012 17:45

"Aha! I knew it! A bad barrel! Now what, great VIOLET one?"

written by Lightning4 on Oct 21, 2012 19:57

Remembering what Speed-Y said, I remain silent to allow him to speak.

written by Gligar on Oct 21, 2012 20:46

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R exclaims that the device confirmed what he already knew, and asks Cyrus-R what to do next.

[1224]

Cyrus-R doesn't say anything. Instead, his skin changes colour. It's now BLUE... no wait, it's RED. No, YELLOW. No...

It keeps changing colour!

Loading dock, A Level, Emergency Bunker C-3

L4-O remains silent, allowing Speed-Y to... speak... if he wants. He's in charge, after all.

When he doesn't, the HPD&MC clone says, "Well? Can one of you YELLOWs answer my question, please?"

written by Jam on Oct 21, 2012 22:46

I look at Speed-Y, then turn to the HPD&MC clone.

"Yeah, we're Team Epsilon. What's with all the Computer terminals?"

written by Cryoburner on Oct 21, 2012 22:57

"You must be mistaken! I am not violet! Only varying shades of off-red. There is a distinct difference!"

I combine Kris-R's labels with my sheets of paper to fashion a stylish bandage-hood, leaving a narrow slot for the eyes, of course. I also fashion an equally stylish pair of bandage-gloves, then wear my newly formed attire.

written by Speeder on Oct 21, 2012 23:48

I smile and say.

"Oh, sorry..."

I was trying to remember what those are for...

Remember Jam? We are converting one INFRARED dormitory to a facility more useful to troubleshooters, since there are no INFRARED troubleshooters."

written by Jam on Oct 22, 2012 00:56

"Oh yeah, that's right! Wow, that was only a couple daycycles ago... It practically feels like it's been a whole yearcycle, what with all the stuff that's been going on."

written by Gligar on Oct 22, 2012 16:43

Loading dock, A Level, Emergency Bunker C-3

Jam-Y acknowledges, and asks about the Computer terminals. "We've been ordered to install some of them into the new dormitory," the clone answers. "The rest are spares. We had an INDIGO do... something... to the subnode earlier... said something about security and UI updates to go along with both old and new terminals. He updated the confession booths as well, while we redid the doors round there."

Speed-Y apologises; he was trying to remember what the terminals were for. He reminds Jam-Y about the dorm that's being upgraded, causing Jam-Y to remark that it seems like ages ago that they organised that.

"We should be done in an hourcycle or so," the clone replies. "Then we can finalise the clearance upgrade."

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R protests that his skin is off-red, not VIOLET. No... it's more like half-orange-half-blue right now...

But no matter. He gets to work in fashioning "bandage clothing" out of paper and labels. He quickly discovers several things: first, that paper clothing is less comfortable than regular clothing; second, that paper gloves tend to cause papercuts; and third, that the "clothes" seem to want to fall apart.

written by Speeder on Oct 22, 2012 18:07

I nod.

I turn to the others.

"Alright, nothing dangerous here it seems."

I turn to him again.

"Just let me see all the papers and whatnot... The last time a scheduled maintenance was not properly checked by me resulted in parts of this bot being stolen..."

written by Lightning4 on Oct 22, 2012 20:15

"INDIGO huh.... that's pretty high clearance. Wonder what changes he did..."

written by Kristos on Oct 23, 2012 13:08

"Ahhh! I don't know what clearance you are anymore! I'm going to go back to the assembly lines. Why don't you just take care of things in the office? Maybe test the rest of the barrels."

I write down on a sheet of paper:

Line 4 #1 - Bad
Return #1 - Bad

written by Gligar on Oct 23, 2012 15:40

Loading dock, A Level, Emergency Bunker C-3

Speed-Y nods, and comments that this HPD&MC team doesn't seem dangerous. Still, he'd like to review the paperwork; after all, the last time he failed to do that, a certain nuclear device was stolen. "Of course," the clone replies. "I think Kristos-R has them... I'll go ask."

The clone heads off, through the north door, leaving L4-O to wonder what changes the INDIGO made. Perhaps it's custom software for compatibility reasons?

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile, a clone who has a very similar name to Kristos-R but who is very different is bemoaning the fact that he can't tell what clearance Cyrus-R is any more. He suggests that he could head back to the assembly lines while Cyrus-R takes care of the office, and maybe tests the remaining barrels.

Before he forgets, though, he writes down the results of the last two tests.

written by Speeder on Oct 23, 2012 15:44

I nod, and wait for the clone to return with the paperwork.

"I heard that name before somewhere..."

I turn to Jam.

"You remember anyone with that name?"

I turn to L4.

"I hope I won't have to go up there again... The last time we had to do that was quite troublesome..."

written by Cryoburner on Oct 23, 2012 16:16

"That might be for the best. Hmm... Maybe we should build that fume hood first though."

Seeing as my stylish paper bandages don't seem to work all that well. I remove them and crumple them up. Since there isn't a trash bin to dispose of them in, I try stuffing them through the vent grating instead, careful not to poke any fingers through, of course.

written by Kristos on Oct 23, 2012 18:04

I shut and lock the office door, then make my way back to the end of assembly line 4 to trace it back.

written by Gligar on Oct 23, 2012 20:35

Loading dock, A Level, Emergency Bunker C-3

Speed-Y nods. Again. Kristos-R... he's heard that name before... He turns to Jam-Y... perhaps he knows the name?

To L4-O, he adds that he hopes he doesn't have to go "up there" again (presumably referring to the compnode in Central Subsector), since the last time was... troublesome.

Soon after, a different, and familiar, clone emerges with a sheaf of forms. He approaches Speed-Y, and stops. "Wait... you're Speed-Y, aren't you? I knew this place was familiar."

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While Cyrus-R busies himself by removing his paper "bandages" (and still wanting to build that fume hood), Kris-R locks the door and heads off.

Hmmm... how does Cyrus-R dispose of the paper, seeing as there is no wastebin?

Aha! The fans are still blowing!

He starts pushing the paper into the grate, letting it get sucked in by the fan... and shredded - ow!

Like the very tip of his finger...

Assembly line 4, Laser barrel factory, Roadway 3, JHY Sector

Retracing his steps, Kris-R soon reaches the end of the production line, and starts tracing it backwards... past some of those big gears... past a miscoloured metal box... aha! Here's the start of the production line.

written by Speeder on Oct 23, 2012 21:03

I look at the clone.

Then I look again.

"Who are you again? Yes, I am Speed-Y..."

I squint a bit, trying to remember who that clone was.

written by Lightning4 on Oct 23, 2012 22:37

I look at the clone too to see if he's familiar. Perhaps familiar in a treasonous way?

Either way, I stare maybe just a bit too long trying to process this.

written by Jam on Oct 23, 2012 23:48

"Kristos-R... Ah, I remember, he was on our team during our last mission! You know, the one with the reactor and the compnode?"

written by Gligar on Oct 24, 2012 15:19

Loading dock, A Level, Emergency Bunker C-3

In between looking at Kristos-R, Speed-Y acknowledges his name, and asks for Kristos'. "I'm Kristos-R, sir. Do you remember me?"

L4-O just keeps staring, trying to see if he's someone they might have shot... nope, it doesn't seem to be.

Jam-Y then remembers: Kristos-R was on their team during the mission to the compnode! Kristos-R looks at him. "Yeah, that was it! My memory's fuzzy, but I remember the mission! Everything before and after is missing, but... the mission!"

written by Speeder on Oct 24, 2012 16:47

I peer at him.

Then I peer again.

Then I send a PDC message to Kristos.

"Hello, this is Speed-Y from Team Epsilon here, tell me your current clone number please."

Then I peer at him again.

"So... if everything else is missing, but the mission is not, tell me something about it. Also what is your full name please?"

written by Kristos on Oct 24, 2012 19:47

I look around for any knowledgeable clones or bots. If I locate one, I ask, "Hello. I am Kris-R, leader of Team Sigma, investigating the laser barrel sabotage. Can you give me any information on repairs made to this assembly line just before faulty barrels began being returned?"

written by Gligar on Oct 24, 2012 20:13

Loading dock, A Level, Emergency Bunker C-3

Speed-Y still seems suspicious.

He decides to test whether this really is Kristos-R, first by instructing his PDC to send a message to "Kristos-R", then by asking the clone in front of him some questions.

First, he wants to know something about the mission: "I remember helping to refuel the generators here in the bunker. I suggested siphoning fuel from the drums but we ended up just pouring it through hoses." His PDC suddenly rings, indicating a message. "Hang on." He pulls out his PDC and fiddles with it.

While he's doing that, Speed-Y asks for his full name. "I'm Kristos-R-GRU-2. And my clone number, as I'm about to send you right now, is 2." He presses a final button on his PDC. A moment later, Speed-Y's PDC also indicates that he has a message.

"Anyway, you wanted to look at these forms?"

Assembly line 4, Laser barrel factory, Roadway 3, JHY Sector

Kris-R looks around, and spots an ORANGE supervisor. He goes over and asks about the sabotage. "I know that one of the machines broke - that one," he says, pointing. "I don't really know the details - clearance, you know - but it's the machine that assembles the bulk of the energy array in the barrel. We had to send for a team to repair it, because we can't replace the delicate equipment inside."

written by Speeder on Oct 24, 2012 20:20

I nod.

I take the forms, and start to read them very carefully...

"I wish we still had Cryo around... For that he would be very useful. He was like a walking CPU library."

written by Jam on Oct 24, 2012 20:32

"Yeah, what ever happened to Cryo-R? We should go find him, he can't have wandered too far..."

written by Speeder on Oct 24, 2012 20:58

"Seriously Jam?

By the ease that Cryo wandered, probably right now he already did two laps in the entire Alpha Complex...

If he did wasted all his clones visiting UV areas again, of course..."

written by Kristos on Oct 24, 2012 22:06

"Wow. Do you know how I could find out more information about the repair team?"

written by Lightning4 on Oct 24, 2012 23:45

I reply to Speed-Y's initial remarks on Cryo-R.

"You're assuming he wouldn't just try to assess the composition of the ink used in the form. Or the composition of the paper."

I sigh.

"Or the composition of the air between the form and his eyes."

written by Jam on Oct 25, 2012 08:38

"Ha! Yeah, that sounds exactly like Cryo-R!"

written by Gligar on Oct 25, 2012 17:21

Loading dock, A Level, Emergency Bunker C-3

Speed-Y takes the forms and begins to read them. The first seems to be a copy of the request he made to have the dormitory upgraded. The next is an approval form, authorising the upgrade. This, in turn, seems to have generated a whole bunch of other forms...

He wishes Cryo-R was still with them. He could have used his apparent knowledge of CPU regulations or something, it would have made checking these forms a whole lot easier... "Cryo-R?" Kristos-R asks. "Wasn't he that clone who liked to inspect light fixtures for no reason?"

Jam-Y wonders what happened to Cryo-R. Perhaps they should go and find him? It's not like he could have wandered too far...

Speed-Y disagrees with that. He believes that, given the time that's passed, it's possible for Cryo-R to have walked round the whole of Alpha Complex. Twice. Though if he did, he'd probably have run out of clones by now.

L4-O isn't sure that Cryo-R could even help. After all, he's probably just ignore the form and concentrate on figuring out whether the ink is the proper sort to use when printing forms. Or the paper.

Or the air.

Jam-Y has to concede that that sounds about right.

Assembly line 4, Laser barrel factory, Roadway 3, JHY Sector

Kris-R asks if he could find out about the repair team. "Well, I'm sure you could put in an Information Request Form for it. Or perhaps check the maintenance logs. Or something."

written by Speeder on Oct 25, 2012 17:35

After expending some more time to make sure there is nothing obviously wrong with the forms, I read my own request, since I actually don't remember what I requested.

written by Gligar on Oct 25, 2012 21:47

Loading dock, A Level, Emergency Bunker C-3

Speed-Y continues reading through the forms. Everything seems to be in order.

He then realises that he can't actually remember what it was he requested! He goes back and re-reads the request form. It appears that he requested that Dormitory 3 be upgraded to Clearance YELLOW specifications.

written by Lightning4 on Oct 25, 2012 22:54

"I guess we should be getting inside. Or at least, I should be."

I get off Nukabot, but hang around for a little bit for any kind of reply.

written by Speeder on Oct 26, 2012 00:01

I look to L4.

"Well... you are the equipment officer... So the FIRST thing you need to do, is figure how to help Nukabot... Probably this involve forms..."

Then I think a bit.

"We have a meeting room?"

written by Cryoburner on Oct 26, 2012 01:08

"Ow!"

I combine Kris-R's labels with one of my sheets of paper to fashion a stylish finger-bandage, which I use to bandage my injured fingertip.

"So stylish..."

I take a moment to note how stylish my finger-bandage is. I then look around, noting any supplies that could be used to construct a fume hood. I also check how close the device currently is to the vent.

written by Gligar on Oct 26, 2012 15:52

Loading dock, A Level, Emergency Bunker C-3

L4-O guesses that they should get into the bunker proper, and gets off Nukabot. He sticks around, though, which is a good thing. As Speed-Y reminds him, Nukabot is damaged, and, as the team's Equipment Officer, it is his responsibility to see to its repairs. Perhaps that will require forms.

Speaking of which, he's finished with these now. Perhaps Kristos-R would be pleased to know that? He's standing right there, waiting for something after all.

But back to Speed-Y. He seems to be thinking about something... a meeting room? Well, there's either the (unused) food hall on A Level, or the meeting hall up on C Level...

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Hasn't Cyrus-R heard of sticking plasters?

It seems that he's got the basic idea, but... well, paper and stickers just aren't the same. And "style"? He's not cleared for style. Someone tell the Loy —

Oh right.

Anyway, it looks like he still wants to build that fume hood. Out of what? Drawers from the filing cabinets? Parts of the floor plan? But what tools does he have? How will he mount it? And how will he move the4 device into position?

And what about proper room ventilation?

[FINAL SENTENCE DELETED FOR SECURITY REASONS]

written by Speeder on Oct 26, 2012 15:56

I hand the documents back to Kristos.

"So, how the things are going for you? Do you miss the missions?"

written by Speeder on Oct 26, 2012 15:57

"Oh, and of course... When will be everything ready so I can move in and test the systems?"

written by Gligar on Oct 26, 2012 19:39

Loading dock, A Level, Emergency Bunker C-3

Speed-Y hands back the forms, and asks whether Kristos-R misses the missions. "A little. I'm apparently still on the books, but I haven't been called forward again. Yet."

Next question: when will everything be ready for him to check out? "Should only be an hourcycle or so now, sir."

written by Speeder on Oct 26, 2012 19:52

I turn to L4.

"Level C meeting room then? I also need to go into that security station and check if everything is in order."

written by Lightning4 on Oct 26, 2012 21:17

"Hmm. I'll have to look into repairs then, I doubt I could repair that myself."

I look at how extensive the damage is.

"I'll research that then, maybe once we get to the meeting room. The meeting room is fine... I guess I'll wait there."

I slowly start to proceed to the stairs.

written by Cryoburner on Oct 27, 2012 13:46

I crawl under the desk, looking for any other fume-hoodable supplies that might be there. I also check whether the desk is secured to the floor in any way.

written by Kristos on Oct 27, 2012 15:08

"Where should I go to put in an Information Request form?"

written by Gligar on Oct 27, 2012 16:11

Loading dock, A Level, Emergency Bunker C-3

Once again getting the first word, Speed-Y decides that they should meet up in the C Level meeting hall. Which, as it is close to the control room, will allow him to go there and make sure everything's okay.

L4-O replies that he'll have to look into getting Nukabot repaired. From the look of this, it's not something he could do himself. Well, maybe he could replace the ruined kevlar and the seat, but the controls will need Tech Services attention.

Of course, he'll need to research how to do that. Perhaps once they get to the meeting hall... speaking of which, he's already heading up there.

Corridor A2, Emergency Bunker C-3

Of course, he'll have to get round the tools left by the HPD&MC crew, which are strewn around the corridor...

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Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

In his pursuit of more materials to turn into a fume hood, Cyrus-R crawls under the desk.

Where he finds nothing. Except for the bolts that fasten the desk to the wall. But with no tools, he can't do anything about those.

Assembly line 4, Laser barrel factory, Roadway 3, JHY Sector

Kris-R asks where he should go to submit the form. "There's a CPU office attached to the factory," he is told. "It's at the far end of Corridor B."

written by Speeder on Oct 27, 2012 16:33

I decide to... suddenly sprint.

"The last one to arrive in the meeting room is a Junior crybaby!"

written by Lightning4 on Oct 27, 2012 19:20

If I hear Speed-Y's remark and sprinting, I start sprinting as well to the Meeting Room.

written by Gligar on Oct 27, 2012 20:27

Loading dock, A Level, Emergency Bunker C-3

Speed-Y (first, as always) has a sudden idea. Let's make it a race!

He suddenly launches into a sprint, racing past L4-O in the corridor... and the rest of the team follows.

L4-O realises what's going on, and chases along behind.

Through the bunker

It doesn't take all that long to run down two corridors, up the stairs, and through another corridor... though Jam-Y has a sudden idea, and cuts through the medical bay and Dormitory 1! On his way through, he notes two clones sleeping in the dorm...

Meeting hall, C Level, Emergency Bunker C-3

Soon, though, the team reaches the meeting hall...

And the winner is... actually *not* Jam-Y! It turns out to be L4-O, even though he was last to start!

And who was last? Well, it looks like Joris-O...

written by Jam on Oct 27, 2012 20:54

"Wow, L4-O, you're fast! Almost... suspiciously fast..."

I look suspicious for a few secondcycles, then suddenly realize I saw something strange while I was running.

"Ah! Speed-Y, I saw some clones sleeping in one of the dorms while I was running. Seems kind of odd..."

written by Lightning4 on Oct 27, 2012 22:58

I say, somewhat short of breath.

"Well, Armed Forces training requires you to be pretty fast! If you're not fast or well armed, you're dead!"

"Still draining though..."

I spend a few secondcycles recovering from my sprint.

written by Gligar on Oct 28, 2012 15:51

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y is the first to recover.

He congratulates L4-O on his speed, suspicious though it may be. But he remembers the clones sleeping in the dormitory...

L4-O brushes off the suspicion. He's Armed Forces, after all, and that demands quite a bit of physical training.

Now that everyone's here, it becomes apparent that someone else has been here recently. A few documents left near the vidscreen, for one... some chairs out of place... that sort of thing.

written by Lightning4 on Oct 28, 2012 19:42

I look around, and take a look at some of the documents that have been left near the vidscreen.

"Hm... that's odd."

written by Jam on Oct 28, 2012 20:47

I also look at the documents.

"Very odd..."

written by Gligar on Oct 28, 2012 22:23

Meeting hall, C Level, Emergency Bunker C-3

Both Jam-Y and L4-O investigate the documents. Both think of them as odd.

Their investigation shows that the documents are part of a mission briefing that took place here while they were out, involving a Team Sigma. The team apparently consists of two members: a 'Kris-R' and a familiar name: Cryo-R. A third name has been crossed out, and is also familiar: Mick-R. The mission itself seems to relate to a laser barrel factory in JHY Sector.

written by Kristos on Oct 28, 2012 22:24

I thank the ORANGE and go to the far end of Corridor B.

written by Lightning4 on Oct 29, 2012 04:15

"Well. That explains where Cryo-R got off to. Odd place to have a briefing though..."

I shrug.

written by Speeder on Oct 29, 2012 15:12

I think a bit.

"Not really..."

I mean, Team Sigma probably is a team related to ours now, since they have no YELLOWS they are probably now

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under my and Jam command here in the bunker unless they are in a mission from higher clearance clones.

But hey, this is a good mission for Cryo! He would love to inspect something as his mission!"

I turn to the others and pant a little bit, since I decided to talk a lot before recovering.

written by 4616599 on Oct 29, 2012 15:34

I pant a little. I haven't ran or slept with my current clone, it almost seems. I let off an involuntary yawn.

"Yawnn..ahem, 'scuse me. Well, that's interesting. Pant. Pant. Need to stay alert. Me does. I do. Pant."

I lean against the wall, fighting a sudden urge to sleep.

written by Gligar on Oct 29, 2012 17:59

Production line 4, Laser barrel factory, Roadway 3, JHY Sector

Kris-R heads off, looking for this office. First problem: where is Corridor B?

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

How about right here? In fact, it seems that Corridor B is the larger corridor heading right up to the factory floor entrance.

He heads down it.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

While walking, Kris-R realises that the corridor is also used by vehiclebots, like the one approaching right now.

Meeting hall, C Level, Emergency Bunker C-3

L4-O shrugs. The meeting hall is an odd place for a briefing, but at least it explains where Cryo-R went.

Speed-Y doesn't think it's odd. In fact, it probably means that Team Sigma is under their command, since they don't have a YELLOW with them. Not that it matters for the mission; it's a good one for Cryo-R, given that he likes to inspect things. (If only they knew...)

He stops to recover from the run, allowing Joris-O to speak. Though he's fighting off sleep and trying to breathe properly, he says that the other mission looks interesting... or it would be if he could remain alert. He leans against the wall and tries to remain awake. It looks to be a battle...

written by Kristos on Oct 29, 2012 18:14

"Hello vehiclebot, fellow friend of The Computer. Might you deliver me to *that* end of *this* corridor?"

I point to my destination.

written by Speeder on Oct 29, 2012 18:36

But then I remember Jam and his shortcut.

"Hey, you said you saw someone sleeping... Who was it?

Or better, let's check then we do the meeting..."

I start to walk toward the dormitory that Jam crossed.

written by Gligar on Oct 29, 2012 21:55

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R speaks to the approaching vehiclebot, asking if it could take him to his destination.

But it just ignores him and keeps coming.

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y remembers Jam-Y's report about the sleeping clones. He wonders if he saw who it was, but realises it'd probably be a better idea to check it out himself before they have their meeting.

That in mind, he heads over to...

Dormitory 1, C Level, Emergency Bunker C-3

...the RED dormitory.

Indeed, there are two RED clones asleep here, both of them familiar to Speed-Y. They were notable by their absence at Debriefing, in fact.

written by Speeder on Oct 29, 2012 22:40

I make a surprised face.

"I wonder how they got here."

Then I go back to the meeting room.

"Azir and I forgot the name are sleeping in the dormitory..."

I wonder how they got here..."

I smile.

written by Lightning4 on Oct 29, 2012 23:22

I pull out my PDC and, if I can, I start researching forms, specifically forms involving the repair or maintenance of forkbots.

Alternatively I look into some other way of getting Nukabot repaired.

"I wonder how it got repaired last time... I don't think anyone signed a form. Maybe we just need to place a call or order or something..."

written by Jam on Oct 30, 2012 15:11

"Huh... Strange... I wonder why they didn't come to debriefing. Well, they've probably already been punished for that, I'm guessing."

written by Gligar on Oct 30, 2012 16:44

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y returns to the meeting hall. He's identified the RED clones as Azir-R, and... the other one, whose name he can't remember. (He's probably thinking about that clone... you know, the one who didn't like blood...) He wonders how they got here. Jam-Y wonders why they didn't

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report to Debriefing... oh well, they've probably already been punished for that.

L4-O is researching repairs for Nukabot. He's found a repair request form which needs to be filled out by... hmmm, it looks like two copies are needed. Perhaps he can fill one out, and Speed-Y can fill in the other?

He points out that no-one filled out a form last time; Nukabot was simply... repaired. But it occurs to him that perhaps Derek-G covered it last time. Or something.

written by Lightning4 on Oct 30, 2012 19:38

"Hmm. Two forms. I guess I need both, and I have to sign one, and either Speed-Y or maybe Jam-Y the other?"

I look over the forms to see if it states specifically. I then look for a way of printing the form so we can fill it out and send it off. If that's necessary.

written by Speeder on Oct 30, 2012 19:42

"I will sign the other one..."

written by Gligar on Oct 30, 2012 20:59

Meeting hall, C Level, Emergency Bunker C-3

L4-O tells everyone about the forms.

He wonders if he needs to print them out and send them off... hmmm. It says that printed copies are accepted, and that they can be obtained from the nearest Forms Office if no printer is available. Is there a printer in the bunker?

Speed-Y says he'll sign one of them.

written by Kristos on Oct 30, 2012 21:15

I remove myself from the vehiclebot's path and continue walking down the corridor, keeping an eye out for anything suspicious, particularly from the vehiclebot.

written by Gligar on Oct 31, 2012 16:56

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Noticing a distinct lack of response from the vehiclebot, Kris-R attempts to get out of the way. He isn't quite fast enough.

Wham! He's pushed out of the way and against the wall of the corridor with enough force to break a bone or two.

Nonetheless, he attempts to continue, noticing as he does that the vehiclebot seems to be chuckling to itself.

written by Speeder on Oct 31, 2012 17:18

"So... what we must do now?"

Since I have some skills with computers, I might try to gather more intel into Easter Cycle using our shiny new computers, after I check what modifications were done to the subnode, those I can check of course, being YELLOW."

written by Lightning4 on Oct 31, 2012 17:40

I try to print out a couple of those forms, should there be a printer nearby.

"Yeah, we need more information to work on. We also need to locate somewhere where we can figure out who ordered the debriefing officer change. He may or may not be related to this... Easter Cycle, but I'm not sure."

written by Jam on Oct 31, 2012 20:31

"We should have someone guarding L4-O too, just in case..."

written by Kristos on Oct 31, 2012 21:03

"Ah! You junior-INFRA-bot! Grow up! I'm on an important mission for the Computer!" *Since when do bots chuckle?*

limp *limp*

I'll get there eventually.

written by Gligar on Oct 31, 2012 21:16

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y wonders what their next move should be. Claiming some skill, he volunteers to do a little research into this Easter Cycle group... and at the same time, he'll see if he can find out what that INDIGO did to the subnode.

L4-O seems to be having a little trouble finding a printer to print those forms with. Wait, what about... aha! There's one in the office down on B Level. He fires off a print request, and points out that they'll need to figure out who ordered the change in debriefing officer, as well.

Jam-Y suggests having someone guard L4-O.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R admonishes the bot, and notes the chuckle.

Regardless, he continues on.

Soon, he approaches a door on the right, marked FORMS OFFICE.

written by Speeder on Oct 31, 2012 22:36

"It is kinda weird having to guard our most dangerous clone, specially when that clone can probably kill a fly-model spybot with a single blaster shot..."

But I agree."

written by Lightning4 on Oct 31, 2012 23:02

"Aw, you flatter me..."

I smile a little.

"It does seem like some pretty dangerous types are after me though... there's only so much weapons can do when mutants are involved..."

I edge towards the door of the meeting hall.

"I have the forms printed, they're in the office."

written by Gligar on Nov 01, 2012 18:11

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y thinks it's weird having to guard the clone with the most firepower out of them all, but agrees that it is necessary.

L4-O argues that weapons only so far when mutants are involved. Oh, and he has the forms printed. He edges towards the door. John-O starts following.

written by Speeder on Nov 01, 2012 19:52

"I will check that security station now... I will return here when I see that L4 is returning with the forms."

And then I do as I said.

written by Gligar on Nov 01, 2012 22:03

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y decides to head to the control room now; he'll come back when L4-O does.

Control room, C Level, Emergency Bunker C-3

As he enters, he notes that the security monitors are, again, working. Right now they're showing the warehouse on D Level and the loading dock on A Level.

Oh hey, it looks like the terminals have had a UI upgrade! The one in here being an old one, it's still in text mode, but at least it looks like something that could be the standard directory display.

written by Lightning4 on Nov 01, 2012 22:32

I proceed down to the offices, intending to look for the printer and the printed forms.

I also look around the Office to make sure nothing is out of the ordinary in there.

written by Kristos on Nov 02, 2012 01:20

I enter the forms office (provided it is of appropriate clearance, of course) and observe my surroundings. If there is no queue I ask a clone about submitting an Information Request Form.

written by Gligar on Nov 02, 2012 16:22

Meeting hall, C Level, Emergency Bunker C-3

With John-R in tow, L4-O heads downstairs.

Stairwell, Emergency Bunker C-3

As they head down, L4-O and John-R note that some of the HPD&MC crew are accessing B Level. As they approach and enter the concourse, one of the crew passes them, heading for the spare parts storage, carrying something. They follow, since the office is through there.

As they approach, the dull roar of the generators becomes apparent.

The crewmember places what he was carrying in a corner, and leaves.

Forms Office, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R pushes the door open and, noting that the entry area is RED, enters.

A clone at a desk looks up. "Can I help you, citizen? If you're looking for medi--"

Kris-R interrupts, asking about an Information Request Form. "Oh! Right. Have you filled in an Information Request Form Request Form yet?"

written by Speeder on Nov 02, 2012 17:27

I start to get familiarized with the new controls.

First I test anything that does not look too dangerous, and note as needed on my PDC the new controls.

Then I start to check all the cameras, one by one, to see if there are anything new or suspicious happening.

written by Lightning4 on Nov 02, 2012 18:56

I take a look around for the printer and the forms, and take them once I find them.

I also just look around in general, it's been a little while since we've been in the Office, after all.

written by Cryoburner on Nov 02, 2012 20:02

I poke my head out from under the desk.

"It looks like I'm going to have to find me some tools!"

I do a quick final glance at how the bolts are fastened to the wall, along with their size, and see if I can determine what kind of tools would be required to remove them. I then crawl out from under the desk, and wander over to the door.

"Hmm..."

Noting that I lack a key for the door, I check whether I at least have a way to open it, and if opening it will unlock the door, or leave it locked when once again closed.

written by Gligar on Nov 02, 2012 20:30

Control Room, C Level, Emergency Bunker C-3

Speed-Y takes some time to familiarise himself with the new interface. Gone is the command-line the terminal had before... no wait, that still seems to be an option. But by default, the terminal instead gives him a directory, much like other terminals in the complex. As well as other terminal-like functions. But they're all in the monospaced text these terminals use instead of the nice clearance-appropriate themes with different fonts used elsewhere.

That's not all that's been updated. The directory now lists several apps for controlling several aspects of bunker operation, duplicating the control panel. And... like the control panel, the apps aren't labelled, other than with filenames like TRT-485, DR-003, LC-345...

Oh, and CAM-999. Speed-Y starts that one, and discovers that through it, he can select between some of the bunker's cameras. Others seem to be restricted to Clearance BLUE.

Through the cameras he can access, Speed-Y can monitor the corridors, the meeting hall, the office, the loading dock, a few other places...

The HPD&MC crew can be seen continuing their work. One of them seems to have visited B Level to drop something off. He passed L4-O and John-O on their way to the office.

Office, B Level, Emergency Bunker C-3

The two ORANGES enter the office. He didn't really get a good look at the office during the Communist incident, so it's probably a good thing he gets a chance now. His first priority, of course, is the printer.

He searches the cubicles... yes, there are the terminals. They also seem to be displaying the Directory interface instead of the database they were showing before. And tucked away in the corner is the printer: it's one of those big ones meant for bulk printing that used to be a common sight in offices.⁸⁰⁴ Lying in its output tray are a few printed sheets.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Oh look! Cyrus-R has emerged from under the desk, a little sad that the bolts seem to have been welded in place.

He'll still need to find some tools if he wants to make a fume hood. Of course, to do that, he'll need to get out of the door, which is still locked. He looks to see if he can bypass the lock, and finds that he cannot.

written by Speeder on Nov 02, 2012 20:34

"Good too see this thing upgraded."

I try to see what was dropped on the B level.

Then I try to use the cameras to refresh my memory and see what facilities are available to us, specially anything with computers, weapons, food or interesting equipment.

written by Jam on Nov 02, 2012 20:42

I suddenly decide starting off into space isn't very productive, and decide to try searching for the YELLOW dorm instead...

written by Cryoburner on Nov 02, 2012 20:45

"Hmm... It looks like I'll need a cutting torch! Or a chainsaw..."

I then note that I have been locked inside, making this something of an environment not entirely conducive to laser barrel testing.

"Hmm... It looks like I'll need a cutting torch! Or a chainsaw..."

I then wander over to the vent, and note whether the vent cover looks to be removable, and whether one could crawl past the fan blades, assuming they were stopped. I don't actually attempt to remove the grating yet though.

⁸⁰⁴ GLIGAR: (OOC: similar to an HP Laserjet 4 or something.)

written by Kristos on Nov 02, 2012 21:04

"I have not filled out such a form. How might I procure one?"

I wonder about the rogue-acting vehiclebot. That was very strange behavior. I should report it to the Computer.

written by Lightning4 on Nov 02, 2012 21:44

I take and inspect the forms. Should they look acceptable, I inspect where and what I need to fill out on my form, and start on it.

written by Gligar on Nov 03, 2012 17:21

Control Room, C Level, Emergency Bunker C-3

Speed-Y tries to identify what was dropped. It turns out that he can't zoom the cameras, but from what he can see it's a box of some kind, about the size of one of the new terminals.

He then has a look round the bunker in general, refreshing his memory of what they have. He checks the cloning station and the medical bay on this level, and... ah yes, Maintenance and food stores... and the RED and ORANGE dormitories.

Looking onto B Level, there's the armoury (which seems to have been stocked) with the subnode room past it (though he can't select the cameras in there). That package was dropped in the spare parts stores, north of the generator room. There's also the other store room where he found those tapes, and the office - with its terminals - where L4-O is. North of the office... ah, that's the workshop.

And down on A Level... there's the hygiene station and fuel storage for the generators... the loading dock of course... the food hall they're not using, though it looks like it's ready to use... the incinerator room...

And there's the soon-to-be-YELLOW dormitory. It looks like it's being outfitted to house eight YELLOWS comfortably, with four terminals between them. It looks like Jam-Y decided to have a look in at the progress. The place is a mess right now, since they're still wiring up the terminals, but the beds are in, at least.

And then there's that BLUE office they still can't get to... it's possible that it has full access to the cameras. But it's BLUE, of course, so they can't use it.

Office, B Level, Emergency Bunker C-3

L4-O has a look at those forms. It looks like they've printed okay. There are a few sections he'll need to fill in... and there's a pen on that desk, so... let's see... name, ID of the bot, nature of repairs, the inevitable question linking B3 with it all...

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile., Cyrus-R has apparently decided not to test any laser barrels. Instead, he is attempting to remove the vent's grate. It looks like it'll unfasten...

“Citizen! Report!”

... and, of course, that exact time is perfect for a chat with Our Mutual Friend.

Forms Office, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R explains that he hasn't filled out an Information Request Form Request Form, and asks where he can get one. "Oh, that's no problem," the clone replies. "I have several of them right here." The clone turns and rummages in a filing cabinet before turning back with a form. "Here you are."

written by Lightning4 on Nov 03, 2012 19:52

Once I finish filling out the form, I look at John-O.

"Well, back to the meeting hall I guess. Thanks for accompanying me, John-O. Let's head back."

I start making my way back.

written by Gligar on Nov 03, 2012 22:15

Office, B Level, Emergency Bunker C-3

L4-O finishes his copy of the form. So... back to the meeting hall?

He thanks John-O for accompanying him. "It's no problem. I mean, that HPD&MC clone might have been a traitor... say, didn't he leave something out in the store room?" The two exit into there.

written by Cryoburner on Nov 04, 2012 01:26

"Hello, Computer, my dearest friend. I'm happy to be able to speak with you today. May I provide you with further assistance in any way?"

written by Speeder on Nov 04, 2012 04:49

I send a PDC message to L4.

"I saw a suspicious box on B level, I think you saw it too, since is near you, I suspect it is a bomb to kill you, and I suggest you use your army skills to disable it..."

Then I send a message to Jam.

"Can you check if the food storage in A level has bananas?"

written by Lightning4 on Nov 04, 2012 11:16

"Hmm? I think so, we can take a look"

If I receive Speed-Y's message, I read it and continue speaking.

"It seems Speed-Y is concerned about it too. He thinks it could be a bomb... and wants me to disarm it."

"Probably isn't, but I guess it doesn't hurt to check. Well. I guess it *would* hurt if it was a bomb and it went off."

I begin to walk back towards where the box was.

written by Gligar on Nov 04, 2012 16:37

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R responds, asking how he can assist. "I understand that you are in the process of testing laser barrels to try to identify the source of defects. How many barrels have you tested? Have you made any progress?"

Spare parts storage, B Level, Emergency Bunker C-3

L4-O thinks that the clone left something. Perhaps they could take a look...

His PDC goes off. It's a message from Speed-Y, asking him to take a look at the very same thing. He tells John-O about the message and goes over to investigate.

He finds a cardboard box, labelled as containing a spare terminal. It seems to have been opened.

Dormitory 3, A Level, Emergency Bunker C-3

Jam-Y's careful... er, *supervision* of the workers is interrupted when he receives a PDC message from Speed-Y, asking him to check if the food hall has any bananas.

written by Jam on Nov 04, 2012 18:53

I look at the PDC message.

"Huh? Bananas?"

I wander over to the food storage, and check if there are any bananas there.

"Hmm... I wonder why Speed-Y wants bananas so bad. Well, I guess they are pretty tasty..."

written by Cryoburner on Nov 04, 2012 20:25

Yes, Computer, I am in the process of testing laser barrels. However, it appears that through some misunderstanding of how keys function, my team leader has inadvertently locked me in this room. Unfortunately, our testing device, while great, has a side effect of emitting hazardous gas and/or fire while functioning, producing an environment not all that conducive to the accurate testing of laser barrels. For such testing to occur, one might need to leave the room, or at least have some protective equipment or a fume hood on hand. Otherwise, results of the test might not be accurately recorded and damage to computer property could potentially occur. I was on my way to procure such equipment right away!

Prior to the room being locked, we did test a few barrels though, and found that at least the first we tested coming from assembly line four was defective. Or maybe the testing device just didn't like testing it. I think it was defective though.

written by Lightning4 on Nov 04, 2012 21:14

I cautiously approach the box, with the intent of peeking inside of it.

written by Gligar on Nov 04, 2012 21:38

Food hall, A Level, Emergency Bunker C-3

Jam-Y enters, and checks the available food supplies. Hmm... it might be more convenient to take down that wall between the eating area and the food preparation area, but... aha! Bananas. But why would Speed-Y want them? Maybe he's just hungry.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R tells The Computer that testing has stalled due to the door being locked, and the fact that the device emits gas, therefore they need to evacuate and/or build more things...

"You are in error, citizen. The door being locked should have no bearing on the testing at all. Requesting extra safety gear suggests that you disagree with my recommendation that no safety gear was required, and is a sign of unhappiness - not to mention the fact that safety gear is beyond your security clearance. There is no evidence that the gas harms Alpha Complex in any way. You are fined fifty credits for insubordination. Continue with your testing as ordered."

Spare parts storage, B Level, Emergency Bunker C-3

Cautiously, L4-O approaches the box... and peeks inside.

The thing inside does *not* look like a terminal. In fact, it's ticking.

written by Lightning4 on Nov 04, 2012 23:27

I try to assess whether there is a timer on the bomb, due to the sound, and exactly how much time it has left.

I lower my voice.

"Well it's definitely not a terminal. I need to do something... and fast."

written by Cryoburner on Nov 04, 2012 23:51

"Ah... yes. I suppose it should work as is. Perhaps increasing the ventilation fan speed might be enough to adequately ventilate the room. Thank you for your guidance, computer."

I head over to the terminal and check the fan controls, noting what level the fan speed currently appears to be set at.

written by Speeder on Nov 05, 2012 00:58

I start to frantically see if I can read camera logs somehow, to see who left the "terminal", and at the same time search in all cameras where the person that left the "terminal" is.

written by Kristos on Nov 05, 2012 04:56

I glance over the form. If filling it out immediately is practical then I do so (presumably with the pen I used earlier) and ask to turn it in.

written by Gligar on Nov 05, 2012 17:26

Spare parts storage, B Level, Emergency Bunker C-3

L4-O looks over the thing. There's definitely a timing device there. It's one of those old-fashioned ones with hands, and seems to be showing five minutecycles left.

He needs to do something, and fast.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R decides to trust The Computer, saying that he could just increase the fan speed instead.

With that in mind, he returns to the terminal and brings up the fan controls. It looks like the fan is set to about one fifth.

Control room, C Level, Emergency Bunker C-3

Noticing that L4-O seems to look worried, Speed-Y tries to rewind the footage. It doesn't look like his clearance will allow him to go back all that far, but he can clearly see that the bomb was placed there only within the last few minutecycles. The clone seems to have covered their face while doing so... is that a Happy Mask? No, it can't be, the mouth is the wrong way round.

Looking round the bunker, Speed-Y finds that he can't locate anyone with such a mask. He can, however, discover that there's someone in the incinerator room, being held at laserpoint by Kristos-R.

Food hall, A Level, Emergency Bunker C-3

And Jam-Y is close enough to hear him say, "Just what do you think you're doing?"

Forms office, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile, as clone with a similar name is doing something that has nothing to do with lasers; namely, he's filling out an Information Request Form Request Form. Those these simple forms are often met with frustration, they are an integral part of the process for requesting information. After all, we need to know who wants information, and what they're going to do with it, don't we? Similarly, we need to know who has been issued with an Information Request Form, so that we can keep track of what they're going to do with it!

It doesn't take Kris-R long to finish. Or rather, he finished before I could finish explaining the importance of the form. Attracting the attention of the clone, he asks about submitting it. "I can do that," the clones says. He takes the forms and feeds it into... wait, is that a blotbot?

written by Lightning4 on Nov 05, 2012 17:50

Assuming that since one clone was capable of carrying it, I grab the box and start running in a direction that will bring me out the garage door.

written by Speeder on Nov 05, 2012 18:10

I look puzzled at L4 decision.

"The army training regarding bombs is sure strange... They never heard of motion sensor detonator?"

I keep watching what Kristos is doing.

Incinerator room? To incinerate what?

written by Gligar on Nov 05, 2012 22:59

Spare parts storage, B Level, Emergency Bunker C-3

"Something" turns out to be picking it up and running for the loading dock as fast as he can.

The bomb continues to tick.

John-O continues to follow.

Control room, C Level, Emergency Bunker C-3

Watching over the cameras, Speed-Y wonders what L4-O is doing. Surely L4-O would remember the existence of motion sensing triggers?

Well, given that the thing fails to explode when L4-O picks it up, it is possible that the thing doesn't have one.

He watches L4-O run down to A Level, and then remembers Kristos-R. What's he doing? He switches cameras...

Incinerator room, A Level, Emergency Bunker C-3

Kristos-R continues, "I saw you head upstairs. In the brief, you were told not to go anywhere but A Level. Is there some reason you ignored that?"

"Yeah, I was looking for the hygiene station..."

"Which is *right by the stairs*. Surely you must have seen it. Or maybe you had another reason...?"

written by Lightning4 on Nov 05, 2012 23:41

I keep sprinting with the box, trying to get out of the garage door and well away from the bunker.

If I make it a safe enough distance away, I put the box down and take a look at the time again.

I try to calm down and assess the situation, if I have enough time.

written by Cryoburner on Nov 06, 2012 05:28

"Hmm..."

I turn the fan up to two-fifths power.

written by Jam on Nov 06, 2012 05:28

I follow Kristos-R's voice. As I get closer, I hear what seems to be an interrogation... I stop before I enter the room, and whisper quietly to myself.

"Oh, we're interrogating clones now? He he, perfect... Now's my time to shine!"

I attempt to read what I can of the mind of the clone Kristos-R is interrogating, using my mutant powers.

written by Speeder on Nov 06, 2012 10:07

When I notice that Jam is stopped right outside the door, I decide to pull something to make a scared clone reveal information.

First I check if the panel has a microphone.

Then I search again for that button to close doors.

I cannot close the garage door if I remember well, sliding and all to kick that button on the dock... But L4 will handle that probably.

So, if I find everything I need, I speak this on the microphone, attempting to be heard in the entire bunker (specially the incinerator room).

"Attention all personel, someone left a bomb in the bunker.

Brace for impact.

Also, Jam from Team Epsilon is the highest clearance Loyalty Officer that we have, he is authorized to do whatever he wish to interrogate everyone he wish that is YELLOW or below to find out about this incident.

And noone is allowed to leave the building, attempting to do so might result in turrets shooting you or L4 and his cone rifle shooting you."

written by Gligar on Nov 06, 2012 17:17

Corridors, A LLevel, Emergency Bunker C-3

L4-O keeps going. He runs towards the loading dock's main door, only to trip over some discarded packaging and fall over into the loading dock.

The bomb shows four minutecycles.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R fiddles with the fan controls, only to be distracted by a popup for Bouncy Bubble Beverage ("When Was The Last Time You Had A B3 Break? Click Here To Start Yours"), which chooses now as the perfect time to, well, pop up. As a result, the B3 order form appears on the terminal.

Corridor A2, Emergency Bunker C-3

On hearing the conversation between Kristos-R and the as-yet-unnamed clone, Jam-Y decides he'd like to intervene. Of course, he'll need to know what he's dealing with before charging in, so... he does a little probing...

...only to find that this clone seems to know the loyalty jingle trick. A bit hypocritical, if you ask me.

The clone can be heard saying, "I, er... got lost..." in a manner that doesn't sound suspicious at all. Nope. You're imagining things.

Control room, C Level, Emergency Bunker C-3

Did you know that the bunker had a PA system? Apparently, it does, which would make sense for when The Computer wants to say something.

[1236]

And it seems that Speed-Y has found it. He is attempting to pull a little tactic called "scare the traitor into talking" by closing doors and such, as well as announcing over the aforementioned PA that there's a bomb, and to co-operate with Jam-Y. Oh, and please don't leave, because getting shot by a laser turret and/or L4-O could ruin your whole daycycle.

(Whether or not he could actually control the turrets from up here is another matter.)

Incinerator room, A Level, Emergency Bunker C-3

The clone begins to look nervous. It seems that he hadn't counted on things like functioning laser turrets in an old bunker such as this, or Loyalty Officers - even if they are trying to fight off a viral loyalty jingle (and that's an odd combination right there, isn't it?)

Kristos-R picks up on this. "Laser turrets! I'd almost forgotten about those. And L4-O... this ought to be good!

"So... want to tell me the truth?"

written by Speeder on Nov 06, 2012 18:49

I then try to remember how we actually used turrets the last time...

It was in another room, wasn't it?

Anyway I keep a eye on the action...

And see L4 faceplanting on the docks.

Of course, see faceplant holding bomb results in facepalm.

written by Lightning4 on Nov 06, 2012 19:34

I try to scramble back to my feet and grab the bomb.

If I secure the bomb again in my grasp, I continue running out the doors with it.

written by Gligar on Nov 06, 2012 21:34

Control room, C Level, Emergency Bunker C-3

While wondering how they controlled the turrets last time (and remembering that the controls are in the subnode room), Speed-Y notices L4-O faceplant on one of the monitors... and facepalms.

As if he'd do anything else.

Corridors, A Level, Emergency Bunker C-3

L4-O doesn't faceplant for too long, though. He gets up again and, making sure to not trip up over anything, continues his bomb-run.

Roadway, outside the bunker

He manages to get outside, to the vicinity of the IntSec checkpoint, before running out of stamina.

written by Lightning4 on Nov 06, 2012 22:43

I try to make sure the bomb isn't too close to the checkpoint, and set it down and start catching my breath.

I take a look at how much time remains.

written by Kristos on Nov 07, 2012 00:40

"Thanks!" I begin walking back to the office to check on Cyrus-R, but, because of my injury, I don't push myself to walk too fast. Speaking of that, I also keep an eye out for rogue bots and study all bots within my range of vision.

written by Speeder on Nov 07, 2012 01:35

I send a message to L4.

"If you do not exploded... I may need someone to operate turrets on the subnode room and someone to at least close the garage door..."

I think about what to do.

Well, I just wait the scared clone to do something.

written by Cryoburner on Nov 07, 2012 04:15

"Wow! I too could make over 4000 credits each monthcycle just by drinking cases of B3 and selling the leftover cans for scrap, all without ever having to leave my terminal!"

I read over the useful advertisement and order form, but decide that I may need to pass on ordering B3 for now, seeing as I'm locked in an office, which might make delivery somewhat difficult. I set the advertisement as the terminal's new start page though, just in case it is needed later.

"Hmm..."

I turn the fan up to three-fifths power.

written by Lightning4 on Nov 07, 2012 19:00

I assess whether there are clones at the checkpoint. I also take the time to take a closer examination of the bomb, utilizing any (if any exists!) knowledge of bombs to assess whether I can disarm the thing without it going off... and if the bomb is really all that complicated.

written by Cryoburner on Nov 07, 2012 21:27

"Hmm..."

I turn the fan up to four-fifths power.

written by Gligar on Nov 07, 2012 22:25

Incinerator room, A Level, Emergency Bunker C-3

Kristos-R, it seems, has been thinking. He replies, "How could you get *lost* on the way to the hygiene station? Couldn't you see the labels? No... I think you had something else in mind... like maybe sabotage!"

Roadway, outside the bunker

L4-O checks the checkpoint, ascertaining that there are no clone present there. He then checks the bomb, ascertaining that there are two and a half minutecycles to do... whatever it is he's about to do.

Looking more closely, he can see that the time is connected to a small hinged box on the top of the bomb. Perhaps that's the detonator? It's sealed shut, but... surely he could pry it open?

[1237]

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

As he rounds the bend into Corridor A, Kris-R hears a sound not unlike a fan being revved up to a higher speed.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

This is because Cyrus-R has, once again, fiddled with the settings. At four-fifths, the fan is really loud, and seems to want to suck in things like loose paper, pens, and... perhaps heavier objects if they were closer?

written by Kristos on Nov 07, 2012 22:47

"Yahahhhah!"

I panic and run-limp to the office door, unlock and try to open it, keeping a good grip on the door handle in case the fan tries to eat me.

"Turn it down! Turn it down!"

written by Cryoburner on Nov 08, 2012 04:11

"Hmm... PERFECT!"

I insert an untested barrel from assembly line four into the device. If they are even here, that is.

written by Speeder on Nov 08, 2012 10:52

I try to remember if there anything more to do on the lockdown from here.

Otherwise I just do whatever I remember I needed to do to activate the turret system, and run to the subnode.

written by Gligar on Nov 08, 2012 18:46

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The door unlocks. Kris-R limps in and seems to be having problems resisting the pull of the fan due to his injuries. He demands that Cyrus-R turn it down, and grabs hold of the door.

But Cyrus-R refuses, saying that this is perfect, and slams another barrel into the tester.

The tester starts up, and spews its gas, which gets pulled in to the vent. along with some sheets of paper. The device begins making noises indicative of a good barrel.

Control room, C Level, Emergency Bunker C-3

Speed-Y casts his mind back... what happened with the lockdown last time? He seems to recall it being one of the random buttons on the control panel, so... perhaps it's... wait, wasn't it flashing before? No matter. Presumably, it can now be activated from the terminal.

Similarly for the turrets... as far as he can remember, he needed to press a couple of buttons on the control panel: one to enable the turrets, and one to enable targeting... or something. He casts his mind back... which buttons was it? Not those... those are doors, those are lights... maybe those over in DEFN CTL?

Aha! Throughout the bunker, the turrets make themselves known once more.

Satisfied with his work, Speed-Y heads off, down to B Level and the subnode room.

Subnode and Turret Control, B Level, Emergency Bunker C-3

When he arrives, he notices that... well, it doesn't *look* like anything has changed; the turret control stations are the same as before, and the subnode...

He does notice that the turret master controls seem to have a few blinking lights, notably one RED one, next to a button.

written by Speeder on Nov 08, 2012 19:43

Since I don't know how to operate those...

I test, carefully, specially making sure I am not pressing any button when any turret is aiming at anything important.

written by Gligar on Nov 08, 2012 23:18

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y realises that e doesn't really know what he's doing down here. He tentatively tries a few controls but it seems that the turret controls are not responding. The only thing that seems to do anything is that RED blinking light.

written by Lightning4 on Nov 08, 2012 23:56

I realize that there probably isn't much time remaining. I decide that the bomb is in a safe enough location and just sprint for it back to the bunker.

I make sure John-O is following me as well.

Once I get back inside the bunker, I try to close the garage doors as soon as there are no clones outside.

written by Speeder on Nov 09, 2012 00:03

I press the blinking button.

written by Cryoburner on Nov 09, 2012 00:34

I yell over the roar of the fan...

"OH, HELLO! YOU ARRIVED JUST IN TIME! WE'RE TESTING BARRELS!"

I continue watching the barrel test.

written by Jam on Nov 09, 2012 01:08

I walk into the incinerator room, and look at the clone Kristos-R is interrogating.

"Oh, sabotage? Does that mean I can tortu-I mean, interrogate, more clones?"

written by Gligar on Nov 09, 2012 16:53

Subnode and Turret Control, B Level, Emergency Bunker C-3

What is it about buttons that makes clones want to press them? Perhaps it is the possibilities inherent in there being a button? What does it do? It could be anything! It could be a light switch, or a B3 button, or a give-me-1000-credits button, or even a dump-toxic-waste-on-my-head button...

But in this case, all the button does is cause the turret controls to come alive.

Roadway, near the bunker

L4-O decides that he just doesn't have enough time to even attempt to defuse the bomb, and just runs back to the bunker. John-O follows him.

It's a pity, really. If he were still looking at the timer, he'd see that he had a whole minutecycle left. Oh well. He'll have to admire the turrets instead.

Incinerator room, A Level, Emergency Bunker C-3

Jam-Y enters, and inquires if there is to be another ~~tert~~ interrogation session. "Only if he doesn't talk, Sir," Kristos-R tells him, indicating the clone.

"What? But I've nothing to tell you!" protests the clone. "I just got lost!"

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R looks over, and welcomes Kris-R back before looking back at the testing. He doesn't seem to be aware that Kris-R is hanging on for his life, or that he's also being pulled towards the fan, or anything like that, oh no... all he can see is the testing device. Which, by the way, has finished with this barrel, and is displaying its smiley face.

written by Speeder on Nov 09, 2012 17:05

I try to make a turret pop in the incinerator room, but not aim at any clone in particular, like if it was happening in the whole bunker and we were still searching for the clone.

written by Kristos on Nov 09, 2012 17:21

I attempt to "climb down" to the terminal and turn down the fan speed (spending 2 PP to not get eaten alive by the swirling metal beast).

If successful, I pull out my sheet of paper and add a line so that it now reads:

Line 4 #1 - Bad
Return #1 - Bad
Line 4 #2 - Good

Then, if Cyrus-R's skin color has returned to normal, I say "Oh my! Did you get demoted back to RED clearance? You should be more careful, like me. I've never been demoted!" I study Cyrus-R's neck very closely to make sure his skin is normal. (VERY closely.)

written by Lightning4 on Nov 09, 2012 18:15

I look for the garage door controls, and start trying to close the garage door before the explosion happens.

written by Gligar on Nov 09, 2012 21:07⁸⁰⁵

Incinerator room, A Level, Emergency Bunker C-3

A laser turret suddenly deploys from the wall, and starts "looking" round, as if inspecting the room's contents: all three clones, the three smaller incinerators, and the one big one. The clone notices it, and stammers, "H-heh. I-I bet that thing doesn't work... look, what am I supposed to say? I know nothing!"

Loading dock, A Level, Emergency Bunker C-3

Almost as soon as L4-O crosses the threshold, he starts frantically looking for the door control. Ahh, there it is... *press*

The door closes with a ponderous thud, just as an explosion is heard from outside.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Fighting against the pull of the fan (unlike Cyrus-R), Kris-R makes his way to the terminal and attempts to reset the fan... only to run in to the same popup as Cyrus-R. This time, it seems to DEMAND that Kris-R buy some B3.

He looks over at Cyrus-R, and realises that his skin is back to normal. Looking closely, he sees nothing unusual, except for the fact that Cyrus-R is still unaware that he is being pulled towards the fan.

Finally, Kris-R pulls out his piece of paper, only for it to be snatched from his hand by the fan...

written by Kristos on Nov 09, 2012 21:52

"Gahh!! Now is not the time for this! Aaaa! Cyrus-R- what flavor of B3 do you want?" I read off the advertised clearance RED varieties. Then I focus on burning a mental image of what was written on the paper (as well as what I was going to write) so I can rewrite (or type) it later.

written by Lightning4 on Nov 09, 2012 22:04

I press the control again, allowing the door to reopen.

"That was a bit too close... checking that box out was a good idea."

written by Cryoburner on Nov 10, 2012 03:49

"Oh, yeah! We can order some B3 now! Before, the door was locked, making that kind of difficult. The deliveryclone would have probably required a cutting torch, or a chainsaw..."

I try pulling myself back toward the terminal to see what flavors and package sizes of B3 are available.

⁸⁰⁵ GLIGAR: (OOC: Kristos spends 2pp.)

[1239]

written by Gligar on Nov 10, 2012 17:05

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R really doesn't need this. But not needing B3 is a sign of unhappiness, and... you know the rest. But what I think he means is that he doesn't need to be interrupted when he's trying to reset the fan to non-Fun levels.

He decides to order some B3 anyway. It looks like they can choose from Plain, Extra Plain, Extra Classic, and Vague Hint of Something Red in either of Regular, Fun, or Extra Fun sizes. Cyrus-R mentions something about not being able to do so earlier as he reads the list (even though Kris-R already read them out) while he tries to pull himself away from the fan, and while Kris-R burns the content of that paper into his mind.

But what B3 does he want? I guess the fact that he's still trying to pull himself towards the terminal means he can't concentrate on that. That fan can really grab hold of you when you get close to it.

Loading dock, A Level, Emergency Bunker C-3

L4-O presses the button again.

As the door opens, he can see that several spybots have descended from the swarm to investigate the crater that now exists where the bomb was placed. It was a good idea to check out that box after all... that crater could have been in the bunker. Right near the generators... it could have taken them out!

written by Lightning4 on Nov 10, 2012 20:12

I frown a little bit, and leave the loading dock, intending to find whoever did this.

written by Gligar on Nov 10, 2012 22:52

Loading dock, A Level, Emergency Bunker C-3

Frowning, L4-O leaves the loading dock, with John-O in tow. He intends to find out who is responsible for this.

Wait... didn't Speed-Y lock the doors? Hmmm... something else to investigate, then!

Corridor Junction, Emergency Bunker C-3

As he walks, L4-O hears a commotion coming from A1 West.

written by Kristos on Nov 11, 2012 01:59

I select a B3 Vague Hint of Something Red, Fun size, for myself and anxiously wait for Cyrus-R's selection.

written by Lightning4 on Nov 11, 2012 03:02

I start going in the direction of A1 West, if I can. I draw my blaster and keep it at the ready.

written by Cryoburner on Nov 11, 2012 05:16

"I'll have B3 Extra Classic, Extra Fun Size!"

I try Extra Hard to pull myself toward the terminal, to better observe the ordering process.

written by Gligar on Nov 11, 2012 16:16

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Still battling the fan, Kris-R places an order for a Vague Hint of Something Red, Fun size, while Cyrus-R, still trying to reach the terminal, opts for an Extra-Fun Extra Classic. Satisfied, the terminal beeps, and closes the order form. It still refuses to return to the directory, though.

Kris-R hopes that it sorts itself out soon. After all, he's only holding on with one hand.

Corridor Junction, Emergency Bunker C-3

Blaster in hand, L4-O heads down A1 West, and finds the source of the disturbance:

Incinerator room, A Level, Emergency Bunker C-3

It seems that Kristos-R and Jam-Y have cornered one of the HPD&MC crew here. To his surprise, L4-O recognises him as the one he saw on B Level.

The clone continues to deny that he did anything, though, saying that he got lost.

written by Lightning4 on Nov 11, 2012 21:30

I speak up, keeping a distant position.

"I suppose you want to explain about the package you just left on B level?"

written by Gligar on Nov 11, 2012 21:56

Incinerator room, A Level, Emergency Bunker C-3

From the corridor, L4-O suggests that the clone might want to explain about the package he left on B Level. "Package?" the clone says. "What package? I didn't leave a package on B level, I was just lost!"

"Don't bother," Kristos-R tells him. "You clearly went up there, and some of the other guys were saying that you were carrying something. And now Team Epsilon is also saying it." He steps up, getting in the clone's face. "What was it?"

written by Lightning4 on Nov 11, 2012 23:33

"Well, I know what it is... but I'll wait for his response first..."

I wait and watch the clone, glaring.

written by Speeder on Nov 12, 2012 12:19

I decide to frighten the clone a bit more, waving the turret at his direction, but still being careful to not aim on anyone or anything important.

written by Gligar on Nov 12, 2012 16:52

Incinerator room, A Level, Emergency Bunker C-3

L4-O, who knows what the package was, chooses not to answer. He wants to hear it from the clone, as well.

So does the turret ('s operator), it seems, since the turret starts wagging at the clone. It doesn't seem to be aiming at anything in particular, but...

"Er..." The clone looks at the turret. And at L4-O. "You!"

"Yes," Kristos-R says. "Him.. But why do you know him? Does he having something to do with that package?"

"I... I was told to..."

"Do what?"

"...to put it somewhere..."

written by Kristos on Nov 12, 2012 19:14

I'm the TEAM LEADER. Of all the team I am for sure the one that should not panic. In unexpected troubles the entire team relies on the leader to think out the situation and coordinate a counterattack on the trouble. For this, a calm, clear mind is needed. I suppose I'll have to save the panicking for something trivial like somebody spilling TeaSir all over my freshly shined jumpsuit.

I study the terminal screen to see what is now preventing me from preventing the fan from preventing us from preventing the laser barrel sabotage from preventing the factory from providing quality laser barrels, fulfilling its obligations to the Computer and Alpha Complex as part of the program to prevent trouble such as what we are now experiencing.

Should the terminal prove useless for this endeavor I suppose we could block the vent hole with the floor plan; It seemed quite sturdy. My RED-clearance database of knowledge is not aware of such a thing being a danger to the fan motor either.

written by Lightning4 on Nov 12, 2012 20:42

I just continue to glare.

I simply state,

"Keep talking..."

written by Jam on Nov 12, 2012 20:51

I also stare at the clone, hopefully in an intimidating way.

written by Gligar on Nov 12, 2012 21:15

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

As the TEAM LEADER, Kris-R believes that it is his job to remain calm, and resolve problems calmly to assist his team in any way he can. In a calm manner. Freaking out has no place on a mission.

It's a pity that it turns out to be difficult to do when you're almost being sucked up by a fan.

Regaining a hold of the desk with both hands (as Cyrus-R starts slipping), Kris-R glances at the terminal. It seems to be asking for codes, which are apparently printed on the cans of B3 he has just purchased. Delivery, it says, should be within the next five minutecycles.

But that doesn't solve the problem with the fan. No... it looks like they will have to block it until such times as they have terminal access again. Say... that floor-plan was quite sturdy, was it not? Perhaps that will suffice. And, well, they did move it from there.

Incinerator room, A Level, Emergency Bunker C-3

Everyone stands around glaring, until L4-O tells the clone to keep talking.

"Well... I was told that one of the clones here was a menace, and had to be wiped out, but not why..."

"It's a pity I don't have a knife or something," Kristos-R says. "Perhaps I could get more out of you that way. Unless... say, does the bunker stock any zybenzaph- er, I mean, SlumberSoft?"

written by Kristos on Nov 12, 2012 21:47

"Cyrus-R, I'm going to get a good grip on the desk. Hold onto my foot and shove the floor plan back in place. Use your foot to shove it - it has sharp edges."

Accordingly, I try to find a secure place to hold onto (on the desk or not).

written by Cryoburner on Nov 12, 2012 22:06

"I'm not so sure that putting my feet near spinning fan blades is such a good idea. If they passed through the grating, they could potentially damage the blades."

I try grabbing onto Kris-R with one hand, while trying to regain my grip on the desk with the other, keeping track of how much distance there is between me and the fan, to avoid lowering myself into it. I also look around to check where the floor plan might be found.

written by Speeder on Nov 13, 2012 16:10

I watch the monitor intently.

I then call Jam on the PDC.

written by Gligar on Nov 13, 2012 17:13

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells Cyrus-R to grab hold of his foot and shove the floor plan back into place with his own foot. Not his hands, because, well, sharp, remember?

Cyrus-R complies, but not before expressing concern that he might damage the fan if, say, his foot were to come into contact with it. Looking around, he sees the fan over there and the floor plan *there*, tantalisingly *just* out of reach of his foot...

Control room, C Level, Emergency Bunker C-3

Speed-Y looks at the monitor. And looks some more.

Then he calls up Jam-Y.

written by Jam on Nov 13, 2012 18:08

I take a few steps back and answer my PDC once I notice it ringing.

"Hello?"

written by Lightning4 on Nov 13, 2012 19:34

"Wiped out... by who? What group?"

I try to intensify my glare.

written by Speeder on Nov 13, 2012 20:02

"Hello Jam! I am controlling the turrets, can you link with my head so we can act more scary while interrogating that guy?"

Specially since I can only SEE you people in the room, but not hear.

Is he...

cooperating?"

written by Gligar on Nov 13, 2012 22:07

Incinerator room, A Level, Emergency Bunker C-3

While Jam-Y answers his PDC, L4-O demands to know who it is who wants him "wiped out". The clone laughs. "You know who it is... heheh..."

And that PDC call? It's Speed-Y (of course), asking if Jam-Y can make mental contact with him since he can't hear what's going on down there, and he wants to co-ordinate their efforts. He wonders if the clone is co-operating.

Hey... wait a minute... why did I get Speed-Y's earlier input from C Level? He's clearly in the subnode room...

written by Lightning4 on Nov 13, 2012 22:53

I look confused.

"No? No, I don't... this came out of nowhere. I'm really not sure who is trying to do this, and for what reason."

I think for a moment.

"Well... the only thing I can think of... hm..."

I snap back.

"Anyway, explain. Who is this group? I really don't know."

written by Gligar on Nov 14, 2012 17:00

Incinerator room, A Level, Emergency Bunker C-3

L4-O seems to have an idea who the clone might be talking about, but shrugs it off. He then demands that the clone tell him. "You really don't get it? You must be stupid to have not noticed them! You were *there*! You issued the lockdown! If it weren't for that, we wouldn't have to do this!"

The clone reaches for a pocket, only to be pushed against an incinerator by Kristos-R. "Lockdown? *What* lockdown?" he demands.

"Ask *them*."

written by Lightning4 on Nov 14, 2012 17:50

"Ohh... yes. But any clone who knew the situation would have done the same thing. Possibly even Friend Computer."

"So. Easter Cycle then..."

I look momentarily confused, though.

"But... how does Corpore Metal factor in?"

I look the clone over at a distance to see if he's cyborg-y. If he isn't, I continue.

"You clearly don't look like a cyborg..."

written by Gligar on Nov 14, 2012 22:07

Incinerator room, A Level, Emergency Bunker C-3

L4-O agrees, but says that anyone else would do the same. At least he can confirm who is behind it.

But what's the Copore Metal angle? This clone is clearly not a cyborg... "Maybe you just can't see them."

written by Cryoburner on Nov 14, 2012 22:56

I climb down Kris-R's legs a bit to see if I can reach the floor plan with my feet. If so, I try manipulating it toward the vent, careful to keep my feet a safe distance from the fan.

written by Lightning4 on Nov 15, 2012 07:47

I sneer,

"Hmph... unlikely, knowing Corpore Metal. You know more than you're letting on..."

I growl,

"...not telling us is not good for your health."

written by Speeder on Nov 15, 2012 11:47

As I see (and hear in Jam PDC?) L4 getting upset, I use the turret to shoot away the foot of the guy.

written by Gligar on Nov 15, 2012 18:22

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R tries one more time, adjusting his grip on Kris-R, and manages to nudge the floor plan with his foot.

The effort, however, causes him to lose his grip and fall towards the fan.

Right into the edge of the floor plan.

The sharp edge cleanly severs one of Cyrus-R's feet (the right one) which is promptly sucked through the grate and torn apart by the fan with a loud grinding noise (audible even over the fan). The rest of Cyrus-R ends up falling onto the floor plan, slamming it against the grate, causing both Cyrus-R and Kris-R to fall to the ground with more than one cracking noise.

Incinerator room, A Level, Emergency Bunker C-3

L4-O doubts that Copore Metal would use inobtrusive or invisible implants; they prefer to have them on show. This means that the clone must be hiding something. This is likely to be unhealthy for the clone.

The turret suddenly fires, hitting the clone's right foot, and causing him to collapse in pain. Of course, there's nowhere for him to go with Kristos-R practically breathing down his neck.

Speaking of Kristos-R, he joins in with, "I suggest you tell us everything. That is, unless you want to volunteer to hold up targets for the Armed Forces. I hear they're testing a new model of tacnuke."

written by Lightning4 on Nov 15, 2012 19:02

I point my blaster in the direction of the clone too, though this kind of overkill is probably unnecessary at this point.

"Better start talking..."

written by Speeder on Nov 15, 2012 19:03

I speak on the PDC.

"Tell him that instead of terminating him we will cut off all his limbs and then leave him near a creche with deranged junior citizens that love pranks."

written by Gligar on Nov 15, 2012 23:29

Incinerator room, A Level, Emergency Bunker C-3

L4-O suggests that the clone start talking. He has his blaster aimed and ready to fire but probably thinks that it's overkill. (But you know what they say about overkill.)

Through the PDC, Speed-Y suggests that they inform the clone that they're actually going to cut off his limbs and leave him outside a creche somewhere, one filled with deranged Junior Citizens who like to pull pranks. (Isn't that basically all of them? Or perhaps he had one in mind? Perhaps one that's close by?)

The clone stammers, "I really don't know anything! Wait... there's Pro Tech and FCCC-P involved... but I really don't know why!"

"Are you sure you don't know any more?" Kristos-R accidentally-on-purpose steps on the clone's injured foot.

"Aaaaaaah! Alright... I think I heard something... something about a Reanimator..."

written by Lightning4 on Nov 16, 2012 01:27

I glance at members of Team Epsilon at the mention of the word "Reanimator"

I go back to focusing on the clone.

"Reanimator, huh? Keep speaking."

written by Jam on Nov 16, 2012 15:20

I consider following Speed-Y's advice to threaten the clone more, but decide to stay quiet, since he's talking...

written by Gligar on Nov 16, 2012 17:33

Incinerator room, A Level, Emergency Bunker C-3

On hearing the word "Reanimator", L4-O glances at the others. Jam-Y also seems to have become interested, choosing not to threaten their captive.

The captive continues: "They tell me things... it started thirty yearcycles ago... trying to bring about this 'Easter cycle' thing... bringing the dead to life! They made the Reanimator project... it was stopped by Troubleshooters... but CRS Sector was all but destroyed.

"But the First Church prevailed. It refined the project, kept going... and now, they're ready."

written by Lightning4 on Nov 16, 2012 19:49

"Hrm. Fascinating... as far as treasonous things are fascinating, anyway. Anything more you'd like to tell us?"

written by Gligar on Nov 16, 2012 22:09

Incinerator room, A Level, Emergency Bunker C-3

L4-O thinks that this is as interesting as treason can get, and wonders if their captive would like to give them any more. No-one else says anything.

"No... I can't..."

written by Lightning4 on Nov 17, 2012 01:07

"Can't? Not a very good answer, that. Keep talking!"

I growl again at the end.

written by Kristos on Nov 17, 2012 02:23

"Ohhhhh, I need a B3..."

written by Cryoburner on Nov 17, 2012 03:26

"What kind of floor plan severs feet?!"

I make a face like... : /

"Now we'll have to climb into the duct and recover all my foot fragments so that we can bandage them together. And we don't even have bandages, so we'll have to use sticky labels. Do we even have enough sticky labels?"

I check whether we have enough sticky labels.

written by Gligar on Nov 17, 2012 15:10

Incinerator room, A Level, Emergency Bunker C-3

L4-O doesn't like their captive's answer. 'Can't' isn't good enough.

His tone changes. "What are you gonna do? Terminate me? They injected me with nanomachines. And I'm sure you know what that means!"

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

It sounds like things aren't going to well in here.

[1243]

The fan might not be a problem any more (though it is still loud), but Kris-R and Cyrus-R are both injured. And seemingly falling below Mandatory Minimum Happiness Level. Kris-R *really* wants that B3 now.

Cyrus-R is more concerned about the whereabouts of his foot, suggesting that they crawl into the duct and retrieve it. But it's in pieces, and they don't have the supplies to stick it together like he wants...

And did I mention all the blood? Because it's all running out of Cyrus-R's leg.

But he doesn't have a chance to contemplate this, as there is a knock on the door. "B3 delivery!"

The door opens - B3 deliveries are permitted to enter without waiting for authorisation, per CPU Mandate 214/B3-1 - revealing a deliverybot, holding two cans of B3 and a form. Yes, another one.

written by Lightning4 on Nov 17, 2012 19:25

I smile a little.

"Yeah. It just means we'll have to kill you again after we kill you the first time. We've had quite a bit of experience killing zombies now."

written by Gligar on Nov 17, 2012 20:34

Incinerator room, A Level, Emergency Bunker C-3

It seems that L4-O does know what that means: they'll just have to kill their captive twice. "And then... what about the nanomachines that escape from me?"

written by Jam on Nov 17, 2012 21:57

"No... If you don't talk, we're going to set you on fire and slowly watch you burn... Do you know how painful it is to slowly burn to death? And we won't even have a zombie to take care of! I guess we'll just have to see if your little nanomachines can survive a blazing inferno..."

"Now we just need to find a blazing inferno..."

written by Lightning4 on Nov 18, 2012 07:46

"I think we can arrange the fire..."

I return to a growl.

"So you had better keep talking then. You're giving clear indication that you still know something. Something we'd like to know."

written by Gligar on Nov 18, 2012 16:39

Incinerator room, A Level, Emergency Bunker C-3

Jam-Y tells the captive that they're not just going to kill him... no, they're going to set him on fire. He doubts that the nanomachines can cope with a blazing inferno... if they could find one.

L4-O thinks that they could arrange for an inferno, but repeats his demand for information.

The captive repeats that he can't give it to them. "You don't understand... I can't because... *him!*"

You know, an inferno sounds nice right about now. And, since this is the incinerator room... and there's the nice big incinerator along with a few smaller ones...

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R continues to bleed. The deliverybot continues to hold its B3.

written by Lightning4 on Nov 18, 2012 20:33

"Him? Who exactly is him? Who, or what is he?"

written by Gligar on Nov 18, 2012 21:18

Incinerator room, A Level, Emergency Bunker C-3

L4-O now wants to know who *he* is. "If I told you, *he'd* kill me. From where he is."

written by Jam on Nov 18, 2012 21:51

"Well, you're going to end up dead no matter what you do, so you might as well talk... I think you'd prefer just simply dying over being thrown in an incinerator, right? So make the smart choice! Go on, tell us..."

written by Lightning4 on Nov 18, 2012 22:18

I look like I'm about to speak, but after what the clone said I simply remain silent and think.

I watch his reaction to Jam-Y's demands, though.

written by Speeder on Nov 19, 2012 13:22⁸⁰⁶

Since there are a "HIM" somewhere, I start to flick all turrets, searching for someone suspicious, like, a mutant...

Also I see if the YELLOW quarters are fully installed.

written by Gligar on Nov 19, 2012 16:20

Incinerator room, A Level, Emergency Bunker C-3

Jam-Y points out that, since the captive's going to die no matter what, he might as well talk. L4-O wants to say something, but ends up waiting to see what's going to happen.

In response, the captive says, "Okay, so I'm going to die. But you won't hear anything else from me!" And with that, he proceeds to punch Kristos-R in the face.

Subnode and Turret Control, B Level, Emergency Bunker C-3

This is seen by Speed-Y as he runs between consoles. The captive's mention of "him" has him flipping between every turret in the bunker, looking for anything suspicious. Like, say, a mutant.

But if the mutant were powerful enough, surely said mutant would know how to stay out of sight?

⁸⁰⁶ SPEEDER: (ooc: my personal computer display is broken, so I might not post sometimes when I can't get near a computer)

[1244]

On the plus side, Dormitory 3 is coming along nicely. The workers are putting the finishing touches into the room and are have called in a jackobot to re-paint the clearance stripe.

written by Speeder on Nov 19, 2012 16:25

I decide to go interrogate the guy myself.

I go in a fast pace, but not fast enough to crash or stumble.

written by Lightning4 on Nov 19, 2012 18:55

I line up a blaster shot, but don't fire yet. I watch to see if things get back under control, first.

written by Gligar on Nov 19, 2012 20:12

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y, it seems, has seen enough. He decides to head down to the incinerator room himself.

Incinerator room, A Level, Emergency Bunker C-3

Kristos-R is knock back by the force of the blow, and becomes dazed... enough time for the captive to launch himself against Jam-Y and do the same to him. By the time Speed-Y arrives, L4-O has the captive in his sights.

This leaves enough space for John-O to enter and check the incinerators. They're all ready to use.

written by Speeder on Nov 19, 2012 20:30

I decide to kick the guy until he leaves Jam.

"Hey, you tell us what we want to know, or I will use the incinerators to burn only your limbs.

And then I will leave you near a creche.

You will know a fate WORSE THAN DEATH.

Also I work at cloneserv and I know a clone that can legally mess with your MemoMax... How about your next clone being born stupid? Or with a annoying mutation?"

written by Kristos on Nov 19, 2012 21:12

I reach up and turn the fan completely off, then try to sign the form or whatever is required to accept the B3. Then I take both B3s and collapse back to the floor, pop one open, and start sipping on it.

Oh, wow, that's a lot of blood.

written by Lightning4 on Nov 19, 2012 23:09

I lower my aim if Speed-Y starts kicking the clone, not wishing to accidentally shoot a higher clearance clone. Again.

written by Gligar on Nov 20, 2012 16:55

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y rushes to Jam-Y's rescue, kicking at the captive several times until he lets up. L4-O deliberately lowers his

aim in the meantime, unwilling to accidentally terminate another YELLOW.

Now that he's here, and since Jam-Y failed to say it, Speed-Y repeats his threat to the captive. "So you want to spread the nanomachines I'm carrying to Junior Citizens? You're more stupid than you look!"

Speed-Y adds that he works in CloneServ, and knows a clone who can mess with MemoMax templates... perhaps their captive's next clone could be stupid, or perhaps a mutant! That'd be fun! "Just try it!"

The captive turns, now seemingly in pain, and lunges at Speed-Y. Seeing this, John-O decides to open the main incinerator, sending a blast of heat, and the sound of fire, through the room. Then he concentrates. This causes the captive to miss and stagger forwards.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R reaches up from the floor and takes the B3s while Cyrus-R passes out from blood loss. That just leaves the form, which Kris-R is just able to reach and sign. "Thank you, citizen," the bot replies, and leaves.

Kris-R finally cracks open his B3 and takes a sip. Aaahhhhh...

written by Speeder on Nov 20, 2012 19:45

"I don't need to spread the nanomachines cutting your limbs, I can remove them this way and the machines with it!"

I attempt to grab the guy and shove a random limb (the easiest one) in the incinerator.

written by Lightning4 on Nov 20, 2012 19:47

I watch the struggle, somewhat worried for Speed-Y's safety.

written by Gligar on Nov 20, 2012 21:28

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y corrects the captive: he's not going to *cut* off his limbs, he's going to burn them off! He proceeds to demonstrate by attempting to shove the captive's left arm into the incinerator.

Of course, the captive isn't just going to let him to that. Instead, he fights back, attempting to shove Speed-Y's *head* in there instead.

written by Jam on Nov 20, 2012 22:20

"Ow, my face! That hurt!"

I feel my face a bit to see if anything is broken.

written by Lightning4 on Nov 21, 2012 01:14

Seeing that the situation has most definitely escalated, I start trying to line up a good shot with the captive clone again.

written by Cryoburner on Nov 21, 2012 01:43

"And we don't even have enough sticky labels!" is what I would say if I weren't passed out and bleeding. I wait, passed out and bleeding, for the opportunity to stop bleeding, and maybe even regain consciousness. I contemplate, in my passed out state, how convenient it would be if someone were to do something about slowing my blood loss, and perhaps flag down that docbot that passed down the corridor a short while ago, and possibly set up my B3 Extra Classic, Extra Fun Size on an intravenous drip to make consumption possible in my unconscious state.

written by Speeder on Nov 21, 2012 11:51

I attempt to grab the guy genitals, the strongest that I can, and shove one of his legs on the incinerator.

Also if it provides the opportunity, I step on the foot I shot before.

written by Kristos on Nov 21, 2012 17:53

I consider Cyrus-R's present inability to enjoy his B3 so I pop it open and pour some on his leg stub. Then I try to use my PDC to request medical assistance.

written by Gligar on Nov 21, 2012 18:19

Incinerator room, A Level, Emergency Bunker C-3

Jam-Y checks his face, and finds blood on there. It seems to be coming from his nose.

Meanwhile, Speed-Y continues fighting back against the captive. Managing to prevent the incineration of his own head, he aims... lower. Now that's just *wrong*... not that Speed-Y would know, since he is too low a clearance to know about that sort of thing. Effective, though. It causes the captive to double over in pain, and allows Speed-Y to step on the captive's wounded foot, inflicting even more pain. The captive passes out. L4-O works on getting his aim back while Speed-Y inserts the captive's leg into the incinerator, where the jumpsuit catches fire almost immediately. But that makes the captive wake up again.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R remains unconscious while Kris-R opens the other container of B3. After pouring some of it over Cyrus-R's stump (most likely causing some pain) he calls for a docbot.

Almost immediately afterwards, his PDC receives a message from the Forms Office, containing the Information Request Form he requested.

written by Kristos on Nov 21, 2012 19:03

"Yes, it's finally here!" I say to Cyrus-R. In jubilation I take a large gulp of Cyrus-R's B3 and pour some on his face. Then I excitedly fill out the Information Request Form and request all RED-clearance information on the suspicious Assembly Line 4 repairs and any strange activity just before or any time afterwards, of course stating my authority and purpose as the leader of a Computer-instated troubleshooter team.

written by Speeder on Nov 21, 2012 20:04

Seeing that things got a little out of hand I get away from the flaming terrorist.

written by Lightning4 on Nov 22, 2012 00:14

I keep my aim on the captive, ready to shoot if he starts getting too close to a more loyal clone.

written by Jam on Nov 22, 2012 14:21

I watch everyone else with amusement... They seem to have things handled!

written by Gligar on Nov 22, 2012 18:19

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells Cyrus-R that the B3 has arrived as he takes a drink out of Cyrus-R's can, and pours some onto Cyrus-R's face. Given previous incidents involving unconscious clones and food, this has a strong probability of causing him to wake up in the near future.

Kris-R turns his attention to the Information Request Form. He fills it out, making sure to explain why he's requesting the information, and also filling out the B3 Question* to a mandatory standard. Finished, he submits it to be processed.

There is a knock at the door.

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y scrabbles away from the captive, whose jumpsuit is still on fire. It doesn't seem to be spreading past his leg, though.

Not that Speed-Y cares. For once again, the captive has hold of his head.

L4-O has him in his sights, and is ready to fire.

Jam-Y just watches, amused.

written by Speeder on Nov 22, 2012 18:31

"Do not grab my head! John please make him release my head."

I try to not get my head (or any body part of mine) on fire.

written by Lightning4 on Nov 22, 2012 19:13

I finally decide that this captive might no longer be worth the hassle, and fire once where I am aiming.

written by Gligar on Nov 22, 2012 22:10

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y insists that he is *not* to be grabbed by the head, and asks John-O to make this not happen.

What *actually* happens is that L4-O makes sure it doesn't happen, by shooting the captive.

Well, it worked...

* There's always a B3 Question. No exceptions.

written by Kristos on Nov 23, 2012 03:16

"Please come in if you are not trouble. If you are trouble, please come in and be shot. Thanks."

written by Speeder on Nov 23, 2012 12:23

I get away a bit from the guy and check if he is dead, if he is I immediately shove him in the incinerator.

If not... I wait.

written by Gligar on Nov 23, 2012 16:45

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells whoever it is to come in if they're not trouble... or even if they are; he'd love something to shoot. The door opens, revealing that it's just a docbot. "What is the nature of the medical emergency?" it asks.

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y checks the captive, and finds him to be alive, but unconscious.

written by Lightning4 on Nov 23, 2012 21:27

"He still alive? If we can get more out of him that'd be great."

I slowly start to approach now.

written by Speeder on Nov 23, 2012 21:56

I pant a bit.

"Put off the fire, and restrain him so he does not try to put my head in the incinerator again.

Then we can continue."

written by Gligar on Nov 23, 2012 22:51

Incinerator room, A Level, Emergency Bunker C-3

L4-O asks about the captive, not knowing that he's still alive. He states that if he is, they could get extra information from him.

Speed-Y seems to confirm it when he tells everyone to extinguish the fire and restrain him. That way they can get whatever info they need.

He hopes.

Kristos-R moves to grab the captive's arms. "Anyone got any handcuffs or something?"

written by Lightning4 on Nov 24, 2012 00:02

I check myself for handcuffs, vaguely recalling I may have some.

If I find them, I approach and hand them to someone closer.

written by Jam on Nov 24, 2012 00:54

I attempt to put out the fire by repeatedly stepping on it.

"Good thing he survived. He definitely knows a lot more than he's telling us..."

written by Speeder on Nov 24, 2012 10:47

"Hey Jam, I think if you scan his head now, he cannot counter it while he is in that state..."

written by Gligar on Nov 24, 2012 16:09

Incinerator room, A Level, Emergency Bunker C-3

Didn't L4-O have some handcuffs? He looks through his stuff. Yes, there they are. He hands them to Kristos-R, who promptly uses them to restrain the captive. Not to Jam-Y, who is busy stamping on the captive's leg, trying to put out the fire (and coincidentally breaking the captive's shinbone).

Once both are done, Jam-Y notes that it's a good thing the captive survived, since he clearly knows more than he is admitting to. Speed-Y suggests that it might be safe to scan the captive's mind while he's unconscious. John-O isn't so sure, though. The captive, he explains, might have received training to resist mental scans even while unconscious. It's rare, but not unknown.

written by Jam on Nov 24, 2012 17:20

"I don't even know if I can extract thoughts when the clone isn't actively thinking about them. I guess I could try though! Hopefully the clone hasn't received special training..."

I attempt to use my mutant power to search the clone's mind for anything interesting, relaying to the rest of the team anything I find.

written by Lightning4 on Nov 24, 2012 19:23

"Just don't let any commie thoughts convert you. Then we'll have to restrain you too..."

written by Speeder on Nov 24, 2012 20:07

"He is loyalty officer, I think he is supposed to know that already..."

But well, it is good to remember anyway.

There are commie danger everywhere, sometimes I think they even might put some sort of commie poison on the B3 to turn everyone into commies."

written by Gligar on Nov 24, 2012 20:46

Incinerator room, A Level, Emergency Bunker C-3

Jam-Y isn't sure if he *can* even read something that a mind isn't currently thinking about, but agrees to try. He hopes that John-O is wrong about the special training.

While he concentrates, L4-O reminds him not to let any commie thoughts infect him. If he did, they'd have to restrain him as well. Speed-Y points out that Jam-Y should already know that, being Loyalty Officer. But it's worth restating. After all, commie influence is everywhere. What if they put something in the B3?

Or even create an *entire new flavour* of B3? Have you heard of borscht flavour, for instance? No, of course not; the flavour was discontinued a few yearcycles ago.

Jam-Y continues concentrating. There's definitely something there, but it turns out that he *can't* read anything that the mind isn't thinking about. But it seems that the clone might be dreaming of something. Something involving... some kind of BLUE gas?

written by Kristos on Nov 24, 2012 22:49

"Most importantly, my subordinate here managed to lose his foot. I believe he inconveniently lost it in several pieces as well. No matter about that; he's bleeding quite profusely and it is making for a rather dangerous work environment, causing the floor to become rather slippery. As you can see, we are having enough trouble standing as it is. Perhaps you can see about reducing the rate of his blood loss to approximately none?"

written by Gligar on Nov 25, 2012 12:06

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells the docbot to do something about Cyrus-R's blood loss before anything else. "I see," the docbot replies. "Cauterisation is required."

It thinks for a few moments, then opts for the simplest approach: a laser. It shoots at Cyrus-R's open wound. Within a few moments, the bleeding stops.

written by Gligar on Nov 25, 2012 16:15⁸⁰⁷

Incinerator room, A Level, Emergency Bunker C-3

The captive stirs uneasily, and seems to be trying to escape his restraints.

While still unconscious.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The docbot turns back to Kris-R. "Do you require my services any further?"

written by Kristos on Nov 25, 2012 20:42

"Excellent! I only have one other request on mind. We seem to have taken damage from a recent fall. Are you able to assess the type and extent of damage to our bodies?"

I follow that up with a sip of Cyrus-R's B3.

written by Gligar on Nov 25, 2012 20:56

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells the docbot that they do still need its services; specifically, can it treat their recent fall damage?

The docbot turns Cyrus-R over and around. Did I mention that it has not used anaesthetic because Cyrus-R lacks

sufficient security clearance? That means that Cyrus-R can feel each and every movement the docbot puts him through. If he wasn't awake before, he certainly is now.

Presently, the docbot says, "Broken bones I can treat. This clone has further injuries which cannot be treated at his security clearance." It moves over to Kris-R and begins the same process.

written by Lightning4 on Nov 25, 2012 21:00

"Wow... he's still fighting back!"

If there's room, I move in to attempt to help restrain the clone.

written by Jam on Nov 26, 2012 01:03

"Hmm... He's dreaming of BLUE gas.... That's a treasonously high clearance dream, and suspiciously similar to the BLUE nanobot-zombie-gas too!"

written by Gligar on Nov 26, 2012 16:07

Incinerator room, A Level, Emergency Bunker C-3

While L4-O moves in to help Kristos-R restrain the captive, Jam-Y notes that the captive's dream - which involves BLUE gas - is suspicious. That gas, for instance, is too close to the zombie gas for comfort.

The captive continues to struggle against his restraints, but he seems to be getting weaker.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The docbot continues operating on Kris-R, who also didn't receive anaesthetic. But that's okay, right? You have to take the rough with the smooth, and enjoy it, because The Computer says it's good for you!

Did I mention that Cyrus-R is awake? And B3-less?

written by Lightning4 on Nov 26, 2012 20:13

Once the captive stops struggling, I release him again.

"Blue gas... that doesn't sound good. But maybe we'll find out more about it from the dream..."

written by Gligar on Nov 26, 2012 21:00

Incinerator room, A Level, Emergency Bunker C-3

Even though L4-O seems to want the captive to stop struggling, he seems to be taking his own sweet time stopping. It takes until L4-O has finished replying to Jam-Y (and pointing out that they might be able to get more from the dream) for the captive to finally calm down.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

After one more painful-looking tweak, the docbot finishes its work. "That will be 320 credits in total."

written by Cryoburner on Nov 27, 2012 04:09

"Arrr!"

⁸⁰⁷ GLIGAR: (OOC: TTTrrriipppllee pppooossttt...)

[1248]

I now notice my awakensness, as well as my uncomfotableness. I then have a look around for my B3 Extra Classic, Extra Fun Size, and attempt to ascertain its level of funness, as well well as its level of classicness.

written by Gligar on Nov 27, 2012 16:43

Incinerator room, A Level, Emergency Bunker C-3

The now-not-struggling captive remains unconscious.

After a moment, Kristos-R suggests, "We should probably try to wake him again."

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R finally realises that he's awake, and grabs for his B3. He notices that Kris-R has , that it is already open, and that some of it is missing. Taking a sip, he notices with satisfaction that it tastes exactly like B3 Extra Classic.

written by Kristos on Nov 27, 2012 18:42

"Did I... OW! Can- OW! you... OW OW OW OW!!! What should I do for Cyrus-Rrrrrrrrrrrrgggg OW!"

...

"Oh, hey, you're awake. You should drink some more of your B3 - it'll make you feel better."

written by Lightning4 on Nov 27, 2012 19:38

"Think Jam-Y will have more luck with him awake?"

I wait a moment for a response from a superior officer.

written by Gligar on Nov 27, 2012 20:36

Incinerator room, A Level, Emergency Bunker C-3

L4-O wonders if perhaps Jam-Y might have better luck with an awake captive? Do either of the YELLOWS know?

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tries to ask the docbot what he should do about Cyrus-R, but he still hurts all over, which kind of gets in the way of his question... so instead, ht "notices" that Cyrus-R is awake, and suggests that he drink some more of his B3.

The docbot replies, "As long as I receive payment for treatment, it does not matter where the credits come from."

written by Kristos on Nov 28, 2012 00:22

"I mean, in consideration for his physical condition, what should I do? As team leader, is there anything I should know? Will he ever be able to hold his head above the standard wall clearance stripe? Will he never again be able to reach a terminal and purchase his own B3? He looks to be in an awful lot of pain. Maybe I shouldn't move his leg like this?" (I demonstrate, grabbing Cyrus-R's shortened leg and moving it around.)

"Perhaps he can no longer eat solid foods but must resort to predigested soylent or nutrient-enriched vatcrap?"

"He is my precious team member so I need to protect him just as the Computer protects us all!"

"And even if he dies this instant, I still am obligated to extensively detailed reports to the Computer so any facts fit for RED clearance would be appreciated."

I make the payment.

written by Gligar on Nov 28, 2012 16:53

Incinerator room, A Level, Emergency Bunker C-3

Since the YELLOWS apparently don't know, John-O speaks up. "I thinks so. I mean, he might be good at blocking but something might still slip through... or, well, I'm sure you know that it's possible to distract someone who is blocking?"

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R clarifies that he actually meant whether Cyrus-R requires special attention after his injuries. Will he be able to stand? Or purchase B3? And... is he in pain? (Apparently so, given how he reacts to Kris-R manipulating that leg.) And dietary requirements? He does pay the docbot, though.

The docbot replies, "Now that you mention it... his blood pressure is very low. This will lead to symptoms such as dizziness and blurred vision unless steps are taken to reduce risk. Further details are beyond your security clearance.

"As for dietary concerns, I recommend that he not be permitted to take part in regular meals. Instead, he should be given smaller amounts of food at a more frequent pace. I recommend VitaYum Meal Substitute Bars for the purpose."

written by Lightning4 on Nov 28, 2012 17:36

"Well, we could sing loyalty jingles full blast. That's pretty distracting to a treasonous clone..."

"What else... hmm..."

I think for a bit.

written by Cryoburner on Nov 28, 2012 19:31

I move my leg away from Kris-R, and respond to his suggestions...

"I'm thinking we should set up that intravenous drip. You know, that one I didn't tell you about? Right after we build that fume hood. We were building a fume hood, weren't we? Things are kind of hazy. I just remember ordering B3, and then drawing up the schematics for a fume hood with the aide of twenty-three esteemed scientists from across the complex, and after three month-cycles of arduous work, the plans were finally completed, and then the B3 arrived, so we had a B3 party, but one of the scientists was really a spy, and turned up the fan speed causing the fume hood schematics to get pulled into the fan blades and destroyed, which wasn't ideal, since we only had one copy of them. I think I remember the basics of how it went together though. It required a chainsaw. Or a cutting torch. Both maybe, welded together? In any case, I somehow injured my foot after that, undoubtedly doing something heroic. I think it

might have involved jumping onto the roof of a speeding transbot, which was also burning. Or maybe it was just somehow caused by the edge of a really sharp floorplan, much like that one over there with the blood on it. I'm pretty sure it was the transbot though."

I have a sip of my B3.

written by Gligar on Nov 28, 2012 20:25

Incinerator room, A Level, Emergency Bunker C-3

L4-O suggests that, as a distraction, they could sing loyalty jingles at full blast; those are distracting, right? John-O agrees that that will work.

L4-O keeps thinking. Perhaps there is some other method he overlooked?

Nah, probably not.⁸⁰⁸

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Though clearly delirious from blood loss, Cyrus-R responds, suggesting the intravenous drip that Kris-R has no way of knowing about unless her were some kind of treasonous mutant who could read his mind or something.

But first, the fume hood. He can't remember, so the details come out garbled, but he paints an epic tale of himself and a bunch of scientists coming up with the designs for a fume hood, only for them to lose said plans to the fan. He claims that his foot was lost due to an accident, probably involving a transbot...

Or maybe he's just B3-deprived. He sips it. It works, slightly. (Whether one could replace the blood in your veins with B3 is still the subject of some study by some in R&D. Results are... still a long way off.)

"Relax, citizen," the docbot tells him. "Get a Vita-Yum. You will feel better."

written by Kristos on Nov 29, 2012 04:17⁸⁰⁹

"You heard that, Cyrus-R. Go get some VitaYum meal bars. Docbot's orders. While you're doing that I'll lay here and re-cooperate - I seem to have injured myself."

I suddenly have a vision of VIOLET-skinned Cyrus-V working with twenty-three esteemed scientists on a fume hood. "Creeping compnodes! I'm loosing my mind!" I begin chugging down the rest of my B3.

written by Cryoburner on Nov 29, 2012 14:13

"That seems like an excellent plan. You never can be too careful when Vita-Yum meal substitute bars are involved."

I begin dragging myself out into the corridor.

⁸⁰⁸ GLIGAR: (OOC: +1pp to L4 😊)

⁸⁰⁹ KRISTOS: (OOC: Haahaaaaaaaahahaha*gasp*haaaaaahahaha! Cryo, you have me busting up laughing now!)

written by Gligar on Nov 29, 2012 18:21

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells Cyrus-R to comply with the docbot and go get some Vita-Yum bars while he recuperates from his injuries (and the image of a VIOLET Cyrus working with scientists - that last one has him worried for his own sanity!)

Cyrus-R decides that Kris-R's resting might be a good idea, and sets about getting them. By crawling into the corridor, presumably to find a vendobot.

Remember, though, that there are none *in* the corridor.

written by Lightning4 on Nov 29, 2012 19:34

I decide to start searching the clone for anything interesting, since he's unconscious again.

written by Gligar on Nov 29, 2012 21:57

Incinerator room, A Level, Emergency Bunker C-3

At a loss, L4-O decides to actually do something and checks through the captive's jumpsuit. Amongst the usual ME Card, PDC, Tella-O hand mirror et cetera he finds a small spool of tape. That kind of looks familiar, don't you think?

written by Cryoburner on Nov 30, 2012 13:09

I look down the corridor in either direction, checking for any doors that I might have not yet passed through. If I notice any such doors, I begin crawling in their direction.

written by Lightning4 on Nov 30, 2012 16:39

"Hmmm..."

I inspect the tape a little closer...

written by Gligar on Nov 30, 2012 18:12

Incinerator room, A Level, Emergency Bunker C-3

L4-O looks at the tape a little closer. There's no label on the spool, but the tape itself is remarkably similar to the ones used to restart the compnode: brown on one side, and shiny with multicoloured reflections similar to one of those ancient optical discs on the other. Only... now that he can look closer, he can see that the shiny side seems to be layered, and the layers stack far deeper than the thickness of the tape.

Holographic tape...

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

A crawling Cyrus-R looks for more doors to explore. He finds one that's open, which seems to lead to a break room or a cafeteria or similar.

written by Lightning4 on Nov 30, 2012 18:57

"That's... interesting. We should see what's on this... or if it's stolen or something."

I give it another glance, but give up quickly since it's unlikely I'll find anything else of note with my eyes alone.

[1250]

I put it away safely so the clone can't see it when he wakes up.

written by Gligar on Nov 30, 2012 22:23

Incinerator room, A Level, Emergency Bunker C-3

L4-O decides that tape warrants further investigation - it might be stolen, for instance. At any rate, they should see what's on it. And for that, they'll need more than just eyes...

He pockets the tape, just as the captive begins to groan.

written by Gligar on Dec 01, 2012 16:11

Incinerator room, A Level, Emergency Bunker C-3

The captive lifts his head and looks around. "I'm still not-urgh... not telling you anything..."

The room's turret makes itself known once again. Apparently it's still set to do so.

"As if that'll make me talk, hehehe..."

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R contemplates the cafeteria.

While he does that, a scrubot trundles down the corridor. It's using a long attachment to clean the ceiling.

written by Lightning4 on Dec 01, 2012 20:11

I make sure I'm not in the path of the turret's laser.

"Are you sure? These turrets are probably pretty old... I would bet they don't kill quite as efficiently as the turrets you're accustomed to."

I intensify my glare at the captive.

"In other words, I think it will hurt. A lot. You might not even die... you might just experience a whole lot of agony."

written by Gligar on Dec 01, 2012 21:15

Incinerator room, A Level, Emergency Bunker C-3

L4-O points out that the turrets here are probably pretty old and wouldn't kill him right away... no, it'd probably be... painful.

"Just try me!"

The turret suddenly swivels round and a RED light illuminates, indicating that the turret is live. A voice booms throughout the bunker: **"Troubleshooters! A Commie Mutant Traitor has been detected. Why has this situation not been rectified?"**

If anyone was asleep before, they aren't now.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The scrubot continues down the corridor, brushing past Cyrus-R. Its attachment collides with a pipe on the ceiling, dislodges itself from the scrubot, and falls on Cyrus-R's already injured leg.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The docbot asks, "Are my services still required? If not, I have other calls to attend to." It begins trundling to the door.

written by Kristos on Dec 01, 2012 23:18

"That is all. Thank you for your services."

I take three more sips of B3.

written by Lightning4 on Dec 02, 2012 01:34

"Ah, Friend Computer! We have the situation under control... we are finding out what this traitor knows."

"He's been helpful... to a point. He still knows more and isn't quite willing to give in, yet..."

I glare at the traitor.

written by Gligar on Dec 02, 2012 15:31

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R assures the docbot that it is no longer needed, and gets back to his B3. The docbot heads off.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

It pauses as it passes Cyrus-R. "Perhaps a method of locomotion other than crawling will be of benefit to you."

Incinerator room, A Level, Emergency Bunker C-3

L4-O assures The Computer that everything is under control and that they are simply finding out what the captive knows. He's just not being co-operative. **"What have you learned so far?"** inquires our mutual friend.

"Nothing!" the captive replies defiantly. Kristos-R punches him in the face, saying "Speak when spoken to, commie!"

"I need not remind you," The Computer continues, **"that termination is authorised - and encouraged - in this instance. That is, unless your captive is willing to step into the incinerator of his own free will?"**

written by Lightning4 on Dec 02, 2012 20:40

I glare at the captive.

"You heard Friend Computer. Don't make us push you in."

"As for your inquiry, Friend Computer, I'll relay what we he said shortly. Once this traitor has been taken care of..."

written by Gligar on Dec 02, 2012 20:58

Incinerator room, A Level, Emergency Bunker C-3

Reinforcing Friend Computer's suggestion, L4-O tells the captive to get a move on as he wouldn't want to be forced into the incinerator, would he?

Slowly, the captive gets to his uninjured foot, turns towards the incinerator... then turns back and kicks L4-O in the chest with his injured foot!

“Citizen!” Our Mutual Friend bellows. **“Comply immediately! Failure to comply will result in summary execution!”**

written by Lightning4 on Dec 03, 2012 00:14

I recoil a bit and try to regather myself.

If I manage to regather myself, I try to boot the traitor into the incinerator without ending up in there myself.

written by Jam on Dec 03, 2012 09:07

I try to help L4-O push the traitor into the incinerator.

written by Gligar on Dec 03, 2012 18:00

Incinerator room, A Level, Emergency Bunker C-3

Since the captive is still reluctant to happily step into an incinerator just because Friend Computer told him to do so...

Yep, he needs encouragement. By which I mean clones to push him. Luckily, there are several such clones present. Two of them - L4-O and Jam-Y - decide to do just that: help him comply with Friend Computer's orders. This is slightly hindered by the fact that L4-O has fallen to the floor, and has to stand up again, wincing from the pain but with the voice of his drill instructors running through his head.

Together, the clones begin to push. Needless to say, the captive fights back, but to little effect.

Soon, he is pushed into the incinerator... wow. NO clone should be able to scream like that.

written by Lightning4 on Dec 03, 2012 21:38

I back away from the clone and incinerator as quickly as I am able. I look for a way to close the door as well, and do so once nobody else but the clone is in there.

“Well. That's been taken care of!”

I check for any injuries I sustained from that clone, probably nothing serious, but it doesn't hurt to look.

written by Gligar on Dec 03, 2012 21:57

Incinerator room, A Level, Emergency Bunker C-3

Pleased that the captive has been taken care of, L4-O steps back and checks himself over. Nothing serious, but *wow* does it hurt.

“Good,” The Computer says. **“Are you now ready to answer my question?”**

written by Cryoburner on Dec 03, 2012 22:35

“Arrr...”

I say, in response to having a dislodged pipe impact my leg.

“Arrrrrrr...”

I then respond to the Docbot's suggestion.

“I suppose I probably *could* ride on top of you, now that you've suggested it.”

For the moment I have a quick look at the fallen pipe, and so long as it's about the right size, and doesn't look as though it will horribly skewer me or anything, I attempt to use it as a crutch, and try standing with it.

written by Lightning4 on Dec 04, 2012 01:12

“Indeed, Friend Computer. He helped elaborate on a few things we already know. Apparently there's this... Reanimator Project that several groups are involved in. Pro Tech, FCCC-P, Corpore Metal is also seemingly involved.”

“Apparently there was this ‘Easter cycle’ church that tried to make the Reanimator project some yearcycles ago... in some sector. But apparently this church survived. And they're reactivating Reanimator.”

I look concerned.

“Some F-class mutants may be involved as well. He suggested that one of them possesses the power to kill him at great range. We witnessed this ourselves with another clone, an Ex-BLUE that posed as our debriefing officer. He spontaneously caught on fire.”

I look more concerned.

“They're trying to kill me because I called the lockdown.”

written by Gligar on Dec 04, 2012 16:00

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R cries out as he realises what just hit him, and replies to the docbot. Apparently, he was under the impression that the docbot was offering him a ride...

No matter. There is, after all, the pipe... or rather, he thought it was a pipe. It turns out that, instead of the attachment dislodging the pipe from the ceiling, the pipe dislodged the cleaning attachment from the scrubot. The scrubot, incidentally, doesn't seem to have noticed that its attachment is missing, and continues down the corridor.

Looking at the attachment, Cyrus-R can see that it is long enough that he could use it to stand upright.

The docbot continues on, apparently ignoring Cyrus-R.

Incinerator room, A Level, Emergency Bunker C-3

L4-O agrees that he is ready, and gives his report concerning the “Easter Cycle” and “Reanimator”. After a moment, he adds a possible connection to some Class F Mutants.

“I see,” The Computer replies. **“This is troubling news. I have one question: how did you know that your debriefing officer was impersonated?”**

written by Speeder on Dec 04, 2012 18:01⁸¹⁰

“Because Rapt-G claimed to be our real debriefing officer.”

Then I think a bit.

“Unless Rapt-G was the impersonating guy one...”

I look confused.

⁸¹⁰ SPEEDER: (ooc: sorry! couple of issues piled up, including laptop that refuses to work anymore, and too much work)

[1252]

"Who we should trust? Our briefing officer that we saw exiting a elevator in a kinda suspicious manner with a flamethrower in hand or the debriefing officer that had higher clearance and tried to kill L4?"

written by Gligar on Dec 04, 2012 20:34

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y answers Our Friend by saying that Rapt-G claimed to be the real debriefing officer.

But now that he thinks of it, that could make *Rapt-G* the impersonator. Who do they trust, the GREEN who appeared in a lift with a flamethrower or the BLUE who tried to terminate L4-O?

"Your doubts indicate unhappiness, citizen," is the reply. "Both citizens hold higher clearance than you, and can therefore be trusted. You are required to review debriefing officer recognition protocols before the next mission. Thank you for your co-operation."

written by Speeder on Dec 04, 2012 20:36

I look even more confused.

"I see... sorry, my mistake for forgetting those protocols."

Then I whisper into Jam ears.

"Hey... do you remember where I can read about those protocols?"

written by Lightning4 on Dec 05, 2012 01:06

"Well, I do have doubts about the ex-BLUE, but that's because of the whole trying to kill me thing. And the whole threatening to kill a Junior Citizen thing."

"That's pretty much treason and extremely treasonous treason. So I believe Rapt-G..."

written by Gligar on Dec 05, 2012 16:53

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y's confusion gets worse even as he apologises. Er, does Jam-Y know where he can read up on the protocols?

L4-O also admits to having doubts. In his case, it's because the former BLUE, you know, tried to kill him and threatened a Junior Citizen. He's siding with Rapt-G.

"I understand your doubts, citizen. Choosing a citizen who has not visibly committed treason is preferable to choosing one who has definitely committed treason. Is there anything else you would like to discuss?"

written by Speeder on Dec 05, 2012 17:34

"Friend computer..."

May I request more data on the subject that is pursuing us?

I mean, since the subject keeps pursuing us, then it makes sense that we pursue the subject back, and fix down whatever conspiracy that wants to reanimate the reanimator project.

Mostly I am interested in any data you find appropriate to me, that has clones, secret societies and this whole incident related, I would be greatly happy to figure how so much societies ended in this single treasonous project."

written by Lightning4 on Dec 05, 2012 17:38

"Anything I can read would be wonderful too... we're in this investigation together, it seems."

written by Gligar on Dec 05, 2012 20:01

Incinerator room, A Level, Emergency Bunker C-3

It seems that Speed-Y does have something else. Specifically, he wants information regarding the Reanimator Project. L4-O also seems interested.

"You are in error, citizen. Queries relating to the 'Reanimator project' require Security Clearance [DFSR] to even contemplate. You are fined 50 credits for asking the question. That is all."

written by Speeder on Dec 05, 2012 20:30

I turn to L4.

"Your question was wiser.

And mine was very stupid for some reason...

I feel like if I argued about this before...

Did I?"

written by Lightning4 on Dec 05, 2012 21:06

"It's probable. I guess we're dealing with some very treasonous stuff here. We need to tread lightly if we are to investigate and terminate..."

written by Gligar on Dec 06, 2012 17:45

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y feels stupid. He has to admit that L4-O's question was the better one. He also thinks that they might have discussed this before. L4-O points out that it's probable, and that they're dealing with something big. They must be careful.

There is an awkward silence for a moment.

Kristos-R breaks it. "Well... if there's nothing else I'm needed for, I'll head back to my work crew. We'll never get the dormitory done at this rate."

written by Speeder on Dec 06, 2012 17:59

I nod.

"Yes yes... I think we will need that dormitory done..."

I will head now to the subnode and see what changes were made, of course changed that I can see with my clearance.

Anyone else objects or needs me?"

written by Gligar on Dec 06, 2012 20:09

Incinerator room, A Level, Emergency Bunker C-3

Speed-Y gives Kristos-R the all-clear to get back to work, and decides that he's going to check up on the subnode, and see what's been done to it (if he can even access any changes, at least). Unless anyone needs him?

Nobody replies. Kristos-R leaves the room.

written by Lightning4 on Dec 06, 2012 20:18

I present the tape that I confiscated from the clone.

"Now, we just need to figure out what is on this..."

written by Speeder on Dec 06, 2012 20:26

I look at the tape.

"Oh... I think I know how to read those."

I try to remember where the tape player is.

written by Kristos on Dec 06, 2012 21:46

I take four more sips of B3.

written by Gligar on Dec 06, 2012 21:54

Incinerator room, A Level, Emergency Bunker C-3

L4-O shows Speed-Y the tape he took from the captive, reminding him that they need to find out what it contains... something that Speed-Y seems to be familiar with. All he needs is a player... didn't they get one installed in the meeting hall after the commie incident?

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R continues to sip his B3. He realises that the fan is still roaring away. Perhaps he can do something about it when he feels a little better... which should be soon; this B3 is working wonders for his morale.

written by Lightning4 on Dec 06, 2012 22:16

I put the tape away again.

"Hmm. That's good then. If you know where a reader is, we should go find it quickly."

written by Speeder on Dec 07, 2012 11:35

I smile brightly.

"Everyone, back to meeting hall!"

written by Gligar on Dec 07, 2012 16:15

Incinerator room, A Level, Emergency Bunker C-3

Putting the tape away, L4-O states that they'll need to find a tape player. He is, of course, unaware that Speed-Y already knows where to look*: the meeting hall. Speed-Y tells everyone that that is their destination.

* unless he's secretly able to read Speed-Y's mind or something. But that would be treason.

written by Lightning4 on Dec 07, 2012 18:37

I start walking towards the meeting hall, but keep pace to make sure I don't leave anyone else behind.

written by Speeder on Dec 07, 2012 19:52

I go back to the meeting hall too.

No race this time...

Oh wait...

Instead I go to the compnode, to turn off those turrets!

written by Kristos on Dec 08, 2012 05:19

I feel so bursting with morale that I take four more sips of B3 and then attempt to stand up, access the terminal, and set the fan to speed zero.

written by Gligar on Dec 08, 2012 16:34

Corridor A2, Emergency Bunker C-3

With L4-O in front, the team heads back to the stairs. A quick glance down the corridor shows that the HPD&MC crew is once again working on the dormitory.

Stairwell, Emergency Bunker C-3

As the team passes B Level, Speed-Y realises something: the turrets are still active. He lets the team go on ahead so he can stop off at the subnode to turn them off.

Subnode and Turret Control, B Level, Emergency Bunker C-3

As he does so, Speed-Y notices that one of the turrets is located in Dormitory 3. Its console is showing Kristos-R directing a couple of the work crew in setting up a jackobot. It seems to be equipped to paint something.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R takes a few more sips of B3 before pulling himself to his feet. Slowly, he gets to the terminal and dials up the fan app, setting the speed to zero. Gradually, the fan goes quiet.

written by Lightning4 on Dec 08, 2012 20:01

I continue back to the meeting hall, keeping an eye out for anything out of the ordinary or otherwise suspicious.

written by Gligar on Dec 08, 2012 21:02

Corridor C1, Emergency Bunker C-3

L4-O continues leading the rest of them towards the meeting hall. As he walks, the door to the cloning station opens, revealing a scrubot, which exits and starts cleaning the corridor.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Hmmm, looks like this blood loss is making standing up a chore. Cyrus-R seems to have tried but became dizzy and fell back down again.

written by Kristos on Dec 08, 2012 21:18 "Oh, Scrubot!"

Yay! Fan off! I am somewhat afraid to try to move the plan and re-enable the fan so further testing will have to wait.

My morale is now guiding me to see how Cyrus-R is faring, and perhaps help him on his quest.

written by Cryoburner on Dec 09, 2012 07:08

boink

"I need more energy!"

Taking my cleaning attachment with me, I crawl into the break room, or cafeteria, or similar.

written by Lightning4 on Dec 09, 2012 10:55

I look at the scrubot for a moment as I pass, then continue back towards the meeting hall.

If I make it there, I start looking for the tape player.

written by Gligar on Dec 09, 2012 15:34

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Pleased that the fan is now off, Kris-R decides to suspend testing for now. Perhaps he could go and see what Cyrus-R is doing. Wasn't he getting some Vita-Yum bars?

He heads into the corridor.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

It turns out that Cyrus-R hasn't yet made it to the break room/cafeteria/whatever. He's getting there, though. He's crawling along the ground, but it looks like he tried to use what looks like a long scrubot cleaning attachment to stand up. Clearly, it wasn't successful.

If only he had the energy to get through the break room door...

Meeting hall, C Level, Emergency Bunker C-3

L4-O, on the other hand, has plenty of energy. He and the rest of the team have made it to the meeting hall, and L4-O is looking for that tape reader. He finds the machine set into the wall near the vidscreen.

written by Cryoburner on Dec 09, 2012 17:58

"Strange... I could have sworn that this door was open the last time I looked at it, allowing me to ascertain that it belonged to a break room, or cafeteria, or similar."

I look at the door again, to see whether it is in fact open, and I'm just unable to get through for some other reason, or if it's been closed in the mean time, or if I just don't have enough energy to pull myself through the open doorway. Or maybe it's one of those fancy transparentlyke doors, that allow one to see inside, but not actually get inside without opening them first...

In any case, I also check whether the scrubot is still around, and if so, call out to him.

written by Gligar on Dec 09, 2012 20:01

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Okay, riddle me this. How can Cyrus-R have the energy to talk normally but not the energy to go through an open door?

But enough of that. He seems to expect the scrubot to still be around, but it's already moved on. Oh hey, there's Kris-R, though.

written by Lightning4 on Dec 09, 2012 21:30

I take out the tape, and look at the tape and the player for a few moments to determine how it goes on.

Once I figure that out, I put it in and attempt to play it.

written by Kristos on Dec 10, 2012 09:29

I noticed Cyrus-R squirming on the floor. "Don't do that! You'll fall below mandatory hygiene requirements!" I attempt to help Cyrus-R to his feet and bring him through the doorway.

written by Speeder on Dec 10, 2012 12:40

I turn off the turrets, and return to the meeting room.

HAPPILY.

written by Gligar on Dec 10, 2012 17:25

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R decides that Cyrus-R shouldn't be crawling around like that for hygiene reasons, and goes to help him up. He's able to guide Cyrus-R into the... let's just call it a cafeteria... and get him to a seat.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Or at least it serves as one. A bank of vendobots along one wall allows clones to choose food and drink, and then they can go eat at one of the tables. Everything is decorated in shades of RED.

Meeting hall, C level, Emergency Bunker C-3

By the time Speed-Y arrives, L4-O has attempted to play that tape. He seems to be having a little trouble with getting the tape aligned properly through the head block, though. These dual blocks are more tricky to work with than they look.

written by Speeder on Dec 10, 2012 17:29

I go over there like the

TAPE MASTER (there was not a vidshow with that name? humm... I think it was too old for me to remember no? I wonder if there was some random technician that used to watch it near my creche...)

and do my tape related stuff, like the comnode reboot stuff.

written by Lightning4 on Dec 10, 2012 21:00

I just simply allow Speed-Y do whatever he can do. If he needs assistance or misses something that I spot, I try to help or correct it.

written by Gligar on Dec 10, 2012 21:43

Meeting hall, C level, Emergency Bunker C-3

A memory surfaces in Speed-Y's mind. An old, old vidshow... weren't they showing re-runs of it when he was in the crèche? That would be... what, twenty yearcycles ago? At least! But what would a five-year-old be doing watching Tape Master? Oh yes... they sometimes used those old vidshows to show what various jobs did. If nothing else, it showed him how to handle a tape properly. And by "properly" I mean in the most awesome way imaginable.

Of course, that was twenty yearcycles ago. Speed-Y can't exactly remember all the awesome stuff he saw in that episode. But he still knows how to handle a tape! And he knows just what to do when confronted with a dual head block. In next to no time, he has the tape mounted and ready to go. And L4-O just... watches. I guess he never got to see that vidshow.⁸¹¹

As soon as he hits play, the vidscreen powers up, displaying an R&D logo - an old looking one at that. A voiceover says, "The contents of this tape are subject to Lockdown Protocol 34.06z, and should not be accessed except under strict supervision by senior members of Project Reanimator..."

written by Kristos on Dec 10, 2012 21:28

"Cyrus-R- The greatest role of a leader is a servant. First, to serve the computer. Second, to serve the team. That service usually comes in the form of barking orders. But today, just today, I will get your food for you. You wanted VitaYum bars, right?"

written by Lightning4 on Dec 11, 2012 00:15

I look concerned and lower my voice.

"Uh oh. Do you think we should stop now? I'm not sure we should be watching this..."

written by Cryoburner on Dec 11, 2012 03:07

"Yes, you should make yourself useful and bring me some of those. All in the name of service." : 3

While I wait, I have a better look at my cleaning attachment. Is it just a tube? Is there a brush or other cleaning mechanism attached? Is there anything inside the tube? Does it have a flavor?

written by Speeder on Dec 11, 2012 11:35

I turn to L4.

"I don't see a clearance stripe there... Do you?"

Project Reanimator is defunct, I don't think those rules still apply. And we are not R&D anyway."

But I turn off the video.

"But first we have to be sure that ONLY Friend Computer is watching, we don't know who we can trust."

I scoot to the security station.

written by Gligar on Dec 11, 2012 15:33

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R states that, as Team Leader, he is, first and foremost, a servant, both of The Computer and of the team. And although that usually means that he gives them orders, right now he's willing to help Cyrus-R get his Vita-Yum bars.

Cyrus-R says that Kris-R should "make himself useful" while he has a look at this cleaning attachment. Essentially, it's a broom with a hollow handle, through which cleaning fluids can be pumped. The broom's bristles are also hollow, allowing for even application of cleaning fluid. From the stinging sensation Cyrus-R experiences when he touches the bristles, it is likely that there is leftover cleaning fluid present. Tasting is not recommended unless you want holes in your tongue.

Meeting hall, C level, Emergency Bunker C-3

L-O becomes worried. He is unsure that they should even be watching this tape. Speed-Y attempts to reassure him by pointing out that there is no clearance stripe visible, and anyway, Project Reanimator is long dead. Still, it's a good idea to make sure that no untrustworthy clones are watching. He stops the tape and heads to the control room.

Concourse C1, Emergency Bunker C-3

He's stopped in the concourse by Kristos-R. "Hello again sir! I just thought I'd tell you that our jackobot is applying the clearance stripe down in the new dormitory. Once it's done, we'll be finished."

written by Speeder on Dec 11, 2012 16:46

I smile happily!!!

"Oh, thanks!"

I head into the security station.

I see if I can fiddle with the cameras, just like I did one other time, to only allow people on this station or of particularly high clearance to see the video feed of the meeting hall camera.

written by Lightning4 on Dec 11, 2012 18:35

I simply... sit around.

After rapidly getting bored of that, I take a look around the meeting hall for anything out of the ordinary. Can't be too careful.

⁸¹¹ GLIGAR: (OOC: +1pp to Speeder. It's only right 😊)

written by Gligar on Dec 11, 2012 20:05

Control room, C Level, Emergency Bunker C-3

Speed-Y enters, and immediately begins to... what, exactly? It looks like he's attempting to replicate the stunt he pulled during the commie invasion, where he locked the camera feeds to the highest security level... of course, back then he had a template he could use to tell the system "make it like that". But he's having problems remembering the details of the template...

Meeting hall, C Level, Emergency Bunker C-3

And of course, L4-O has nothing much to do right now. He decides to check for anything out of the ordinary. He quickly finds that nothing has changed since he was last here.

written by Speeder on Dec 11, 2012 20:11

I get upset.

And then more resolute, I focus on it like if there was nothing else in the world and try again.

written by Kristos on Dec 11, 2012 21:59

I walk over and see what amazing food products are present.

written by Gligar on Dec 12, 2012 17:39

Control room, C Level, Emergency Bunker C-3

Upset that he can't remember* about that template, Speed-Y tries again, attempting to block out everything else... there's a mutation for that, isn't there? (Speed-Y doesn't have it, though. It'd be obvious if he did.)

Eventually, some details come to mind, and he rushes to implement them. To be honest, he's... not entirely sure this will work, but it seems to match what he remembers.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While Cyrus-R continues sitting and generally doing nothing, Kris-R investigates the vendobots. Several of them offer food; from Cold Fun to Hot Fun to algae chips... and yes, Vita-Yum bars are there too. Several varieties, in fact: Original, Extra Original, New Original, New Fun, and some varieties Kris-R doesn't even recognise.

written by Speeder on Dec 12, 2012 18:02

I return to the meeting room.

"Done!"

And happily press the play button.

written by Gligar on Dec 12, 2012 20:10

Meeting hall, C Level, Emergency Bunker C-3

Returning to the meeting hall, Speed-Y announces that he has completed his task and starts the tape again. The

* Perhaps he is unaware of the idea of self-redacting information? It came about as [DFSR] mutation, in particular, [DFSR]. But [REDACTED] important. Or perhaps the idea of self-redacting information is itself self-redacting.

vidscreen displays the same R&D logo and the voiceover continues its warning, stating that unauthorised viewers should report to the nearest termination centre.

After that, the display changes, displaying another logo and a jaunty tune, which slowly fades into what seems to be a vidlog. An R&D clone appears, standing next to a table. "Trial sixteen, first entry," he says. "It's taken us long enough already, but we think we've finally cracked it: the ability to bring clones back to life! We're about to begin trials of the new batch... nanomachine strain Beta-16 will be injected into the body of Subject 16-1. If all goes well, life and motor functions will be restored, as well as partial brain function..."

written by Lightning4 on Dec 12, 2012 20:34

I watch silently, but look around occasionally to make sure nobody else has joined in that shouldn't be here.

written by Speeder on Dec 12, 2012 20:54

I just keep myself deeply absorbed by the video

written by Gligar on Dec 13, 2012 18:22

Meeting hall, C Level, Emergency Bunker C-3

Not much is said as the video entry ends. L4-O sneaks in a quick look around to discover that no-one else has entered the room.

The video continues into a new entry. The screen changes to show the same scientist, only he is now accompanied by what seems to be a dead body. "Trial sixteen, second entry: Initial trials were successful in restoring motor function, though the brain had begun to atrophy before we acquired the body. This means that the nanomachines need external fuel - that is, our reanimated clone requires nourishment. We're now trying to figure out the best way to provide that nourishment... some of the other suggest taking it to the nearest food hall..."

The scientist injects something into the body, and it twitches. Just before the video fades to black, the corpse sits up.

written by Speeder on Dec 13, 2012 19:36

I still stare at the video.

"Why I fell somewhere along the line this will go really wrong?"

Also I wonder why our contact with Reanimator started with Cryo, what that guy had in special?"

written by Lightning4 on Dec 13, 2012 21:34

"Maybe they did some trial nanomachine leaks or something... find the nearest dead body, and infect it..."

written by Gligar on Dec 13, 2012 22:55

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y speaks up, guessing that things will become bad at some point. And what was with the whole Cryo business? L4-O suggests that they may have run additional tests by infecting random bodies.

The tape continues. The scientist is back; the corpse is not. "Trial sixteen, third entry. It seems that taking Subject 16-1 to the food hall was a mistake: a riot broke out, for reasons unknown, during which Subject 16-1 discovered its primary fuel source: cloneflesh, and... brains. The subject was destroyed by Internal Security and an attending Troubleshooter team." The scientist pauses. "There is the possibility that some of 16-1's nanomachines may have detected the unsuitability of their subject's destroyed body, and... migrated. We will have to liaise with the MEMPRESSION maintainers to track it. In the meantime, we have work to do: find an alternate power source, and find more subjects. And... maybe we can work on getting the brain functioning properly."

The screen goes black again.

written by Lightning4 on Dec 14, 2012 00:04

"Well... I guess that explains that. Though... I thought this was many yearcycles ago. So they must've been doing new testing in the sector."

"Unless there's nanomachines just... floating around out there."

written by Gligar on Dec 14, 2012 16:13

Meeting hall, C Level, Emergency Bunker C-3

L4-O comments that Speed-Y's question has been answered. But that would mean that, since the tape was made some yearcycles ago, there have been recent Reanimator tests... or perhaps there are still dormant nanomachines floating around.

The tape continues with a different, YELLOW, scientist. "Trial sixteen, fourth entry: There's been a security breach. Somehow, a group of secret societies got hold of some of the reanimator nanomachines... I don't know why they'd work together, but Johan-G has been terminated for treason. I'm in charge now. We've been ordered to move to CRS Sector and continue tests there... apparently, the B4 Project has some spare test subjects."

The video goes black again.

written by Lightning4 on Dec 14, 2012 21:18

"Hmm. CRS sector... that clone mentioned it. Some kind of disaster happened there. Secret societies and troubleshooters were involved..."

written by Cryoburner on Dec 14, 2012 21:29

Noting that Kris-R seems fixated on the vendobots, I try prodding him a few times my cleaning attachment, if he is within range. It's inefficient to have clones examining things too carefully after all, especially when my meal is involved.

written by Gligar on Dec 14, 2012 21:48

Meeting hall, C Level, Emergency Bunker C-3

CRS sector... L4-O has heard that before. Didn't their captive mention that something had happened there?

The video continues in a new location. The scientist is walking down a corridor in a busy building. "Trial sixteen, fifth entry: We're now set up in CRS Sector R&D. As mentioned, the B4 Project has all the test subjects we need." He stops, indicating a window looking into a room, in which a number of clones are being restrained. Some of them are thrashing about rather violently in response to something. "But that security breach remains a problem; we don't know what happened to that canister of nanomachines that was stolen. I, for one, hope that nothing happens to it... those canisters can be rather fragile if handled improperly."

Once again, the video fades to black.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R suddenly realises that Kris-R seems to be taking his time, despite the fact that it has been less than a couple of minutecycles, and pokes him. Hmmm, I'm sure that's Insubordination Code J or similar...

written by Gligar on Dec 15, 2012 17:26

Meeting hall, C Level, Emergency Bunker C-3

The video continues with the same scientist. The room with the test subjects is still visible, but is now empty. "Trial sixteen, sixth entry: We believe we know who stole the nanomachine canister, and it's not ... er, I mean, I am HAPPY to report it! For some reason, it seems that several societies have banded together on this one: Pro Tech, FCCC-P, Sierra Club... even the Romantics have a stake. They seem to want to try to create something called the Ea—"

A voice from off-camera interrupts. "Sir? The Troubleshooter team's here."

"Oh... thanks. Show them in. Maybe they can get that canister back. Maybe I can ^{con them into} er, ahem. I hope that this is relevant to their mission... something about sporks—"

The video jitters and rolls for a moment before being replaced by a view of the same scientist, now running down the corridor. The quality of the video is also different, as if the camera is being carried by someone. The scientist narrates as he runs: "Trial sixteen, seventh entry: We've got a problem. That canister? Someone opened it. And... it looks like they're using the nanomachines! On the plus side, we have more test subjects."

written by Lightning4 on Dec 15, 2012 21:54

"Oh dear... so looks like CRS was possibly a Code Four-Zed... from what we know of what happened there now..."

"I'm glad we managed to stop the societies here, at least, before it could spread to the rest of the subsector..."

written by Gligar on Dec 15, 2012 22:36 *Meeting hall, C Level, Emergency Bunker C-3*

Meeting hall, C Level, Emergency Bunker C-3

L4-O puts two and two together and gets five Code Four-Zed. (Did they call it that back then? Or is it a newer term?) Which, he surmises, must have happened at CRS Sector. Good thing they managed to avert it here.

The video stops, displaying the R&D logo again. Text below the logo states that the rest of the tape - including video and additional files - requires additional authorisation as described under sub-paragraph 17 of Lockdown Protocol 34.06z, and that playback of said remainder may only continue under INDIGO Clearance authorisation or above.

written by Lightning4 on Dec 16, 2012 00:42

"What next... ULTRAVIOLET clearance? But if it will help the investigation..."

written by Gligar on Dec 16, 2012 12:15

Meeting hall, C Level, Emergency Bunker C-3

L4-O wonders if they'll be needing ULTRAVIOLET clearance next... probably rationalising things along the lines of "we're already in way over our heads, so why not more if it'll help..." Lucas-O isn't so sure. "Are you sure about that, L4-O? I mean, after this we'll probably end up as Citizens of Interest or something... this is pretty high-clearance stuff we're dealing with."

Jam-Y doesn't say anything. His eyes have that vacant expression one normally associates with My Brain Isn't Here Syndrome...

written by Cryoburner on Dec 16, 2012 21:30

Since Kris-R is completely transfixed on the vendobots, I decide to perform some useful work for the good of the complex while I wait for him to decide on whatever it is he is deciding upon, and begin brushing the table in front of me with the cleaning attachment.

"Scrub, scrub, scrub..."

written by Lightning4 on Dec 16, 2012 21:43

"I'm really not sure either. Maybe if we're lucky there's nothing else on the tape anyway. Can't commit treason if the INDIGO clearance stuff is gone..."

written by Gligar on Dec 16, 2012 21:58

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Given that Kris-R still hasn't sorted out his Vita-Yum bars, Cyrus-R decides to make himself useful for a change. After all, he has a scrubot cleaning attachment to hand, so why can't he use it to, well, clean?

He starts with the nearby table. And yes, it seems that the attachment still contains leftover cleaning fluid, given that the the table begins to give off a little smoke as he cleans.

L4-O confesses that he isn't sure either. But if they're lucky there will be nothing else on the tape; you can't commit treason if the files are absent. Though looking at the tape itself, there's still plenty left on that spool. And anyway, they'd have to restart the tape to watch whatever is left.

written by Lightning4 on Dec 17, 2012 08:36

"Well, it looks like if we intend to watch it, we need to start it back up..."

I look around.

"I don't think I want to be the one to do it..."

written by Speeder on Dec 17, 2012 12:46

I try to leave the thing active with the authorization needed shown

"Alright, this way we will never forget that we need to figure how to continue watching this.

But I have a feeling that letting the cameras on the room film that may help us."

written by Gligar on Dec 17, 2012 13:50

Meeting hall, C Level, Emergency Bunker C-3

Finally noticing that the tape has stopped, L4-O points out that they'll have to restart the tape to continue... but he doesn't want to be the one to do it.

Speed-Y does something odd. Claiming that he wants them to remember what authorisation is needed, he ensures that the warning screen is still visible - easy enough, as the vidscreen is still on, and is still showing the warning anyway, so he doesn't have to do anything. He adds that having the cameras see it might help them.

Odd... does he know something?

written by Kristos on Dec 17, 2012 15:09

The most effective clone seeks to know everything within his security clearance and nothing outside of it. After contemplating that truth, I purchase four Vita-Yum bars, all of varieties that are unfamiliar to me.

written by Gligar on Dec 17, 2012 20:05

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While Cyrus-R continues scrubbing the same table over and over (it's pretty clean now), Kris-R walks over. He was apparently contemplating something so important he couldn't use the vendobots... but no matter. He has in his hands four Vita-Yum bars, with diverse flavours: Smilin' Scrubot Edition, Vague Hint of Chocolate, The Seventeenth Flavour, and This Flavour Name Has Been Deleted For Your Convenience.

Cyrus-R doesn't seem to notice.

written by Speeder on Dec 17, 2012 20:08

"Now, I will go inspect the subnode and then the YELLOW dormitory.

Or you have a better idea?"

written by Cryoburner on Dec 17, 2012 20:16

"Scrub, scrub, scrub..."

I move on to scrubbing a nearby chair. Not my own chair though, as it's occupied.

written by Lightning4 on Dec 17, 2012 22:38

I look confused.

"Um... no. I suppose not..."

written by Gligar on Dec 17, 2012 23:34

Meeting hall, C level, Emergency Bunker C-3

Speed-Y decides not to say anything else about the tape, instead choosing to go and do something else. Specifically, he wants to inspect the subnode (again) and Dormitory 3 on A Level. He wonders if L4-O has any other ideas?

But L4-O, it seems, does not. He seems to be more confused than thoughtful. Perhaps even suspicious at his Team Leader's sudden strange actions?

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Absorbed in his cleaning, Cyrus-R does not notice Kris-R standing there with Vita-Yum Bars (or maybe the blood loss is affecting his perception?) Instead, he starts cleaning a chair. Oblivious to the fact that his cleaning attachment has run out of fluid, and also to the fact that he has to push past Kris-R to get to the chair. If Kris-R were anyone else, he's most likely be standing there annoyed but still smiling because hey, he's HAPPY to be annoyed!

written by Lightning4 on Dec 18, 2012 06:04

I simply wait around again, and look around... again.

written by Speeder on Dec 18, 2012 12:30

"Alright! Off I go!"

I scoot off to the subnode.

written by Gligar on Dec 18, 2012 13:08

Meeting hall, C level, Emergency Bunker C-3

While Speed-Y heads off downstairs, L4-O is left doing... not all that much. All he can do is... sit around and look around... again.

As he does, the vidscreen dims, going into power-save mode. The room's cameras sweep about in their usual patterns. The vendobots blink their lights at him. And a scrubot enters and begins sweeping the floor.

Not really much happening right now.

Subnode and Turret Control, B Level, Emergency Bunker C-3

On arrival, Speed-Y's glance is immediately drawn to the wall of computer hardware that comprises the subnode. He realises that he doesn't really know what he's looking for, but he can tell that new components have been added.

written by Speeder on Dec 18, 2012 13:48

I go take a careful look on the new components, I try to figure what they are...

written by Gligar on Dec 18, 2012 17:46

Subnode and Turret Control, B Level, Emergency Bunker C-3

Not believing that he can't recognise the upgrades - or perhaps he just wants to waste a little time, or maybe he's channeling Cryo-R - Speed-Y give the upgrades a close inspection.

Hmmm... now that he looks at them... that looks like a memory module, and that thing has an antenna, so presumably an access point - probably needed for the new terminals...

written by Kristos on Dec 18, 2012 20:36

I lay one of the Vita-Yum bars (This Flavour Name Has Been Deleted For Your Convenience) on the table Cyrus-R is sitting at. Turning away, I say, "Rest up and eat some. Be on the lookout for suspicious clones, but try to not be suspicious yourself."

I return to the office.

written by Jam on Dec 18, 2012 20:39

I shake my head a bit.

"Ugh... Weird, I kinda zoned out for a few secondcycles."

I look at L4-O, then at the tape, then back at L4-O.

"Well, are we going to play the tape or not? Maybe we can finally get some answers here..."

written by Gligar on Dec 18, 2012 21:13

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R puts one of the Vita-Yum bars on the table in front of a still-not-paying-attention Cyrus-R, who is still trying to clean the chair. Despite the fact that it's already quite clean by now.

Heading for the door, Kris-R tells Cyrus-R to eat up and not be suspicious.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Upon returning to the office, Kris-R receives a message on his PDC.

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y snaps out of his trance, unaware that the tape has been played, and wonders if they're ever going to play it; he wants some answers.

Then he notices that a) Speed-Y isn't here; and that b) the vidscreen is active (though dimmed). Also c) the tape is mounted on the player, and is partway wound onto the takeup reel.

written by Speeder on Dec 18, 2012 21:08

I look around to see if I have a proper clearance port to connect my PDC.

If I find, I connect to it.

written by Lightning4 on Dec 18, 2012 22:07

"We already did, sir. You zoned out..."

"It seems to be a log of an R&D clone, working on the Reanimator project..."

"We could replay it I guess, if you want."

written by Cryoburner on Dec 19, 2012 00:43

"Wow! There's a Vita-Yum bar here! I should eat it!"

Noticing the Vita-Yum bar on the table in front of me, I decide to unwrap and eat it, and begin doing so. I try to determine what *This Flavor Name Has Been Deleted For Your Convenience* actually tastes like.

written by Gligar on Dec 19, 2012 13:44

Subnode and Turret Control, B Level, Emergency Bunker C-3

Having figured out what the additions to the subnode are, Speed-Y wonders if he could connect to the thing and see what else has changed. Well, he could, if he had a standard PDC-to-XQR-57(d) connector cable (clearance INDIGO)...

Meeting hall, C Level, Emergency Bunker C-3

L4-O brings Jam-Y up to speed with the contents of the tape, and suggests that they could replay the log if need be.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R stops scrubbing. He's finally noticed the Vita-Yum bar. And, though it takes him a while, he begins to eat it. He... can't quite place the taste... about all he can say is that has a vague hint of... something familiar. But that doesn't mean that it's not delicious, or... what's the tagline they use... *vitalicious*? Vita-Yummy? Something like that.

written by Speeder on Dec 19, 2012 14:48

I just keep doing stuff to figure what the stuff is stuffing.

written by Gligar on Dec 19, 2012 17:38

Subnode and Turret Control, B Level, Emergency Bunker C-3

Despite having been unable to connect to the subnode, Speed-Y remains where he is. He seems interested in something on his PDC

written by Speeder on Dec 19, 2012 17:50

I notice certain curious objects and observe any cables or other sort of connection it might have, to see where it might be leading...

To the subnode maybe? or to outside?

written by Kristos on Dec 19, 2012 19:40

I read the PDC message.

written by Gligar on Dec 19, 2012 21:14

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y turns his attention from his PDC and back to some of the additions. He thinks that perhaps they are connected to something suspicious... but no, they're connected firmly to the subnode. See those cables there? That 52-pin cluster, and the two 17-pin cables? Those go to the subnode.

Team Sigma's office, Laser barrel factory, Roadway 3, JHY Sector

Realising that he has a message, Kris-R gets out his PDC.

He discovers that it's from a "Mission Enforcement Office" and reads

COMPLETE YOUR MISSION, CITIZEN, OR BE TERMINATED

written by Lightning4 on Dec 20, 2012 08:27

I simply wait for Speed-Y's return now. I look to be at maximum allowed boredom level.

written by Cryoburner on Dec 20, 2012 17:13

"Wow! *Vitastastic!* This Vita-Yum bar has given me the sudden urge to complete my mission!"

I finish my Vita-Yum bar and set to work scrubbing the vendobot.

"Scrub, scrub, scrub..."

written by Speeder on Dec 20, 2012 17:18

I peer at the objects again, and resume fiddling with my PDC...

You know, one has to find out what sort of stuff there are in your home.

written by Gligar on Dec 20, 2012 18:27

Meeting hall, C Level, Emergency Bunker C-3

It looks like L4-O is reaching the maximum allowed level of bored- pop ZAP ZAP ZAP

[1261]

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y isn't bored, though, and he certainly didn't just hear what sounded (and looked) like lasers. Instead, he's still puzzling over the extra bits added on to the subnode. And his PDC.

Maybe he should hurry up, though. Just saying.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Oh, so that's it! I can never remember half of these slogans and taglines. Cyrus-R knows that one, though.

He also knows that the Vita-Yum bar has left him full of energy, and has started poking a vendobot in a manner that suggests cleaning.

The vendobot seems to know it too. "The citizen cleaning me should be aware that the last scrubot who attempted to clean me ended up on the scrap heap. Of course, citizens do not go to the scrap heap when they are junked; they go to the food vats instead. Therefore I suggest that you cease this operation before you are forced to experience the inner workings of a food vat first-hand."

written by Gligar on Dec 20, 2012 22:42

Meeting hall, C Level, Emergency Bunker C-3

The smoke clears. And... nobody responded to the apparent laser pistol blast. Except John-O, who is looking around in confusion. "What in the...?!"

written by Speeder on Dec 20, 2012 23:31

I mutter something along the line:

"Stupid briandead machines."

(yes, briandead)

written by Lightning4 on Dec 20, 2012 23:39

"What!?" I look around in confusion. Unless I'm dead, then I just stay dead in confusion, since I am hopefully not a zombie.

written by Gligar on Dec 21, 2012 14:08

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y mutters something but carries on messing with his PDC.

Also... I don't know if he's realised, but he might want to check the clearance of that area. I know that part of that room is ORANGE and part is YELLOW, but the rest...

Meeting hall, C Level, Emergency Bunker C-3

L4-O looks around, startled. It certainly took him long enough to realise that a) he is not dead; and b) that something just happened.

And what just happened? Well, it certainly looked and sounded like a laser pistol, didn't it? But on further inspection, no such weapon has been fired. Instead, there is just an expended pyrotechnics grenade of the sort used by Alertness Officers.

written by Speeder on Dec 21, 2012 16:43

I take a breath and stretch my neck muscles.

Just in case I notice that I am in a wrong area, I step to a correct area, I don't need to be near anything in the room anyway...

written by Gligar on Dec 21, 2012 18:11

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y takes a break from whatever it is he's doing on his PDC. It's odd that he's paying so much attention to it, isn't it? I wonder why he's holding it in such a way that I can't see it on the cameras...?

Well, in any case, he's realised that he's in a BLUE area. Realising that he doesn't actually need to be there (and that he'll probably get reprimanded for it later) he steps back towards the door.

Meeting hall, C Level, Emergency Bunker C-3

When nobody else seems to notice the grenade, Lucas-O speaks up. "That could have just as easily been a real laser pistol, you know. One that none of you saw until it was too late. And you Jam-Y, would have been dead. All because nobody stayed alert."

written by Jam on Dec 21, 2012 19:54

"Or maybe I was being so alert that I saw you getting that pyrotechnics grenade ready, and I knew that I didn't need to react to it."

I grin at Lucas-O.

written by Speeder on Dec 21, 2012 20:04

I resume poking on the PDC.

Seemly bored.

written by Speeder on Dec 21, 2012 19:08

I love alertness officers.

Their job is to make people jumpy.

And when they are not jumpy, to scare them until they are jumpy again.

Some people would think I was a alertness officer in real life... (I have a tendency to walk without making sounds, many times not on purpose, so I frequently

scare people by accident by "appearing" behind them, from their perspective).

written by Gligar on Dec 21, 2012 22:08

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y tries to save face by claiming that he noticed Lucas-O fiddle with the grenade before he set it off and knew that he didn't have to react to it. "But how did you know it was just me, sir?" Lucas-O counters. "There could've been a real Commie Mutant Traitor in the room, just waiting for me to set off the grenade so that they could use it as cover and shoot you. But since you were focused on me, you didn't see him and he shot you. Being alert means being aware of everything!"

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y goes back to his PDC. He seems a little bored now.

If only there were an Alertness Officer in the room 😊

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R continues to ignore everything as he continues cleaning the vendobot.

As previously hinted, the vendobot does not like being cleaned, and tries to make Cyrus-R realise it, starting with sounding its (very loud) tamper alarm.

written by Lightning4 on Dec 21, 2012 22:45

I raise an eyebrow at both Jam-Y and Lucas-O, then simply shrug and go back to idly looking around the meeting hall.

"Well, I guess that's part of your duties and all..."

written by Gligar on Dec 22, 2012 14:16

Meeting hall, C Level, Emergency Bunker C-3

L4-O looks at Jam-Y and Lucas-O for a moment before shrugging it off. Lucas-O's only doing his job, he realises.

Then he resumes looking around, and notices a second grenade with a blinking light.

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y continues doing whatever it is he's doing.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The vendobot's alarm continues. It seems that it's attracting attention from somewhere as someone can be heard running in the distance. Several someones, in fact.

Cyrus-R remains oblivious.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The running can be heard in here as well. Though Kris-R seems to have fallen asleep.

written by Gligar on Dec 22, 2012 21:34

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The identities of the someones - what appear to be several of the factory workers - is made clear when they burst into the room. "Oi, what's going on here?" one demands to know.

"Can't you see? It's another of those hygiene people... they think they're human scrubots," another tells him. "And you know that XK14 there doesn't like to be cleaned like that."

written by Lightning4 on Dec 22, 2012 23:04

"Er... Lucas-O, how many grenades did you toss?"

I point at the other grenade.

written by Jam on Dec 23, 2012 01:36

"You can't fool us again so quickly, Lucas-O! We're expecting something now!"

written by Gligar on Dec 23, 2012 14:16

Meeting hall, C Level, Emergency Bunker C-3

L4-O points out the second grenade, and asks how many Lucas-O threw. Jam-Y points out that the second can't fool them since they're expecting it.

"I only threw one grenade," Lucas-O tells them. "Which means..."

Suddenly realising, he drops to the floor. "Get down!"

written by Gligar on Dec 23, 2012 20:51

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Ever oblivious, Cyrus-R does his best scrubot impression as he cleans Vendobot XK14... which promptly falls on him.

"See?" says the second worker. "That happens to *anything* that tries to clean XK14. It's almost like it's got a spring-loaded base or something."

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y smiles. Whatever it is he's doing seems to be working.

written by Lightning4 on Dec 23, 2012 22:45

I take cover as quickly as I can. If I fail that, I just drop down too.

written by Jam on Dec 24, 2012 04:18

I run to the tapes and try to shield them from the grenade's blast with my body.

"Ahhh!"

written by Gligar on Dec 24, 2012 13:59Meeting hall, C Level, Emergency Bunker C-3

While L4-O tries to take cover from the grenade – those chairs probably won't do it, so he ends up just dropping to the floor – Jam-Y realises that there is something else that needs to be protected: the tape. He rushes over to the tape machine and shields it with his own body as the grenade explodes.

Joris-O, who for some reason failed to duck in time, is hit pretty bad, and collapses to the floor.

John-O seems to have left the room, and only receives minor damage from the blast.

Lucas-O and L4-O are peppered with debris. There's probably going to be some bleeding and quite a bit of pain, but the two are otherwise okay.

Jam-Y, standing as he is near the tape player doesn't get hit as bad as Joris-O, but still ends up falling to the floor. The tape player itself seems to have survived relatively unscathed.

All surviving team members go temporarily deaf from the explosion.⁸¹²

Subnode and turret control, B Level, Emergency Bunker C-3

Speed-Y is interrupted by the grenade's explosion, loud enough to be heard down here.

written by Lightning4 on Dec 24, 2012 21:43

"Uuugh..."

I climb back onto my feet, clutching whatever spot that hurts the most.

"Wha-I can't hear anything!"

I look around in a panic once I get to my feet.

written by Jam on Dec 24, 2012 22:42

I check myself for any injuries.

"I can't hear anything!"

I suddenly notice Joris-O.

"Oh no, Joris-O! He's been hit!"

written by Gligar on Dec 24, 2012 23:01Meeting hall, C Level, Emergency Bunker C-3

L4-O is the first to stir. He rises, and winces when he realises that his left shin is hurting pretty badly. But that's not as important as the fact that he can't hear anything...

Not that he can hear himself say that.

Looking around in a panic, he notices Joris-R face-down on the floor, as well as Jam-Y wincing in pain from what is probably a few broken bones. Jam-Y also notices the lack

of hearing and the Joris-O situation. He also notices that Joris-O isn't moving.

written by Gligar on Dec 25, 2012 18:01Meeting hall, C Level, Emergency Bunker C-3

A couple of minutes pass. The ringing in everyone's ears completely fails to subside.

On the good side, it seems that everyone is still alive... except for Joris-O.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

"Hey... shouldn't he have reacted to having a vendobot fall on him?"

"Nah... he may not even have noticed. 'Human bots' tend not to notice things that aren't important to whatever they're doing. Kind of like those Deep Thought mutants. But he isn't one."

"How can you tell?"

"Easy... his eyes aren't glowing."

written by Lightning4 on Dec 25, 2012 22:27

I calm down once I realize everyone is still alive, sans one.

"Okay, I think I-"

I raise my voice higher.

"I think I-"

I shout.

"I THINK I-"

I sigh and give up, and get my blaster out just in case there's a followup attack.

written by Speeder on Dec 26, 2012 12:05

After the startlement scared the hell out of me, I check my PDC to see if whatever I did with it is still running, then I go see the cameras with the turret control and see what happened.

written by Gligar on Dec 26, 2012 14:31Meeting hall, C Level, Emergency Bunker C-3

L4-O calms down, now that it's clear that most of them are okay. He tries to share his thoughts with everyone, but he still can't hear himself speak (though the ringing is beginning to subside). Instead, he pulls out his blaster and gets ready for... what, exactly?

John-O enters, and says something. Lucas-O tries to answer, but it's clear that he can't hear John-O.

Subnode and Turret Control, B Level, Emergency Bunker C-3

After being distracted by the explosion, Speed-Y checks his PDC one last time. It seems to be doing whatever it is

⁸¹² GLIGAR: (OOC: and Jam receives 1pp 😊)

he told it to do, and apparently doesn't need his constant supervision.

He therefore turns his thoughts to the explosion, starting with its location. He heads over to the turret controls and activates them in sequence, seeing if he can find evidence of the explosion. Let's see... not the loading dock... not the corridors on A Level... not anywhere on A Level, in fact... so let's check B Level... nope, not the corridors, or the generators, or the office, or... or... or...

He keeps checking. Soon, his search reaches C Level. He eventually notices John-O in the concourse, entering the meeting hall... He checks in there. Aha! The meeting hall. It appears that a grenade went off in there, trashing a few chairs and causing some injuries... maybe more.

written by Speeder on Dec 26, 2012 14:54

I look in the video feed if the tape and the reader are safe and sound.

"What the HEL"

written by Gligar on Dec 26, 2012 18:32

Subnode and Turret Control, B Level, Emergency Bunker C-3

Still wondering exactly what happened, Speed-Y studies the video feed, looking for the tape machine... ah yes, there it is. Jam-Y is standing by it, and it seems not to have sustained any damage. Jam-Y, on the other hand, has some nasty HAPPY-looking injuries.

written by Speeder on Dec 26, 2012 18:41

I take out the slug launcher.

I lock the safety.

I take out the revolving ammo part.

I check if the gun is clean and in proper working condition.

I load ammo in empty chambers (if any).

I put the ammo part back.

I close the gun again.

I unlock the safety.

I walk toward the meeting hall, with maximum alertness.

written by Lightning4 on Dec 26, 2012 22:35

I continue looking around, wondering where the grenade could have come from.

written by Jam on Dec 26, 2012 23:16

I check how badly I'm bleeding, and look around for anything I might be able to use to as a bandage.

written by Gligar on Dec 27, 2012 19:08

Subnode and Turret Control, B Level, Emergency Bunker C-3

Speed-Y decides to act.

But before he can act, he needs to make sure he's ready. He takes out his "revolver" and checks it over, including looking for a safety (though that particular search turns out to be futile; it is, after all, a "revolver"). He's able to ensure that the weapon is clean and free of obstructions, as well as fully load it (good thing, as it was empty) before heading off.

Meeting hall, C Level, Emergency Bunker C-3

As Speed-Y heads upwards, L4-O starts looking to see if he can find where that grenade came from. Hmm... perhaps the vent? No, too small to crawl through... unless the perpetrator was a bot? Or perhaps it could have been thrown in through the open door, in which case the CMT may still be close? Or maybe - just maybe - one of them threw it?

Jam-Y seems more concerned about his own injuries, and can you blame him? His bleeding looks ugly. He's looking for a bandage or something, and looks all around the room before considering his towels. They'll do... right?

While he bandages himself, Speed-Y enters the room, "revolver" at the ready.

written by Speeder on Dec 27, 2012 19:11

I look around.

"What happened here? I heard an explosion."

I look to Jam.

"Are you alright Jam?"

written by Gligar on Dec 27, 2012 22:08

Meeting hall, C Level, Emergency Bunker C-3

Naturally, Speed-Y wants to know what's going on. He can see ruined chairs from the explosion, and Joris-O's unmoving form, and an injured Jam-Y, but what caused the explosion that caused all this?

"Beats me, sir," Lucas-O says. "All I know is that I was running an impromptu Alertness Test with one of my pyrotechnics when L4-O spots a real grenade. No clue where it came from, though."

written by Lightning4 on Dec 27, 2012 23:20

I think I can start hearing again? If so, I respond as well.

"It's really strange. It looks like it got Joris-O, but everyone else is mostly okay. Jam-Y protected the tapes, so he's not in great shape either..."

written by Speeder on Dec 27, 2012 23:34

"I will see if I can get a video of this..."

I stalk off to the security station, weapon still in hand and still alert.

written by Jam on Dec 28, 2012 00:46

"Ow, ow... I think I broke some bones..."

[1265]

I try to determine just which bones are broken, and how badly.

Also, I check how my hearing is doing. Hopefully this deafness isn't permanent...

written by Cryoburner on Dec 28, 2012 01:05

"Ahh! There seems to be a vendobot on me! How did I ever come to be in such a situation as this!?"

I continue my work on the vendobot.

"Scrub, scrub, scrub..."

written by Kristos on Dec 28, 2012 05:09

I wonder about the status of my information request form as I sip my B3 and open a VitaYum bar (Vague Hint of Chocolate).

written by Gligar on Dec 28, 2012 14:56

Meeting hall, C Level, Emergency Bunker C-3

Since his hearing is coming back, L4-O replies that the grenade got Joris-O but everyone else is okay (except Jam-Y, who protected the tape).

Speaking of Jam-Y, he tells everyone that his bones are broken before realising that it's most likely to be a couple of his ribs and a shinbone. The ribs are a cause for concern but his shinbone seems to be just fractured. On the plus side, his hearing is returning.

Speed-Y stalks off in search of video evidence

Control room, C Level, Emergency Bunker C-3

However upon arrival at the control room, Speed-Y quickly discovers that the terminal is experiencing a hardware fault.

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Finally!

It took him a while, but Cyrus-R finally realises that he is trapped under a vendobot. However, he seems to have no clue how. He simply cannot see the correlation between him cleaning a vendobot and it falling on top of him. And to add to it all, he attempts to continue cleaning it!

Well, several things happen.

The first is that the attending workers start speaking. "Hey, citizen! Did it ever occur to you that some vendobots might not want to be cleaned? Or maybe they —"

written by Cryoburner on Dec 28, 2012 01:10

Speaking of alertness, I lost power here for a couple days, then was busy with Christmas happenings, and came back to find a vendobot on top of me. >_>

written by Kristos on Dec 28, 2012 05:10

Not fair. I was gone for, what, a week, and yet there are no vendobots on top of me! Paranoia is unfair! Gligar is unfair! What a gloomy way to welcome in the new year!

The second is that the vendobot also speaks. "Warning: this unit has requested that attempts at cleaning be discontinued. Yet my requests have been ignored. I must therefore take additional steps to resolve the problem." It begins to crackle with electricity.

The third? Cyrus-R's cleaning attachment breaks.

" — have anti-tamper mechanisms? Come on, let's get him out of there..."

"Or maybe we could just leave him there, and let his *next* clone learn his lesson?"

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

By now, Kris-R is getting tired of waiting. He wonders about the status of his Information Request. But as he probably knows, getting the status of a form is not easy, requiring at least fifteen different forms, rendering the status request unneeded since they take so long to process that the *original* form has been processed by the time the results come back. It's probably better to wait.

In the meantime, he has B3 and Vita-Yum bars... oh, and there seems to be a message waiting for him on the terminal.

written by Speeder on Dec 28, 2012 17:06

I look around for any danger, then close the door and inspect if anyone sabotaged the things.

written by Gligar on Dec 28, 2012 18:36

Control room, C Level, Emergency Bunker C-3

Speed-Y takes the time to check the room for tampering. He checks the control panel and finds it okay. The video monitors appear to be untouched. In fact, the only problem seems to be with the terminal. As mentioned, it is experiencing a hardware fault.

After a brief examination of the terminal, Speed-Y ascertains that the problem lies with the keyboard. It appears to have been forcibly removed from its connection cable, leaving the terminal to complain that there is no keyboard, and asking that the F1 key be pressed for further operation.

written by Speeder on Dec 28, 2012 18:46

I frown.

"I never understood who invented that shit idea to ask for F1 key when keyboard is not present..."

I heard that it is already hundreds of years that this is being done..."

written by Speeder on Dec 28, 2012 14:09

By the way, my laptop broke down about two months ago...

So my only internet device when not at work is the mentioned android that hates frames...

This means that it is very likely that I won't post anything until January 3 (when I get back to work)

[1266]

I take out my PDC and check if it is still doing what I left it doing.

I then check if I can use it as keyboard without disrupting what it was doing before.

If I can't, I try to figure if there are a way to check old video without the keyboard.

written by Cryoburner on Dec 28, 2012 22:40

I discontinue cleaning the vendobot, seeing as I will need a cleaning attachment repair to continue. I take a moment to examine the extent of the cleaning attachment's damage. Also, whether I am being electrocuted, and whether I can crawl out from under the vendobot.

"Oh, I'm sorry vendobot. I did not realize you were tipped over and laying on top of me. Perhaps we should help you back up to return you to a position more conducive to Vita-Yum bar sales. These citizens came running in here to purchase Vita-Yum bars, and it would be tragic and perhaps detrimental to the complex if they were not able to do so due to you being positioned in a less-than-optimal manner and sparking electricity and dirty."

written by Gligar on Dec 28, 2012 23:36

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R stops cleaning when he realises that his tool is broken. Looking at it, he notices that the head has snapped off.

He then realises that he can feel a large electric current running through his body, and realises that the vendobot is wedging him firmly to the ground. This won't do, so, in his usual manner, he apologises to the vendobot and suggests that it will be unable to serve clones in this condition... so why don't they see about getting it into an upright position?

Almost at once, it stops sparking. "I believe that you are correct," it says. "Perhaps I can let your actions slide.... perhaps you were mistaken in assuming that I needed to be cleaned."

The workers aren't sure what to make of this. "That's... really unusual," one says. "I have never seen that bot leave a cleaner alive before. Why this one?"

Another replies. "There must be *something* happening here... but..." He suddenly realises something and, with a surprised expression, runs out of the room.

The bot doesn't reply.

Control room, C Level, Emergency Bunker C-3

It seems that Speed-Y disagrees with the old practice of pressing F1 when there is no keyboard. That's a sign of unhappiness there, Speed-Y, you might want to get that seen to... perhaps a trip to the confession booths later? In the meantime, perhaps there's another way of controlling the terminal? Or perhaps there's a spare keyboard somewhere?

He checks his PDC. It's still working on whatever it was, but it seems that there's no way he can connect it to the terminal while it's working. And speaking of the terminal, it appears to be unresponsive until he finds a way of pressing F1. This despite the fact that the thing has a touchscreen... I guess it just needs its keyboard *that* badly. It is one of the old ones, after all.

written by Lightning4 on Dec 28, 2012 23:26

I wince in pain, still recovering from my injuries and other blast-induced pain.

"I had a thought... this is a bunker, right? Why don't we just lock it down? Whoever did this, unless they got away, will still be here in the bunker... maybe."

"And that way, we can actually do something without some CMT interfering..."

written by Cryoburner on Dec 29, 2012 01:38

"That's... really unusual. Maybe it has something to do with me working at a premium discount bot store over in JHP sector. I sell premium discount bots and premium discount bot accessories. Have you ever been to JHP sector, vendobot?"

"In any case, we should get this vendobot upright, so that we can get back to purchasing Vita-Yum bars and dragging our broken bodies across the floor and whatever else we came here for."

written by Lightning4 on Dec 29, 2012 09:03

I take a look in my medkit for what's left, so I can distribute whatever is useful to the injured clones here, including myself.

If there's something for pain, I take that.

written by Gligar on Dec 29, 2012 14:17

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R decides that he was spared due to... no wait, he's infected with WorkplaceAdvert.K again.

He also asks if the bot has ever been to JHP Sector. "I am incapable of moving, citizen. There is no chance that I could have visited JHP Sector."

One of the workers disagrees. "Wait a minute. You say you work at that place that was in the news recently for selling the bot that terminated a High Programmer over in JHZ Sector? That would explain a few things."

Another chimes in. "Now you mention it, don't we get parts from there?"

"Enough" a third says. "We'll need to sort out this bot and get him to the medical bay before our supervisors find out we're late." They set about moving the vendobot.

Meeting hall, C Level, Emergency Bunker C-3

While examining what medical supplies he has left - not much - and trying to patch people up, L4-O reminds everyone of what should be obvious: This facility is a *bunker*. One

[1267]

that, if you will remember, is capable of being locked down. Surely the perpetrator has not gone far enough to escape the lockdown? Maybe?

And besides, by locking the place down, they can continue their work without further interruption.

written by Gligar on Dec 29, 2012 19:32

Meeting hall, C Level, Emergency Bunker C-3

Just as L4-O runs out of medical supplies, John-O speaks up. "I guess that'd work. But remember that we have an HPD&MC team in here right now. They're not going to like being locked in... not to mention the fact that it'll most likely delay their next jobs. We'll end up with Official Reprimands or something!"

written by Lightning4 on Dec 30, 2012 00:01

"Good point... I guess we just need to weed out the CMTs ourselves and make sure they stop interfering..."

"Hopefully Speed-Y can locate whoever did this."

I put the empty(?) medkit away.

written by Gligar on Dec 30, 2012 13:58

Meeting hall, C Level, Emergency Bunker C-3

L4-O accepts John-O's concerns and suggests that they need to weed out CMTs themselves. He hopes that Speed-Y can find out who did it in the video log. Assuming that he can get the terminal working again.

He puts his now-empty medkit away.

"Okay," John-O says. "We can do the lockdown after the HPD&MC team leaves."

written by Cryoburner on Dec 30, 2012 22:03

"If the bot was from our store, that must have been due to post-sale tampering. Our bots are built from only the finest premium discount parts, and undergo a thorough one-step examination prior to being sold. Anyway, thanks for your assistance in lifting this vendobot back into a more vendable position."

I gather up the broken parts of my cleaning attachment, and drag myself back over to the vendobot, where I purchase another Vita-Yum bar, Smilin' Scrubot Edition.

I smile.

written by Gligar on Dec 30, 2012 22:13

Cafeteria, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R puts on his sales hat and assures the workers that any... er, sub-optimal behaviour must be due to events that happened after the bot left his store... after all, all bots are subject to a through one-step inspection prior to sale. To prove his point, he buys another Vita-Yum bar before picking up his attachment.

The workers don't seem so sure, but decide to ignore it, and copy Cyrus-R's smile. "Well, if you say so. But perhaps

we can get Tech service to look at it. Now... where were we? Oh yes... the docbot." The workers grab Cyrus-R and head out.⁸¹³

written by Gligar on Dec 31, 2012 14:02

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The workers continue to take Cyrus-R to the med-bay. I would imagine that either Cyrus-R appreciates their assistance or would prefer to be left alone to do... something. Either way, it doesn't seem to matter, since he says absolutely nothing about it.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The terminal continues to try and attract Kris-R's attention. But Kris-R doesn't seem to notice. Which is a shame, given that it's flagged as REALLY IMPORTANT YOU SHOULD HAVE READ THIS FIVE MINUTES AGO...

So, in short, it seems that Team Sigma is ignoring its mission.

Meeting hall, C Level, Emergency Bunker C-3

Not much happens here, either. It seems that everyone is too busy catching their breath after the grenade went off. Either that or they're waiting for Speed-Y to return with information.

Control room, C Level, Emergency Bunker C-3

But it seems that he has fallen asleep.

In short, *nothing much is happening right now* in monitored areas. Maybe I should... but no, I doubt anyone would even notice if I implemented the C-shift Protocol.

written by Cryoburner on Dec 31, 2012 17:59

I begin munching on my Vita-Yum bar, Smilin' Scrubot Edition, as I am transported to wherever it is I am being transported to. I note its flavor and texture, and how much they actually taste like scrubots.

written by Kristos on Dec 31, 2012 18:16⁸¹⁴

Why am I so groggy? I can hardly move. I can hardly think. This must be the aftereffects of the fan episode. My adrenaline must be depleted now. I have to break out of this. I slowly move to the terminal and check the message, trying to not collapse.

written by Gligar on Dec 31, 2012 19:43

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While he's being moved, Cyrus-R takes the opportunity to eat the Vita-Yum bar. It's about the same texture as every other Vita-Yum bar out there, and tastes faintly of cleaning chemicals (though, as the wrapper notes, it contains 99%

⁸¹³ GLIGAR: (OOC: 1pp to Cryo 😊)

⁸¹⁴ KRISTOS: (OCC: Busy busy days, but they should be over now.)

[1268]

less cleaning chemicals than the leading brand... but aren't Vita-Yum the leading brand? None of your business, citizen.)

Also, the bar is shaped like a scrubot.

The workers turn onto Corridor B.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile Kris-R is trying to force himself awake. The fan episode must have drained him more than he thought. Or maybe...

Oh yes! The message! As it turns out, it's an important announcement about potential mutant sightings, issued by Internal Security, it seems. It looks like it was sent to everyone in the sector. They do that a lot, actually, giving the identities of known or suspected unregistered mutants in the area, and offering rewards for capture (no mention of whether they want them alive or dead, though.)

Or even if they don't have an identity. For instance, the first paragraph mentions that there may be a Machine Empath in the vicinity.

written by Kristos on Jan 01, 2013 02:35

Machine Empath? Empath... empathetic? No, that's not it. Silly acronyms. How in the compnode should a RED respond to all these vague messages. I guess I should get ready to kill something. Maybe time?

I grab a random laser pistol barrel from the testing supply and put it in the device. Then I look for the power switch on the device.

written by Gligar on Jan 01, 2013 14:36

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R gives up with the message. He knows almost nothing about mutations and doesn't even know what "Machine Empath" means... how is he supposed to reply to something like that?

Oh well. He suspects that he'll have to kill something soon. He might as well start by killing time. And that means testing laser barrels. He grabs one and gets to it. Now where did that power button go...? Ah, there it is.

As before, the device starts with its sound- and light-show... as well as the gas. It looks like this barrel might be a good one.

written by Gligar on Jan 01, 2013 19:42

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R finishes off his Vita-Yum bar as he is escorted to what will presumably be the medical bay. It doesn't take long to get there - in fact, it becomes visible just as the workers stop to allow a vehiclebot to pass.

written by Kristos on Jan 01, 2013 22:08

No! I didn't mean to actually press the button!

I jump out the door to avoid the gas. Though, most likely, I either fail to jump or I collapse at the end of my arc. :-(

written by Cryoburner on Jan 01, 2013 23:19

I neatly fold my Vita-Yum bar wrapper, or wrappers, and return them to my pocket, in case I have further need for them.

"It's great to see that there's a medical bay nearby, what with all the blood loss and limb loss and vendobot-cleaning-related-injuries I've been experiencing lately."

written by Gligar on Jan 01, 2013 23:49

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R panics. He's sure he didn't actually start it up...

He tries to get away from the gas, but trips up over a hallucinatory Computer monitor and falls to the floor.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Putting the wrapper away, Cyrus-R states his approval of the medical bay.

The group doesn't say anything, and moves him in.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

The medical bay is Clearance INFRARED and full of clones seeking treatment, all INFRARED. The docbot is in, and looks to be having problems dealing with the large volume of patients requesting treatments beyond their security clearance. It looks up, and, noticing Cyrus-R and the workers, says, "Higher clearances receive faster treatment. Come over to the desk, please."

written by Speeder on Jan 02, 2013 12:32

I suddenly wake up.

"Whoa... I wonder if I had some sleep deprivation..."

But now I feel awesome!"

I try to touch the "F1" on the touchscreen.

I look around in the monitors to see if I see anything or anyone suspicious, like a certain clone hiding, running away or trying to get out of the bunker.

written by Gligar on Jan 02, 2013 17:31

Control room, C Level, Emergency Bunker C-3

Speed-Y wakes up with a start, realising that he fell asleep. But it seems that the impromptu nap was what he needed.

He turns his attention back to the terminal (still demanding that he press F1) and decides to do just that - by pressing the F1 text on the screen. Surprisingly, it works.

With that sorted, he's able to access the cameras again, and soon finds someone running towards the loading dock observation platform on B Level.

[1269]

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R is again moved, this time to the desk The docbot looks over him and asks, "What is the nature of your injuries?"

written by Cryoburner on Jan 02, 2013 17:47

"Hello Docbot! I had a vendobot randomly tip over on me. Oh, I also lost a foot in a heroic transbot accident, or something like that."

I look around the room at the various clones waiting for treatment, and note the extent of their injuries.

"Was there some kind of incident? There seem to be a lot of clones here today."

written by Speeder on Jan 02, 2013 17:52

I get the microphone.

"Everyone, pay attention, someone dangerous, possibly wielding more explosives, is currently heading toward the loading dock observation platform in the B level.

That person MUST be stopped, any able clone is authorized to use whatever force is necessary to stop that clone.

Please, only try to make the clone stay alive enough so it can be interrogated."

I hope that the people in the meeting room had heard that, and then I try to figure if I can reach the clone destination first, or the turret control, and break into a run toward the one I can reach first.

written by Kristos on Jan 02, 2013 20:14

I lay on the floor, holding my eyes shut. Maybe if I can't see anything then I won't hallucinate? (Or maybe that just gives more room for imagination...) Come to think of it... it has been a while since I have slept, though I might have tranced off a few times. I try to sleep to avoid reacting to hallucinations. To aid in relaxing myself I think about the most relaxing flavour of B3 that I am aware of.

written by Gligar on Jan 02, 2013 21:58

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R gives a (slightly embellished) account of his injuries, and notes that there seems to be a lot of clones in here today. "There are always plenty of clones requesting treatment," the docbot replies. "It is not unusual here." It takes another look at Cyrus-R's visible injuries. "Very well. Lie down on the bed over there and I will begin treatment

written by Cryoburner on Jan 02, 2013 19:27

1. Tell clones to stop whoever is running toward the loading dock using whatever force is necessary.

2. Run toward loading dock.

>_>

written by Speeder on Jan 02, 2013 19:30

Yeah... That does not sounds that smart now...

appropriate to your security clearance and credit level." Some of the INFRAREDS (and the workers) try not to laugh.

Control room, C Level, Emergency Bunker C-3

Speed-Y gets on the mic and, after ensuring the PA is still online, he tells everyone that there is a dangerous clone running for the loading dock. Force is authorised but the clone must be captured alive if possible.

Then he sets off in pursuit. At a run. After he just told everyone that the clone would be running...

Sure enough, there is the sound of a laser pistol being fired as he runs down the corridor to the stairs.

As he passes, the cloning station door opens a little, revealing that Joris-O has re-cloned and is trying to figure out what's going on. He should really shower before doing do, though.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R lies on the floor, trying to ignore the hallucinations. Perhaps going to sleep would help? Well, not appreciable. Closing his eyes has the effect of him hearing the sound of many approaching jackboots, as well as commie-sounding voices. It'd be difficult to get to sleep with that racket going on.

written by Lightning4 on Jan 03, 2013 00:08

I sprint in the direction of the loading dock, weapon at the ready.

But I slow down once I get closer to the loading dock.

written by Cryoburner on Jan 03, 2013 03:57

"Well, it's good to hear there are lots of accidents to keep you busy. A docbot left idling around with nothing to do would be a waste of the computer's precious resources."

I make my way over to the bed and climb in as instructed.

written by Jam on Jan 03, 2013 04:49

"Ah!"

I also try to run in the direction of the loading dock.

"Don't let the clone get away!"

written by Speeder on Jan 03, 2013 12:47

As I get closer to the loading dock I also slow down, revolver in hand, to make clear I am not the guy fleeing there.

written by Kristos on Jan 03, 2013 14:36

Aahh! I jump up and try to close and lock the door. That sound is just too unsettling.

But maybe you should not have pointed it to Gligar 😊 He might have huh... not noticed... that.

But now reading your post, I am expecting a full scale civil war inside the bunker as several clones heading to the loading dock shoot each other.

written by Gligar on Jan 03, 2013 18:32

Corridor C1, Emergency Bunker C-3

Clones begin running (and getting shot at, not that they actually get hit), notably L4-O and Jam-Y, who both struggle to ready weapons on the way. Joris-O still stands by the door in the cloning station wondering just what the HEL is going on.

Concourse B1, Emergency Bunker C-3

After sprinting down the stairs, Speed-Y realises that running might well make him a target, and slows down. This allows L4-O and Jam-Y to catch up, and do the same.

From the southeast comes the sound of a forkbot's engine revving.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R believes it's a good thing there are lots of accidents (and he's right, due to CPU Mandate... er, is it 214/5847(d) or (e)? Basically, it's the one the states that bots must be in operation for a minimum period of time). He pulls himself over to the bed and climbs onto it as instructed.

The docbot trundles across and starts doing things involving big syringes, splints, pieces of unidentifiable metal (and I mean it this time) and a complete lack of anaesthetic. (Because Cyrus-R is only RED, after all.)

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R panics again, and fumbles to lock the door. Those jackboots are way too distracting. I wonder of the dancing fuzzy hats are any better.

Not that they last long, because as quickly as they appear, they vanish, along with the jackboots, leaving a silent office.

written by Speeder on Jan 03, 2013 19:37

"I hope this is Nukabot, otherwise we will be in trouble...

I would yell to someone stop the forkbot, but what if it is Nukabot?

Shit... massive failure on my part, acting before intel."

I continue moving the docks, and I hope I can stop the forkbot from the high place.

written by Jam on Jan 03, 2013 22:11

I jog toward the sound of the forkbot.

"Nukabot, is that you? What's happening?"

written by Gligar on Jan 03, 2013 22:51

Concourse B1, Emergency Bunker C-3

Speed-Y hopes that the forkbot is Nukabot. He'd ask someone to stop it if it isn't, but he doesn't know for sure. He berates himself for not knowing the full situation before acting on it. He continues towards the observation platform.

Jam-Y follows him, calling out to Nukabot, asking if it is the origin of the noise.

Loading dock observation platform, B Level, Emergency Bunker C-3

Once they arrive, it become apparent that it's more than one forkbot. One of them is Nukabot, which responds with, "I am here, citizens. As you can see, there seems to be a small problem." It has positioned itself so as to block a second forkbot from leaving. Aboard the second forkbot is a clone who seems to be one of the HPD&MC crew.

The rest of said crew cannot be seen from the platform, but can be heard talking. "Another traitor?" "They'll be hauling us all in next." "Quiet!"

written by Lightning4 on Jan 04, 2013 00:23

I frown, looking at the clone on the forkbot.

I level my blaster straight at him and say.

"Okay, off. It looks like we aren't quite done... extracting information, and you are our new volunteer."

written by Speeder on Jan 04, 2013 12:22

"YAY! MORE CLONES TO INCINERATE ONLY PARTS OF THEIR BODY WHEN THEY DO NOT COOPERATE!

PLEASE MISTER, DO NOT COOPERATE! I WANT TO TEST NEW METHODS OF TORTURE!!!"

written by Gligar on Jan 04, 2013 13:49

Loading dock observation platform, B Level, Emergency Bunker C-3

L4-O frowns and, aiming at the clone, orders him off the forkbot. It seems that they have a new volunteer for their interrogation. Speed-Y enthusiastically agrees, stating that he can attempt his partial incineration technique again.

The clone complies, and slowly gets off the forkbot. He turns, looks at the three Troubleshooters... Suddenly, the three are pulled to the platform, as if their bodies were three times heavier than usual. The clone tries to make a run for it but is cut off by Nukabot, who begins moving its forks to head level. "Where do you think you are going?"

The other HPD&MC workers don't dawdle, either. A few of them rush towards the clone and pile on top of him, in an attempt to stop him from going anywhere. I wonder why they don't use weapons?

written by Speeder on Jan 04, 2013 16:23

"What sort of mutation or tech is that?"

I struggle to stay standing.

written by Gligar on Jan 04, 2013 18:13

Loading dock observation platform, B Level, Emergency Bunker C-3

Speed-Y hasn't encountered anything - be it mutation or technology - that can make things weigh far more than normal like this. He wonders what could be causing it.

The HPD&MC workers continue attempting to restrain this traitor. However, they find it difficult to do so while floating in the air. Huh? How are they floating like that as if they're weightless? Well, on the plus side, Speed-Y doesn't have to struggle (and almost fail) to stay standing, since it seems the Troubleshooters have gone back to normal.

Hmmm. That might explain what's going on.

written by Speeder on Jan 04, 2013 19:26

"Jam, incapacitate him please?"

Just in case I aim my revolver at the guy, generally in the legs.

written by Lightning4 on Jan 04, 2013 22:03

I get back to my feet, and go back to aiming my blaster at the clone.

Or rather, if there is an empty space near the clone, I aim for it, aiming so I hopefully won't hit any of the HPD&MC workers.

If there's no gap, I just aim at the ceiling.

I pull the trigger, hopefully getting the attention of, or distracting the clone.

written by Kristos on Jan 04, 2013 22:09

I wait for the hallucinations (and gas) to clear, sitting (or laying) in silence.

written by Gligar on Jan 04, 2013 22:36

Loading dock observation platform, B Level, Emergency Bunker C-3

Speed-Y asks Jam-Y to incapacitate the traitor, but he aims his own "revolver" just to be sure.

Jam-Y does not reply. But L4-O is back on his feet and aiming his blaster. But not at the clone, since there are the HPD&MC clones floating around. No, he aims at the ceiling. It looks like he's more interested in creating a distraction, probably hoping that he'll stop doing the weights thing.

He fires at the ceiling. The result is quite a bot of noise from the blaster itself, as well as some dust from the impact point. Both cause the clone to look up... whereupon the HPD&MC clones fall to the ground. "Think you're clever, huh?" the clone yells up at them.

Whereupon the team starts falling up.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Pleased by the silence but not pleased by the apparent fact that he's still seeing things, Kris-R decides to just wait it out while lying on the floor. Well, since the gas has already cleared out somewhat, it doesn't take long before his vision clears.

written by Lightning4 on Jan 04, 2013 22:53

I look for the loading dock door close button. I start trying to float, or walk, or crawl towards it, whatever method of locomotion is most applicable at the moment.

written by Cryoburner on Jan 05, 2013 01:15

I watch the docbot.

"It's sure great that you have all this fancy medical equipment here. I may have just fashioned something out of office paper and sticky labels otherwise."

written by Gligar on Jan 05, 2013 14:24

Loading dock roof, B Level, Emergency Bunker C-3

L4-O falls onto the roof, noting as he does that he feels lighter than normal. A quick test shows that he can walk around normally up there.

He formulates an idea involving the door close button. It's normally meant to be accessed from A Level, but... perhaps he could get to it from here? Well, he could try to jump low enough to press it... or maybe he could use his length of ladder? It's short, but perhaps...?

He starts making his way over there.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Ignoring the pain from the syringes and cutting implements - you know, the sort of pain that would make most clones scream and pass out - Cyrus-R tells the docbot that it's a good thing there is all this medical equipment.

The docbot - and some of the INFRAREDs - look at him. The docbot tells him, "Using sticky labels and paper would not appreciably help you, and leans in to perform some delicate work.

The INFRAREDs mutter amongst themselves. "He isn't reacting to the pain..." "that means..." "Quiet!" "I'm gonna..." One of them rushes out of the room.

Treason point to Cryoburner!

written by Jam on Jan 05, 2013 16:29

"Hmm... Gravity manipulation? Interesting... Wish I could do that..."

I try to "land", or at least make sure my head isn't going to hit anything. Then, I realize how awesome being weightless (or, negatively weighted) is...

"Ah ha ha! Hey, this is great! Weeeeeee!"

written by Cryoburner on Jan 05, 2013 18:53

I notice the syringes and cutting implements, and that they are apparently syringing and cutting me already.

"Oh, wow... I mean OW! OW!"

I promptly pass out.

written by Gligar on Jan 05, 2013 19:15

Loading dock roof, B Level, Emergency Bunker C-3

While L4-O continues to try to press the button from where he is - it turns out that, although the lighting trusses will just about hold his weight, they're rather unstable, not being designed for holding negative weight - Jam-Y seems to be enjoying this bout of weirdness. He seems to recognise the phenomenon as Gravity Manipulation, a mutation he doesn't have. (And a good thing too; he'd probably have to go in for either some severe therapy, or termination and repatterning, just to get under the legal registration limit, if he'd had another mutation on top of what he already has.)

Meanwhile, the clone seems to be trying to get round Nukabot somehow. Either that, or he's trying to alter its gravity and failing. He's distracted when L4-O reaches a spot above the button... but can't quite reach it.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R proves that there is definitely something abnormal about him. I mean, he'd have to be heavily drugged to not notice those syringes and such before now. Or perhaps his mind is rebelling or something. Either way, he passes out.

The docbot continues to work for a while, then stops, having completed its task. Now, there is the matter of payment. But of course, Cyrus-R decided to be extremely late at passing out...

written by Kristos on Jan 05, 2013 19:47

"Ahhhhhh, that's better. I wonder how Cyro-R is doing? Hopefully his rest is leading to a quick recovery!"

I then remember my Vita-Yum bar and continue eating it and try to clear my mind. But I can't help but feel confused.

What should I do now? Continue testing barrels? I have already determined that there is a fault along the assembly line. Either a fault in the machinery or perhaps a clone causing problems with the assembly. But who could manage that? I guess a clone that has influence over machinery. That sounds like a mutation. What would it be called? I think I've hear this before. Was it... Mechanical Engineering? That sounds like a very dangerous mutation.

written by Lightning4 on Jan 05, 2013 20:54

I try my hardest to reach for the button and press it. If I fail, I just try throwing random stuff in my inventory at it, starting with the empty medkit.

written by Gligar on Jan 05, 2013 23:13

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Feeling a bit better after his lie down, Kris-R wonders what happened to Cryo-R. (He ran out of clones, remember? Or were you thinking of Cyrus-R, who is totally not a clone with suspiciously similar attributes? I guess this is what happens when [DELETED FOR SECURITY REASONS] their hand in the game.) He hopes that he's getting better.

Continuing to eat his Vita-Yum, Kris-R turns his thoughts elsewhere. Like, say, the matter of the laser barrels. Should he continue testing them? He already knows that there is a faulty production line, but how is it faulty? Does the fault lie with the machinery, or is someone deliberately tampering? And if it were someone tampering, how would they do that? Mutation? That... Mechanical thing? No, Machine... something... that would be dangerous. It sounds familiar... like he read it somewhere.

Loading dock roof, B Level, Emergency Bunker C-3

L4-O continues trying to get to the button. It's right there, but just out of reach... perhaps he could... jump! Nope, that doesn't work... how about poking it with something? Nope... to far. Oh wait... maybe it would like an empty medkit!

That works. The medkit collides with the button, pressing it, and causing the door to close. Nukabot rolled forward to allow it to do so, and the clone, tries to dive through the closing door... but only ends up getting his hand wedged between the door and the floor.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

The docbot begins rifling through Cyrus-R's things, finding his ME Card. It is permitted to do so under CPU Mandate 1981/85228[c] "Acceptable forms of payment (Docbot Fees)".

written by Cryoburner on Jan 05, 2013 23:47⁸¹⁵

I try regaining consciousness. After all, it would be most efficient to not take up space in the medical bay for longer than is absolutely necessary, seeing how busy it is around here. Also, I have that mission that I should probably attend to. Attending to missions while unconscious is usually rather difficult, unless perhaps the mission specifically calls for being unconscious.

written by Lightning4 on Jan 06, 2013 01:27

I brace myself for a crash against the floor, since having your hand crushed is probably pretty distracting to a mutant and its powers.

⁸¹⁵ CRYOBURNER: (OOC: Actually, he wondered how "Cyro-R" was doing, whoever that is. So many clones with similar names around here. : P)

written by Gligar on Jan 06, 2013 15:29

Loading dock roof, B Level, Emergency Bunker C-3

L4-O gets a sudden feeling. Normally, it'd be that sinking feeling, but since he's inverted, it's more of a rising feeling... He tries to brace himself...

Sure enough, gravity reasserts itself, and the three Troubleshooters find themselves in midair, with only one way to go: down. The fall to the floor with a crash which most likely hurts. It certainly knocks the wind out of them, though I don't think there'll be any major injuries this time.

The treasonous clone starts yelling obscenities at everyone.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R stirs while the docbot scans his ME Card, almosty as if he's trying to come round. But in the end, it takes Our Mutual Friend to do it:

"Cyrus-R-NBV-1. My records show that you have not visited a confession booth in some time. Please report to the nearest confession booth immediately. Failure to comply will result in summary execution. Thank you for your co-operation."

written by Jam on Jan 06, 2013 16:41

"Weeeee-oof!"

I pick myself up.

"Aww... Well, that was fun while it lasted..."

I start walking over to the treasonous clone.

written by Gligar on Jan 06, 2013 19:29

Loading dock roof, B Level, Emergency Bunker C-3

Jam-Y is still a bit winded but is able to get back up. He's a little sad that it didn't last longer, though. Anyway, back to business: this clone. He walks over, causing the clone to glare at him. "Yeah? What do you want?"

written by Lightning4 on Jan 06, 2013 21:57

I attempt get up, wincing in pain, and start walking over to the clone too.

written by Gligar on Jan 06, 2013 23:55

Loading dock, A Level, Emergency Bunker C-3

L4-O recovers next. He makes his way over to the clone. Who, by the way, is still not saying anything, though L4-O does notice that he's trying to change gravity again.

Kristos-R comes over. "What is it with you guys? Is my entire crew made out of traitors? If this keeps up I'll have to report to a confession booth! Oh, by the way," he adds to the team, "we've finished in the dormitory. And the confession booths have been reworked to make them accessible from the corridor. They still need to be tested, though..." He trails off, and looks at the traitor, and smiles. "I think we have a good test subject right here."

written by Cryoburner on Jan 07, 2013 00:59

"Oh, wow! I get to have a talk with friend computer. Talking with friend computer is always fun! Say, where is the nearest confession booth?"

Seeing that the docbot appears to have completed his operations on me, I have a look at what he did.

written by Speeder on Jan 07, 2013 11:55

After I stand again and breathe a little...

"Oh, good idea! I would LOVE to see that!"

written by Gligar on Jan 07, 2013 14:16

Loading dock, A Level, Emergency Bunker C-3

Speed-Y agrees to Kristos-R's suggestion. It seems that he'd very much like to see the confession booths in use. "Just you try it," the traitor sneers. "Heh heh heh..."

"Oh, you're thinking of running on us if we let you up?" asks Kristos-R. "That's fine, I'm sure someone can remove that hand of yours!"

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R decides that he'd like to speak to The Computer... but that he'll need to know where the confession booths are. Looking over his body, he notes that the docbot seems to have grafted a metal spring where his missing foot used to be, in addition to having poked at him with a number of syringes.

The docbot, still holding Cyrus-R's ME card, replies, "They are down the corridor, citizen."

written by Speeder on Jan 07, 2013 14:27

I take a very careful aim, trying to hit the wrist, specially the bones, with my revolver, in a attempt to remove the guy hand so he can get freed from the door.

written by Gligar on Jan 07, 2013 18:48

Loading dock, A Level, Emergency Bunker C-3

Speed-Y decides that he should be the one who removes the traitor's hand. Of course, he doesn't want to use medical tools - probably because he has none - but instead uses his "revolver" in his attempt.

A loud noise ensues. Not just from the "revolver" but from the traitor, who now has a slugshot wound to the forearm. But his hand remains stubbornly attached to his arm.

written by Lightning4 on Jan 07, 2013 20:39

"Hmm. I think you're going to need a few more shots than that. Quite a few more."

"If there's any information you'd like to talk to us about, we might stop before your hand is all the way gone..."

written by Kristos on Jan 07, 2013 22:15⁸¹⁶

Perhaps I can learn something if I talk to the machinery. I stand up and stretch a bit and head out of the office, locking the door behind me. Then I begin walking back to the assembly lines. (But I listen carefully for the sound of suspicious clones. I'm starting to get nervous, and maybe even paranoid.)

written by Gligar on Jan 07, 2013 23:10

Loading dock, A Level, Emergency Bunker C-3

L4-O suggests to Speed-Y that removing the hand will take far more than just one slug. Perhaps their captive would like to share information with them before they continue? It would really be in the captive's best interests.

The captive continues screaming.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Perhaps deciding that he should look at the assembly line again, Kris-R gets up and stretches. before stepping out of the office, locking the door.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The corridor is busier than before; that is to say that there are actually a number of clones using it. They all seem to be heading away from the assembly lines. Kris-R seems to be the only one heading towards them.

Factory floor entrance, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Yet more clones are leaving the factory floor, this time heading down Corridor B. What is this?

written by Lightning4 on Jan 08, 2013 11:33

I simply aim my blaster at the clone's head, and wait.

written by Speeder on Jan 08, 2013 11:59

"SHUT YOUR MOUTH!!!"

I shoot his wrist again.

written by Gligar on Jan 08, 2013 14:01

Loading dock, A Level, Emergency Bunker C-3

L4-O joins in with weapons - not firing just yet, but at least with the aiming. In his case, of course, he's using his blaster, and he's aiming at the clone's head.

Speed-Y continues doing what he's doing, adding some yelling of his own into the mix. In his case, it's directed at the captive and telling him to shut up. And as for the shooting... yeah. He fires again. And once again, he his his mark.

The clone's screams die down, but only because he needs to breathe. The lull gives Speed-Y the chance to realise that he kind of looks similar to Mick-R, in a way. It's odd

⁸¹⁶ KRISTOS: (OOC: Maybe I should just use the generic term "Crap-R" for all RED clones with names starting with 'C'. XD)

that he didn't note the resemblance before. His voice might be different, but the resemblance is there.

written by Speeder on Jan 08, 2013 14:29

I tilt my head.

"That guy? That guy... guy...?"

NO! I AM SEEING A ERASED CLONE!! AAAAH! I AM NOT SUPPOSED TO REMEMBER A ERASED CLONE!!! AAAH!!! NOOOOOO!! AAAAAAAH!!!"

I start to run in circles while flailing my arms.

written by Lightning4 on Jan 08, 2013 18:38

I look quite confused at Speed-Y's reaction. He seems familiar to me... but does he seem that familiar?

I tilt my head and look at the clone a little more thoroughly.

written by Gligar on Jan 08, 2013 19:16

Loading dock, A Level, Emergency Bunker C-3

Speed-Y looks at the clone again... and freaks out! He apparently believes that the clone reminds him of someone he shouldn't remember who was erased a couple of weekcycles back! And the thought of that... ugh!

He runs around flailing for a while, and, notably, doesn't shoot at the clone. Or anyone, for that matter.

L4-O, though, isn't so sure. He agrees that the face is familiar, but... now that he gets a closer look, he has to admit that he doesn't know this clone. Sure, it resembles that guy who had an unhealthy obsession with TECHNOLOGY, but wasn't he with R&D? This clones is clearly HPD&MC, and... say, when did they last see Technology Guy? It was... vatslime, it was *earlier todaycycle, before the mission!* So much has happened that he almost forgot!

Incidentally, this clone is still quiet, though it appears that he's trying his gravity trick again. Also, he's bleeding.⁸¹⁷

written by Lightning4 on Jan 08, 2013 22:00

I try to give him a good whack upside the head with the butt of my blaster, in attempts to stop his gravity altering.

written by Jam on Jan 09, 2013 01:23

I notice L4-O trying to hit the clone, and move to stop him.

"Hey, wait a sec! Why don't we just give him one of those pills that suppress mutations? I mean, it's a bit hard to question a clone if he's unconscious..."

I look toward the clone.

"Hey, you kinda look like Mick-R! Funny, I didn't notice that until now... Maybe you guys share a clone template or something..."

Well, anyway, I've got a question for you, Stefan-R! I should be pretty obvious, but there's always a chance this is all a big misunderstanding... So, why were you running from us?"

⁸¹⁷ GLIGAR: (OOC: +1pp to Speeder for some funny freaking out 😊)

written by Kristos on Jan 09, 2013 03:59

I notice the manner in which the clones are leaving the factory floor. Does it look like they are just stopping for a meal? Or perhaps a mandatory drill? Or do they have that state-of-emergency appearance as they vacate the factory floor?

I proceed cautiously.

written by Cryoburner on Jan 09, 2013 09:52

“Oh, wow! I get a spring for a foot and everything. This is way better than my other foot, which isn’t connected to me anymore. Aside from the shooting pain, that is. Thanks, docbot!”

I try walking on my new foot to retrieve my ME card from the docbot, as long as he is done with it.

written by Gligar on Jan 09, 2013 14:27

Loading dock, A Level, Emergency Bunker C-3

L4-O decides to stop the clone from trying the gravity thing again. How? The simplest method, of course: whack him upside the head with his blaster. But Jam-Y stops him, pointing out that they could use mutation suppressants on him instead; it’s difficult to question someone if they’re unconscious, after all.

Jam-Y looks towards the clone and agrees about the resemblance... perhaps they had the same clone template or something. He then proceeds straight to the questioning, calling the clone by name as Stefan-R. He asks why Stefan-R was running. “I was sent to kill you,” he says simply. “I think you know who sent me.”

Factory floor entrance, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R looks at the workers. They don’t seem to be fleeing from anything; no, it’s more like they’re just going for a break. But why all of them at the same time? And besides, this doesn’t seem like the right time for a break. And wouldn’t they be talking amongst themselves? No... something else is happening. Kris-R doubts that it could be a drill due to the lack of blaring alarms and flashing warning lights and such.

He decides to investigate.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

On entry, he immediately notices that the machinery has been shut down. For a factory floor, the silence is.. unnatural.

As clones continue to leave, Kris-R realises that there might be some stragglers.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R thanks the docbot in his usual manner and gets up off the bed, intending to try walking on his new foot. He notes as he does that the dizziness previously associated with the action, acquired during the accident that cost him

his foot, is gone, indicating that the docbot must have done something about his blood loss. But that is not as important as the fact that yes, he can walk again. This new foot is a bit bouncy, but is far preferable to not having a foot at all. Perhaps with a little practice, he wouldn’t go sproinging into the air as he tries to walk towards the docbot

Don’t worry, though. He doesn’t go so far as to hit his head on the roof or anything like that. He simply needs to grab on to the docbot, waiting as it is to return his ME Card, to steady himself.

written by Speeder on Jan 09, 2013 14:36

I approach the gravity clone guy, now KINDA more calm, only kinda.

I refuse to look on his face.

Sometimes when I know my eyes will cross with his eyes, I put a hand over my own eyes.

written by Lightning4 on Jan 09, 2013 15:40

I keep my blaster handy, just in case the clone does try anything funny... though he probably won’t in his current position.

I do look for any of that medication that can suppress mutations though.

written by Kristos on Jan 09, 2013 15:53

I ask a random clone, “Why is everybody leaving?”

written by Gligar on Jan 09, 2013 19:56

Loading dock, A Level, Emergency Bunker C-3

Speed-Y stops freaking out. But something in his expression indicates that he’s not completely calm. Maybe he should... but no, the team’s Happiness Officer isn’t here! I mean, he’d benefit from it. Look at how he’s shielding his eyes from time to time as he avoids looking at Stefan-R,

Which means that it’s up to L4-O to keep an eye on Stefan-R. Even while he rummages through his things looking for any of that mutation suppressant, though it becomes clear that he doesn’t seem to have any.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R stops one of the leaving clones and asks why they’re all leaving. “Dunno,” is the reply. “Got told to by my supervisor.”

written by Cryoburner on Jan 09, 2013 22:32

“Thanks! Bye, everyone! Enjoy your medical treatment!”

I take my ME Card back from the docbot and proceed out the door and into the corridor, careful not to bump my head in the doorway, if that looks like it would be a problem. I then set out down the corridor in search of a confession booth.

written by Speeder on Jan 10, 2013 11:57

I decide that there is a easy way to ensure Stefan won’t run.

I sit on him, but with my face not facing his head.

written by Kristos on Jan 10, 2013 15:39

If I spot a supervisor-looking clone I repeat my question to him/her/it. Otherwise I cautiously continue to the factory floor, keeping my laser pistol ready in case there is a surprise mandatory accuracy and precision exam (or perhaps trouble that needs shooting).

written by Lightning4 on Jan 10, 2013 17:45

I lower my voice and speak only audibly to Jam-Y, hopefully. "It doesn't seem we have any of that medication... we'll need to either get some or think of something else."

written by Gligar on Jan 10, 2013 19:00

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Taking his ME Card back, Cyrus-R thanks the bot and heads out of the door (banging his head on the door frame on his way out).

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

The first thing he notices is the large volume of clones heading down the corridor. Looking to where they came from indicates that they've all left the factory floor for some reason. He can tell because of the big doors down that end of the corridor.

Looking in that direction also allows him to see a sign, one that shows the confession booth symbol, pointing off to one side, partway between the medical bay and the factory floor's entrance.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile, on the factory floor itself, Kris-R has been looking for some sort of supervisor to question, without success. Presumably they all left first.

He proceeds further, passing between the assembly lines, until he heard the unmistakable sound of someone following him/

Loading dock, A Level, Emergency Bunker C-3

Speed-Y, though still freaked out, appears to want to help ensure Stefan-R doesn't get away (despite the fact that his hand is still caught under the main door) via the simple expedient of sitting on him. While not looking at his face.

Meanwhile, L4-O is explaining to Jam-Y (quietly) that he doesn't have any of the mutation suppressants, and believes that none of them do. They'll either need to get some or think of something else.

"Heh," Stefan-R grunts. "I love it when idiots aren't prepared."

written by Speeder on Jan 10, 2013 19:19

"I am prepared."

I take one of the guy legs and do some locking on it, enough to cause pain but not enough to break anything.

written by Jam on Jan 10, 2013 22:33

I facepalm.

"Didn't I have some mutation suppression pills somewhere?"

I search my registered mutant medications pack... Surely that's got some, right?

written by Gligar on Jan 10, 2013 23:18

Loading dock, A Level, Emergency Bunker C-3

While Speed-Y explains to Stefan-R that he is prepared, and proving it by getting the latter's leg into a painful-looking lock, Jam-Y tells L4-O that he probably has some of the suppressants, being a registered mutant and all. He opens his medication pack to check. There are not many, as it turns out, and they are labelled as being permitted only when directed, but there is a pack of them right down at the bottom - the small gold-coloured square-shaped ones.

written by Lightning4 on Jan 11, 2013 06:52

Since Speed-Y already seems to have the situation under control, I just... stand around now.

"So, I don't suppose you'll tell us what you know?"

written by Gligar on Jan 11, 2013 14:51

Loading dock, A Level, Emergency Bunker C-3

Since Speed-Y seems to have it under control, L4-O takes no action, other than to ask Stefan-R if he'll tell them what he knows. "It takes more than pain to make me talk."

written by Lightning4 on Jan 11, 2013 15:20

"Are you sure? Pain is a pretty good motivator and all..."

I decide to try something a bit more... random. I grab my PDC, pick a random loyalty jingle, jack up the volume, and play it, aiming it at the clone.

written by Speeder on Jan 11, 2013 16:20

And I sing along (still handling the guy leg)

written by Gligar on Jan 11, 2013 19:20

Loading dock, A Level, Emergency Bunker C-3

L4-O doesn't agree with Stefan-R, believing that pain is a good motivator instead. However, with Stefan-R being stubborn, he decides to try something else:

Loyalty jingles at high volume. He's either expecting Stefan-R's treason to make the loyalty stuff repulsive to him, or perhaps the subliminals to make him talk... or maybe just the pain of it being at such a high volume will make him crack.

Of course, it's not just Stefan-R who has to listen to it. Everyone else does as well. A few, Speed-Y included, feel compelled to sing along... why is it just *some* clones singing? *Everyone* should be singing! Why isn't the Loyalty Office reacting to any of this?!

Well, Stefan-R is, at least. He's trying to cover his ears and yell "Lalalalala!" at the top of his voice, but of course he only has one hand to do it with. And in that situation, something has to give. His voice quickly gets quieter and his breathing more shallow.

written by Lightning4 on Jan 11, 2013 20:25

I move my PDC a bit closer to his head, and hum quite loudly along with the tune.

written by Jam on Jan 12, 2013 03:15

I start singing too!

Then I stop singing, and say something.

"Well, looks like these pills are YELLOW, and since I'm also a YELLOW, surely I can administer them to this clone... Maybe? Possibly? Oh well..."

I take one of the pills out and walk over to Stefan-R.

"Oh, looks like you're kinda zoned out... Perfect! Well, in you go then!"

I pop the pill into his mouth as far back as I can manage, and hold his mouth shut. I watch to make sure he swallows, and if he doesn't, I start to massage his throat.

written by Cryoburner on Jan 12, 2013 07:04

"Ow, ow, ow."

I start to massage my head where I bumped it, then look to the clones in the corridor.

"Hello random clones, where are you all going?"

written by Gligar on Jan 12, 2013 14:34

Loading dock, A Level, Emergency Bunker C-3

Apparently not wanting Stefan-R to zone out, L4-O moves his PDC in closer, and starts humming along with the tune. But it doesn't seem to be having much effect...

Jam-Y also starts singing, likely hoping to set an example for those who aren't. However, he stops soon after to mention the mutation suppressants he found. It should be okay for him to administer one to Stefan-R, right? After all, Jam-Y is YELLOW, and the gold-coloured pills are apparently YELLOW as well, so there should be no problems!

He approaches with a pull in hand, opens Stefan-R's mouth - finding it not too difficult, as Stefan-R doesn't seem to be resisting - and rams the pill right down his captive's throat. Stefan-R suddenly coughs a bit in an attempt to dislodge the obstruction, but that just makes it go down further and he ends up swallowing it.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Massaging his head where he bumped it, Cyrus-R approaches one of the clones and asks where they're going. "First," the clone tells him, "I'm not just a random clone. Second, why should I tell you where I'm going?"

written by Lightning4 on Jan 12, 2013 20:12

"I wonder if the pill will help make him more cooperative too... I guess we'll find out!"

I leave the music on, still aimed in Stefan-R's direction.

written by Gligar on Jan 12, 2013 20:37

Loading dock, A Level, Emergency Bunker C-3

L4-O wonders if that pill will do more than just suppress Stefan-R's mutation... perhaps it'll make him more co-operative? He keeps the music up, just to be sure.

Stefan-R doesn't move for a while, though he does open his eyes. "What... what did you do to me? A pill or something? I - I can't... concentrate... no need to..."

written by Cryoburner on Jan 13, 2013 01:01

"That is a very good point, random clone. However, the computer has tasked me with getting to the bottom of a supply issue apparently stemming from this factory, and a lack of cooperation could be viewed as an obstruction of duties. In fact, I was just on my way to hold a discussion with the computer right now..."

written by Lightning4 on Jan 13, 2013 02:04

"Ready to start answering our questions yet? Or rather, ready to start telling us what you know?"

written by Gligar on Jan 13, 2013 13:54

Loading dock, A Level, Emergency Bunker C-3

Stefan-R is awake and speaking to the Troubleshooters. Good. This means that L4-O can begin with the questioning... assuming that Stefan-R will co-operate.

"What am I supposed to say? That I was told to kill you by a guy I've never even seen? That it's likely you'll not get the information you want even if you torture every clone in Alpha Complex? Or something else? Like, say, what if I told you that killing me would result in the destruction of this entire bunker?"

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R, it seems, is ignoring the clone's protests, claiming that his co-operation is required for his mission. "Again. I'm not random. If you were smart enough to ask me, you'd know who I was. And that I outrank you. Well? I'm waiting. Perhaps you can tell Our Mutual Friend that you obstructed me. Or maybe I will. I'm sure that'll go down extremely well."

written by Lightning4 on Jan 13, 2013 17:06

"I somehow doubt that, unless you managed to sneak in something that is far, far above your clearance. Far above mine as well..."

A look of concern does cross my face though. I glance around the loading dock for anything unusual that should not be here.

written by Kristos on Jan 13, 2013 19:26

I casually step around the other side of something nearby and listen to the footsteps, holding my laser pistol at ready. I prepare to question the follower, or fire if necessary to protect myself.

written by Gligar on Jan 13, 2013 20:21Loading dock, A Level, Emergency Bunker C-3

L4-O doubts Stefan-R's claim. The only things that could cause that are things way above both of their clearances.

Combined.

But still, the tone of his voice indicates that L4-O is worried about it. Not to mention his suspicious glance around the loading dock. To his relief, he doesn't see anything that shouldn't be there (except for the other HPD&MC clones, but really, what's the chance that one of them is secretly a bomb? Right.)

L4-O looks back To Stefan-R, just in time to see the traitor's foot impact his face with considerable force.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R ducks behind a packing machine and listens to whoever is behind him approach. He can hear the clone speaking, as over a PDC: "He might know I'm here... should I, you know...?"

The clone stops moving.

written by Cryoburner on Jan 13, 2013 23:52

"That is also a very good point. I will avoid wasting any of your time, since it seems you have someplace important to be, and important places are places one should be. I will be sure to put in a good word for you with the computer though. So long, random clone!"

I return to bounding down the corridor.

written by Lightning4 on Jan 14, 2013 01:26

I reel from the hit, unable to do much except attempt to recover.

written by Speeder on Jan 14, 2013 11:28

I attempt to figure who kicked who.

And if a enemy kicked L4, I kick him back.

written by Gligar on Jan 14, 2013 14:29Loading dock, A Level, Emergency Bunker C-3

After being hit, there isn't much that L4-O can do except pull himself together. He's Armed Forces, though. He can cope with a boot to the head in about the same time it takes to say "he can cope with a boot to the head".

Speed-Y can't, so it's a good thing he wasn't the target. However, he did see exactly what happened: L4-O turned around, to find Stefan-R already in the process of kicking L4-O. This tells him that, perhaps, it would be in his best

interests to intervene at this point, and perform an action such as, say, kick back. This is what he chooses to do.

His foot lands right on Stefan-R's already-injured arm, causing him to swing his other arm in an attempted punch. However, the fact that he has one hand trapped in the door gives him cause for concern when he accidentally breaks a bone in that arm in the attempt. And though the punch did not connect, he was successful in dislodging Speed-Y from on top of him.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

All this is unimportant to Cyrus-R, though, who is still busy talking to the clone who refuses to be called random and claims to be a higher clearance. He decides to not waste any (more) of the clone's time, and wanders off. This leaves the clone to mutter to himself and pull out his PDC to send a message.

But Cyrus-R doesn't care about that clone. He's more interested in the confession booths, which are coming up just ahead. And look at that, there is no queue! How convenient! He'd better not keep Our Mutual Friend waiting (any longer than he already has).

written by Speeder on Jan 14, 2013 14:35

"Alright, you want to be free?"

I take out my weapon again and discharge it entirely where I had shot before previously.

written by Gligar on Jan 14, 2013 18:05Loading dock, A Level, Emergency Bunker C-3

It seems, as Speed-Y observes, that Stefan-R wants to be free. AQnd, well, who is SPeed-Y to deny that request?

However, instead of re-opening the door, Speed-Y decides to take an alternative approach to freeing him; that is, he decides to sever Stefan-R's wounded hand from his arm.

Using slugs. Five of them, to be exact.

And it seems that his quick-fire skills with the "revolver" need some work: two slugs miss their target, and three hit but seem to miss Stefan-R's bones, instead hitting the surrounding soft tissue. That's looking kind of ... well, bad right now. Perhaps Stefan-R should see a docbot? 😊

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

As Kris-R waits, the clone continues talking over his PDC. "Understood. Moving in."

The clone approaches, cautiously, but again, he stops. This time, he reaches for something in his packet, does something to it, and throws it towards where he believes Kris-R to be, revealing it to be a smoke grenade.

An LED blinks a couple of times before the thing cracks open, releasing thick gas everywhere.

written by Speeder on Jan 14, 2013 18:22

I get upset. And kick the guy arm a bit.

[1279]

Until I calm down, then I get away from him and start to load my weapon again, and wonder if I had a slug of god or if it can really chamber 7 rounds.

written by Lightning4 on Jan 14, 2013 18:52

Angry, I get back up and kick Stefan-R in the offending leg.

written by Gligar on Jan 14, 2013 22:53

Loading dock, A Level, Emergency Bunker C-3

All this mess with Stefan-R is beginning to wear on Speed-Y's happiness level... one could almost say he was angry over it! See, he's responded by kicking at that arm, enough to break a bone or two (Stefan-R's, not his), but he's not so angry that he'd rip the arm off.

After a bit, though, he realises something. Did he fire six slugs from his "revolver", or was it somehow seven? He steps back to reload, and realises that he can't have fired seven, since the weapon can only hold six... yet my records show that he did. Then he notices some odd colour coding on one of the spent slugs, a code he has never seen before.

Meanwhile L4-O has moved in to attack. He's also kicking, but he targets the leg instead, you know, the one that kicked him. But his own kick seems relatively puny, and doesn't seem to do anything. Stefan-R replies with a kick of his own, which, due to the apparent pain he's experiencing, manages to miss.

written by Cryoburner on Jan 15, 2013 00:10

"How convenient!"

I proceed toward the confession booths.

written by Kristos on Jan 15, 2013 03:05

I run around to the side of the packing machine opposite the smoke grenade but try to keep a barrier between myself and the clone as I listen for his actions. Then I ask, "What's this? Who's there?"

If he does not respond but continues around the packing machine, then I attack. (If he is near me I try to land a punch and take his laser pistol if he has one. If he is far away I shoot with the laser pistol.)

written by Speeder on Jan 15, 2013 12:58

I ignore Stefan for now and get interested in trying to figure what is the crazy spent slug, first I touch it lightly to see if my fingers won't get burned, and when it is safe I pick it up and start to examine very closely, like a certain clone we know.

written by Gligar on Jan 15, 2013 14:38

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Seeing that there is no queue, Cyrus-R takes advantage of the convenience and enters a confession booth.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R moves round the packing machine in an attempt to avoid both the smoke and the clone, while calling out,

demanding to know who it is and what is going on. The clone keeps approaching, saying "You're a Troubleshooter! Me and my associates don't like Troubleshooters!"

He continues round the packing machine, only to discover that Kris-R has his fist ready. However, he manages to dodge Kris-R's punch; apparently, he's better at it than Kris-R.

But perhaps Kris-R had anticipated that. His hand moves, aiming down towards the clone's holster. And it seems that the clone hadn't anticipated that, since he is unable to prevent Kris-R from taking his laser pistol.

Loading dock, A Level, Emergency Bunker C-3

On finding the odd spent slug, Speed-Y takes the time to examine it. The outward appearance is of a spent case from an ordinary 9mm slug, with an unfamiliar colour code. He touches it, and realises that it's hot. This prevents him from turning it around in his hand to examine it from all angles like a certain clone might have done, but nonetheless, he can get a good look at it. The colour code continues to elude him, though. Further examination will have to wait until it cools down.

And, of course, there's Stefan-R, who takes the time to try to kick at Speed-Y while he isn't looking.

written by Speeder on Jan 15, 2013 14:43

I get angry at Stefan again.

"Stop kicking me damnit!"

I kick the hot spent shells on his face.

Then I kick his groin.

written by Lightning4 on Jan 15, 2013 18:08

If I can, I try to wrestle Stefan-R into a position where he's prone, then I attempt to just directly stand on his legs so they stop moving quite so much.

I do momentarily think this plan sounded better in my head, but give it a shot anyway.

written by Gligar on Jan 15, 2013 19:30

Loading dock, A Level, Emergency Bunker C-3

Yelling at Stefan-R to not keep kicking him, Speed-Y does some kicking of his own. First, he attempts to make the spent slugs from his "revolver" impact Stefan-R's face. One hits Stefan-R's left eye, causing him to flinch, close his eyes and grunt in pain. But that is irrelevant compared to Speed-Y's next shot... which causes Stefan-R to shriek and pass out. Again. He slumps back to the ground.

L4-O gets in on the action again. Stefan-R is already on the ground - saving L4-O a job - so he just straightens him out and, well, stands on his legs. It probably seemed like a good idea to L4-O.

Stefan-R doesn't react.

written by Speeder on Jan 15, 2013 20:05

"How we interrogate a passed out clone?"

Hey L4, do you have any explosives? I am missing exploding enemies."

written by Gligar on Jan 15, 2013 23:36

Loading dock, A Level, Emergency Bunker C-3

Speed-Y seems to be at a loss now. As you know, he likes to interrogate prisoners (despite the fact that The Computer, and IntSec, can do it far better and would much prefer that you leave it to them (not that anyone seems to have noticed)). But how does one interrogate an unconscious clone?

Oh well... if he can't interrogate him, he may as well blow him up! He wonders if L4-O has any explosives.

When he doesn't respond, one of the HPD&MC clones offers, "I've got some B3..."

written by Lightning4 on Jan 15, 2013 23:46

"That could work... and sadly, I'm pretty much out.."

I look sad.

"That mission depleted my supply. Also, perhaps we should throw him in the incinerator? What if he's got those nanobots in him too...?"

written by Speeder on Jan 16, 2013 12:14

I nod.

And then I think.

"He said something about if he dies the whole bunker gets screwed up no?"

written by Gligar on Jan 16, 2013 14:35

Loading dock, A Level, Emergency Bunker C-3

L4-O agrees that an explosion would work... but sadly, his supply of explosives is pretty much exhausted. He used a lot during the mission and hasn't had a chance to restock. Why don't they just throw Stefan-R into the incinerator instead? That'd take care of the nanomachines as well, right?

Speed-Y agrees, but remembers that Stefan-R said something about if he dies, the bunker dies too...

Probably nothing though, right? L4-O doesn't really believe it.

written by 4616599 on Jan 16, 2013 15:23

I head for the showers, wondering what all the screaming and loyalty jingles were about. I absent-mindedly start humming one.

written by Lightning4 on Jan 16, 2013 17:12

"Might just be a threat. Doesn't mean much, we already know there are secret societies after us..."

"Wouldn't hurt to take a look around the bunker for anything else out of the ordinary though... one of us should stay here and watch Stefan-R, the rest should examine the bunker."

written by Speeder on Jan 16, 2013 17:51

"Yes sure! I know what I have to examine!"

I suddenly scoot off, and take a look at my PDC.

written by Gligar on Jan 16, 2013 19:25

Cloning station, C Level, Emergency Bunker C-3

Joris-R shakes himself out of his... whatever... and heads off to the showers, unaware of the reason for all the shouting and the loyalty jingle. Right now, all he needs to do is get clean and get himself a jumpsuit and such. And maybe get his equipment back from the meeting hall.

Chemical showers, C Level, Emergency Bunker C-3

You know the drill by now. Mask. START button. Optional loyalty jingle if one's stuck in your head, as is the case for Joris-O (or even if you just feel like singing, but remember the mask).

Well, that last isn't part of the drill, but what with the loud jingles form downstairs, Joris-O probably thought it was appropriate.

Loading dock, A Level, Emergency Bunker C-3

L4-O tells everyone that the part about the bunker exploding or whatever might just be a threat. Not that it changes much; they already know that they're being targeted by secret societies. Though now he thinks about it, it would probably be a good idea to give the bunker the once-over and make sure everything's okay. Someone should stay behind and watch Stefan-R, though.

Obviously, Speed-Y doesn't want to be the one, as he runs off, exclaiming that he wants to check something. And equally obviously, the HPD&MC team don't want to stick around either. Kristos-R asks if they can leave.

written by Speeder on Jan 16, 2013 19:42

I wander toward the meeting hall, still fiddling with the PDC in hand.

written by Lightning4 on Jan 16, 2013 20:33

I look at Jam-Y and wait for a response. If he doesn't response, I do:

"I guess, if everything is complete?"

written by Kristos on Jan 16, 2013 21:33

I jump back and (spending a PP) fire the clone's laser pistol at him (or mine if his doesn't work), but attempt to avoid anything lethal. After all, my mission is solely to gather information.

"Me and my associates don't like trouble... and we suspect you have been causing a lot of it! What are you doing here?"

I sure hope this isn't that machine empath fellow...

written by Gligar on Jan 16, 2013 23:26

Chemical showers, C Level, Emergency Bunker C-3

Joris-O continues humming his loyalty jingle as the shower switches to the rinse cycle.

Loading dock, A Level, Emergency Bunker C-3

While Speed-Y heads upstairs - he's doing something on his PDC again - L4-O looks over at the work crew. Then at Jam-Y - he's higher clearance, after all - to see if he has anything to say about it.

But Jam-Y is staring off into space. He has that vacant expression again...

L4-O turns back. He guess it's okay for the work crew to leave, assuming that they're finished?

"Yeah," Kristos-R says. "We're done now. There's some forms to fill in, but we'll leave them in there. Whoever goes in there can fill them in and send them back himself. Right now, though, we've got another job to go to. And I have to explain to my supervisor why the crew is two clones short. Anyway, see you."

"Er," one worker interrupts. "How do we get out with the door closed?"

"We go up," Kristos-R tells him. "Follow me."

Kristos-R heads out, presumably heading for Concourse C1 and the stairwell to D Level.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Meanwhile, Kris-R isn't going anywhere. He has this clone to deal with, who, as he points out, is most likely causing trouble, and he's here to shoot such things. So he does. With the captured laser pistol. The shot grazes the clone's shoulder, causing him to yelp in pain.

Kris-R demands to know what the clone is doing here. "Following orders!" is the reply. "Not that I'm telling you what they are!"

written by Jam on Jan 17, 2013 01:52

"..."

I start to drool a bit.

written by Speeder on Jan 17, 2013 11:53

I shout:

"Everyone on Kristos team is to stand-by on the exit, we need to search everyone for more explosives and crazy weapons, also I will request a mutant scanning team."

And then I proceed to continue walking, and attempt to do that request on my PDC and explain why.

written by Lightning4 on Jan 17, 2013 16:26

I look at Jam-Y, a bit worried.

"Um, Sir, are you there?"

written by Gligar on Jan 17, 2013 18:21

Chemical showers, C Level, Emergency Bunker C-3

Though Joris-O doesn't seem to have noticed yet, the shower has finished its cycle and is now draining.

Loading dock, A Level, Emergency Bunker C-3

Jam-Y seems to be having problems, like his brain isn't there or something. He starts drooling. Perhaps it's a mutant thing? Not that L4-O would know; all he can see is that Jam-Y is suddenly drooling idly. And that worries him.

Stefan-R twitches a little.

Stairwell, Emergency Bunker C-3

As Kristos-R's team passes him, Speed-Y tells them that they are to wait by the exit. They'll need to be searched, and he'll be calling in a mutant scanning team.

The team visibly seems to deflate. The prospect of yet more delays does not fill them with happiness.

But one of them tries to motivate the team. "Come on, citizens! If we don't comply, we'll all get terminated as potential Commie Mutant Traitors! And that would be a waste. I'm sure Kristos-R would not like to lose another clone... I mean... Rick-R's on his last clone, and I'm on number five... we can't afford to lose any more!"

"Oh, shut up..."

Speed-Y lets them continue on while he places a PDC call, requesting the mutant scanning team. He is told that there is currently a four-hourcycle waiting time.

written by Speeder on Jan 17, 2013 18:37

"Four-hourcycle?"

They won't wait four-hourcycle... And there was one deranged dangerous unregistered mutant with them, and a clone infected with a very dangerous thing of very high clearance that could kill everyone with a nature that I don't have permission to tell you...

Please, cannot you do anything about it? Maybe a special request, so they wait a little less? Like, three hourcycles instead of four?"

I remain walking.

written by Gligar on Jan 17, 2013 23:19

Corridors, C Level, Emergency Bunker C-3

As he continues to walk, Speed-Y explains that four hourcycles is too long; the clones won't wait that long. Can they do anything about that? He reiterates the urgency of the request.

He is told that four hourcycles is the mandated queue length. Has he ever been in a PLC queue? They operate on the same principles, and no, there is nothing they can do. Unless he's willing to do something to speed it along, such as make a donation to the office party fund...?

Soon, he reaches the concourse. Kristos-R's team is waiting.

written by Lightning4 on Jan 18, 2013 05:51

I continue keeping my weight on Stefan-R's legs so he doesn't more or flail anymore. Not that it should, he seems to be in pretty bad shape.

written by Speeder on Jan 18, 2013 11:11

I turn to Kristos.

"They want to know if you want to make a donation to the office party fund... You know, just to help them, when they have help they can work faster, and thus make you wait less than four hours, if you get what they are saying."

written by Gligar on Jan 18, 2013 14:22

Concourse C1, Emergency Bunker C-3

Speed-Y explains the situation to Kristos-R, and mentions the office party fund. "Hmmm, well..." he says, "not really sure I should... what do you guys think?" The HPD&MC team starts to discuss. One points out that this sounds fishy, like there's something up. Another reminds them that it might just be an ordinary party fund, you know, like they have...

Loading dock, A Level, Emergency Bunker C-3

L4-O keeps his weight on Stefan-R's legs so that he won't flail around. It doesn't look like he will, though; he's just twitching.

written by Speeder on Jan 18, 2013 14:26

I take the PDC away from me and mutter.

"Party fund sounds... commie.

Or it is really about throwing parties?"

written by Lightning4 on Jan 18, 2013 14:49

"Are you still with us, sir?"

I continue looking at Jam-Y, wondering what's wrong with him.

written by Gligar on Jan 18, 2013 18:55

Concourse C1, Emergency Bunker C-3

The team's doubts about the alleged party fund have spread to Speed-Y. He can't decide whether the fund is suspect or really just for throwing parties. "It might not be the commies," Kristos-R says. "It could be someone like Free Enterprise, in which case they're trying to set something up in this sector (if there isn't something here already, I mean I don't know either way)..."

Loading dock, A Level, Emergency Bunker C-3

L4-O looks over at Jam-Y again, the concern now more evident than ever. Just what is up with Jam-Y?

Chemical showers, C Level, Emergency Bunker C-3

The shower room finishes draining, and the fans fire up. At the same time, the door unlocks.

written by Lightning4 on Jan 18, 2013 19:16

Since I haven't gotten around to this clone yet, I decide to start searching him for anything useful.

written by Speeder on Jan 18, 2013 19:24

I think a bit.

"I wonder why Friend Computer do not help Free Enterprise... I mean, they are not the opposite of commies?"

I talk into my PDC.

"So... what is that... party fund... it is for a party as in, throwing parties, or party as in, commie party, or party as in... something else?"

written by Kristos on Jan 18, 2013 22:11

I shoot at the clone again, this time not taking care to avoid anything but just aiming straight at him. Then I look to see what color the laser barrel is.

written by Gligar on Jan 18, 2013 23:42

Loading dock, A Level, Emergency Bunker C-3

L4-O turns his mind away from Jam-Y for the time being, and back to Stefan-R. He decides that, since Stefan-R isn't going anywhere and is not in a condition to object, he should be searched. And doing so reveals... not much, really. Only an ME Card, a PDC, a laser pistol with an RED barrel, a couple of grenades, and some sort of... well, there are only so many things that have a timer and a power pack connected to something malleable that L4-O can probably guess what it is.

Concourse C1, Emergency Bunker C-3

Speed-Y wonders why Our Friend doesn't help Free Enterprise... but then he remembers that their methods are... different, to say the least. (Have you seen their money lenders? It's not just the 2000% interest rates, it's what they do to you if you don't pay them...) He also remembers that they're still a secret society; true, they offer useful services but still.

But back to that party fund. It's time to ask directly what the fund is used for. "Oh, it's for parties! You know, parties, those things that make people happy? You never know when you're going to receive a Mandatory Instant Party order, after all. It just pays to be prepared," is the prompt reply.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R shoots again. It's a nice hit, right in the torso. He'd be dead if it weren't for the reflec. He'll still be dead if he doesn't see a docbot soon, given the way he falls to the floor.

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Not that that's taken care of, Kris-R can check out the laser's barrel. For some reason he hadn't been able to tell what clearance it was. It turns out that it's RED, and has 3 shots remaining. But there's something odd about the business end... it looks like it's been modified somehow.

Come to think of it... maybe it has something to do with his initial inability to discern the barrel's clearance.

written by Jam on Jan 18, 2013 23:52

I stare blankly... then I suddenly gasp.

"MINE!"

I dive for the RED laser pistol barrel.

"Gimme gimme! I saw it first! It's all mine!"

written by Lightning4 on Jan 19, 2013 02:30

I sigh upon finding the bomb. I at least check to see if it's armed, trying to avoid being distracted or otherwise knocked over by Jam-Y.

written by Gligar on Jan 19, 2013 17:03

Loading dock, A Level, Emergency Bunker C-3

Yep, it's a bomb.

But before L4-O can do anything about it, Jam-Y suddenly comes round and makes a dive for that laser pistol. He really loves laser pistols, doesn't he? L4-O gets out of his way, allowing him to grab it and add it to his collection.

Meanwhile, L4-O looks at the bomb. It doesn't seem to be armed but could certainly blow up good if it were. The question is, what was Stefan-R doing with it? How did he get hold of plastic explosive? That stuff's BLUE Clearance, after all...

written by Speeder on Jan 19, 2013 17:34

"I see..."

Alright...

So, how do they donate to your party fund?"

I look to Kristos.

"He assured me that it is a completely legal fund to make people happy, specially when there are a mandatory instant party order."

written by Jam on Jan 19, 2013 21:14

I look at the bomb.

"That's a bomb!"

I stare blankly at it for a while.

written by Gligar on Jan 19, 2013 21:31

Concourse C1, Emergency Bunker C-3

Speed-Y relays the information about this Party Fund to Kristos-R, who relaxes a little. Just one more thing he needs: how do they pay into it? "That's easy enough, citizen," his

is told. "Just authorise a funds transfer to this office. I'm sending you the details now."

Speed-Y's PDC beeps, indicating that a data packet has arrived. It would have helped if he didn't have his ear right next to the thing, though.

Loading dock, A Level, Emergency Bunker C-3

Jam-Y looks over at the bomb, and correctly identifies it as a bomb. Though, he seems to be at a loss as to what to do about it...

Perhaps it really is a mutant thing. Say, isn't there something that registered mutants are supposed to do occasionally?

written by Speeder on Jan 19, 2013 21:38

I cringe at the beeping noise.

Then I forward the thing to Kristos PDC.

written by Lightning4 on Jan 20, 2013 03:06

"Why yes, sir. It is! I should probably keep this safe."

First, I check the bomb for safety against it accidentally going off. If it's not safe, I try to make it so.

Then I put it away.

written by Jam on Jan 20, 2013 04:57

"We should... oh, I guess you've got it... Carry on..."

I watch L4-O deal with the bomb with a vacant, somewhat-puzzled expression on my face.

written by 4616599 on Jan 20, 2013 13:43

"No forms to fill? Good. Shouty noises..."

(or if there are in fact forms to fill, I do them, while still whistling a loyalty jingle. Those things are catchy.)

I grab a jumpsuit and carefully walk toward the source of the noises.

written by Gligar on Jan 20, 2013 15:05

Concourse C1, Emergency Bunker C-3

Winning at the sudden noise, Speed-Y hits Forward and sends the account information to Kristos-R, who then shows it to his workers. "So what do you all think? Want to contribute?"

They begin to discuss again, only this time the tone is more positive.

Back on the PDC, Speed-Y is told that he must be quick about his reply, as they are nearing the mandatory maximum call length.

Loading dock, A Level, Emergency Bunker C-3

L4-O agrees that it's a bomb, and looks it over again. He notes that the timer is just a standard E-Z-Alarm - you know, the one with the touch controls. They sometimes react if you so much as walk past them. (It still passes The Computer's guidelines for safety, as it's easy to use, and

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any frustration is clearly a sign of commie taint. Only commies would be unhappy with an E-Z-Alarm!

He looks at the wires connecting together. They're right there, but there are more than he anticipated; would he like to cut some of them?

Jam-Y wonders what L4-O will do with the bomb. He still stands there with a vacant expression on his face, but he continues to watch L4-O.

Cloning station, C Level, Emergency Bunker C-3

Ah, good. Joris-O has found the cloning forms (on the terminal, as you may remember). It's not as if they're hiding anywhere.

Next order of business: jumpsuits. As luck would have it, they are also in evidence. They may only be RED jumpsuits, but they are at least present. Joris-O grabs one and idly wonders where his equipment went to, before realising that it's probably still on his previous clone.

That leaves one more thing: those shouty noises. He recalls them coming from downstairs...

He heads out, apparently not noticing that he forgot to actually put the jumpsuit on.

written by Lightning4 on Jan 20, 2013 16:08

I take a moment to address Jam-Y.

"Everything okay, Sir?"

I look the bomb over a little more, not deciding on taking an action quite yet.

written by Speeder on Jan 20, 2013 16:16

"I think there will be a contribution."

I turn to them.

"We are nearing mandatory maximum call length, please, can I confirm they will receive a contribution?"

I turn to the PDC again.

"If there are a contribution, then when you will be here?"

written by Jam on Jan 20, 2013 17:43

I blink a few times.

"Yes, of course... Just a bit... uh... muddled..."

I shake my head a bit, trying to clear it.

"Could you go get me a B3? I can hold the bomb if you want."

written by Gligar on Jan 20, 2013 19:37

Loading dock, A Level, Emergency Bunker C-3

Asking if Jam-Y is okay again, L4-O has another look at the bomb. He doesn't learn anything new, except for the fact that there seems to be something else hidden between the E-Z-Alarm and the battery pack. There seem to be several wires leading to it.

Jam-Y says he's okay, just a little muddled for some reason. He asks for a B3, and offers to hold the bomb while L4-O is away. Perhaps the B3 will clear his head - shaking it doesn't seem to work.

Concourse C1, Emergency Bunker C-3

Speed-Y presses Kristos-R for an answer as they're running out of time, and asks the scanning office what the delay will be if they do make a contribution. "If you're willing to make a contribution, we could probably get a team out in... twenty minutecycles."

Kristos-R speaks up. "We're going to make a... contribution." He does something to his PDC. "And it's sent. I hope this is worth it."

written by Speeder on Jan 20, 2013 19:59

"Alright, he already sent it, thanks!"

I turn to Kristos.

"He said they will be here in twenty minutecycles.

I hope noone of your team attempts to run away, doing that of course means I will have to send people to capture and interrogate.

But I am sure that probably there are no more traitors in your team, and noone will have nanomachines or unregistered mutations, right team?"

I look at them, grinning.

written by Gligar on Jan 21, 2013 14:32

Concourse C1, Emergency Bunker C-3

Speed-Y does his relaying again, and adds that he hopes that the team won't try to run away, or that any of them have mutations or nanomachines that they're not telling anyone about. But the way that he says it, and that grin... it would make the team worry if worrying were allowed. Instead, they just smile. "No need to worry about that sir!" one says. "I'm sure that there are no ^{more} Commie Mutant Traitors here!"

The clone on the PDC says, "Yes, there we are, I see the payment. Is there anything else I can help you with?"

Loading dock, A Level, Emergency Bunker C-3

Joris-O looks to have made his way down to the loading dock, while still forgetting to actually wear the jumpsuit. Do I have to throw a ring-for-service bell at him?

written by Speeder on Jan 21, 2013 14:40

"No, I don't think so, thanks!"

then I look to them.

profoundly.

And wander off to the camera room.

written by 4616599 on Jan 21, 2013 16:03

I notice the apparent intruder CMT fellow and confidently stride toward him.

written by Lightning4 on Jan 21, 2013 16:09

I try to get a better look at the thing hidden in the bomb.

written by Jam on Jan 21, 2013 18:46

I rub my face a bit, and mumble.

"Didn't I just... Oh, nevermind, I'll get it myself..."

I start searching for a vendobot.

written by Gligar on Jan 21, 2013 19:30

Concourse C1, Emergency Bunker C-3

Speed-Y happily assures the clone on the other end that there is nothing else, and hangs up.

Wait, did he just hear...

He glares in the direction of the HPD&MC crew, and then wanders off into the control room.

Kristos-R wonders, "What was that about?"

Loading dock, A Level, Emergency Bunker C-3

Joris-O approaches Stefan-R, who is still unconscious and not moving, so he can't see that Joris-O still hasn't put on his jumpsuit. From here, Joris-O can see that Stefan-R has his hand stuck beneath the loading dock's main door. Said hand is partly crushed by the weight of the door.

L4-O seems to be ignoring everything except for the bomb. He tries to figure out what the hidden thing is. By prodding things and moving wires around, he can see that it is some kind of sensor package. As he prods it, something on the bomb beeps.

Jam-Y ignores everything except his lack of B3. He thought he'd asked for some... never mind. He wanders off in search of a vendobot.

Corridor A1, Emergency Bunker C-3

Now, where would a vendobot be...?

written by Speeder on Jan 21, 2013 19:45

I keep a eye on the Concourse, from the camera.

I also attempt to at the same time look into other places to see if I can find anything strange.

written by Lightning4 on Jan 21, 2013 20:10

I look concerned and check the timer on the bomb.

I also start estimating just how much blasting force this kind of bomb should be capable of, since I believe it's rapidly becoming relevant.

written by Jam on Jan 21, 2013 20:13

I suddenly stop searching.

Wait...

That was Joris-O, right?

And... There's a mutant there. A disabled mutant...

That will blow up the bunker if he dies.

And then I won't be able to get my B3.

Uhh...

"Oh no..."

I slowly turn around, and start heading back to Joris-O.

"Waaaaait... Don't blow up B3... Jooris!"

written by Gligar on Jan 21, 2013 23:28

Control room, C Level, Emergency Bunker C-3

While keeping an eye on the concourse on one screen, Speed-Y starts switching the other one through other cameras, looking for anything unusual.

I'm not sure whether Joris-O being out on uniform down on A Level counts, but... there it is.

Loading dock, A Level, Emergency Bunker C-3

It's certainly unusual as far as Jam-Y is concerned. He seems to have realised something about Joris-O - and not just that he's out of uniform. It is a cause of concern to him that Joris-O is so close to a proven mutant... one who could probably blow up the bunker if he dies! He runs back in, yelling at Joris-O not to blow up his B3 (wherever it might be).

L4-O, on the other hand, has other problems. Specifically... the timer on the bomb has just activated! It's showing 20 minutecycles, and starts counting down as he watches. 19:59, 19:58, 19:57...

Which leads to his next question: how powerful is this thing? Perhaps a better question is *what plastic explosive is this?* Effectiveness ranges from grenade strength up to, well, take out half the bunker! He wracks his mind further, trying to think... it could be *that* type... he saw a load go off once in a bomb range, and from what he remembers, it easily took out the mockup commie command centre. No wait... it only did that because there were generators nearby...

written by Jam on Jan 22, 2013 00:39

I continue running toward Joris-O.

"Jooooori—"

I suddenly stumble, and end up tripping over my own feet.

"Aaah..."

Strangely, as I fall, my face still seems to have a blank expression, with only a slight hint of surprise. Then it shows a scrunched up expression, gets several new scrapes and bruises, and starts bleeding as it slides across the floor.

"Ow."

After that particularly spectacular faceplant, I decide to stop moving for a bit.

written by Lightning4 on Jan 22, 2013 02:08

I sit down on the hopefully still inactive commie traitor, and start puzzling over the bomb.

"Hm. Not good... not good at all. Looks like the right clearance too..."

I start tracing a few wires from their origin to destination, and start hopefully planning a course of action. Though I'm not exactly a tech clone...

"Hmph... usually I'm accustomed to blowing these up, not figuring out how to stop the explosion..."

written by Kristos on Jan 22, 2013 05:43

I'll have to further study the modified laser barrel *later*.

"Now what should I do with this troublesome clone? Would you like to bleed to death or would you like to see a docbot?"

I look to see if the clone is wearing or carrying any unusual equipment. I'll have to check his pockets *later*.

written by Gligar on Jan 22, 2013 14:46

Loading dock, A Level, Emergency Bunker C-3

I don't know whether Joris-O heard him, but he certainly does not react when Jam-Y continues to run towards him... and suddenly trip over nothing and perform a humorous faceplant somewhere in the vicinity of Nukabot. Strangely, this doesn't seem to surprise Jam-Y. Perhaps he was expecting it? Or maybe he just doesn't care about anything other than consuming some of that delicious, delicious B3 that he was previously going to obtain.⁸¹⁸

Either way, it doesn't matter to L4-O. He's sat on Stefan-R, trying to figure out how to disarm this bomb. He notes several wires leading between the sensor suite, the timer and the explosive. A couple of the explosive-to-timer wires are the same colour as a couple of the timer-to-sensor wires. There are more that are similar colours, but a few that don't seem to match with anything at all.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R puts the modified laser pistol barrel away. Right now, he has more pressing things to worry about, like this commie mutant traitor. If only his Loyalty Officer were here. Perhaps he could try actually being a Loyalty Officer for a chance... perhaps he could make that rare piece of evidence known as a recording! But he isn't, so he won't get to make the recording... oh well. And given that Kris-R just gave the traitor the opportunity to either bleed to death or go see a docbot, and that the traitor has not responded, he most likely never will have the chance.

Satisfied that he won't be suddenly interrupted by the CMT suddenly waking up or something, Kris-R gives the clone another glance, seeing if he has something... interesting... showing. Hmm... nope, doesn't look like it.

written by Speeder on Jan 22, 2013 15:10

I stare at the screen upon seeing Joris naked.

"Sometimes my team is very... surprising."

I then wander to the meeting hall.

I get bored there, and decide to play the tape and keep looking at the gears of the tape reader, just to see if they are working fine or something.

written by Lightning4 on Jan 22, 2013 20:02

I sigh and start thinking of a relatively safe place nearby to disarm the bomb. Perhaps out on the roadway to the Industrial Subsectors... there shouldn't be many clones out there at the moment...

written by Gligar on Jan 22, 2013 20:06

Control room, C Level, Emergency Bunker C-3

Speed-Y seems surprised at Joris-O's compulsive forgetting-to-put-on-his-jumpsuit...ness. Sometimes, his team just... surprises him.

But, since that is all that seems to be unusual right now, he quickly gets bored and heads back into the meeting hall.

Meeting hall, C level, Emergency Bunker C-3

Everything is still as they left it... including Joris-O's corpse, and his equipment (what little he had).

But Speed-Y is not interested in that. He heads over to the tape machine, the tape still mounted and still in pause mode. He restarts it and glances at the tape reels. They're... spinning, and seem to be at a constant speed. It looks like it's working without problems.

The vidscreen comes to life again, displaying the same scientist as before, as well as some other clones, some of which are not R&D. "Trial six... no, scrap that. This is no mere trial..."

"Daycycle 1 after Reanimator release: Though reports from survivors are sketchy at best, I can begin to piece together the events immediately after release. It seems that the canister was stolen, not to release to the sector as a whole, but to revive just one clone: the so-called head of this Church of the Easter Cycle. I still don't have his identity, but it seems that it's the previous clone of a prominent high-clearance clone... I just don't know which one..."

"Anyway, it seems that the revival was successful. Only... the Easter Cycle has... done something. I don't yet know how, but their revived clone somehow retained his mental faculties - "

The scientist is interrupted by the voice of The Computer, the same then as it is now (only distorted by, presumably, the camera): **"Attention, citizens! The ratio of living to dead citizens in your current sector has dropped below the minimum viability level. To contain the contagion, CRS Sector will now be sealed off for your comfort and security. Well, not your comfort and security - everyone else's in fact. Thank you for your co-operation."**

" - and it looks like we're on our own in dealing with it," the scientist finishes, looking rather deflated. "First, I want

⁸¹⁸ GLIGAR: (OOC: +1pp to Jam 😊)

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to find out how they did it, and duplicate it. That way, if we turn, we can carry on as normal."

The tape stops.

Loading dock, A Level, Emergency Bunker C-3

L4-O starts thinking about disarming. No, not himself, but the bomb. To do that, of course, he will need space.

Space such as the roadway; they shouldn't be anyone there right now. Yes, that should work. Can he trust Stefan-R to not move while he opens the door?

written by Speeder on Jan 22, 2013 21:50

I look at my PDC, just to see... something.

Maybe if there are no message coming to inform me that I just saw something very weird and treasonous.

Then I start to run around the room kinda panicking for a while.

"AAAAAH, THIS WAS NOT THERE BEFORE!! AAAAAAH!!!"

Then I stop, take a breath and think.

"I think I... pressed play... and..."

AAAAAH!!!"

Then I stop again, and stare at my PDC.

I then check if the tape is ended already or not.

written by Gligar on Jan 22, 2013 23:26

Meeting hall, C level, Emergency Bunker C-3

When the tape stops, Speed-Y glances at his PDC. He has no messages.

The he realises something, and starts panicking. He's just seen treasonous information! Information that wasn't there before!

He tries to remember where it came from. He pressed play, and there it was...

He calms down slightly and looks at his PDC again. Nothing obvious happens.

He looks back at the tape. There is still more tape to play, but the tape has paused itself again.⁸¹⁹

written by Lightning4 on Jan 22, 2013 23:41

I look at Stefan-R to see if he's still unconscious or not. Or possibly dead... I start to wonder about the sensor and the clone being alive or not...

written by Jam on Jan 23, 2013 00:32

I try to pick myself up...

"Ow... Joris-O... Bomb... B3..."

I unsteadily walk towards Joris-O.

written by Speeder on Jan 23, 2013 11:58

I go sit in a corner, fidgeting, my head facing the corner.

⁸¹⁹ GLIGAR: (OOC: +1pp to Speeder 😊)

written by Gligar on Jan 23, 2013 14:22

Loading dock, A Level, Emergency Bunker C-3

L4-O checks over Stefan-R. He's alive, but his breathing is shallow, and his heartbeat is weak. It's only a matter of time, L4-O thinks. Perhaps only twenty minutecycles.

Well, 19 now.

Speaking of 19 minutecycles... L4-O looks back at the sensor. Perhaps it's linked to Stefan-R's life signs? But if that's the case, it can't be something as simple as "life signs" versus "no life signs", since the timer is active, and he's still alive...

Jam-Y struggles to pick himself up. He still has it in his mind that reaching Joris-O is a top priority. Luckily, however unsteady he might be, Joris-O is just standing there, doing nothing. He's able to reach him without too much trouble.

Meeting hall, C level, Emergency Bunker C-3

In his panic, Speed-Y ends up in the corner, staring at the wall...

written by Speeder on Jan 23, 2013 14:30

I suddenly stand. Walk VERY SLOOOOWLY toward the tape.

Then I stay away from it that I can find possible, stretch myself the most that I can, and touch the play button like if it was a dangerous animal, and then as soon it starts playing I recoil and stand back, looking at the screen like if it was a bomb.

written by Lightning4 on Jan 23, 2013 14:59

I get up and decide to risk it. I get my blaster in hand, and go over to the door button.

I look around to see if there are any other clones here that can press the button again after I am out.

written by Jam on Jan 23, 2013 19:48

I search Joris-O, and note that he has neither B3 nor bombs. Then why was I so concerned with getting to him? Oh well...

I walk over to L4-O...

Oh, the bomb has a countdown now? Looks like there's still some time left, I should be able to get some B3 by then. Maybe Speed-Y has some...

I start to head toward C level, since that was the last place I remember Speed-Y being.

written by Gligar on Jan 23, 2013 20:11

Meeting hall, C level, Emergency Bunker C-3

Speed-Y doesn't look to have calmed down yet, but he still moves.

Back to the tape machine. Though he looks like he doesn't want to.

He stops short, though, and slooooooowly reaches out to hit the play button again. And almost falls flat on his

face while doing so, but that is irrelevant. What is relevant is that he recoils the instant he presses it, acting as if the button, and the vidscreen, were on fire.

He half-runs-half-jumps back from the vidscreen and glares at it, almost compelled to watch, but at the same time treating it as if it will explode in, say, 18 minutecycles...

As expected, the tape shows the scientist again. He seems to be in a different location from before. Some assistants are also present - well, they might be assistants, it's difficult to tell. Notably, there are also a few INFRAREDS there as well - I doubt that they're assistants; they might well be survivors.

He dictates, "Daycycle 2 after Reanimator release: The local compnode went down last nightcycle. It's probably been isolated after the outbreak... perhaps the shock caused it to reboot. It hasn't come back yet.

"But that's not all. It seems that the report of intelligent reanimated clones was true; I saw some in R&D after the compnode went down. They look and act just like the living! The only difference is the hunger for brains... *but they're researching that difference!*

"This is worse than I thought. But their presence suggests a possibility..."

The tape jumps. The scientist is now back in the lab. "I think I know how they did it. It involves preserving the brain somehow after death... and a big jolt of electricity when the nanomachines go online. We're about to test my theory; I was right to assume that we would have ample test subjects." The scientist moves, revealing a body on a table. He tells someone off-screen to "throw the switch."

We don't see the results, because the tape stops at that point.

Loading dock, A Level, Emergency Bunker C-3

Meanwhile, L4-O has decided to risk disarming the bomb. He now only has 17 minutecycles to do it, after all.

He readies his blaster and heads for the door control. Before he presses it, though, he looks back. Perhaps either Jam-Y or Joris-O could close the door after him?

Though given the way Jam-Y wanders off, it looks like he is not an option this time. Perhaps Joris-O?

written by Lightning4 on Jan 23, 2013 22:25

I look at Joris-O for a few minutes, but decide he's probably not going to do anything.

"Nukabot, I don't suppose you can hit this button somehow?"

I think for a moment while I await the reply, then realize something.

"Oh, better idea! You can just park on Stefan-R here. He won't be going anywhere with a big heavy forkbot on him... and that'll let us get outside again!"

written by Gligar on Jan 23, 2013 23:14

Loading dock, A Level, Emergency Bunker C-3

L4-O considers Joris-O for a while... but realizes that the naked clone is probably not going to be of much help. Then he has an idea: what if Nukabot could press the button? "That is a possibility," Nukabot says. "However, it will be difficult to get to the button without running over Stefan-R. I am aware that he is a Commie Mutant Traitor and is therefore not protected by my directives, but I am also aware that terminating him may well result in the detonation of the bomb you carry."

But L4-O realises something else: Nukabot could instead park itself on top of Stefan-R! "That will also work. In the interests of keeping him alive while the bomb is dealt with, I propose to park such that my forks are on top of him. The force of my motors should keep him down."

12 minutecycles...

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y finds Speed-Y in the meeting hall... and the HPD&MC team lounging around in the concourse... but Speed-Y is more interesting. Why? He is looking at the vidscreen with an expression suggesting barely-controlled terror. The vidscreen itself is showing a frame from the tape, depicting the scientist with a body on a table. The scientist is looking off-camera.

written by Jam on Jan 24, 2013 01:37

I look at Speed-Y.

Hmm... That's not the expression that someclone would make if they had B3.

I look up at the vidscreen.

Hmm... That doesn't look like a B3 commercial.

I look back at Speed-Y.

"What's with that face? The vidscreen's not going to eat you..."

written by Speeder on Jan 24, 2013 02:13

I SLOOOOWLY turn my face to Jam, yeah, THAT way.

Then I look at the vidscreen again.

And then I point to the play button.

"Can you press that button, PLEASE?"

And then I watch the vidscreen intently, but also almost freezing in terror.

written by Lightning4 on Jan 24, 2013 15:56

"Good. Make it so, then."

I press the button and get ready to bolt out of the loading dock door as soon as it is open enough.

written by Gligar on Jan 24, 2013 18:36Meeting hall, C Level, Emergency Bunker C-3

Jam-Y looks at Speed-Y, wondering just why he has that expression; it's not like the screen's going to hurt him. (Even though it looks nothing like a B3 commercial.)

Speed-Y responds by turning, slowly, and asking Jam-Y to press play on the tape. He kind of sounds - and looks - like he could use a B3 himself. And from the sudden "B3 is a *really, really* good idea right now" vibe he's getting, there is an active B3 vendobot in the room. But of course you remembered that, didn't you?

Loading dock, A Level, Emergency Bunker C-3

L4-O decides to allow Nukabot to do its thing as he presses the button.

The door rises, revealing that Stefan-R's fingers will most likely have to be amputated.

It rises further. L4-O doesn't wait for it to get to head height as he rolls under it, gets to his feet, and runs.

written by Speeder on Jan 24, 2013 18:41

I go buy a B3...

If after buying the B3 Jam still did not pressed the PLAY BUTTON, I do so, very calmly this time, probably because of the B3.

I also watch whatever the contents of the tape happily, like if I was in a entertainment movie session...

Maybe because drinking B3 in entertainment session although not mandatory it is HIGHLY RECOMMENDED.

written by Lightning4 on Jan 24, 2013 18:46

I just keep running away from the domescraper, looking for the nearest wide, empty space to conduct the disarming. If I can, I check the time on the bomb again.

written by Jam on Jan 24, 2013 20:18

I notice Speed-Y heading toward the vendobot... Could it be he's buying a B3 for me? Yay!

I start to look especially excited.

Wait, he wanted me to press a button, right? Okay...

I press the play button. Then I notice Speed-Y walking towards me, carrying—

"A B3! Oh, thank you!"

I dive toward him and try to take the B3. If I'm successful, I start drinking it as fast a possible.

written by Gligar on Jan 24, 2013 22:40Meeting hall, C Level, Emergency Bunker C-3

Speed-Y doesn't bother to resist the vendobot's subliminal advertising and goes to buy one. He is watched intensely by Jam-Y who, as you'll recall, came here to find some.

Dutifully, the vendobot dispenses a can. "Enjoy, citizen," it says in that synthesised cheerful, happy voice. You know the one.

Speed-Y picks it up, and immediately becomes calm. The thought of B3 overrides the terror of watching something way beyond his clearance. He doesn't even hear Jam-Y's assumption that the B3 is for him.

On his way back to his spot, he notices that Jam-Y pressed the button. The vidscreen comes alive again, but this time, he is distracted by Jam-Y attempting to grab the can of delicious, delicious B3. But he refuses to let go!

Unhindered and possibly even ignored, the screen depicts yet another log entry. "Daycycle three after Reanimator release: The local compnode came back online early this morningcycle... but it's allied itself with the... what's the word that everyone's using? Zombies. It's promoted my boss... and I found out the identity of that clone. It's Titus-I... no, Titus-U now... I mean, the dead one! The previous one! With the current one as his lackey!"

He pauses to take a sip of B3. "Okay... must remain calm. I think that the Troubleshooter team is still around, and in contact with the Tituses... maybe they know something. I think they might be trying to meet the leader of the Armed -"

Unseen behind him is the body from the previous entry; now reanimated, and walking towards the scientist with a determined look in its eye. It's smiling.

Someone off-camera - probably someone holding it - tries to speak, but the scientist cuts him off. "Don't interrupt! Now where was I? Oh yes... it looks like my thoughts about the upgraded Reanimators were correct. We were able to reanimate a clone... a zombie... with a full mind. It seems willing to co-oper..."

Willing to co-operate? Grabbing you and trying to drag you away doesn't seem like co-operating, mister scientist. And not just that, but he seems to have friends... The camera operator legs it, and the video shuts off again.

Roadway, near Emergency Bunker C-3

Still running, L4-O looks for the nearest open space. That's easy; he can go south, off the roadway. There are some signs saying that it's reserved for future development, but he disregards them.

Off the roadway, to the south of the domescraper

Once he's some distance away, L4-O stops to catch his breath. He takes the opportunity to check the timer. Seven minutecycles left...

written by Jam on Jan 24, 2013 23:43

After trying and failing to grab the B3, I somehow manage to think logically enough to realize that it'd be easier to just go buy another B3, rather than try to take the one Speed-Y has.

I run over to the vendobot and buy a B3.

[1290]

Assuming my purchase is successful, I drink the B3.

It feels like there's something important I'm forgetting about though...

written by Lightning4 on Jan 24, 2013 23:54

I catch my breath for a moment more, then look at the bomb again, then the domescraper, and think about if I still need to run a bit further.

If not, I get out Fred and stare at the bomb, trying to think of somewhere to start.

written by Kristos on Jan 25, 2013 12:16

I try to remember what I learned from Cryo-R about pickpocketing and check the clone's pockets.

written by Speeder on Jan 25, 2013 13:08

After Jam let go the B3, I resume watching the video.

Including pressing the play button as necessary, and feeling entertained and very happy, you know, video and B3!

written by Gligar on Jan 25, 2013 15:17

Meeting hall, C Level, Emergency Bunker C-3

Realising that Speed-Y isn't letting go, Jam-Y decides that it would be considerably less effort to go and buy his own. While he is off doing that, Speed-Y is able to actually drink some B3... there. That's much better. Now how about that play button?

The video continues. Instead of being terrified by it, though, Speed-Y feels... content. Jam-Y feels... like he's so totally focused on his B3 that he's unaware of the video. Or anything else, for that matter. Though he gets a feeling...

The scene has changed again. It looks to be an INFRARED dormitory somewhere, where some of the scientist's assistants, mostly the INFRAREDs, are gathered. One of them, a RED, is dictating: "If you're wondering what just happened... well, it looks like re-animating that body was the last mistake Pete-Y will ever make; he's out of clones. Wait... what if the zombies decide to re-animate him?"

The RED turns to the others. "What do you think? Should we go back and check?"

One (possibly the camera operator from earlier, from his voice) replies, "And risk getting turned ourselves? You must be crazy!"

"We are assigned to the project," the RED reminds him. "If we abandon it now, The Computer is sure to notice. And look at it this way: by going back, we have a chance to figure out what went wrong. This is all data, you know. The fact that it's bad data is irrelevant."

From their expressions, it's clear that the INFRAREDs don't want to go back. But still, they slowly decided to follow. "Alright. But only because you told me to." "Sure... it's better than not doing anything." And other such statements.

The scene jumps back to the lab, where it turns out that the scientist - Pete-Y (now Pete-G, and also a zombie) has

been reanimated. "Supplementary," he says. "My reservations about the processed clones appear to have been false. The clone I processed earlier, in the previous entry - back when I too was not yet processed - has enlightened my on this. He has also revealed that the Tituses have a plan: we are to spread across the Complex! And I am pleased to help! From this daycycle forth, I will research new ways of introducing the Reanimators into unprocessed clones. This way, more clones can be processed more efficiently!

"Also, I am pleased that my assistants have returned, though they remain unprocessed at this time. It is my hope that I can correct this."

The tape stops again.

Factory floor, Laser barrel factory, Roadway 3, JHY Sector

Kris-R casts his mind back... didn't Cryo-R know how to pick pockets? Did he learn anything from him? Probably... if he does this, he should be able to check this traitor's pockets for anything interesting... aha! There's a PDC with a message on it!

Off the roadway, to the south of the domescraper

After regaining his composure, L4-O has another look at the bomb. The light isn't too great out here, away from the roadway, but the timer's display is luminous, and shows four minutecycles remaining. He should be far enough away, should the worst happen.

He pulls out Fred - still part of Fredinator - and thinks about where to start. The wires? 😊

written by Lightning4 on Jan 25, 2013 16:16

"Okay... gives me a minutecycle or two..."

I look over the bomb, and try to determine whether I can see the wires at all. Specifically, the matching wires.

I talk to myself a little nervously.

"Not sure if they're going for trickery or bluffing with these wires... maybe these turn it off... maybe they explode."

written by Gligar on Jan 25, 2013 19:22

Off the roadway, to the south of the domescraper

L4-O starts getting nervous. He may have a couple of minutecycles to worry about it, but these wires... it's difficult to tell them apart. And what if they're only there to throw him off? And what do they do?

He has another look at the wires. Hmm... it seems that he can at least match some of the matching wires. He hopes that it will be enough.

written by Jam on Jan 25, 2013 20:09

I continue drinking the B3.

Ahh, B3... So delicious... I feel a bit better now, I think! Now what was it I was forgetting? Hmm... Something about Joris-O? Or was is that dying clone? Or, L4-O? Or...

I suddenly gasp.

[1291]

"How could I have forgotten?! Speed-Y, there's a bomb that going to blow up the bunker in a few minutecycles!"

I immediately start running back toward the loading dock as fast as I possibly can, hoping I can find L4-O and the bomb in time to... well, I'll figure out that part later!

written by Lightning4 on Jan 25, 2013 20:17

I hesitate a little bit, holding Fred against one of the matching wires. Preferably a timer to bomb one, if there is one I can find.

I look at the timer again.

written by Gligar on Jan 25, 2013 23:40

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y enjoys his delicious, delicious B3 for a moment, before suddenly remembering what he'd forgotten: the bomb!

He runs out, and legs it towards the loading dock.

Off the roadway, to the south of the domescraper

L4-O, on the other hand, doesn't need to. He's busy choosing a wire - that dark-coloured one (blue?) - connecting the timer to the explosive. Does he cut it? Or the red one next to it? He has three minutecycles to decide...

Loading dock, A Level, Emergency Bunker C-3

Jam-Y arrives, still running. He finds that L4-O and the bomb are not here. Instead, the main door is open, with Nukabot parked near it, positioned such that it is resting its forks on the unconscious Stefan-R, pinning him down.

written by Jam on Jan 26, 2013 00:23

"Why are you... Where is..."

I look confused for a secondcycle, before realizing L4-O must have left through the main door with the bomb, to get away from the bunker. That was smart thinking!

I also go through the main door. I look for L4-O, and run toward him if I can figure out where he is.

written by Lightning4 on Jan 26, 2013 03:33

I look at the bomb once more, then gently set it on the ground.

"Never was cut out for bomb defusing anyway..."

Then I turn towards the bunker door and run like HEL.

written by Gligar on Jan 26, 2013 15:36

Off the roadway, to the south of the domescraper

L4-O takes another look at the bomb, and realises that there's no way he can do this. He was never cut out for bomb defusal anyway. What was it his instructors said? Something about him probably exploding an inert training device?

He places the bomb on the ground and runs back towards the domescraper.

Roadway, near Emergency Bunker C-3

As it happens, Jam-Y has already left the bunker after realising that L4-O had probably taken the bomb outside somewhere. At first, he doesn't see L4-O running back to the roadway, but then, he enters the range of the roadway's lights.

Followed shortly by an explosion in the middle distance.

Concourse C1, Emergency Bunker C-3

Several clones enter through the stairwell from D Level. One, a YELLOW, looks around. "Someone called for a scanning team?"

Confession booths, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

The status lights on Cyrus-R's confession booth change, indicating that the door has unlocked, and that the booth is ready for the next citizen who wants to use it. A moment later, Cyrus-R steps out of it, clutching his transcripts recorder.

written by Lightning4 on Jan 26, 2013 15:48

I dive for cover, and wait a few moments for the explosion to pass.

Unless the explosion knocks me off my feet, then there's no much I can do about that.

written by Jam on Jan 26, 2013 17:34

Oh, looks like I'm too late...

Or... maybe I'm right on time! I could have been caught in the explosion or I could have missed it entirely, but this way I still got to (kinda) see it, but didn't get burnt or blown up or anything!

"Good work, L4-O!"

I slow down to jogging speed, and continue heading toward L4-O. I also try to judge the size of the explosion... Would it have been enough to destroy the bunker, or at least severely damage it?

written by Cryoburner on Jan 26, 2013 18:49

"Hmm... Now let's see... Where were those clones coming from? Perhaps there's something worth investigating."

I begin bounding off toward the factory floor, in search of things to investigate.

written by Gligar on Jan 26, 2013 20:33

Roadway, near Emergency Bunker C-3

L4-O drops to the ground and lets the shockwave pass over him. Jam-Y isn't affected, though he seems pleased that he got to see the explosion without being caught in it. While jogging over to join L4-O, Jam-Y wonders about the size of the explosion, and realises that, if it had gone off in the loading dock, it would most likely have hit the generators one level up (see that overhang on B Level, opposite the

[1292]

main door?). He's not sure it would have hit the fuel stores, but if the generators went up...

Confession booths, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R pauses, wondering where all the clones came from, before remembering the factory floor. He heads over there.

Factory floor, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

On arrival, he finds Kris-R standing over a heavily-injured clone who seems near death. The machinery, he notices, is powered down, making the place eerily quiet.

written by Lightning4 on Jan 26, 2013 21:32

I get back up off the ground and dust myself off.

"Thanks sir. I guess defusing or exploding, as long as the bomb is gone safely..."

"Anyway, good to see you're back in reality, sir. You kind of zoned out there a bit... is everything okay?"

written by Cryoburner on Jan 27, 2013 02:36

"Oh, my! It seems there was an accident! This hard-working clone must have discharged a laser barrel at himself, resulting in a work-related injury!"

I approach Kris-R and the injured clone.

"It's a good thing we arrived in time to make sure he receives proper medical attention! I know just where to find the medical bay!"

I grab the injured clone by his leg, and begin dragging him in the direction of the medical bay. I pull Kris-R along by his shirt sleeve as well, if he doesn't follow.

written by Jam on Jan 27, 2013 03:21

"Hmm... Now that I think about it, I did seem a bit muddled back there... But B3 seemed to help! I guess I must have been really craving B3!"

I grin at L4-O.

written by Gligar on Jan 27, 2013 15:21

Roadway, near Emergency Bunker C-3

L4-O picks himself up again, and points out that it doesn't really matter that the bomb exploded rather than being defused. At least it has been disposed of with no damage to the bunker.

He again asks if Jam-Y is okay. After all, he was zoned out for a while...

Jam-Y agrees, but adds that B3 helped. (Indeed, he still has half a can left.) Perhaps his only problem was an intense craving for B3.

Factory floor, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R surveys the scene and immediately comes to the conclusion that this almost-dead clone somehow got into a work-related injury, and needs treatment. He grabs both the clone and Kris-R, and begins marching towards the medical bay.

The clone sighs once, and it utterly still.

written by Lightning4 on Jan 27, 2013 16:46

"B3 sounds good. Hopefully we don't have anything else to worry about now, I think that clone is finally dead... he had some kind of link to that bomb."

I start walking back towards the bunker.

written by Gligar on Jan 27, 2013 19:36

Roadway, near Emergency Bunker C-3

L4-O thinks that B3 would be good right around now, since (he hopes) they don't have anything to worry about right now. And Stefan-R is probably dead, given that he was linked to the bomb somehow.

He walks back towards the loading dock.

written by Lightning4 on Jan 27, 2013 19:43

I continue my way back into the bunker, stopping to check Stefan-R when I get to him.

written by Jam on Jan 27, 2013 22:59

I follow L4-O back to the bunker, while slowly savoring the rest of my B3.

written by Speeder on Jan 28, 2013 13:10

I resume my video watching and button pressing.

written by Gligar on Jan 28, 2013 15:45

Loading dock, A Level, Emergency Bunker C-3

L4-O and Jam-Y (who is still drinking his B3) return to the bunker. the first thing that L4-O does is to check Stefan-R. It turns out that Stefan-R isn't breathing, and L4-O can't find a pulse.

The two continue on.

Concourse C-1, Emergency Bunker C-3

Kristos-R tells the scanning team that Speed-Y had called them to scan, well, himself and the HPD&MC team.

"And where is this Speed-Y?" asks the YELLOW. Kris-R indicates the meeting hall.

The YELLOW goes to investigate.

Meeting hall, C Level, Emergency Bunker C-3

He enters to find Speed-Y walking over to the tape machine.

Before Speed-Y presses play, he asks, "Are you Speed-Y? Did you send for a scanning team? Because we're ready to set up."

[1293]

He does not get a reply, not yet. Speed-Y is too engrossed in what's happening onscreen:

It's Pete-G again. "Daycycle five after Reanimator release. No results yet as to new ways of spreading Reanimator. On the plus side, we have found a way of improving its potency; this new strain should get to work faster - though there is the side-effect of increasing one's hunger as the temperature increases. There is the possibility that this could cause zombies to turn on each other. I'm sure there's nothing to worry about there; the environmental controls are in with the reactor. And that's sealed..."

The video skips again, and now shows the dormitory. The RED and (some of) the INFRAREDS are present, as are some Troubleshooters. The RED is saying, "Things are getting worse. Most of the higher-ups have been turned, and things are starting to shut down... I guess the compnode kept its databases elsewhere. So far, this dormitory has shown no signs of shutting down -" he says, as the lights begin to dim, "- one sign of shutting down. Does anyone have any power packs?"

A Troubleshooter, wearing the MBD of an Equipment Officer, tells him that the team has none; they've all got Hygiene Officer equipment. "That's just great," the RED replies. "Anyone else?" No-one volunteers any. "Any of the previous occupants of this dormitory?"

The INFRAREDS go and look. Meanwhile, the RED says, "If need be, I may have to take some form R&D. I doubt the zombies care about lights, and heat, and air. Well... maybe heat, if what Pete-G says is true. Hmmm."

Scrabbling noises from a duct get everyone's attention. Suddenly, the duct flies open, and a clone jumps out: a BLUE in a dishevelled IntSec uniform, with what seems to be half his body replaced with cybernetic implants and fresh transplants - he's clearly seen a lot. He's the kind of clone who should have been re-cloned by now, but you get the impression that he won't tolerate some mere copy doing his job. He glowers at the camera. "Turn that thing off! Troubleshooters: I have a plan!"

The video stops.

written by Speeder on Jan 28, 2013 16:04

I look interested in the BLUE guy...

Then I look at the newcomers.

"Oh, hello. Yes, I am Speed-Y, you need to see if the team outside this room has any mutation, concealed weapon or nanomachines on them.

written by Speeder on Jan 28, 2013 13:11

Sorry for suddenly disappearing, it was holiday here and I bricked my android to help.

If you don't know what is the nanomachines, I cannot tell you, since they are of BLUE clearance and I know because of mission related stuff, but you need to scan for them."

I smile happily.

written by Jam on Jan 28, 2013 17:42

I start walking back to Speed-Y's location, so that I can tell him the good news...

written by Gligar on Jan 28, 2013 18:07

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y seems interested in the BLUE. Whoever he is, he should remember that this was thirty yearcycles ago. Though... wait a minute... is it possible to get an ID from that? Part of his tongue tattoo is visible.

He realises that he is not alone, and turns to the YELLOW. He informs him that he and his team is to scan the HPD&MC team for weapons, mutations, and nanomachines (information about nanomachines is not available at their clearance).

"I know what nanomachines are," the YELLOW replies, "so there's no need to take that tone with me, citizen. I don't want to know the specifics. But we'll get set up right away." He turns, to find Jam-Y returning. He looks happy.

written by Lightning4 on Jan 28, 2013 18:19

I g towards the nearest B3 machine and make a clearance-appropriate tasty purchase.

written by Gligar on Jan 28, 2013 22:30

Cafeteria, A Level, Emergency Bunker C-3

It's L4-O's turn to make a purchase of B3. Of course, to do that, he'll need a vendobot.

There are several here, in the bunker's sorely-neglected cafeteria. They've even been re-stocked since the team took possession of the bunker. As such, there is B3 available at a variety of clearances and flavours. With L4-O being ORANGE, he can pick the only flavour that tastes like a clearance: B3 Tastes Like Something Orange!

written by Lightning4 on Jan 29, 2013 00:11

I thirstily drink it, and continue to drink it occasionally as I make my way out of the cafeteria and start heading towards the direction of the meeting hall.

written by Jam on Jan 29, 2013 00:23

"Why hello, strange clone I don't know! What brings you here?"

I smile at the YELLOW clone while taking my laser pistol out. I keep it pointed at the ground for now...

written by Gligar on Jan 29, 2013 14:20

Cafeteria, A Level, Emergency Bunker C-3

L4-O drinks. It really does taste like something orange. Something like, you know, an orange?

But anyway. It looks like he's heading up to the meeting hall again.

Meeting hall, C Level, Emergency Bunker C-3

Meanwhile, Jam-Y is wondering who this other clone is and what he's doing here. He has his laser pistol out, but it's just kind of... there. He's not aiming at anything.

"No need to take that tone, mutant," the other YELLOW says. "I'm here with the scanning team to scan that team out there for mutations and such. Perhaps *you* would like to get scanned?"

written by Speeder on Jan 29, 2013 14:37⁸²⁰

I smile at the clone.

And return to my video watching, but I don't play until he leaves the room.

written by Kristos on Jan 29, 2013 15:11

"Oh, hi Cyrus-R! Can you take this clone to the medical bay. He may have important evidence for our case!"

As I am dragged along I check the message on the traitor's PDC.

written by Lightning4 on Jan 29, 2013 17:34

I continue making my way back up to the meeting hall, B3 in hand.

written by Jam on Jan 29, 2013 17:47

I smile a bit more, in a way I'm hoping is more scary than pleasant.

"Why scan me? Clearly, I'm already registered! Or are you purposely trying to be inefficient? That sounds like something a CMT would do..."

I look closely at the YELLOW clone.

"Hmm... I certainly hope you're not one... Carry on with your work then."

I turn and walk over to Speed-Y.

written by Gligar on Jan 29, 2013 18:30

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y smiles at the YELLOW and looks back at the screen, still frozen displaying that BLUE, the RED and the INFRAREDS, allowing Jam-Y to deal with the YELLOW.

Jam-Y does so by also smiling, albeit in that odd way that makes you unsure as to whether he's going to eat you or

⁸²⁰ SPEEDER: (ooc: erm... I thought I had posted, but I had not... me crazy)

just fry your brain... you know, that smile. While doing so, he points out that scanning him would be counterproductive, since he's already registered, as well as inefficient... and inefficiency sounds treasonous. Is the YELLOW a traitor?

Apparently not. "Er... okay. When was the last time you took your control meds?" Though he appears to be uninterested in a reply, since he walks out.

Right past L4-O, who just arrived, having noticed both teams outside; the HPD&MC team waiting to be scanned, and the scanning team setting up their equipment.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells Cyrus-R to continue his dragging, while he checks the traitor's PDC. As mentioned previously, it has a message. It's from someone called "Andrei", and states that the sabotage of the production line proved that their plan worked, and that they should apply the same plan to the other lines.

By the time he has read it, Cyrus-R has reached the medical bay.

written by Speeder on Jan 29, 2013 18:08⁸²¹

I attempt to see if I can get the tongue ID of the BLUE cyborg guy.

Maybe... I should find him.

written by Speeder on Jan 29, 2013 19:10

I try to see if I can see the ID of the BLUE.

After I do that and take note on my PDC, I press the PLAY button again.

written by Lightning4 on Jan 29, 2013 19:25

I look at the screen.

"Oh, you started playing again without me... aw."

I watch the screen, still occasionally sipping my B3. Unless it's empty. Then I just look longingly through the top into the bottom of the can.

written by Cryoburner on Jan 29, 2013 21:14

I enter the medical bay, towing along the others.

"Doctor, doctor! This hardworking clone has apparently been injured in a work-related accident! He requires prompt medical attention, so that he can get back to work at whatever it was he was doing!"

written by Jam on Jan 29, 2013 21:55

I take a few seconds to try to recall what control meds are...

Then I hear L4-O's comment. I look up at the screen, then at Speed-Y, then at L4-O.

"Wait, what did I miss? Was this important?"

⁸²¹ SPEEDER: (ooc: disregard my previous post that was obviously made in distress over finding out that my even previous post was not made...)

written by Gligar on Jan 29, 2013 22:30

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y looks at the BLUE clone's tongue tattoo. It looks like a full picture isn't available, but it should still be possible to get a match based on what there is. He snaps a few pictures on his PDC... at least two, at any rate. Feeding them through his database apps will probably take some time.

L4-O expresses disappointment that Speed-Y started playing the tape without him, but goes back to sipping his B3.

Jam-Y tries to think... control meds? Wouldn't those be the stuff in the mutant medications pack?

Then, he realises that the screen was probably important, and starts watching.

Perhaps someone should... ah, there goes Speed-Y. The tape starts up again.

It now shows a different location, apparently a corridor. The Troubleshooters are present, and the RED clone is narrating. The INFRAREDs are nowhere to be seen. "I guess the R&D report will have to wait... that IntSec clone - no-one'll tell me his name - thinks I'm a Troubleshooter. We're on our way to meet with the zombie High Programmer... Titus? Yeah, him... he's summoned the Troubleshooters. And, I guess, me. I hope he doesn't notice that there's one extra. I wonder if I should keep the camera rolling during the meeting? I wonder if it has anything to do with the INFRAREDs sneaking away last nightcycle? Apparently, one of them found something...

"On second thought, better not push it. I'll add more later."

The tape stops.

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY sector

Cyrus-R, the extremely still clone, and Kris-R enter the medical bay. Loudly, Cyrus-R proclaims that the clone he's dragging has suffered an injury and needs to be treated.

The docbot, and several INFRAREDs, look over. The INFRAREDs are beginning to look... less than happy at all these interruptions (though the docbot is prepared for that, and jabs them with a syringe).

Once it's ready, the docbot trundles over and looks at the group. "Specify," it says. "Which clone requires treatment? The clone with the laser pistol or the dead one?"

written by Kristos on Jan 30, 2013 00:08

I point to the clone on the floor beside me. "Him. Do you think you can bring him back, or is he too far gone?"

With my own PDC I copy the message and the sender's name, and also take a photo of the dead clone. If possible, I forward the message and photo to Friend Computer, along with this information: "A clone wandering in the laser barrel factory attempted to kill me with a pistol with a modified

laser barrel. Attached is a photo of him as well as a message on his PDC from someone called Andrei."

written by Jam on Jan 30, 2013 06:39

"Zombie... High Programmer? Wow, I must have really missed a lot. When did that happen?"

I look to Speed-Y for answers.

written by Gligar on Jan 30, 2013 14:20

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY sector

Indicating the other clone, Kris-R asks the docbot if it can do anything for him, or if the clone is simply too far gone. "Unfortunately, this clone is dead," the docbot replies. "There is simply not enough blood remaining in his system. Artificial blood is beyond his security clearance."

Meanwhile Kris-R is sending a message concerning the clone to Our Mutual Friend. He instantly receives a reply:

Thank you for your report, citizen. A free bonus of 50 credits has been applied to your account.

I am aware of the name Andrei. He is a known Communist last seen in JHT Sector, and is a Citizen of Interest across much of the complex.

Perhaps you have seen the relevant episode of Bake That Traitor? The one with the escape? Andrei was to have been erased in that episode.

The fact that this clone has a message from Andrei is proof that he is a Communist.

Please retain the modified laser barrel, and submit it at your debriefing.

Thank you for your co-operation.

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y is surprised at the revelation of a zombie High Programmer, and wants to know how it happened. He looks to Speed-Y for answers.

written by Speeder on Jan 30, 2013 14:28

I look to Jam.

"Oh, some play pressings ago.

The leader of the Easter Cycle church is a guy named Titus-U

I don't know his past, I only know that he died and got demoted, to Titus-I

Then Titus-I stole the reanimator technology, and figured how to make intelligent zombies, that is, full resurrection of people, not just the zombies we found so far, and he and the Easter Cycle used that to reanimate Titus-U, that took leadership again.

Thus Titus-U-x and Titus-I-x+1 are the leaders, at least in the time of those videos, of the Easter Cycle group.

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For some reason their apparent object is to unleash the nanomachines in the entire alpha complex, but I doubt this is their true plan...

But I am yet to figure what Corpore Metal and other secret societies have to do with that...

This is looking more that what is involved is NOT secret societies in full, but a single...

Program Group."

I look to the others.

"You never heard that from me, you understand? And never repeat that last two words again."

written by Lightning4 on Jan 30, 2013 18:23

"Whatever that is, it doesn't sound good. Though a zombie high programmer... that's not good either. Not good at all..."

"But this was thirtyish yearcycles ago, right? A lot can happen in that time... maybe their goals are different."

"And you said... intelligent zombies? The ones we've seen haven't been that intelligent..."

written by Gligar on Jan 30, 2013 19:18

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y gives Jam-Y the short version of what he understands: a High Programmer by the name of Titus-U was demoted and terminated. His next clone then stole the Reanimator tech, improved it, and used it to resurrect his past self. At the time of this recording, the two planned to release the nanomachines throughout the Complex.

But what do the other secret societies want with it? Perhaps it's not the societies who wanted it at all. Maybe it's something else... a Program Group. But you didn't hear it from him.

L4-O hasn't heard of the term (probably a good thing) but agrees that a zombie High Programmer is a bad thing. Though... that was thirty yearcycles ago. Perhaps their plans have changed? And what's this about intelligent zombies?

written by Speeder on Jan 30, 2013 19:24

I nod to L4.

"Yes, our enemy seemly is a zombie ex-high programmer that is still intelligent enough as high programmer.

Titus-I probably is a zombie now too, but being zombie or not, we need to assume it is also highly intelligent.

High or not, never doubt the intelligence of a programmer."

written by Gligar on Jan 30, 2013 22:34

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y confirms it: Titus-U is a former High Programmer who is now a zombie. And quite intelligent. His successor-clone

is probably also a zombie by now, but he should be no less intelligent. He was, after all, a programmer.

written by Lightning4 on Jan 30, 2013 23:06

I look around the room at the other clones, not saying anything else on the matter at the moment.

written by Speeder on Jan 31, 2013 12:26

I wait to see if anyone have more to say.

If don't, I press play again.

written by Jam on Jan 31, 2013 17:58

I notice the awkward silence, and figure that means we're about the start the next part of the tape.

written by Gligar on Jan 31, 2013 18:38

Meeting hall, C Level, Emergency Bunker C-3

Absolutely nobody has anything to say in response.

Speed-Y waits a moment, and starts the tape again.

The RED R&D clone is narrating as, again, the Troubleshooters "We're heading to R&D... back to R&D in my case. Why? Let me explain. That BLUE clone wants us to distract the secret societies involved in this, and cause dissent, giving him the chance to do... something he didn't really explain at the reactor. First off, Pro Tech - still don't know why them, though. And they're holed up in R&D.

"And... there's another thing. The zombie Tituses? They want us to go remove dissidents... at the reactor. Only it seems that the two don't see eye to eye. The lower one wants us to spread fear, while the High one wants us to do it quietly, using propaganda of all things! Well, I have none.

"What I do have is a reason to get to R&D; I seem to recall something I saw when I worked there..."

written by Lightning4 on Jan 31, 2013 19:33

I look to see if there's any more on the tape. I press play this time if there's more.

written by Jam on Jan 31, 2013 21:30

"Hmm... How long ago was this recorded again?"

written by Gligar on Jan 31, 2013 23:04

Meeting hall, C Level, Emergency Bunker C-3

L4-O wonders if there is any more on the tape. Not much, given the amount of tape still present on the supply reel. He decides that it should be his turn to press play.

Jam-Y wonders when this tape was recorded. "Wasn't it about thirty yearcycles ago?" asks John-O.

The tape starts up again, back in R&D. There's a clone present, an INDIGO, with a nametag identifying him as Sax-I-WST. He doesn't look dead but certainly seems to act like it.

"Thank you for coming, Troubleshooters," he says, ignoring the fact that the cameraman isn't one. "Please follow me."

Sax-I leads the team past a number of familiar-looking testing areas. It seems that all research being carried out at the time involves zombies in some way; some things the camera sees are listed as "alternate neural matter source procurement" (which looks like a cloning tank making huge brains), "cerebra pacifier testing" (zombies chewing on various things shaped like brains), "weapons deployment" (dumb zombies with laser pistols - you've seen the results of that), and finally, "Reanimator delivery systems". Sax-I brushes past the rest and goes straight to Delivery Systems.

"That's not good," the RED whispers. "We went right past the place where I saw that thing. And it's not there."

"What?" asks a Troubleshooter.

"A little contingency plan we cooked up."

He doesn't have time to explain: they've stopped.

Right in front of Pete-G.

Who is talking to a zombie version of one of the Troubleshooters. A past clone?

Pete-G turns. "Ah, there you are! And the cameraclone too! You found him!" Pete-G exclaims. "You're just in time! I've found a way to create an airborne version of the Reanimators, and I want you to test its effectiveness. You still have your Hygiene Officer equipment, I trust? Good." He heads over to a huge vat of green liquid. "If you could fill your spraybottles from here, please? It should give you enough for an adequate test. All you'll need to do is spray it on any reasonably-intact corpse, wait three minutecycles, and wham! Instant zombie! Well, that's how it works in the lab. And be careful to only use *one* spray per corpse, please; overuse can result in spontaneous zombie combustion."

One of the Troubleshooters - the living version of the zombie - gets an odd gleam in his eye.

The tape jumps, and now shows a corridor again. "Well, that went well," the RED says. "We just went to HPD&MC to tell the sector what we're doing in the reactor. And not three minutecycles into it, what happens? Phil-R decides to test that Reanimator spray *twice* on Ann-I - pity she was already a zombie, really. I have to hand it to him, though; he's confirmed Pete-G's warnings about the spray, and the fact that it can be used as a weapon. That should give us an edge, and should have spread some panic. On to the next leader..."

The tape jumps. "That was easy. The Copore Metal guy... still alive through his implants, but as dead as Sax-I. He told us about an alternate route into the reactor... good."

The RED pauses, and adds, "Oh, and I just noticed that I am somehow in possession of an HPD&MC camera drone. One of the techs must have slipped it into my pocket."

The tape stops.

written by Lightning4 on Feb 01, 2013 15:32

I press play again, if there's any more tape left.

written by Gligar on Feb 01, 2013 16:05

Meeting hall, C Level, Emergency Bunker C-3

L4-O presses play again.

Again the RED, and the Troubleshooters, are on the move. "We've met with the other faction leaders. And guess who we met? Titus' last clone!"

The RED pauses. "And it looks like he had the same idea as me: get hold of that thing we built in R&D. Now, you're probably all wondering what it is. Titus believes that it's a 'holy relic' that will wipe out the zombies. Now, I'm not so sure, but I do know that, if it works at all, it will cause the local compnode to reboot. We made it for some project a couple of yearcycles ago. The project got cancelled before we could test it, though. And there's no telling what the compnode will do when it comes online. If we need it, though, it's here.

"We're now on our way to the reactor. It seems we'll have to go below CRS Sector to get to a forgotten access shaft. After that? Well, we've got about five plans happening at once, so... it's anyone's guess."

The tape... well, it doesn't stop moving, but that's only because there is no tape left.

written by Jam on Feb 01, 2013 17:09

I notice there's no tape left.

"Augh! What happened to the ending?! Did they get the relic? Did they stop the zombies? What about the Tituses?"

I look around for any other tapes.

written by Lightning4 on Feb 01, 2013 17:15

"Well, judging from the situation now... probably no to the first two, and who knows to the last one..."

I start looking at my PDC for a map of Alpha Complex... maybe it has CRS sector on it?

written by Speeder on Feb 01, 2013 19:05

I think a bit.

I think more.

"I know what it is. What they want.

And I know why that is kinda... hard... to find."

I look to the others.

"They want an electromagnetic bomb.

It is a bomb, powerful as a small nuke, sometimes it has a small nuke on the components, that bomb generates lots of radiation in a way that interferes with electronic equipment, meaning that yes, it destroys nanites quite well...

But also PDCs, lights, holovids, erase tapes, reboots a compnode, can actually damage the compnode depending

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on how it was built and where the bomb detonated, can shut down, or even destroy, bot brains...

I guess you can figure why this sort of thing cannot be found easily, and why Friend Computer would not approve its use unless it is a severe emergency..."

I think a bit more.

"We need to get rid of that church, and of the reanimator project, before they make that weapon necessary, I am very sure Friend Computer would not appreciate the use of that weapon anywhere near it, and everywhere in Alpha Complex is near it."

written by Jam on Feb 01, 2013 19:07

I gape at Speed-Y.

"How do you know all this?!"

written by Speeder on Feb 01, 2013 19:21

"I work with maintenance of cloning machines right?

Let's say that if someone use that weapon near cloning stations plus a compnode and then proceed to kill everyone in the area, it could be very... fatal...

Specially since it might damage memomax too.

That information is not widely available, but I am better at my job knowing it."

written by Gligar on Feb 01, 2013 20:45

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y is sad that there is no tape left. He still wants to know how all this played out; specifically, the details about the "relic", and the fate of the zombies and/or the Tituses. Perhaps if they had more tapes, it might be on one of those. Alas, they do not.

L4-O speculates that the "relic" was not found, that the zombies were not stopped, but has no clue about the Tituses. He also looks for a map of Alpha Complex, but it turns out that such maps are either heavily censored or beyond his security clearance. And the censored maps don't seem to cover CRS Sector.

Speed has also been speculating about the "relic", and has formulated a hypothesis. According to him, the "relic" might be an EMP device. He explains that it is an explosive that releases a pulse of radiation capable of shutting down electronic devices, such as PDCs, bots, lights, compnodes... even nanomachines. It could even destroy them, depending on exactly how the EMP device was made. Which explains why there are so few of them; using just one could potentially fry a compnode or six. Or twenty. They're just that dangerous.

Which is why they must stop the Church... and Project Reanimator.

Kind of suspicious how he knows about EMPs, isn't it? And Jam-Y, being Loyalty Officer, notices. Speed-Y explains that he knows due to the danger it would cause if one went off in or near a cloning station, shutting down cloning tanks,

wiping MemoMax records... shutting down a compnode... that would allow someone to kill off a sector in short order.

Still doesn't really explain how he learned about it, though.

He realises that there is a camera looking right at him.

Treason point to Speeder!⁸²²

written by Kristos on Feb 01, 2013 21:12

I check for any other relevant messages or images on the PDC. I also wonder, *What happens when you try to shoot a gun with a faulty laser barrel? Nothing? explosion? Why is this barrel modified?* I check if the modification is easily removable, as if intended to use on multiple barrels.

written by Lightning4 on Feb 01, 2013 22:07

"Well... I wonder."

I hesitate a little bit, wondering if I'm having treasonous thoughts.

"I wonder if there's a way of salvaging Reanimator? It was an R&D project, after all, so surely it alone is not treasonous. It just seems that it's been abused, is all. Nothing new when it comes to secret societies."

"I can see how Friend Computer would like loyal, useful clones, even in death..."

written by Cryoburner on Feb 02, 2013 05:29

"Oh, hardworking clone... You will be greatly missed. I will forever remember how hard you worked, and that time you shot yourself, and I had to drag you to the medical bay."

I stand reverently silent for a moment.

"Well, maybe we should see if he has anything good."

I take his jumpsuit, and anything good it might contain.

written by Gligar on Feb 02, 2013 14:10

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R has another look at the clone's PDC, seeing if it holds anything else of interest... hmmm, no, there's nothing else. Almost as if it's been wiped recently.

He also has a look at that laser barrel. It seems to be a one-off modification, perhaps a prototype or illegal hack. The modifications don't seem to be removable for use on other barrels.

Cyrus-R, on the other hand, is having another look at the body of the clone itself. He seems interested in stripping it of anything of value. However, as it turns out, someone seems to have already done that... and jumpsuit doesn't want to come off. Perhaps he should just leave the clone to be recycled.

The docbot asks, "Is there anything else?"

⁸²² GLIGAR: (OOO: Haven't given one out in a while, so it's kind of overdue. But I have given out perversity points relatively recently, so it's no problem to give another one.)

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Meeting hall, C Level, Emergency Bunker C-3

L4-O can't help but wonder if there is any way to salvage Reanimator... after all, it started out as an R&D project, so it is not inherently treasonous. He can certainly see how Friend Computer would like loyal clones to serve even after death.

And it's certainly a thought. But remember, those nanomachines need fuel to sustain themselves, and remember what fuel ended up being the best... it would take work to change that fuel. And how many clones would dare to work on it after the events of CRS Sector?

written by Speeder on Feb 02, 2013 15:14

I look at L4 for a while...

"For some reason, I feel that I had this argument before, and was punished for that..."

Let's not dwell in that, my actions are already bringing too much attention to us, I don't need anything, or anyone, freaking out and terminating us before we save Alpha Complex.

Again.

We save Alpha Complex a lot, don't we?"

written by Lightning4 on Feb 02, 2013 17:42

"Well, big parts of it, anyway. I don't think I want to know what it would take to save the entire complex from something... the entire complex really is big..."

written by Kristos on Feb 02, 2013 18:51

"That will be all, docbot."

"Cyrus-R, you seem to be recovering well. Did you find out anything relevant to our mission?"

I grab Cyrus-R's arm and begin dragging him to the office. (Haven't the recent popularity polls reflected a rising trend in clone dragging as a mode of transportation assistance among those of clearance RED?)

written by Gligar on Feb 02, 2013 19:16

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y looks at L4-O for a while. For some reason, he thinks he might have had this conversation already, and if so, he may have been punished for it. Perhaps that is why he was brainscrubbed earlier...?

In any case, he suggests that they drop it. They're already attracting enough attention, and they really don't want to be terminated for something they said before they get a chance to save the day again.

They're doing that a lot, aren't they?

L4-O corrects him, saying that the Complex is rather big, and he wouldn't want to know what it would take to save all of it...

Medical bay, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Kris-R tells the docbot that there is nothing else, and asks Cyrus-R if he has found anything important.

And then promptly drags him out of the medical bay, heading back to the office. There's been a lot of dragging going on recently, hasn't there? Some might say that it is the result of clones being coerced into going somewhere, but Team Sigma apparently knows better.

written by Speeder on Feb 02, 2013 19:25

I think a bit.

"You know, I think Friend Computer is awesomely good in choosing people to do their jobs.

I mean, he choose us as Troubleshooters right? It is because it knew we would be good troubleshooters.

Of course, when people do shit and fail, then it is not Friend Computer fault, it is their fault to suddenly change their behavior.

Like... Titus."

I get my PDC, take a look to see if a certain program is still running, and then I start to see if I can find the BLUE IntSec guy.

written by Jam on Feb 02, 2013 22:08

"We just saved a sector before, right? I wonder what'd it be like to save the entirety of Alpha Complex... What would we even be saving it from?"

I take a few secondcycles to think about that.

"But anyway, so, if we had some sort of electrical explosion that ripped through the sector disabling any circuitry within the blast radius... That'd definitely take care of all the nanomachines... It'd probably significantly damage the Computer too... Hmm..."

I think back to our fights with the zombies...

"Hey Speed-Y, did the tape mention anything about heat or fire affecting the nanomachines?"

written by Cryoburner on Feb 03, 2013 02:12

"Hey, I wonder if that docbot could save that hardworking clone if we had blood. There seem to be a lot of infrared clones around here, and they have blood, right? They're bound to have more than enough to spare! Hmm... Do you have a bucket, or something?"

I continue getting dragged.

written by Gligar on Feb 03, 2013 15:40

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y decides that now is a good time for a Spontaneous Demonstration of Loyalty. *Spontaneously*. By saying that Our Friend is excellent at choosing jobs for people.⁸²³ He

⁸²³ GLIGAR: (OOO: Am I the only one who can see that happening in real life within my lifetime? Please tell me I'm the only one...)

[1300]

offers the team as an example: they were chosen as Troubleshooters because The Computer thought they would be good at it.

On the other hand, there are those who perform poorly at their jobs. That's not The Computer's fault, though. It's the fault of the clone for suddenly changing their behaviour. Like, say, Titus.

He looks at his PDC, and notes that it has completed the task he set for it. Satisfied, he runs that BLUE's tongue tattoo through the databases, but is unable to find a match. Whoever it is must have has their details classified.

Jam-Y notes that so far, their accomplishments amount to saving only one sector. He can't help but wonder, though, what saving the entire Complex would be like... but what would they be saving it from?

His thoughts return to EMP weapons. A device that could do that could certainly disable nanomachines, but at the cost of causing significant damage to anything else electrical... such as compnodes.

He thinks back. What about the effects of fire and heat? Did the tape mention those?

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

While being dragged, Cyrus-R wonders if the docbot could save the clone using extra blood? There are INFRAREDS everywhere, after all, and INFRAREDS have blood in them. They'd need a bucket or something to do that, though.

Kris-R remembers seeing something on a vidshow where some high-clearance clone got new blood from someone else, but didn't he have to choose carefully? He didn't want to take from the wrong clone... he might have accidentally taken from an unregistered mutant, or... something beyond Kris-R's security clearance to even know exists!

They two reach the factory floor entrance, and turn onto Corridor A.

written by Lightning4 on Feb 03, 2013 17:16

"I just had a slightly worrying thought... either CRS sector is very close... or they're expanded past it all the way to here."

I look worried, but then think again.

"Either that or this sector was just picked randomly. Hard to tell really."

written by Gligar on Feb 03, 2013 21:49

Meeting hall, C Level, Emergency Bunker C-3

L4-O has apparently also been thinking. Where is (or was) CRS sector in relation to JHT Sector? If it's close, it means that they've expanded. Bad. If it's far and they've expanded... that's worse.

But if JHT was simply picked at random... well, he isn't sure. It is difficult to tell in any case.

written by Jam on Feb 04, 2013 01:15

How do we know this same thing hasn't been happening in other sectors too? Maybe the Easter Cycle clones are slowly working their way across Alpha Complex, sector-by-sector..."

I continue waiting for Speed-Y to respond.

written by Lightning4 on Feb 04, 2013 08:59

"That's a... worrying thought. I wonder how we can check..."

I look at my PDC for any alerts or bulletins for other sectors, maybe something that seems out of the ordinary.

written by Speeder on Feb 04, 2013 11:35

I look at Jam.

"No, the tapes don't mention heat, but we already figured that it work.

But what you suggest, that we nuke every infested sector?"

I think a bit.

"They are still machines. Meaning they can run a program. I think the BEST weapon, is make a program that can kill them all at the same time..."

written by Gligar on Feb 04, 2013 14:46

Meeting hall, C Level, Emergency Bunker C-3

Jam-Y wonders if the same thing has been happening in other sectors. Perhaps the Church of the Easter Cycle has been working its way across Alpha Complex?

This gets L4-O worried. He looks on his PDC for news reports, looking for anything out of the ordinary. Nothing catches his eye; it's mostly Funball results, lists of Heroes of Our Complex, wanted posters, notifications that Troubleshooter missions are happening (including a few Mission Alerts)... that sort of thing. Hey, there's a Troubleshooter mission happening a couple of sectors away, in JHY Sector...

Speed-Y finally answers Jam-Y, saying that the tapes don't mention heat - they've figured that out for themselves. Why, what was Jam-Y thinking? Nuke every infestation? No wait... Nanomachines are still machines, right? Therefore, Speed-Y believes that they can be reprogrammed. That means to him that the best course of action would be to reprogram the nanomachines to self-destruct.

"That could work, sir," John-O says. "But are we sure they can be reprogrammed? Is it even possible to make a processor that small?"

written by Speeder on Feb 04, 2013 15:51

I look to John-O.

"If they can obey logic, they can be reprogrammed somehow, maybe they cannot have their program rewritten, but their program can still be somehow interfered with."

I think a bit.

"Of course, to do that we would need a programmer."

written by Jam on Feb 04, 2013 17:01

“Or a Machine Empath... But we all know how treasonous that mutation is...”

I get a troubled look.

“Wasn’t there a mutation that could let a clone call bots to himself? That’s not treasonous, is it? We just need to find a clone like that, then... Or we could just set all the zombies on fire and wait the nanomachines to stop working... But then we’d either need flamethrowers or pyrokinesis mutants... Luckily, we know a clone with both of those, right?”

I grin at Speed-Y.

written by Gligar on Feb 04, 2013 19:46

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y points out that if the nanomachines obey some sort of logic, they can be tampered with, if not outright reprogrammed. Of course, to do that, they would need a programmer.

Or, as Jam-Y adds, a Machine Empath. Though that one has its own problems, notably extreme treason. He thinks for a moment before remembering the Call Bots mutation. “Yes,” John-O confirms. “But Call Bots only really calls a bot. You can’t do anything else with it.”

The final alternative, then, is to kill them with fire. And to do that, they need either flamethrowers or a Pyro. They can get the former, and they know a member of the latter. Who even has a flamethrower! But... would Rapt-G be willing to help them?

written by Speeder on Feb 04, 2013 20:23

I give a quizzical look to Jam.

“No, your brain melting powers might only kill the nanomachines on the head.”

written by Jam on Feb 04, 2013 20:54

I facepalm.

“I’ve got Mind Sense, not Pyrokinesis! And I don’t even have a flamethrower! I was talking about Rapt-G! Rapt-G!”

I pause a bit to think, then turn to John-O.

“So, it would be possible to call all the nanobots in the area into one place, and then set them all on fire at once? Probably with some sort of flamethrower, or maybe an incinerator...”

written by Lightning4 on Feb 04, 2013 21:20

“Well, if I can find more napalm shells, those will be good for clearing out good groups of zombies. And we’ve seen how well zombies seem to spread fire amongst themselves.”

“Though we risk getting set on fire ourselves...”

I listen to Jam-Y’s remark.

“Also.. don’t we have nanobots and stuff in us? That would probably be bad for us, if they left.”

written by Gligar on Feb 05, 2013 14:20

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y doesn’t get the connection, and believes that Jam-Y was talking about *himself*. He helpfully points out that Jam-Y can only affect brains, not nanomachines (though if he were to melt the brain, he could destroy the nanomachines contained therein).

Jam-Y seems to panic a little, and reminds Speed-Y that he has *Mind Sense*, not Pyrokinesis. And besides, he was talking about Rapt-G. Also, he doesn’t (yet) have a flamethrower.

He thinks for a moment. To John-O, he asks if a Call Bots mutant could call all of the nanomachines to a single location so that they could burn them. “I... don’t know,” John-O replies. “I don’t even know if we can even call nanos bots...”

L4-O is also thinking about fire, but only along the lines of spreading it. He thinks that if he could get more napalm shells, he could let the zombies do the spreading; zombies are good at spreading fire. Of course, that carries the risk of the fire spreading to *them*...

To Jam-Y, he suggests that they might also have nanomachines inside them. Calling all nanomachines would therefore affect *them* as well as the zombies. “Is that true?” asks Lucas-O. “About us having nanomachines inside us? That’s... kind of scary.”

written by Kristos on Feb 05, 2013 14:58⁸²⁴

“Why did I not think of that, Cyrus-R? Oh, I remember... because I don’t have the mind that thinks about those sort of things! I do have an idea, though. We can use *your* blood!”

I briefly look (and listen) in the factory floor before going back to the office.

written by Speeder on Feb 05, 2013 15:49

I think a bit.

“Calling the bots would be a very bad idea.

How we would burn a zombie army with lots of medbots and scrubots in the middle without destroying them too?

Doing that would make us rack a bill so quickly of destruction of public property that Friend Computer would take back our reaming clones to pay the bill.”

written by Lightning4 on Feb 05, 2013 17:55

“Maybe we could do a simpler lure. Like a sign saying “Free brains here” leading to an incinerator or something very lethal to zombies.”

written by Gligar on Feb 05, 2013 19:13

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R stops for a moment to look into the factory floor. As he looks inside, he tells Cyrus-R that perhaps he would

⁸²⁴ KRISTOS: (OOC: New team motto! “Team Sigma knows better!”)

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have thought of that, were he the kind of clone who thought about such things. However, perhaps the docbot could have used Cyrus-R's blood instead?

Seeing (and hearing) nothing out of the ordinary on the factory floor, Kris-R starts walking again. Soon, he reaches the office.

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y thinks that using Call Bots would be a bad idea. After all, wouldn't it call all of the bots in the vicinity? That would mean that applying fire would turn out to be... rather costly. As in, the kind of cost where Our Mutual Friend makes you pay for it using your remaining clones... and that's a repayment you never come back from.

L4-O suggests something simpler: how about a simple sign offering brains, that leads to a source of fire, say an incinerator? It's silly, sure, but you have to admit, it's certainly worth a try, right?⁸²⁵

written by Kristos on Feb 05, 2013 23:32

I jerk the office door open and go "BOO!" to scare any traitors that might be rummaging through our stuff or maiming themselves on the floor plan.

written by Lightning4 on Feb 05, 2013 23:36

(🙄)

"Hmmm. Oh right. Weren't we going to check on some security logs? We should plan a course of action for that one... somehow."

written by Gligar on Feb 05, 2013 23:48

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Unlocking the door, Kris-R decides to startle anyclone who might have treasonously decide to break in and cut themselves on the floorplan or whatever. But strangely, no traitor elected to take advantage of the floorplan to maim themselves todaycycle.

Meeting hall, C Level, Emergency Bunker C-3

L4-O remembers that they were going to check some security logs. Now... how are they going to do that?

written by Cryoburner on Feb 06, 2013 08:34

"That would be a very good plan, although I was experiencing something of a blood shortage earlier myself, and may still be recovering from that. It's best not to chance it."

"Oh, maybe we could just meet up with that clone's next clone at the nearest cloning station! Assuming he still has clones to spare, we could reunite with him there, and make sure he doesn't accidentally shoot himself or something on his way back to the factory floor. Did you happen to catch his name?"

I look over at the floor plan to see if I can locate the nearest cloning station. I avoid touching the floor plan though, since that seems like something that should be avoided.

written by Speeder on Feb 06, 2013 11:00

I look to L4.

"We were? When?"

written by Gligar on Feb 06, 2013 15:04

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R agrees with Kris-R but reminds him that he lost a lot of blood recently, and may not be back to normal. Instead, he proposes to catch up with him at the nearest cloning station and make sure he gets back safely. (Assuming, of course, that he is a worker, and not, say, a commie mutant traitor, in which case assisting him, to the detriment of the mission, would be treason.)

He has a look at the floorplan, but it soon becomes apparent that there is no cloning station in the factory. After all, the floorplan only covers the factory.

Meeting hall, C Level, Emergency Bunker C-3

Speed-Y seems to have forgotten about that. Or perhaps it was decided while he was away?

written by Lightning4 on Feb 06, 2013 15:45

"I... don't know. But I remember something about Rapt-G, and how he was supposed to be our debriefing officer on the mission. And how he ended up being reassigned."

"We could find out exactly how that happened... somehow."

I look a little worried.

"I'm starting to wonder just how many clones are aligned with this big, treasonous conspiracy anyway..."

written by Speeder on Feb 06, 2013 15:51

I think a bit.

"Indeed."

Then it happens like if I suddenly remembered something.

"Oh, I did not checked my new dormitory yet! In fact, I don't know if they put a trap there or not!

Let's go check Jam!"

I walk out, and look how the scanning of Kristos team is doing.

written by Jam on Feb 06, 2013 19:07

"Okay!"

I follow Speed-Y.

written by Gligar on Feb 06, 2013 19:31

Meeting hall, C Level, Emergency Bunker C-3

L4-O isn't sure of the details either, but he does remember that it has something to do with Rapt-G. He reminds the

⁸²⁵ GLIGAR: (OOC: L4 gets 1pp 🙄)

team that he was supposed to have been their debriefing officer, but was mysteriously reassigned, leaving them with the BLUE that tried to kill him. Perhaps they could find out how that happened?

Just how many clones are in with this conspiracy, anyway?

Speed-Y thinks that that's a good idea. But then he remembers he'd said that he would go and check out the work done to Dormitory 3, and decides to go do that. He invites Jam-Y to accompany him, since, well, he'll be living there as well. Jam-Y agrees, and the two exit.

Concourse C1, Emergency Bunker C-3

As Speed-Y exits, he notices that the scanning team seem to have taken over the concourse, which currently features one of those big walk-through scanning machines. How they got it down the stairs from the warehouse is anyone's guess; there are no visible joins or anything. Right now, it contains one of Kristos-R's crew, and is sending a number of scanning beams at him.

written by Speeder on Feb 07, 2013 13:00

I smile happily seeing the scanning, and proceed toward the dormitories.

written by Lightning4 on Feb 07, 2013 17:35

Now that the tape has been fully played, I take a closer look at the reel for anything of note.

written by Gligar on Feb 07, 2013 17:40

Concourse C1, Emergency Bunker C-3

Speed-Y smiles as he watches the scanning team do their work. But it's clear that his main goal is still downstairs. All too soon, he is leading Jam-Y down the corridor, heading for A Level.

Corridor A2, Emergency Bunker C-3

They soon reach the door, now handily labelled as being the YELLOW-clearance Dormitory 3. IT sits ajar, giving a tantalising glimpse of a YELLOW clearance stripe, and what looks like an AlphaNet terminal.

Meeting hall, C Level, Emergency Bunker C-3

With the YELLOWS gone, L4-O has little else to do. To pass the time, he looks at the now-empty tape reel, and spots a faded label, which seems to indicate that this came from an archive somewhere.

written by Speeder on Feb 07, 2013 18:15

I start to inspect everything the best I can, to see if I can find any bombs, or traps, or any sabotage.

written by Gligar on Feb 07, 2013 23:47

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y enters, and immediately starts looking for signs of sabotage or traps. But while he's doing that, perhaps you'd like to look around the dormitory as well?

It's a far cry from the cramped INFRARED dormitory it was before. For one thing, it is now set up for just eight clones, decorated tastefully in shades of yellow – and none of this locker business, since there are actual cupboards and drawers for each clone. As mentioned, the workers have also installed AlphaNet terminals, and desks to go with them. There are four terminals, and you can bet that Internal Security has its monitoring processes in place on each. But do YELLOWS have anything to hide?

Not just that, but the confession booths, formerly accessible through a door in this dormitory, have been realigned and updated, and are now accessed through a door in the corridor itself. Though to check those out, you'd have to go there.

Ah, good. Speed-Y has finished his sweep and has found nothing. Well, there are quite a few more cameras than before, but this is normal for such a clearance upgrade.

written by Lightning4 on Feb 08, 2013 05:49

I try to see if I can recognize the label, as difficult it may be to do so.

After doing so, whether or not I get any results, I just look around the room again to make sure there's no grenades, or commies, or commie grenades, or happy fun loyalty grenades.

Or bombs either.

written by Speeder on Feb 08, 2013 11:39

I go check the AlphaNet terminals.

Then I sit on one, stretch my back, smile happily, and start to taking a look.

written by Gligar on Feb 08, 2013 14:17

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y looks relieved that there are no surprises waiting for him. He also looks pleased that there are AlphaNet terminals available.

He sits at one and takes a look. There are a few entries in the directory he doesn't recognise, but as for the rest, it appears normal, with the search functions, local and (clearance-appropriate) complex-wide news feeds in place. Oh, and the advertising. And IntSec's monitoring programs. And some treasonous secret society message trying to get his attention.

And the big pop-up (that looks like a wriggling message box) informing him that his ID may have already won him 10,000 credits.

Meeting hall, C level, Emergency Bunker C-3

L4-O investigates further, and tries to read the label. He can't make out much, just that the tape comes from R&D's Failed Projects Archive in [DFSR] sector.

He then starts looking around the room. Again. For bombs and such.

Anyone would think he had just survived multiple bombing attempts, the way he keeps looking for bombs. A Happiness Officer might suggest some course of action to deal with it. But of course, the team lost its Happiness Officer hourcycles ago. And the Financial Officer is not being too co-operative either (not to mention not actually doing anything as a Financial Officer).

To L4-O's relief, there are no further surprises.

written by Speeder on Feb 08, 2013 14:38

I ignore the pop-up, and start to see if in my clearance appropriate news feed there are any mention of zombies, or of incidents in place I know there had been zombies.

written by Lightning4 on Feb 08, 2013 15:27

I breathe a sigh of relief. Then I realize something and decide to take off to my dormitory.

Once there, I look around for anyone else, or anyone that might be coming in soon.

written by Jam on Feb 08, 2013 17:47

"Wow! 10,000 credits?! You must be especially lucky today!"

I grin at Speed-Y.

written by Gligar on Feb 08, 2013 19:18

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y ignores the pop-up. He can't see a way of closing it without accidentally setting it off, so ignoring it is probably a good idea. Jam-Y, on the other hand, fails to do so. The subliminals do the rest, resulting in him congratulating Speed-Y for his amazing luck.

Speed-Y doesn't respond; he is busy searching for news of zombies, or perhaps of incidents in formerly-infested areas. The first thing on the list is an article about the recent Code 3-Zed incident in the Industrial Subsectors. It mentions that it was contained thanks to the Troubleshooter team that was there (but doesn't name them), and thanks to the Armed Forces, who are cleaning up the last of the infestation right now.

Dormitory 2, C level, Emergency Bunker C-3

L4-O enters from the corridor, having satisfied himself about the lack of surprised in the meeting hall. He looks around, as if expecting someone... ah, here are John-O and Lucas-O. They seem to have followed him. The two are carrying a few things, seemingly what they had from the RED dorm.

written by Jam on Feb 08, 2013 20:40

"Oh, they're talking about us, right?!"

I look at the screen excitedly.

written by Gligar on Feb 08, 2013 23:01

Dormitory 3, A Level, Emergency Bunker C-3

Jam-Y continues to watch over Speed-Y's shoulder as he searches. He's interested in the article about the Industrial Subsectors; it mentions them, doesn't it? He reads a little closer... yes, there's mention of a forkbot getting shot at by a warbot... and that reminds him, they should get Nukabot repaired again...

And up there... doesn't that say that it was the Troubleshooter team that called in the Armed Forces in the first place by declaring the Code 3-Zed situation in the first place?

written by Lightning4 on Feb 09, 2013 00:11

I simply mill about a little bit. I try not to make it obvious, but I watch or listen for John-O and Lucas-O to leave.

written by Speeder on Feb 09, 2013 00:46

I look, and smile happily.

"I wonder if higher clearance citizens have full information that it was us!"

I keep reading the news.

written by Cryoburner on Feb 09, 2013 03:52

"Hmm... They really should put a cloning station inside this factory. That would be much more convenient for us."

Finding nothing of note through my inspection of the floor plan, I turn to Kris-R.

"Say, might you know where we could find the nearest cloning station?"

I stare at Kris-R, waiting for an answer.

written by Gligar on Feb 09, 2013 14:35

Dormitory 2, C Level, Emergency Bunker C-3

While Lucas-O and John-O pick out beds and lockers for themselves, L4-O... mills about, seemingly checking his equipment. He looks like he doesn't really want them here, but they don't notice, and apparently don't pay attention to him.

During his "inspection" L4-O comes across the damaged blaster from the communist takeover... and the... thing. You know, that thing. The one he should never ever use. Good thing the other two are over there... hey, looks like they've chosen beds now.... oh, they've chosen beds closer to L4-O. Not that it really matters as they head out to... wherever.

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y seems pleased at the news report. Perhaps higher-clearance clones have access to more details, like their identity?

He keeps reading. There's also the report about the laser barrel factory in JHY Sector, though there isn't much detail

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there either. Apparently, the assigned team hasn't given a full status report yet.

There's also something here about plans to rebuild CRS Sector... apparently, HPD&MC have put forward plans to regenerate the area despite the continued radiation hazard. They claim that the radiation has dropped enough that lower-clearance clones can get in and begin rebuilding.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R seems disappointed that there is no cloning station in the factory. But why would there be? Building cloning stations inside factories has been shown to lead to unhappiness, not to mention that there's probably such a facility in the area already. Perhaps Kris-R knows where it is?

He believes that Kris-R knows the answer to this question, and, though he doesn't say it, seems to demand that he answer.

written by Speeder on Feb 09, 2013 16:34

I think a bit.

"Hey Jam, I think the last time they had a zombie outbreak, they decided to go with your heat solution."

I think a bit more.

"You know, I committed treason I think, when I explained some things to you, I think I will confess..."

I stand, and walk unhappily toward the confession booths.

written by Jam on Feb 09, 2013 17:42

I grab Speed-Y shoulder to try to stop him from leaving.

"Hold up a sec. My solution? But this article says there's radiation in CRS sector. Kinda like what you were saying about that... EMP, was it?"

I look thoughtful...

"I wonder if electrical things aren't damaged if they aren't running. All we'd have to do is shut down the Comnnode and all the bots, and then detonate the EMP! I mean, how hard could it be? Even the commies could do it, and we're definitely smarter than they are!"

I suddenly frown.

"No, what am I saying... That'd be so treasonous, I can't even imagine what Friend Computer would do to us."

written by Lightning4 on Feb 09, 2013 18:35

Satisfied that it is still there, I close and secure my locker.

I look deep in thought for a few moments, then decide to start making my way back to the meeting hall.

written by Gligar on Feb 09, 2013 20:21

Dormitory 2, C Level, Emergency Bunker C-3

Satisfied that the... thing is still in place, L4-O decides to head back to the meeting hall.

Concourse C1, Emergency Bunker C-3

On his way back, he notices that the scanning team (the one called in by Speed-Y) is still working on Kristos-R's team.

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y surmises that the last zombie outbreak resulted in the use of Jam-Y's solution: kill it with fire.

He then realises that, during his explanations earlier, he committed treason - he has knowledge of high clearance information - and this must be rectified. He stands and starts to head for the door, with the intention of heading for the confession booths.

But Jam-Y stops him. He isn't sure that his solution was employed at all; the article mentions radiation. That would imply that Speed-Y's "EMP" solution was used instead.

And that gets him thinking. Would an EMP affect deactivated equipment? If so, then all they would need to do is deactivate the local comnnode and the bots, and then bam! Fried nanomachines! But... that would involve *deactivating the comnnode*, and if that isn't treasonous, what is?!

But seriously, how hard can it be? The *commies* did it, after all.

written by Cryoburner on Feb 10, 2013 05:26

I stare even more, my eyes growing ever wider. I note what Kris-R is doing. Is he doing something suspicious? Staring, perhaps?

written by Kristos on Feb 10, 2013 09:55

"If we donate all of your blood then you might rather quickly find out where the nearest cloning station is..."

I check if it is possible to fit the modified laser barrel in the testing device. If so, I start the device and clear out of the room, dragging Cyrus-R along.

written by Speeder on Feb 10, 2013 12:02

I look at Jam.

"You need to head to confession booths too!"

I mean, the loyalty officer giving ideas about shutting down a comnnode! What are you thinking?

And using the same methods that the commies used even! Are you crazy? You want to put a virus on the comnnode? What if it spreads to other comnnodes? You want to risk shutting down the computer entirely? If that happens EVERYONE DIES, the computer runs the city life support!"

written by Gligar on Feb 10, 2013 15:18

Team Sigma's office, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R continues looking at Kris-R. Is he, perhaps... staring?

No, as it turns out. He's actually contemplating ways to find the cloning station. He suggests that they donate all

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of Cyrus-R's blood. Then, Cyrus-R could find the cloning station rather quickly.

But he has more to think about. For example, this modified laser barrel. As it turns out, the modifications do not interfere with installing it into the testing device - okay, it might take more force than usual, but it goes in fine. He fires up the tester and drags Cyrus-R out of the room.

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y glares at Jam-Y. It looks like they both need to go to the confession booths... what is Jam-Y *thinking*? Offering ideas about disabling a compnode? Ideas that match what the *commies* did?! And he's the *Loyalty Officer*! Imagine they uploaded a virus; what if it spread? **What if The Computer crashed?!** If that happened... what then!

written by Cryoburner on Feb 10, 2013 17:03

I stare.

written by Jam on Feb 10, 2013 17:05

I get a guilty look.

"Er... Hey, I didn't say we'd forcefully do it! I meant, try to convince the High Programmers, that's all..."

written by Speeder on Feb 10, 2013 17:59

I give Jam a quizzical look.

"To your plan work, it would be needed to completely remove all the power from everything we wanted to not destroy.

I doubt that this is easy to do, because it would also mean grabbing all bots and removing their batteries.

Also it would make the sector a very big target for commie invasion.

Also, why you are thinking about that? For now no sectors are overran!"

written by Lightning4 on Feb 10, 2013 18:55

Once back to the Meeting Hall, I decide to browse my PDC for any information regarding cone rifle shell acquisitions.

written by Gligar on Feb 10, 2013 19:43

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R continues to look at Kris-R as he is dragged into the corridor. It's making Kris-R feeling less than mandatory as he waits for the testing device's lights, sounds and gas to die down. It seems, however, that the device is having difficulties with this barrel.

Dormitory 3, A Level, Emergency Bunker C-3

Jam-Y looks apologetic, and rather guiltily exclaims that he never said that they would do it. They could convince the High Programmers or something...

But Speed-Y states that, even if they did convince someone to do it, it would involve shutting down everything that they didn't want to destroy... including disconnecting the

power sources of every bot... and all of that would render the sector vulnerable to attack! And why is eh even thinking about it? No sectors have been overrun...

Meeting hall, C Level, Emergency Bunker C-3

Entering the meeting hall, L4-O decides to do a little research of his own; specifically, he wonders how he would get hold of extra cone rifle shells. He pulls out his PDC and runs a search. It looks like there are three armouries to choose from: JHY Armouries, JHP Guns, and JHT Defence Company; all PLC service forms with contracts with the Armed Forces. The latter is familiar to him - they run the local range.

written by Jam on Feb 11, 2013 04:46

Huh... Oh, I guess the sector hasn't actually been overrun yet, has it? I guess I was just thinking of the worst-case scenario. It probably wouldn't work anyways..."

written by Gligar on Feb 11, 2013 14:00

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Soon enough, the device finishes its entirely necessary lights and such, and... displays several emote indicators at once. Apparently, it can't make up its mind about this barrel.

Dormitory 3, A Level, Emergency Bunker C-3

Jam-Y tries to cover for himself, claiming that he only suggested the whole thing as a worst-case scenario. But the fact remains that *he suggested it*, and if he would suggest it, what *else* if he thinking about? How much of it is treasonous? Who is he working with, and what do they want? Are they commies? Why? Why not?

written by Speeder on Feb 11, 2013 16:06

I peer at Jam.

Then I peer more.

"Alright, I will see if... I can find anything here that might appease your fears.

But as Team Leader that want a loyal loyalty officer, I want you to do that trip to the confession booths, while I look for more information."

I plop down again in front of a terminal.

written by Jam on Feb 11, 2013 17:29

"Okay..."

I start walking toward the confession booths.

"Hey, wait a second... Weren't you heading toward the confession booths too?"

I walk back to Speed-Y, and give him a questioning look.

written by Lightning4 on Feb 11, 2013 18:42

I look into procuring shells from JHT Defense Company, and if they handle (or even suggest) walking in to collect ammo.

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I also check, if I can, if they have shells that are quite fun to use. Such as explosive, or napalm, or maybe something even more exotic that uses fire or explosions. Or otherwise lethal amounts of damage.

written by Speeder on Feb 11, 2013 18:50

"I will, right after I find more information about how they killed the zombies last time."

Probably I will get into the booths before you leave.

written by Gligar on Feb 11, 2013 19:51

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y looks at Jam-Y for a long moment.

Then he declares that he'll do some more searching, and see if he can find out anything else that might alleviate Jam-Y's fears. In the meantime, Jam-Y can make that trip to the confession booths.

Jam-Y is about to comply, when he remembers that Speed-Y said that he would also make the trip, and turns back, waiting for Speed-Y. The latter confirms that he will do so, just as soon as he is finished investigating what happened last time. With luck, he'll get to the booths while Jam-Y is still speaking with Our Mutual Friend.

Meeting hall, C Level, Emergency Bunker C-3

L4-O weighs up his options and decides to go with the familiar option. He notices from their site that they are reluctant to ship cone rifle shells to individual citizens, and that those wishing to purchase them should have valid IDs and/or brevets handy when collecting them. Understandable when you consider that they stock, or can obtain, pretty much any shell payload you could imagine - such as napalm, gas, EMP, gauss, pyrotechnic, even tacnuke if you're high enough clearance - and even multiple varieties of trigger - impact, timed, temperature, radiation...

They also offer a weapon repair service, and can dispose of damaged ammunition. For a fee, of course.

written by Lightning4 on Feb 11, 2013 21:20

I look up their location in JHT, though I may already be familiar with it.

After doing so, I start making my way back to my dorm. Again.

written by Jam on Feb 11, 2013 23:02

"Okay..."

I turn back around and enter one of the confession booths.

written by Gligar on Feb 11, 2013 23:14

Dormitory 3, A Level, Emergency Bunker C-3

Jam-Y accepts Speed-Y's assurances and once again heads out towards the confession booths.

Confession booth, A Level, Emergency Bunker C-3

And, seeing as none of them are in use right now, he has his choice of booth. He picks the one nearest the door to the corridor, on the left.

Meeting hall, C Level, Emergency Bunker C-3

Having confirmed that JHT Defence Co. offers cone rifle shells, L4-O wonders where exactly they are. And as it turns out, the warehouse is situated in Iota Subsector - that building on the roadway between the domescraper and the Industrial Subsectors - and isn't far from the IntSec station.

That sorted, L4-O once again heads back to the dorm.

written by Gligar on Feb 12, 2013 14:27

Dormitory 3, A Level, Emergency Bunker C-3

With Jam-Y gone, Speed-Y continues his research... specifically, why was that sector irradiated?

The answer, as it happens, is quite simple: the reactor was set to meltdown. Why? Well, you know. The article doesn't say, but, still... you know.

written by Speeder on Feb 12, 2013 14:58

I smile happily.

Then I try to find how much time the meltdown was triggered after the "incident" with R&D, and if there are any related news of the time (specially, news of escapees, spreading stuff, or of a cyborg BLUE)

written by Lightning4 on Feb 12, 2013 18:00

Once back at the dorm, I look around to see if there is anyone who can see in my locker.

If not, I go over to it, open it up, and quickly grab my damaged blaster.

I then quickly close the locker again.

written by Gligar on Feb 12, 2013 19:21

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y continues searching. It shouldn't be a surprise that many of the news articles concerning the last daycycles of CRS Sector have been redacted, expunged or are just plain *unwritten*... but a few clues remain. For instance, this article here... it states that CRS Sector was quarantined due to an unknown disease spreading among its populace. The Armed Forces established a cordon, but after... some number of days - the number is covered by a censor bar - the reactor was set to meltdown from the inside. From the size of the censor bar, it can't be covering anything other than a single digit.

Another article suggests that rumours persisted of escapees (though, of course, those spreading the rumour were reported to IntSec and are either on the other side of the Complex with a new name, or no longer exist) but gives no details. However, it goes on to say that several citizens

[1308]

originating from CRS Sector were later discovered attempting to access the neighbouring CRT Sector through the ducts.

Dormitory 2, C Level, Emergency Bunker C-3

On entering, L4-O once again looks around. Finding the dormitory empty, he opens his locker again, and grabs the damaged blaster, before closing the locker. He really doesn't want anyone seeing what else is in there.

written by Speeder on Feb 12, 2013 20:04

I try to figure what happened with the citizens that sneaked into CRT and effects on CRT... Did it get obsoleted to LCD sector somehow?

written by Kristos on Feb 12, 2013 21:17

"How remarkably traitorous... something that is both good and bad at the same time. Must be some sort of mutation. Cyrus-R, how much do you know about mechanical mutations?"

written by Cryoburner on Feb 12, 2013 21:30

I stop staring, and now just look at Kris-R.

"Oh... what? Yes I do think it's time for a mandatory loyalty test!"

I drag Kris-R back into the office, and begin setting up for a mandatory loyalty test. Namely, I set the Indestructible Loyalty Transcripts Recorder on the desk and open its case, and adjust my loyalty officer badge.

written by Lightning4 on Feb 12, 2013 21:35

I put the damaged blaster away, and make my way back to the meeting hall once more.

While passing by, if they are still there, I check up on the scanner team to see what they are up to.

written by Gligar on Feb 12, 2013 23:40

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y continues searching... again. Only now, he wants to know about those survivors. Of course, since there are no names attached to these articles, it is difficult to tell. All he can find out is that there were no appreciable effects on CRT Sector, or at least, none that he has clearance to know about. Except for a recent decrease in the number of CRTs produced by that sector, of course.

Meeting hall, C Level, Emergency Bunker C-3

Having stowed the blaster, L4-O has returned here. He notes as he passes that there is only one of the HPD&MC crew left to scan. One of the others has been flagged as "questionable".

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

At the door, Kris-R wonders about the lights on the device... clearly, something is wrong, and quite possibly treasonous. And maybe even a mutation. He wonders if Cyrus-R knows anything about mechanical mutations.

Cyrus-R wasn't paying attention, though. He seems to think that it's a good time for a Mandatory Loyalty Test - of course, it's *always* a good time for a Mandatory Loyalty Test.

To do that, he'll need to set up. And to do that, he needs to drag Kris-R into the gas-filled room and plop his transcripts recorder right next to the device. And straighten his badge. Anything else? Perhaps the sudden appearance of 69,105 toothpicks has something to do with it? Or maybe it's the gas?

written by Speeder on Feb 13, 2013 01:16

I attempt to figure how much damage the reactor caused.

And what sort of reactor it was (at least, how big).

Then I try again to find mentions to a BLUE Cyborg, maybe a hero.

written by Lightning4 on Feb 13, 2013 08:18

Feeling a bit hungry, I take a look at the vendobot's stock.

written by Cryoburner on Feb 13, 2013 14:48

"Wow. That's a lot of toothpicks."

I continue my preparations for the test, checking whether I have any other loyalty test equipment, such as Emergency Loyalty Tests or Demonstrations of Loyalty Cards or Loyalty Toothpicks.

written by Gligar on Feb 13, 2013 15:02

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y is still at it.

Now, he's researching the CRS reactor. How big was it, and what was the damage?

He can't find the answer. If it was in those articles, he can't find it, or is not permitted to find it. And the response he's getting suggests that it might be the latter.

He turns his attention to the BLUE. Just who was he? Again, there is no clue. Though there is a hint that whoever it is had their own name removed from the record...

Meeting hall, C Level, Emergency Bunker C-3

It seems that L4-O is bored.

Why? Well, he seems to be idling around by the vendobots, wondering whether to get algae chips or a VitaYum bar... or perhaps some chocolyke.

written by Lightning4 on Feb 13, 2013 15:34

Feeling like experimenting a little, I obtain a clearance-appropriate chocolyke.

I then promptly start consuming it.

written by Speeder on Feb 13, 2013 16:00

I stare at the screen, frustated.

But not unhappy, it is very important to not be unhappy.

written by Gligar on Feb 13, 2013 19:39⁸²⁶

Dormitory 3, A Level, Emergency Bunker C-3

Speed-Y looks a little frustrated. Which automatically means that he must be feeling unhappy (despite not looking it) at being stonewalled. What was he expecting? That all the data would just... be there? He's been around long enough to know that that isn't the case.

Meeting hall, C Level, Emergency Bunker C-3

L4-O, on the other hand, is happy, at least enough to try something new: chocolyke. As he discovers, it's even possible to get chocolyke that tastes like something orange!

From outside the room he can hear that the scanning team has finished with Kristos-R's team.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R notices the toothpicks, though he can't decide whether they're real or not. What is real, though, is the fact that he has to set up his loyalty test equipment - the Emergency Loyalty Tests, and the Demonstrations of Loyalty Cards, but notably not the Loyalty Toothpicks; he tries to grab hold of some but finds them to be illusory.

...wait a minute. Where did those cards come from? Cyrus-R wasn't carrying them... are they illusory as well?

written by Speeder on Feb 13, 2013 22:02

I decide to give up and go to the confession booth.

written by Gligar on Feb 13, 2013 23:10

Confession booths, A Level, Emergency Bunker C-3

Having given up on his search for now, Speed-Y finally decides that it's time to visit the confession booths. There's only the one in use right now, so Speed-Y can choose any of the others - how about the one at the back, on the right?

Not long after he enters, the occupied one unlocks.

written by Cryoburner on Feb 14, 2013 01:25

"Wow. That's a lot of mysteriously appearing loyalty materials."

I try to determine whether I can actually read the Loyalty Tests and Cards.

written by Kristos on Feb 14, 2013 01:42

"Yes, a loyalty test is always a good..." I trail off as I look around the room.

written by Lightning4 on Feb 14, 2013 18:13

I munch on my chocolyke, and watch through the doors activity from either the scanning team or Kristos-R's team.

written by Gligar on Feb 14, 2013 19:42

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R seems to notice that he didn't actually have the equipment necessary to do his job... but tries to use the illusory ones anyway. It turns out that, since these aren't real cards, they only contain gibberish.

Kris-R notices as well. He starts to agree that loyalty tests are a good idea, but then gets a look at all the toothpicks. What... the...?

They (the toothpicks, and the materials) begin to fade. The gas must be dissipating.

Meeting hall, C level, Emergency Bunker C-3

While he finishes off his chocolyke, L4-O watches the scanning team as they speak to Kristos-R. Apparently, those who scanned positive are to be taken for... *questioning...* as soon as IntSec get there. Kristos-R asks about the rest of them, and is told that, though they are clean, they will also have to wait for IntSec. Kristos-R can't help but worry about whether they will be able to get to their next job without incurring penalties... oh well, if all else fails, the commies did it!

written by Lightning4 on Feb 14, 2013 21:11

I mill about for a few more moments, then I decide I've waited long enough.

I start making my way down towards the Loading Dock.

written by Gligar on Feb 14, 2013 23:21

Meeting hall, C level, Emergency Bunker C-3

L4-O decides, as he watches both teams do not very much, that he's done watching, and heads out, back towards the loading dock.

As he leaves, he hears the sound of someone scraping metal against synthcrete.

Not that it matters for long.

Loading dock, A level, Emergency Bunker C-3

As L4-O returns to the loading dock, he notices a couple of scrubots with jet nozzle attachments, and tanks of something or other - milling about.

written by Jam on Feb 15, 2013 02:41

I exit the confession booth, and go looking for Speed-Y.

written by Gligar on Feb 15, 2013 14:31

Confession booths, A level, Emergency Bunker C-3

Jam-Y notes that one of the other confession booths is in use before going to look for Speed-Y. Now, where would he be? He was still doing research in the dormitory when he left him; perhaps he's there now?

He heads next door.

⁸²⁶ GLIGAR: (OOC: I thought I'd tweak the location formatting a little.)

[1310]

Dormitory 3, A level, Emergency Bunker C-3

Entering, Jam-Y looks around, and notes that Speed-Y has left the room. His terminal is vacant.

written by Lightning4 on Feb 15, 2013 15:53

I look for, and hop onto Nukabot.

"Okay, looks like I need to go to Iota Subsector. Probably faster if I just take you, if you don't mind."

written by Jam on Feb 15, 2013 16:48

"Hmm... Strange..."

I decide to go looking for L4-O instead.

"Now where could he be..."

written by Gligar on Feb 15, 2013 19:36

Dormitory 3, A level, Emergency Bunker C-3

Perhaps forgetting what Speed-Y said he'd do after his research - or perhaps he remembered, and realised where Speed-Y might be - Jam-Y decides instead to go and look for L4-O.

Loading dock, A level, Emergency Bunker C-3

He finds him quite easily. He's climbing on board Nukabot, which starts up. "Iota Subsector, you say?"

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The toothpicks, loyalty cards, and so on fade away completely as the gas dissipates into ineffectiveness. I imagine Cyrus-R is somewhat disappointed.

written by Jam on Feb 15, 2013 21:13

I look up at L4-O.

"Oh, you're going somewhere?"

written by Lightning4 on Feb 15, 2013 22:30

"Yep! Oh, looks like Jam-Y is saying something, hold on..."

I look towards Jam-Y and address him:

"Indeed, sir, if you don't mind. I'm headed to Iota Subsector to pick up some more cone rifle ammo... get a blaster repaired... maybe I'll see if I can bring back some other equipment too."

written by Jam on Feb 16, 2013 07:48

"Oh, Iota Subsector? Cone rifle shells? Okay then! Try to get back quickly, and preferably not via a cloning tank!"

I smile at L4-O, wave goodbye, and start looking for Joris-O.

written by Gligar on Feb 16, 2013 11:43

Loading dock, A level, Emergency Bunker C-3

L4-O is about to give the order to Nukabot before Jam-Y calls to him, asking where he's going. He says that he's going to Iota Subsector to get some ammunition... if that's

okay. Jam-Y decides that it is - he *is* the Equipment Officer, after all - and tells him to come back alive.

That sorted, Jam-Y goes to look for Joris-O. He starts with A Level... no, he's not down here.

written by 4616599 on Feb 16, 2013 14:09

Still not bothering too much with a jumpsuit, I watch the scrubots.

written by Gligar on Feb 16, 2013 15:22

Loading dock, A level, Emergency Bunker C-3

Probably chuckling to himself because a) he was in the loading dock the whole time, behind this stack of pallets; and b) he's still not wearing the jumpsuit he picked up in the cloning station, Joris-O watches the scrubots at work. By now, they have disposed of the body of Stefan-R via their usual chemical spray method - you know, the one that causes bodies to melt. It's really rather disgusting, not to mention a little frightening.

As he watches, the scrubots start spraying other things, such as the walls, floor, the place Nukabot is usually parked. They try to spray Nukabot, but the bot decides not to wait for orders and heads out the door.

One of the scrubots heads towards the pallets.

written by Lightning4 on Feb 16, 2013 19:13

"Okay Nukabot, let's go-oh wait, we're already going."

I look around the loading dock as we leave, then watch the path ahead for anything interesting as we travel.

written by Gligar on Feb 16, 2013 19:20

Loading dock, A level, Emergency Bunker C-3

Noticing that Nukabot is already moving, L4-O looks around. He notices that a scrubot just tries to clean Nukabot with some sort of spray, the same spray that just melted Stefan-R's body. Ugh. Another is heading to that stack of pallets over there, its spray nozzle at the ready.

As Nukabot crosses the threshold onto the roadway, the second scrubot begins spraying.

Roadway, near Emergency Bunker C-3

As Nukabot continues, L4-O keeps watching for anything interesting. And he can't help but glance south, in the direction of where that bomb exploded, where he sees some Internal Security clones investigating the mess it made. Of course, if they're investigating that, it means that the checkpoint up ahead is unmanned.

written by Lightning4 on Feb 16, 2013 20:52

"Hopefully that was just an explosive, and didn't have any other properties..."

I continue to look around, still shooting the occasional glance over towards where the explosion was.

written by Gligar on Feb 16, 2013 23:09

Loading dock, A Level, Emergency Bunker C-3

Hmmm... it looks like that spray isn't compatible with woodyke. As the scrubot sprays, the pallets start to hiss and steam and give off heat.

Roadway, near Emergency Bunker C-3

As Nukabot continues towards Iota Subsector, L4-O still can't help glancing at the site of the explosion. From the way those IntSec clones are acting, there don't seem to have been any visible side effects from the explosion.

Nukabot passes through the checkpoint and approaches the building housing Iota Subsector. It's approximately halfway between the domescraper and the Industrial Subsectors.

written by Gligar on Feb 17, 2013 14:56

Roadway, near Emergency Bunker C-3

And all too soon, Nukabot comes to a halt outside the Iota Subsector building. I guess that having transport really helps.

written by 4616599 on Feb 17, 2013 16:44

I rather quickly run away once I see and hear all the steam and hissing.

"What is that you're spraying, Scrubot?"

written by Gligar on Feb 17, 2013 18:16

Loading dock, A Level, Emergency Bunker C-3

The hissing gets Joris-O's attention, and causes him to run out of the way, all the while asking exactly what is it that the scrubot is using in its spray. "The spray is a sterilising agent," the scrubot replies. "This bunker has been sealed for so long that it has missed the last two scheduled sterilisation sweeps, which take place once every eight yearcycles. Clones need not worry as the procedure has been deemed safe by The Computer, as long as standard precautions are taken."

written by Lightning4 on Feb 17, 2013 19:31

"Thanks for the lift, Nukabot. I shouldn't be long, I hope..."

I get off Nukabot and head towards the entrance. I look for any signs advertising the defense company.

written by Jam on Feb 17, 2013 19:46

I look harder for Joris-O.

"Joris-O, where are you?"

written by Gligar on Feb 17, 2013 21:56

Internal Security Station, Iota Subsector

L4-O enters, to find a guard asking for his ME Card. He shows it and is allowed to pass.

Corridor A1, Iota Subsector

He finds himself in a RED corridor similar to many he has seen in the past. This one seems to serve as a commercial hub: many service firms having stores here, ranging from Transition Rentals to Happy Bot Maintenance to JMF Algae Burgers... aha! JHT Defence Company... right down there.

He heads that way, to find that the door leading to it is locked. A ring-for-service bell is fastened to the wall next to it. (If he were still alive, I'm sure a certain clone would love to stare at it for hours on end...)

A Level, Emergency Bunker C-3

Not content with his initial sweep of A Level, Jam-Y tries again. This time, he manages to catch the tail end of the scrubot's answer, and heads for it.

Loading dock, A Level, Emergency Bunker C-3

He soon finds out why it was answering: it is using some sort of chemical spray to clean the place, one which seems to react with the woodyke pallets stacked near a corner, causing them to smoke and give off heat. Joris-O seems to have been near them, and is now trying to keep his distance.

And all this time, he seems to have forgotten to wear the RED jumpsuit he has in his hands.

written by Cryoburner on Feb 18, 2013 00:29⁸²⁷

"Well, that is no good. How is one supposed to perform a loyalty test when their mysteriously appearing unreadable loyalty materials mysteriously disappear? Even the loyalty toothpicks! I'll need to improvise..."

I sit down at the desk, pull out a sheet of paper and my pen, and begin jotting down some replacement materials.

written by Lightning4 on Feb 18, 2013 01:18

I attempt to give the bell a smack, well within the mandatory regulation levels for bell-ringing, as defined by the ring-for-service bell testing guidelines!

⁸²⁷ CRYOBURNER: (Maybe it isn't even a jumpsuit at all...)

written by Speeder on Feb 18, 2013 12:50

Yay!

I disappeared again!

And with another bricked device yay!

This time thursday a flood happened, and flooded my room, and destroyed my devices on it (and pretty much anything else that I could not wash, like clothes...)

So yeah 😊

written by Gligar on Feb 18, 2013 14:25

Corridor A1, Iota Subsector

It's a good thing that L4-O isn't that certain citizen, since ring-for-service bells are made for just one thing, and that one thing does not involve inspecting them. It involves pressing them with a certain amount of force, so that they go ding, as L4-O demonstrates. Although just how L4-O knew the exact amount of force needed to fall within testing guidelines is anyone's guess.

Not that it matters. The bell does its job, which is to alert other clones that the clone ringing the bell require service. Within a minutecycle, the door is opened, and L4-O finds himself face-to-face with an armed jackobot. "What business do you have here?" it asks.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

That settles it: Cyrus-R is definitely unhappy about the lack of materials. That means he'll have to do it from memory! He sets out to write down as much loyalty material as he can remember.

It's a pity he can only think of one loyalty test: sing the *second* verse of the Alpha Complex Anthem.

written by Lightning4 on Feb 18, 2013 15:44

"Hi! I'm here looking into the procurement of some cone rifle shells. I'm also looking into getting a blaster repaired..."

"Maybe also look at your other equipment, and see what else I can obtain..."

written by Gligar on Feb 18, 2013 19:27

Corridor A1, Iota Subsector

L4-O explains his presence to the jackobot and request entry. The jackobot replies. "Citizen identified as L4-O-QKW: a brevet is required for cone rifle use. Present your brevet at the counter for access to cone rifle related goods. Further services are permitted by your security clearance." The bot begins to move aside. The counter is visible inside the door.

written by Lightning4 on Feb 18, 2013 19:32

"Thank you."

I proceed towards the counter, and start fishing out my brevet.

written by Cryoburner on Feb 18, 2013 18:41

Makes note:

Do not let Speeder borrow devices.

written by Gligar on Feb 18, 2013 23:54

JHT Defence Company, Corridor A1, Iota Subsector

On entry, L4-O immediately starts looking for his brevet while simultaneously looking around and walking towards the counter. He immediately notices that this room is Clearance RED and seems to be dedicated to lower-clearance weapons and armour: laser weapons, truncheons, blasters, reflex, kevlar, some simple slugthrowers... even a couple of flamethrowers. There is, however, a prominent door near the counter, marked "Admittance to Citizens of Clearance BLUE or Higher Unless Accompanied".

On the other side of the counter is a clone, a rather big, bulky one, wearing BLUE reflex and a jumpsuit. "Yeah? What do you want?" he asks in a not-quite-unfriendly tone.

Loading dock, A Level, Emergency Bunker C-3

As Jam-Y and Joris-O stand there, the bots continue to spray. One seems to be humming the *Mandatory Team Troubleshooter* theme.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Though Cyrus-R seems to want to think about more loyalty tests he can do, it's just no use. He is too distracted by the loss of the illusory materials.

written by Lightning4 on Feb 19, 2013 01:26

"Hi... I'm looking into a few orders of business for me and my team. I need to get some more cone rifle shells for myself... see what to do with my damaged shells... repair a blaster..."

"And maybe see what else is in stock for general shooting use."

I keep my brevet handy when he asks for it.

written by Gligar on Feb 19, 2013 14:18

JHT Defence Company, Corridor A1, Iota Subsector

L4-O explains his presence to the clone, mentioning that he'd like access to the cone rifle ammunition. "Cone rifle gear? No no, you need to be either BLUE or have a brevet." L4-O already has the brevet ready to show him. "Lemme see that... yeah, that looks genuine. You can come in." The clone reaches behind the counter and presses a button, unlocking the BLUE door. "But since we're at the counter... you wanted to have a blaster repaired?"

written by Lightning4 on Feb 19, 2013 18:14

"Sure."

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I put away the brevet, and exchange it for the broken blaster.

Once obtained, I present it.

written by Jam on Feb 19, 2013 18:37

I also hum the Mandatory Team Troubleshooter theme.

"What are you cleaning?" I ask the scrubot.

I also look at Joris-O.

"And why aren't you wearing your jumpsuit, Joris-O?"

written by Gligar on Feb 19, 2013 18:43

JHT Defence Company, Corridor A1, Iota Subsector

L4-O hands over the damaged blaster.

"Wow," the BLUE remarks as he inspects it. "I've honestly never seen that happen to a blaster... those heatsinks never fail... I should be able to repair it, though."

He grabs a toolkit and starts dismantling the blaster. As he does, L4-O can clearly see that the heatsink has sheared right off the firing chamber. "You know, it makes you wonder if there'd be a benefit to having replaceable heatsinks."

Loading dock, A level, Emergency Bunker C-3

The bots continue spraying, somehow not noticing that the stack of pallets is trying to catch fire in their quest to make the spray cover everything.

And "everything", by the looks of it, includes clones. The spray touches Joris-O's leg...

written by Lightning4 on Feb 19, 2013 19:26

"To be fair, I don't think I've seen that happen either! I saw... quite a bit of use though."

I listen to the BLUE's idea.

"That's not a bad idea... maybe something R&D should hear about. If anything, it'd give the Armed Forces more toys to play with."

I continue to watch the clone work.

written by 4616599 on Feb 19, 2013 19:34

I look nervous and glance at the pallets. I try getting the stuff of my legs.

"Well, if I wear my jumpsuit and inadvertently catch a fire in the process it might damage Computer property!"

I look at the pallets again.

"Somehow I don't think cleaning things usually involves setting them on fire..."

written by Jam on Feb 19, 2013 20:45

I take a few steps away from the scrubot.

"I wonder if that spray would be effective against zombies..."

written by Gligar on Feb 19, 2013 23:28

JHT Defence Company, Corridor A1, Iota Subsector

L4-O says he hasn't seen that happen, either.

But that idea about the heatsinks sounds good... maybe they could send it to R&D? Then maybe R&D could give them more toys to play with!

"More toys is always nice," the BLUE says, and gets back to work. It looks like he'll have to strip the entire cooling assembly and fit a new one.

Loading dock, A level, Emergency Bunker C-3

Joris-O looks nervous. If that stuff does that to a stack of pallets, what's it going to do to his legs? He tries to remove it.

While he does, he answers Jam-Y, saying that wearing a jumpsuit might inadvertently cause fire. Speaking of which, he's not sure that cleaning things usually involves fire.

Well, if he had been wearing his jumpsuit, he wouldn't have got that spray on his skin. And it wouldn't start to eat away at his skin, because it would be eating his jumpsuit instead!

Jam-Y steps back, and wonders if this stuff would work on zombies. Well, given how it's eating through Joris-O's skin, my money is on "yes".

written by Lightning4 on Feb 20, 2013 01:07

I check my credit balance to make sure I can actually afford anything.

written by Cryoburner on Feb 20, 2013 01:55

"Hmm... This will have to do for now."

I press the record button on the transcripts recorder.

"Kris-R, I have selected a loyalty test from the wide selection of loyalty tests that I have memorized. For this test, I will need you to sing the second verse of the Alpha Complex Anthem."

written by Gligar on Feb 20, 2013 14:31

JHT Defence Company, Corridor A1, Iota Subsector

While the BLUE works, L4-O looks at his PDC, checking his credit balance... hmmm... a little under a thousand credits. He hopes that will be enough.

The BLUE mutters to himself about what he's going to charge for the repair.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R decides that the one will have to do. Starting his recorder, he instructs Kris-R to sing the second verse of the anthem.

He claims that he knows more than just the one. But will that claim stand up under scrutiny? Only time will tell.

Loading dock, A level, Emergency Bunker C-3

As Joris-O stands there trying to remove the spray, it continues to eat through his leg... and now his hands. That must be painful.

written by Lightning4 on Feb 20, 2013 17:03

I look around the room while the BLUE continues to work. I see if there are any interesting weapons for acquisition out here.

written by Kristos on Feb 20, 2013 17:35

"Wait a second... How can I trust you to test my loyalty if you haven't ever proven yours? Why don't *you* sing a verse?"

written by 4616599 on Feb 20, 2013 17:49

"Ow ow ow ow ow!"

I try to rub away the fluid with my jumpsuit.

If all else fails, I desperately rub myself on Jam-Y's sleeve.

written by Gligar on Feb 20, 2013 19:08

JHT Defence Company, Corridor A1, Iota Subsector

The BLUE is still busy with the blaster. How long is this going to take?

No matter. L4-O can always look around in the meantime. See? It's paid off already; in addition to the usual lasers, he's found a selection of knives and swords. And not only that but he could opt to buy some stun weaponry (either plain tasers, or sonic stuff) or even some grenades.

Or, if he's interested in armour, there is always kevlar, or an asbestos suit. Or, failing that, there is reflec.

Aha! It looks like the BLUE is almost done now.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R isn't sure if he should obey Cyrus-R. After all, it's not like Cyrus-R has proved his loyalty yet. So why doesn't he do the singing first?

Loading dock, A level, Emergency Bunker C-3

Reacting to the pain, Joris-O desperately tries to get the flesh-eating spray off himself, using his jumpsuit of need be, or failing that, Jam-Y's. Jam-Y, of course, wants none of it. It is therefore a good thing that it doesn't come to that, as Joris-O is able to clean it all off using his own, revealing an extremely RED-looking leg and hands. Oh wait, they're bleeding.

written by Jam on Feb 20, 2013 21:35

"That looks painful..."

I back away a bit more.

written by Lightning4 on Feb 20, 2013 21:58

I wait just a bit longer, watching the BLUE do the finishing touches on the blaster.

written by Gligar on Feb 20, 2013 22:08

JHT Defence Company, Corridor A1, Iota Subsector

Having finished looking around, L4-O turns his attention back to the BLUE, who is now reassembling the blaster. "That'll do it," the BLUE says.

Loading dock, A level, Emergency Bunker C-3

Noticing the blood, Jam-Y moves back a bit. He's now back by the door.

Joris-O still doesn't move from his spot, though. I think he might be distracted by a) the pain coming from his leg and hands; and b) how the spray is dissolving his jumpsuit.

written by Lightning4 on Feb 20, 2013 22:15

"So, how much will this run me back? Looked like quite a fix..."

written by Cryoburner on Feb 21, 2013 05:04

"I do not believe that is how the second verse goes. Also, your tune is way off."

written by 4616599 on Feb 21, 2013 17:21

"My jumpsuit!" I say miserably, and also back away a bit. "It's ruined! I'll have to get a new one somehow."

written by Gligar on Feb 21, 2013 19:14

JHT Defence Company, Corridor A1, Iota Subsector

L4-O wonders how much the repairs will cost; they seem to have been extensive. "I'll have to charge a hundred and fifty credits," the BLUE replies. "Those heatsinks certainly aren't cheap."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R points out that Kris-R got it wrong in both the words and the tune.

He doesn't seem to have noticed *what* Kris-R said, only that it deviated from the anthem. However, to a trained Loyalty Officer, that could make all the difference.

Loading dock, A level, Emergency Bunker C-3

Joris-O finally steps back, a little sad that the jumpsuit (that he didn't even bother to wear) was ruined. He'll have to get a new one (an possibly pay for it with his own money).

The scrubots continue their work, thankfully staying away from the clones for now.

written by Lightning4 on Feb 21, 2013 23:33

"Hm... I guess I can afford that."

I do what I need to complete the transaction.

"Hmm.... next on the agenda are cone rifle shells, I guess."

written by Kristos on Feb 22, 2013 00:09

"That's because I was singing the first verse. It has different words and a *completely* different tune. Doesn't it seem

[1315]

unloyal to sing the second verse without first singing the first verse?"

written by Gligar on Feb 22, 2013 00:21

JHT Defence Company, Corridor A1, Iota Subsector

Of course, the BLUE hasn't explained how to pay for anything here... how about just using the contactless method like everyone else? He holds out his ME Card to the BLUE, who scans it with his PDC. "Thanks, citizen. What else? Oh yeah, cone rifle shells. Through the door, please."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R points out that he wasn't actually getting it wrong, it's just that it's only proper to sing the *first* verse before singing the second. And as Cyrus-R should know, the first verse has completely different lyrics (and tune) to the second. Does Cyrus-R really want him to be disloyal? Because that's not a Loyalty Officer thing to do!

written by Lightning4 on Feb 22, 2013 07:22

I go through the door, or follow the BLUE if he is leading me through.

I look around once I'm through.

written by Gligar on Feb 22, 2013 15:15

JHT Defence Company, Corridor A1, Iota Subsector

L4-O passes through the door.

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

Looking around, the first thing L4-O notices are the promised cone rifle shells. Many kinds of shells are available, from regular solid slugs, to explosives, to gas... you name it. Triggers of varying kinds are also here.

Also present are other high-clearance weapons: hand flamers, nailguns, plasma generators, and even some Armed Forces kit that has been authorised for civilian use - things like autocannons, heavy slugthrowers (such as the one formerly mounted on Massacrebot), and static restraint systems. There is even a display advertising the availability of the big laser cannons (please wait six monthcycles for delivery). All of which are available for personal use to citizens of Clearance BLUE or higher.

And in case it isn't clear: yes, the room is Clearance BLUE.

written by Lightning4 on Feb 22, 2013 15:43

"Oooh. Lots of neat stuff!"

I look a little sad.

"Lots of neat stuff I can't even use, look at all these clearances... well, maybe the Armed Forces stuff."

I go over to the shells, if I can, and start looking through them.

"How much are these anyway? Going to need quite a few again..."

written by Gligar on Feb 22, 2013 19:42

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L4-O thinks that all this equipment must be marvellous... it's just a pity that he can't use much of it. Except through the Armed Forces.

He heads over to the cone rifle shells. He finds that they are graded according to lethality and overall damage output, and that there are shells here with colour codes he's never even seen before - most of them in the "Kilokill" range, and, more importantly, Clearance VIOLET.

He realises that the BLUE is looking at him, and asks about prices. "It's a hundred credits for the lowest grade. Each grade above that costs more per shell. We also have a buy-back option for spare shells if you want. Triggers have a fixed cost of a hundred credits each."

written by Lightning4 on Feb 22, 2013 19:59

"Hmm."

I glance in my backpack.

"Can you do anything with damaged shells? I have a bunch of those, but don't really want them blowing up in my face if I try to use them."

"I mean, I'm sure I could use it like a grenade and just toss it at an enemy and shoot it with a blaster or pistol... but I'd rather have functioning shells. And exploding shells seem like they'd be pretty unpredictable..."

written by Gligar on Feb 22, 2013 21:49

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L4-O thinks... what about these damaged shells? He's sure he could use them as grenades, sort of, but...

"That might work, but... hmmm. I'll tell you what. I could buy those damaged shells from you. Then you could use that to buy a few more working shells."

Loading dock, A level, Emergency Bunker C-3

The scrubots finish their sweep of the loading dock, and file through a door to start with the rest of the bunker.

Joris-O realises that it's cold down here.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R's transcripts recorder continues to record. Not that there is anything for it to record right now except for the ambient sounds of the factory... it's a pity that Cyrus-R and Kris-R are doing nothing more interesting than glaring at each other.

written by Lightning4 on Feb 22, 2013 22:00

"That'll work, I guess."

I start retrieving the damaged shells from my backpack, unloading them onto a table or desk or whatever is handy.

written by Gligar on Feb 23, 2013 14:15

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L4-O decides that selling the damaged shells would work, and starts fishing them out. There are, of course, tables back ere, and one of them is relatively clear, so... yeah, a good place to put them so that the BLUE can appraise them. In total, L4-O places 23 damaged cone rifle shells on the table.

The BLUE starts examining them. "It's a miracle these haven't gone off already... How did they get like this?"

Loading dock, A level, Emergency Bunker C-3

From the corridors comes the sound of spraying as the scrubots continue their sweep. And a not-all-that-quiet hissing noise.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The recorder continues to record... nothing. Except the sound of footsteps in the distance.

written by Kristos on Feb 23, 2013 18:17

"Listen! I think I hear the distinct sound of a transcripts recorder recording footsteps in the distance! We should probably stop glaring at each other. After all, the transcripts recorder doesn't record glaring very well and glaring at team members (especially a LOYALTY OFFICER or a TEAM LEADER) is not a valid demonstration of loyalty."

I remove myself from a vulnerable location and wait for the footsteps to enter the office. If they pass by, I peek out to see who it is.

written by Lightning4 on Feb 23, 2013 19:13

"No idea. I found them like this... I've salvaged most of my shells from commies, actually. Better off in the hands of a loyal clone, I say..."

written by Gligar on Feb 23, 2013 19:26

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

The BLUE continues examining the damaged shells. "Well? Are you going to answer me?"

L4-O replies that he doesn't know. In actual fact, he found them like this. Salvaged them from the bodies of dead communists, the same way he found most of his shells.

"I see," the BLUE replies. "That's the best kind of ammo, the way I see it. "Ammo that you didn't have to pay for!

"Alright," he adds. "I can pay you... let's see, it was going to be half face value, but I like the way you think, so let's say 75%? That would come to... 2250."

Loading dock, A level, Emergency Bunker C-3

In the distance, the sound of running water can be heard from the direction of the bunker's hygiene station.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R ends the stalemate by suggesting that they stop glaring at each other, since he can hear (the recorder recording) footsteps in the distance. That, and the fact that the recorder doesn't pick up glaring very well.

He moves away from the door and listens as the footprints approach... and then recede. But not before someone outside can say, "That was even easier than JHT Sector!"

That gets Kris-R's attention. He heads back over to the door and peeks outside... and notices several clones wearing fuzzy hats strolling by as if they own the place.

written by Cryoburner on Feb 24, 2013 03:05

Noticing that Kris-R seems to be wandering off, rather than completing his loyalty test, I press the button to stop recording, and wander over to the door.

"Oh look! More hardworking clones! Hey! You guys! You look like just the clones who could help us!"

written by Lightning4 on Feb 24, 2013 03:33

"Thanks! That sounds good then. I guess I should use some of that for some shells I need more of..."

If the BLUE wants me to complete the transaction, I do that first.

Then I go over to the good cone rifle shells, and start looking through them.

"Hrm. I need a few more explosive shells. Maybe some napalm... they seem to be very effective against enemies I've been fighting."

written by Gligar on Feb 24, 2013 15:17

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L4-O agrees to the BLUE's offer. He can use at least some of that for the shells he needs. "Just remember to keep some for the triggers," the BLUE reminds him, and holds out the PDC scanner again.

One card scan later, L4-O begins to decide what he wants. Perhaps explosive shells, or napalm? "That's up to you. Standard explosive shells are two hundred each... napalm shells are 300."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R turns off the recorder and goes to see what the fuss is about.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

He also notices the fuzzy-hatted clones, and asks for their assistance.

One of them turns. "You weren't at the meeting!" he exclaims in a non-standard, but still familiar, accent. "That means you aren't with the Party and are an enemy! Prepare to die!"

[1317]

He produces a slugthrower and shoots.

It's just a pity for him that he forgot to aim.

written by Lightning4 on Feb 24, 2013 18:44

"Hmm. I can also sell a few shells I don't use as frequently, I have triggers for those..."

I start searching my pack for aforementioned shells, identifying ones not terribly useful against zombies.

written by Cryoburner on Feb 24, 2013 19:32

"Do not worry, fellow hardworking clone! We are here to provide assistance! In fact, we were just in the process of affirming our loyalty, and were hoping you could assist us with doing so!"

written by Gligar on Feb 24, 2013 19:43

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L\$-O suggests that, instead of buying more triggers for his new purchases, he could sell some of his unused shells instead, and use their triggers. "Yeah, that could work," the BLUE replies, "but are you sure you want to deprive yourself of shells you might need?"

But L4-O has already picked out a few he doesn't think he'll need: EMP shells, tranquiliser shells, and pyrotechnic shells - in total, he places ten on the table. "Well, it's your clone family... I can offer 850 in total for those."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Apparently ignoring the fact that one of the clones just shot at him with, Cyrus-R tries to reassure that that they only want to help, say, with proving their loyalty. "Loyalty to *what*?" replies the clone. "If you two are loyal to the Computerists, we have to kill you!"

Another fuzzy-hat clone turns round. "Comrade, just shoot them. They are clearly opposing the Glorious Revolution." She also shoots, and it seems that her aim is closer. And it's a good thing that Cyrus-R's hand was where it was, otherwise the slug would have continued on into Kris-R's body.

written by Jam on Feb 24, 2013 19:46

"Hmm..."

I decide to go check on Speed-Y.

written by Gligar on Feb 25, 2013 00:17

Loading dock, A Level, Emergency Bunker C-3

Seemingly bored of staring at nothing (or perhaps he was inspecting the light fixtures? 😊), Jam-Y starts wondering what happened to Speed-Y... after all, he entered that confession booth... when, exactly, Did he even enter a booth?

He decides to go and check.

Confession booths, Corridor A2, Emergency Bunker C-3

He arrives to find that there is a confession booth in use.

Which might be a good thing. If Speed-Y had been terminated by the booth, surely the booth would have vaporised him before opening again? Which leaves two possibilities. Either Speed-Y is in the booth, taking his time talking to Our Mutual Friend, or that's someone else in there.

Or perhaps he *was* terminated, but wasn't vaporised for some reason...

written by Gligar on Feb 25, 2013 15:26

Confession booths, Corridor A2, Emergency Bunker C-3

Jam-Y decides to continue to search for Speed-Y. If he's not in the confession booths, he'll probably be elsewhere in the bunker.

Dormitory 3, Corridor A2, Emergency Bunker C-3

On the off chance that he returned there, Jam-Y checks in here. Nope, he must be elsewhere.

Corridor A1, Emergency Bunker C-3

He isn't here, though those scrubots are. It seems that they are spraying down the corridors before moving on to the other rooms. The floor is damp with spray, but it doesn't seem to be doing anything to Jam-Y's boots.

Subnode and Turret Control, B Level, Emergency Bunker C-3

Up on B Level, Jam-Y looks in here first. Speed-Y isn't here either.

The subnode purrs to itself quietly as it operates.

Jam-Y gets an idea, and moves on.

Office, B Level, Emergency Bunker C-3

Well, there are terminals in here, right? Perhaps Speed-Y wanted some privacy or something. (Ha! Privacy in Alpha Complex?!) But no.

written by Gligar on Feb 25, 2013 15:32

Yes, I just posted a wall of text. It's been a while since we had one.

Perhaps we could have more?

written by Kristos on Feb 25, 2013 17:20

Wall of text is fine as long as it is decorated with the appropriate clearance stripe.

[1318]

As Jam-Y leaves, he notes that nothing is out of the ordinary in the store room.

Corridor A1, Emergency Bunker C-3

As he exits the stairwell, Jam-Y notices King-R entering food storage. Perhaps he's hungry.

Speed-Y, it seems, is not.

Concourse C1, Emergency Bunker C-3

And finally, Jam-Y arrives at the concourse. Looking into the control room, he can see some messages on the terminal in there, but no Speed-Y.

Looking into the meeting hall turns up even less. Well, unless you count Lucas-O and John-O chatting.

written by Jam on Feb 25, 2013 17:00

"I can't find Speed-Y anywhere!"

I look worriedly at Lucas-O and John-O.

"Where could he be? I've looked everywhere! I've even tried... oh, wait, I haven't tried that yet."

I facepalm.

"Right, I can sense minds."

I attempt to do just that with Speed-Y's mind.

written by Kristos on Feb 25, 2013 17:18

"You have no idea who we are. Any true revolutionary knows that nothing is as it seems! Cryo, use your mutation!"

I pull Cyrus-R back into the office, pulling the door shut, and try to quickly load the modified barrel back onto my laser pistol. If I have time to, I also (safely) force the floor plan away from the fan duct again.

If I cannot get back into the office and shut the door, then I try firing at the clones with my other pistol and kicking one if necessary to clear the doorway. Then I attempt to escape into the office.

written by Gligar on Feb 25, 2013 17:43

Concourse C1, Emergency Bunker C-3

Still looking into the meeting hall, Jam-Y interrupts the two ORANGES, saying that he can't find Speed-Y anywhere, and thus has no clue where he could be. John-O is about to suggest that he try to mentally find him when Jam-Y realises that, actually, he hasn't tried that yet, and he can do it, can't he?

Facepalming ensues, followed by Jam-Y lapsing into silence as he concentrates.

Okay, let's see... there's the five of them on C Level... nobody on B Level... aha! There he is, on A Level. It looks like he's near Dormitory 3.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Kris-R decides to roll with it, and claims that of course the fuzzy-hats don't know who they are. It's because no

revolutionary should assume that anything is as it seems. Ordering "Cryo" to use his power, he pulls Cyrus-R into the office and slams the door shut.

One fuzzy-hat is confused. "Who's Cryo?"

"Doesn't matter. Get ready to attack."

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

But Kris-R is already busy with two things: first, reloading his laser pistol (making sure to pick the modified barrel); and second, attempting to move the floorplan again.

He doesn't get time to move it all the way, though. The door flies open as he's doing it, pushing him away.

The fuzzy-hats barge in, only to realise that the room is rather small. Perhaps if there had been less than six of them, the pressure of all of them forcing their way in wouldn't have caused one of them to press against the side of the floorplan and split open...

written by Lightning4 on Feb 25, 2013 18:30

I look at the EMP shells and think about the discussions we were having about EMPs and such...

"Hm. On second thought... maybe those WILL be useful?"

I recollect my EMP shells, but leave the rest.

I check how many triggers I have extra due to that selling, and how much the BLUE is willing to offer me now.

written by Gligar on Feb 25, 2013 20:54

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

Perhaps the BLUE has the right idea. I mean, L4-O seems to have reconsidered his offer... and it looks like he has decided that, considering the discussion held by the team earlier, in which Speed-Y proposed that EMPs might be effective against the nanomachines reanimating the zombies, the EMP shells could be of use to him after all. They're designed for handling (more specifically, for *deactivating*) troublesome bots, after all. (The verdict is still out on whether nanomachines are actually bots or not, but I guess it never hurts to be prepared.)

He picks up the four EMP shells he placed on the table. That leaves the six that aren't EMP shells... which means that he has an extra six triggers he won't have to buy.

"Alright," the BLUE says. "I can give you 550 for what's left."

written by Jam on Feb 25, 2013 20:55

"Ah! Found him!"

I leave the room and start heading toward A Level, near Dormitory 3.

written by Lightning4 on Feb 25, 2013 21:24

"Sounds about fair then!"

[1319]

I complete the transaction, and start looking through the selection of explosive shells and napalm shells.

I think, then take 4 explosive shells, 4 napalm shells, and two extra triggers. (assuming there are that many of each kind, anyway)

I wonder to myself what other shells here are good for killing zombies, so I don't finish the purchase quite yet.

written by Kristos on Feb 25, 2013 21:32

I fire the modified laser pistol at any fuzzy hat clones as I try to turn on the fan from the terminal.⁸²⁸

They seem to know that Cyrus-R is not some clone called Cryo. I hope Cyrus-R joins in the fun. Here is trouble, waiting to be shot, and he's crumpled over there with that usual dumb look on his face.

written by Cryoburner on Feb 26, 2013 06:09

"Well, I'm glad you all decided to help us, as there has been some question over where some clones loyalty lies! I think we can clear this up with a little test!"

I once again begin recording on the Indestructible Loyalty Transcripts Recorder.

"Now, if we could all sing verse two of our anthem. And a one, and a two..."

Noting that my one hand may be a bit sore, I take a moment to examine it.

written by Gligar on Feb 26, 2013 14:28

Concourse C1, Emergency Bunker C-3

Jam-Y announces that he has found Speed-Y, and rushes off.

Confession booths, Corridor A2, Emergency Bunker C-3

He follows the trail... back here. The same booth is still in use.

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L4-O offers his ME Card for scanning again. He seems to be making a habit of that.

That done, he has a look at the shells on offer. Hmm... let's see... four of the napalm shells... four explosive shells... and he'll need another two triggers.

The BLUE lets him know that that comes to 2200. But L4-O continues browsing. Specifically, he's looking at the other kinds of explosive shells on offer.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The two Troubleshooters get to work.

Kris-R is the first. He's lining up a shot at the fuzzy-hats with the laser pistol he just reloaded. It looks like he's putting everything he's got into this shot...

And he shoots.

There is no zapping noise. There is no visible beam. The only indication that he hits his target is a brief flash on one of my cameras. And a sudden laser wound in the head of one of the fuzzy-hats. Who quickly looks surprised and falls to the floor.

Cyrus-R is second. And he is still unsure as to whether the fuzzy-hats are loyal.

And he is still determined to get this loyalty test out of the way.

Therefore, he decides to kill two commies with one laser shot, and starts up the recorder again, and, once again, requests a rendition of Verse Two.

Notice that he doesn't start singing himself. As a Loyalty Officer, Cyrus-R should understand the value of proving your loyalty, and who has more to prove than the Loyalty Officer? The only difference is that, instead of proving it to a Loyalty Officer, he is proving it to the rest of the team. But no. He is instead checking out his slug wound, with the slug still embedded into the wound. It hurts.

written by Lightning4 on Feb 26, 2013 19:32

"Hmm."

I think for a few moments, but then decide against getting any more shells.

"I should save some for some other tools of the trade..."

I look around at the other kinds of weapons on display back here. At least, ones that I (or the two YELLOWs) can use.

written by Gligar on Feb 26, 2013 19:53

Confession booths, Corridor A2, Emergency Bunker C-3

The occupied booth opens, and its status lights indicate that it is ready for use.

Jam-Y peeks into the booth, revealing that Speed-Y was here all along. It is slightly unusual that he would spend so long in a confession booth, but there are stranger things. Zombies, for one.

JHT Defence Company High-Clearance Area, Corridor A1, Iota Subsector

L4-O decides against getting any more cone rifle shells, and instead looks at other items. "So are you still buying those eight, and the triggers?"

While he ponders, L4-O notices a few YELLOW items in a corner: a couple more flamethrowers, some energy pistols (like blasters, but better), and a couple of slugthrowers.

written by Speeder on Feb 26, 2013 20:41

I turn around.

"Hello Jam! So, how it went with your confession?"

⁸²⁸ KRISTOS: (OOC: In desperation, I rapidly spend 2 PP for those actions as I catch my breath.)

written by Lightning4 on Feb 26, 2013 23:31

"Yep. I think that's it for cone rifle shells. I'm seeing if there's anything good for my superior officers. They're both YELLOW."

I focus on the flamethrowers.

"Those look nice."

written by Gligar on Feb 27, 2013 01:47

Confession booths, A Level, Emergency Bunker C-3

Speed-Y notices Jam-Y and asks how his confession went. Jam-Y is yet to respond, but one thing is for sure: it took far less time than Speed-Y's confession. Also, given that Jam-Y is still alive and not waiting to reclone, it is a safe bet that the confession went well.

JHT Defence Company High Clearance Area, Corridor A1, Iota Subsector

L4-O assures the BLUE that he is still buying the shells; he is simply looking for anything the YELLOWS might like. The BLUE nods. "So that'll be 2200 credits, then."

Noticing the flamethrowers, L4-O points them out. "I think your YELLOWS will like them. They're brand new, not reconditioned like many you find like the ones in the low-clearance area. And we have a money-back guarantee if the flamethrower blows up your clone!*" Money-back guarantee does not refund the cost of the flamethrower or clone. They'll cost your YELLOWS 500 credits each." He holds out his PDC again for card scanning.

written by Lightning4 on Feb 27, 2013 03:47

"Hmm. Well, I'll have to let them know about them then, I'd rather not be found holding a YELLOW weapon again, even if it was technically justified as an equipment officer, maybe... though I'd like to use one myself sometime..."

My voice trails off, and I snap to after a moment.

"Oh right, the shells. I'll just get those for now."

I finally decide to complete the purchase of my shells and triggers, and start putting them away once the transaction is complete.

written by Jam on Feb 27, 2013 07:10

I greet Speed-Y.

"My confession went well, how about yours?"

written by Gligar on Feb 27, 2013 11:22

Confession booths, A Level, Emergency Bunker C-3

Jam-Y confirms that his confession went well and asks about Speed-Y's own confession. He'd better have a good reason for taking more than the mandatory amount of time. Though... given that he is also alive, it is clear that, whatever happened in there, it did not culminate in him losing a clone for treason.

Though he still could, of course.

JHT Defence Company High Clearance Area, Corridor A1, Iota Subsector

With another look at the flamethrowers, L4-O says that he'll have to inform his superiors of their existence. Even though he is the Equipment Officer, it would raise less suspicion if they were to purchase the flamethrowers themselves. "Too right," agrees the BLUE. "It'd only take one INFRARED to get suspicious of you carrying equipment beyond your clearance, and suddenly you're waking up in the cloning station with nothing. And another Troubleshooter appears, ready to be shot at. Not that that's a bad thing; the sector always needs more Troubleshooters..."

Then L4-O notices that he still needs to pay, and does so, picking up his purchases. "Is that everything, then?" the BLUE asks.

written by Speeder on Feb 27, 2013 13:34

I smile and say.

"Oh, I am not terminated, erased or brainscrubbed! This is good, ins't it?"

I look HAPPY.

"So, anything new? What the rest of the team is doing? Any new attacks?"

written by Lightning4 on Feb 27, 2013 15:31

"Hmm. I suppose, unless there's another interesting sidearm or something that an ORANGE like myself can use."

"Though I suppose blasters might be enough, I've gotten to be a pretty decent shot."

I take one last look around the room at the non cone-rifle ORANGE weapons, if there are any.

written by Gligar on Feb 27, 2013 15:40

Confession booths, A Level, Emergency Bunker C-3

Speed-Y exclaims that he is not to be subject to termination or brainscrub, or anything like that. So that's good, right?

Except that he still hasn't explained what took him so long.

JHT Defence Company High Clearance Area, Corridor A1, Iota Subsector

L4-O decides that he's done. Unless there's an interesting ORANGE weapon available. Or failing that, he'll stick to the blaster; he's getting good at it.

"Oh yeah," the BLUE says. "That'd explain that..." He hands back the repaired blaster.

L4-O looks around one last time, and ascertains that there are no ORANGE Clearance weapons in the high clearance area.

written by Lightning4 on Feb 27, 2013 18:20

I put the blaster away.

"Looks like I'm done back here then, thanks for the repair and shells."

[1321]

I start making my way back out.

written by Jam on Feb 27, 2013 19:14

"Hmm... Not much is happening... L4-O went to get more cone-rifle shells, and there's a scrubot trying to set some pallets on fire, but beyond that, things have been pretty uneventful..."

written by Speeder on Feb 27, 2013 19:27

"I see..."

Oh, the pallets caught on fire?"

written by Gligar on Feb 27, 2013 20:44

Confession booths, A Level, Emergency Bunker C-3

Jam-Y explains what's been happening while he's been confessing. That is to say, not really all that much. Oh, there's the pallets that got set on fire by the scrubot, and L4-O going out for some cone rifle shells, but that's about it.

Speed-Y inquires about the pallet fire.

JHT Defence Company High Clearance Area, Corridor A1, Iota Subsector

L4-O decides that he's now done, thanks the BLUE, and heads out.

JHT Defence Company, Corridor A1, Iota Subsector

The jackobot, noticing him leaving, moves out of the way to allow him to do so, before taking up its position at the door.

L4-O retraces his steps, soon finding himself outside Iota Subsector.

Roadway, by the Iota Subsector entrance

He finds Nukabot still here waiting for him.

written by Kristos on Feb 27, 2013 21:08

Hoping Cyrus-R's little stunt proves distracting enough, I attempt to turn on the fan from the terminal, too rushed to note whether I'm setting the direction positive or negative.

written by Lightning4 on Feb 27, 2013 22:05

I hop back on Nukabot.

"Okay, looks like I'm done here! Back to the bunker then."

written by Cryoburner on Feb 28, 2013 01:51

"Arrrrrr! Arrrrrrrr!! Arrrrrrrrrrr!!!"

I clench my injured hand, Arring arredly.

written by Gligar on Feb 28, 2013 18:15

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While the commies debate whether to shoot just Cyrus-R or both of the Troubleshooters, Kris-R gets to work, gunning

the vent fan to full power. It obliges, and roars to life once again.

It turns out that he set it to suck! And the commies are close... in fact, one of them gets pulled into it almost before the commies can react. There is a sickening grinding sound as the commie is torn up by the whirling fan.

The other commies try their best to escape, but it is difficult, and they get drawn closer to the blades of Fun™ ...

Meanwhile, Cyrus-R does nothing but wail asnoyngly because his hand is hurting.

Roadway, by the Iota Subsector entrance

L4-O hops back on to the forkbot and instructs it to return.

"I assume everything went well?" the forkbot inquires as it starts turning back onto the roadway, and heading back down it.

written by 4616599 on Feb 28, 2013 19:48

I wave as soon as L4-O comes in sight.

written by Gligar on Feb 28, 2013 22:23

Loading dock, A Level, Emergency Bunker C-3

With the scrubots elsewhere, the loading dock is almost back to its normal state... well, except for the burning pallets. They continue to burn. The good thing is, the woodyke in the pallets appears to have been treated to increase its fire resistance. With just one small side effect, namely all of this reddish smoke.

The smoke doesn't seem to be spreading all that fast, though. It is still possible for a clone to look across the loading dock and out of the still-open main door to see the approaching Nukabot.

And of course, there is a clone to do just that: Joris-O. He still hasn't bothered to go get another jumpsuit; it's almost like he wants to be fined for being out of uniform. Or maybe he has a mutation, you know, one of those that causes you to explode if you wear clothes? I hear those are fun!

Regardless of the reasons, he's there, and out of uniform. He takes the opportunity to wave as Nukabot gets closer.

written by Cryoburner on Mar 01, 2013 00:04

I grab hold of the desk, mostly with my uninjured hand.

"Hey, Kris-R! The ventilation fan seems to be acting up again. This is making it difficult for the test subjects to sing. Also, there seems to be a slug in my hand. I think someone's weapon may have malfunctioned. Might you have any more sticky labels?"

written by Lightning4 on Mar 01, 2013 00:35

"Quite. I got my spare blaster repaired and picked up some extra shells. Got rid of the risky damaged ones too... shouldn't be at risk of randomly exploding while I walk around anymore."

"Well, above the normal chance, anyway."

written by Gligar on Mar 01, 2013 12:03

Roadway, near Emergency Bunker C-3

L4-O continues chatting to Nukabot about his actions in Iota Subsector. He got his blaster repaired, and sorted out his cone rifle shells - including those damaged ones. That means less chance of a spontaneous explosion.

"I approve," Nukabot says. "Spontaneous explosions tend to cause too much damage to Computer Property to be entirely non-treasonous. On the other hand, they are a large part of Troubleshooter missions."

Nukabot slows down as it approaches the bunker. "My cameras are picking up some sort of smoke," it observes.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While he was wailing about his hand, Cyrus-R seems to have failed to notice Kris-R operating the terminal, and so attributes the fan turning on to a malfunction. Speaking of the fan, there is another grinding sound as another communist is diced.

And speaking of the communists themselves, Cyrus-R seems to have not realised that they are communists. Or maybe he's one of those clones who... gasp... doesn't believe in communists! Or maybe he just wanted to run that test so badly that he put off his own judgement.

And speaking of judgement, he has also failed to notice that he was, well, shot at, and attributes the slug in his hand to another malfunction. He request some more sticky labels.

Perhaps he is a good example of why CPU Mandate 413 exists. You've probably heard of that one: it is an extensive list of items of Computer Property and the correct manner in which they may be used. I'm pretty sure that using something in a manner not permitted under CPU Mandate 413 is most likely treason.* If Cyrus-R were a model Loyalty Officer, he would know this.

written by Speeder on Mar 01, 2013 15:25

After some time playing stare contest with Jam...

I decide to walk off.

Out of curiosity I decide to see if the office with creepy freezing clone still exists and if the creepy clone is still there.

written by Lightning4 on Mar 01, 2013 15:33

I sigh.

"What now?"

Once Nukabot stops, I get off and look for the source of the smoke.

* Funny, *perhaps* but still treason.

written by Gligar on Mar 01, 2013 16:12

Confession booths, Corridor A2, Emergency Bunker C-3

It seems that Speed-Y is getting bored of waiting for a reply, or anything, from Jam-Y. Or perhaps he simply does not want to explain what happened in the booth...

Whatever the reason, Jam-Y will have to wait for the answers, as Speed-Y heads off.

Loading dock, A level, Emergency Bunker C-3

Not too far away, Nukabot comes to a halt, just inside the entrance, allowing L4-O to disembark and investigate the smoke. And it does not take him long to identify the source: a stack of woodlyke pallets has been set on fire and is releasing a cloud of faintly RED smoke.

Near to the pallets, L4-O can spot evidence that scrubots have been here. And that they've been spraying something.

And then there's Joris-O by one of the inner doors, still out of uniform.

Corridor D1, Epsilon Subsector

Emerging from the warehouse after noting that the scanning team has left, Speed-Y goes looking a specific office. You might remember it as the "home" of the Station Monitor. And so deos he.

The office itself is easy to find, situated as it is right next to the warehouse. However, when he puts his hand on the door handle to open it, he finds that it is incredibly cold - painfully so.

written by Lightning4 on Mar 01, 2013 19:17

"Well... that's not really normal."

I wonder to myself what was in the crates. I keep my distance and see if the crates are near where Stephan-R died.

If not, I wonder again to myself why the scrubots were spraying so close to the crates.

written by Jam on Mar 01, 2013 19:36

"Hmm..."

I try to follow the same way Speed-Y went.

written by Gligar on Mar 01, 2013 21:45

Loading dock, A level, Emergency Bunker C-3

Initially assuming that the pallets are, in fact, crates, L4-O investigates, wondering what might have been inside. Of course, they're not crates, just pallets. He quickly realises this, which leaves the question of why the scrubots were spraying there in the first place.

And for what it's worth, Stephan-R was near the door. These burning pallets are closer to the B Level overhang above the north and west walls (the west wall, in this case).

He also notes in passing that Joris-O seems to have sustained some sort of burns.

Corridor D1, Epsilon Subsector

It seems that Jam-Y wondered where Speed-Y ran off to, and followed him here. He finds Speed-Y recoiling from the Station Monitor's door near the warehouse. Perhaps he wanted to go in, but something stopped him from doing so?

written by Lightning4 on Mar 01, 2013 22:04

I momentarily wonder why I thought they were crates, then just leave the thought be.

I look for a fire suppressant device.

written by Gligar on Mar 02, 2013 14:07

Loading dock, A level, Emergency Bunker C-3

L4-O stops to think for a moment. Now, why did he mistake the pallets for crates? Perhaps because crates are made from the same type of woodlyke as the pallets, perhaps? Or perhaps he thought that the pallets were holding woodlyke crates? Or... something else?

Not that it matters. L4-O gives up on that thought and moves on to more important things, like this fire. The woodlyke, he guesses, must have been treated with something to reduce the spread of the fire, given that the fire isn't spreading, but it still needs to be extinguished. And to do that, he would need some sort of device... like, perhaps, a fire extinguisher.

But there doesn't appear to be one.

Or... what about sprinklers? There were some in the meeting hall, right? He looks up... hmmm... there are things on the ceiling that might be sprinklers. Maybe.

written by Lightning4 on Mar 02, 2013 18:57

I look around the room for anything that could be damaged by the sprinklers, if they were activated.

Though, I also wonder why the sprinklers aren't active in the first place...

written by Jam on Mar 02, 2013 20:00

'Er, are you okay?'

I also try to open the door, since it looks like that's what Speed-Y was doing.

written by Gligar on Mar 02, 2013 20:22

Loading dock, A level, Emergency Bunker C-3

So, there are sprinklers.

But L4-O has a couple of thoughts about them. First: is there anything in the room that could be damaged if they were activated? Well, yes. There is Nukabot, and as it pointed out a weekcycle ago, it is not exactly waterproof. Okay, the team has been lucky so far, but how far do they want to press their luck like that?

Second, why haven't the sprinklers already fired up? L4-O realises that he won't get answers by just looking at them. He'll have to investigate elsewhere.

Corridor D1, Epsilon Subsector

Jam-Y looks at Speed-Y, and wonders if he's okay. He did just run off for whatever reason, and now he's cradling his hand...

Perhaps he wanted to open the door?

Jam-Y also tries it, and quite quickly finds out that the door handle is painfully cold.

written by Lightning4 on Mar 03, 2013 00:46

I make my way to the bunker's control room. Well, outside of it anyway, I don't quite remember what clearance it was anymore...

written by Speeder on Mar 03, 2013 13:13

I look at Jam.

"What is that room? I am... curious."

I try to open the door again, using a loose part of Jam jumpsuit as glove of sorts.

written by Gligar on Mar 03, 2013 13:44

Concourse C1, Emergency Bunker C-3

If he wants to find out why the sprinklers have not activated, L4-O realises that he will need to ask the subnode. Surely it knows the answer?

As such, he has made his way upstairs. The problem is, he cannot remember the security clearance required to enter the control room... That is an easy one, though. The door is open, revealing the control room's RED and ORANGE sections

Corridor D1, Epsilon Subsector

Speed-Y, now recovered from the shock of the incredibly cold handle, admits to curiosity about the room, and wants to know what is inside.

He decides to try again. This time, however, he takes a small precaution, and uses some cloth to insulate himself from the cold metal. So prepared, he finds that the handle moves easily. The door, however, appears to be stuck. On trying to open it, the faint sounds of something cracking can be heard. Perhaps whatever it is could be shifted?

In doing this, Speed-Y accidentally exposes Jam-Y's hand to the handle again. Why? Well, it might have something to do with the fact that he used Jam-Y's jumpsuit as the cloth.

written by Speeder on Mar 03, 2013 15:39

I release Jam.

"oops, sorry."

I then stare down at the door like if this would open it.

written by Gligar on Mar 03, 2013 18:28

Corridor D1, Epsilon Subsector

It may take a little while, but it looks like Speed-Y does eventually realise that he just use Jam-Y's jumpsuit as an insulator to let him try the handle. And to his credit, he does apologise. And it appears that he still wants to open the door... the problem is, how? It's not like he has any equipment to do the job... does he? So all that is left is to stare at the door. And that has about as much effect as you might imagine - that is, no effect at all. Well, one effect: he gets angry.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

As the Troubleshooters watch, another commie is sucked into the fan (*griiiiind...*)

That leaves one left, and he's trying to simultaneously get away, and get a weapon ready, obviously intending to shoot them. Of course, it's difficult to both shoot and avoid getting pulled into an industrial-strength fan like this...

And all the while, Cyrus-R does absolutely nothing to remedy the situation.

Come to think of it, Kris-R seems to have spaced out as well.

written by Lightning4 on Mar 03, 2013 19:12

"Ah. Right. The security room is what's BLUE..."

I look around the control room for the sprinkler controls and/or a sprinkler status notice.

written by Speeder on Mar 03, 2013 19:52

I just outright punch the door, squarely in the middle, in frustration, not much expecting anything to happen.

But hey, it might be more effective than a stare.

written by Jam on Mar 03, 2013 23:22

I look at Speed-Y with a puzzled expression.

"For what?"

written by Cryoburner on Mar 04, 2013 04:58

"This hardworking clone looks as though he is in need of assistance. Maybe this computer terminal could help."

I try messing with the controls on the computer terminal using my injured hand, while continuing to hold firmly onto the desk with my uninjured hand.

written by Gligar on Mar 04, 2013 13:45

Control room, C Level, Emergency Bunker C-3

L4-O realises that he was thinking of the security office down on A Level - you know, the one place in the bunker that none of them can enter since it's BLUE - and enters.

He immediately notices a flashing notice on the terminal, which states that the scrubots' spray is prohibiting the

sprinklers from activating for reasons beyond L4-O's security clearance.

Corridor D1, Epsilon Subsector

Speed-Y punches the door in his anger, right in the middle. There is more cracking from inside, seeming to come from around the edges of the door, and the door does budge a little, but remains mostly closed.

An extremely cold white mist begins seeping out from around the door.

Jam-Y asks Speed-Y why. Just... why.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Still not realising that the commie is a commie, Cyrus-R decides that he... might need help.

And the help he has in mind is to shut down the fan. Of course, to do that, he would need access to the terminal. So, he pushes Kris-R out of the way (sending him towards the fan), and mashes on the keyboard with his injured hand. Ow ow ow ow ow ow.

His mashing causes a message to appear on the screen:

Please do not mash the keyboard again.

In addition, the fan somehow gets even louder. Not to mention that it is now becoming difficult for Cyrus-R to hold on to the table...

written by Speeder on Mar 04, 2013 14:59

As I see the door CAN open from violence, I just get more violent and outright kick the door with all my might, like if I wanted the door to die in a fire.

written by Lightning4 on Mar 04, 2013 15:38

I look around the room for any other interesting notices, and decide there's not much I can do here.

If there is a camera for the Loading Dock, I look for it and check the burning pallets for any nearby burnables.

written by Gligar on Mar 04, 2013 17:14

Control room, C Level, Emergency Bunker C-3

Looking at the message, and once more around the control room (and finding no more messages) L4-O decided that there's not really much he can do here.

Except, perhaps, to glance at the two vidscreens and watch the camera feeds. As he watches, one screen cycles to a loading dock camera, showing the burning pallets. Hmm... there doesn't look to be much burnable down there... except perhaps Joris-R, who is still spacing out by the A1 inner door...

And still hasn't put on a jumpsuit.

Corridor D1, Epsilon Subsector

Seeing the door move, even only a little, has Speed-Y thinking. If violence can move the door, he reasons, then

a lot of violence will *really* move it. He therefore backs up for a quick run-up and kicks as hard as he can.

Now, I'm not going to lie, that did shift the door somewhat. But it seems that Speed-Y lacks the strength to move it. I wonder how he feels about that?

written by Lightning4 on Mar 04, 2013 17:23

I decide the fire probably isn't that much of a concern, and cease my watching of the loading dock and Joris-R's nudity.

I head back to the meeting hall.

written by Speeder on Mar 04, 2013 17:36

I look at the door, flustered.

I decide to do a double plate kick (ie: turn back to the door, put both hands on the ground, and spring with entire body trying to hit booth feet at the door).

written by Jam on Mar 04, 2013 20:37

I watch Speed-Y continue to try to open the door.

"We could really could use that flamethrower about now..."

written by Gligar on Mar 04, 2013 20:49

Control room, C Level, Emergency Bunker C-3

As he watches the camera feed, L4-O comes to the realisation that, not only is there not much he can do about it, but also that the fire probably isn't all that important a concern anyway. It'll probably burn itself out, given time. No clue as to what to do with Joris-O, but again, that'll probably sort itself out as well.

He heads back to the meeting hall.

Meeting hall, C Level, Emergency Bunker C-3

He arrives to find John-O and Lucas-O chatting about their recent mission.

John-O looks up. "Hi, L4-O!"

Corridor D1, Epsilon Subsector

Speed-Y tries again, only with both feet this time. He's getting really angry at this door... and CRACK! Whatever was holding the door gives way, and the door flies open, letting a blast of supercooled air out into the corridor.

Jam-Y comments that having a flamethrower would have been really nice right about now.

written by Lightning4 on Mar 04, 2013 21:23

"Hello, John-O, Lucas-O!"

I look around.

"Where are the YELLOWS? Just wondering, I've got some information they'd probably like to hear.

"Also picked up a few more shells and got rid of the damaged ones. Should be able to do quite a bit of damage..."

I sigh a little.

"Though I had no idea cone rifle ammo was that expensive..."

written by Jam on Mar 04, 2013 21:23

"Hey, you got it open!"

I peer inside the room while shivering uncontrollably.

written by Speeder on Mar 04, 2013 23:18

I smile happily.

"Yay! It opened!!!!"

I look inside.

"Why this thing is so cold?"

written by Kristos on Mar 05, 2013 05:54

Wow! That was super-effective! I was just trying to make a distraction but suddenly I don't even see most of the fuzzy hats anymore. I attempt to brace myself on the wall around the fan and probably struggle over survival with the remaining commie.

"Cyrus-R, turn the fan off!"

written by Gligar on Mar 05, 2013 12:12

Meeting hall, C Level, Emergency Bunker C-3

L4-O greets the two ORANGES and wonders where they YELLOWS went; he picked up some information for them. "I think they went to the confession booths," John-O tells him. "But that was a few minutecycles ago, so I don't know if they're still there."

L4-O adds that he sorted out his shells - he had no idea they cost so much. "Well, that's normal. I mean, the cone rifle's BLUE, right? And BLUEs get paid more than us."

Corridor D1, Epsilon Subsector

Pleased that Speed-Y managed to open the door, Jam-Y looks inside, though he can't help shivering from the sudden blast of cold.

He sees that the inside is dark, with a single dim light illuminating a table, on which is a ring-for-service bell, a sheet of paper, and a pen. The pen, table and bell are covered in a clear, cold slippery substance, the same stuff that might be found in areas where the temperature controls are stuck on "super cold".

There is writing on the paper.

Speed-Y also looks inside, and wonders why it's so cold in there.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The force of the fan pulls Kris-R in, forcing him to grab hold of something on the wall while simultaneously fending off the commie, who is trying to do much the same thing. He had no idea that the fan would be this effective!

Of course, it's probably a bit *too* effective right now, what with him being in danger of being pulled in and all. As such, he orders Cyrus-R to shut it off.

written by Speeder on Mar 05, 2013 14:17

I look around to see if I see anyone, or anything interesting... Then I test how slippery the ground is, to know if I can actually walk without falling.

And then, I go read the paper.

written by Gligar on Mar 05, 2013 16:58

Dark Office, Corridor D1, Epsilon Subsector

Cautiously entering, Speed-Y looks around for anything interesting. As it turns out, the room is too dark to see anything other than the table and what it holds. There does not appear to be anyone else here.

Acting tentatively, Speed-Y takes a couple of steps, and ascertains that he will be able to walk safely as long as he is careful; the floor is extremely slippery. He is able to get to the table without falling over.

Once there, he examines the sheet of paper. It reads

MISSION ALERT MISSION ALERT MISSION ALERT

Clearance: RED

To: Team Epsilon, JHT Sector

Greetings, Troubleshooters! You have been selected for a mission of utmost importance!

Purpose of mission: CLASSIFIED

Briefing location: Transbot HK-33-2201, Platform H, JHT Sector Transtube station

Time of briefing: 23:30

Please make your way to the briefing location immediately for mission briefing. Remember, do not discuss any mission details with any unauthorised citizen.

MISSION ALERT MISSION ALERT MISSION ALERT

written by Speeder on Mar 05, 2013 17:18

I look very, very, very confused.

I take the paper with me, and walk back toward the outside.

"Hey Jam, we received a mission alert, but in a paper printed in a out of the way room... Why is that?"

I show it to him.

written by Lightning4 on Mar 05, 2013 18:10

"Good point there. Though at least we get some money as Troubleshooters."

"Maybe someday I'll get up to BLUE. But I can voice my dreams about that until I'm... BLUE in the face."

I laugh at my own bad joke,

"Hehehehee. Hehehe. Heh... Heh?"

written by Cryoburner on Mar 05, 2013 18:16

I yell over to Kris-R, "Hey, maybe you could try kicking that floorplan over the vent! It seems like that would be a surefire way to reduce the fan's speed!"

Now hanging on to the desk with both my hands, I once again try pulling myself toward the computer terminal. This time though, I try using my nose to more accurately adjust the fan speed, hopefully to levels that produce a more pleasant work environment, one more conducive to singing. I attempt to avoid mashing the buttons, but rather manipulating them precisely with my deft nasal appendage.

written by Gligar on Mar 05, 2013 20:06

Dark Office, Corridor D1, Epsilon Subsector

To say that Speed-Y is confused by the presence of this piece of paper - this mission alert - is an understatement, to say the least. Why did they get it here, and not through official channels? Did someone know they would be here, and leave the Mission Alert?

Though, considering the Station Monitor, that idea might not be too far fetched.

Speed-Y exits the office and returns top Jam-Y outside, still confused. He shows the notice to Jam-Y.

Meeting hall, C level, Emergency Bunker C-3

L4-O accepts John-O's suggestion. They may get some pay as Troubleshooters, but...

His thoughts drift off into wishing he were BLUE. And making bad jokes about BLUEness. And such like that. But only he seems to find them funny. OH well.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Instead of actually following orders and doing anything about it, Cyrus-R suggests to Kris-R that he could just kick the floorplan over the vent.

Of course, there's a small problem with that: Kris-R is on the other side of the floorplan already, and can't reach it.

While Kris-R is unable to follow Cyrus-R's suggestion, Cyrus-R turns his attention to the terminal... and attempts to use it with his nose. *Syntax error*, it reports.

written by Jam on Mar 06, 2013 06:53

I stare at the mission alert, mouth agape.

"Well, that's just... I mean... Wha?"

I take the paper and read it carefully. Then, I read it again.

"I... guess we should tell the others? How much time do we even have?"

I try to check the time on my PDC.

written by Gligar on Mar 06, 2013 13:35

Corridor D1, Epsilon Subsector

It is clear that Jam-Y is also confused. To find a Mission Alert, just randomly in some random room... just leaves way too many questions. How did it get there? Who knew they would be there? And so on. Jam-Y looks over the paper for a while, but can't find anything else written on it, or anything unusual. Except for the fact that they found it there.

But the fact is, they have it now. And since they have it, they can, at the very least, let the rest of the team know about it. But... they have until 23:30 to get to the station. What time is it now? Jam-Y checks, and learns that it is 22:30.

written by Speeder on Mar 06, 2013 13:59

I think a bit.

"Take the paper, go tell the others, I will scout ahead."

I take my PDC, just to see if I can find a map or directions about where the station is.

written by Jam on Mar 06, 2013 17:26

"Okay, we've got one hourcycle!"

I take the paper.

"I can't imagine how anyone knew we'd go into that room... Did Friend Computer tell you to go looking there or something? Or can the Uvs see into the future now? Or... Well, for all we know, they could be making the future! I'm sure they could probably mind-control a clone if they wanted, or maybe even change Memomax records. Maybe they've been carefully crafting everything that's been happening to everyone in the sector, just for their own entertainment."

I suddenly look back at Speed-Y.

"What if the only reason there's commies and mutants and zombies is that things would get really boring without them, and we'd all have nothing to do? It's almost like... CMTs only exist so we can have fun terminating them! Is it just so that all the loyal clones can be happy?!"

I think about that for a bit.

"Nah, that's crazy... Uhh, just forget I said that, okay?"

written by Gligar on Mar 06, 2013 17:53

Corridor D1, Epsilon Subsector

Speed-Y gives Jam-Y the mission alert, and tells him to alert the rest of the team. In the meantime, he will scout ahead.

Jam-Y observes that they have one hourcycle to get there.

He also gets a thought. How did anyone know they'd be there? Was Speed-Y ordered to go there by Friend

Computer when he was in the confession booth? Or is it something more outlandish, like the High Programmers having the ability to see into the future? Or perhaps... they could make the future! Perhaps they can use mind control, or rewrite MemoMax records, or something! Maybe they're in control of absolutely everything that is going on, just for fun! Maybe, he continues, they are even in control of the zombies, the commies, the traitors... everything! Maybe the only reason the CMTs exist is to give them something to shoot at!

He then realises what he's saying and tells Speed-Y to forget it. But still, he can't help but notice several cameras looking at him.

Treason point to Jam!⁸²⁹

Meanwhile, Speed-Y has been researching the transtube station on his PDC. He has discovered that it is located at the far end of the roadway, past Kappa Subsector.

written by Speeder on Mar 06, 2013 18:27

I frown.

"Roadways..."

I then look at Jam.

"You used the confession booth to take some illegal drug or something?"

You did not used...

ALCOHOL, DID YOU?

You know it is only for cleaning, not drinking, and that obtaining it by whatever means, specially means relating to infrared market or free enterprise is illegal, don't you know?"

written by Lightning4 on Mar 06, 2013 18:36

I appear to have started napping a bit.

written by Jam on Mar 06, 2013 21:03

I take a step back as I notice the cameras pointing towards me.

"Alcohol? Clones actually drink that? Sounds dangerous... Isn't it supposed to be poisonous?"

written by Kristos on Mar 07, 2013 02:03

I continue to struggle with the clone. I consider attempting a punch or kick but decide my hold on life is plenty weak enough already with the fan at such high power.

written by Cryoburner on Mar 07, 2013 07:03

I try once again to alter the fan's speed while still holding on with both hands, this time using my tongue.

I note the keyboard's flavor.

⁸²⁹ GLIGAR: (OOC: also 1PP to jam for a funny rant 😊)

written by Gligar on Mar 07, 2013 18:24

Corridor D1, Epsilon Subsector

Speed-Y looks up from his PDC and over at Jam-Y. The way Jam-Y is speaking, it makes him think that Jam-Y might be under the influence of unapproved drugs, or even alcohol. As in, one of the major cleaning fluids.

Jam-Y seems taken aback by this, claiming that he didn't even know that alcohol was consumable. Though given that Speed-Y seems to think so, he may well be mistaken by that one.

A good thing, then, that he doesn't know what some of the high clearance clones get up to. Or the commies. Or the Mystics.

Meeting hall, C level, Emergency Bunker C-3

It seems that L4-O has drifted off. Well, it has been a long daycycle.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R once again tries to get the terminal to work... this time with his tongue. Blech! Horrible!

He notes that it is difficult to see what you're doing this way. And not seeing what you are doing can cause mishaps, such as the terminal crashing.

Meanwhile, Kris-R is having problems of his own, what with the communist trying to knock him off the wall and into the fan. And it seems that both of them are weakening...

GRIIIND

There they go. Cyrus-R has failed to save either the "hardworking clone" or his team leader.

written by Speeder on Mar 07, 2013 18:29

I look at Jam.

"Yes, it IS poisonous, and one of the effects is make people speak funny stuff, like you did now..."

I decide to start walking toward the roadway.

written by Lightning4 on Mar 07, 2013 19:29

"*Snrk*-Wha?"

I wake up suddenly and get my bearings.

"Oh... maybe that wasn't a dream. Seemed too... real."

I get up.

"Sounds like we need to meet the YELLOWs up on D level. Something about... a mission alert?"

written by Kristos on Mar 07, 2013 20:41

I throw the laser pistol with the modified barrel away from me (to preserve evidence) as I'm helplessly sucked in. I try to think of the fan as a teleporter to the nearest cloning station and not an instrument of bloody painful death.

written by Jam on Mar 07, 2013 22:31

"Well, I definitely didn't drink any!"

I follow Speed-Y.

written by Gligar on Mar 07, 2013 22:38

Corridor D1, Epsilon Subsector

How Speed-Y knows so much about alcohol is a mystery. Perhaps it is used in the cleaning of cloning tanks? He informs Jam-Y that it is a poison, and can cause affected clones to start talking like Jam-Y just did.

Among other things.

That said, he heads off towards the roadway on A Level. Jam-Y follows, maintaining that he did not drink any alcohol.

Meeting hall, C level, Emergency Bunker C-3

L4-O awakes with a start, apparently from a dream. Apparently, he heard someone tell him to go to D Level. Wait... that was too real...

John-O confirms it. "I heard it too," he says. "A definite message, not a dream. We have to go to D Level because of a mission."

"And me," Lucas-O adds.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

While Cyrus-R continues to fail to stop the fan, a few chunks of undifferentiated cloneflesh - perhaps more, but it is impossible to detect over the roar of the fan - fall from the fan grate.

Cloning station, somewhere in JHY Sector

A clone forms in a tank. As you may have guessed, the clone is Kris-R. His third clone.

Soon, he is ready, and the tank opens.

His first look at the cloning station reveals a large number of other such tanks stretching out as far as he can see. From the colour of the floor grates outside, this is the RED Clearance cloning area. As he watches, a strip lights, reaching from his tank to... somewhere.

written by Lightning4 on Mar 07, 2013 23:34

"Well then, I guess we should go."

I start making my way out of the meeting hall, but reroute to a nearby vendobot first.

I obtain a pack of clearance appropriate algae chips.

written by Speeder on Mar 08, 2013 14:05

I stop.

"I guess you will keep following me?"

Alright... Then I will not scout ahead, I will seek the others."

I turn around and start to stroll toward the meeting hall.

written by Gligar on Mar 08, 2013 14:59*Corridor D1, Epsilon Subsector*

Speed-Y notices that Jam-Y is following him, and decides to instead look for the others. He turns round and heads for the bunker.

Meeting hall, C level, Emergency Bunker C-3

L4-O tells the other two ORANGES that it's time to get going. But first, he needs something to eat. He exits the meeting hall.

Concourse C1, Emergency Bunker C-3

His search takes him to a vendobot out on the concourse, where he gets himself a bag of algae chips.

The sound of footsteps on the stairwell indicates someone entering from the warehouse. And, as the door opens, it is revealed to be Jam-Y and Speed-Y.

written by Jam on Mar 08, 2013 14:59

"I already contacted them all! They should be getting here soon, I hope..."

written by Lightning4 on Mar 08, 2013 16:58

"Oh! Hi, Sirs. We were just about to meet you."

I open and start munching my algae chips.

"What's this *munch munch* about a mission alert?"

written by Speeder on Mar 08, 2013 17:03

I look at Jam.

"I see... that is creepy sometimes."

I take the paper from Jam if I can, and show to the others.

"I found this on that creepy freezing room on the D level."

written by Gligar on Mar 08, 2013 18:23*Concourse C1, Emergency Bunker C-3*

Jam-Y explains to Speed-Y that he has already contacted everyone; they should be here soon. And look, L4-O, Lucas-O and John-O are already here.

No word on King-R, Azir-R, or Joris-O yet, though. He is certain he contacted them, but he doesn't know if they've responded.

In between mouthfuls of algae chips, L4-O confirms that they were just on their way to meet with the YELLOWS, and asks about the mission alert.

Speed-Y looks at Jam-Y for a moment. It seems that he still finds mental communication a little creepy at times. Which is probably for the best, given the kind of people who can also use mental communication...

But anyway. He takes the mission alert back from Jam-Y and passes it to L4-O and the other ORANGES, saying that he found it in the dark office upstairs. "But what was it

doing there?" Lucas-O wonders. "Surely Our Friend would have... actually, you know what? I don't want to know."

written by Lightning4 on Mar 08, 2013 18:34

"That's really *munch* odd. I wonder if there's a reason for this amount of secrecy..."

munch

I pass the alert on after reading it.

written by Kristos on Mar 08, 2013 18:39

Teleportation complete. That wasn't so bad. I follow the shiny lights on the floor, looking around for chemical showers and jumpsuits.

written by Cryoburner on Mar 08, 2013 19:44

"Oh no! I'll need to gather up their pieces and take them to see the docbot! I sure hope he can sort them out alright! But first I'll have to take care of that fan..."

I try crawling onto the side of the desk opposite the fan and while still hanging on, have a look over the edge to see if I can spot any power cables going to the fan, and whether they might be reachable. I also check the current state of the terminal if it is visible from my position, to determine whether it has crashed, and whether it is in the process of rebooting, has already rebooted, or is just sitting there not doing much of anything.

written by Gligar on Mar 09, 2013 14:12*Concourse C1, Emergency Bunker C-3*

L4-O reads the mission alert and finds it odd. What's the reason behind this secrecy? It must really be important... He passes the note to Lucas-O.

As a side note, does anyone else find his munching distracting?

Cloning station, somewhere in JHY Sector

Kris-R follows the lighted strip. He'll need a chemical shower and a jumpsuit, he realises.

The strip takes him through the rows of tanks and over to a wall, where there is a door. The chemical showers, it seems, can be found through there.

How do we know? Simple: there's a sign on the door.

Team Sigma's office, Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R tries to see if the terminal has any cables leading from it. However, as it turns out, he can't get round to the back of the terminal from here. His attempts to do so results in his grip on the table weakening.

The terminal, by the way, doesn't seem to be doing anything meaningful. It has crashed, after all.

written by Kristos on Mar 09, 2013 21:20

Pleased at not being blinded by super thick mutation suppressing goop, I enter the chemical shower, put on a mask, and push the button. Out of a strange habit I actually double-press the button.

written by Lightning4 on Mar 09, 2013 22:50

I continue eating my algae chips. Probably running out by now...

"So we should probably get going? It doesn't appear to be too far away."

written by Gligar on Mar 10, 2013 13:52

Chemical Showers, Cloning station, somewhere in JHY Sector

Kris-R enters, grateful that the clone tank goo isn't the strange thick stuff they use in JHP Sector - you remember, it's the stuff that they use to try and suppress mutations. But still, tank goo isn't exactly the best thing to be covered by, and it's generally a good idea to clean it off as fast as possible. That's what the chemical showers are for.

Kris-R enters one of the booths - oddly, there are only a few dozen here; perhaps there are other shower facilities - and takes the necessary precautions. The only break from protocol is the fact that he presses the button twice.

The shower starts as normal. However, the lighted panel turns RED and starts emitting a beeping noise.

Concourse C1, Emergency Bunker C-3

L4-O inquires as to whether they should get a move on. After all, the briefing isn't too far away, is it?

He keeps dipping into the bag of algae chips, seemingly not noticing that he has run out.

written by Jam on Mar 10, 2013 18:10

"Okay, let's go! Lead the way, Speed-Y!"

written by Gligar on Mar 10, 2013 19:59

Concourse C1, Emergency Bunker C-3

Jam-Y agrees with L4-O: they should get going.

Of course, Jam-Y doesn't really know the way, or if he does, he's not ready to just head there by himself. He believes that, as Team Leader, it is Speed-Y's job to lead the team to the briefing. As such, he suggests that Speed-Y do just that and, well, lead them.

written by Lightning4 on Mar 10, 2013 19:59

I finally notice my bag of algae chips is empty, putting an end to my munching.

I look for the closest place to discard my bag, then get into normal following position with the group.

written by Jam on Mar 10, 2013 23:26

"Uh... Speed-Y?"

I wave my hand in front of his face.

"Hello? Anyone home?"

written by Gligar on Mar 11, 2013 13:59

Concourse C1, Emergency Bunker C-3

Speed-Y proceeds to... do nothing.

Really. He's just standing there with a glassy-eyed stare. We may have seen this sort of thing before (WAY too many times), but it never ceases to be... weird.

Jam-Y tries to coax a response by waving his hand up and down in front of those eyes. But in the end, it's like trying to get a response out of pre-Soylent.

Meanwhile, L4-O is looking for a trash receptacle... ah, there's one. He doesn't seem to have noticed Speed-Y spacing out.

John-O seems to have noticed, though. He moves over and asks, "Sir? Are you there? Are you in control? Are you being controlled? Under attack? Your brain been bricked or something?"

written by Speeder on Mar 11, 2013 14:17

I suddenly "BOOH" on Jam face.

"Hey, just wanting to scare you! Yay! Now, off to work!"

I turn to L4.

"We need Nukabot, we need to take the roadway to reach the transtube station, where is it?"

written by Jam on Mar 11, 2013 16:52

"YAHAAH!!"

I fling myself backwards in surprise.

"Ah, don't do that!"

written by Gligar on Mar 11, 2013 18:23

Concourse C1, Emergency Bunker C-3

While Jam-Y continues to try and get a response out of Speed-Y, Speed-Y... gives him a response. Specifically, by

written by Gligar on Mar 11, 2013 14:00

Let me guess: Speeder bricked his devices again.

written by Speeder on Mar 11, 2013 14:15

No! I spend the weekend away with a woman this time 😊

[1331]

frightening him, and claiming that that was his intention all along! Jam-Y doesn't take it too well, and ends up tripping over his feet and falling to the floor.

But that's not all that relevant, as Speed-Y is actually ready to get going. However to do that, they'll need Nukabot (which they haven't had a chance to repair after its encounter with a warbot earlier). He turns to L4-O and asks where it is.

Chemical shower, Cloning station, somewhere in JHY Sector

Kris-R continues his shower, seemingly wanting to take extra care to get the goo off his body. The RED light doesn't go away, and actually feels rather warm. A bit too warm, to be honest.

The light remains even after the rest of the shower shuts down.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

The pull of the fan loosens Cyrus-R's grip on the table, and he just barely manages to hold on...

The terminal suddenly beeps.

written by Lightning4 on Mar 11, 2013 20:17

"Nukabot is at the loading dock. I just went for a little ride out to pick up some cone rifle shells for myself, and get my spare blaster fixed..."

"Oh, there's YELLOW flamethrowers there too. 500 credits each. Just thought I'd mention... though now we probably don't have any more time to go there..."

written by Cryoburner on Mar 11, 2013 20:51

"A beep! That can only mean good things!"

I try improving my grip on the desk, and if possible to see the terminal screen from my present location, have a look at that. I also note whether the door to the corridor is open, and if not, where the air is coming from to replace that pumped out by the fan.

written by Speeder on Mar 11, 2013 20:56

I smile happily.

"Sure... If we have time, next time I will see to get that. But now we need to get to that transtube station... I have a hunch, that something will happen that, and I am not referring to the briefing."

I start to walk toward the loading dock.

written by Gligar on Mar 11, 2013 23:42

Concourse C1, Emergency Bunker C-3

L4-O lets everyone know that Nukabot is where it should be: in the loading dock. He just took it for a spin to go sort out his spare blaster and cone rifle shells.

He also tells the YELLOWS that the weapons place he visited also had flamethrowers for sale at 500cr each. They probably

don't have the time to visit, though, since they have this briefing to attend.

Speed-Y decides that perhaps he will go and visit the place... later. Right now they need to get to the transtube station., And he has a hunch that something will happen there other than their briefing...

He starts walking through the bunker, towards the loading dock.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

On hearing the terminal beep, Cyrus-R decides to investigate. First, though, he needs to not be pulled into the fan...

There. That's sorted out his grip. From where he is now, he can see that the terminal appears to have rebooted, and is back at the directory. He can also look forward and see the door. Why? Because the door is open. It was not closed again after the commies entered, remember?

written by Jam on Mar 12, 2013 16:27

I follow Speed-Y towards wherever it is we're going.

written by Gligar on Mar 12, 2013 18:15

Emergency Bunker C-3

Jam-Y joins Speed-Y in walking towards the loading dock, followed shortly by the two ORANGES - but not L4-O, for some reason. Perhaps he is contemplating the taste of those algae chips? Maybe he's still hungry? In any case, he remains behind.

It becomes clear as they walk that the two REDs, currently somewhere on C Level, are not following them.

As they near the loading dock, they catch sight of Joris-O - who has still not put on a jumpsuit - standing around near one of the doors.

Finally, the team reaches the loading dock. That pallet fire is still burning, but does not seem to want to spread. Probably a good thing, in the long run. It is being... well, "watched" I guess, by Nukabot.

The main door remains open.

written by Speeder on Mar 12, 2013 18:26

I look at Nukabot.

"Nukabot! We need you..."

And you are not even repaired! This pains me... You are a good friend! I hope you remain with us longer, losing Massacrebot makes me unhappy enough already."

I look at Joris, and tilt my head to the side, trying to understand what I am seeing.

Then look at the pallets.

"What happened there?"

I point to the fire.

written by Lightning4 on Mar 12, 2013 20:53

Realizing I'm being left behind, I scamper to catch up with the rest.

written by Gligar on Mar 12, 2013 23:29

Loading dock, A level, Emergency Bunker C-3

Passing Joris-O, Speed-Y calls out to Nukabot, telling it that its services are needed once again. Even though they have not yet managed to get it repaired after last mission. That last is a cause for concern to Speed-Y; after all, they've already lost one bot, they can't really afford to lose another. In more ways than one.

He looks back at Joris-O, trying to ascertain exactly what his problem is. Joris-O, incidentally, seems to be looking at Jam-Y with suspicion.

He (Speed-Y) then looks at the pallets, and wonders what happened. "Your best source of information regarding the pallets would be the scrubots who sprayed them with cleaning solution," Nukabot answers. "They claim that the spray is due to routine cleaning that the bunker has missed, due to being sealed for so long."

As Nukabot is speaking, L4-O pushes past Joris-O, clearly not wanting to be left behind. It is quite possible that they will need as many Troubleshooters as they can get.

Which makes you wonder about those REDs. Why haven't they shown themselves?

written by Speeder on Mar 12, 2013 23:36

I notice the missing REDs.

"Strange..."

I look around.

"Can someone go fetch the RED troubleshooters please? I know we used to call the team LightSpeedJam but I guess we need everyone... Even you!"

I stare at the clone missing mandatory basic environmental protection equipment.

written by Lightning4 on Mar 13, 2013 09:03

"I guess I can go look. I won't guarantee bringing them back though, if they're going to need some dragging."

I make my way back into the bunker, and the last place I remember seeing the REDs.

written by Trad.a on Mar 13, 2013 12:40

I'm just super impressed by how long you guys have been playing this game.

written by Gligar on Mar 13, 2013 12:56

It helps that there are players who want to keep playing. But more are always welcome.

Or perhaps some of our idlers would like to start playing again? I'm looking at you 4616599, Alibeymakir, Azirphael, E_ned4, Malkom, Megapun, Mepamung031, Sebbo and Starcheer

written by Gligar on Mar 13, 2013 13:42

Loading dock, A level, Emergency Bunker C-3

Speed-Y wonders why the REDs are missing. All he really knows is that their not being here is strange. Perhaps he will need to file a Suspicious Activity Report concerning the strangeness?

Maybe later. Right now, he just wants them here. To that end, he asks someone to go and get them. And in the meantime, he can glare meaningfully at the clone who doesn't seem to understand the hygiene regulations concerning wearing one's jumpsuit, namely Joris-O.

L4-O volunteers to go find the REDs, but can't guarantee that he will be able to get them to come here since it might involve dragging. (And we all know that dragging is a Team Sigma thing, not a Team Epsilon thing) He heads back upstairs.

Corridor C1, Emergency Bunker C-3

Following his memory, L4-O manages to find the two REDs. They seems to be walking in the direction of the meeting hall.

written by Speeder on Mar 13, 2013 19:30

I get upset, and decide to put Joris jumpsuit on Joris.

written by Gligar on Mar 13, 2013 19:49

Loading dock, A level, Emergency Bunker C-3

Speed-Y continues to glare at Joris-O for a while... and then acts.

He approaches, and forces Joris-O's jumpsuit out of his grip, taking possession of it. It turns out that it's a RED jumpsuit, and has been partially dissolved by something - there are holes in it, consistent with the sorts of cleaning chemicals used by the scrubots.

But even a damaged jumpsuit is better than no jumpsuit, right? Speed-Y could probably tell us a few things about the sentimental value of such jumpsuits, after all, and, even though it would still fail a hygiene inspection, it's better than wandering around naked.

But does Joris-O even care? I doubt it. He seems more interested in glaring at Jam-Y with distaste. That's why he doesn't react when Speed-Y knocks him to the floor and begins forcing him into the jumpsuit. And if there were a BLUE or higher here who had cut his hormone suppressants, he'd probably find something wrong with that statement.

[1333]

It turns out that it's difficult to force someone into a jumpsuit when you don't have help. Or maybe Speed-Y just doesn't have much experience in forcing someone into a jumpsuit. He does make some progress, though.

written by Jam on Mar 13, 2013 20:37

I notice Joris-O glaring at me, and glare back at him.

written by Lightning4 on Mar 13, 2013 21:16

I notice the REDs and follow them.

"Hello? You two should be joining us for the mission. We'll need everybody on the team, after all..."

written by Cryoburner on Mar 13, 2013 22:02

I try using my legs, along with my spring-foot, to improve my grip on the desk even further. If I'm able to get a better grip than from just using my hands, I reach for the terminal with my uninjured hand and use it to try shutting down the fan.

written by Speeder on Mar 13, 2013 22:27

I keep wrestling Joris and his jumpsuit.

"What happened to this jumpsuit? Why is it full of holes? What happened to Joris leg?"

written by Gligar on Mar 13, 2013 23:11

Loading dock, A level, Emergency Bunker C-3

Joris-O continues to glare at Jam-Y (and Jam-Y at Joris-O) even as Speed-Y continues to force him into the damaged jumpsuit. While also wondering how it got into that state... and how Joris-O got injured. He manages to mostly get Joris-O dressed... that'll have to do; the damage to the jumpsuit ensures that the front zip won't close all the way up. So that's about as sorted as it's going to get.

Jam-Y and Joris-O continue to glare at each other. There is a definite air of distrust between the two.

Meeting hall, C level, Emergency Bunker C-3

As the two REDs enter the meeting hall, L4-O closes the distance, entering as they sit down and begin eating something.

He tells them that they should be joining the team for the mission - they'll be needing everyone. "I'm not even sure I'm really part of the team," King-R says. "I don't even know where I am! Azir-R says that this is your base, but... where is that?"

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R still wants to turn that fan off. And to do that, he'll need access to the terminal. He tries to secure that... hmmm, it's a bit of a stretch, but if he does that he'll be able to use the terminal and not go anywhere.

He hopes.

He gives it a try. Yup... there we go. The fan control app.

He tries manipulating the controls. Hopefully it won't crash this time.

Ah, there we go. It'll take some time for the fan to spin down, though. It was kind of in overdrive mode, after all.

written by Speeder on Mar 13, 2013 23:49

I stand, cross my arms, and nod, satisfied.

written by Jam on Mar 14, 2013 05:43

I continue to glare at Joris-O.

written by Lightning4 on Mar 14, 2013 09:03

"You're in JHT sector. Subsector Epsilon... C level. And yeah, it's our base. It was some kind of apparently rarely-used emergency bunker up until we were allowed to take over..."

written by Kristos on Mar 14, 2013 17:30

If the shower has ceased, then I exit and look for a jumpsuit. I also look for any other free items. That beeping and flashing red light is really annoying.

written by Gligar on Mar 14, 2013 18:22

Loading dock, A level, Emergency Bunker C-3

Speed-Y looks satisfied with his work.

Joris-O still hasn't noticed due to continuing to glare at Jam-Y.

Jam-Y glares back.

Are any of them going to do anything?

Meeting hall, C level, Emergency Bunker C-3

L4-O explains, in brief, about the bunker to King-R. "It's a bit odd that they'd let you take over a bunker like this, but okay," he replies. "But I still don't know whether I'm in the team properly."

Chemical showers, Cloning station, somewhere in JHY Sector

Noticing that the shower has finished its job, Kris-R steps out of it, and is relieved to learn that that red light and the heat only seem to affect the shower itself.

He begins looking for supplies, and notices that the lighted strip is back.

Outfitting room, Cloning station, somewhere in JHY Sector

Following it through a door takes him to what seems to be an outfitting room, clearance RED. Present are racks of jumpsuits and laser pistols, as well as vendobots containing PDCs, ME Cards, post-decanting forms, and a few refreshments.

written by Speeder on Mar 14, 2013 19:39

While L4 does not come back, I see if there anything that I can quickly repair on Nukabot.

written by Lightning4 on Mar 14, 2013 21:41

"Well, the question isn't whether you're in the team properly, but rather, do you want to be in the team? We can use

pretty much any help we can get, and I'm sure Friend Computer will recognize you..."

written by Gligar on Mar 14, 2013 22:51

Loading dock, A level, Emergency Bunker C-3

Well, it looks like someone is doing something other than just standing around! And no prizes for guessing that it's Speed-Y.

Specifically, he has a quick look at Nukabot. He can easily see that the kevlar plating is something they can't fix in the bunker; they just don't have the spares. The same for the seat, though with a bit of work, maybe they could rework some other seat to fit in there...

There are a couple of lights he could replace, though. And maybe they have some spare parts they could use to replace some of the manual controls? With a bit of work, of course.

Meeting hall, C level, Emergency Bunker C-3

L4-O asks King-R whether he wants to be part of the team. Because if so, they can use all the help they can get. And, well, he is a Troubleshooter...

"I guess you're right," King-R says. "I'm not sure what help I could be, but I guess I could tag along."

written by Speeder on Mar 14, 2013 23:12

I see if any of the spare parts are available around the dock.

written by Jam on Mar 14, 2013 23:35

I glare even harder!

"Thinking of treasonous things again, Joris-O?"

written by Cryoburner on Mar 15, 2013 00:05

I return to holding on to the desk with both hands until the fan has slowed to a suitably safe speed.

"Well, it's a good thing I got that shut off before anyone got hurt. Well, aside from Kris-R and all those hardworking clones. But aside from them, that is. Hmm..."

I look if there appear to be any recoverable parts of Kris-R or the other clones and their inventories laying around, and analyze the current state of the office. I also note whether the indestructible loyalty transcripts recorder is still recording, and whether its non-slip rubberlyke feet managed to hold it in place throughout that little ordeal.

written by Kristos on Mar 14, 2013 17:26

Speeder said:

No! I spend the weekend away with a woman this time

That was my first guess...

written by Gligar on Mar 14, 2013 22:57

Anyone think it's worth creating a (re-)signup thread?

written by Lightning4 on Mar 15, 2013 00:37

"Well, we should probably go then. We have to get to a briefing right away."

I check to make sure both REDs will come along, then if they are, start making my way back to the loading dock.

written by Gligar on Mar 15, 2013 14:38

Loading dock, A level, Emergency Bunker C-3

While Jam-Y continues his glaring session with Joris-O (who, he says, might be having treasonous thoughts again), Speed-Y has a quick look around the loading dock, just to see if there are any parts he could use down here. He finds some light bulbs that had not yet been moved up to storage.

Meeting hall, C level, Emergency Bunker C-3

L4-O decides that they should probably get going, and heads for the door before looking back at the REDs. As mentioned, King-R has decided to tag along, but what about Azir-R? He didn't say anything earlier, though he is part of the team already...

Yes, it looks like he wants to come along as well. Which might be a good thing; his throwing skills may come in handy.

Team Sigma's office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Now that the fan has spun down to something resembling normal, Cyrus-R reveals that he doesn't really regard his team leader as someone to be respected... almost as if he were a commie. I hope he has evidence to back that up, or else his report will look a little false.

(Speaking of reports... that transcripts recorder has not moved from where he placed it. It is even still recording. They're called *Indestructible* for a reason: namely, they're... well, indestructible. Well, as far as Cyrus-R can tell.)

Now that he believes that it is safe to do so, Cyrus-R decides to investigate the remains of Kris-R and the commies. An initial assessment is easy: there appears to be nothing left but a pile of pre-Soylent. Raw, and unhygienic. And, as Cyrus-R should know, failing a hygiene inspection is insubordination.

written by Speeder on Mar 15, 2013 14:46

"Alright, better than nothing."

I decide then to fix Nukabot lights.

written by Gligar on Mar 15, 2013 19:39Loading dock, A level, Emergency Bunker C-3

Guess what? Joris-O and Jam-Y are still glaring at each other? Will either of them, you know, do something?

Speed-Y is doing something. As you might have guessed, he is having a go at repairing Nukabot's broken lights. And to be honest, he's doing a pretty good job of it. It's a shame that the colours don't exactly match any more, but when you get right down to it, does it really matter? And even if it does, they can be changed again later. Better to have a set of working lights that don't match than a set of matching, non-working ones.

There. That should do it.

Stairwell, B level, Emergency Bunker C-3

L4-O and the two REDs continue towards the loading dock.

Outfitting room, Cloning station, somewhere in JHY Sector

A lighted strip appears on the floor, indicating several of the vendobots, as well as the jumpsuit rack.

written by Speeder on Mar 15, 2013 19:44

I know see if there are any broken part that is better to remove for our team safety or Nukabot own safety, like any damaged dangling parts that might get caught on tires or other moving parts if they fall off.

written by Cryoburner on Mar 15, 2013 21:45

"Hmm... It looks like Kris-R's injuries are extensive. I will have to see the docbot about this. It's too bad there isn't a wastepaper basket here to transport him to the medical bay in."

I switch off the transcripts recorder, close its case, and take it with me as I head off toward the medical bay.

written by Lightning4 on Mar 15, 2013 21:48

I continue until I reach the loading dock proper.

written by Gligar on Mar 15, 2013 23:55Loading dock, A level, Emergency Bunker C-3

While Jam-Y and Joris-O continue their EPIC STARING MATCH involving doing *absolutely nothing of interest*, Speed-Y continues working on Nukabot. He's done with the lights, but a couple of the roof supports are damaged, and could potentially cause injury to the driver. Friend Computer's guidelines say not to mess with them, but... they're not really *necessary*, are they? There are way more than Nukabot needs, surely 😊

He inspects them, and realises that they could be removed relatively easily. The remaining supports will surely be sufficient.

He starts working on it. After all, equipment maintenance is important... it might even be the difference between a successful mission and a Code 7.

While he's working on that, L4-O arrives with the REDs.

Team Sigma's Office, Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Clearly, Cyrus-R is ignorant of the "chunky soylent rule": if a clone is injured such that his head, or more of him, is the the consistency of chunky Soylent, the only way to get him back is to wait for his next clone.

To his credit, though, he does want to get Kris-R back, and would be prepared to take that mass of pre-Soylent to the docbot. He just doesn't have the means and the docbot would not be able to help anyway so all he can do is go and fetch the docbot and most likely get charged a huge amount for being a complete [DFSR]. He picks up the recorder, turning it off as he does, and heads out.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

On entering the corridor, Cyrus-R notices more fuzzy-hatted communists, talking loudly in a language he is not cleared to know.

written by Lightning4 on Mar 16, 2013 08:59

"Two REDs, ready to go!"

I notice Speed-Y working on Nukabot.

"Anything I can do to assist?"

I assess Nukabot's damage as well, to determine what else may need to be fixed before the mission starts.

written by Gligar on Mar 16, 2013 14:30Loading dock, A level, Emergency Bunker C-3

L4-O notices Speed-Y working on Nukabot and offers to assist. From what he can see, Speed-Y has repaired the bot's lights - they look to be slightly different colours, but they should be okay - and has moved on to some of the roof supports. Specifically, he's removing them - they must have become damaged during the warbot incident. Let's hope they aren't needed.

Beyond that, there are the kevlar plates on the left side - they'll need to find replacements for those as there are none in the bunker - as well as the operator's seat (which they could probably replace with another seat with a bit

written by Kristos on Mar 16, 2013 17:56

Well, it can't hurt. If nobody replies appropriately we can just derail the topic as always. XD

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of work) and the controls themselves. L4-O isn't too sure about them. And besides, Nukabot can drive itself.

written by Kristos on Mar 16, 2013 17:52

Post-decanting forms? That sounds bothersome. I ask the vendobot what the post-decanting forms are for. *At least that annoying red light is gone. Oh, refreshments! But they're not free, are they? Vatcrap.*

written by Gligar on Mar 16, 2013 18:12

Outfitting room, Cloning station, somewhere in JHY Sector

Noticing the forms, Kris-R asks the vendobot what they are for. "The Post Decanting forms," the vendobot tells him, "allow you, the freshly-decanted clone, to give a full self-assessment of the functioning of your freshly-cloned body, which in turn may highlight potential issues with the cloning process such as the addition or deletion of mutations, alteration to thought patterns, or insanity. Such issues are not the fault of Cloning Services and are caused by outside influence, including but not limited to secret society sabotage, power loss, Internal Security profiling, and [DFSR]. Once completed, the form is then used by Cloning Services to determine whether your clone is fit to be released into Alpha Complex as a whole."

Kris-R notices the refreshments but realises that he has no way to pay for them. Perhaps if he had an ME Card...?

"I must add," the vendobot continues, "that if the post-decanting forms are not completed, Cloning Services retain ownership of your clone, and may act as they see fit."

written by Cryoburner on Mar 16, 2013 19:37

"Hello, helpful clones. Might you know where I could find a wastepaper basket?"

written by Lightning4 on Mar 16, 2013 21:07

I decide to start looking for a good replacement to the operator's seat. After all, I'll need a place to sit if I'm the one in that position most of the time!

written by Gligar on Mar 16, 2013 22:09

Loading dock, A level, Emergency Bunker C-3

L4-O decides to tackle the seat. After all, he's the one who is going to be sitting in it!

Of course, to do that, he'll need a replacement. Hmm... there are none in the loading... hang about, what about that box in the corner? It was put there by the HPD&MC crew and is labelled as containing chairs from the old confession booths.

While L4-O investigates the box, finding that it does indeed contain two chairs (clearly from a confession booth, although the usual restraints, injectors, and other doodads have been removed), Speed-Y finishes removing the damaged supports from Nukabot.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R asks the commies whether they know where he could find a wastepaper basket.

Er... he's talking to commies... surely that would attract attention...? Yes, there's a camera or fifty looking at him.

But clearly, he doesn't care about the cameras. All he cares about are his own thoughts.

Hmmm... I suspect foul play here.

And not just because the commies clearly have no interest in telling Cyrus-R where his precious wastepaper basket can be found (one even claims that there is no such thing)...

written by Jam on Mar 16, 2013 22:48

I continue staring at Joris-O.

"Well, you should really get going. How about you go help Speed-Y with whatever it is he's doing? Just don't do anything treasonous, I'll be watching you..."

written by Kristos on Mar 17, 2013 01:31

Hmmph. Satisfactory answer. I put on a jumpsuit and take a laser pistol. I attempt to obtain a PDC, a ME Card, and a post-decanting form. Then I look for something to write with.

written by Lightning4 on Mar 17, 2013 10:41

"Hmm. This will do... I guess. Just hope it hasn't been used too much."

I grab one of the chairs and bring it over to Nukabot, and start determining just how I'm going to attach it to Nukabot.

written by Gligar on Mar 17, 2013 13:57

Loading dock, A level, Emergency Bunker C-3

L4-O decides that the confession booth chair will be sufficient for installing onto Nukabot. He just hopes that it hasn't seen too much use.

He pulls one over to Nukabot. After a quick look, he determines that he'll have to dismount the remains of the old chair before installing this one - and it'll need a little alteration to fit the forkbot's mounting holes.

Just how much time do they have left?

written by Gligar on Mar 16, 2013 23:45

And done! Let's see if this has any effect 😊

Outfitting room, Cloning station, somewhere in JHY Sector

Apparently deciding that the vendobot's explanation of the post-decanting form is acceptable, Kris-R sets about equipping himself - he grabs a jumpsuit and wears it; he presses his tongue against the ME Card dispenser's scanner to get his card; he then uses the ME Card to get himself a PDC, a laser pistol with a RED barrel, and a post-decanting form - causing the vendobot to also dispense a disposable black pen...

As he does that, the lighted strips change, indicating another door on the opposite wall.

written by Speeder on Mar 17, 2013 18:42

I look at the bot without a chair, and see if there are space for someone to sit on it chairless anyway.

"L4, since the controls don't work, I don't think we need now a chair..."

written by Gligar on Mar 17, 2013 19:25

Loading dock, A level, Emergency Bunker C-3

Speed-Y looks at what L4-O is doing. It's clear that he thinks that they don't need a chair now that the controls are inoperative.

Does that mean that he's questioning Friend Computer's decision to put a chair on a forkbot? I think it does! And not only that, but Friend Computer also decided to put working controls on a forkbot... controls which have not yet been repaired! In its current state, Nukabot would get them fined for failing to maintain their equipment!

That being said, there is definitely space to sit even without a chair, though it would fall below mandatory seating arrangements to leave the chair out.

Though... their time is short, so...

... oh, right. It looks like L4-O is almost done with his modifications.

written by Lightning4 on Mar 17, 2013 19:33

I finish up adding the new chair, and admire my handiwork.

I then get into the chair and wait to go.

written by Speeder on Mar 17, 2013 19:43

I climb into my usual spot.

written by Cryoburner on Mar 18, 2013 03:41

"Well, that's troublesome. I'll certainly have a difficult time locating a wastepaper basket if they don't exist. Thanks, anyway!"

I continue on down the corridor.

written by Kristos on Mar 18, 2013 15:35

Why is the floor so demanding? I frown and follow the lights.

written by Gligar on Mar 18, 2013 15:37

Loading dock, A level, Emergency Bunker C-3

L4-O finishes the modifications and mounts the chair. It doesn't look as neat as the original mounting, but it's actually not all that bad... and to be quite honest, it kind of gives Nukabot that unique touch it was lacking.

Now done, L4-O climbs into the seat. Speed-Y may well have been right, he thinks, about it not really being necessary until they can repair the controls, but at least Nukabot has a visible operator this way. Right?

Speed-Y also climbs up onto Nukabot. This causes Lucas-O to ask, "Are we ready? We must be..."

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R thanks the commies and heads off. Apparently, he still believes that Kris-R can be saved. Either that or he was ignoring the commies when they said that wastepaper baskets don't exist.

As he walks, the commies look on. "What's his deal? Asking about things that don't exist...?"

"Be still comrade. And be alert. He may be an intruder. Fake stupidity is a sign of Computerism."

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R reaches the intersection and notices that there are now armed guards at the doors. They're carrying slughtrowers and wearing ill-fitting armour that looks like it was taken from someone's dead body. In short, they're trying to look like Internal Security but failing.

written by Gligar on Mar 18, 2013 19:14

Outfitting room, Cloning station, somewhere in JHY Sector

Kris-R wonders about these lighted strips. How can they be so demanding? Why are they so demanding?

Not that it... well, actually it probably does matter. Kris-R notes that he hasn't seen another clone in the station yet. Surely the place should be staffed? If so, he would have seen the staff by now. So is the light system to replace the staff? Why?

He puts the thoughts behind him for a moment, and follows the lights.

Release office, Cloning station, somewhere in JHY Sector

Following them takes Kris-R to what seems to be an office.

It certainly looks like one, with the desks, chairs, terminals, miscellaneous forms, pieces of paper, empty cups, pens, etc. arranged such that a team of perhaps ten clones could go about their work comfortably. And perhaps the clones were going about their business recently, given the terminal displays, forms, pens, and such. But... there is no sign of the clones themselves.

written by Speeder on Mar 18, 2013 19:25

I look at Lucas.

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"Ready? Well, no, but we don't have time."

written by Lightning4 on Mar 18, 2013 19:58

"Let's do this then."

I check the time on my PDC.

"Okay Nukabot, our goal was... the transtube station here, platform H? We should probably get there."

written by Cryoburner on Mar 18, 2013 21:18

I continue toward the medical bay. I stop at the entrance if it happens to be guarded.

written by Kristos on Mar 18, 2013 22:19

The lights of destiny have failed me. I look for any unfinished food or drinks to counteract the disappointing atmosphere. Not that I really care. Then I look over my form, noting all the sections present.

written by Gligar on Mar 18, 2013 23:14

Loading dock, A level, Emergency Bunker C-3

Speed-Y informs Lucas-O that no, they aren't ready. Getting ready would take time they just don't have. "Oh..."

The two ORANGES take their place on Nukabot. As for the REDs... well, I guess there are places to hang on there. But what about Jam-Y? And Joris-O?

L4-O thinks that they should get going. After all, it's... 22:50, according to his PDC. And they have to get to the transtube station...

Nukabot replies by starting up and rolling out.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

It doesn't take long for Cyrus-R to reach the medical bay. However, there is a problem: the door has been locked. At least there are no guards.

Release office, Cloning station, somewhere in JHY Sector

Looking disappointed, Kris-R looks for something, anything, to lift his spirits, and finds a can of B3 (Extra Classic, RED clearance, if you were wondering) in a desk drawer. Perhaps he can drink it while filling out his form? There appears to be three sections: one for his personal evaluation of his new clone, one to identify possible anomalies or mutations, and one which is a simple feedback questionnaire. As for submitting it, the office appears to be equipped with a blotbot - he can simply insert his form into the slot and have the bot process the form.

written by Lightning4 on Mar 19, 2013 00:14

I simply start watching the path ahead for anything interesting.

written by Cryoburner on Mar 19, 2013 01:49

"Well, this problem is problematic. I suppose the Docbot might have some difficulty getting Kris-R's parts out of the vent anyway, now that I think of it. Even so, a medical bay that is locked is not a very effective medical bay."

I have a closer look at my hand injury, and see if I can pull the slug out, while heading back toward the front desk near the factory entrance.

written by Gligar on Mar 19, 2013 13:43

Roadway, near Emergency Bunker C-3

As Nukabot continues its journey, L4-O keeps his usual eye out for any signs of trouble. Or movement. Or, well, anything at all.

Glancing in the direction of the earlier explosion, he can see that IntSec are still swarming the place. Even though there's nothing actually there except a crater.

This, of course, means that the upcoming checkpoint remains unmanned. Nukabot decides to just pass right through.

Corridor B, Laser barrel factory, Roadway 3, JHY Sector

Seemingly abandoning his plan, Cyrus-R looks at his injured hand. IT looks like the slug is easy to remove **OW OW OW**

It also causes the hand to hurt like... well, like something that really hurts... when he pulls it out.

Still in pain, he starts walking down the corridors, passing guards and fuzzy-hatted communists alike, until he...

...almost reaches the front desk.

There, he encounters an obstacle in the form of more fuzzy-hatted commies. All pointing slugthrowers at him.

"So it is you, intruder."

written by Speeder on Mar 19, 2013 14:15

I look again at the explosion.

"Weird... why IntSec is so interested on that?"

written by Kristos on Mar 19, 2013 15:17

I fill out the form...

In the personal evaluation I state that my new clone seems to be performing as intended, though other clones that should be in the area do *not* seem to be performing as intended.

In the anomaly/mutation section I indicate that there are no reference clones present so I cannot tell what might be considered an anomaly or mutation.

If there is a place for additional feedback, I state that complementary B3 is more Fun than bought B3.

Then I submit the form to the blotbot.

written by Lightning4 on Mar 19, 2013 18:14

"Oh, that's where I tried disarming that bomb. I just let it blow up since I ran out of time and there was nothing else to damage in the area except me."

I look at the explosion for a little bit longer, then start checking to see if we're leaving anyone behind.

[1339]

written by Gligar on Mar 19, 2013 18:21

Roadway, near *Emergency Bunker C-3*

Speed-Y can't help but look back at the IntSec swarming around the crater as they continue on. He wonders why they would be so interested in a crater... perhaps there's something special about it? but for the life of him he can't think of a reason why it would be so special...

L4-O points out that the crater is where the bomb exploded; he ran out of time when trying to disarm it, and, well, there was nothing to damage over there. Except him, but he managed to get away in time.

Nukabot continues on, past Iota Subsector, and out of sight of the crater. Ahead, the Industrial Subsectors loom, with the ever-present smog as thick as ever.

L4-O looks back along the roadway, and realises that Jam-Y and Joris-O are just kind of running along behind...

Release office, *Cloning station, somewhere in JHY Sector*

Kris-R fills out his form. On it, he states that he has been hampered by lack of clones in the station, meaning that, clearly, they aren't doing their job of ensuring the smooth operation of the cloning station and/or providing references for mutation tests.

And yes, buried somewhere among seemingly-unrelated questions is one about B3. He notes that free B3 is better than B3 you have to pay for. For nothing better to add, he also puts that in the "any other comments" box.

That done, the form is posted at the blotbot, which promptly makes noises at him, and blinks its lights in strange patterns.

written by Cryoburner on Mar 19, 2013 22:29

"OW OW OW OW! ARRRR!"

written by Lightning4 on Mar 19, 2013 23:41

I start keeping a vigilant eye on the surroundings, especially as we approach the Industrial Subsectors. No doubt I still think there might still be a zombie here or there...

written by Gligar on Mar 20, 2013 14:25

Roadway, near *Industrial Subsectors*

As they approach, L4-O maintains his vigilance. After all, it was only a few hourcycles ago that the Subsectors were crawling with zombies; there might still be a few around.

As he watches, a big flatbed truckbot comes into view through the smog, slowly crawling forward under the weight of the remains of the malfunctioning warbot. Some of the Mutant Mashers remain in the vicinity, making sure it doesn't spontaneously reactivate or get attacked by mad cyborgs or something.

Soon, Nukabot reaches the checkpoint. But that truckbot is also heading in this direction.

Corridor A, near the *entryway, Laser barrel factory, Roadway 3, JHY Sector*

Instead of reacting to the communists, Cyrus-R is too busy feeling sorry for himself (and screaming his lungs out) to notice that one of the communists just fired at him. Specifically, his other hand.

Well, on the plus side, he now has matching slug wounds (well, not quite matching, given that they're in completely different places on each hand, and at different angles, and because Cyrus-R pulled one of the slugs out... actually, forget I mentioned it.)

written by Lightning4 on Mar 20, 2013 15:50

I attempt to show my ID, unless the truckbot gets close enough to warrant Nukabot getting out of the way.

written by Speeder on Mar 20, 2013 16:11

I look at the warbot.

"I also wonder what happened to that warbot..."

written by Gligar on Mar 20, 2013 19:28

Checkpoint 1, *Roadway, Industrial Subsectors*

As Nukabot slows to navigate the checkpoint, a guard appears - not one of the Mutant Mashers, just an IntSec checkpoint guard, so nothing serious. And L4-O seems to think so, as he presents his ME Card.

But before the guard can wave Nukabot through, the truckbot arrives. "Obstruction in path," it notes. "I detect an obstruction."

Speed-Y casts his eyes over the warbot once more. exactly what happened to it? He knows that it somehow got out of control, but... how? Someone overriding its systems, perhaps? Perhaps the bot brain just decided to go on a rampage? Who knows?

written by Speeder on Mar 20, 2013 19:57

I look confused.

I know it got out of control? How? I was not brainscrubbed?

If I was a bot probably I would go into kernel panic.

Since I am not a bot, I consider going normal panic, but I ultimately decide against it.

written by Lightning4 on Mar 20, 2013 22:03

"Well, let them through, I guess they have priority..."

I watch the warbot for any signs of "life".

written by Jam on Mar 20, 2013 23:41

"Ah!"

I wake up with a jolt.

"Where... am I?"

I try to piece together what happened.

"I was staring at Joris-O, and then... And then... I woke up. I remember running too, but it's almost like I was dreaming."

I come to a conclusion.

"This is clearly the work of a treasonous mutant! A treasonous mutant named Joris-O!"

written by Cryoburner on Mar 21, 2013 01:40

"OW OW OW OW! ARRRR!"

Noticing that my other hand is now matching the first (to some degree), I decide to move away from the not-so-helpful clones whose slugthrowers seem to be malfunctioning, and run back down the corridor toward the factory floor, flailing my hands about in the air as I do so.

written by Gligar on Mar 21, 2013 18:11

Checkpoint 1, Roadway, Industrial Subsectors

Speed-Y continues to look at the warbot, confused. He has realised that he has no way of knowing that the warbot went out of control, and yet... he knows. How does he know? He doesn't know...

Probably best to forget it.

L4-O decides that it is probably best for the truckbot to go first, and instructs Nukabot to back up.

As this is happening, and the truckbot is rolling past, he watches the ruined warbot for any signs of activity. But apart from a few wisps of smoke, the giant metal beast is inert.

As the truckbot continues, Jam-Y (and Joris-O) catch up with them. Jam-Y, in particular, seems concerned about something. He claims that he remembers staring at Joris-O, then... some sort of dream about running... and then he's here! Almost as if... there's some sort of treasonous mutant at work! He blames Joris-O.

The truckbot passes completely through the checkpoint and continues down the roadway.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Finally realising that the commies are hostile, Cyrus-R runs away, flailing his arms around like some sort of uncomplexly [REDACTED]. The commies follow, continuing to shoot. It is worth noting that they miss a lot.

But Cyrus-R doesn't notice. He's too busy running.

He ends up back near the door to the office.

written by Lightning4 on Mar 21, 2013 18:13

If I didn't successfully show my ID, I show it again, and wait for clearance to go through the checkpoint.

written by Speeder on Mar 21, 2013 18:48

I wonder if anyone can draw again Team Epsilon on the now damaged and modified Nukabot.

I think it would probably look crazy, ridiculous and badass at the same time.

written by Speeder on Mar 21, 2013 18:47

I look at Jam coming running.

"Why you are running instead of hanging on your usual place on the bot?"

written by Kristos on Mar 21, 2013 21:09

This place appears to have no more need of me. I take my complementary B3 and look for lights on the floor again. *What, am I becoming a mindless light-following bot now?*

written by Gligar on Mar 21, 2013 23:14

Checkpoint 1, Roadway, Industrial Subsectors

Speed-Y once again gets the first word by asking Jam-Y why he's not at his usual perch on Nukabot... and then realises what Jam-Y said about there possibly being a(nother) mutant. Presumably, it affected Jam-Y enough that he failed to properly notice that he wasn't on Nukabot... or something.

Meanwhile, Nukabot has re-entered the checkpoint, allowing L4-O to show his ME Card to the guard. The guard looks at it, and nods. "Go on through. Just watch out for the odd stray zombie."

Release Office, Cloning station, somewhere in JHY Sector

Apparently deciding that there is nothing left for him in the station, and that the form has been accepted, Kris-R looks around for yet another light strip.

There is none.

The only other thing visible is another door, which is partly open, revealing the roadway outside.

written by Lightning4 on Mar 21, 2013 23:46

"Still a few shambling around, eh? Well, we'll be glad to take out any we see..."

I nod to the guard, then look forward again.

"Onward then... let's keep a lookout."

written by Gligar on Mar 22, 2013 14:31

Roadway, Industrial Subsectors

L4-O assures the guard that they are happy to help take out any stragglers, and gives the order for Nukabot to continue. It does, exiting the checkpoint.

The Industrial Subsectors... it was only a few hourcycles ago that they were here, but it seems like *much* longer... with any luck, though, they won't be here for long.

Like the Mutant Mashers, really. Most of them seems to have already left, leaving only a few behind, who seem to

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be setting up a mobile command post near Building 2, Subsector B. They seem to have taken possession of the cyborgs' vehiclebots.

As they continue, L4-O catches sight of something shambling between buildings.

written by Speeder on Mar 22, 2013 15:18

When zombies are mentioned, just to make sure there is nothing jammed or not ready in general I unload and load completely again the revolver.

And keep it in hand.

written by Lightning4 on Mar 22, 2013 17:02

"Hold up, I see something. Let's go towards it..."

I get out a blaster and get ready.

written by Gligar on Mar 22, 2013 19:36

Roadway, Industrial Subsectors

Sounds from Speed-Y's perch indicate that he's checking his "revolver", loading it as necessary, and making sure that it loaded properly.

L4-O doesn't need to do that, of course; he's using a blaster. Specifically, the one in his hand when he tells the rest of the team about the thing he has seen.

Nukabot slows, allowing the team a better look at the shambler. It's one of the stray zombies mentioned by the guard. It stumbles towards Nukabot, with that all-too-familiar hungry look in what's left of its eyes.

written by Speeder on Mar 22, 2013 19:38

I just make a very careful aim at its neck.

But I only fire if after everyone firing at it the thing still survives.

written by Jam on Mar 22, 2013 19:38

I try to grab on to my usual spot on Nukabot.

written by Lightning4 on Mar 22, 2013 22:23

I shoot first, if possible. I try to make my aim good at least.

written by Gligar on Mar 22, 2013 23:50

Roadway, Industrial Subsectors

Speed-Y takes aim, and waits.

Jam-Y doesn't have a weapon ready. He's more interested in getting into place on Nukabot. The zombie is apparently not as important as getting into place. Is it more or less important than his accusation that Joris-O is a mutant, I wonder?

But no time to dwell on that. L4-O has just opened fire, hitting the zombie square in the chest, and pushing it back a little.

That gives King-R an opening to fire his dual laser pistols. he aims at the head, totally ruining the zombie's eyes, and

causing it to fall to the floor... only to be hit by another laser shot from Lucas-O.

But even that doesn't finish it off. In the end, it takes a slug from Speed-Y's "revolver", right in the neck, to cause it to stop completely.

written by Speeder on Mar 23, 2013 00:18

I spin my gun, and blow the smoke away from the barrel.

written by Jam on Mar 23, 2013 02:22

"Oh, a zombie! Uh... Good work guys!"

I smile, and give a thumbs up in the general direction of the group.

written by Cryoburner on Mar 23, 2013 03:14

"ARRRRRRR!"

I continue running toward the factory floor, still flailing my arms about in the air.

written by Lightning4 on Mar 23, 2013 06:37

"Good shot guys."

I put my blaster away for now, but keep my eyes out for any other stragglers shambling around in the fog.

written by Gligar on Mar 23, 2013 16:41

Roadway, Industrial Subsectors

Only now does Jam-Y realise that the team has eliminated another zombie. He compliments them from his perch, giving the thumbs-up.

Meanwhile Speed-Y simply cannot resist posing with his "revolver", blowing away the smoke in a dramatic fashion.

Then again, who can't?⁸³⁰

L4-O puts away his blaster and goes back to being on the lookout.

Nukabot speeds up again, now that the zombie has been dealt with. Soon, it reaches the second checkpoint. There appears to be someone in the gatehouse as scrabbling noises can be heard.

Corridor A, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R-R chooses to ignore the office and continue to act like some sort of eldritch thing on mods as eh continues running. Soon, he has reached the intersection, where more commies have gathered, apparently with the intent of entering the factory floor.

Of course, they stop and turn when they hear Cyrus-R coming. "Halt!" one shouts.

written by Speeder on Mar 23, 2013 18:22

I actually start to blow the gun until it is cool enough to me load one more bullet without burning my hand

⁸³⁰ GLIGAR: (OOC: +1pp.)

written by Lightning4 on Mar 23, 2013 20:30

"Hmmm? Hello? Anyone in there?"

I watch the gatehouse for any activity.

written by Kristos on Mar 23, 2013 20:39

I step outside and take a look around. If there is a bot nearby, I ask for directions to the nearest laser barrel factory.

written by Gligar on Mar 23, 2013 21:07

Roadway, Industrial Subsectors

L4-O investigates the gatehouse without dismounting Nukabot. The scrabbling noise gets louder even as he asks if everything's okay.

Speed-Y is more concerned with his "revolver". It looks like he's allowing it to cool down before reloading the thing. (But why would he reload after firing only one slug? Surely he has another five loaded?)

Then again, there are several mandates that require armed clones to have fully-loaded weapons, so perhaps he's thinking about one of them.)

Luckily, it doesn't take long.

L4-O continues to watch the gatehouse, which might be a good thing, since the door bursts open, revealing... two zombies.

Roadway 3, JHY Sector

Kris-R exits the cloning station, to find himself back on the roadway again...

Only this time, the roadway is occupied. Perhaps ten dead bodies lie in the immediate vicinity, all with slug wounds to the back of the head. Their jumpsuits all feature the logo of Cloning Services.

Off in the distance, music can be heard... the same music that is heard when the communists override vidshow broadcasts.

written by Lightning4 on Mar 23, 2013 21:47

I grab my blaster again and immediately start shooting at the zombies.

written by Kristos on Mar 23, 2013 23:01

Those guys, huh? I must be close to where I died. Why weren't the Cloning Services clones being re-cloned when I was re-cloned? I guess that's beyond my security clearance. Why aren't there any commies posted at this station? I guess because they are stupid. Now I'm really annoyed. What should I do?

I step back into the cloning station and speak to a security camera. "Computer. I was defeated by some fuzzy-hats and perhaps my teammate. The vicinity I have cloned into seems to be quite taken by the commies. What should I do?"

I hope that the commies haven't taken the security camera network.

written by Speeder on Mar 24, 2013 00:38

I finish assembling my weapon again.

Two zombies might be more dangerous... So I aim, and shoot zombie number two in the neck.

written by Gligar on Mar 24, 2013 14:12

Roadway, Industrial Subsectors

More shooting ensues.

First, L4-O lets loose with his blaster again. His aim's a little off, though, and he only manages to graze one of them in the arm to little effect.

Second, King-R and his twin laser pistols. He's a little more accurate, but the laser blasts don't seem to do much to them.

Third, Speed-Y. He has his "revolver" ready again, so he lets loose with a single slug, aiming for the "second" zombie out of the two. He manages to cause it to stumble and trip over its companion.

Roadway 3, JHY Sector

The music just raises more questions for Kris-R. Why weren't the cloning station staff re-cloned? Why didn't the commies station anyone at the cloning station? He guesses that he will never know.

But something must be done about this. The question is, what? Perhaps Our Mutual Friend might know? Kris-R intends to ask, and for that, he'll need a camera. He re-enters the cloning station.

Release office, Cloning station, Roadway 3, JHY Sector

He picks one of thirty or so visible cameras and speaks into it, asking what should be done about the commies, who terminated him and probably Cyrus-R (or is Cyrus-R a commie? Food for thought.)

There is no answer.

written by Cryoburner on Mar 24, 2013 15:21

I halt.

"Hello! It seems as though I may have been injured in a slugthrower-related accident. Twice, actually."

written by Jam on Mar 24, 2013 15:59

"Oh, more zombies!"

I fire my laser pistol at the head of one of the zombies.

written by Lightning4 on Mar 24, 2013 19:40

I try for some headshots with my blaster too.

written by Gligar on Mar 24, 2013 20:30 *Roadway 3, JHY Sector*

Roadway, Industrial Subsectors

Time for Jam-Y to get in on the action! He has a laser pistol ready to go.

He gets off just one shot, but it counts. It hits the collapsed zombie square in the back of the head, causing it to collapse further and be still.

L4-O continues shooting. Out of three shots, two end up going to the standing zombie - both in the head - pushing it back and causing it to stumble over its collapsed friend, who receives the third shot.

Though it was probably unnecessary.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

For once, Cyrus-R does as ordered. He halts.

He then proceeds to explain that he has been injured in "slugthrower-related accidents". One of the communists notes, "So I see. But how did it happen? Who are you? What is your allegiance?"

written by Speeder on Mar 24, 2013 21:06

"Bloody blasted bastard zombies.

They never end?

I wonder what the adjectives I used mean, I saw it once in a very old vidshow,"

written by Lightning4 on Mar 24, 2013 21:23

To make sure the zombies are both certainly dead, I continue shooting at the one that just stumbled.

written by Kristos on Mar 25, 2013 04:23

I leave the cloning station and run directly away from the music.

written by Gligar on Mar 25, 2013 11:35

Roadway, Industrial Subsectors

Speed-Y spouts some old words at the zombies, wondering why they stubbornly refuse to let up. The team should be done with them by now.

Wait... what do those words even mean? It is clear that Speed-Y does not know; he heard them in a vidshow once and apparently thought they were cool or something. He does seem to have figured out that their meanings are negative, so I'll give him that. But really, he shouldn't be using them at all; those words were deprecated long ago.

L4-O certainly does not comment about them; he is too busy ensuring that these zombies return to a state of non-functionality. He is doing this by what must be the simplest method available: shooting them repeatedly until they stop moving. It is certainly effective in completing this task.

In the absence of guidance from Friend Computer, Kris-R is at a loss. How is he to know that he should terminate as many communists as he can before they take him out? How is he to know that he should keep doing that until all the communists are dead (or until he runs out of clones, whichever comes sooner)? Simple: he has no way of knowing.

So he takes another option, and runs for it in the general direction of "away from the music".

As he runs, he cannot help but notice that none of the buildings he is passing, and indeed, none he can see, seem to be the laser barrel factory. Instead, he is approaching a tall wall, with an opening for the roadway. Just before that, however, is an intersection with another roadway.

written by Gligar on Mar 25, 2013 18:34

Roadway, Industrial Subsectors

The now-inert zombies fail to do anything of note. Speed-Y and co. will be pleased to note that there are no other visible zombies in the vicinity.

Intersection, Roadways 3 and 4, JHY Sector

Stopping to catch his breath, Kris-R notices that the wall's opening is actually a checkpoint, the sort that vehicles must pass through when travelling between sectors. But there's something... odd about this one... surely there should be no bloodstains around the area that the guards would normally occupy...

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R stands still, ignoring the commie's questions.

In response, the commie raises his slugthrower. "I think I know what those incidents were," he says. "They were another team of comrades attempting to terminate you!"

written by Speeder on Mar 25, 2013 18:59

Now that the thing is probably cold again, I load it again.

Yes, blowing up yourself with a laser pistol make you OCD with your ammo.

written by Lightning4 on Mar 25, 2013 21:08

"Okay, looks like they're dead. I guess we can finally move on now!"

I put my blaster away again, and go back to looking for any more zombies hanging around the area.

written by Gligar on Mar 25, 2013 23:11

Roadway, Industrial Subsectors

Now that he has the opportunity, Speed-Y... reloads. Again.

Seriously. What's the point of having a six-shot weapon if you're just going to reload after each shot? Are you telling me that Friend Computer made a mistake when it decided to give "revolvers" six slugs? Are you, perhaps, so frightened of malfunctions happening that you have to reload after

each shot? If so, may I interest you in the exiting opportunities on offer in the food vats?

Does anyone notice this? I really can't tell. What I can tell is that L4-O wants to get moving again. And, since there are no apparent zombies to delay the team any longer, perhaps this is a good time to do so. He puts his blaster away.

Everyone else stows their weapons as well, as Nukabot traverses the second checkpoint, leaving the Industrial Subsectors behind.

Roadway, past the Industrial Subsectors

Soon, the smog of the Industrial Subsectors gives way to a view of Kappa Subsector - a collection of buildings including offices, dormitories and such - beyond which looms the transtube station itself, nestled right up against the edge of the dome.

written by Kristos on Mar 26, 2013 00:07

I slow down and peek around the corner of the intersection.

written by Lightning4 on Mar 26, 2013 01:09

"Haven't been this far from the main JHT sectors before..."

I look to see if I can spot where we are supposed to go from here. Of course, this probably won't be very successful, given the distance and given my unfamiliarity with the area.

written by Speeder on Mar 26, 2013 01:10

I attempt to figure if the crazy hole made in the exterior wall of our sector by a certain clone that exploded a armoury can be seen from here.

written by Cryoburner on Mar 26, 2013 04:34

"Oh, allegiance! I'm clearly an ally of hard-working clones, such as I assume you yourselves are! There's nothing quite like hardworking clones to work hard toward accomplishing various important goals!"

"As for the slugthrower-related accidents, slugs were thrown, presumably on accident, by slugthrowers that were apparently malfunctioning. You should be aware that there seems to be a problem with that, lately, so be careful where you aim those."

I proceed to tap on the hard-working clone's slugthrower with my spring foot as I say this.

"Perhaps we should pay a visit to the nearest slugthrower factory to investigate!"

written by Gligar on Mar 26, 2013 13:27

Intersection, Roadways 3 and 4, JHY Sector

Catching his breath, Kris-R slows down to look around. He focuses his attention on Roadway 4.

What he sees is troubling. There are a number of fuzzy-hatted clones removing loyalty posters from the walls of buildings and replacing them with propaganda for the Communists, and what is worse, they seem to be enjoying it. And dotted at intervals along the roadway are... tractors. Not vehiclebots, *tractors*, those vehicles that communists seem to love building and repairing. (Not a bot brain in sight! Everything is done manually!)

Looking the other way, Kris-R sees more of the same, except... is that a group of loyal citizens lined up against the wall?

Factory floor entrance, Corridors A and B, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R claims to be an ally of hardworking clones, which seems to mollify the communists. He maintains that the slugthrowers used to shoot him were malfunctioning, and proceeds to suggest that the communists take care with their own slugthrowers. To underline his point, he kicks the slugthrower out of the communists' hand, and suggests that they go and visit a slugthrower factory to check it out.

This gets him punched in the face. "Not so fast! You'd better explain how communist-built slugthrowers can be malfunctioning! Only shoddy Computer-made slugthrowers break!"

Roadway, past the Industrial Subsectors

L4-O observes that this is the furthest he's gone from the main domescraper, and starts looking for their destination.

Wait, don't they need to go to the transtube station? Then that would be right at the back over there...

Speed-Y, on the other hand, is looking for that hole, you know the one, it was made by... wasn't it Joris-O, when he blew open an entire armoury? He realises, though, that the hole was back in the domescraper. Weren't they able to see some other sector through the hole?

Nukabot continues on, approaching Kappa Subsector. Up ahead, the roadway intersects with another, forming a crossroad.

written by Speeder on Mar 26, 2013 13:31

I wonder how much cost to repairs all the stuff we exploded in our first mission.

written by Speeder on Mar 26, 2013 15:11

Cryo posts always entertain me.

And scare me.

His illogical logic is always illogical and logical at the same time, I think he can convince a duck that it is a bear or something like that.

Or better, I will not wonder, lest Friend Computer decide to charge the repairs from us.

written by Cryoburner on Mar 26, 2013 14:56

"Hmm... Communist-built slugthrowers, eh? Ohhhh..."

I rub my somewhat-sore face a bit.

"Maybe... A TRAITOR IS INTERFERING WITH THE SUPPLY CHAIN! We should really have a look into it! Just think of the problems that might result from having weapons that don't fire when they should, or that fire when they shouldn't. We could all get shot in the hands, or maybe not get shot in the hands at those times when we should! I say we begin a thorough investigation into the source of the defective slugthrowers!"

written by Kristos on Mar 26, 2013 17:30

Looking one direction, initially I am fascinated by the concept of manually doing everything without bots. What a revolutionary idea! But then, when I look the other direction, and see so many innocent-looking clones lined up, presumably to be shot, I'm enraged. My temper really has been delicate ever since my recent recloning. Perhaps that quality will be useful here. Perhaps the Great Computer purposely cloned me with this trait for such a moment as this.

I go berserk and start shooting at every fuzzy hat I see while yelling "FOR FUN! FOR THE COMPLEX!! FOR THE COMPUTER!!!" and taking no care for my personal protection. Probably a stupid plan, but I can't really help it.

written by Lightning4 on Mar 26, 2013 18:12

I wonder to myself how far that warbot beam got down here, and start looking for scorch marks or scars on the ground around us and behind us.

written by Gligar on Mar 26, 2013 18:22

Roadway, near Kappa Subsector

As Nukabot continues down the roadway, Speed-Y can't help but wonder exactly how much the damage they caused during the communist uprising is costing in terms of repairs. He gets into the hundreds of thousands of credits before realising that it is probably better not to speculate on such things. If he mentioned it out loud, the team might end up being billed for it all. And with that amount of credits involved... well, let's just say that none of them would survive it.

Nukabot slows down. Kappa Subsector is just ahead.

Factory floor entrance, Corridors A and B, Laser barrel factory, Roadway 3, JHY Sector

It seems that Cyrus-R *does* remember the mission!

Unfortunately, he is applying it to the communists, suggesting that their own supply lines might have been compromised. He adds that perhaps they should check them out.

"Or perhaps," says a voice behind him, "you could explain what in the name of communism you are doing here! You have not identified yourself."

"Wait," another communist says. "He has a point. How can we know that our slugthrowers are communist-made? They look exactly the same as –"

He doesn't get a chance to reply, since one of his comrade promptly shoots him in the head. "Do not question the methods of the Revolution!"

Intersection, Roadways 3 and 4, JHT Sector

Initially marvelling at the idea of manual labour, Kris-R becomes appalled when he sees the loyal clones against the wall... they're going to be shot!

This sets off something inside him. Ever since he decanted in the cloning station, he's been feeling... a bit unhappy. And there is no clue as to why... or is there? Perhaps... Our Mutual Friend *deliberately* gave him a temper, just so he could be more useful in a fight? Perhaps... perhaps not. But what he *does* know is that there will be a fight: him against the communists! Right here, right now!

He pulls out his laser pistol and starts shooting. One fuzzy hat, one (or more) shots. He doesn't really care about things like being shot at, the fact that he only has one laser barrel, the fact that he has no armour...

Well, the communists notice him around the point where one of them dies. And they start shooting back. Most of the slugs miss widely. But one hits him. Right there, in the leg. He doesn't seem to notice, he just keeps shooting. And ignoring the squealing coming from his barrel.

written by Kristos on Mar 26, 2013 18:34

I try to run to the densest group of commies while still shooting. Perhaps I can do physical damage whenever I run out of shots. However unlikely that may be, what else can I do? And I'm enraged, remember? It's not like I'm thinking clearly.

written by Gligar on Mar 27, 2013 13:02

Roadway, Kappa Subsector

L4-O realises something. That plasma beam earlier... it reached out this far, didn't it? What damage did it do?

From what he can see, the roadway was damaged by the beam. He seems to recall part of it becoming sticky back at the Industrial Subsectors; if it happened out here as well, it has cooled since then. On further inspection, some of the surface has in fact been deformed by the beam. And from the look of the deformation pattern, the beam reached almost as far as the crossroads – speaking of which, they have arrived there. The beam – or rather, the heat radiating from it, appears to have damaged some of the buildings, causing stress to the synthcrete. Anything on the roadway itself would most likely have been vaporised – signs included; there appear to be a few missing.

Roadway 4, JHY Sector

Still ignoring his squealing barrel (and everything else), Kris-R charges forward, firing his laser⁸³¹ wildly at the communists. He shoots five times, hitting with two shots, both of which cause a communist to collapse to the roadway.

Noticing, some of the loyal clones round on the communists, and start taking their weapons and joining in the fight.

Kris-R's already-overstressed barrel's squealing increases in volume and pitch.

written by Speeder on Mar 27, 2013 13:53

I look a amazed at the damage.

"What happened to this place? What sort of weapon can do that? It is explosive?"

written by Lightning4 on Mar 27, 2013 15:37

"It was the warbot. Rather, when the warbot overloaded and fired a gigantic beam all the way down the road..."

I marvel at the damage.

"I hope nobody standing out here was on their last clone!"

written by Kristos on Mar 27, 2013 15:50

I let out a frightened "Yah!" as I throw the pistol with the squealing barrel away and fall to the ground (probably not intentionally). That high-pitched sound is really getting to my nerves, and... is that a slugthrower wound?

written by Gligar on Mar 27, 2013 17:47

Roadway, Kappa Subsector

Speed-Y is amazed at the damage pattern - you will recall that he did not witness the giant plasma beam. As such, he has no idea what could have caused it, and guesses that it could have been a bomb, or something.

L4-O, of course, did witness the plasma beam, and as such is able to fill Speed-Y in on what happened. He just hopes that there was no-one on the roadway with no backup clones left...

Thinking about it, he realises that the beam also took out Checkpoint 2 back at the Industrial Subsectors... and since they went through there to find an intact checkpoint, they must have already replaced it. Wow, that's efficient.

Nukabot reaches the crossroad, and slows to a stop. "We have arrived at Kappa Subsector," it says. "I believe that you should be able to walk to your briefing from here."

Roadway 4, JHY Sector

Kris-R finally realises that his barrel is squealing and drops the pistol... before falling on it - remember that he was shot. This makes him realise that the he was shot, whereupon his wound begins to hurt.

The squealing barrel continues to squeal as the communists approach, still shooting - though they appear to miss this

time. Some of them are killed as the loyal clones continue their own attack.

written by Lightning4 on Mar 27, 2013 18:54

"Okay, thanks Nukabot."

I hop off and start moving in the direction of the Transtube station, but keep my movement slow until I am sure everyone in the group is also moving in that direction.

written by Jam on Mar 27, 2013 19:17

"Okay!"

I also hop off of Nukabot, and start following L4-O.

written by Speeder on Mar 27, 2013 20:24

I smile, and take the lead (of course, I am team leader, no?)

written by Gligar on Mar 27, 2013 21:49

Crossroad, Kappa Subsector

L4-O is the first to disembark Nukabot. He thanks the bot, and starts walking towards the transtube station. Nice and slow, so that everyone can catch up.

Jam-Y is next. He catches up to L4-O just after the ORANGE crosses the other roadway. There is no traffic right now, so that is not a problem.

Speed-Y and the rest of the team follow. Speed-Y decides that, since he is team leader, he should take the lead.

Everyone else forms up behind.

As it happens, the transtube station is only a minutecycle away from the crossroad: a large, three-level building constructed, unusually, of brick - it must be an old building. As mentioned, it is tucked in right at the edge of the dome; the back wall of the station actually touches the dome's superstructure.

Transtube station, near Kappa Subsector

The first visible thing, even before entering the station (since it is prominently displayed above the door) is a clock display, indicating that it is now 22:58 on the 19th of Tenmonth, yearcycle 214.

On entering the station proper, the first noticeable thing is the ticker counter, situated right in front of the entrance. Other notable features are the clearance (INFRARED with higher-clearance sections) and a number of vendobots.

written by Lightning4 on Mar 27, 2013 21:59

I look around for anything else that indicates where we should be.

If I don't see anything, I approach the counter.

written by Speeder on Mar 27, 2013 22:29

Yep, what L4-O did.

written by Jam on Mar 28, 2013 01:15

Yep, what Speed-Y did.

⁸³¹ GLIGAR: (OOC: and spending 1pp)

[1347]

written by Kristos on Mar 28, 2013 15:23

Vatcrap! I meant to throw the pistol away from myself. Whatever.

I again try to throw the squealer at the commies.

written by Gligar on Mar 28, 2013 19:41

Transtube station, near Kappa Subsector

L4-O starts looking around for... some indication of where they should go. He is a little concerned that they need to find the transbot before 23:30...

He is helped by the rest of the team except Joris-O, who keeps staring at Jam-Y.

Aha! A door leading to an overbridge. Also, an opening leading to another corridor, where there appears to be a hygiene station and a bank of confession booths.

Roadway 4, JHY Sector

Kris-R seems unhappy that he didn't manage to get rid of the barrel, and tries again.

By this time, of course, the commies have closed to a shorter range and are quite close to him. So it turns out that that squealing pistol hits its target rather quickly.

Whereupon it explodes... taking out more than one clone, and my spybot. Bear with me, citizens. Let me get another over there...

written by Speeder on Mar 28, 2013 19:45

I hike to the overbridge, and hope it is the fastest way to where we should go.

written by Kristos on Mar 28, 2013 22:56

Can I see? Can I move? Where did I leave my B3? Cyrus-R, what ever did you do this time?

written by Gligar on Mar 28, 2013 23:44

Transtube station, near Kappa Subsector

Speed-Y leads the way onto the overbridge.

Overbridge, Transtube station, near Kappa Subsector

The overbridge looks out over six platforms of varying clearance, each of which are accessible via stairs. On some of them, clones can be seen waiting, or getting on or off transbots.

The platforms seem to be labelled A through F.

At the far end, a door can be seen, leading further into the station.

Roadway 4, JHY Sector

Looks like I don't need to send another spybot after all; I've found a feed from one of the nearby JHY cameras. Let's see...

It looks like that explosion took out four of the communists, a loyal clone... and Kris-R. It looks like he was trying to

reach for his can of B3 before being thrown to the ground and cracking his head open. Ironically, the can was right there the whole time.

I wonder what Cyrus-R is doing?

written by Lightning4 on Mar 29, 2013 03:32

I try to catch up and follow

"I think we were supposed to go to... platform F, right? Maybe? I don't know..."

I try to look at Platform F and see if I can see anything interesting (or hazardous) there.

Then I question whether it was the right platform anyway...

written by Gligar on Mar 29, 2013 13:43

Cyrus-R can wait, though. I'm sure he and the communists are getting along just fine. Remind me to increase surveillance by another ten notches. It's a shame I can't reassign him to reactor shielding, or demote him, any more. Someone pushed through a CPU mandate while I wasn't looking, meaning that INFRAREDS and most of the reactor shielding crew are considered too unimportant for my vid feeds.

Overbridge, Transtube station, near Kappa Subsector

Catching up with Speed-Y, L4-O tries to remember what platform they need... perhaps F?

He looks at Platform F. It's Clearance RED, and is packed with clones waiting for a transbot. It seems that an HPD&MC crew is down there, conducting some sort of test with the schedule display.

He begins to wonder whether F is the right platform... anyone else got any ideas? Any other platforms, perhaps?

Release office, Cloning station, Roadway 3, JHY Sector

A message appears on a terminal indicating that Kris-R is re-cloning. Again. Apparently, the clone is about 50% formed right now.

written by Speeder on Mar 29, 2013 14:14

I wonder a bit.

"Alright, I guess it is that crew that we must talk to! It is a hunch!"

I go there.

written by Lightning4 on Mar 29, 2013 15:40

"Why don't we just check the mission alert again? Someone still has it... right?"

I look around for it.

written by Gligar on Mar 29, 2013 17:44

Overbridge, Transtube station, near Kappa Subsector

On seeing the HPD&MC team, Speed-Y decides that it is they that they must speak to, and begins to head down there.

[1348]

L4-O isn't so sure. He suggests checking the mission alert again... er, does anyone still have it?

"I've got it!" Lucas-O tells him. "You gave it to me, remember?" He checks the sheet. "It says to go to platform H... where's Platform H?"

Platform F, Transtube station, near Kappa Subsector

Fighting his way through the crowd (and counting himself lucky that there are no Queue Enforcement Officers present to tell him otherwise), Speed-Y makes his way over to the team by the display. It looks like they are installing a device into the display's bot brain, and don't initially notice him.

Cloning station, Roadway 3, JHY Sector

In the midst of the cloning tanks, one tank in particular is busy. If you've been reading recent posts, you'll know that the tank contains Kris-R. Again.

Soon, the tank is finished, and deposits the slimy new Kris-R on the floor.

Almost immediately, the lighted strips get to work in pointing him through the process.

Again.

written by Lightning4 on Mar 29, 2013 18:15

"Thanks. I better go tell Speed-Y..."

I try to catch up to Speed-Y.

If I do, I say,

"Wrong platform, Sir! We need to be at H, not F. Sorry, I knew it was a letter around there somewhere..."

written by Speeder on Mar 29, 2013 18:16

I poke one random guy.

written by Kristos on Mar 29, 2013 21:17

Where am I? Oh, look at the lights! So beautiful! And so familiar! They are wonderful!

I follow the lights.

written by Gligar on Mar 30, 2013 00:45

Overbridge, Transtube station, near Kappa Subsector

I don't know if L4-O knows where Platform H is, but he does know that it is not Platform F. Therefore, he rushes off to catch up with Speed-Y and tell him.

Platform F, Transtube station, near Kappa Subsector

As it happens, Speed-Y has attracted the attention of one of the HPD&MC clones. Said clone turns round rather quickly. "Yes yes, can I help you, citizen? Or... maybe you could help me?" Speed-Y can't help but notice the clone's eyepiece.

L4-O catches up with Speed-Y. He informs him that they don't want Platform F. "Platform H?" the HPD&MC clone asks. "That's one level down." He turns back to Speed-Y. "Now, what was it you wanted?"

Cloning station, Roadway 3, JHY Sector

Kris-R doesn't seem to remember much of the cloning station, other than the lighted strips...

He follows this one to the showers. Nothing has changed. Except for his mood.

written by Cryoburner on Mar 30, 2013 01:13

"Karl!"

After staring silently for what felt like days, I respond to the clone's inquiry. I once again continue staring.

written by Speeder on Mar 30, 2013 01:23

I look at the eyepiece.

"That is a interesting piece of technology you have there! What is it exactly? What it do? How it work?"

I look more interested in the tech thingy than whatever L4 told me.

written by Jam on Mar 30, 2013 07:41

I follow after Speed-Y and L4-O.

written by Gligar on Mar 30, 2013 14:57

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

After staring at the communists for a while, Cyrus-R seems to have realised that they want his name, and claims that it is Karl.

One of the communists lowers is weapon. "Karl... I know that name... were you involved in the glorious attack on SKI Sector?"

The others aren't so sure, but they don't seem to be getting ready to fire. Any more ready then they are, anyway. One might even say that they're getting less ready.

Platform F, Transtube station, near Kappa Subsector

Ignoring the rest of the team, Speed-Y asks about the clone's eyepiece. "This? Oh, it lets me trace electrical paths... you know, see where they go and all that. And yes, it is very interesting... they're aren't too many things that can read EM fields." He peers at Speed-Y, and his eyepiece blinks. "Say, you're Speed-Y, aren't you? I think I saw your name earlier on a list of clones who were behind on their surveys. What's that about?"

Jam-Y appears on the platform behind Speed-Y.

written by Kristos on Mar 30, 2013 15:08

What an ethereal atmosphere! I could follow these lights forever. I wonder where they go...

I look around.

written by Lightning4 on Mar 30, 2013 19:12

I... guess I just wait for a response from Speed-Y. I watch the conversation.

written by Gligar on Mar 30, 2013 19:25

Cloning station, JHY Sector

This Kris-R seems to have a much happier disposition than the last. For one, he seems to like the atmosphere now. Looking around, he sees the same cloning station as before, but it no longer seems as deserted, no longer as bleak.

As before, though, there is the light strip. It leads him to the same chemical shower as before. I wonder what he will make of it this time?

Platform F, Transtube station, near Kappa Subsector

L4-O waits for Speed-Y to respond to the HPD&MC clone's assertion about his surveys. It is notable that he is paying attention to this conversation.

written by Speeder on Mar 30, 2013 20:11

I nod.

Yes, I am Speed-Y...

I am that easy to recognize?

I turn to L4.

"I heard you shouting earlier... I guess this is not where the mission briefing is to happen?"

I turn to the clone.

"Yes, as for the survey, I think I got a message some time ago about it..."

Since you recognized me, I guess you have the survey forms with you, the ones that I need to fill?"

written by Kristos on Mar 30, 2013 23:28

What fortune! I was just thinking I needed a good shower!

I enter the chemical showers, push the button, and begin to loudly sing some song popular among the junior citizens.

written by Lightning4 on Mar 31, 2013 01:12

"Yeah, we're supposed to go to Platform H... which he just notified me is a level down, so..."

I check my PDC for the time.

written by Gligar on Mar 31, 2013 13:02

Platform F, Transtube station, near Kappa Subsector

Speed-Y confirms his identity and wonders how recognisable he is. He doesn't get an answer to that.

He turns to L4-O and says that he heard him; this must not be the place for the briefing.

Back to the clone. Speed-Y says that he received a message some time ago about the survey... perhaps the clone has the forms at hand for him to fill out? "Now that you mention it, yes I do," the clone replies. "But we can't exactly fill them out on a crowded platform; there's no room to perform the mandatory checks. Not only that, but I'm not sure if I have a pen..."

"I'll tell you what," he adds. "If you will accompany me back to the office, you can fill them out there."

L4-O reminds Speed-Y that they need to go to Platform H, which is down one level. And... what time is it? 23:02. They have plenty of time.

Chemical showers, Cloning station, JHY Sector

Kris-R's happiness continues as he starts the shower. See, he's even singing. Perhaps it reminds him of his days as a Junior Citizen? Or perhaps he's just singing the first thing that comes to mind? No matter, it shows that he's happy. And the best part? There are no other clones around to interrupt while he's singing!

All too soon, though, the shower cycle finishes, and the lighted strip lights up one more time, indicating that he should go to the Outfitting Room.

written by Speeder on Mar 31, 2013 19:44

I turn to L4.

"I will go to the office with this guy... I will be back in time for the briefing! I think I remembered that on the alert it was written it was H platform!"

written by Lightning4 on Mar 31, 2013 20:05

"Well, okay then... I guess we'll wait? Unless you want us to come with you..."

I look at the rest of the members of our team and shrug, not entirely sure what just happened here.

written by Gligar on Mar 31, 2013 21:11

Platform F, Transtube station, near Kappa Subsector

Speed-Y decides that he will accompany the HPD&MC clone to fill out his forms. He goes on to assure L4-O that he will return in time for the briefing, and that he knows that it will take place on Platform H.

L4-O isn't sure what to do about that. Perhaps they can wait for Speed-Y, or... maybe someone could accompany him? He looks at the rest of the team, unsure about what is happening. John-O thinks that he's seen this sort of thing happen before. "If it's at all possible, citizen, could we possibly see this form?"

"Oh, yes, of course," the clone replies. "I have it right here." From a pocket of his jumpsuit he produces a form. It appears to be an R&D participation feedback form. "The quicker this gets filed out, the quicker Speed-Y can get to your briefing. When you're ready, sir?"

He packs up a few tools and starts walking to the stairs.

written by Kristos on Mar 31, 2013 21:18

I return to following the lights forever.

written by Speeder on Mar 31, 2013 23:25

I nod.

I turn to Joris.

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"Don't worry, it happens with people that for example had robotic legs or operated huge robots."

I turn to the survey clone.

"Sure sure!"

I follow him.

written by Cryoburner on Apr 01, 2013 00:52

"Ah, yes... The glorious one... I think that might have been me. It was very... very... very... glorious."

I continue staring.

written by Gligar on Apr 01, 2013 12:21

Outfitting room, Cloning station, Roadway 3, JHY Sector

Following the lights, Kris-R enters here. In the interest of expediency, he proceeds to obtain much the same equipment as before. Only in a happy manner.

The lights make themselves known again, and he follows them back into the office.

Release office, Cloning station, Roadway 3, JHY Sector

He arrives to find that the blotbot is still blinking its lights in some unreadable pattern.

Platform F, Transtube station, near Kappa Subsector

Speed-Y explains that it's normal for clones who have tested big bots, or robotic legs, to have to fill in survey forms, and agrees to follow the clone.

Overbridge, Transtube station, near Kappa Subsector

The clone leads him across the overbridge and through the door at the end, revealing that it leads to the offices.

Reception, Transtube station offices, nest Kappa Subsector

He takes him right through reception and through another door.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R, posing as "Karl", agrees that he might have been responsible for the "very glorious" event.

The communists seems to be a little disturbed by his staring, but manages to say, "Could... could you tell us how you did that? I'm sure it would be a very inspiring story!"

written by Lightning4 on Apr 01, 2013 15:38

I walk out to the Overbridge, but stop walking.

I turn to the rest of the group if they're with me.

"Hmm. That was... odd. Who knew my mistake would have Speed-Y getting dragged off to sign a form..."

written by Kristos on Apr 01, 2013 16:56

I fill out the form, including:

Personal Evaluation: "I've never been better!"

Possible Mutations: "Sometimes I see this beautiful red thread when I close my eyes. I'm so pleased that my imaginary thread is the same clearance as I am! We were meant to be together!"

Any other comments: "Who am I?"

Then I insert the form into the blotbot.

written by Gligar on Apr 01, 2013 18:11

Overbridge, Transtube station, near Kappa Subsector

L4-O and the others follow, at least this far.

L4-O himself is still a little confused. How could a simple mistake on his part lead to someone being dragged away to sign a form? (Would it have helped if The Computer had made the request? It most likely knows that Spewed-Y needs to fill in the form, after all.)

But enough of that. What now? They still need to find this Platform H...

Release office, Cloning station, Roadway 3, JHY Sector

As before, Kris-R fills out his forms. As you might imagine, he fills this one out in a much more positive tone, even going into more details in a few things this time.

Then, it's to the blotbot. It continues to blink its lights as he submits his form, only this time there are few more RED lights in evidence...

written by Lightning4 on Apr 01, 2013 20:09

Since we've lost track of Speed-Y anyway, I start looking for the path down to the next level of Platforms.

written by Gligar on Apr 01, 2013 22:15

Overbridge, Transtube station, near Kappa Subsector

L4-O realises that, apart from "one level down", he has no idea where Platform H even is... so a good place to start would be... find a way to get one level down?

That'd be a good idea. Doesn't look like there is a stairwell on the Overpass, though...

Hold on. Is there a lift somewhere?

Perhaps. But it'd be back by the ticket desk, right?

Or... perhaps the offices?

Nah.

written by Kristos on Apr 02, 2013 02:30

I guess I'm done here. Where is everybody? I guess I should go outside and make some new friends!

In accordance with my thoughts I step outside and look for clones.

written by Lightning4 on Apr 02, 2013 08:40

I decide to backtrack towards the ticket desk, and look for a lift or stairwell.

written by Gligar on Apr 02, 2013 11:55*Roadway 3, JHY Sector*

Like his previous clone, Kris-R exits the cloning station in search of other clones. And, like his previous clones, Kris-R can hear the commies' music from here.

But unlike his previous clone, Kris-R actually finds some clones: the loyal ones that his previous clones helped to save. One of them is surprised that the cloning systems are still working.

Overbridge, Transtube station, near Kappa Subsector

L4-O decides to look over near the ticket desk for the assumed lift. The rest of the team, sans Speed-Y who is not present, follows.

Foyer, Transtube station, near Kappa Subsector

As it turns out, there are a couple of doors he didn't notice before. One is locked; the other opens as he approaches, revealing...

As it turns out, it isn't a lift, but a stairwell, leading down.

written by Kristos on Apr 02, 2013 14:01

"Hello. How are you doing, friends? Can I help you with something?"

written by Gligar on Apr 02, 2013 16:27*Roadway 3, JHY Sector*

Kris-R asks how the clones are doing, and if there is something he can do to help. "Just fine, thank you, citizen.

"Say, aren't you one of the Troubleshooters who went to the factory? Got any idea what's happening there?"

written by Lightning4 on Apr 02, 2013 18:06

I head downstairs, and immediately start looking for Platform H.

written by Gligar on Apr 02, 2013 21:08*Stairwell, Transtube station, near Kappa Subsector*

L4-O and the team decided to head down a level to try and find Platform H.

Lower Overbridge, Transtube station, ear Kappa Subsector

They arrive on an INFRARED overbridge which doesn't look like it has been used much in a few yearcycles; the styling resembles an older version of the bunker, and everything on the bridge is covered with dust. Footprints indicate that at least some clones come down here. Word is still out on scrubots doing the rounds, but I'm leaning towards "no".

The bridge overlooks several more transtube lines. These, however, looks like ballistic tubes from the old TUBE system, still in use for long-range journeys across distance exceeding half of the Complex! It doesn't look like they stop at JHT Sector very often.

Several sets of footprints lead to one of the platforms below: Platform H. The dust doesn't seem quite so thick there.

written by Lightning4 on Apr 02, 2013 21:19

I continue making my way to Platform H, keeping an eye on my surroundings.

written by Cryoburner on Apr 03, 2013 01:51

I avert my stare to the ceiling as I recall the circumstances surrounding my glorious attack.

"Let's see... SKI sector... That was the one involving the... uh... clones... wasn't it? I have been involved with so many glorious attacks... Ah, yes, I think that was the one. I recall that we... used the ventilation system to avert security... Then we were able to take them by surprise in a glorious attack!"

I return my attention to the clones.

written by Gligar on Apr 03, 2013 12:40*Platform H, Transtube station, ear Kappa Subsector*

L4-O and the team arrive on the platform. From here, they can see more evidence of the general state of disuse: the discarded B3 cans left untouched, the peeling clearance stripe (RED, if you were wondering), the dust covering the floor and benches, the dust covering the mostly-out-of-date loyalty posters, the non-working schedule displays...

On the plus side, the track looks to be in good condition. Indeed, it's the only thing not covered with dust.

Looking down the track in both directions, it can be seen disappearing into the tunnels, from which a strong breeze flows, blowing from one tunnel, over the track, and down the other tunnel.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

"Karl" tries to "recall" the details of the "glorious attack" ... and it is possible to use more quotes there? Probably.

He tells them that he used the ventilation system to bypass defenses. "Surely that must have been hard.. how did you do it?" asks one commie.

Another commie isn't so sure. "It almost sounds like you don't know," he says. "Surely you weren't captured and given false information?"

A third seems to be having problems with his slugthrower. "Say, could someone have a look at this for me? It seems to have loaded a slug by itself."

written by Lightning4 on Apr 03, 2013 15:34

"Well... I guess this is the place. Looks like we're kinda early though!"

With nothing much to do except wait, I poke around the platform at anything remotely interesting that isn't dust.

written by Gligar on Apr 03, 2013 16:59

Platform H, Transtube station, ear Kappa Subsector

It seems that the team has arrived early.

With not much else to do, L4-O decides to have a poke around at... well, anything. Just not the dust.

He looks at the B3 cans, but they are just that: discarded B3 cans. They, too, are covered with dust, suggesting that they were discarded long ago.

He looks at the old posters... hey, there's one here with an old map of the sector! It only shows the domescraper and the Industrial Subsectors... oh wait, and something else which has faded over time... the only readable words are *Under...* and *testing.....* situated to the north of the Industrial Subsectors.

He looks at the tunnels... hmmm... it looks like there are lights above each. None of them are active right now.

written by Lightning4 on Apr 03, 2013 17:06

"Hmmm... what is there, I wonder?"

I try to get a better look at the map, and cross reference it with a JHT Sector map, if I can get one on my PDC.

written by Gligar on Apr 03, 2013 22:17

Platform H, Transtube station, near Kappa Subsector

L4-O sees the faded text and is intrigued by it. What does it mean? Is there something there?

He pulls up a more modern sector map on his PDC. However, he discovers that it does not show anything to the north of the Industrial Subsectors... except for a black square, and the notation "C-1".

The breeze from the transtube tunnel begins to pick up.

written by Lightning4 on Apr 03, 2013 22:42

"C-1? Anyone know what that is? Kinda curious..."

I start becoming distracted by the breeze from the transtube tunnel, though.

written by Kristos on Apr 04, 2013 01:12

I think silently for several seconds...

"Oh, yes! I was investigating a suspected sabotage, and the last thing I remember were some clones with fuzzy hats. I think they must have killed me. My team member must still be there, valiantly battling those clones. That's all I know. Do you guys know anything? Where are you going now?"

written by Gligar on Apr 04, 2013 16:49

Platform H, Transtube station, near Kappa Subsector

L4-O wonders about the "C-1". Does anyone know what it is?

The notation seems familiar... where has he seen notation like that before?

But his musings are cut short as he is distracted by the breeze from the tunnel. It seems to be getting stronger.

Above the tunnel, one of the lights, a YELLOW one, begins flashing.

Roadway 3, JHY Sector

Kris-R thinks. Memories come to him, and he explains that he was researching sabotage. But the sudden arrival of fuzzy hats interrupted him, and he was presumably killed. "Yes... we saw you attack the communists who were about to execute us. You died taking some of them out."

He adds that his other team member is still in the factory and is probably fighting right now.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

In fact, he is staring at a communist right now.

Said communist is fiddling with a slugthrower, trying to figure out why it suddenly loaded itself. "It must be one of the shoddy Computerist slugthrowers... oh no it's firing!"

And indeed it does... right through Cyrus-R.

Roadway 3, JHY Sector

Kris-R asks what the clones are doing now. "We're trying to reach the Armed Forces garrison... hopefully it is still in operation."

written by Lightning4 on Apr 04, 2013 18:10

I make sure I'm not standing near the tube, and keep watching for activity.

written by Gligar on Apr 04, 2013 18:59

Platform H, Transtube station, near Kappa Subsector

L4-O backs away from the tunnel - easy enough - and then watches for activity.

As he does, the breeze picks up even more, and the YELLOW light starts beeping.

Also, one of the off-line schedule boards suddenly comes online, and displays the message

T.U.B.E Transbot D7-48-DF-AC-A8-96 approaching

Mind the blast

written by Jam on Apr 04, 2013 19:19

I try very hard not to fall into the tube and die a horrible bloody death.

"Let's hope Speed-Y gets back soon..."

written by Lightning4 on Apr 04, 2013 19:42

I brace for, well, a blast, since I don't know quite what to expect.

written by Gligar on Apr 04, 2013 21:34

Platform H, Transtube station, near Kappa Subsector

Unsure as to what to expect, Jam-Y simply does his best to avoid being pulled into the other tunnel, while hoping fervently that Speed-Y will get here soon.

L4-O is also unsure what to expect. He just braces for this blast, whatever it is.

The YELLOW light gives way to a RED light, and there is a sudden **RUSH** of air down the tunnel, knocking everyone to the floor (except L4-O).

One could even say a *blast* of air.

It doesn't take long for the source of the blast to appear: a flat-nosed TUBE transbot. It pulls to a sudden stop exactly in line with the platform.

Overbridge, Transtube station, near Kappa Subsector

Speed-Y emerges from the offices at a run, heading for the stairwell in the foyer. As he does the noise of a sudden blast of air comes from somewhere below.

written by Speeder on Apr 04, 2013 22:29

"Whoa, I wonder what was that..."

I continue running following the directions of the guy that I asked the directions.

written by Gligar on Apr 04, 2013 22:42

Stairwell, Transtube station, near Kappa Subsector

Wondering just what that noise was, Speed-Y keeps running.

Lower overbridge, Transtube station, near Kappa Subsector

He exits the stairwell to find another overbridge, an older-looking one, also looking over transtube platforms. Only one of the platforms is in use right now: a TUBE transbot has stopped at the platform.

Near to the transbot are several familiar-looking clones, most of whom have fallen to the floor.

Everything except for the transbot and the clones is covered in dust.

written by Lightning4 on Apr 04, 2013 23:34

"Hmm. Interesting..."

I look at the TUBE transbot, and see if I can see anything inside it yet.

I remain cautious.

written by Speeder on Apr 04, 2013 23:37

I stop. Then I do my best to walk regally like a true awesome leader that does not get breathless after running. Or better, like a true leader that is never late.

I go to L4 that way.

"Hello... Interesting place this one, ins't it? Anything curious to report?"

written by Kristos on Apr 05, 2013 00:25

"Oh. I'm glad that went well!" I say with a smile on my face.

I attempt to call Cyrus-R's PDC as I follow the clones.

written by Gligar on Apr 05, 2013 12:41

Platform H, Transtube station, near Kappa Subsector

L4-O investigates the transbot. He finds that it is cylindrical, with a flat nose and two visible doors. The bot is emblazoned with the logo of the TUBE network. There are no windows.

As he watches, the closest door opens.

The sudden sound of footsteps on the lower overbridge soon gives way to the voice of Speed-Y, asking if they have anything to report.

Roadway 3, JHY Sector

Kris-R is pleased that his stunt went well.

He turns his attention to his PDC, and attempts to call Cyrus-R.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

The sound of a PDC emanating for the once-again-injured Cyrus-R attracts the attention - and the slugthrowers - of the communists. "You have a PDC! Why do you have that? Don't you deny that you not an Anti-Computerist? ! Why? ! Why not?!"

written by Cryoburner on Apr 05, 2013 15:08

"OW OW OW OW! ARRRR!"

I briefly flail my hands in the air, noting just where I was shot, and then my PDC.

"Oh, this? I have this because I have been undercover for my latest glorious mission! It has been necessary to pose as one of the... err... computerists, to infiltrate their ranks and gather information!"

I proceed to answer the call.

written by Lightning4 on Apr 05, 2013 15:39

"Hello?"

I approach the doors, attempting to see who or what is inside.

written by Gligar on Apr 05, 2013 16:32

Platform H, Transtube station, near Kappa Subsector

More investigating happens. This time, L4-O is looking inside the now-open door.

He can see that, instead of the seats facing forward, they are set against the sides of the transbot facing inward. Each is equipped with a Safe-T-Lyke harness.

On one of the seats is a tape recorder. There does not seem to be anyclone present. Nor is there a clearance stripe. Or much of anything else inside.

[1354]

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

More flailing happens, causing one of the communists to pistol-whip Cyrus-R. This snaps him out of it, and he notices that his left thigh now has a fresh slug wound. One that is bleeding.

He hastily explains that his PDC is from a previous mission, and proceeds to answer it. It turns out to be Kris-R.

A communist tells him, "You will say that there is no problem here. The sector has been liberated."

written by Speeder on Apr 05, 2013 17:14

I see the transbot and also move toward it.

written by Lightning4 on Apr 05, 2013 18:02

I decide to be the first to enter, looking around the transbot for anything else of note other than the tape recorder.

written by Speeder on Apr 05, 2013 18:04

Also I have the distinct feeling that I was plainly ignored.

written by Jam on Apr 05, 2013 18:13

I also decide to enter the transbot.

written by Gligar on Apr 05, 2013 19:31

TUBE Transbot D7-48-DF-AC-A8-96, Platform H, Transtube station, near Kappa Subector

L4-O is the first to enter, and gives the transbot another rlook. He can now see that the bot is fitted with signboards, which are presumably for displaying destination information, advertisements, loyalty messages, advertisements - that sort of thing. One of them is currently active, and indicates that the bot is at JHT Sector, waiting for Troubleshooter Team Epsilon. Departure will be at 23:30. There are also the "door open" buttons and light fixtures which you would find in any transbot.

Notably absent is dust of any sort, except where the team have tracked it in. I bet King-R wishes he had supplies right now. He's probably be cleaning it up or something... or perhaps fining people for tracking it in. I can't really tell.

Also absent is any sort of briefing officer.

Behind L4-O, Speed-Y enters, looking a little less-than-happy about being ignored. He notices the seats, the signboards, the tape recorder... the lights... the lack of briefing officer...

And then there's Jam-Y and the rest of the team. They follow behind Speed-Y.

written by Kristos on Apr 05, 2013 19:28

"Hello, Cyrus-R. How are you? Things are magnificent over here! I feel so... free! Almost like I just had a fresh start. How are you doing? Did you ever complete the fume hood?"

written by Speeder on Apr 05, 2013 20:06

I look around.

"Whoa..."

I then take the tape recorder, choose a spot and sit. Who knows if the thing will not start shooting itself as soon as I press the play button.

After everyone is secured (sitting or standing) and paying attention, I finally press the play button.

written by Gligar on Apr 05, 2013 22:19

TUBE Transbot D7-48-DF-AC-A8-96, Platform H, Transtube station, near Kappa Subector

Seemingly impressed by the transbot (or perhaps it's something else? Being impressed is the proper reaction, though) Speed-Y picks up the tape recorder and grabs a seat. Off his cue, the rest of the team does the same. He doesn't start the tape yet. For some reason, he has his feeling that something might happen when he does.

It takes a minutecycle, but eventually everyone is seated and harnessed. Only now does Speed-Y press play.

As he does, the transbot's door closes, and the tape begins to play. "This briefing is Security Clearance RED," a voice from the tape begins. "It is not suited for citizens of Security Clearance INFRARED, or any citizens not a part of Troubleshooter Team Epsilon of JHT Sector. If any such citizen is listening to this, they are to report for termination immediately.

"Team Epsilon: you have been chosen for a mission of utmost importance! An important object must be transferred from DIG Sector to HOL Sector. You are tasked with ensuring that it reaches its destination."

Roadway 3, JHY Sector

Kris-R and the survivors continue down the roadway, passing the laser barrel factory as they do. As you know, Kris-R is speaking on the PDC, to Cyrus-R, telling him that everything's fine out here... almost as if he had a fresh start. He inquires as to the status of things in the factory, including Cyrus-R's fume hood project.

He may have to wait for a reply...

written by Speeder on Apr 05, 2013 22:23

I feel a urge to comment about how being a secure transport with a program group trying to kill you is bad idea...

But I decide against it, you know, Friend Computer know what it is doing.

Or I hope so.

written by Lightning4 on Apr 06, 2013 04:47

"Ooh. Two sectors we've never been to. This should be interesting..."

I listen on...

written by Gligar on Apr 06, 2013 12:42

TUBE Transbot D7-48-DF-AC-A8-96, Platform H, Transtube station, near Kappa Subector

Speed-Y looks like he wants to say something... but thinks better of it. After all, The Computer knows what it's doing. And don't you forget it. If you do, it can make you remember.

L4-O is more interested in the fact that they get to visit two entirely new sectors. He continues paying attention to the tape.

Nobody else says anything as the tape continues. "You are not cleared to know what the object is, or any details about it. Suffice to say, it must be protected at all costs. It is believed that you will encounter interference during your mission. But, given your track record, that should not be a problem for you. You are authorised to terminate anyone who attempts to interfere with your mission, but remember that collateral damage is forbidden.

"Once this transbot gets underway, it will take you to Outfitting, where your equipment, and the object in question, are waiting. You will receive additional instructions there."

written by Speeder on Apr 06, 2013 14:23

I look sad.

"Damnit... no collateral damage allowed this mission..."

I look at L4

"This mean explosions!"

I look at Joris... Joris? Joris is here right?

"Specially, no explosions that punch holes in domescrapers!"

I smile.

"At least this guarantees that I won't die in blazing glory again. Of course, this mean I will try very hard to not die, since dieing in a boring way is very unglorious...

and boring."

written by Gligar on Apr 06, 2013 16:16

TUBE Transbot D7-48-DF-AC-A8-96, Platform H, Transtube station, near Kappa Subector

More action from Speed-Y.

It seems that he is upset that no collateral damage is permitted. After all, that means that the can't use explosions... (L4-O, please take note) especially none that blow big holes in the sides of domescrapers (as Joris-O can remember doing... and he doesn't seem guilty about it as he sits there in his harness).

On the plus side, it means that there is less chance of another "blazing glory" event, and more chance of him staying alive... boring deaths are not fun. As are pointless deaths. Or self-termination...

The tape continues. "A password will be required to gain custody of the object in question. As its keepers for the time being, you are authorised to know that the password

is 'the RED one with teeth'. Do not give this password to unauthorised clones. Failure to comply will result in termination."

written by Lightning4 on Apr 06, 2013 20:58

"No explosions makes me sad... oh well. I guess I can just use my blasters more..."

I determine how many charged power packs I have for my blasters, including the ones currently in the blasters.

written by Cryoburner on Apr 07, 2013 03:14

"Ah, Boris! The mission has been proceeding... err... gloriously! However, it seems there may have been tampering with the supply of slugthrowers, and some comrades have been getting injured as a result. I was just recommending to the others that it might be worth having a look at the slugthrower factory to determine the source of the problem."

written by Gligar on Apr 07, 2013 13:09

TUBE Transbot D7-48-DF-AC-A8-96, Platform H, Transtube station, near Kappa Subector

L4-O is sad that he can't use any of his explosive equipment. But that's okay, since he has blasters.

He decides to check them, and discovers that he has one half-charged pack in one blaster, a full one in the other, and two spare.

The tape finishes, "If you have any questions, please feel free to keep them to yourself. You can file an Information Request Form later." And then it stops.

Which is probably a good thing, as the transbot suddenly accelerates into the tunnel.

Factory floor entrance, Laser barrel factory, Roadway 3, JHY Sector

Cyrus-R answers Kris-R, though he calls him "Boris", by saying that things are going gloriously. He relays his "problem" with slugthrowers, and suggests that he and the comrades might be going to check out the slugthrower factory.

Wait... does that suggest that he has turned? Or is he merely confirming [REDACTED] ignoring the mission for something that he THINKS is the mission? Oh well. If he can pull it off, the commies will be distracted. And that will help the *loyal* clones with *their* work.

written by Speeder on Apr 07, 2013 17:47

I make sure I have the harness correctly, just in case.

written by Gligar on Apr 07, 2013 18:21

TUBE Transbot D7-48-DF-AC-A8-96, in a tunnel near Kappa Subector

As the transbot accelerates, Speed-Y takes the time to check his harness, and make sure he has fastened it properly. Everything seems to be alright.

And it's probably a good thing that he did, as the transbot's acceleration increases, pushing the team towards the back of the transbot... how's everyone's harness?

Within moments, the transbot leaves the sector.

written by Lightning4 on Apr 07, 2013 19:34

I try to make sure my harness is secure too.

written by Kristos on Apr 07, 2013 21:50

I'm initially startled by Cyrus-R's reply. Boris? He must be in the presence of the fuzzies, convincing them of things... and I should probably play along.

I put on my most serious face and say, with a deep monotone voice, "Excellent. I give my full recommendation as well." Then I cover the microphone with my hand and snicker.

written by Jam on Apr 08, 2013 05:13

I check my harness, since I seem to have been in a bit of a daze when (if) I put it on.

Also, I check to see if the transbot has any windows, and try to judge roughly how fast we're going.

written by Speeder on Apr 08, 2013 12:14

"This thing is faaaaaaaaaaast!"

written by Gligar on Apr 08, 2013 12:31

TUBE Transbot D7-48-DF-AC-A8-96, in a tunnel, somewhere past JHT Sector

More clones check their harnesses. All of them, except for that of King-R, are set up properly; King-R ends up falling to the floor, and sliding towards the rear of the bot.

Jam-Y is pleased that he got that harness right. After all, he wasn't really paying attention when he put it on. He looks around for windows but, sadly, there are none. When you fit the seats to the side and add harnesses, there isn't really much room for windows.

As such, it is up to Speed-Y to point out that the bot is travelling fast. How fast? It is difficult to tell.

Soon, the acceleration fades away, as does all sensation of... well, weight.

Roadway 2, JHY Sector

As he and the survivors turn onto Roadway 2, Kris-R comes to a decision regarding Cyrus-R's message, and decides that he is simply under communist surveillance. As such, he decides to play along. His reply is that he can recommend Cyrus-R's plan. In as plain, and as low, a voice as he can muster.

Privately, he seems amused by it. As do the survivors he is accompanying. One of them touches his arm, and points out a building - one with impressive-looking defences: the Armed Forces garrison. And from the look of it, there are clones inside.

written by Speeder on Apr 08, 2013 13:27

"Alright...

First, King-R, get back to your seat, I guess we are in freefall now, of course this mean that soon we won't be anymore, and I don't want smashed King-R on the walls..."

I smile happily, and creepily somehow too.

"So, we can already talk about some stuff related to the mission, first, although you are still authorised to use explosives, PLEASE try to explode only your target.

Second, no B3 or laser barrel grenades unless it is a serious emergency, those are too unpredictable.

Yes, I know they are FUN, but if we explode our cargo, or cause collateral damage, we won't have any FUN.

Finally, I am very sure that the Easter Cycle are still after us... So stay alert, always, ALWAYS, we MUST stay alert, I don't want any surprise grenades, suitcase bombs or stuff like that exploding us, or our cargo.

Who was the alertness officer, again?"

written by Gligar on Apr 08, 2013 16:03

TUBE Transbot D7-48-DF-AC-A8-96, in a tunnel, somewhere past JHT Sector

As the transbot continues, Speed-Y takes the time to give the team a mini-briefing of his own - though he first takes the time to tell King-R to sort himself out.

He notes that, though they are not permitted to cause collateral damage, they are *not* prohibited to use explosives. So that means that they can still use them to explode their targets... as long as they don't explode anything else. As such, he has decided to restrict their explosive use to *real* explosives; no B3 grenades or laser barrel grenades will be permitted during the mission, as they are unpredictable, and could easily take out their cargo even if they *are* careful.

And speaking of explosions... he is convinced that the First Church of the Easter Cycle still has them in their sights and might be planning to use explosives against *them* - which, again, could take out their cargo. They should keep their alertness up for this sort of thing.

Wait... who is the Alertness Officer?

Lucas-O, of course. "That's me, sir," he says. "Unless we're changing the assignments for this mission?"

King-R seems to be having trouble getting back to his seat.

written by Jam on Apr 08, 2013 16:05

"Wait, if we're in free fall, what happens when we finally hit something? Do we all just go 'splat' and die?"

I start a count in my head of roughly how many secondcycles we've been floating for.

written by Speeder on Apr 08, 2013 17:13

I first reply to Jam.

"This is a TUBE, we won't hit anything, we will just brake, probably a bit more violently than people would like.

[1357]

Also we might just change direction, of course this mean some incredible forces toward some directions.

Of course this mean that King-R that is still not seated is still risking get turned into some splattered tissue."

I smile and look at Lucas.

"No no... We should keep as we are now. But I demand that you improve your performance, the Easter Cycle thugs caused several close calls in our bunker... If they could do that in our bunker, imagine now that we are NOT in our territory."

written by Gligar on Apr 08, 2013 18:21

TUBE Transbot D7-48-DF-AC-A8-96, in a tunnel, somewhere past JHT Sector

Jam-Y is worried about something. If they're in free fall, what happens when they collide with something? Do they just go splat? Well, given that it's been over a minutecycle since they stopped accelerating, and that they haven't hit anything yet...

Speed-Y doesn't think that they will hit anything; he seems to be somewhat familiar with the TUBE network. As he explains, all that will happen is a rapid deceleration - just not an instant one. But even so, forces will be... violent. And that includes changing direction - which he is sure will happen.

And that means that King-R had better strap himself into his chair to avoid a sudden impact event with the transbot... one that will cause injury at the very least.

To Lucas-O, he adds that they will not be changing MBD assignments for this mission. And that means that Lucas-O must improve his performance. After all, if the Easter Cycle can hit them in the bunker, think what they could do out here!

"Got it, sir," he replies, "but I must remind you that the same also applies to the rest of you. And you know that I'll be testing you."

The transbot continues on its way. King-R manages to pull himself into his seat, and is working on his harness when there is a sudden jolt, throwing everyone to the left.

written by Speeder on Apr 08, 2013 18:31

"I guess is no coincidence that this system got phased out and is used only for long distance transport."

I puke.

"NOOO, I WANT MY B3 WITH SOYLENT BAAAAACK!!! BANANAAAAAS!!!"

written by Lightning4 on Apr 08, 2013 20:04

I try to avoid what Speed-Y just did. And avoid looking at it.

If he did anything, anyway.

written by Cryoburner on Apr 08, 2013 20:32

I respond to the others.

"Ah, yes, Boris gives his full recommendation. And if you know Boris, you'll know that his recommendations are fully recommended!"

written by Gligar on Apr 08, 2013 22:09

TUBE Transbot D7-48-DF-AC-A8-96, in a tunnel, somewhere past JHT Sector

Speed-Y comments that it is no mystery why the TUBE isn't used except for long-distance journeys. After all, look at the effects the thing can have: it can cause clones to lose the contents of their stomach.

Which promptly goes everywhere, spreading over everything.

Speed-Y is upset at this. He *liked* that Soylent!

L4-O just tries to avoid the nasty stuff. Difficult when it decides to spread like it does, but he somehow manages it.

King-R isn't so lucky. He looks sharply at Speed-Y. "Was that really necessary, sir? Someone's going to have to clean that up! And I'll be making sure of it!"

The transbot makes a sudden shift upwards, and one of the displays changes to read

Approaching DIG Sector

Factory Floor Entrance, Laser barrel factory, Roadway 3, JHY Sector

"Karl" relays "Boris'" recommendation that they go investigate the slugthrower factory. This causes the commies to whisper quietly.

Eventually, one says, "We'll have to verify your claim. These slugthrowers have been verified by our comrades - "

BLAM

"Oh no! My slugthrower fired itself again!"

And fire it did... right into "Karl's" torso. He falls to the ground and drops his PDC.

written by Cryoburner on Apr 09, 2013 05:23

"OW OW OW OW! ARRRR!"

written by Speeder on Apr 09, 2013 12:52

OW OW OW ARRRRR!

I think we should trademark that phrase and make t-shirts with them.

[1358]

I flail my hands in the air as best as I can, having been shot several times.

“Comrades, we should probably see about getting me some bandages, as it’s becoming somewhat difficult to further our glorious causes in my present condition. Also, directing your weapons in some direction other than directly at me might also help.”

written by Lightning4 on Apr 09, 2013 07:00

“Almost there! Too bad we couldn’t take Nukabot with us. In fact, perhaps I should notify Nukabot to just head back to the bunker... I have the feeling we’ll be gone for a while.”

I wait to take out my PDC though, since I probably won’t be able to hold my grip if the TUBE bot suddenly stops.

written by Speeder on Apr 09, 2013 12:50

“In fact, even better, request for his maintenance.

Although I fear he might be sabotaged again... He might also get repaired finely.”

written by Gligar on Apr 09, 2013 13:14

Factory Floor Entrance, Laser barrel factory, Roadway 3, JHY Sector

“Karl” realises that he is finding it hard to breathe after that last shot, but nonetheless insists on flailing again. That gets the commies confused. Why would he be acting normally under those conditions? And why would he be speechifying, wasting his air on words?

Actually, he’s just saying that they might want to administer aid and/or point their weapons elsewhere, but he takes so long in saying it that he passes out almost before he can finish saying it.

“You know,” one of them says, “maybe we should help him.”

“I guess. Anyone know where the medical bay is around here?”

“Nope. Anyone got any supplies?”

“Nope.”

TUBE Transbot D7-48-DF-AC-A8-96, in a tunnel, somewhere near DIG Sector

L4-O is sad that they can’t take Nukabot with them. Perhaps he should send a message back to tell it to return to the bunker. (If it weren’t for the risk of sudden deceleration causing him to lose his PDC, he’d do it now.)

Speed-Y suggests that L4-O instead organise repairs. Though... given the what happened last time, he’s not so sure whether a repair team would repair Nukabot or cause even more damage...

There is a big jolt as the transbot suddenly decelerates. A display lights up, indicating that the bot has indeed arrived at DIG Sector.

written by Lightning4 on Apr 09, 2013 18:18

I undo my harness, and head to the door. I look around, if I can.

written by Speeder on Apr 09, 2013 18:35

I also quickly reach for the door (but don’t exit yet, I look outside)

What is the thing decide to leave the station again before I leave it?

written by Gligar on Apr 09, 2013 18:59

TUBE Transbot D7-48-DF-AC-A8-96, at a station, DIG Sector

L4-O and Speed-Y both unstrap themselves and head for the door. L4-O wonders why it doesn’t open for a moment before Speed-Y helps him out by pressing the button.

The door opens, revealing what appears to be another RED TUBE platform, similar to the one they just left.

Unlike the one at JHT Sector, however, this one features not only a group of PLC clones, but also a pair of forklifts carrying some boxes. How they got here is a mystery until Speed-Y looks around a little further and spots a vehiclebot door a bit further down.

One of the clones, a GREEN, looks over. “Identify yourselves! This is a restricted platform limited to PLC employees only. What is your business here?”

“Is it that team?” asks another, a RED.

“We don’t know yet!” replies the GREEN. “It could be anyone.”

written by Jam on Apr 10, 2013 05:41

I unstrap myself and exit the transbot.

“Yes, we’re the team!”

I smile at the clones waiting for us.

written by Gligar on Apr 10, 2013 12:15

TUBE Transbot D7-48-DF-AC-A8-96, at a station, DIG Sector

Jam-Y unstraps himself. He joins L4-O and Speed-Y... and then steps onto the platform.

PLC TUBE Platform, at a station, DIG Sector

He looks at the GREEN and, smiling, assures him that they are the team.

“How do I know that?” the GREEN wants to know. “A TUBE transbot pulls up, and clones get out... do you know how many transbots pull into here? How do I know that you’re the right team? What are you here for?”

Behind him, another clone pulls out her PDC and checks something.

written by Speeder on Apr 10, 2013 14:24

I look at him and smile in a friendly manner.

[1359]

"Hello! I am Speed-Y, Team Leader of Team Epsilon, I heard we are to escort your cargo.

Now, how I know that YOU are the ones that are supposed to give our the correct cargo, and not a team of infiltrators giving false cargo?"

written by Kristos on Apr 10, 2013 15:33

I follow the clones into the Armed Forces garrison and, naturally, look around.⁸³²

written by Gligar on Apr 10, 2013 16:16

PLC TUBE Platform, at a station, DIG Sector

Speed-Y also smiles. In as friendly a tone as he can, he turns the statement around: how can the team know that the PLC crew are genuine?

"Simple," the GREEN replies. "You should have received a password with your briefing. Give it to us, and we'll give you the package. It's then up to you to get it to its destination. You will, of course, have to arrange transport.

"Now, I'll ask again: *what are you here for?*"

The RED gets off her PDC. "I've got confirmation that Team Epsilon left JHT Sector a few minutecycles ago... this is most likely them."

Roadway 2, JHY Sector

Kris-R continues following the survivors as they enter the garrison.

Security checkpoint, Armed Forces garrison, Roadway 2, JHY Sector

Of course, when one enters a military installation, the first thing to be done is to pass through security.

And in this case, security is handled by a couple of YELLOW clones, armed with laser rifles and possibly other things hidden away in their armour.

One commands the survivors to halt. "Identify yourselves!" he barks.

written by Speeder on Apr 10, 2013 16:20

I frown.

"I can only give the password to authorised clones, with the penalty of instant termination otherwise.

Please, show me your authorisation to receive the password."

written by Cryoburner on Apr 10, 2013 17:28

I try to un-pass out. >_>

written by Gligar on Apr 10, 2013 18:30

PLC TUBE Platform, at a station, DIG Sector

Speed-Y doesn't budge from his standpoint and insists that the PLC team show some sort of authorisation. Only then will he give the password.

The GREEN sighs. "Alright, who has the form?"

⁸³² KRISTOS: (OOC: lol@Kar!!)

"I've got it," a YELLOW, one with a clipboard, replies. He flips through a few sheets. "Here it is." He walks over, removing something from his clipboard, and shows it to Speed-Y. It does indeed appear to be an Authorisation to Co-operate with Troubleshooter Team form, which can be used when sensitive matters are dealt with during a mission. This one authorises DIG Sector PLC to co-operate in a mission with Team Epsilon of JHT Sector.

Laser barrel factory, Roadway 3, JHY Sector

Somewhere in the factory, a group of communists is dragging someone.

That someone, of course, is the injured Cyrus-R. Cyrus would probably approve of being dragged, if it weren't for the fact that he is unconscious. Though it looks like he wants to wake up.

Impromptu command centre, Laser barrel factory, Roadway 3, JHY Sector

He actually manages to do that, briefly, as he is dragged into another room and placed on a table. Just before he drifts off again, he sees a communist retrieving a medkit from somewhere.

written by Speeder on Apr 10, 2013 18:37

"Alright!

So, who is the RED one with teeth?"

I am smiling again.

written by Jam on Apr 10, 2013 20:02

Surprised by Speed-Y's sudden question, I look closely at the one of the RED clones to see if there's anything odd with their teeth.

"I don't see anything wrong with their teeth... Speed-Y, what are you talking about?"

I look incredibly puzzled, until I suddenly realize what Speed-Y meant.

Then I facepalm.

written by Lightning4 on Apr 10, 2013 21:48

I simply watch for now. I do glance around the station though, to see if there's anything else interesting about. Or any traitors spying on us...

written by Gligar on Apr 10, 2013 22:49

PLC TUBE Platform, at a station, DIG Sector

Speed-Y accepts the form as genuine, looks around, and gives the password ("the RED one with teeth"), phrasing it as if it is a question.

That is enough to throw Jam-Y, at least, who initially thinks Speed-Y is asking about one of the RED clones. He has a quick look at them before realising the true meaning of Speed-Y's question, and facepalms. (Does Speed-Y have anything to say about that facepalm? 😊)

[1360]

The GREEN perks up. "Right over here." He heads over to an area behind the forkbots, beckoning for Speed-Y, and possibly the rest of the team, to follow.

L4-O doesn't follow, not just yet. He decides to remain where he is and simply look around the platform. He notices a crate behind the forkbots – presumably what the GREEN is referring to – and notices that it's big. And kind of reinforced, as if what is inside is dangerous. (Indeed, there is also a sign affixed to the crate, reading VERY DANGEROUS – DO NOT OPEN EXCEPT AS PER PROTOCOL PM-66778-BLUE.

He also notices a smaller door near the vehiclebot door, at the end of the platform, as well as a stairwell, probably leading to the rest of the station.

written by Kristos on Apr 11, 2013 04:18

I wait for another clone to identify the group as I am not really familiar with them.

written by Jam on Apr 11, 2013 04:29

I start to follow the GREEN clone.

written by Speeder on Apr 11, 2013 12:57

I also follow the GREEN clone, frown at Jam and facepalm.

written by Gligar on Apr 11, 2013 17:10

PLC TUBE Platform, at a station, DIG Sector

Speed-Y begins to catch up to the GREEN (but not before facepalming at Jam-Y), and notices the big crate. "As I said," the GREEN says, "you'll have to arrange your own transport from here. There's a used vehiclebot store not too far from here; I'm sure you'll find something there."

Jam-Y also catches up, and sees The Crate. He also notes its size.

The GREEN continues. "As to your team's equipment, that has already been sorted. Forkbots?"

The forkbots seem to grumble. They turn, and lower their forks before backing away.

"I think you'll find that everything you need is in the boxes."

Security checkpoint, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R makes no attempt to say anything, as he doesn't know any of the survivors.

One of the survivors seems to know the YELLOWS, though. He steps forward and says, "Sirs, I'm Private Phil-R-MAL-2. These are survivors of the communist attack, and we'd like to gain entry."

One of the YELLOWS says, "Yeah? I'll need some ID from all of them. ME Cards, tongueprints, whatever." He fishes around in his armour and pulls out a tongueprint scanner.

written by Speeder on Apr 11, 2013 19:31

I look at the GREEN clone.

"The equipment has a map, of where we are supposed to go at least?"

I peer at the boxes, seeing how heavy they are, and if they can be carried by hand, and if they are labelled.

written by Gligar on Apr 11, 2013 22:12

PLC TUBE Platform, at a station, DIG Sector

Speed-Y wonders if "everything they need" includes a map. "Er... yes," the GREEN replies, "I think there is a map telling you how to get to the destination in HOL Sector."

He then investigates the boxes. From the look of them, they are large enough to contain equipment for the whole team, if said equipment were to be stored in individual boxes and copious amounts of Packy-Foam, as they were in the previous mission. As such, it would be difficult to move them by hand. Unless they were to sort out the team's equipment right now?

Joris-O is startled by his PDC suddenly vibrating at him.

written by Speeder on Apr 11, 2013 22:34

I approach the boxes, and carefully open one, hoping that packy-foam won't spring out like crazy and make me get fined for littering.

written by Kristos on Apr 11, 2013 23:00

When my turn comes, I present my ID.

written by Lightning4 on Apr 11, 2013 23:37

I notice the equipment and job over to the team.

"Oh, oops. I'm the equipment officer, so I guess this should be my duty too."

I assist Speed-Y with the sorting through the equipment boxes.

written by Jam on Apr 12, 2013 04:53

"And I'm the Loyalty Officer!"

I proceed to watch various clones to confirm that they are being loyal and unsuspecting.

written by Gligar on Apr 12, 2013 12:52

PLC TUBE Platform, at a station, DIG Sector

As always, one clone is the fastest to react to the boxes. Care to guess who?

If you guessed "Speed-Y", you were right. (Everyone else clearly needs an eye test. And probably a period of re-education.)

In this case, he is attempting to open one of the boxes to see what is inside. The most obvious thing is Packy-Foam – as he opens the box, a little of it falls out – which conceals a number of other items. Most obvious are the Team Leader's Hat, the pack of MBD badges, and the box of laser barrels.

L4-O, being rather slow to react, hurriedly rushes over to help Speed-Y with the boxes, and is able to open the other box, which seems to contain... well, Packy-Foam, but also a number of smaller boxes.

[1361]

Seem familiar?

There might be more, but you'd have to dig through the Packy-Foam to find it.

Jam-Y prefers to hang back a little, and keep a lookout for treason. He notes that he cannot see anything that could be described as an act of treason. Only L4-O and Speed-Y looking through the boxes, Joris-O fiddling with his PDC, and the forkbots continuing to grumble at something.

Speaking of PDCs, Speed-Y's makes itself known.

Security checkpoint, Armed Forces garrison, Roadway 2, JHY Sector

The YELLOW soldier continues to check IDs. It becomes clear that he is checking both ME Cards and tongueprints against some database he is accessing on his PDC.

Soon, it is Kris-R's turn. He gives his card to the soldier, leaving his hands free to grasp the scanner and apply his tongue to the sensors, sweeping it right across in as close to a regulation lick as he can manage.

After a moment, the scanner beeps. The soldier looks at his PDC and says, "Alright, you're who you say you are. You're with Troubleshooter Team Sigma of JHT Sector, correct?"

written by Kristos on Apr 12, 2013 14:50

"Team Sigma Leader, Kris-R, sir!"

I consider telling the soldier about my other team member who is still back in the commie-infested factory. But I don't want to hold up the line, and there's probably a more appropriate clone to talk to further in the garrison.

written by Speeder on Apr 12, 2013 15:03

I take the hat (since it is easy to reach) drop all packy foam back on the box, and put it on my head

Then I take the PDC and answer it, leaving the equipment sorting to equipment officer.

"Speed-Y here!"

written by Lightning4 on Apr 12, 2013 15:36

I start taking out and placing boxes next to me.

I call out for what officer each box is for, and place it next to me. Same as before!

written by Gligar on Apr 12, 2013 16:14

PLC TUBE Platform, at a station, DIG Sector

Speed-Y looks like he wanted to properly equip himself before answering his PDC. But whatever it is probably won't wait that long, so he decides on a compromise, wherein he only takes the hat for now, and puts the Packy-Foam in its place.

Then he answers his PDC.

L4-O handles the rest of the equipment from the other box. As mentioned, it consists of other boxes, and, as with the previous mission, they are labelled. He follows the same procedure he did last time, and names the boxes: Team

Leader, Equipment Officer - hey, that's him! - Loyalty Officer, Hygiene Officer, Communications and Recording Officer, Financial Officer, Alertness Officer...

Joris-O, having finished fiddling with his PDC, approaches, and takes the Financial Officer box. Maybe he'll get some use out of it this time.

Security checkpoint, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R confirms his membership of Team Sigma, causing the soldier to nod. "First mission, right? Bet you weren't expecting something this big." He moves on, soon coming to the end of the survivors. "Alright, you all check out. Head into the main building, and go to the mess hall. You'll have a chance to serve The Computer later."

Odd that he doesn't mention the rest of Team Sigma, but that's probably for the best - Mick-R never showed up, and Cyrus-R... where is Cyrus-R, anyway?

Impromptu command centre, Laser barrel factory, Roadway 3, JHY Sector

Right where we left him, it seems. It looks like he's coming around again. I'm sure the stimulants the communists injected him with have helped. (Surely they should have killed him by now. But I guess they still think he is this "Karl" person.)

So it is that he is awake when an impending attack on the Armed Forces garrison is announced.

written by Lightning4 on Apr 12, 2013 17:02

I keep digging, looking for any more boxes or equipment that needs to be distributed. If this box is empty, I move to one of the ones that haven't been checked yet. If there are any.

written by Jam on Apr 12, 2013 21:22

"Cool! A box!"

I run up to the Loyalty Officer's box, open it, and look inside.

written by Gligar on Apr 12, 2013 21:53

PLC TUBE Platform, at a station, DIG Sector

L4-O keeps looking through the box and, finding only Packy-Foam, moves on to the other box.

Apart from what has already been mentioned, L4-O also finds several laser rifles with barrels, and also some slugthrower ammunition. No slugthrowers, though. Finally, he finds some Troubleshooter helmets and several sets of reflex.

Jam-Y runs to the Loyalty Officer box and opens it. In there, he finds some tapes for his Loyalty Transcripts Recorder, as well as SDL and ELT cards as in the previous mission. He also finds an external microphone.

John-O also decides to investigate a box - the Communications and Recording Officer box, of course. Inside, he finds another Multicorder and a number of lights and camera attachments.

Interestingly, there seem to be more of them than there are team members.

Lucas-O starts to head towards a box, but is distracted by his PDC.

written by Lightning4 on Apr 12, 2013 22:00

I get a little concerned about all the PDCs going off. I don't say anything though, preferring to just momentarily glance at the clones who have had them ring so far.

I resume looking through the box, checking to see if there's anything else.

written by Jam on Apr 13, 2013 06:06

I take the tapes and the cards, and look at the microphone closer to try to determine what I'm supposed to do with it. Then I suddenly remember something important, and start looking in my box again.

"Laser pistol, laser pistol..."

I excitedly search my box for any signs of a laser pistol or barrel.

written by Gligar on Apr 13, 2013 13:19

PLC TUBE Platform, at a station. DIG Sector

L4-O notes all the PDCs going off... he is starting to get concerned by it all... isn't it a bit suspicious? But he still has this box to sort out, and besides, he hasn't had his PDC go off, so it's not like it is of any concern to him, right?

He goes back to the box, fishing through all the Packy-Foam, and finds a few additional laser pistol bodies and - oh hey, there is a slugthrower in there after all!

Meanwhile, Jam-Y is searching through the Packy-Foam in his on box. After all, there was a laser pistol in the previous one. But... doesn't he already have one? Well, I guess he has *two* now, since there's one in there.

But he also has to worry about the rest of the contents of the box. The tapes and the cards are simple enough, but what about this microphone? Doesn't he already have one with his transcripts recorder? Is this one meant to be a replacement? An extra? It does have a trailing lead...

written by Speeder on Apr 13, 2013 13:35

I finish hearing my PDC.

"Odd... message."

I shrug, and approach the equipment boxes again and start to grab my own equipment and wear whatever I am supposed to wear (like, armor).

"My message was about how our cargo should not fall at the hands of traitors from secret societies, so I guess we can expect them."

written by Gligar on Apr 13, 2013 17:46

PLC TUBE Platform, at a station. DIG Sector

Speed-Y puts away his PDC. Apparently, he was just told that their cargo was too important to allow to fall into the hands of a secret society. Which basically told him what they already know: that the secret societies will attempt to stop them.

He also approaches the boxes, at the same time as Joris-O, and sorts out his own equipment: reflec, laser pistol, slugthrower...

...well, he would if he didn't already have reflec, a laser pistol and a slugthrower. But a spare barrel never went amiss, so he grabs one. But... hmm, the slugthrower... does he want another one? Or maybe let their other YELLOW have it?

Said YELLOW seems to still be pondering the microphone he found. Why would he need another?

Well, it must be alright, since The Computer approved the equipment, right? Therefore he must need it for something.

written by Lightning4 on Apr 13, 2013 18:55

If this large box is complete, I look for any other equipment boxes I am supposed to look through.

If there is one, I immediately open it and start looking through it.

written by Kristos on Apr 14, 2013 00:00

Serve the computer... Hearing that phrase I begin to feel guilty. How strange. I whisper to the clone beside me, "Hey-" then forget what I was going to say. How awkward. So I cap the silence off with "-what's your name?"

I head into the main building, and go to the mess hall.

written by Speeder on Apr 14, 2013 00:14

I leave the other slugthrower.

But I check if it is one of those legendary "revolvers" too, or something newer and less cool.

written by Jam on Apr 14, 2013 05:42

I stop looking at the microphone for now and go take the slugthrower.

I also put on my reflec (if I'm not already wearing it), then check the reflec in Speed-Y's box, the compare it to the reflec that Speed-Y's wearing.

written by Gligar on Apr 14, 2013 11:56

PLC TUBE Platform, at a station. DIG Sector

Now done with the large boxes, L4-O turns his attention to the smaller ones. As mentioned, there is a box for each Mandatory Bonus Duty here, including one for the Equipment Officer. He opens it, revealing a helmet, laser pistol, repair kits... you know, the usual. Oh, and a fresh set of reflec.

[1363]

Speaking of reflec, Jam-Y seems a little concerned over the state of Speed-Y's reflec; the set in his box seems to be in better condition. Speed-Y doesn't seem to have noticed due to being interested in that slugthrower.

No wait, he has left it alone. That might be due to the fact that it isn't a "revolver" but a regular, more modern weapon which is not as interesting in his opinion. Oh well, that just means that Jam-Y can take it and the ammunition (35 slugs in total), and sort out his own reflec. There, all better.

Armed Forces garrison, Roadway 2, Emergency Bunker C-3

Feeling a little guilty for no apparent reason, Kris-R follows the other clones towards the mess hall. He attracts the attention of one of them, and is about to say something before thinking better of it. He instead settles on asking the clone's name. "Josh-R-JHY-2 at your service, citizen! And you?"

The group continues into the main building, where they are escorted to the mess hall.

Mess hall, Main building, Armed Forces Garrison, Roadway 2, JHY Sector

The mess hall is a large room resembling many food halls in the rest of the complex: long benches where clones can sit and eat, serving hatches in one wall, vendobots along another... you know the sort of place. This one is different in that there are no vidscreens, only Armed Forces posters reminding the soldiers who eat here to remain alert for commie mutant traitors.

It doesn't appear to be in use right now, meantime being hourcycles ago.

Cloning station, Roadway 3, JHY Sector

Another cloning tank begins its cloning cycle.

written by Speeder on Apr 14, 2013 16:00

I check my box again, see what objects are there.

And if I find barrels, I already take them (but continue the checking of stuff).

written by Gligar on Apr 14, 2013 19:29

PLC TUBE Platform, at a station, DIG Sector

Speed-Y has another look in his box.

Hmmm. let's see... there is the reflec - seemingly better quality than the reflec he has - as well as a laser pistol with a YELLOW barrel, a folder marked "Additional Instructions"... and that's about it.

The GREEN looks over at them. "Are you all ready?"

Cloning station, Roadway 3, JHY Sector

The tank finishes its cycle and deposits a rather confused-looking Cyrus-R onto the floor.

Wait... Cyrus-R? Why would he be decanted? The last time I saw him, he was resting on a table in the impromptu command centre the communists were using in the factory. So why is he suddne;y here? Let me see...

Ah! Here it is. It turns out that the communists used the wrong medication... apparently they did not realise that Cyrus-R had low blood pressure, and his heart failed.

written by Lightning4 on Apr 14, 2013 19:50

I decide to swap out my reflec for the new reflec, putting the old armor into the box.

written by Speeder on Apr 14, 2013 21:13

I swap my reflect, and take the laser pistol with barrels (who knows, maybe I want wield two at the same time?)

And I read the folder, just in case something make me want to question the GREEN.

written by Gligar on Apr 14, 2013 23:00

PLC TUBE Platform, at a station, DIG Sector

As other clones sort out their boxes, L4-O decides to swap out his reflec. Probably a good idea after the zombie episode...

Speed-Y seems to think the same way, as he swaps out his own reflec. There we go. (He also takes the extra laser pistol, because why not?)

He also has a look at that folder. Inside, he finds several sheets of paper; the first reiterates what the GREEN told him about transport, namely that they should probably obtain it themselves. The reason for this becomes obvious when he looks at one of the other sheets, which seems to be a list of suggested routes to take to get to HOL Sector. Most of them make use of roadways.

The remaining sheets summarise their possible foes, and a couple of protocols for use if The Crate is opened. But... given that they seem to revolve around dying...

written by Lightning4 on Apr 15, 2013 01:12

I don my helmet, and any badges and such. I also put the laser pistol and repair kits away for safekeeping.

I then assess how many extra weapons are left.

written by Cryoburner on Apr 15, 2013 02:38

"Hmm... How troublesome... I'll need to get my pen back."

I wander over to the nearest shower, and following the procedures outlined in the "Decanting and You!" instructional video training series, don an air mask and begin a shower cycle, so long as the showers are cycling as expected.

written by Speeder on Apr 15, 2013 11:04

I turn to the GREEN.

"In case of emergency, if the crate is stolen, can I explode it if I think it cannot be retrieved?"

written by Gligar on Apr 15, 2013 13:41

PLC TUBE Platform, at a station, DIG Sector

L4-O continues sorting out his equipment. Helmet... badge... extra laser pistol... the repair kits...

[1364]

That leaves one laser rifle per team member plus two spare barrels each, and the same for laser pistols. They're being generous with the weapons this time.

Speed-Y, it seems, has noticed an omission with the instructions: what are they to do if The Crate is stolen? Can they explode it? "You can't," is the response. "The contents are immune to conventional explosives... and nukes are so far beyond your clearance that you wouldn't be here if you had one. If it is stolen, you will simply have to get it back."

Cloning station, Roadway 3, JHY Sector

Cyrus-R realises what has happened and notes the inconvenience. He'll have to get his pen back.

He proceeds to follow the lighted strips, starting with the one which takes him to the showers.

Chemical showers, Cloning station, Roadway 3, JHY Sector

Once there, he's able to start showering. He notes that the showers are working normally.

written by Speeder on Apr 15, 2013 15:04

I nod.

"That... complicates... things.

But, nukes CAN explode it?"

I look around to see if there are still any equipment to be sorted out (by me, or anyone else in the team)

written by Lightning4 on Apr 15, 2013 15:32

I also grab my laser rifle and barrels, and the spare laser pistol.

"Quite a few weapons. I'm a little concerned that you're indicating how many CMTs we're going to come across later... we didn't get anywhere near this many on our last mission and, hoo boy, we were killing a lot of things."

"Oh well. More things to shoot isn't a bad thing."

written by Gligar on Apr 15, 2013 16:54

PLC TUBE Platform, at a station, DIG Sector

Speed-Y seems a little worried. Being unable to explode The Crate makes things... complicated. But wait... he said that nukes would work? "I think I've said enough now," the GREEN replies. "Any more and I'll have to haul you all away for brainscrub."

Speed-Y turns to the remaining equipment, and spots the pile of lasers that L4-O has taken out of one of the boxes. L4-O, incidentally, has added one of the rifles to his already-formidable arsenal, but he also seems... concerned. This is quite the loadout they have been given. Far more than the last mission, where they would have definitely appreciated all this. (But then, The Computer didn't know that there would be zombies.) And that tells him that they will have... opposition.

Not that that is a bad thing. And at least they have proper warning this time.

There! It looks like everything is ready (except for all the spare weapons)... so, what now?

Oh yes! The cameras and such. John-O looks like he wants to say something...

written by Speeder on Apr 15, 2013 17:00

I look to John-O

"Yes?"

written by Lightning4 on Apr 15, 2013 19:10

If there are extras like before, I grab a camera and put it on my helmet. I don't turn it on quite yet.

"If nobody wants any spare weapons, I can carry them. I'd rather not be weighed down TOO much though..."

written by Gligar on Apr 16, 2013 12:41

PLC TUBE Platform, at a station, DIG Sector

Speed-Y (of course) is the first to say something to John-O. Okay, it's just him asking what John-O wants, but still.

But from John-O's point of view, it's probably a good thing he did. "I just wanted to remind everyone that I'll be taking video logs again," he says. "I'll need you to take a light and a camera each."

L4-O grabs a camera and mounts it to his helmet. He doesn't turn it on yet.

He adds that if no-one wants any of the other weapons, he can carry them. But it's rather a lot; he doesn't want to be weighed down.

Everyone gets busy with cameras and light, but it seems that the weapons are not going anywhere. I guess L4-O will be carrying them.

"I have to hurry you," the GREEN says. "We have to get back to work, and we're pushing time as it is. If we get fined for lateness, you can bet that you will as well."

written by Speeder on Apr 16, 2013 12:56

I nod to the GREEN.

"Alright! Off we go, just tell me where is the abandoned vehicle you saw again."

I get John-O equipment he want me to use, and setup it on my Leader hat properly.

Then I smile happily. Who would not be happy when you are following the procedures correctly?

written by Gligar on Apr 16, 2013 18:09

PLC TUBE Platform, at a station, DIG Sector

Speed-Y nods, and agrees that they should go. He asks about an abandoned vehiclebot. While he sorts out his helmet with a camera and light, the GREEN answers him.

[1365]

"Abandoned vehiclebot? I think I said something about a used vehiclebot store, didn't I? And nothing about vehicles being abandoned... but it wouldn't surprise me, the way things are going. In any case, you go out of the door and head past S.H.A.F.T 4... and try not to fall in."

written by Lightning4 on Apr 16, 2013 18:15

I grab all of the spare weapons and put them away. I try to rebalance my load so I'm not weighed down too much.

written by Speeder on Apr 16, 2013 18:19

"Alright Team!"

I grab the rest of the stuff that I can and stuff into my hammerspace, I mean, jumpsuit.

Then I turn the others.

"Everyone ready to roll?"

I approach the crate... It does not like it will move by itself.

written by Cryoburner on Apr 16, 2013 18:52

I continue showering.

written by Kristos on Apr 16, 2013 20:40

I say my "full name" (ooc: whatever the blazes my name is) and ask Josh-R what he was doing before the commies struck.

written by Gligar on Apr 16, 2013 22:51

PLC TUBE Platform, at a station, DIG Sector

L4-O decides that, since no-one is taking the weapons, he should carry them, as befits the Equipment Guy. Of course, there are a lot of spare weapons and, even with the copious amounts of storage space offered by the standard-issue jumpsuit and backpack, it takes a little rebalancing for everything to fit snugly and not try to tip him over.

Speed-Y decides to help, and also grabs a few things that everyone else was ignoring, specifically the leftover cameras, his own extra equipment, and such. He then asks if everyone is ready. "Yep." "Sir!" "Ready." etc.

There is just one more thing: The Crate. That's not going to move on its own... they'll have to sort out some way of transporting it. Perhaps some sort of bot?

Chemical showers, Cloning station, Roadway 3, JHY Sector

Ah! Looks like Cyrus-R has just about finished in the shower... and look! Another lit strip on the floor! He follows it to the outfitting room, noting that the strip breaks there.

Outfitting room, Cloning station, Roadway 3, JHY Sector

It looks like the vendobots are still working: ME Cards, jumpsuits, laser pistols, PDCs... just remember to get them in the correct order. Not that you could do otherwise, of course.

Mess hall, Armed forces garrison, Roadway 2, JHY Sector

Kris-R replies by giving his name (Kris-R-QJT-4) and asks what Josh-R was doing before the attack.

"I was working," Josh-R replies, "at an Internal Security processing station. I start the process for suspicious activity reports," he adds, "making sure that the correct department is notified and all that. Well, as you can imagine, things were very busy in there just as the commies hit!"

written by Lightning4 on Apr 16, 2013 23:40

"Too bad we don't have Nukabot with us... oh well."

"Oh right, I was going to tell Nukabot to head back to the bunker."

I get out my PDC and immediately start typing up a message to Nukabot:

Looks like we're going to be out here for a while.

You should probably head back to the bunker for now.

written by Gligar on Apr 17, 2013 12:24

PLC TUBE Platform, at a station, DIG Sector

L4-O thinks that it's a pity that they don't have Nukabot with them.

Speaking of Nukabot... wasn't L4-O going to tell it to head back to the bunker? They'll be out here for a while, it seems. (He was, but everyone got distracted, I think.)

He sends the message.

Crossroad, Kappa Subsector

Nukabot wakes up from power-save mode and fires up its motors. It executes a U-turn and starts back down the roadway.

PLC TUBE Platform, at a station, DIG Sector

L4-O receives a reply:

On my way.

written by Speeder on Apr 17, 2013 13:00

I think a bit.

"Alright, let's see if we can move this crate now... If not the plan is leave someone guarding the crate while others go search for transportation and a forkbot that we can use."

I attempt to lift, push, or whatever, carefully, just to test the weight of the crate without damaging my muscles.

written by Lightning4 on Apr 17, 2013 15:33

I watch Speed-Y and the crate for any reaction.

written by Gligar on Apr 17, 2013 16:45

PLC TUBE Platform, at a station, DIG Sector

Speed-Y comes up with a plan: if they can't move The Crate, they will have to leave someone here while they arrange transportation of their own... perhaps a forkbot and something else. "The forkbots can remain here if it will help," the GREEN offers.

[1366]

Speed-Y steps up to the crate to see if he can move it.

Well... given how large – and heavy – the thing is, it's possible that you'd need a forkbot just to lift it. Speed-Y is able to ascertain that he won't be able to move it by himself, at the very least.

He becomes aware, as he strains against The Crate, that both L4-O and the GREEN are watching. The GREEN looks amused.

written by Speeder on Apr 17, 2013 17:00

I nod.

"Yes, we will need the forkbots, I am very sure of that now."

written by Jam on Apr 17, 2013 19:17

"Really?"

I also try to lift the crate.

"Wow, this is heavy..."

written by Gligar on Apr 17, 2013 21:46

PLC TUBE Platform, at a station, DIG Sector

Speed-Y agrees that they will need the forkbots, given how heavy The Crate is. Did I also mention that it's also quite large? Because it is.

The forkbots seem to have their own ideas, though. "My directive binds me to this sector," one says. "I will assist you as far as the sector boundary, but no further." The other just grumbles.

Jam-Y wonders if Speed-Y is telling the truth, and checks The Crate himself. He ascertains that yes, it is very heavy, and yes, it is large.

It kind of makes you wonder why they even tried, but some clones seem to think that all crates are the same size 😊

Or maybe the size information was only just declassified from [DFSR] Clearance, and their minds were unable to process the crate properly 😊

written by Cryoburner on Apr 17, 2013 22:46

I acquire an ME Card, jumpsuit, laser pistol and PDC, as outlined in the "Decanting and You!" instructional video training series. If all that works as intended, I don my jumpsuit and make my way toward the next station.

written by Speeder on Apr 18, 2013 00:57

I look at the bots.

"Alright..."

I look to the team.

"Let's split, someone come with me, I will search for a vehicle that can take that crate around.

The rest please escort the crate to the roadway."

I smile.

"So, who is coming with me?"

written by Gligar on Apr 18, 2013 16:45

PLC TUBE Platform, at a station, DIG Sector

Speed-Y makes the decision to split the team. He, and one other, will secure transportation, and the rest will stay with The Crate and ensure that it gets at least as far as the roadway outside.

He then asks for a volunteer to accompany him. "I'll go," offers John-O.

"The roadway, huh?" asks one of the forkbots. "That lies within the sector, I believe that I could assist with that."

Outfitting Room, Cloning station, Roadway 3, JHY Sector

Remembering his orientation vids, Cyrus-R collects his equipment in the correct order, more or less.

That leaves one vendobot, but that seems to be empty. It's marked as containing release forms, but there are none evident.

Satisfied that he has what he needs, Cyrus-R follows lights again.

Release office, Cloning station, Roadway 3, JHY Sector

On entering, he notes that, instead of the ten or so clones who seem to be required to staff the desks and terminals, there are none.

There is, however, a printer and a blotbot. The printer seems to have finished printing something.

written by Speeder on Apr 18, 2013 17:06

"Alright!"

I start to look for the exit.

written by Jam on Apr 18, 2013 17:36

"Okay then! Let's go to the roadway!"

I keep a look out for any commie mutant traitors that might try to steal the crate, and start walking in the general direction of where I think the roadway is.

written by Lightning4 on Apr 18, 2013 18:13

I look around the room, since I guess I will be guarding the crate from any treasonous treasondoers that would try to commit treason.

written by Cryoburner on Apr 18, 2013 19:08

I check whether there is a ring-for-service bell present, that could be used to get the staff's attention. I also note whether there are any release forms or other useful things around, and have a look at what was just printed.

written by Gligar on Apr 18, 2013 20:07

PLC TUBE Platform, at a station, DIG Sector

Speed-Y is the first to move. And since the people door is not far from the vehicle door, he and John-O end up walking ahead of the rest of the team, who, with the aid of the forkbot, are slowly making their way towards the vehicle

[1367]

door, The Crate in tow. Impressively, the forkbots are able to lift the large Crate by itself without needing the help of the other (though the other would probably refuse to help anyway, given its grumpiness).

As it moves, Jam-Y and L4-O keep their eyes peeled for any signs of potential commie mutant traitors. What they see is the PLC team crowding around a section of wall. As he watches, the wall opens up, revealing a passageway, through which the PLC team exits.

Eventually, everyone gets to their exits, and Team Epsilon reaches the roadway.

S.H.A.F.T. Roadway, DIG Sector

It actually doesn't look all that much like a roadway; if it weren't for the tracks made by vehiclebots passing over the synthcrete, it would just look like a corridor without walls. And without a ceiling. The roadway stretches for a distance in either direction, passing various buildings on one side, and several holes, each at least 10m across, on the other. The holes are numbered; on the other side, more buildings can be seen.

Release office, Cloning station, Roadway 3, JHY Sector

Meanwhile, in another part of Alpha Complex, Cyrus-R is looking for things. Things that might be used to call for the attention of staff, or that might be potentially useful for a kleptomaniac, or that might potentially be release forms. Sadly, he finds none of those. Only the printout, which he now goes to investigate.

It turns out that he was hasty in assuming that there might not be release forms present, since that is what the printout turns out to be.

written by Speeder on Apr 18, 2013 20:19

I look at John.

"So, what side we go first? And I don't remember what are those holes..."

And if I remember well, falling from this thing is not pleasant, how high are we?"

written by Cryoburner on Apr 18, 2013 20:32

"How very convenient!"

I check whether there might be a pen around.

written by Lightning4 on Apr 18, 2013 21:58

I follow along with the crate, noting the sector ahead.

"Interesting looking sector... wonder what's in those holes..."

written by Kristos on Apr 19, 2013 02:03

"I was investigating a suspected factory sabotage..."

I pause to point at my team leader hat, but realize it is not there.

"Anyway, I'm the team leader. My loyalty officer is there now, fighting the communists in a remarkable way! I should buy him a B3 for being so loyal!"

I look briefly around the mess hall and wonder what we are supposed to do next.

written by Gligar on Apr 19, 2013 15:00

S.H.A.F.T. Roadway, DIG Sector

Speed-Y wonders which side of the holes - or the Systematic High Acceleration Filtration Tunnels (S.H.A.F.T.) according to a nearby sign - they should check first. And as for the holes themselves... he's not sure what is in them, or how deep they go, but he is certain that falling would be... unpleasant.

"Well, the GREEN mentioned that we need to go past S.H.A.F.T. Four," John-O reminds him. He looks around, and says, "And that looks to be S.H.A.F.T. Four over there." He points in that direction.

A short distance away, L4-O is also wondering about the holes. He spots a sign that at least tells him what the acronym stands for, and that the S.H.A.F.T. system is part of an even larger underground construction built during the Old Reckoning, the purpose of which is unknown.

Release office, Cloning station, Roadway 3, JHY Sector

Now that he has the release form, Cyrus-R is all set - except for one thing: he needs a pen.

Looking around, he finds that, actually, he isn't the first to come here; someone has carelessly left a couple of disposable black pens lying around next to a terminal.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R starts to give an account of his mission to Josh-R. He is about to point to his Team Leader Hat when he realises that he no longer has it.

He finishes by pointing out that his Loyalty Officer is still active, and still fighting. (If only he knew.)

"That's interesting!" Josh-R says. "The takeover started at the factory... any ideas how it started?"

Kris-R looks around, to see the other survivors talking amongst themselves.

written by Speeder on Apr 19, 2013 15:11

"I wonder if someone on R&D ever jumped down one of those shafts with special equipment..."

I smile happily.

"Alright John!"

I go where John suggested. Making damn sure I won't fall into any mysterious holes.

written by Lightning4 on Apr 19, 2013 15:39

I continue following along with the crate, keeping an eye out for any commies or such clones.

written by Gligar on Apr 19, 2013 19:07*S.H.A.F.T. Roadway, DIG Sector*

It seems that Speed-Y is being curious.

If Internal Security were watching, they would probably think he was being a bit *too* curious... but they aren't. At least, not that he can see.

More specifically, he is wondering if anyone from R&D used special equipment to protect themselves when jumping down. If they had, at least, he is most likely too low a clearance to know the answer.

In any case, has has no special equipment. As such, he must be careful when dealing with holes such as these, and try not to fall in, as the GREEN suggested.

S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

It doesn't take long for Speed-Y and John-O to reach S.H.A.F.T. Four, which, as mentioned, is 10m across. And not really all that far from Three and Five... it looks like there is less than 1m of clearance each side of the S.H.A.F.T.

So... wait. There appears to be another crossing: a narrow bridge spanning the shaft, which seems to be slight wider, and probably more stable, than the lip.

So, who wants to go first? Speed-Y or John-O?

S.H.A.F.T. Roadway, DIG Sector

Back with The Crate, L4-O continues to tag along. He notices a few clones in the distance, both this side and on the other side of the S.H.A.F.T.s, but they don't appear to be paying any attention to them.

He also notices Speed-Y and John-O, who seems to have reached S.H.A.F.T. Four, and are contemplating how best to get across.

Soon, the forkbot stops. "Where now?" it asks.

written by Speeder on Apr 19, 2013 19:08

"I really hope I won't die doing this..."

I carefully cross the thing.

written by Lightning4 on Apr 19, 2013 19:41

"Looks like we need to get across here."

I look back at those clones I saw before, preferring to not cross the bridge quite yet.

written by Cryoburner on Apr 19, 2013 22:11

"How very convenient!"

I take both of the pens, and use one to begin filling out my release forms. As I do so, I briefly examine the quality of the printout, as well as the quality of the pens.

written by Gligar on Apr 19, 2013 22:41*S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector*

Speed-Y decides to cross first.

Cautiously, he makes his way across the bridge. It's quite smooth, and, as it turns out, there are no handrails. Rest assured that it is quite safe as long as you don't accidentally (or "accidentally") slip (or "slip") and fall off.

Speaking of slipping, Speed-Y almost does (and almost falls into the hole) as he crosses the halfway point. Naturally, he stops at that point.

S.H.A.F.T. Roadway, DIG Sector

L4-O decides that they need to get across to the other side somehow. But he's at a loss as to how...

In his confusion, he glances around at the various clones before settling on Speed-Y and John-O. He sees that they have started across the S.H.A.F.T.'s narrow bridge. Speed-Y, in the lead, seems to have stopped halfway through.

Release Office, Cloning station, Roadway 3, JHY Sector

Cyrus-R takes both of the pens (but what if someone else needed one?), but only uses one to fill out the form. Which, by the way, is legible, and the pen allows him to write acceptably well.

He finishes the form quickly enough - it seems fairly straightforward - so now what?

written by Speeder on Apr 19, 2013 22:43

I take a breath, and then press on forward, courageous but cautious, doing my best to avoid panic.

written by Lightning4 on Apr 19, 2013 23:16

I get a little nervous.

"I wonder what's down there..."

written by Gligar on Apr 20, 2013 13:56*S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector*

A little nervous after his near-fall, Speed-Y presses onward, while simultaneously trying to project an air of confidence and trying to suppress his own fear of falling off. And you know what? He does a pretty good job of it!

S.H.A.F.T. Roadway, DIG Sector

He is watched by L4-O, still near The Crate, who is also a little nervous. Though in his case, it's partly because he doesn't know what is down there.

S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Finally, Speed-Y makes it across... it may not have been far but still, with seemingly-bottomless shafts...

Now it's John-O's turn. He manages to not slip up at all.

But even though the two have survived, there is a distinct air of... disappointment emanating from somewhere.

written by Speeder on Apr 20, 2013 16:39

I smile happily.

"Whoa, we made it! But for some reason, I feel that someone, somewhere, wished that we would fall. It is almost as we had to cross this during our mission only for that purpose...

But well, what next?"

written by Kristos on Apr 20, 2013 18:02

"I don't know how it started. All the workers began leaving the factory. I was working with some special equipment- THE EQUIPMENT! What if they find the..."

I then realize what might happen if the commies try to operate the laser barrel tester, and grin widely.

"Never mind that. The equipment will *take care of itself*. Anyway, after everybody left the factory, I was attacked by a clone with a laser pistol with a modified RED barrel. I managed to discapacitate him and take his PDC, which connected him with a significant Communist named Andrei. A message from Andrei stated that the sabotage of the production line proved that their plan worked, and that they should apply the same plan to the other lines. Soon after that, red fuzzy hat clones attacked my team. Do you know anything else about the takeover?"

"I need to get back to the laser barrel factory and retrieve my loyalty officer as well as an important piece of evidence."

Pulling my PDC out I send this message to Cyrus-R: "Karl, Your mission has been altered for glorious reasons: You are to secure and bring a faulty slugthrower and a modified laser pistol barrel to the rendezvous point."

written by Lightning4 on Apr 20, 2013 19:46

I remember that I had spotted some clones in the distance earlier, and see if I can spot them again.

written by Gligar on Apr 20, 2013 20:46

S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Though he is pleased that they made it, Speed-Y is still aware of that... well, disappointment. Almost as if someone watching them was hoping that someone would fall in... perhaps that was the sole reason they had to cross the S.H.A.F.T.?

A more important question, though, is what they should do next. John-O has the answer: "We should be somewhere near the vehicle place, right? The GREEN said it would be past the hole."

He looks around, and soon spots a parking area with what looks to be a covered office out front. "Perhaps that's it."

S.H.A.F.T. Roadway, DIG Sector

Realising that he doesn't need to keep looking at Speed-Y, L4-O looks around for the other clones he spotted earlier. He soon finds them, near S.H.A.F.T. Two. There appears to be four clones, with three dragging the fourth.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R admits that he doesn't now how it started. All he knows is that the workers left while he was working with

some "special equipment" (i.e. the laser barrel tester) that, he indicates, is of importance. He then realises that the equipment can take care of itself, and goes back to summarising what has happened so far: the attack of the clone with the modified barrel, the message found on the clone's PDC, the second attack... Does Josh-R know anything else?

"Andrei... I think I've heard that name before," Josh-R admits. "Wasn't he behind the communist takeover of JHT Sector a couple of weekcycles back?"

Kris-R states that he needs to get back to the factory. He needs to retrieve some evidence... and his Loyalty Officer.

He pulls out his PDC, and fiddles with it for a moment.

Almost as soon as he can finish, a soldier enters the mess hall. "Alright, how many of you want to serve The Computer?"

Release Office, Cloning station, Roadway 3, JHY Sector

I'm... not sure what Cyrus-R is doing, but he isn't filling out his form. Probably because he already finished it. So why isn't it being processed by the blotbot yet?

Perhaps he can deal with it, as soon as he deals with his PDC, which is now indicating that it has a message.

written by Speeder on Apr 20, 2013 22:36

I look at the place, and move there. Making sure to not fall into any holes on the way, specially invisible holes that come from nowhere.

written by Cryoburner on Apr 21, 2013 04:17

"How very legible!"

I take a moment to check the message on my PDC, then hand my forms over to the desk-clone, as outlined in the "Decanting and You!" instructional video training series.

"Hmm... rendezvous point..."

written by Gligar on Apr 21, 2013 12:48

Past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y has another look at the vehiclebot store, if you could call it that. Seeing a clone in duty, he decides to head over there. Ensuring, as he does, that he doesn't accidentally fall in any holes, visible or invisible, such as might spontaneously appear for reasons beyond his security clearance. No such holes appear at this time, and he continues to the store... well, parking area.

As he approaches, he can see a sign above the entrance, identifying this as "DIG For The Road Vehiclebots (Est. 214)"

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

As Speed-Y and John-O approaches the clone's desk, she looks up. "Yes? How can I help you todaycycle?"

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Release Office, Cloning station, Roadway 3, JHY Sector

Cyrus-R checks his PDC. It's Kris-R, telling him to bring a faulty slugthrower and a modified laser barrel to the "rendezvous point", wherever that is.

That done, Cyrus-R gets back to the form. It is clear that he still expects things to go exactly as depicted in his instructional vids, since he heads to a desk, and hands his form to a clo-

There is no desk clone. There are no clones in the station at all except for him, and probably more still to be decanted.

So... what now?

written by Speeder on Apr 21, 2013 15:24

"I am Speed-Y, leader of troubleshooting team Epsilon, we need a vehicle to carry a very heavy crate from here to another sector, and probably all secret societies will try to steal that crate."

written by Cryoburner on Apr 21, 2013 20:22

"How very unexpected!"

I have a look around to see if I can determine what to do with my forms. The blotbot perhaps? I have a look at it.

written by Lightning4 on Apr 21, 2013 20:34

I continue watching the clones dragging the other clone, wondering just what they are doing.

"Wonder if that's treasonous activity, over there... or if they're disposing of a treasonous clone."

"Hmm."

written by Gligar on Apr 21, 2013 21:01

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y identifies himself to the clone, and requests a vehiclebot capable of carrying a heavy crate... and that they're expecting heavy resistance. "Hmmm," the clone says. "I think you'd need something with armour, but they're either restricted to GREEN or above, or they get appropriated by the S.H.A.F.T. teams... so, long story short, I don't have anything with proper armour right now. As for carrying heavy crates, I think I can help with that. How many of there are you? And how big's this crate?"

Release Office, Cloning station, Roadway 3, JHY Sector

Slightly taken aback by the lack of staff, Cyrus-R looks around for alternative ways of processing his form, and notices the blotbot. He may well have seen them before; they're a staple of CPU offices everywhere. In brief, they are box-shaped with a plethora of blinking lights and slot capable of accepting a form. Usually, when a form is inserted, the bot blinks its lights very fast for a while. When the lights stop, it's done - if there's more red than not red, you've forgotten to tick a mandatory box or, worse, ticked a box you shouldn't have. Or something.

S.H.A.F.T. Roadway, DIG Sector

L4-O keeps watching the clones. Is this suspicious activity? Or are they merely terminating a traitor?

As if in answer, a voice begins to boom at them. It is distorted by distance, but it is clearly The Computer. It is asking the clones what is going on.

written by Speeder on Apr 21, 2013 22:12

"Humm..."

Let me see...

Me, John, L4, Jam, Joris, Lucas... I am forgetting anyone John?"

Then I try to describe the crate.

written by Cryoburner on Apr 22, 2013 03:08

I doublepluscheck my forms to verify that boxes are ticked and unticked as intended, and that everything else is in order, then insert them into the blotbot. I stare intently at any flashing lights that may follow.

written by Kristos on Apr 22, 2013 03:20

I happily raise my hand. "Pick me, pick me!"

written by Gligar on Apr 22, 2013 16:28

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y starts listing names: himself, John-O, L4-O, Jam-Y, Joris-O, Lucas-O... anyone else? "There's also, Azir-R and King-R, sir," John-O supplies.

He then moves on to The Crate, describing it the best he can. This causes the clone to comment, "Hmmm... I think we have something in stock. Follow me, please."

She leads the two of them into the parking area, and over to a pair of vehiclebots: one an autovan; the other, one of the smaller truckbots, of the sort that has an open - and uncovered - back.

Release Office, Cloning station, Roadway 3, JHY Sector

Cyrus-R takes the opportunity to double-check his form. Finding everything in order, he posts it into the slot on the blotbot.

It immediately starts blinking its lights in rapid, incomprehensible fashions. IT does so for a couple of minutecycles, and then stops. There doesn't appear to be much red.

Mess hall, Armed forces garrison, Roadway 2, JHY Sector

Kris-R eagerly volunteers to serve The Computer. He is one of several who do so.

The soldier looks at those who have volunteered, then looks at the rest. He makes up his mind: "Everyone who just put their hands up: well volunteered! Everyone who didn't: you've still volunteered! We need everyone for our latest operation! If you'll please follow me..."

written by Speeder on Apr 22, 2013 16:33

I look at the autovan.

“Discrete, good for a mission that we must not draw attention... yet...”

I walk over to the truck.

“This allows the entire team to see if there are incoming targets, and might allow to some more efficient and fun gun fighting.

You know, gun fights must be fun, I guess it is mandatory. At least for the winners... I guess the losers are already terminated, so they don't need to be punished for not having fun.”

written by Lightning4 on Apr 22, 2013 16:59

I continue watching the clones getting yelled at by Friend Computer.

I watch intently, waiting for the possibility of a laser turret popping out.

written by Gligar on Apr 22, 2013 21:10

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y takes a look at both of the bots and gives his opinion.

First, the autovan. It is discreet, capable of carrying The Crate without attracting too much attention, and might be a good choice. The bodywork looks to be in good condition, with no major rust areas.

Second, the truckbot. Its open back affords good visibility if the team were to perch back there (probably on top of The Crate), which would allow them to watch for trouble. And since they're expecting trouble, the truckbot would help out there. Hey, it'd probably more fun with all the visibility. And from the look of it, this one has already seen its share of Fun, given the repair work already done to it. Doesn't look like much was done to the bodywork, but it looks solid.

The clone says, “I take it you want the truckbot?”

S.H.A.F.T. Roadway, DIG Sector

L4-O continues to watch as The Computer continues to speak - rather forcefully - at the clones in the distance. They appear to be having... a couple of problems.

Problems of the laser turret variety: two have appeared from somewhere.

written by Speeder on Apr 22, 2013 21:53

I look at John.

“What do you think? Also, who is our financial officer? I mean, how the team will pay for that? We have a team account right?”

written by Lightning4 on Apr 23, 2013 08:56

“Hm, oh dear. Looks like some clones got themselves into a bit of trouble...”

I continue watching, waiting for the eventual laser blasts.

written by Gligar on Apr 23, 2013 14:02

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y asks John-O for his opinion. “The truckbot is probably heavier duty than the autovan, and looks like it can take a little more punishment as well. I say go with the truckbot.”

Speed-Y also asks a couple of finance questions: who is their Financial Officer, and do they have a team account. “Financial Officer? That's Joris-O... I think. Surely he'd know if we have a team account or not.”

Which, of course, raises the question of why he isn't here.

S.H.A.F.T. Roadway, DIG Sector

Probably because he is continuing to stare at Jam-Y like someone whose brain is elsewhere. Jam-Y doesn't seem to be too much better, either.

L4-O is still in control of himself, though. He's watching the group down the roadway, as they talk to The Computer. As he watches, one of the laser turrets opens fire, terminating one of them almost instantly. Notably, the one it terminated was *not* the one who was being dragged.

written by Speeder on Apr 23, 2013 14:20

“I guess we will take that truckbot, and let Joris sort out this later?”

I smile happily.

written by Cryoburner on Apr 23, 2013 16:21

“How very unred!”

Seeing as my forms appear to be in order, I look for an exit, and set off in that direction.

written by Gligar on Apr 23, 2013 18:15

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y wonders if they could just take the truckbot now and let Joris-O sort out payment later. “I'm sorry sir,” the clone replies, “but I'll need payment before I can let you take the truckbot.”

“Thought so,” says John-O. “Is it possible to arrange for some method of payment that's not just one big lump sum? And why do I have to do Joris-O's job for him? Oh well, I can just inform The Computer that he has failed to do his job later...”

“Yeah, sure,” the clone replies. “We offer alternative payment methods, such as splitting into four easy payments over one monthcycle, or eight over two, if you prefer. If you could just make the first payment now and give me

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the contact details of your Financial Officer, I can sort it out for you, and you can take the truckbot."

Release office, Cloning station, Roadway 3, JHY Sector

Noticing that the blotbot seems to have accepted his form, Cyrus-R takes the obvious exit - the other door.

Roadway 3, JHY Sector

He finds himself right next to a pile of about ten bodies. Which quite handily explains where the staff of the cloning station went.

As for the roadway itself, he can see a few tractors using it, heading between buildings. Most of them seem to be coming from or going to the laser barrel factory, seen to one side.

written by Lightning4 on Apr 23, 2013 18:06

"Wonder if they have anything we should loot..."

I continue watching.

written by Speeder on Apr 23, 2013 18:21

"Alright!

Now... where is our equipment officer to drive this thing?

I did it all wrong no John?

I mean, L4 and Joris should be here, and I leading the team taking care of the crate...

Although L4 is also our best sharpshooter, so leaving him near the create also makes sense..."

written by Kristos on Apr 24, 2013 02:49

Thrilled to be specially selected for this mission, I follow the soldier.

written by Cryoburner on Apr 24, 2013 04:12

"Hmm... The cloning station staff must have piled up these bodies before heading out to lunch, and just left them here. They really should have found a better place for them. Someone might trip over them."

"Now let's see... I need to recover my pen, among other things."

I begin wandering off toward the laser barrel factory, careful not to trip over any bodies.

written by Gligar on Apr 24, 2013 11:09

S.H.A.F.T. Roadway, DIG Sector

Idly wondering if they should go and loot the bodies, L4-O continues watching the laser turret incident. As he watches, another clone is terminated by the turrets. Again, it is one of the draggers, not the dragee. (Is that even a word? Well, it is now.)

Hmmm... probably best not to get involved.

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Initially pleased that they have a solution, Speed-Y quickly realises that their best driver is also not present.

He becomes convinced that he is making bad decisions, what with Joris-O and L45-O not being present, when they really should be the ones making the purchase (Joris-O to make the payment, and L4-O to take possession), with him staying back to protect The Crate.

But then again, L4-O is the best shooter they have, so he needs to be at The Crate...

"Don't beat yourself up over it, sir," John-O says. "I'm sure we can drive the truckbot back to the team ourselves."

"So can one of you make the first payment?" asks the salesclone.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R eagerly jumps up and follows the soldier. Behind him, others do the same.

Briefing room, Armed forces garrison, Roadway 2, JHY Sector

They are led into another room, which Kris-R recognises as a RED briefing room. Prominently displayed are maps of the sector, and of the factory.

"We'll be starting the briefing momentarily," the solder tells them. "Take a seat, everyone."

Roadway 3, JHY Sector

Cyrus-R seems to agree that the pile of corpses explains where the staff went, however he gets the details completely wrong.

Disregarding this, Cyrus-R heads towards the factory.

As he approaches, he discovers that the boundary fence has been fortified; it's not just a regular chainlink fence any more. Instead, metal plates have been installed, complete with a gatehouse.

It almost looks like they're turning the factory into their own garrison.

written by Speeder on Apr 24, 2013 13:11

"How much it is?"

I cringe in anticipation.

written by Gligar on Apr 24, 2013 15:36

S.H.A.F.T. Roadway, DIG Sector

Speed-Y decides to put away his fears about doing everything wrong, and concentrates on the task at hand: paying the clone. He asks how much it is, clearly expecting that it will be some unpleasantly large value. "Assuming that payment will be over two monthcycles," she replies, tapping on her PDC, "I believe that the first payment will come to one thousand credits."

written by Speeder on Apr 24, 2013 17:20

I sigh and look to John.

"Do you have any better idea? I don't think the team has sufficient money for that..."

But I am very sure the computer would not give us a mission that we cannot complete somehow."

written by Lightning4 on Apr 24, 2013 18:16

"Wonder what's keeping Speed-Y and John-R..."

I look in the direction of the place where they went.

I then decide to keep alert again, and start looking around the general area for anything of interest. Or anything that could be a threat.

written by Kristos on Apr 24, 2013 21:39

I remember something the Computer told me about paying more attention to details, so I use the moment to carefully study a chair as I sit on it.

written by Gligar on Apr 24, 2013 21:42

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y looks a little worried... he doesn't think the team even has a thousand credits. He is sure that The Computer wouldn't assign a mission that they couldn't do, though.

"Are you sure?" John-O asks. "Didn't you get a mission bonus a few hourcycles ago from the whole Code Three-Zed thing?"

S.H.A.F.T. Roadway, DIF Sector

L4-O is starting to get worried about Speed-Y and John-O. Surely they should have been back by now?

Idly, he looks over in the direction of S.H.A.F.T. Four, but can't see them. He is sure that they made it to the vehiclebot place... isn't that it over there?

But anyway. He also has to stay alert, since the rest of the team doesn't seem to be. He looks around, and... hey, isn't that an autocar coming towards them? It's accelerating!

written by Speeder on Apr 24, 2013 21:45

I nod.

"I got... a bonus... yes.

But that was me personally, and the other payments?

Well, but we can sort this later."

I grab my PDC and prepare to pay.

written by Cryoburner on Apr 24, 2013 21:52

I approach the gatehouse, waving hello to any clones I encounter along the way.

written by Kristos on Apr 24, 2013 22:00

I remember something the Computer told me about paying more attention to details, so I use the moment to carefully study a chair as I sit on it.

written by Lightning4 on Apr 25, 2013 18:13

"Um, guys, stay alert."

I watch the autocar and draw one of my blasters.

written by Gligar on Apr 25, 2013 18:15

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y confirms that he received a bonus... but that was just him, right? What about the other payments? Oh well, they can sort that out later.

"More like Joris-O can sort it out later," John-O reminds him.

He gets out his PDC, ready to pay. The salesclone does the same, and fiddles with hers. "Okay, just send the payment to this account..."

Gatehouse, Communist Headquarters (formerly Laser barrel factory), Roadway 3, JHY Sector

Cyrus-R makes a bold move, and just saunters on through the entrance, waving at the commie guards.

Naturally, they stop him. "Halt! Identify yourself! Prove your allegiance!"

RED briefing room, Armed forces garrison, Roadway 2, JHY Sector

While Kris-R waits for the briefing to start, he remembers that The Computer asked him to be observant. With that in mind, he begins inspecting the chair in which he is sitting. He quickly discovers that he is sitting on a nice RED chair, which is perfectly adequate for sitting in.

Soon, the soldier is joined by a GREEN soldier, who addresses the assembled clones. "Greetings, citizens. The Armed Forces finds itself undermanned, and so we need YOU! We plan to take back this sector, starting right at the source: the laser barrel factory!

"You are probably aware that the factory reported some sabotage recently. We believe that te two are related somehow."

written by Speeder on Apr 25, 2013 18:22

I send the payment, and as soon as I am allowed to, I get into the back of the truck, revolver in hand, and tell John to drive.

written by Gligar on Apr 25, 2013 22:33

S.H.A.F.T. Roadway, DIG Sector

L4-O reminds everyone that they should be staying alert, and draws a blaster. Lucas-O also ends up drawing a laser pistol, along with Azir-R. King-R looks a little worried... there's going to be blood, isn't there?

Probably. And the occupants of the autocar seem to think so too, as they also arm themselves. The windows roll down, and they start shooting lasers of their own.

One shot hits Joris-O in the head, and he goes down.

The autocar keeps coming. It looks like it's going to ram The Crate!

DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Speed-Y transfers the credits as the clone watches her PDC.

After a moment, she says, "That does it. It's all yours now."

Speed-Y climbs into the back of the truckbot. It seems that John-O will be driving. "Got it," John-O replies, and climbs into the operator's cabin.

Truckbot's operator's cabin, DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

John-O takes a quick look around, and discovers that the controls seem to be similar enough to an autocar that he has some idea of what to do. So... turn that, press that, change that...

"Self-test complete," the bot reports. "It seems that I have a new operator. Another one."

"That's right," John-O replies. "You're now under the command of Troubleshooter Team Epsilon of JHT Sector."

"Great," it says. "Another Troubleshooter team."

Only now does it start its engine - good thing there's fuel in the tank.

written by Lightning4 on Apr 26, 2013 05:58

"No no no NO! Forkbot! Get out of its path!"

I level my blaster at the driver, if I can, and start blasting at him. If there's fire coming in my direction, I try to avoid it.

written by Gligar on Apr 26, 2013 13:26

S.H.A.F.T. Roadway, DIG Sector

L4-O tells the forkbot to avoid being hit and, as it backs up, opens fire on the approaching autocar. He somehow manages to miss twice, with the autocar closing fast, before scoring a hit on the driver. It causes him to slump forward in his seat, causing the autocar to veer off towards one of the S.H.A.F.T.s.

But that doesn't seem to stop the occupants. While one fights to regain control, the others keep shooting. And the sheer volume of laser fire causes a couple of results: first, that Lucas-R ends up being knocked to the floor by a laser shot to the reflec; and second, that someone throws what looks to be a laser barrel out of the autocar as it passes the group.

The autocar reaches a S.H.A.F.T. and attempts to avoid falling in, but it is going too fast. Gravity makes itself felt, and the bot falls down into the depths below.

written by Speeder on Apr 26, 2013 17:34

I hear the commotion.

And look in direction of it, trying to figure what is going on.

If I spot a autocar falling down, I immediately get curious and wanting to hear how much time it will take to hear the car hitting the bottom.

written by Lightning4 on Apr 26, 2013 17:59

"Laser barrel!"

I assess whether I'm too close to it and if it is going to explode.

I try to get away from it, either way.

written by Gligar on Apr 26, 2013 18:19

Back of the truckbot, DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

Hearing noise from the brief battle, Speed-Y looks over, and spots the autocar falling into S.H.A.F.T... er, is that Three or Five? Probably Three. From the state of its windscreen, it looks like someone has shot at it, possibly killing the driver.

As he watches, it disappears from view. He begins counting seconds.

S.H.A.F.T. Roadway, DIG Sector

Meanwhile, L4-O has that laser barrel to deal with. Noticing that he is within blast radius, he immediately tries to get out of it. And, noticing him running, everyone else also tries to do so.

Except Joris-O. He continues lying on the floor.

Then the inevitable happens, and the barrel explodes.

It tears through Joris-O, killing him for the last time. Or, you know, until someone decides to arrange for more clones for him. But until then, he's out.

Truckbot operator's cabin, DIG For The Road Vehiclebots, past S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

"So what exactly are we waiting for?" the truckbot asks. "And where are we going when we stop waiting?"

John-O replies, "For now, the transbot station. Any ideas?"

"Indeed," the bot replies. "Avoid the holes."

John-O manipulates the controls, driving the bot out of the parking area. Perhaps he can go past the holes and come back?

written by Lightning4 on Apr 26, 2013 20:35

I look at what's left of Joris-O.

"Ouch. I don't think he's going to even become a zombie from that one..."

I look at Lucas-O to make sure he's okay too

written by Gligar on Apr 26, 2013 22:32*Back of the truckbot, near S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector*

Speed-Y reaches more than ninety secondcycles before he hears the muffled sound of an impact from the S.H.A.F.T.

The truckbot turns, and starts running alongside the holes.

S.H.A.F.T. Roadway, DIG Sector

L4-O goes and looks at what's left of Joris-O. Not much is left, by the looks of things... not even much equipment remains.

On the plus side, it is unlikely that what remains will rise as a zombie.

As he turns to look at Lucas-O, he sees a truckbot turn and travel parallel to the roadway, on the other side of the S.H.A.F.T.s. Maybe it's important, maybe not. What L4-O is more interested in is the state of Lucas-O. He's actually not sustained much damage from the laser, just some pain is all.

RED briefing room, Armed forces garrison, Roadway 2, JHY Sector

The GREEN continues. "No questions so far? Good. Our objectives are twofold: first, teams will enter the factory and ascertain whether the takeover is linked to the sabotage; then second, we will eliminate the communists by any means necessary. Any questions?"

written by Lightning4 on Apr 26, 2013 23:07

"Looks like you're still with us, good. Anything severe?"

I look up at the truckbot, and watch it intently, keeping my blaster in hand.

written by Speeder on Apr 27, 2013 00:40

"Whoaaaaaaa!

If my mental calculations are right, the shaft must have around 39716.9325 meters in height!

I wonder how they did it...

Or in fact, better not wonder, I might conclude something treasonous or get paranoid, fearing lava will come from those shafts...

Or there are some anti-gravity technology on the shafts that make the fall slower?

Damn, I wish I was R&D with high clearance, just to figure that.

But I am not... so... Back to mission before I really start thinking treasonous stuff."

I return to being alert and point my gun around. I notice L4 looking at my direction and wave, and wonder why I am seemly seeing some dead clones there... related to the falling car maybe?

written by Cryoburner on Apr 27, 2013 12:44

"Greetings, comrades. It is I, Karl! I am just stopping in to continue my investigation into the potentially sabotaged

slugthrowers that may have found their way into our supply chain. Due to the interference of our adversaries, my progress has already been impeded, so I must get back to work right away before any further incidents occur."

written by Gligar on Apr 27, 2013 13:26*S.H.A.F.T. Roadway, DIG Sector*

L4-O asks Lucas-O how he's doing. "Nothing serious, I guess," Lucas-O tells him. "But I wouldn't mind something for the pain."

But L4-O is already looking over at the truckbot. There's a clone standing on its back, waving at him. As the truckbot continues, L4-O realises that it looks like Speed-Y.

Back of the truckbot, near S.H.A.F.T. Four, S.H.A.F.T. Roadway, DIG Sector

He might be waving, but a few things are troubling him. According to his calculations, the shaft should be... almost forty kilometres deep! How is that even possible? No... best not to think about it. Or why there isn't molten death pouring up from it. His calculations could easily be wrong, or there could be technology beyond his comprehension or security clearance down there. There are just too many possibilities.

There is also something else. Can he see... dead bodies over there by the team? Is it related to the autocar somehow? Probably.

The truckbot finds a gap between shafts, and turns.

Gatehouse, Communist Headquarters (formerly Laser barrel factory), Roadway 3, JHY Sector

Falling back into his assumed identity, "Karl" identifies himself, and tells the guards that he is continuing his investigation into the alleged faulty slugthrowers. "Faulty slugthrowers?" one says. "Are you sure you aren't confusing things with the laser barrel sabotage we did earlier?"

"Wait," his comrade says. "I think a few *have* been reported. He can go on through."

written by Kristos on Apr 27, 2013 19:14

"Yes, what is the significance of the order of those objectives?"

written by Lightning4 on Apr 27, 2013 19:59

I check for a medkit on my person, and if I find it, I hand it over to Lucas-O.

"You can just hold onto it for now, I guess. I already am carrying quite a bit..."

written by Gligar on Apr 27, 2013 22:18*RED briefing room, Armed forces garrison, Roadway 2, JHY Sector*

Kris-R asks about the significance of the order of their objectives. "Simple: getting teams into place will enable us to eliminate the communists more effectively. We have limited ammunition and must preserve it. Perhaps the communists' own weapons can be used against them."

S.H.A.F.T. Roadway, DIG Sector

L4-O looks for a medkit. Doesn't he have one? Yes, there it is. He hands it over to Lucas-O, who looks through it and pulls out a tube of pain pills.

Among the S.H.A.F.T.s, the truckbot can be seen traversing a gap between holes. It's taking things slow due to limited traction or something, but is able to get across to the team's side.

written by Speeder on Apr 27, 2013 22:40

After the truckbot manages to get to the other side, I relax again, and I notice I was paralyzed by tension.

Then I smile happily, and look at the team again.

written by Lightning4 on Apr 27, 2013 23:47

Now realizing that the truckbot isn't a threat, I put my blaster away.

"Looks like we have transportation... that's good."

While the truckbot finishes motion, I take another quick look around the surroundings to make sure there are no more autocars or the like speeding towards us.

written by Cryoburner on Apr 27, 2013 23:53

"I see... Thank you for the assistance! In the mean time, you should probably avoid pointing your slugthrowers at other clones, until we find the source of the faulty units, and have a chance to thoroughly test them all. Otherwise, they might go off when not intended, or maybe not go off when intended. It might be best to avoid such a situation entirely, by unloading them right away. That way, if any computerists show up, you can still bludgeon them with the handles without the possibility of accidentally shooting yourself!"

I continue on through the gatehouse.

written by Gligar on Apr 28, 2013 13:31

S.H.A.F.T. Roadway, DIG Sector

L4-O puts his blaster away. If Speed-Y is riding a truckbot like that, it means he has obtained it, and therefore it must not be a threat.

The truckbot approaches the team and comes to a stop nearby. Speed-Y looks to be relaxing again, after tensing up during the traversal. It's not exactly fun to have huge holes to either side of you like that...

L4-O keeps a lookout. After the incident with the autocar, it is clear that he is expecting more attacks. Thankfully none make themselves apparent during the minutecycle or so he watches.

Gatehouse, Communist Headquarters (formerly Laser barrel factory), Roadway 3, JHY Sector

"Karl" thanks the communists and reinforces his story about the faulty slugthrowers. He advises that they not use them until it is known where they came from.

One of the communists looks confused, as if he thinks something is off.

But "Karl" ignores him, saying that they should unload their slugthrowers, and proceeds to pass through the gatehouse and into the factory proper.

Reception, Communist Headquarters (formerly Laser barrel factory), Roadway 3, JHY Sector

Once inside, he finds that not much has changed. Well, the reception area is now missing its desk, as well as being devoid of clones, but other than that.

The communists don't seem to have got around to sorting out all these "useless" clearance stripes yet. Or perhaps they just don't care.

written by Speeder on Apr 28, 2013 15:56

I notice dead Joris.

"What happened?"

What was that autocar that fell into one of those holes that is 40 kilometers deep? Or at least it took 90 secondcycles for it to hit the bottom..."

written by Gligar on Apr 28, 2013 18:28

S.H.A.F.T. Roadway, DIG Sector

Speed-Y notices the remains of Joris-O, and wonders what happened. Perhaps it had something to do with that autocar which just fell *almost 40 kilometres*? Or at least, it fell for 90 seconds or so... "I think it did," Lucas-O tells him. "They attacked us, so we had to fight back. I think we got the driver."

John-O exits the truckbot's operator's compartment. "And by the look of it... they got Joris-O. Wasn't he on his last clone? That could be a problem..."

written by Lightning4 on Apr 28, 2013 19:09

"Yeah, he got it good. Laser blast to the head, then a laser barrel exploded and finished the job."

"Was he really on his last clone? Well, that's not good..."

written by Gligar on Apr 28, 2013 21:15

S.H.A.F.T. Roadway, DIG Sector

L4-O elaborates. Joris-O took a laser shot to the head, and was then exploded by a laser barrel.

He didn't know that Joris-O had run out of clones, though. This could be a problem.

"So what do we do now?" asks John-O. "He was the Financial Officer..."

"Can't we get him more clones or something? You can do that, I think..."

"You can," Lucas-O tells him, "but you have to buy them in six-packs, and the cost varies... I think the current rate's somewhere near six thousand credits."

Six thousand... does the team even have that much?

written by Speeder on Apr 29, 2013 02:43

I think a bit.

“Six thousand is not THAT much... I mean, I paid one thousand for only the first installment of the payment of this truck... Thus the life of someone is cheaper than a truck.”

I think a bit more.

“Say, why we don’t have some UV clones with clone 28, 30, or 60? It must be cheap for them... Or clones get more features and more pricey as you get more clearance?”

written by Cryoburner on Apr 29, 2013 04:10

I head on through the reception area and into the corridor, so long as doing so appears reasonably safe.

written by Gligar on Apr 29, 2013 13:32

S.H.A.F.T. Roadway, DIG Sector

Speed-Y thinks. Six thousand isn’t really all that much... the truckbot’s first payment was one thousand after all. That means that a six-pack is worth less than a truckbot.

Unless... perhaps it is more expensive with clearance? Or maybe there are high-clearance clones with clone numbers in the double digits, say near 30? Either’s possible...

“Could be both,” Lucas-O says. “I know there’s genetic drift as the numbers go up, but you can get that cleaned up if you’re high enough clearance. I guess if you’re high enough, you could have your clones tailored to your specifications... but I don’t think I heard of anyone doing that.

“Then again, would I rememebr if I had?”

“This is all very interesting,” John-O interrupts, “but don’t you think we’d better load up and get going before we get attacked again? We wouldn’t want to lose anyone else.”

Corridor A, Communist Headquarters (formerly Laser barrel factory), Roadway 3, JHY Sector

“Karl” keeps moving. He passes a couple of communists who seem to be guarding... something, perhaps the scrubot, or the vendobots, in the cafeteria, before once more finding himself outside the team’s office.

written by Speeder on Apr 29, 2013 13:50

I nod.

“Alright, where is the forkbot with the crate?”

I open the back of the truckbot, so we can load the crate on it.

written by Cryoburner on Apr 29, 2013 06:08

Is knowledge of air friction beyond yellow clearance?



Otherwise, one might expect the fall to be somewhere in the range of just several kilometers or so, as it shouldn’t take long for the vehicle to reach its terminal velocity. The exact velocity would depend on things like the size, shape, weight and surface friction of the vehicle and its contents though, so a somewhat accurate result would require those details. Unfortunately, Cryo-R could not make it there. 😊

Also, don’t forget the speed of sound. If the shaft were 40,000 meters deep, it would take more than 90 seconds just for the sound to travel

through the air to reach you. Of course its also possible that the sound could reverberate faster through the surface of the shaft, which would be required if the autocar were traveling through a vacuum, as such a calculation would imply. :3

written by Gligar on Apr 29, 2013 08:40

Well, how would he know any different? He isn’t trained for that sort of calculation.

And besides, how do you know it’s a plain drop? 😊

written by Lightning4 on Apr 29, 2013 16:13

I loot anything salvageable from what’s left of Joris-O.

I also look for anything that might’ve fallen from the attackers as their autocar careened into the S.H.A.F.T.

written by Gligar on Apr 29, 2013 17:54

S.H.A.F.T. Roadway, DIG Sector

Speed-Y agrees that they should get moving. Where did that forkbot get to? It’s a small distance away, where it still holds The Crate, waiting for further instructions. On hearing that they will be leaving soon, it begins to approach.

As it does so, Speed-Y opens the back of the truckbot, giving the forkbot a clear path to drop off The Crate. It proceeds to do so, and it becomes apparent that there is not much clearance either side of The Crate when it is in place.

Meanwhile L4-O decides to salvage what he can from Joris-O, plus whatever else he can find. That turns out to be... not much. Just another ME card scanner with a memory card containing the scanner app, a bunch of forms used to give him authority as a Financial Officer, a laser pistol with two RED barrels, and a helmet.

Well, there’s also a PDC, but that’s about it.

written by Speeder on Apr 29, 2013 18:59

After the truckbot is cleared I close the truck.

And then I take notice if it is a box truck or a open back one.

I don’t remember for some weird reason.

written by Lightning4 on Apr 29, 2013 20:34

I look for a spot in the bed of the truckbot. If I can find a good perch, I quickly assume it.

written by Kristos on Apr 29, 2013 21:03

I wait for the GREEN to answer any other questions and move on to whatever he is saying next.

written by Gligar on Apr 29, 2013 22:14

S.H.A.F.T. Roadway, DIG Sector

The forkbot backs away from the truckbot, allowing Speed-Y to close the back again.

Well, I say “close the back” but all that really means is that he puts the tailgate up. After all, it’s one of those where the back is open. That’s why he chose it, right? To allow them to shoot things better!

written by Speeder on Apr 29, 2013 13:49

I was going to comment too about the speed of sound.

A 40km meters deep shaft and speed of sound 1225 kilometers per hour means that it would take a long time for the sound to reach out of the shaft...

But I was not going to calculate air friction, terminal velocity, speed of sound and that sort of stuff 😊

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That done, L4-O hops up and finds a spot right next to Speed-Y. (Unless he'd prefer to drive? I seem to recall Speed-Y lamenting the fact that he hadn't taken L4-O with him to the vehiclebot place.)

Other team members also find spots around, and on top of, The Crate. It's a snug fit up there. Perhaps someone would like to take the other seat next to the driver? King-R? Azir-R? Anyone else?

RED briefing room, Armed forces garrison, Roadway 2, JHY Sector

Kris-R waits for any more questions. That is, he remains quiet.

As it happens, there is another question, from someone else. "Sir, will we be getting weapons and armour for this?"

"Yes," replies the GREEN, "but like I said, we don't have much available... laser rifles and reflec, mostly. Once we're done here, we will issue you all with what we have.

"Now... I'm going to need to split you into teams. You, you, you and you, you're a team..." he says, pointing at various clones, "then you, you, you and you..."

written by Speeder on Apr 29, 2013 23:27

I decide that I am better being leader than sharpshooter and decide to get on the passenger seat.

written by Lightning4 on Apr 30, 2013 00:40

I look around once more, then realize that maybe someone should be driving.

"Right, this is my kind of job too..."

I hop down from my spot and find my way to the driver's seat.

written by Cryoburner on Apr 30, 2013 03:21

I open the door to the office and have a quick look inside, without actually going inside.

written by Gligar on Apr 30, 2013 14:03

S.H.A.F.T. Roadway, DIG Sector

Speed-Y realises that, since he is the team Leader, he should probably do some actual leading, and he can do that better from the passenger's seat. He heads there.

At the same time, L4-O also realises that, even though he might be the one with all the weapons, he is also the best driver. He also heads for the operator's compartment, and takes over at the driver's seat.

And a 40km tall shaft sounded very crazy and bizarre and impossible, very paranoia-ish

written by Kristos on Apr 29, 2013 21:01

Or there could be a fiber optic system to relay sound from one end of the shaft to the other... at the speed of light!

This leaves John-O, who clammers up and into the freshly-vacant spot.

Imagine how much more cramped it would have been is Joris-O were still alive. Though knowing him, he would have gone along with speed-Y and bought a Transition for himself. So perhaps there would have been no difference.

Is everyone ready to go?

Corridor A, Communist Headquarters (formerly Laser barrel factory), Roadway 3, JHY Sector

"Karl" tries to open the door to the office, only to find that it is locked.

written by Jam on Apr 30, 2013 14:22

I suddenly notice Joris-O died somehow.

"Oh, well, that's... unfortunate."

I seem to be grinning a bit wider than usual at the moment.

written by Speeder on Apr 30, 2013 14:36

I suddenly decide to get out of the truckbot again.

"I will make sure he does not become a zombie!"

I grab his remains (at least, what I can grab of his remains), and go throw them down the nearest shaft.

Then I get back to my seat.

written by Kristos on Apr 30, 2013 17:12

I note my assigned teammates and, if others are doing so, join them in a group.

written by Gligar on Apr 30, 2013 17:36

S.H.A.F.T. Roadway, DIG Sector

Jam-Y observes that it is unfortunate that Joris-O died. He remains happy, though. Which is good to see. Happiness is Mandatory and all that.

Recalling other incidents in which Joris-O has dies, Speed-Y once again exists the truckbot. He grabs Joris-O's remains and drags him over to the nearest S.H.A.F.T. before... er, running an impromptu experiment concerning how long his corpse will take to reach the bottom. Yeah, that's the ticket!

Of course, a corpse is a bit smaller than an autocar... can anyone hear anything as it falls?

Perhaps not Speed-Y, who is already returning to his seat.

RED briefing room, Armed forces garrison, Roadway 2, JHY Sector

Kris-R looks around, and notes that he is with three other REDs. They are already moving to team up, so he decides to join them.

To his pleasant surprise, one of his new teammates is Josh-R, the IntSec clone he spoke with earlier.

written by Speeder on Apr 30, 2013 17:44

I smile happily.

Wondering if I will hear some sort of "splat"

written by Gligar on Apr 30, 2013 22:46

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

Now back in his seat, Speed-Y can't help but wonder if he will hear anything from Joris-O's corpse hitting the bottom of the shaft.

Of course, it's already been muffled by the fact that he is inside a truckbot, and by the fact that any such impact would be (he assumes) 40km away...

A minutecycle passes...

Speed-Y continues to listen.

Another minutecycle passes...

There is a sudden roar from the S.H.A.F.T. accompanied by a brief column of flames.

written by Lightning4 on Apr 30, 2013 23:01

I am startled by the column of flames.

"What in the Complex did you do, sir?!"

I watch until the flames dissipate, now wondering more about the purpose of the S.H.A.F.Ts than ever.

written by Speeder on Apr 30, 2013 23:10

I look impressed.

Very impressed.

"EXPLOSION!"

Well, I have no idea what that was actually...

But if we can ever repeat this, it would be fun to see it happen when a commie is crossing the SHAFT by a ramp in the middle... don't you think?

But I also guess we should be going before all our racket attract IntSec... We do not even started our trip and are already shooting trouble too much."

written by Cryoburner on May 01, 2013 10:00

"Hmm... How very... locked."

I continue on toward the factory floor.

written by Gligar on May 01, 2013 13:39

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

Surprised at the sudden flames, L4-O wonders aloud just what Speed-Y did! This just raises more questions about the true nature of the S.H.A.F.T.s... questions that may never get answered.

As he watches, the flames die down.

Speed-Y seems pleased. He seems to have caused an explosion!

Okay, he's not really sure what happened, but it would be fun to repeat that with, say, some commie that happened to be walking across the bridge of one of the S.H.A.F.T.s...

That said, it is likely that they have already attracted attention, not from commies, but from IntSec. They are probably going to wait to investigate what just happened, and it might not be a good idea to stick around.

Corridor A, Communist garrison (formerly the laser barrel factory), Roadway 3, JHY Sector

Disappointed that the office is locked, "Karl" heads onwards, to the factory floor.

He soon reaches the entrance, where he finds two guards. Naturally, they stop him and demand to know what he is doing.

written by Lightning4 on May 01, 2013 15:50

I check to see if we're missing anything.

"Okay, I guess we should get going then? Though I'm not sure which way yet... was there a map?"

I try to recall if I saw a map in the equipment boxes, and if I have it in my possession.

written by Speeder on May 01, 2013 16:10

I will see if I can find a public map on the PDC...

I search on my PDC for a public road map, and see if I have a path tracing software installed or not, and attempt to trace a path to our destination with YELLOW clearance limit.

written by Gligar on May 01, 2013 18:04

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

L4-O has a quick look out back. Good. Everything (and everyone) seems to be where they should be.

Well, there is the small matter of all the spare weapons which L4-O is carrying. But he's always carrying a small armoury around, so no real difference there.

So... what now? Was there a map with the equipment? He seems to recall Speed-Y finding some route plans with his own equipment. There may well have been a map there as well.

But Speed-Y either needs more information or has forgotten about them, as he runs a search on his PDC. He is able to

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find a route that should take them to HOL Sector, assuming that they are not interrupted. Now, what he could really do with is some sort of real-time navigation app, but those are Clearance BLUE.

He'll just have to make do with what he has. Happily, of course.

written by Lightning4 on May 01, 2013 19:20

"I think you have the directions, sir..."

"So, I guess you'll be our navigator then! Which direction?"

I scan around for anything that might also give me a clue where to go, like any signs or something of the sort.

written by Speeder on May 01, 2013 20:49

"I have the directions... Oh yes! I have! In fact several!"

I grab all my team leader papers, and start reading all possible paths.

written by Gligar on May 01, 2013 22:34

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

L4-O helpfully reminds Speed-Y that he has the directions, so... that makes Speed-Y their navigator? Yeah, that'll work.

So, does the navigator have any guidance for him? Or will he have to resort to just reading road signs? (Speaking of which, there is one visible, which indicates the direction of Highway R26(D).)

Speed-Y fishes around in his equipment, and pulls out some documents. See? He does have the directions! Several, in fact. He starts reading them, and discovers that most of them point to Highway R26(D). Others tell him to pass the highway and pick up O514(C), and a single one tells him to turn around and head for IR9142 instead.

See? Directions! Choose your path wisely.

written by Speeder on May 01, 2013 23:20

I see if any of them have any detail and information telling me what to expect, or at least the route size, otherwise I pick one at random...

Say... O514(C) and explain that route to L4.

written by Kristos on May 02, 2013 04:41

I wait for our next order.

written by Lightning4 on May 02, 2013 05:08

I try my best to start following Speed-Y's guidance, and start moving the truckbot.

written by Gligar on May 02, 2013 16:56

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

Speed-Y looks at the routes in more detail, looking for what he can expect in terms of the length of the route, any projected obstacles, that sort of thing. A lot of them seem to be about the same in terms of length and such, but one stands out. It might be longer, but it makes use of YELLOW

expressways which the others do not use, and is therefore a bit faster. To start along that route, they need to head to Highway O514(C) and carry on for a few exits.

He shares this information with L4-O, who, finally, can begin driving. He starts off by heading towards R26(D), past where The Computer terminated those clones.

RED briefing room, Armed forces garrison, Roadway 2, JHY Sector

Feeling a littler bored, Kris-R realises that there is not much he can do until he is given an order.

Thankfully, he does not have long to wait. The GREEN speaks up, telling everyone to line up, as equipment is about to be issued.

written by Speeder on May 02, 2013 17:21

I see the terminated clones.

"What happened with them?"

written by Lightning4 on May 02, 2013 19:40

"They were dragging a presumably dead clone around... Friend Computer apparently took notice."

I slow down, and possibly stop if we're going to be right next to the clones. Perhaps we need to investigate?

written by Gligar on May 02, 2013 21:37

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

Seeing as he wasn't with the team when the incident happened, Speed-Y does not know what happened with the terminated clones. He asked L4-O about it.

L4-O, of course, was watching the whole time, so he is able to tell Speed-Y about it. He begins to slow the truckbot and pull to a stop nearby.

Looking out of the window, the team can notice that... there is a clone missing. Specifically, the clone who was being dragged.

written by Kristos on May 02, 2013 23:42

I hop into line among my team members. Hmm... does this mean I am no longer a team leader? Or am I just a member of two teams. Hmm... Hmm... I hope we get some Soylent and TeaSir!

written by Lightning4 on May 02, 2013 23:59

"Huh... the clone they were dragging must've been still alive. He's not here anymore..."

I decide to get out and cautiously approach the terminated clones.

written by Speeder on May 03, 2013 01:35

I look at L4.

"This might be worse.

Maybe he WAS dead.

If you get what I am saying.

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Crazy world this one, where we cannot trust the dead...

Or his body was valuable enough to people steal it... I mean, why it was being dragged around?

But let's continue, mulling over disappearing bodies won't help with our mission, or the group that is hunting us."

written by Gligar on May 03, 2013 13:08

RED briefing room, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R gets into line with his team.

Wait, isn't he already part of a team? Yes, but that's a Troubleshooter team, he realises. This is an impromptu Armed Forces team, and though they may look similar, they're actually quite different.

Wondering if they'll get Soylent and TeaSir, he continues waiting.

He doesn't have long to wait. Not long after, a soldier starts walking down the line, issuing each clone with a laser rifle, two clearance-appropriate barrels, and reflec. A second issues a can of B3 to each clone.

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

L4-O gets out of the truckbot. Clearly, the clone they were dragging must have been alive, as he is nowhere to be found. They, however, are right here.

He investigates further, finding PDCs, ME cards, laser pistols, and a couple of Tella-O hand mirrors. The clones themselves don't do anything except lie there.

Speed-Y disagrees with him. Perhaps the clone was dead... but still walked off.

Or someone else could have walked off with the body. Or something.

Probably best not to dwell on it, though.

written by Speeder on May 03, 2013 14:12

"Alright, take the ammo and useful equipment and come back. Or..."

I also get out, and try to quickly fiddle with their PDCs to see if they are minimally interesting to us or not.

written by Lightning4 on May 03, 2013 15:47

I take the laser pistols, of course... adding to my armory even further.

I then read the ME cards, to see if they're anyclone I already might be familiar with.

written by Gligar on May 03, 2013 18:37

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

Speed-Y tells L4-O to take the ammunition and come back.

In saying that, he gets an idea, and joins him. He takes the clones' PDCs and fiddles with them, ascertaining that there is little of interest on any of them, except for a couple of games.

Meanwhile L4-O is looking at the clones' ME Cards. It turns out the the clones are Simon-R-DIG, Jordan-R-DIG, and... wait a minute, this third card is unreadable!

written by Speeder on May 03, 2013 19:27

I see if there any crazy shaft nearby.

If there is, I throw the PDC on it.

For some reason I feel like a urge to throw things down there.

And see how to trigger the crazy fire thing.

written by Lightning4 on May 03, 2013 19:27

"Well, this is.. interesting."

I look at the card a few moments longer, and then show it to Speed-Y.

"I'm not sure what this means..."

written by Gligar on May 03, 2013 22:08

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

Speed-Y, it seems, has had an odd idea...

He looks around, and spots the nearest S.H.A.F.T. Walking over to it, he throws in what ends up being Simon-R's PDC, trying not to watch it fall while at the same time watching it fall (if that makes any sense)...

Then he waits. Is he trying to trigger another explosion, perhaps?

L4-O is more interested in this unreadable ME Card. He notes that the e-ink display appears damaged and glitchy as he walks over to Speed-Y to show it to him. He's not sure what it could mean, though.

And come to think of it, has anyone ever seen an ME Card with a damaged e-ink display before?

written by Speeder on May 03, 2013 22:14

I look at the ME Card...

I then examine it, first trying to see if is trapped and will destroy itself or something if we tamper ot read it.

If it looks safe I suggest to L4 that we use the Financial Officer scanner on it.

written by Lightning4 on May 03, 2013 23:03

I glance at the clone the ME card came from, looking at him/it to see if there's anything out of the ordinary about the clone.

Unless this ME card came from the clone who was dragged...

written by Cryoburner on May 04, 2013 00:35

"Greetings, comrades! It is I, Karl. I have returned to continue the investigation into faulty slugthrowers that may have worked their way into our supply chain, due to computerist interference! Unfortunately, during this investigation, I was struck down as a result of the tampering, but have returned to complete this glorious mission! Might you know where

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they took my last clone? It is in our best interest that I recover my supplies and get back to work immediately.”

written by Gligar on May 04, 2013 13:35

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

As the S.H.A.F.T. fails to do anything interesting, Speed-Y proceeds to examine this anomalous ME Card. Would there be any obstacle to them scanning it with their now-unused* Financial Officer equipment? (As I recall, Speed-Y has the apps for it on his PDC... he would just need the scanner.) Hmm... well, the card's chip contacts don't appear to have been tampered with, and seem to be original, and there are no signs of tampering near the "contactless" logo... perhaps the active electronics are intact?

He tells this to L4-O, and suggests the use of the ME Card scanner.

L4-O looks over at the clone he salvaged the card from. There doesn't seem to be anything unusual about him... except for the fact that he had the card.

But perhaps the card came from the dragged clone instead? If that is the case, why didn't he come back for it?

Factory floor entrance, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

"Karl" informs the guard that he is returning to his investigation into the slugthrower supply line. "I wasn't aware that there was a problem, comrade..."

He continues, saying that he was terminated, and need to find his body. "I'm not sure," the guard says. "But I think I heard reports of a body in the command centre... does that sound familiar?"

written by Speeder on May 04, 2013 15:04

I ask L4 to hand over the scanner.

As soon as he do it, I attach it to my PDC and scan the card with all apps I can.

written by Kristos on May 04, 2013 16:17

B3! Close enough! I put on the reflec. Don't I already have a loaded laser rifle? In that case, I stow the spares.

written by Lightning4 on May 04, 2013 18:38

I look for the scanner and give it to Speed-Y.

I then watch intently for any reaction to the card.

written by Gligar on May 04, 2013 19:01

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

Speed-Y ignores the issue of exactly where the card came from for now. He simply wants to see who it belongs to, and to do that, he'll need the Financial Officer's card scanner. He asks L4-O for it.

It is a good thing that L4-O took it from Joris-O's corpse, then. Since he did, he can hand it over and let Speed-Y hook it up to his PDC in order to scan it.

Hmmm... that's odd... the card gives a read error the first time Speed-Y tries it. Maybe the clone spilled B3 on it or something? (But wouldn't Speed-Y have noticed? Since he looked and saw nothing wrong, it must have been a glitch.) The second time works, though, and identified the cards owner as Jordan-R-DIG-2, Power Services. According to what he can read, the clone was recently transferred from Tech Services for some reason... and he recently received an Official Reprimand for equally-unspecified reasons. Perhaps the two are related?

RED briefing room, Armed Forces garrison, Roadway 2, JHY Sector

Finding B3 to be a suitable alternative to TeaSir and Soylect (as he should), Kris-R prepares himself for... whatever they're about to be doing. He wards his reflec, and wonders. Doesn't he already have a laser rifle? No, he has a laser pistol... but I guess it's irrelevant. He puts the rifle away for now and waits.

Again, he doesn't have long to wait. The two soldiers get to the end of the line, and the GREEN announces, "Alright! We're about ready. Each team will be sent via an alternate route. This will enable us to -"

Suddenly, there is an alarm. "Alert: communist attack in progress!" intones a voice from somewhere.

The GREEN reacts. "Everyone to the outer fence! We need to get you deployed now!"

written by Speeder on May 04, 2013 20:37

Since he is Tech Services and RED, I try to see if I can read the Tech Services database using my YELLOW clearance and see if I find any detail on his transfer.

written by Lightning4 on May 04, 2013 21:25

I simply continue watching. I also glance around, keeping alert for any potential threat against us or the crate.

written by Gligar on May 05, 2013 13:20

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

While L4-O keeps watch over both Speed-Y and the roadway (and Jam-Y proceeds to space out again... and everyone else also fails to do anything useful 😊) Speed-Y keeps trying to get useful information. Specifically, he wants to know why Jordan-R was transferred.

He's able to access some of the Tech Services databases using his clearance, including some of the personnel assignments. However, as he discovers, those are only useful if the clone you want to investigate is still with Tech services. If they've been transferred elsewhere, Tech Services doesn't want to know.

Such is the case with Jordan-R. Since he is no longer Tech Services, the databases he can access have little information about him. If he wanted the information, he'd have to go

* as if Joris-O did anything related to being a Financial Officer...

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through other channels. Perhaps he could fill out a form for permission to fill out the form to request the information...

Or perhaps he could get interrupted by The Computer: **"Team Epsilon! Why have you not left DIG Sector?"**

written by Speeder on May 05, 2013 15:19

"Speed-Y reporting!

We had a attempt on our life and decided to do a quick investigation here.

Sorry for straying from the mission, I know we are to carry the crate, not find out who are trying to kill us, but I thought this might make us faster later as we can predict attacks, but we are already going!"

I pocket the weird ME card, and return to the vehicle, happily. Very happily.

written by Gligar on May 05, 2013 18:36

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

Speed-Y reports that they were attacked, and are running a quick investigation. He is aware about their mission but thought it appropriate to do some research in order to better predict future attacks. **"I see,"** The Computer replies as Speed-Y returns to the truckbot. **"Kindly remember that you do have a mission, and please complete it. It is important that you reach your destination. Thank you for your co-operation."**

written by Kristos on May 05, 2013 19:24

*Oh, was that a laser *rifle*? Sweet founder of B3! Let's get some gear on that baby!*

I take the laser rifle back out and load it as I stow the laser pistol, and I quickly follow my team to the outer fence.

written by Lightning4 on May 05, 2013 19:43

"I guess we should go then... we can probably investigate into the clone later, if he's relevant to our mission, or the attacks on JHT."

I start heading back to the truckbot, with the intent of getting into the driver's seat again.

written by Cryoburner on May 05, 2013 21:51

"Ah, yes... That does sound familiar. Might you know the quickest route to the command center from here?"

written by Gligar on May 05, 2013 23:11

RED briefing room, Armed Forces garrison, Roadway 2, JHY Sector

It seems that, when Kris-R received the laser rifle, he did not ignore the fact that it was a laser rifle, he simply did not notice, despite the difference in size. Belatedly realising (and pleased at the fact that it's a more powerful weapon) he quickly switches weapons and loads the laser rifle.

That done, he follows everyone else to the outer fence.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

What he sees when he arrives is not pleasing. It involves part of the fence being forced inwards, allowing communists to pour in through the breach. Clones on both sides are already shooting each other.

Hopefully, Kris-R's laser rifle will make a difference.

Near the truckbot, S.H.A.F.T. Roadway, DIG Sector

L4-O agrees that they should get going. Perhaps they can investigate closer later. Who knows? Maybe these clones have something to do with something they've been up against... the zombie attack, perhaps, or the commies. Or maybe even the mission.

He climbs back aboard the truckbot. "Can we get moving?" it asks.

Factory floor entrance, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

"Karl" agrees that the command centre sounds familiar, and asks for directions. "Through there," the guard tells him, pointing at the big doors, "and into what was the overseer's office."

"Are you sure we should be -" begins the other guard.

"He was there already, wasn't he?" Guard 1 replies.

"But shouldn't he know whrrew it is?"

"Who cares? Maybe the Computerists did something to his mind? Or the mutants?"

written by Lightning4 on May 05, 2013 23:14

I wait for Speed-Y and anyone else who got off to get back into the truckbot.

Once everyone is in place, I resume driving.

written by Cryoburner on May 06, 2013 01:33

"Yes, those doors! Thank you for the assistance. It's always good to see hardworking clones working hard toward everyone's benefit and so on."

I continue on through the doors toward the command center.

written by Gligar on May 06, 2013 12:51

Factory floor entrance, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

"Karl" thanks the guard and heads on through the doors.

Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

On entering, he notices that the machinery is silent and powered down. Why would this be? Surely the communists would want to put it to use?

Then he remembers the sabotage. Perhaps they simply don't care about lasers? In that case... shouldn't they still be doing something in here? But no... the only clones on the factory floor, other than himself, are two more communist

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guards, guarding a door off to one side, one marked "Overseer".

They see "Karl" and ready their weapons. On seeing who he is, however, they relax again. "Ah! Comrade! We have been ordered to admit you."

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

Before continuing, L4-O waits for Speed-Y to return to his seat - looks like no-one else had moved.

And soon, Speed-Y joins him, and it is time to continue.

S.H.A.F.T. Roadway, DIG Sector

The truckbot soon leaves the S.H.A.F.T.s, and the majority of DIG Sector, behind. There are a few buildings to either side of the roadway that appear reinforced, as if explosions occur inside, as well as a couple of vehiclebot garages.

And up ahead, a junction. According to the sign, it leads to Highway R26(D).

written by Speeder on May 06, 2013 13:33

I take my map out, and read aloud the path again to the YELLOW road.

written by Kristos on May 06, 2013 17:45

If our team does not have leadership (or if I am that leadership), I yell "Okay team, stay together!"

I look for a strategically located defense to duck behind and shoot from.

written by Gligar on May 06, 2013 18:25

Truckbot's operator's cabin, S.H.A.F.T. Roadway, DIG Sector

Speed-Y notices the sign, and looks at the map. Hmm... no, not that one. They want the next one, O514(C), and then... it looks like four exits down that highway is the YELLOW expressway. He relays this information to L4-O, who keeps driving.

Notably, the journey to the next junction is quick and free of people shooting at them.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Noticing that his team doesn't seem to have a leader, Kris-R steps up and orders them to stay together, before ducking behind a sign.

The other three on his team scramble to comply. One of them gets a shot off at the commies but doesn't manage to hit anything.

Speaking of the commies, it looks like they've lost a few of their number, but there are still plenty more where those came from. And what's worse, they're afflicting casualties on the loyal side, too.

written by Kristos on May 06, 2013 19:19

I yell silently (wouldn't want to draw too much attention) and carefully aim and fire from behind the sign, taking care

to only shoot at commies, and trying to make every shot count.

written by Speeder on May 06, 2013 19:29

While the vehicle moves, I regularly check we are in the right route, and the conditions of the road.

But when not doing that, I keep fiddling with the mystery card, trying to figure how it was made blank, and how it was made hard to read.

written by Lightning4 on May 06, 2013 20:25

I continue following any additional instructions from Speed-Y.

I keep a lookout when I can for anything up ahead, though part of me hopes for clear sailing from here on out.

written by Gligar on May 06, 2013 23:09

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Peeking out from behind the sign, Kris-R starts shooting. But it almost looks like he hasn't used a laser rifle before, given how he misses the communists...

Oh well. At least one of the others in his team seems to know what they're doing, as he manages to drill one of the communists right through the head with a laser shot.

The communists return fire. One slug hits the sign near where Kris-R is hiding.

Truckbot's operator's cabin, Highway O514(C), DIG Sector

L4-O directs the truckbot onto the highway, and continues to keep an eye out for... well, anything.

The first thing he notices, of course, are the advertising boards. They seem to be having trouble locking on to a specific clone to target their advertising, so it looks like they're compromising and just showing B3 ads.

The second is the vehiclebot up ahead on their carriageway. It looks to be another truckbot. As he watches, he glimpses a flash of light from it.

As they continue to drive, Speed-Y keeps an eye out for their exit. It hasn't appeared yet, but it pays to stay alert. After all, how will he tell L4-O about it if he doesn't notice it?

But he is soon distracted by that strange ME Card. He wants to know how it was blanked out like this, and why it is hard to read. Hmm... perhaps it has something to do with the card's chip? Might it have been reprogrammed in some way?

written by Lightning4 on May 07, 2013 01:40

"Hmm. I saw a flash of light from that truckbot... that's unusual."

I continue watching the truckbot, though I try to maintain my attention on my driving duties as well.

written by Speeder on May 07, 2013 02:40

After L4 comment I notice that it is better to focus on what I should be doing.

I put the weird ME card back, and take out a YELLOW laser, and keep looking for the correct route and unusual things.

written by Gligar on May 07, 2013 13:02

Truckbot's operator's cabin, Highway 0514(C), DIG Sector

L4-O reports the flash of light to Speed-Y, and continues to watch...

There is another flash of light, followed by the distinct zap of a laser shot.

I should make it clear that none of the team have fired their laser. Speed-Y might have his ready, but no. The laser shot isn't even visible from the truckbot, and seems to be internal to the other truckbot up ahead.

As they pass a junction, the second truckbot begins to swerve violently.

written by Speeder on May 07, 2013 13:12

"Ignore it unless it becomes a threat.

If we stop to investigate every weird thing we see, we will never complete your mission...

I mean, anyone in Alpha Complex that does not know that weird things happen all the time, is probably a commie intruder from outside, or very dumb.

If nothing weird happened, troubleshooters would not be necessary."

I smile happily. TOO happy, you know, like those smiles of when you are thinking about the most creative ways to torture a commie, or what to shoot first in an enemy vehicle so that they die in the most painful way as possible, or scary way, like falling down into a shaft, or crashing into a wall full of spikes... Wall of spikes DO exist in Alpha Complex I hope?

written by Gligar on May 07, 2013 17:31

Truckbot's operator's cabin, Highway 0514(C), DIG Sector

Speed-Y tells L4-O that the other truckbot is not a threat and should be ignored. After all, it has nothing to do with their mission as far as he can see, and if they stop to investigate everything, not only will they not accomplish their mission, but it will make them look like crazies from the Outside. Lots of things happen in Alpha Complex, most of which are beyond their clearance and/or concern. And besides, they have to leave things for other Troubleshooters to investigate and/or shoot.

Their truckbot continues, slowing down to allow the second truckbot to cross over the central reservation and flip onto its roof.

Back of the truckbot, Highway 0514(C), DIG Sector

John-O fiddles with his Multicorder. "That's a good shot of the truckbot flipping," he comments. I just wish we had some more lights on it. Maybe I should tell them to repair it and try again."

"And then fail to notice the laser shot that pierced our windscreen," Lucas-O says. "The one which would have killed Speed-Y if it actually happened."

"But it didn't happen," argues King-R.

"True," is the reply. "But it might have done. And, since you clearly didn't notice, it would have been your fault for failing to take action to protect your team leader."

"Except that we had cameras on it," argues John-O. "So, naturally, I would have noticed, if nothing else."

"Yes, and while you had your eyes glued to that thing, another laser shot hit you in the back."

written by Lightning4 on May 07, 2013 18:05

As commanded, I just continue driving, and now that we're possibly past the second truckbot, I keep my eyes open for any new oddities that might swerve out onto the highway.

written by Speeder on May 07, 2013 20:10

I keep looking around.

"Hey L4, how you made that car fall into the shaft that explodes?"

written by Gligar on May 07, 2013 22:28

Truckbot's operator's cabin, Highway 0514(C), on the edge of DIG Sector

L4-O does as ordered, and just keeps driving, leaving the second truckbot behind them. Naturally, he keeps his eyes out for anything interesting happening ahead.

Speed-Y also keeps looking around, and notices some of the team having a conversation as they sit near/on The Crate.

He can't help but wonder aloud how L4-O got that autocar to fall into the S.H.A.F.T. earlier.

The truckbot passes another junction. Far above, the dome's command centre comes into view.

Back of the truckbot, Highway 0514(C), on the edge of DIG Sector

"Well what am I supposed to do about that?" John-O demands to know. "I'm a Mental Blast mutant, not an Eyes In The Back Of My Head mutant."

"That doesn't mean you shouldn't be aware of what's happeni-"

Lucas-O is cut off when John-O glares at him. "Aware of what's happening? Yes, I'm aware. I'm aware that you just set off one of your pyrotechnic grenades on the roadway behind us. Not a good one, I have to say; if that's supposed to be a taser, the lightshow is wrong."

"Remind me to take that up with PLC when I get back... unless Jam-Y wants to make a note of it?"

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

It is Josh-R's turn to fire. He lets off a quick laser blast, hitting a communist's fuzzy hat dead on, causing it to start burning. The communist fails to notice for a while, before suddenly looking dazed and confused, and more than a little dizzy. He falls to his knees, causing the hat to fall off his head.

Whereupon the communist's dizziness seems to fade. "What just happened?" He looks around. "Wha- commies?! And - hats! What is this!"

written by Lightning4 on May 07, 2013 23:43

"Oh, I shot the driver through the front window. He just slumped right over and their autocar drove straight into the S.H.A.F.T!"

"I wonder who they were anyway. I'm hoping we never need to find out, but I kind of doubt that's the last time we'll see them or clones like them..."

written by Speeder on May 07, 2013 23:59

I think a bit.

"I really hope we don't have enemies that shoot like that... Now I am feeling rather more exposed.

Remember how the mind control fuzzy hats affected the commies aim? What happen if we find enemies that are NOT mind controlled? Worse, what if they are ex-troubleshooters? Or even traitor torubleshooters?"

written by Gligar on May 08, 2013 13:46

Truckbot's operator's cabin, Highway 0514(C), on the edge of DIG Sector

L4-O explains about how the autocar was dispatched: he shot the driver. That resulted in the car veering off and falling of its own accord. Simple, really.

He still doesn't know who they were, and hopes that they don't need to find out. But he kind of doubts that they've seem the last of them.

The truckbot approaches a third junction. From the signs, they are approaching the sector boundary, and are about to cross into DIF Sector.

Back of the truckbot, Highway 0514(C), on the edge of DIG Sector

Jam-Y doesn't seem to want to make a note concerning the seemingly-faulty pyrotechnics, probably because he is too busy dozing off.

Lucas-O looks over. "Maybe I'll have to make the note... sleeping during a mission? What if someone attacked you in your sleep?"

"That's why there are more of us," Azir-R says. "And besides, if eh doesn't sleep now, he's liable to fall asleep later, say during a firefight, and fail to notice the tacnuke grenade being thrown at him."

"Like that'll ever happen... oh hey, there's the command centre! Can we have someone look at it? Thanks."

written by Speeder on May 08, 2013 15:53

I yell from the inside of the bot.

"Hey, regarding tacnuke grenades, seeing them, or not, does not make much a difference heh? You get blown up the same way!"

written by Kristos on May 08, 2013 16:36

"Do you see that?! The hats, the hats are doing something to them!"

My mind runs through the possibilities. Perhaps the hats were used to motivate loyal clones to sabotage the laser barrel factory. Or maybe the events are not so directly related. But, regardless, we have to remove the hats somehow. Perhaps we can blow them off? Eh, I don't see any giant fans sitting around. So I guess we'll have to do this the hard way.

"Anybody who can aim well: Shoot the hats, but don't shoot the clones! Everybody else: Hold your fire! Only shoot clones if you absolutely have to!"

I refrain from further shooting for obvious reasons (I can't shoot the broad side of a warehouse with a laser rifle) and yell to the startled clone, "Hey, you, knock their hats off!".

Then I swap the laser rifle for my laser pistol and peek around the sign. I believe I can aim better with my familiar old friend. Well, actually, this one is quite new, but laser pistols in concept are a familiar old friend to me. If I see any commies trying to shoot the startled clone I attempt to shoot that commie, preferably in the hat. (I would like to spend a PP on this action.)

written by Lightning4 on May 08, 2013 18:04

I wonder just how far we have to go if we have to traverse one sector at a time...

"Looks like we might have a pretty long drive ahead! But I'm sure I can do it."

written by Gligar on May 08, 2013 18:10

Back of the truckbot, Highway 0514(C), on the edge of DIG Sector

From inside the cabin, Speed-Y points out that it doesn't really matter whether you see a tacnuke grenade coming or not; given the blast radius, you'll be dead either way.

As the truckbot passes the sector boundary wall, Azir-R replies, "True that. But given Jam-Y's abilities, he could get off a warning, surely."

"At least tacnukes are painless," King-R says, "well, if you're right there when it goes off. Further out, not so much. And there tends to be blood involved." He looks uneasy at that.

Up ahead, another junction looms. From the cabin, L4-O can be heard saying that it'll be a long drive. But he is confident that he can do it.

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Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R notices the clone, and comes to a conclusion regarding the hats. The hats are doing things to them!

He thinks for a moment. The best thing to do would most likely be to remove the hats, but how? They don't have the luxury of an industrial fan this time, so they will have to use other methods, like the one he suggests to the others: shoot off their hats.

He includes the recently de-hatted clone in this as well. The clone still looks confused, but complies.

As it turns out, there are a few loyal clones who can shoot straight. Including Kris-R, though he has switched to his laser pistol. Two more communists are de-hatted before the other commies can organise enough to shoot back. "No! You will *not* shoot!" one yells, and fires in Kris-R's direction.

He ends up missing Kris-R, but only because Josh-R is in the way. Said clone yells out in pain as a slug pierces his left arm.

written by Speeder on May 08, 2013 19:09

I reply to L4.

"We are going to use the YELLOW expressway remember? I am sure it will make our trip much faster, that is, if this truck can go fast..."

Or if the expressway has some device to help us move fast..

I heard some of them the ground moves! It must be really awesome."

I look upward, trying to see as we have the sector if I can see the ceiling of alpha complex.

"I wonder how big the city really is."

I try to get the population number of Alpha Complex on my PDC.

written by Gligar on May 08, 2013 22:26

Truckbot's operator's cabin, Highway 0514(C), on the edge of DIF Sector

Speed-Y reminds L4-O that they'll be taking a YELLOW expressway, which should hopefully make their journey faster. Assuming that this truckbot can go that fast.

While he thinks about it, though, he seems to remember hearing about expressways with integrated devices to make the journey even faster - indeed, he seems to have heard about the rolling roadway project from a few yearcycles ago, wherein a few expressways were modified to essentially become rolling belts to allow vehiclebots to attain higher speeds with lesser fuel expenditure. They still exist, in fact, and further retrofits are planned, but have been shelved due to massive budget overruns and infiltration by... well, you know.

As the junction looms even closer, Speed-Y idly wonders just how big Alpha Complex is. This dome alone is so large

that he cannot even see the superstructure from here, only the control centre suspended below it - and even then only due to the fact that it has powerful spotlights trained on it. And just how many citizens can the city support? I'm sorry, citizen, but that number is beyond your security clearance.

As for the junction... here it is. Your exit, I believe.

written by Lightning4 on May 08, 2013 22:26

"Well, there's probably a maximum mandated speed, even on the YELLOW expressway."

"Though hopefully it's pretty fast..."

written by Speeder on May 09, 2013 15:11

"And CAN this truck reach that maximum speed? Hey, the exit, there!"

I point to the exist.

written by Gligar on May 09, 2013 17:11

Truckbot's operator's cabin, Highway 0514(C), on the edge of DIF Sector

L4-O points out that the expressway most likely has a maximum mandated speed - hopefully, a fast enough one that they can reach their destination quickly.

This causes Speed-Y to wonder if the truckbot could even reach the limit. "It has been some time since I have travelled on an expressway," the truckbot replies, "but I am pretty sure I will be able to reach the top speed."

Speaking of the expressway, exitrightnowgo! The lane is already splitting off!

written by Cryoburner on May 09, 2013 17:35

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"Oh, thank you! I'll be right along then."

I wander over to the door marked 'Overseer' and enter, so long as it seems to be fine with the guards.

written by Gligar on May 09, 2013 20:30

Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

I probably don't need to explain what happens between "Karl" and the commie guards. That's right: he thanks them and moves on.

Impromptu command centre, Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

Upon entering he immediately notices two things.

The first is that (almost) every surface is covered in maps of the factory, the sector, other buildings in the sector, and plans for how to control them.

The second is his own dead body, lying on a table with an empty syringe stuck in its chest.

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Several commies are still clustered around it, seemingly wondering how to properly dispose of this body in some way that benefits the people as a whole.

written by Lightning4 on May 09, 2013 22:07

I take the exit. If I can.

I then start looking for anything that denotes the maximum speed, and, if we're below it, start accelerating to meet it.

written by Gligar on May 09, 2013 22:48

Truckbot's operator's cabin, Highway 0514(C), on the edge of DIF Sector

Belatedly noticing the exit, L4-O makes a hard turn, making the truckbot cut over the dividing markings in a desperate attempt to traverse the junction... and makes it just before it hits the separator barriers appear. Then, it's another hard turn to get back in line, and a gentler turn as the roadway curves round to meet the expressway. Whew!

Truckbot's operator's cabin, Expressway Y489, DIF Sector

Did he notice the speed limit signs? This section of the expressway seems to have a 80 kph speed limit.

Apparently, he did. He guns the truckbot's engine, causing it to accelerate. It seems to take its time, but then again, they do have a heavy Crate on board.

I wonder how the other team members are coping with this?

written by Lightning4 on May 09, 2013 23:57

I continue accelerating as much as the truckbot will go. Well, at least until I reach 80 kph.

If I reach it...

written by Gligar on May 10, 2013 12:29

Truckbot's operator's cabin, Expressway Y489, DIF Sector

L4-O isn't thinking about the others in, or on, the truckbot. He just wants to see if the truckbot can reach the speed limit.

Well, it looks like it *might*... but the a small problem: one called "traffic" that stops them from going any faster than 70 kph. It seems to consist mostly of autocars with the odd cyclebot weaving through.

Looking ahead, the cause of the traffic becomes clear, and you can probably guess what it is without me telling you:

Roadworks.

Or rather, there *would* be roadworks if there was anyone working in the coned-off area. As it is, there is no indication of any progress other than a bunch of cones, and a sign from Tech Services apologising for the inconvenience.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

The other two de-hatted clones look around, confused. One realises what is happening, and joins in with the de-hatting.

The other does not, and attempts to stop the first from doing so.

Meanwhile, Kris-R and the loyal clones are continuing their attempt while getting shot in return. It's slow going, and three loyal clones are lost, but three more communists are de-hatted.

written by Gligar on May 10, 2013 17:44

Truckbot's operator's cabin, Expressway Y489, DIF Sector

The roadwork continue for... quite a distance, it seems. Even though there are no tools, machines, bots, clones... you get the idea.

Out of the corner of his eye, Speed-Y notices a nearby autocar roll down its window, allowing an occupant to stick something out of it. It's aimed in their direction.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

The shootout continues. One communist throws a grenade, which explodes into a wall of noise and light.

Impromptu command centre, Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

One of the communists arguing over "Karl"'s body straightens up, noticing "Karl"'s clone, and says, "Ah! Our comrade has returned. Have you any suggestions as to how to deal with this?"

written by Lightning4 on May 10, 2013 22:35

I sigh and regulate my speed so we can get through this roadwork safely, without running into any autocars, cyclebots, or the like.

written by Gligar on May 10, 2013 22:59

Truckbot's operator's cabin, Expressway Y489, DIF Sector

It is clear that L4-O would prefer that the roadworks not be present at this time. He'd rather just go as fast as he can to HOL Sector, and get this mission done, I think. Alas.

He slots the truckbot in between a couple of autocars in the next lane over, and is able to keep up with the traffic as the roadworks continue to hog lanes that would be welcome if they were not coned off.

It looks like the roadworks won't last much longer, though. I'm sure everyone will be pleased to see that. Except, perhaps, for the occupants of the nearby autocar, one of whom seems to be pointing something their way through the window, and seems to have made up his mind about something.

Back of the truckbot, Expressway Y489, DIF Sector

John-O has spotted him. "We've got company," he shouts, over the rushing air. "Possibly hostile -"

ZAP! A laser shot grazes his left ear.

"Good catch," Lucas-O says, readying his pistol. "But next time, perhaps you should be quicker about it." He returns

[1389]

fire, managing to miss. "You could have avoided injury that way."

written by Lightning4 on May 11, 2013 00:21

I hear the commotion, but drive, being unable to do anything about it.

Though I do glance at the autocar and wonder if ramming it from the side might be a good idea...

I do try my best to keep the shooter from getting a shot at me or Speed-Y.

written by Gligar on May 11, 2013 11:21

Truckbot's operator's cabin, Expressway Y489, DIF Sector

L4-O keeps driving. There not much he can do to help while doing so, except for the occasional glance at the autocar to determine whether he could ram it. He ascertains that doing so would be problematic, as there are other autocars between him and the enemy. If he could solve that problem, though, it might work.

In the meantime, all he can do is try to minimise the number of casualties on their side by driving in such a way that no-one is hit. Well, that's the plan, but it is hampered by the, well, traffic. There is always an autocar right where he wants to go...

At least he has the full expressway to drive across, now that they're past the roadworks.

Back of the truckbot, Expressway Y489, DIF Sector

By now, John-O has also readies a laser pistol. He fires a couple of times at the other autocar, and manages to puncture a hole in the side. There is no indication as to what that does to the occupants, but hey, he hit his target. That has to count for something, eight?

Lucas-O fires again, scoring a hit on one tyre. It punctures, causing the driver to start fighting the controls to try to keep in the fight.

written by Kristos on May 11, 2013 13:48

Surely the grenade has stirred up some dust? If there is the cover of dust, I try to run to another obstacle to get closer to the commies. The closer, the better.

written by Gligar on May 11, 2013 15:08

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Hmmm, doesn't look like there are many injuries from that grenade. Perhaps its purpose was not to cause harm, but to merely stun? If so, it was not very successful at even that.

But what it did do was throw up quite a bit of dust, and at least one clone has taken advantage of that to move forward. One of them is Kris-R, who, under cover of the dust, is able to move out from behind the sign and take cover behind a shipping crate. (It looks like a communist had the same idea, but a laser blast to the chest from

somewhere further back ensures that he does not make it.)

Once he has cover again, Kris-R becomes aware that his PDC is vibrating at him.

written by Gligar on May 11, 2013 21:45

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

But Kris-R doesn't have time to worry about it, since another grenade has been thrown. This time, it lands right next to him.

Impromptu command centre, Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

"Karl" doesn't answer. Any particular reason? Probably just My Brain Isn't Here Syndrome.

The communists don't notice, though. They talk amongst themselves, and come to the decision to just burn the body.

"What about the equipment?" one communist asks.

"Just burn it," he is told. "It is of inferior computerist make and is no good to us."

Back of the truckbot, Expressway Y489, on the edge of DIF Sector

It's King-R's turn to join in with the shooting. However the thoughts of what all this is doing to the autocar's hygiene level seems to be distracting him, causing him to miss. What's worse, the occupants have resumed shooting, catching him right in the reflex.

written by Lightning4 on May 11, 2013 22:21

I continue driving and swerving as much as I can. Since the full expressway is now open, I try to find any gaps I can squeeze into so I can start accelerating rapidly.

written by Gligar on May 12, 2013 11:14

Truckbot's operator's cabin, Expressway Y489, on the edge of DIF Sector

Now that he has the space to do so, L4-O can step up the driving. He can change lanes to fit into a gap there, change back, change the other way... all in the name of avoiding weapons fire. Does it help? Probably. All he knows is that Speed-Y isn't getting hit. (Nor is he helping in any way.)

On the occasions that he glances over at the other autocar, L4-O can see that the driver is still fighting to keep it under control despite its burst tyre. He almost loses it and collides with another vehicle but manages to come out of it with only minor damage. (The other vehicle isn't so lucky, and ends up crashing through the central barrier and cause an incident over there.)

A status light appears on the dashboard.

Back of the truckbot, Expressway Y489, on the edge of DIF Sector

"At least that wasn't us," Azir-R yells as he shoots. He scores a hit to the windscreen, causing the autocar to become even more erratic. He gets shot in the arm as a result, though.

[1390]

"True," John-O replies. "And we're getting some nice footage. Should be some good evidence against these guys."

written by Lightning4 on May 12, 2013 16:12

"Uh oh."

I look at the status light, wondering what it says.

written by Gligar on May 12, 2013 18:23

Truckbot's operator's cabin, Expressway Y489, on the edge of DIF Sector

Fearing the worst, L4-O looks down at the dashboard, and at the status light. It turns out that it is simply a low-fuel indicator.

As he looks at it, there is a zap as a laser blast pierces the windscreen at an angle, passes over his head, and exits through the driver's side window.

written by Lightning4 on May 12, 2013 21:14

"Eep."

I jerk a little in reflex, but try to keep the truckbot under control.

I shout.

"Someone kill those guys already!"

written by Kristos on May 13, 2013 03:00

Eh, okay, grenade right beside me? I jump and roll to the side, covering my ears.

written by Gligar on May 13, 2013 11:06

Truckbot's operator's cabin, Expressway Y489, on the edge of DIF Sector

L4-O is a little startled by the laser blast, and so naturally twitches somewhat, causing the controls to read that he wants to steer into a nearby autocar. He's able to keep it from colliding, though, and yells for someone to just kill them already!

From behind comes the sound of another laser blast - this one aimed at the enemy autocar. It bursts another of its tyres, which ends up being too much for the driver, who loses control and ends up crashing into the central barrier.

Causing, in turn, another autocar to crash into it.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R seems strangely calm about there being a grenade right beside him, but still reacts by rolling away and covering his ears. It explodes, pelting him with debris.

Of course, in escaping the grenade he is now out of cover, giving a communist a good line of fire. Said communist sho-

Tries to shoot. It turns out that his slugthrower jams instead.

written by Cryoburner on May 13, 2013 17:44

"Oh, comrades! It is good to see that you have recovered my body, and not yet burned it, or anything like that! I've

been using that shoddy computerist equipment to better blend in during covert missions in computerist territory. It is a disguise, as one of their own loyalty officers! Hahahaha!"

I approach my prior clone's body, and begin recovering my equipment.

written by Gligar on May 13, 2013 18:24

Truckbot's operator's cabin, Expressway Y489, on the edge of DIF Sector

As the truckbot continues, the enemy autocar is hit by another autocar. It's rapidly becoming a major incident back there.

Up ahead, signs indicate another junction.

Impromptu command centre, Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

"Karl" finally answers the communists's question by saying that he was using Computerist equipment in order to blend in when he is in Computerist territory. Specifically, he is a Loyalty Officer - well, they think he is.

Without waiting for a response, he takes back his equipment from his body. Everything seems to be still there, including his transcripts recorder.

The communists seem to think. "That's... actually a good idea! But I insist that you get superior Communist equipment for regular use. Come, I'll get you a slugthrower..."

written by Lightning4 on May 13, 2013 21:55

I breathe a sigh of relief now that the enemy is gone.

"Good shooting, guys. Keep an eye out for any others like that..."

I glance around to make sure there's nothing else dangerous nearby, then go back to focusing on the junction. And driving, of course.

written by Gligar on May 13, 2013 22:16

Truckbot's operator's cabin, Expressway Y489, on the edge of DIF Sector

L4-O congratulates the shooter, telling whoever it was to keep an eye out for any more enemies.

He doesn't look back, of course. He's busy driving, and that involves keeping his full concentration on the expressway. The traffic might not be as bad, but he still needs to pay attention. And then there's the junction...

Say, which way do they need to go? Straight through? Or take the junction?

Speed-Y? Are you there, citizen? You have the journey plan, do you not?

written by Lightning4 on May 14, 2013 00:51

I slow down and wait for directions.

written by Cryoburner on May 14, 2013 01:11

"Yes, a slugthrower would be grand!"

I glance back at my prior, slightly-less-than-alive clone.

“Speaking of slugthrowers though, has anyone taken a look into the potential sabotage of our arsenal? It would be best to have all the weapons tested as soon as possible, with misfiring units taken out of active use.”

After gathering all my supplies (aside from the jumpsuit itself, which might be overkill), I also take the empty syringe, careful not to poke myself in the process, and follow after the slugthrower-offering clone.

written by Gligar on May 14, 2013 13:03

Impromptu command centre, Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

“Karl” accepts the offer of a slugthrower, but asks about the progress of the “sabotage” investigation (still under the belief that his previous clone’s death was somehow caused by “malfunctions” with the slugthrowers, as you’ll recall; he seems to have planted the idea with the communists that there really are malfunctions). “Little progress as yet, comrade,” is the reply. “There are many slugthrowers in use, and to investigate them all would take time.”

Former laser barrel warehouse, Communist garrison, Roadway 3, JHY Sector

He follows the communist out of the command centre, through the factory floor, and into the factory’s warehouse, which now seems to be set up as an armoury, and leads him through the shelves. There are a number of slugthrowers, grenades, and other weapons here.

The communists stops at a selection of slugthrowers. “Take one,” he says.

Truckbot’s operator’s cabin, Expressway Y489, on the edge of DIF Sector

L4-O slows the truckbot, waiting for direction from Speed-Y. But Speed-Y seems to have spaced out...

written by Speeder on May 14, 2013 15:44

I finally find the correct map and state the correct direction.

“Sorry, I was having trouble with all that paper.”⁸³³

written by Gligar on May 14, 2013 16:10

Truckbot’s operator’s cabin, Expressway Y489, on the edge of DIF Sector

...but not for long.

Quickly, he claims to be having problems with all the pieces of paper he has, and digs out the directions again.

According to the sheet, they need to go... straight on into DIE Sector! It’s the next junction they need to worry about. He quickly tells this to L4-O.

written by Kristos on May 14, 2013 21:05

I run to the next cover, preferably closer to the commies (and preferable larger than the sign), and answer my PDC.

written by Gligar on May 14, 2013 22:14

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R moves again, this time to a nearby autocar just left there by the fence, narrowly missing a slugshot to the face which ends up embedding itself into the head of another loyal clone instead. (Which promptly gets answered by a volley of laser fire from other loyalists, costing the communists three of their own).

Then, finally realising that his PDC wants his attention, answers it.

It’s The Computer, asking for a status report. Have they ascertained the source of the sabotage? And what about this report of communists overrunning the sector?

written by Lightning4 on May 14, 2013 22:19

I take my orders and proceed as ordered through the junction.

Well, I proceed as ordered when it’s my turn to proceed, anyway. Can’t be going into any junctions when it’s not your turn to proceed, that could cause a collision!

written by Cryoburner on May 14, 2013 23:58

I grab a particularly nice-looking slugthrower, aim it at the ceiling, and pull the trigger.

written by Gligar on May 15, 2013 10:12

Truckbot’s operator’s cabin, Expressway Y489, on the edge of DIF Sector

L4-O follows Speed-Y’s instructions, and directs the truckbot through the junction, noting as he does that a lot of traffic is getting off the expressway here, to be replaced by more traffic. Not as much, though, so there’s less to worry about.

That low fuel light is still lit.

“Well, this takes me back,” says the truckbot. “A shootout on an expressway. You tend to remember those.”

Impromptu command centre, Factory floor, Corridor A/B intersection, Communist garrison, Roadway 3, JHY Sector

“Karl” picks a nice semi-automatic slugthrower – normally GREEN Clearance, but the communists don’t care – and proceeds to aim it at the ceiling and pull the trigger.

BANG! Tinkle tinkle.

Oops, looks like he shot out one of the light fixtures.

The communist laughs. “As you can see, these slugthrowers work perfectly. Though, I am concerned that they were left here still loaded...”

written by Lightning4 on May 15, 2013 11:27

“Hmm, you’ve been in shootouts, you say?”

⁸³³ SPEEDER: (OOC: sorry, I went to a trip to see my mom in Brazillian Mothers day and totally forgot to check here in other devices!)

[1392]

I notice the low fuel light.

"Er... we're going to need to find somewhere to get more fuel. We're running low."

I start looking around.

written by Speeder on May 15, 2013 13:47

I try to see on my charts maps and PDC if there are a reasonably close refueling station on the route.

written by Gligar on May 15, 2013 15:06

Truckbot's operator's cabin, Expressway Y489, on the edge of DIE Sector

L4-O begins to ask the truckbot about the shootouts it's seen, but notices the fuel light. They'll need to refuel soon. He looks around outside for a fuelling station, but can't see one.

Speed-Y also has a look, although he's using his maps. Hmm... they're here, so... the nearest station is... there, off the expressway at the next junction, then it should be... just there. Should only be a couple of minutcycles or so away.

written by Speeder on May 15, 2013 15:46

I explain to L4 where the station is.

Then I look for any more suspicious people trying to shoot us in the middle of the expressway.

written by Gligar on May 15, 2013 19:10

Truckbot's operator's cabin, Expressway Y489, on the edge of DIE Sector

Speed-Y tells L4-O about the refuelling station, and starts looking around outside for... well, anything. But mostly anything that looks like it could harm them. And isn't obviously meant to be there.

Hmmm... apart from the ad displays still being unable to lock on to any of them in particular - hey, does that one say something about the situation being under control in JHY Sector, with there definitely not being a communist army there taking it over? - there's not much to see, other than the other vehiclebots, and none of them seem to be interested in the truckbot. Far from it, in fact: many of the vehiclebots seem to be deliberately avoiding the truckbot for some reason.

Soon, the next junction starts to appear.

written by Speeder on May 15, 2013 19:50

I yell to a random vehiclebot that passes nearby and looks like it is not on manual control.

"Why you are avoiding us?"

written by Lightning4 on May 15, 2013 22:24

"Anyway, back to my question..."

I address the truckbot again.

"Shootouts, huh? Sounds like you've seen some action!"

While listening, I make sure to keep on the path described to me by Speed-Y.

written by Kristos on May 15, 2013 23:28

"Hello computer! The communists have indeed overrun the sector and right now they are breaking into the armed forces garrison before my very eyes! But we are fighting back. It really is a spectacular battle! A battle with regrettable losses of loyal clones on both sides; We discovered that many of the communists seem to actually be loyal clones who are being controlled by the red fuzzy hats they are wearing! What should we do, F.C.?"

I take a quick look around to make sure I am not in immediate danger.

"I do not have any new information clearly related to the sabotage. My loyalty officer I believe is still researching that matter."

written by Gligar on May 16, 2013 17:36

Truckbot's operator's cabin, Expressway Y489, on the edge of DIE Sector

While Speed-Y tries to get responses from passing vehiclebots about why they are avoiding the Troubleshooters (and getting avoided more) L4-O repeats his question to the truckbot. "That is correct, citizen," the truckbot replies. "The last one I remember involves a group of commies with Transitions... it is a good things that commies cannot shoot straight... perhaps their hats get in the way of thinking."

The truckbot approaches the junction, and L4-O directs the bot to exit here. As it does, he can see signs for the refuelling station. How convenient.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R tells The Computer that the reports of communism are true, and that they are attacking the garrison. He adds that they are defending, albeit at a cost, and that the commies are being controlled by the fuzzy hats they are wearing. **"Fuzzy hats that control their wearer?"** inquires The Computer. **"That is interesting information. Such hats have been seen in use during at least one previous communist invasion, but we have few examples of such a hat, and thus cannot conduct much meaningful research. Please attempt to obtain an example for me."**

Kris-R looks around, and notices that the communists are starting to focus on his position more intently. He's not yet in immediate danger, though.

He adds that he is not sure about any links to the sabotage, though his Loyalty Officer is currently investigating... he thinks. **"Very well. Continue to assist the Armed Forces, and make contact with your Loyalty Officer as soon as possible. Thank you for your co-operation."**

The Computer hangs up. Or it would if it were a clone. But it isn't, so... you get the picture.

[1393]

written by Lightning4 on May 16, 2013 22:51

"Hats? They wouldn't happen to be... fuzzy hats?"

I think.

"Of course they are, what am I thinking... that means there's more commies out there. That's not good..."

I follow the directions to the refueling station.

written by Gligar on May 16, 2013 23:03

Truckbot's operator's cabin, Roadway B, DIE Sector

L4-O comments about the hats. Were they, perhaps, fuzzy?

Of course they are, he corrects himself. But that means there are more out there.

Just when you thought it was safe...

But is it ever truly safe? No, of course not. And the truckbot confirms: "They were indeed fuzzy hats. They seemed to make them confused or something. It makes me wonder why exactly they used them."

L4-O continues driving. The refuelling station is only a short drive away - and a good thing it is, for the low fuel light is beginning to blink.

Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector

The refuelling station appears to be safe enough: only a couple of unmanned vehiclebots receiving fuel from the stationary pumpbots. Neither appear to be armed.

A RED walkway links the pumpbots together, and to a small building, seemingly a PLC outlet.

written by Kristos on May 17, 2013 01:07

There's got to be a better way to do this. Why isn't one of those brilliant armed forces guys relaying tactics? Laser barrel sabotage. Fuzzy hats. This makes no sense. And I don't have time to think about it.

Peeking around the autocar I fire at some more hats with my laser pistol, switching barrels whenever necessary.

written by Lightning4 on May 17, 2013 02:28

"We had a fuzzy hat problem in JHT. Emphasis on had, however!"

I worriedly look at the low fuel light, and the distance to the refuelling station. I continue looking worried until either we run out of fuel, or make it to the station.

written by Gligar on May 17, 2013 10:16

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Behind his autocar, Kris-R can't help but be confused. None of this makes sense to him: the fact that the Armed Forces don't seem to be relaying any sort of tactics or anything, the fuzzy hats, the sabotage... wait a minute, are there actually any of the Armed Forces here with them? He sneaks a quick peek, and sees a few, but they're all low-clearance.

On the plus side, their battle does seem to be wearing the communists down.

Kris-R pops out again and fires a few shots, enough to fell a couple of communists. And enough to deplete the barrel in his laser pistol. That leaves him out of pistol barrels.

Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector

L4-O tells the truckbot that they had a fuzzy hat problem recently, though it's been dealt with.

Eyeing the low fuel light, he hurries up and enters the station, parking near one of the pumpbots. As the truckbot stops, the pumpbot extends its arm, looking for the fuel cap. It finds and opens it, and announces, "Ready to begin fuel transfer. What account will handle the payment?"

written by Cryoburner on May 17, 2013 12:48

"Yes, a fine slugthrower! I suppose it's better to have them loaded than sabotaged though! Or loaded and sabotaged, I guess."

I stare at the slugthrower for a moment.

"Anyway, I take it there's spare ammunition as well?"

I look to see if there is any spare ammunition around, and check the slugthrower's clip to determine how loaded it already is. I avoid pointing it at myself though.

written by Gligar on May 17, 2013 16:05

Former laser barrel warehouse, Communist garrison, Roadway 3, JHY Sector

"Karl" agrees that the slugthrower is in working order, and points out that it is better that the slugthrowers be loaded than sabotaged...

But there is one more question: ammunition. Checking the clip, he finds thirteen slugs currently loaded out of what looks to be twenty that could be loaded. He wonders if there is any more. "There is," the communist replies. "One extra clip is available to you right now." He points to another shelf, where there are some clips. "You make take one."

written by Gligar on May 17, 2013 21:49

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Hold on a minute...

I don't know if Kris-R has noticed, but it almost seems as if the communists are fighting themselves! No wait... the fuzzy hats are fighting the non-fuzzy hats... or... wait, I thought they were wearing fuzzy hats...

Oh yes, that's right. Kris-R told everyone to aim up there, didn't he? So as a result, a lot of the surviving clones along the fence aren't wearing one. They still look confused, but they seem to have figured out what's happening.

It might be over soon.

written by Lightning4 on May 18, 2013 12:22

"Hmmm... how much does it usually run?"

I check my own finances first, knowing that they've been depleted a bit due to my recent weapon maintenance and purchases.

writtn by Gligar on May 18, 2013 12:47

Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector

Before he can decide if he'll be the one paying, L4-O asks how much it normally costs for fuel. "At current prices," replies the truckbot, "the cost of a full refuel is 60 credits."

"Not including service surcharge," adds the pumpbot. "DIE Sector regulations require that a 20% surcharge be added."

Now that he knows that, L4-O can check his own balance... there he goes... 94 credits.

Of course, if their Financial Officer were still alive⁸³⁴, he could have assisted with this transaction. Ah well...

And that's not the end of it: there's still the matter of the remaining payments for the truckbot.

Outside, Azir-R comes into view, heading towards the PLC outlet. He's probably headed to get some B3 or something (as if he doesn't have enough already).

written by Speeder on May 18, 2013 16:59

I attempt to give Joris ME Card.

If I don't have it, I suggest L4 to see if he has Joris ME card and give to the bot.

If that does not work either, then I hand my personal ME card.

written by Gligar on May 18, 2013 18:06

Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector

Speed-Y decides that, as Team Leader, it is his responsibility to sort out the payment.

To that end, he looks for an ME Card... no, not his own, but Joris-O's. Does he have it? Sadly, no. But, if you'll recall, it was L4-O who salvaged Joris-O's equipment... perhaps he has it? Well, he doesn't remember finding it, but he did salvage a bunch of forms... and aha! It's right there.

The pumpbot extends an antenna and begins scanning. "Citizen identified as Joris-O-DNK: payment accepted. You are reminded to keep your ME Card handy at all times." Only now does it extend the nozzle from its arm and begin pumping fuel.⁸³⁵

written by Kristos on May 18, 2013 21:20

I stow the laser pistol and take out the laser rifle. Our plan seems to be working. Since my hands are not very well acquainted with laser rifles I save the precision shooting for the other clones. Turning around I look for my team and try to determine if I can return to any of them.

written by Lightning4 on May 18, 2013 22:16

"Thanks, sir. I was a bit low on credits..."

While the fuel is being pumped, I take the time to survey the surroundings. This is an unfamiliar sector to us all... I assume, anyway.

written by Gligar on May 19, 2013 12:50

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R switches weapons once again, but chooses not to continue with precision shooting; after all, he is not really all that skilled with laser rifles.

Instead, he looks back, trying to find the rest of his team. That is easy: Josh-R and the rest are advancing behind him and are trying to join him behind the autocar; they're just having problems with the commies shooting at them.

Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector

L4-O thanks Speed-Y. Though he could have afforded the fuel, he is running low on credits, so using someone else's credits helps. (Using a dead clone's credits helps even better.)

That sorted, he waits. And keeps looking around. Aha, there's Azir-R returning from the outlet. Looks like he did buy some more B3 after all.

Apart from that... what else is there to see? More buildings than JHT Sector, at least. It looks like the nearby buildings are warehouses. Further away, two large JHT-style domescrapers are prominently visible.

As he watches, a few vehiclebots travel the roadway, going to wherever it is they are going. None seem interested in them.

written by Gligar on May 19, 2013 22:07

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Eventually, though, they manage to make it, albeit not without being shot themselves. Josh-R falls to the floor but manages to bet back up and join Kris-R.

Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector

Soon, the pumpbot finishes its work. It closes the fuel cap and withdraws its arm. "Refuelling complete," it announces. "Have a pleasant daycycle, Joris-O."

written by Lightning4 on May 19, 2013 23:29

"Let's do this then..."

I check to make sure that everyone is back on board. If not, I wait.

If everyone is in place again, I start driving according to my directions again... backtracking back to the expressway if necessary.

⁸³⁴ GLIGAR: (OOC: and, you know, not idle)

⁸³⁵ GLIGAR: (OOC: A pretty neat way of doing it, Speeder. +1pp for you.)

written by Gligar on May 20, 2013 10:02*Truckbot's operator's cabin, Refuelling station, Roadway C, DIE Sector*

Looks like Team Epsilon are done here.

Noting that Azir-R has returned, and that everyone is where they should be, L4-O starts up the bot again, and heads back towards the expressway.

Truckbot's operator's cabin, Roadway B, DIE Sector

Turning onto Roadway B, they encounter a vehiclebot travelling erratically. It seems to be under manual control, but the operator seems to be unable to keep it pointed straight. Not to mention the fact that the thing is running almost as slow as a PLC queue.

This could take a while. But remember, tardiness is treason.

written by Lightning4 on May 20, 2013 10:34

"What in the complex is going on here..."

I continue watching the vehiclebot intently, though I try to maintain my attention on driving as well.

written by Speeder on May 20, 2013 13:39

"Overtake it, and if it threatens us, then of course, we will do with it what troubleshooters do when someone try to put them in trouble."

I smile happily. Maybe TOO happy.⁸³⁶

written by Gligar on May 20, 2013 14:19*Truckbot's operator's cabin, Roadway B, DIE Sector*

L4-O wants to know what is going on with the vehiclebot. He starts watching it, and notes that the operator's troubles don't seem to be related to any problem with the bot itself as the bot looks to be in good condition. So why is it being driven like this? It must have to do with the clone. Is he drugged or something? (More than normal, I mean.)

Speed-Y suggests that they just overtake the vehiclebot and move on. If he causes trouble... well, they're Troubleshooters. So no problem there. (Speed-Y doesn't see any problems, at least. In fact, he seems happy about it... almost creepily so.)

The vehiclebot continues to swerve across two lanes in front of them. Now, it seems to accelerate and decelerate erratically.

written by Cryoburner on May 20, 2013 17:39

"Yes, a fine clip!"

I take a clip, and continue following after the clone.

written by Kristos on May 20, 2013 18:31

Wow, my team, following me even in the face of certain danger. It makes me feel all proud and leadery.

"Thanks team. Who's hurt? How badly?"

⁸³⁶ SPEEDER: (OOC: for some unknown reason to me, seemly the ISP cut off my internet, for now I can only post from work)

"The Computer contacted me. Whenever we can we need to obtain one of the red fuzzy hats. It goes without saying, but, should you find one, DO NOT put it on."

"Our defense seems to be going well. I'll contact my Loyalty Officer once the action dies down and see how well his investigation is going."

I think I partially remember how I died now. It really was clever of him to kill me in order to gain the trust of the commies.

written by Gligar on May 20, 2013 18:57*Former laser barrel warehouse, Communist garrison, Roadway 3, JHY Sector*

"Karl" takes one of the offered clips - just one, as instructed - and then has a look at the slugthrower again. Everything else about it looks normal.

The communist says, "I would also offer a set of kevlar, but we are waiting on a shipment. In the meantime, let us return to the command centre."

And with that, he heads back through the shelves. "Karl" follows him.

Truckbot's operator's cabin, Roadway B, DIE Sector

The vehiclebot's operator seems to finally realise that there is another vehiclebot behind him, and accelerates to a steady speed. There is still the problem with him weaving around, though. It's a good thing that, though there are other vehiclebots around, they are keeping their distance.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Looking back at the rest of his team, Kris-R can't help but feel proud as they join him. He feels so much like a leader! (Well, he *is* a leader. But this makes him feel like it.)

And since he *is* a leader, it is his responsibility to check on the status of his team. He asks if any are injured. "I took a laser to the reflec. I'll live."

"Got shot in the shoulder," another says. "Reflec doesn't work against slugs."

"Managed to avoid the slugs," the third replies. "Somehow."

Kris-R fills them in on Our Mutual Friend's orders concerning the fuzzy hats. "That's odd," Josh-R replies, "but if that's what The Computer wants, we'll do it." Kris-R adds that he plans to contact Cyrus-R for a status report. "Yeah, good idea."

I should probably remind everyone that the communists are still shooting. But as previously mentioned, enough have been de-hatted that they are suffering from heavy in-fighting. There are more than a few fuzzy hats that have been either damaged by laser fire or simply knocked off.

While Kris-R observes this, his thoughts turn back to Cyrus-R. He seems to be remembering things... and he seems to like it.

written by Lightning4 on May 20, 2013 22:37

I decide to try to take Speed-Y's advice, and start trying to overtake the other vehiclebot. If I can find means to do so.

written by Gligar on May 21, 2013 13:34

Truckbot's operator's cabin, Roadway B, DIE Sector

L4-O keeps watching the erratic vehiclebot for a chance to overtake.

After a moment, it has shifted over into the next lane. L4-O decides that now is a good time, and hits the accelerator.

Just as he is doing it, though, the vehiclebot starts to move back, and makes contact with the truckbot. But the truckbot is moving fast enough that it can simply push past.

written by Lightning4 on May 21, 2013 13:41

I keep on the accelerator, making sure I get past the strange driver and his vehiclebot.

written by Speeder on May 21, 2013 16:01

I stare at the driver, and if I can (and if he is not above my clearance...) I yell.

"YOU SON OF A BROKEN TANK!"

written by Gligar on May 21, 2013 18:20

Truckbot's operator's cabin, Roadway B, DIE Sector

L4-O keeps accelerating, even as the vehiclebot proceeds to steer into them. But the truckbot, plus The Crate and the entire team, are heavier than the other bot, so...

Speed-Y takes the opportunity to peer into the other bot, at its operator. It appears to be BLUE Clearance, and is staring straight ahead with a grin that is... kind of creepy, really.

Actually, now that he thinks about it, it almost looks like that face *can't move*.

Thankfully, it passes out of view as L4-O manages to get past. The junction is just up ahead.

written by Speeder on May 21, 2013 18:23

I look forward like if I had seen a ghost.

"What was that?"

written by Lightning4 on May 21, 2013 23:19

"What was what? I didn't see anything... too busy focusing on driving."

I try to recall where Speed-Y wanted me to go in this junction, if he stated so.

written by Gligar on May 22, 2013 09:14

Truckbot's operator's cabin, Roadway B, DIE Sector

Speed-Y snaps his head back, a little shocked. Did L4-O see that? Perhaps he has any ideas about what it could be?

Apparently, he did not see it. He says he was too busy driving to notice. Right now, he is trying to remember what to do with this junction. Well, Speed-Y didn't say anything about it with regards to going to HOL Sector, which means that it must have only been for the refuelling station. So the best course of action would be to get back onto the expressway.

written by Lightning4 on May 22, 2013 09:20

I proceed back onto the expressway as soon as we get to the junction.

I also make sure I don't get rear ended by that vehiclebot.

written by Speeder on May 22, 2013 13:51

"I saw the most creepy BLUE clone I ever saw... And you KNOW how creepy BLUE clones can be..."

written by Gligar on May 22, 2013 14:57

Truckbot's operator's cabin, Roadway B, DIE Sector

As they reach the junction, L4-O directs the truckbot to rejoin the expressway. As he does, the vehiclebot begins to accelerate again. It completely fails to hit the truckbot as it joins the expressway, leaving the vehiclebot to meander along around the junction.

Truckbot's operator's cabin, Expressway Y489, DIE Sector

Speed-Y relays what he saw to L4-O - namely, the creepiest BLUE he ever saw. And given the BLUEs that L4-O has encountered... that must be pretty creepy.

Now, if Speed-Y remembers, they should have some distance to go on this expressway before switching to another.

written by Speeder on May 22, 2013 16:12

I take my maps again and think about our next steps on the route, and if anything important comes up I inform L4.

I do that in fact in a almost obsessive manner, like if paying attention to maps and the road will make me not remember the creepy BLUE

written by Gligar on May 22, 2013 20:05

Truckbot's operator's cabin, Expressway Y489, DIE Sector

As if trying to forget the creepy BLUE (perhaps he should speak to the Happiness Officer?) Speed-Y pulls out his maps and examines them intently.

Let's see... from here, we need junction 38 onto Y86... then either junction 16 onto O8814(h) or 19 onto O218(c)... either of them will take them to... G428? That can't be right... how about R6624(z)?

No wait... according to this, Y86 is blocked between 17 and 18... if they plan to take O218(c) they'll have to figure an alternate route between the junctions.

From below, an explosion can be heard.

written by Speeder on May 22, 2013 20:47

The explosion startle me, making me throw papers all over the cabin.

Then I start to look around trying to see what is going on.

“Don’t stop, unless the road in front of us cave in...”

For everything else I think it is safer to not stop, for example if a huge radioactive zombie horde is on the front, we can just trample them.”

written by Lightning4 on May 22, 2013 23:16

“Okay...”

I look a little nervous, and reply to the remark about the BLUE.

“I can’t say that I’ve seen very many BLUEs, so I can’t really say I’ve met any creepy ones. But I’ll trust you that he was very creepy. Something wasn’t right with whoever that clone was...”

written by Gligar on May 23, 2013 07:22

Truckbot’s operator’s cabin, Expressway Y489, DIE Sector

The explosion causes Speed-Y to throw papers everywhere in surprise, and order L4-O to... just keep driving. Anything that happens, they can just run it over. And from what he’s saying, he’s half expecting that the explosion was a nuke.

That makes L4-O nervous. He decides to ignore it by focusing on the creepy BLUE - a slightly less dubious topic - or rather, the fact that he hasn’t met many BLUEs, meaning he hasn’t really met any that were creepy. He will just have to take Speed-Y’s word for it on this one.

Though he does admit that something was... off about that vehiclebot. Or perhaps the BLUE.

He continues driving as ordered. The road fails to collapse in front of him, something that Tech Services will probably be pleased to learn. They approach another junction.

written by Speeder on May 23, 2013 13:57

First I try to figure what the explosion was about, and if it puts us in danger.

If not, I try to explain our route, including the fact we might need a certain detour, while I attempt to get back all my papers without disrupting L4 driving.

written by Gligar on May 23, 2013 18:11

Truckbot’s operator’s cabin, Expressway Y489, DIE Sector

Speed-Y is still thinking about the explosion. What was it? It seemed close by, but the fact that it didn’t affect them means that it must have been small? (Or, of course, it could have been big and far away. But something that could sound like that...)

He puts that out of his mind and starts gathering up his papers again. After all, he needs to tell L4-O about the next steps of their route. He mentions a detour in order to circumvent a closed section of expressway on Y86... looks

like he has decided to go via O218(c) after all. So how are they going to make the detour? I guess he’ll think of that closer to the time.

Speaking of which, that’s junction 35 up ahead. The truckbot is heading out of DIE Sector.

written by Cryoburner on May 23, 2013 19:29

I look around as I continue following through the shelves toward the command center.

“There wouldn’t happen to be a spare backpack around here, would there? A backpack could be useful for carrying things in... Preferably not one of those backpack/jumpsuit hybrids I’ve seen a clone or two wearing recently though.”

written by Lightning4 on May 23, 2013 21:50

I keep a lookout for any other odd happenings that might be... happening nearby.

written by Gligar on May 23, 2013 22:04

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

As the two return to the command centre, “Karl” inquires as to the availability of backpacks. “We’re waiting on a delivery,” is the reply. The computerists are interfering with our supply lines. We are far from our comrades, though that will soon change.”

The communist returns to his comrades, who gather round a table. “Now, is there any news from the attack on the computerist garrison?”

Truckbot’s operator’s cabin, Expressway Y489, on the edge of DIE Sector

As he drives, L4-O keeps an eye out for anything unusual... explosions, creepy clones, mutants, zombies, commies, commie mutant zombies... that sort of thing. It’s almost disappointing that the roadway turns out to be clear, even as far as junction 36.

written by Gligar on May 24, 2013 13:27

Truckbot’s operator’s cabin, Expressway Y489, on the edge of DIE Sector

Junctions 35 and 36 pass without incident.

From the sound of things, Lucas-O has continued his conversation about keeping alert to avoid being terminated by commies, rogue bots, traitors, et cetera. John-O seems to agree, but points out that even alertness might not save you from a sudden attack by a powerful mutant, such as the ones they encountered during their first mission.

King-R interrupts. He wasn’t around at the time, so he doesn’t know what sort of mutants they are talking about, and has to be told about... Class F.

written by Gligar on May 24, 2013 19:55

Truckbot's operator's cabin, Expressway Y489, on the edge of DID Sector

King-R goes kind of pale. Some of the descriptions given by John-O – especially the description of someclone's brain leaking out of their ears as a sticky liquid mess – might well be too much for him. "Is... is there any way that they could be made to not do that?" he wonders.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

It looks like the battle might be winding down... there are few hatted communists remaining, and they are unable to affect the loyal clones due to the recently-dehatted clones attacking them.

From one of the dead communists, a voice can be heard, demanding a status report.

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

If Kris-R were here instead of fighting the commies, he would know that the voice belongs to a communist in the command centre. He is talking on a Com 1, trying to ascertain how the attack is going.

written by Speeder on May 24, 2013 20:16⁸³⁷

I hear the conversation again, and yell enough to win against the wind.

"John, you did NOT needed to remind me of the existance of such clones... Now I will have to remember all those jingles again...Although that is not much hard..."

In fact, suddenly Speed-Y get really happy and starts to sing one of his favourite jingles about Infrared B3, the one you can already hear when you are a junior citizen.

written by Kristos on May 24, 2013 21:34

If it is nearby I grab the Com 1 and respond in a gruff voice: "Boris reporting, sir. Your friend here is dead and some of the slugthrowers seem to be malfunctioning... but we managed to secure the complex and are proceeding with the next stage of our, of course, glorious plans."

written by Lightning4 on May 24, 2013 21:54

I just keep driving for now, listening to the conversation the other clones are having.

Though I do add:

"I wonder if, and how many Class F mutants are loyal..."

written by Gligar on May 25, 2013 09:45

Truckbot's operator's cabin, Expressway Y489, on the edge of DID Sector

Speed-Y did not want to be reminded of the existence of Class F mutants... now he'll have to start remembering the advertising jingles again!

Though admittedly, that is neither hard to do nor a bad thing, since those jingles are designed to induce happy thoughts in loyal citizens. Especially the one about B3 Plain... you know the one, you've only been hearing it *all the time* since you were a Junior Citizen, after all... see, Speed-Y's singing it right now.

(Though it makes me wonder... perhaps it's not just the jingle that does it...)

Jam-Y finds it too catchy to ignore, and decides to sing along. He glares at other clones in the back, and they also join in.

L4-O doesn't join in just yet as he is concentrating on driving. But he does voice his thoughts. It turns out he is wondering if any Class F mutants are loyal... and how many are loyal.

Casting his mind back, he does recall that one of the ones they encountered seemed to be, at the very least, non-hostile towards them. Perhaps he was loyal?

The truckbot continues. It is nearing junction 37.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R looks in the direction of the voice, and spots the dead communist. He goes over and, checking the body, discovers the Com 1 that is the source of the voice. He decides to reply, assuming the role of "Boris", saying that the mission was a success, though they are having problems with faulty slugthrowers, and some of them are dead. "Excellent news!" replies the communist on the other side. "We can proceed with Step Three as soon as the next shipment arrives!"

There is a sudden silence. Everyone seems to have stopped fighting.

The reason should be clear: there are no remaining communists.

One of the de-hatted clones – a large individual – taps Kris-R on the shoulder and tells him, "Hey, that's a good impression of me there! And how did you know that they assigned me the name Boris?"

The voice is almost identical to Kris-R's impersonation.

written by Gligar on May 25, 2013 17:51

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

The communist with the Com 1 looks over at everyone else. "I have good news! Boris reports that the attack on the computerist garrison has succeeded! We should have no obstacles to spreading our influence! Well, except for the slugthrowers... he mentions that they are having faulty slugthrowers as well... perhaps Karl was right to warn us."

"Indeed," another replies. "Regrettable that we can't check them all."

⁸³⁷ SPEEDER: (OOC: speed-Y grumbles and wonder what happened to his last post, that clearly do not got posted at all)

written by Lightning4 on May 26, 2013 03:00

Since I don't recall this junction ever being mentioned, I simply continue driving through it.

written by Cryoburner on May 26, 2013 04:46

Yes, this is excellent news! Even with faulty slugthrowers, the computerist resistance didn't stand a chance. Maybe now, we can get that shipment of backpacks that our continued success may hinge upon."

written by Speeder on May 26, 2013 08:23

I check if I collected all my maps again, and double check the path.

"Class F mutants, by definition are traitors... Or are considered traitors, but probably some of them might display one-sided loyalty toward us.

written by Gligar on May 26, 2013 10:12

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl" comments that, since the strike team (supposedly) had little trouble with the "resistance" despite the (apparent) slugthrower problems. He adds that maybe the backpack shipment can now get through.

"More importantly," replies a communist, "we can get new supplies of weapons to better clean out the resistance. And don't forget, we are still waiting for the supplies for Operation Glorious Compnode Liberation!"

Truckbot's operator's cabin, Expressway Y489, DID Sector

L4-O keeps driving through the junction. They don't need this one, right?

Speed-Y, having finished with picking up his maps again, checks them. That's right... they need the next junction.

He adds that, by definition, Class F mutants are traitors (recall that anything over a Class C is considered too powerful, or too dangerous, to register). Any loyalty among the Class Fs must therefore be one-sided...

Speaking of Junction 38... here it is.

written by Lightning4 on May 26, 2013 11:59

I take whatever path leads me onto Y86, keeping an eye out for anything out of the ordinary, or any obstructions in the truckbot's path.

written by Gligar on May 26, 2013 16:58

Truckbot's operator's cabin, Expressway Y489, DID Sector

L4-O directs the truckbot onto the junction to take them to Y86.

As he does, he notices an autocar take an interest in them. It follows them through the junction, and starts tailing them as they join Y86 proper.

written by Speeder on May 26, 2013 17:33

I try to pay attention to see if the car is really tailing or not.

If it is, I look for any signal that the car is of a loyal clone or something, if I don't find a sign of that, I start shooting the car tires with the revolver.

written by Kristos on May 26, 2013 22:17

"Oh, wow! I had no idea. I am Kris-R, team leader of Troubleshooter Team Sigma of JHT sector. My loyalty officer suggested my identity to be 'Boris' during a surprise undercover improvisation in the laser barrel factory. Can you give me a few details: Where were you assigned before the communists captured you? How did they capture and subject you to the hatting? Do you know any of their plans?"

I turn to my more recent team. "Good work, everyclone. I suppose we should look to the armed forces to find out what to do next." As I wait for "the real Boris's" response, I pick up an undamaged hat (if I can find one) and inspect it.

I look around for any armed forces personnel.

written by Lightning4 on May 26, 2013 22:43

I drive carefully, trying to dodge any potential shots if it comes to that. If no shots happen yet, I pay some more attention to road signs since the directions here seem to be a little fuzzy.

written by Gligar on May 27, 2013 11:43

Truckbot's operator's cabin, Expressway Y86, DID Sector

Speed-Y watches the autocar for a moment, wondering if they are really tailing... and whether they're going to attack.

Well, he will probably be pleased to know that, while the occupants of the autocar don't seem to be attacking, they do seem to be following them. And they seem interested in The Crate.

Speed-Y keeps watching. Eventually, he spots a CPU Cargo Assessors logo on the front of the vehiclebot.

Meanwhile, L4-O concentrates on driving. He notices a nearby sign indicate that the next junction is numbered 12, and could take them into DJD Sector if they wished.

Back of the truckbot, Expressway Y86, DID Sector

"CPU Cargo Assessors," notes Lucas-O. "Anyone know anything about them?"

"Other than that they probably assess cargo?" asks John-O. "Not much."

Jam-Y remembers that he's seen messages from them before. From what he's seen, Cargo Assessors like to check what sort of vehiclebot is being used to transport what cargo, and ensure that their statistics match up with whatever CPU Mandate they're focusing on this weekcycle. Sometimes, they're ensuring that truckbots are filled appropriately; other times, they want to keep a certain amount of space free for mandate reasons. Other times, it's almost as if they can't find anything *right* about cargo transport.

[1400]

He lets everyone know. "Oh," Lucas-O says. "Just normal CPU then."

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R obviously didn't know that there was a real "Boris"...

He introduces himself and explains that his loyalty officer came up with the name as part of an improvised deception before asking for a few details. "Well, I'm Ken-R-JHY-1, with the JHY Pulverisers. You know, the Funball team? We were practicing on the pitch, and... well, let's just say that there were traitors on the team. From what I remember, they let the commies in when they attacked. I tried to fight, but they pinned me down, and the next thing I know, I'm wearing a hat!"

While he's saying that, Kris-R looks around for an intact hat. There's one... He picks it up...

"All I remember is feeling really dizzy when they put it on me, and then I'm suddenly hearing... no don't touch it! They make you dizzy when you touch them!"

written by Lightning4 on May 27, 2013 13:01

I continue driving then. If I overheard the conversation coming from the back of the truckbot, I remark:

"Not much to worry about then, eh? Well, unless they decide to try inspecting our cargo... since we don't even know what we're transporting, I really doubt we're supposed to let them know either!"

written by Speeder on May 27, 2013 13:53

Upon seeing the CPU, I see if I have any documentation to show to them explaining that the cargo is secret.

If not, I take those papers explaining what to do when the cargo contents are found out... Maybe CPU would enjoy testing the protocols?

written by Gligar on May 27, 2013 15:15

Truckbot's operator's cabin, Expressway Y86, DID Sector

On hearing the conversation, L4-O comments that they shouldn't have anything to worry about from the autocar.

Unless, of course, the occupants want to inspect their cargo? After all, they don't even know what they're transporting! And he's certain that if they don't know, the inspectors shouldn't know either.

Speed-Y checks his paperwork. Hmm... directions to HOL Sector, more directions, even more, authorisation to co-operate with PLC, emergency protocols... aha! There's an Authorisation to Transport Secured Cargo Form here. The box for "Cargo Manifest" has been entirely redacted, and only reads, "Deleted for Security Reasons". Below it is a matrix barcode.

If that doesn't indicate that the cargo is secret, perhaps CPU would like to test the emergency protocols?

The truckbot continues past junction 12. The CPU autocar continues to follow them.

"The autocar indicates that the occupants of the vehiclebot are concerned that we might be an unscheduled cargo transfer," the truckbot reveals. "And, by some mandate or other, all unscheduled transfers must be inspected. I should have pulled off at the junction, but I have explained that I cannot due to the sensitive nature of our cargo. The autocar is relaying."

written by Speeder on May 27, 2013 16:00

"L4, please slow down a bit, and pair ourselves with the autocar, I will show the paper in the window."

With one hand I prepare to show the paper, the other I hold a laser pistol, but concealed, just in case I have to really shoot them.

written by Lightning4 on May 27, 2013 22:00

"Roger."

I slow down a little bit., and keep a steady pace after doing so.

written by Gligar on May 27, 2013 22:14

Truckbot's operator's cabin, Expressway Y86, DID Sector

Speed-Y orders L4-O to slow the truckbot down a little and allow the autocar to pull alongside as he wants to show them this form. Either that or shoot them, whichever works.

L4-O complies. The occupants of the autocar also comply, and the autocar co-operates with them. (Or maybe it's the other way round? Nah.)

It pulls alongside, and a voice is heard over an external loudspeaker. "Unscheduled traffic, you are directed to submit for inspection."

Speed-Y shows the form, putting it in his window so they can see it. Seemingly as a result, one of the autocar's windows rolls down, and someone holds out a PDC, seemingly scanning the form. "I see," says the unidentified clone on the loudspeaker. "We'll need to verify this. Don't go anywhere."

written by Lightning4 on May 28, 2013 04:52

I maintain a steady speed compared to the autocar, though I keep an eye on the road ahead for any potential obstructions.

"Should be good for a bit, I don't think we need to leave this expressway yet."

written by Speeder on May 28, 2013 05:36

I put the form back, and wait for the Autocar people finish their stuff....

Hidden pistol still in hand though.

written by Gligar on May 28, 2013 12:45

Truckbot's operator's cabin, Expressway Y86, DID Sector

L4-O keeps their speed nice and steady. There doesn't appear to be anything much up ahead... just a couple of cyclebots, and their operators are ignoring them.

He adds that they should be okay for a bit. After all, they haven't reached the point where the need to exit the expressway.

Speed-Y puts his form away, and waits. He keeps his laser pistol ready, just in case...

Soon, the loudspeaker comes alive again. "We've verified your form, and are sat..."

ZAP.

A laser suddenly shines behind them, aiming at the autocar's rear window. It strikes and passes through, hitting one of the occupants. That... kind of looks terminal. Heads aren't supposed to just explode like that.

written by Lightning4 on May 28, 2013 13:08

"Great, looks like more action."

I try to swerve a little to avoid any potential shots coming at our truckbot.

If I can, I try to glance at where the shot came from in the mirrors (if the truckbot has any).

written by Speeder on May 28, 2013 14:21

I immediately use the pistol I already have in hand to return fire. Although the first shot I make on purpose to miss, so I can take a look on what I am shooting at, if it looks like an enemy, I aim better the next ones.

written by Gligar on May 28, 2013 15:50

Truckbot's operator's cabin, Expressway Y86, DID Sector

As ever, L4-O concentrates on driving. He starts swerving the truckbot in an attempt to dodge incoming fire, while at the same time looking in the mirrors to see where the laser blast came from. It turns out that the answer to that one is very simple: a forkbot, crammed with clones, is approaching behind them. Fast.

Seem familiar to anyone?

I might be familiar to Speed-Y, but right now he is more interested in returning fire than finding anything familiar. See, he already has a laser pistol ready!

His first shot misses, though, and he has the opportunity to look at the forkbot a little closer. It doesn't look to be a C-3 model like Nukabot, so there's that. Also notable is the fact that it seems to have sturdier tyres.

Speed-Y fires a couple of times more, and, since he is actually aiming this time, manages to hit one of the occupants just as they fire on the autocar again. Said occupant loses her grip and falls to the roadway.

Meanwhile the others seem to have woken up, and are also firing. Lucas-O manages to miss with his shot, unlike Jam-Y, who manages to bust one of the forkbot's headlights.

The autocar looks to be having trouble with all this, and seems to be losing control.

written by Speeder on May 28, 2013 15:57

I scream to the autocar people.

"Stay steady damnit! Or slam your brakes really hard now!"

I try to shoot the forkbot driver.

"Do not attempt to shoot its tires, it probably has the standard tires for higher clearance forkbots, those are completely solid, you cannot puncture them!"

written by Kristos on May 28, 2013 21:06⁸³⁸

I immediately drop the hat and take note of how I feel.

written by Gligar on May 28, 2013 22:12

Truckbot's operator's cabin, Expressway Y86, DID Sector

Speed-Y yells to the CPU clones to get that autocar under control. Either that, or just hit the brakes.

It seems that they picked the latter. The autocar falls off behind as Speed-Y lines up a shot at the forkbot's driver.

He somehow manages to miss and hits one of the others. As with the first, he loses his grip and falls off, onto the roadway.

Undeterred, he prepares another shot. As he does, he warns people about the forkbot's tyres: they are most likely the solid kind and cannot be punctured.

Either John-O heard him or he was not shooting at them anyway. Instead, he was shooting at the driver, and manages to blast a hole through the driver's hand.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Startled by the sudden dizziness, Kris-R drops the hat. He notes as he does that the dizziness fades.

"Felling better?" Ken-R asks. "Did that brief exposure do anything to you?"

Kris-R thinks. He doesn't feel any different now that the dizziness has gone.

written by Speeder on May 28, 2013 22:28

"L4, go faster! I think a forkbot cannot keep up with us."

I shoot until I run out of ammo.

I consider throwing a squealing barrel on them, but I remember my own orders to not use improvised explosives this mission, and settle to just detach the barrel and store it safely with me.

Instead of taking my time to load another barrel, I just grab the revolver and continue shooting.

written by Gligar on May 29, 2013 12:57

Truckbot's operator's cabin, Expressway Y86, DID Sector

Speed-Y orders L4-O to accelerate. He's guessing that the forkbot can't keep up with a truckbot at top speed.

⁸³⁸ KRISTOS: (OOC: It's mine! My very own. Myyyy precciousssssssss.)

[1402]

He continues shooting, getting off another two shots before depleting the barrel. Both of them strike the driver, but do little or no damage.

He briefly contemplates overstressing the barrel and using it as a grenade, but decides against it. As you'll recall, he ordered everyone not to use improvised explosives, and yes, that includes overstressed laser barrels.

Luckily, he has other weapons with him, such as his "revolver", meaning that he can simply switch over, and not need to reload his laser pistol. He starts firing, getting off another two shots. Both shots hit clones on the forkbot, though they manage to keep their position.

written by Speeder on May 29, 2013 13:26

"Die already damnit!"

Instead of wasting all my ammo, I aim carefully and see if I can hit the eyes, or between them, of the driver.

If he is some sort of mutant or robot and survives this, at least he won't see properly...

written by Gligar on May 29, 2013 18:27

Truckbot's operator's cabin, Expressway Y86, DID Sector

Speed-Y continues to shoot. He takes his time though; he doesn't want to waste his slugs on some random traitor on an expressway.

It pays off: his slug hits the driver's left eye. He suddenly jerks back, yanking the wheel round and causing the forkbot to swerve across the roadway and into the central barrier, where the forkbot's forks slice right into the synthcrete, and the rest of the traitors lose their grip on the forkbot...

End result, there are a few clones back there who look to be losing in the life department.

written by Speeder on May 29, 2013 18:32

I grin, and calmly reload my weapons and stash the used barrel properly (so it does not explode randomly, and later I can trade it in, or use it was explosive if really needed).

"Hey L4, I am not good at shooting as you are, but I will get there!"

written by Kristos on May 29, 2013 22:13

"I'm not sure. I feel fine now. Does that only happen from skin contact? Maybe we can bag it up. Does anybody have a plastic bag?"

I send a message to Cyrus-R: "We are witnessing many slugthrower malfunctions but the fuzzy hats are working perfectly. Every computerist clone, once hatted, becomes

written by Speeder on May 29, 2013 18:34

Do gligar still tally kill counts? I wonder who is the biggest murderer so far 😊 (I remember last count L4 had 4 or 5 times the second place...)

written by Gligar on May 29, 2013 19:09

Are you thinking of [this page](#)? 😊

written by Speeder on May 29, 2013 20:26

Yes!

There is a typo (it is written The copmuter)

And the clone draggers are listed twice (As unammed clone draggers, and with their own names)

written by Kristos on May 29, 2013 21:54

One day L4 will have as many kills as Headgrabber!

I am about to move across the U.S.A. and I don't know how long it will take me to get settled in and get internet, or how often I will be able to use the internet.

perfectly obedient to our glorious cause. Have there been any alterations to Step Three?"

written by Lightning4 on May 30, 2013 02:39

I continue swerving a little, if some shots try to hit us. I try to pull ahead a little bit too, by command of Speed-Y.

written by Gligar on May 30, 2013 17:24

Truckbot's operator's cabin, Expressway Y86, DID Sector

Now that the forkbot is taken care of, Speed-Y takes the time to reload his weapons, nice and calmly: first, he fits a nice new YELLOW laser barrel to his pistol, then he reloads his "revolver", taking him back up to six shots.

He remarks that he may not be as good as L4-O, but he's getting there.

L4-O doesn't reply. He is still keeping up the swerving, though he now accelerates as well, as ordered (though a little late to be of use). He notes that they are coming up on junction 14.

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R replies that he is feeling fine now. Perhaps the dizziness only happens from skin contact?

"Yes, that was what I was trying to say," Ken-R replies. "It gets worse with time. Eventually, you start thinking like them."

Kris-R wonders if they could use a plastic bag or something. Does anyone have one?

"I have," Josh-R offers. "We could bag it up." He proceeds to turn his bag - a standard IntSec evidence bag - inside out and use it to pick up the hat, turning the bag the right way out in the process. "There we go. And no dizziness!"

That done, Kris-R fires off a message to "Boris" (no, not Ken-R) reinforcing the "slugthrower malfunctions" but praising the fuzzy hats, and asking about Step Three.

written by Speeder on May 30, 2013 17:55

I take my papers again, and read to L4 whatever relevant information related to Junction 14, then I resume looking backwards to see if our enemies are really dead and not chasing us.

written by Cryoburner on May 30, 2013 21:52

"A glorious message!"

I check my glorious message, and send a reply.

My Paranoia activity may not change at all, or it might drastically decrease... :O

written by Lightning4 on May 30, 2013 05:24

I just need to figure out how to kill things with the truckbot, then I'm set.

[1403]

[Step three? You must mean the backpacks? It sounds like their shipment may be coming through soon. Also maybe weapons.]

written by Gligar on May 30, 2013 22:15

Truckbot's operator's cabin, Expressway Y86, on the edge of DID Sector

Junction 14... is that important?

Speed-Y seems to think so. He pulls out his papers again and checks. Hmm... access to DHD Sector... probably a convenient rest area given the proximity of a PLC hub to the junction. There's a cloning station nearby too. But nothing about getting to HOL Sector, and nothing about O8814(h). Or the closed section of expressway, for that matter. That's not in this sector, it seems.

He tells this to L4-O.

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl" (not "Boris"... somehow the previous message was tampered with) acknowledges the message in his usual fashion: by announcing it out loud. He sends a quick response involving his precious backpacks.

A communist looks at him. "Perhaps you could share this glorious message? It might be important."

written by Cryoburner on May 30, 2013 23:48

"Ah, yes! A comrade was just relaying information that our progress was progressing progressively. Also, they want backpacks."

written by Lightning4 on May 31, 2013 06:07

"Hmm. Doesn't sound like it'll get us closer to where we need to go... guess we'll just keep on this expressway, unless you want to take a detour?"

I look into the mirrors. If I notice that the forkbot is now no longer a threat, I slow down and stop swerving.

"Oh, looks like you got them. Good shooting indeed, sir."

written by Gligar on May 31, 2013 12:43

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl" reveals that "a comrade" has reported... *something*... and that they want backpacks. "Perhaps there are more details? What sort of progress are they making? And tell them to wait until we actually get the backpacks. These aren't shoddily made Computerist backpacks that can only store things, after all!"

Truckbot's operator's cabin, Expressway Y86, on the edge of DID Sector

L4-O suggests that, unless they want to take a detour, they should stay on this expressway. The junction doesn't seem to lead where they want to go.

He then notices that the forkbot has been dealt with and stops with the swerving he's been doing. It's no longer needed, after all.

They pass through the junction without incident.

written by Gligar on May 31, 2013 19:00

Outer fence, Armed Forces garrison, Roadway 2, JHY Sector

As everyone recovers from the recent battle, it becomes apparent that few of the Armed Forces personnel are present.

The reason for that becomes clear when one, a GREEN, appears from the main building. "Good work, everyone!" he says. "Wait... is it me are are there more of you than there were before?"

Josh-R explains. "There are, sir. It looks like they were being controlled against their will by these hats." He hold up the evidence bag. "The Computer asked for a sample for study."

"I see. Well, let's get you all back inside. And... it looks like we'll need the loyalty tests..."

written by Lightning4 on May 31, 2013 22:42

I continue driving normally now, occasionally glancing in the mirrors or around the area ahead for any other potential threats.

written by Gligar on Jun 01, 2013 13:18

Truckbot's operator's cabin, Expressway Y86, on the edge of DIC Sector

With not much left to do now that the forkbot has been dealt with, L4-O continues driving, ever on the lookout for undesirables.

It would help, of course, if there were undesirables to look for. Of course, as Our Mutual Friend is always saying, there are *always* undesirables, even if you can't see them.

And L4-O can't see any right now.

He continues to not see any even as the truckbot reaches Junction 16.

written by Speeder on Jun 01, 2013 17:16

I read to L4 whatever is relevant regarding Junction 16.

Then I seek where is the next junction we are to take anyway, to stop reading about junctions every junction...

"That was intense. I hope the CPU people are alright..."

No, not really... CPU people can go to HEL"

written by Gligar on Jun 01, 2013 19:38

Truckbot's operator's cabin, Expressway Y86, on the edge of DIC Sector

Speed-Y checks his notes, and tells L4-O that this is the junction they should take if they want to use O8814(h), which, as he should remember, is one of the ways to proceed. The other, O218(c), can be accessed through

Junction 19, but they'd have to negotiate the closed section of expressway past junction 17.

Either way would lead to R6624(z) (via Junction 6 or 22, respectively). G428 is also available (junction 9 or 16), but, you know, GREEN. And from there... they'd have to go to another dome, it seems.

Speed-Y hopes that the CPU people are alright...

...wait, no he doesn't. He hates CPU, it seems.

That is, he hates a service firm set up by The Computer. Does that mean that he hates more things that The Computer set up? Perhaps he is hiding something that Internal Security would like to hear about? Or perhaps Jam-Y?

written by Lightning4 on Jun 01, 2013 23:34

"Well, looks like we have to either leave at 16 or 17. Unless we just go off-roading past the closed section..."

I start slowing down a little bit so we have more time to decide our course of action, since the closed section is coming up soon.

written by Gligar on Jun 02, 2013 11:23

Truckbot's operator's cabin, Expressway Y86, on the edge of DIC Sector

L4-O summarises: they will be turning off, there's no argument there. It'll either be Junction 16, Junction 17... or they could go off-road.

He slows the truckbot. If they want to take Junction 16... well, it's *right here*.... they should probably turn off.

If they want 17, it's up ahead.

If they want to go off-road... wait, *can* they go off-road? Looking past the junction, it can be seen that barriers have been erected. Apparently, some construction work is happening either side of the roadway.

written by Speeder on Jun 02, 2013 15:54

I think a bit.

"We will off-road! I doubt anyone will expect that, so we will only have to dodge construction machines instead of bullets!"

written by Gligar on Jun 02, 2013 18:49

Truckbot's operator's cabin, Expressway Y86, DIC Sector

Speed-Y makes the decision that they should go off-road, stating that it is the last thing that anyone would expect. That, and they won't have to deal with traitors shooting at them, only construction machines.

Presumably, then, he is intent on getting to Junction 19, and Roadway O218(c).

In the time it takes him to say that, Junction 16 passes. It's now too late to use it.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

An in the time it has taken Team Epsilon to decide that, one half of Team Sigma has been led back to a mess hall in the garrison along with the rest of the survivors. Along the way, the de-hatted communists were led off to another area, where they are presumably having their loyalty tested.

The GREEN briefing officer has returned and seems to be ready to make an announcement. Kris-R can easily figure this out by the way that a YELLOW sergeant is saying, "Alright, listen up! We're about to continue your briefing!" rather loudly.

written by Kristos on Jun 02, 2013 20:46

I listen to the announcement.⁸³⁹

written by Lightning4 on Jun 02, 2013 23:30

I start looking for ways of jumping off the expressway, and also look for a safe path through the construction.

written by Cryoburner on Jun 03, 2013 00:39

"Hmm... more details? Ah yes, comrade Boris mentioned something about hats, though the details were a bit fuzzy."

I stare upward at a light fixture for a few seconds.

"Oh yes, and he mentioned having a number of slughtrowers malfunction, though I believe we were already aware of that possibility, and it didn't seem to affect their progress too significantly.

written by Gligar on Jun 03, 2013 12:51

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

The GREEN continues - well, more like he begins - the briefing by saying, "Well done, citizens! The Computer will be proud of you.

"Now, I'm sure some of you will have something interesting to say about what just happened, but before we go into that, let me tell you about our planned assault on their garrison - the laser barrel factory.

"As some of you may have been aware, the factory was recently sabotaged. It appears that they used the sabotaged to get agents into the sector, under the guise of repairclones."

Truckbot's operator's cabin, Expressway Y86, DIC Sector

L4-O starts looking for a way off the expressway, but ends up draeing a blank.

Well, unless you count Junction 17... which is right here.

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl" offers more details... by basically just repeating the message in a vague way.

"Yes, we know that already," replies the communist. "So are you saying that Boris failed to give you any details? Or... perhaps you are *lying*?"

⁸³⁹ KRISTOS: (OOC: Successfully moved, and now have internet.)

written by Cryoburner on Jun 03, 2013 13:26

"Ah, let me see here..."

I check my PDC again to see if there were any details I had missed.

"Ah yes, he was simply relaying information that they were distributing hats to former computerists, which they found to be SIMPLY FABULOUS, causing them to join our glorious cause. He also asked about "Step Three", which I believe is the one where they get their backpacks. I asked if this was correct, and didn't yet get a response, so I am assuming that it was."

written by Lightning4 on Jun 03, 2013 13:56

I slow down further and start seeing if I can see ways around or through the construction, maybe ones using junction 17.

If I see a way, I change course towards it. Either way, since it seems we don't have much choice, I take Junction 17 if I find no such path.

written by Speeder on Jun 03, 2013 13:58

I also look around trying to help L4.

written by Gligar on Jun 03, 2013 16:25

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl" checks his message again, and tells the communists that "Boris" was also distributing the hats, which did an excellent job of converting computerists. There is also the request about Step Three. Since he did not receive a reply, "Karl" is assuming that it has something to do with the one thing on his mind right now: backpacks.

"Partly," a communist admits. "As we said, they are not your computerist thing-to-carry-things-in sort of backpack. They contain explosives, and they will be taken to the compnode!"

Truckbot's operator's cabin, Expressway Y86, DIC Sector

L4-O starts looking at the junction approaches. From what he can see, the fences extend for some distance. But there appears to be an opening, marked "Works Access Only" near to the junction.

He navigates on to the junction.

Speed-Y notices something else: there are no visible clones around the Works Access.

written by Speeder on Jun 03, 2013 22:42

I point the work access area to L4.

I also mention that there are no clones there, this is great, or horrible... Depends on the reason that they are not there.

written by Kristos on Jun 03, 2013 23:55

Hmm... but we still are not sure how they pulled off the sabotage. Anyway, the malfunctioning barrels seems inconsequential now, but the modified barrel we found

could be important. I hope Cyrus-R was able to retrieve it. It might have been destroyed in the fan incident. Details for later. Now- now we fight.

I continue listening.

written by Lightning4 on Jun 04, 2013 00:08

I start directing my path until we go through the work access area, and keep a lookout for anything or anyone that would not like us being in the work area.

written by Gligar on Jun 04, 2013 13:40

Truckbot's operator's cabin, Expressway Y86, DIC Sector

Speed-Y points out that there are no clones around the works access. That's either a good thing or a bad thing, depending on why the clones are missing.

L4-O drives. As if he had anything else to do. He heads towards the Works Access.

Works Access, off Expressway Y86, DIC Sector

As the truckbot leaves the paved road, it instantly becomes apparent that the surface is not exactly even. But L4-O continues on.

He can't help but notice that, despite the lack of clones, there is an abundance of tools.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

The GREEN continues. "The repairclones, as you can probably guess, then proceeded to take control of the factory, which they have since fortified. They have also taken control of PLC Central and the R&D labs. The compnode is still ours, so there is that.

"I recall someone saying something about the hats they wear? Does anyone have anything to say about them before we continue?"

written by Speeder on Jun 04, 2013 14:17

I keep alert for any enemies... Or anything dangerous in the construction site.

written by Gligar on Jun 04, 2013 18:27

Construction site, off Expressway Y86, DIC Sector

As the truckbot continues, Speed-Y keeps a lookout.

Soon, he spots something amidst a pile of tools: a jackobot. It seems to be carrying some sort of package.

written by Speeder on Jun 04, 2013 18:40

I point the bot to L4 and ask him to avoid it.

But I keep a eye on it anyway, trying to identify the package, I also observe if there is any other things there.

And I mull on how it was that the mission call was on the monitor office thing...

written by Cryoburner on Jun 04, 2013 19:06

“Oh wow... that sounds like it would be super-useful if someone at the comnode wanted to blow something up. Not so much so if they just wanted to carry around a bunch of paper and stuff though.”

written by Gligar on Jun 04, 2013 22:11

Construction site, off Expressway Y86, DIC Sector

Speed-Y points out the jackobot to L4-O, and tells him to avoid it.

Good luck with that. Why? Well, it's simple: as soon as he is done saying it, the jackobot powers up and starts trundling towards the truckbot.

This doesn't go unnoticed in the back, as the clones back there ready weapons.

It does give Speed-Y the chance to look at the package a little closer. He notices that the package is a box with a couple of visible LEDs. One is lit, and is RED. The other is unlit.

The jackobot seems to be the only thing moving (except for the truckbot) right now. Strange.

But that is not the only strange thing... there is still the matter of the mission alert. Why did it appear in the Station Monitor's office? It's being there implies that someone knew they would visit... the Station Monitor himself, perhaps? But still, why would he have it?

Well, I guess his job *is* to gather information.

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

“Kat!” decides that such backpacks would be useful for blowing something up at the comnode. “That's the idea,” the communist replies. “We get the backpacks to the comnode, then we blow them up.”

written by Speeder on Jun 04, 2013 22:33

I shout “ALRIGHT, SINCE THE THING ALREADY HAS A EXPLOSIVE, YOU ARE CLEARED TO EXPLODE IT!”

I start to shoot its box...

And hope the explosive is not strong enough to take us out from this far...

written by Lightning4 on Jun 05, 2013 00:42

I try to see where the jackobot is relative to the truckbot. If it is passing, and behind us, I floor it.

written by Kristos on Jun 05, 2013 01:36

I expect “the real Boris” to give explanation, but if nobody speaks up (or gives all the details), I say “The hats have a dizzying influence on contact, eventually gaining access to the host's mind and generally infusing them with communist sentiments- though the effect only holds as long as skin contact is maintained.”

I send a message to Cyrus-R: “Comrade?”

written by Gligar on Jun 05, 2013 13:27

Construction site, off Expressway Y86, DIC Sector

To Speed-Y, a box with a couple of LEDs can only be one thing: a bomb. And since it is already here, it must be okay to explode it... right?

Right. Or at least, Speed-Y seems to think so.

He gives the all-clear to explode it, and starts shooting. He is joined by the others in the back, who add their laser pistols to his “revolver”. In the end, everyone (except L4-O, who is driving) gets off a shot, with everyone except John-O scoring a hit. The combined onslaught causes the box to start beeping, and the other LED to blink. The jackobot itself takes a hit to its sensor dome, and drops the box, trundling around erratically, passing the truckbot...

L4-O floors it. As the truckbot accelerates, the box beeps faster and faster before finally exploding behind it. The jackobot is caught in the explosion, falls backwards onto its back, and is still.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

Kris-R seems to want Ken-R to explain about the fuzzy heat, but he realises that Ken-R isn't here (perhaps he is still having his loyalty tested), and decides to explain about the hats himself. “Interesting,” the GREEN replies. “Perhaps we can obtain samples for testing -”

“We have one, sir,” Josh-R interjects. “Kris-R told us that The Computer wants one recovered.”

“I see... Kris-R?” the GREEN replies. “One of the Troubleshooters?”

“Yes, sir.”

“In that case, he should make sure that it gets to debriefing. In the meantime, let's talk about our plan.”

As the GREEN continues, explaining that the teams will be sent to different targets, Josh-R offers the bag containing the fuzzy hat to Kris-R, who has pulled out his PDC, trying to send a message.

written by Lightning4 on Jun 05, 2013 13:59

I maintain this speed until we are clearly safe from the explosion, then I slow down adequately so we have time to assess and address any other potential threats.

“That was weird. It's almost as if someone knew we were going to pass through this construction zone... jackobots don't normally carry around bombs...”

written by Speeder on Jun 05, 2013 14:26

I stare forward for a while.

“What was that?”

This is getting more dangerous that I expected...

Clearly, someone knows everything that I will decide beforehand, this is very troublesome.

I remember that it was my decision too, to take a peek into station monitor office."

written by Cryoburner on Jun 05, 2013 14:46

"I see... that would if fact be glorious, wouldn't it? Wouldn't one have to get past the compnode's defenses first though? What are the plans for that?"

If I receive a message on my PDC, I take a moment to answer it.

written by Gligar on Jun 05, 2013 18:18

Construction site, off Expressway Y86, DIC Sector

L4-O keeps up the pace, at least until he notices that the explosion has finished being... well, explodey. (Yes, that's a word, according to The Computer's Approved Dictionary of Approved Words. What do you mean you haven't read the edition that was released five minutecycles ago?) He then proceeds to slow down, back to the point where the uneven ground doesn't make their brains bounce around in their skulls.

The bomb, he points out, was weird. Almost as if someone knew that they would be coming through this way... jackobots don't normally carry bombs, after all.

Speed-Y thinks that things are getting more dangerous. Things seem to be proceeding as if someone knows what he will be doing before he does! And this isn't the first time this has happened; recall, if you will, that it was Speed-Y's decision to look inside the Station Monitor's office, and he found the Mission Alert inside there. It was as if someone knew that he would look in there.

The truckbot continues. It is now level with the construction work happening on the expressway.

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl" points out that blowing up the compnode would be glorious, but there may be a problem with getting past the defences. Perhaps there is a plan?

"Indeed there is," he is told. "It involves repairs, which are scheduled to take place any moment now."

"Karl" would probably be responding if it weren't for the fact that his PDC just vibrated at him. Checking it, he finds that it is "Boris" attracting his attention.

written by Lightning4 on Jun 06, 2013 00:11

I keep pace, glancing around occasionally as I am able for any other threats. I also keep an eye on anything that could obstruct our continued forward driving.

written by Speeder on Jun 06, 2013 14:19

I load my gun...

And keep wondering what the HEL just happened.

Sometimes it is like destiny DIG us into a HOL

written by Gligar on Jun 06, 2013 17:54

Construction site, off Expressway Y86, DIC Sector

While Speed-Y continues his obsession with making sure that his primary weapon is 100% loaded at all times, L4-O keeps a lookout for anything else that might obstruct their path. There's a deactivated forkbot, but that's easy enough to drive around.

Oh, and threats... looks clear for now.

Speed-Y is still confused at what just happened. So confused, in fact, that his mind cannot help but make an awful⁸⁴⁰ pun...

The construction site finally ends at another fence, with a Works Access leading to another roadway. It seems to be Junction 18.

written by Lightning4 on Jun 07, 2013 00:26

I drive in the direction of the Works Access, attempting to merge back onto Junction 18 so we can get back on Y86.

written by Gligar on Jun 07, 2013 09:57

Construction site, off Expressway Y86, DIC Sector

Though he is still cautious of... well, everything, L4-O continues driving. He reaches the Works Access, and exits to Junction 18.

Junction 18, Expressway Y86, DIC Sector

Once there, he discovers that there is a queue to enter the expressway here; seemingly, traffic calming measures are being used to ensure that expressway speeds are kept high. This of course means that queues are moved from the expressway to the junctions... but rest assured, citizen, that this has been found to decrease journey times by as much as 1%! Don't you feel better knowing that you'll arrive at your destination one minutecycle earlier than you would without these measures?

written by Lightning4 on Jun 07, 2013 12:23

I slow to the appropriate speed to avoid collisions, waiting for our chance to enter the expressway.

written by Gligar on Jun 07, 2013 15:51

Junction 18, Expressway Y86, DIC Sector

L4-O decides that it would be best to avoid collision. After all, The Crate might be able to survive, but *they* might not - and they're supposed to be *protecting* it while taking it to HOL Sector, right?

He decelerates to the appropriate speed - which turns out to be pretty slow. The traffic calming system seems to be only allowing one vehiclebot onto the expressway every thirty secondcycles or so, and is regulating speeds to ensure that this is the case. In fact, according to the truckbot's

⁸⁴⁰ GLIGAR: (OOC: but obvious, to the point where I was waiting for someone to make it)

status lights, it actually received a deceleration command, but ignored it due to being in manual mode.

Ahead, the queue continues. A couple of vehiclebots decide that they'd rather go elsewhere and try to turn round, only to find that their path is blocked by other vehiclebots.

written by Gligar on Jun 07, 2013 22:26

Junction 18, Expressway Y86, DIC Sector

The queue moves forward. Slowly.

In the back, it looks like Jam-Y has fallen asleep. Lucas-O, on the other hand, is not. He seems to be readying something.

I wonder if anyone is even paying attention back there?

Impromptu command centre, Factory floor, Communist garrison, Roadway 3, JHY Sector

"Karl"'s PDC continues to display the word "Comrade?" sent by "Boris".

Another communist looks at it. "Perhaps your attention is required?" he suggests.

Mess hall, Armed Forces garrison, Roadway 2, JHY Sector

The GREEN continues. "I will require volunteers for each target: the communist garrison in the factory, the R&D labs, and PLC Central. If there are clones left over, they can be sent to reinforce the comnode if we need it. So... what will it be?"

written by Lightning4 on Jun 08, 2013 00:26

I continue just sitting in the queue, starting to relax a little since it's at such a relaxing pace.

written by Kristos on Jun 08, 2013 03:42

I take the bag containing the hat.

If I were to make my way into the factory again, perhaps I could retrieve the modified laser barrel. However, I may be able to gather more new data if I go to a new place. Cyrus-R is already posted in the factory. Undecided, I watch to see a few other clones volunteer.