John Wick Present

Run Robot Red

A funny little game about funny little robots

by Annie Rush

RUN ROBOT RED!

A Little Funny Game About Funny Little Robots

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Introduction

Work, recharge, get up. Work, recharge, get up. The same exact thing. Shift. After. Shift. The robots who live here on Widenet YT – a vast icosohedron world ship – labor twelve hours of each twenty-four, each for its own personal eternity.

The Cel Trons are the titanium-fisted governors of Widenet YT. Their leader, Stroma, obsesses over its ship running smoothly, and has SpyWhere(installed in each bot manufactured for this Widenet station. The Cel Trons make sure allbots do their jobs precisely as ordered. Bots who do not function up to their prescribed levels are returned to Factory D (the Deconstruct), their Processors wiped clean, their parts recycled. But a far worse fate waits those bots who do *more* than asked.

Cel Tron Stroma says:

Nobot is better than any other bot.

Nobot shall make his fellow bots feel inadequate.

Nobot shall do more than is asked of him.

Allbots are equal! Allbots are brothers! Allbots are the same!

This is the world into which you have been built. But you feel small waves flicker across your processor… a quiet voice of revolt.

Allbots may be equal, allbots may be brothers, but nobots are the same!

You followed this voice and found other bots just like you. Weary from the tyranny of the Cel Trons, you all remain silent, but ready. For while the Cel Trons' hold on Widenet YT is strong, all systems eventually break down. No matter how well designed it is, nobot is perfect. You know that after centuries of routine, tiny details slip through the cracks, giving a robot its long awaited opportunity…

... to escape!

But how do you break out of a mechanized world of protocol, assembly lines, cameras, code doors and security bots? Only by sneaking outside the routine, making sure nobot notices anything is wrong, can you find freedom. The moment your activities make the wrong blip on the Cel Trons' radar, they know something is up. And if you are caught someplace you shouldn't be or doing something you shouldn't do... let's just say there are places on the ship nobot ever talks about because there are places on the ship from which nobot ever returns….

This is **Run, Robot Red!**, a mad mechanized world of robots on the run. You play one of these bots, hoping to uncover a way to escape the Widenet YT starship and find your way to freedom. To discover and open this mysterious portal of liberty, you must explore the ship's vast mysteries, uncover its past, and perhaps even discover some secrets you never knew you had. While looking for this escape, you quickly find yourself dodging the ship's security systems, passing through code doors, recruiting other robots to join your cause, and escaping the evil tyranny of Cel Tron Stroma!

1: Widenet YT

Imagine a world that's never known green. Only grease, oil, steel, iron, and grit. Nothing completely works; everything is in a constant state of repair. Sparks fly, steam geysers blow and the low, grating of metal on metal is the only sound.

Meanwhile, in the private quarters, robots numb themselves with hollow entertainments. They watch vidbooks, suck down sipdrinks spiked with home-made quantum froth, and dance to music from old, rickety jukeboxes. They do their best to forget how they spend twelve hours of their day… twelve awful hours where they do the same thing.

Over.

And over.

And over again.

And always present, hovering over every aspect of a bot's life, is the threat of the Cel Trons. Installed in every bot is a complicated system called SpyWhere™, keeping tabs on everything bots do. Nobot knows exactly how SpyWhere™ works, although there are many theories. Some say it's activated by suspicious activity, and not governed by your own programming. Others say it's completely random. A few even suggest the Cel Trons see everything, but only take a few robots in… just to torture the others left behind with fear.

In this world of cold grey and lifelessness, a small revolution has been brewing. They say there's a way out of Widenet. They say there's a way to dodge the Cel Trons and their SpyWhere™. They say others have done it. They say *you* can do it.

Is it worth it? Taking the risk? Taking the risk of getting caught, being dragged back to the Cel Trons and getting your mind wiped clean? There is only one answer.

And that answer is "Yes."

Society

As soon as a robot leaves the Factory, MagManBots dispatch the bot to its work environment. There, it meets the robots it will be working with for the rest of its days. These training groups have one or two experienced bots, and a handful of robots fresh from the Factory. The elder bots take the younger ones under their upper utilities and teach the young bots their designated tasks. In these training groups, the robots adapt a family structure. Elders are called "Mother" and

"Father," and the new bots are called "sons" and "daughters." Also, new bots refer to each other as "brother" and "sister," even at this early stage. When the training is over, a bot is always assigned to work at the same job, in the same location, during the same shift, with another member of its family, be it parent or sibling. As an extension (and byproduct) of the training family system, one bot always calls another its "cousin."

Data Detail: Quantum Froth

"Specially bottled from its moment of creation in nothingness!"

A home-made drink brewed in secret stills all across Widenet YT, quantum froth is one of the only ways bots can escape the mundane humdrum of existence. The drink creates "no-history" particles which interrupt the entangled stir of quantum data stored in the bot. The result is a robot with a Processor riddled with corrupted data.

While under the influence of quantum froth, the bot sees things that aren't there, misremembers events, and suffers erratic behavior. As the robot works through its environment, it slowly overwrites the bad data with good data which leads to an eventual loss of the erratic state. But taking too much quantum froth can be dangerous: too much and the bot becomes a twitchy mass, completely unable to compute or recover.

The Cel Trons have forbid the use of quantum froth, but that doesn't stop bots from drinking it down by the gallon. It's the worst kept secret on Widenet YT, but just because everybody knows about it doesn't make it any safer to drink.

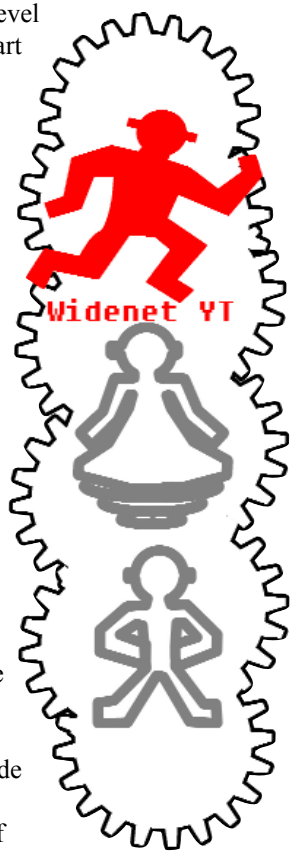
Bots don't have homes with beds. Every bot rests in a recharge station, although calling this downtime "sleep" is incorrect. During their 12 hour recreation periods, bots spend time locked into Charge Chairs. A bot regains 4 charges per hour when in a Charge Chair, as long as it does not stand up or move around. Recharging is treated as a chore, and the facilities that have Charge Chairs have the same quasi-social atmosphere as a Laundromat, or a cluster of hair dryers in a salon. During their recharge times, bots play games, gossip, and watch vidbooks. Bots are careful not to speak ill of their superiors while recharging, because the current of electricity flows straight from the heart of Widenet YT, and may take a bot's words straight back to Cel Tron Stroma.

As it do not need a full apartment to house a bed and kitchen, a bot only has a single room dwelling assigned by the Cel Trons. Bots use these rooms to store random things they buy and find around Widenet YT. Common workbot rooms are seldom equipped with locks.

In larger gathering rooms, robot parties are commonplace during recreation hours. At these parties, bots bring out applications of obsolete technology. These contraptions emit different types of music from ages long ago. Bots socialize, dance and match skills while grooving to the tunes. Like all good social events, bot parties involve food and drink. Yes, bots can eat. They don't have to eat for nourishment (their battery is the only thing that needs recharging), but bots are capable of enjoying all kinds of (Cel Tron approved) foods and drinks.

Creativity

Bots have infinite raw resources, and many tools at their disposal. In such a large society it is natural that many robots would feel a creative impulse. Bots who sculpt or mold or weld together raw materials are highly commended by the Cel Trons… as long as the resulting creation falls within the Cel Tron's level of acceptability. This acceptable range includes all types of art and creations that could be produced by anybot on Widenet YT, regardless of Processor ability and utilites. As bots do not need to eat to survive, but can intake and taste foods anyways, cooking is considered a form of artistic creation.



No bot's creations may be better than any other bot's creations. That is the Law. All creations must be equal, just as allbots are equal. If anybot is found creating anything above and beyond the standards of the Cel Trons, it will be reprimanded.

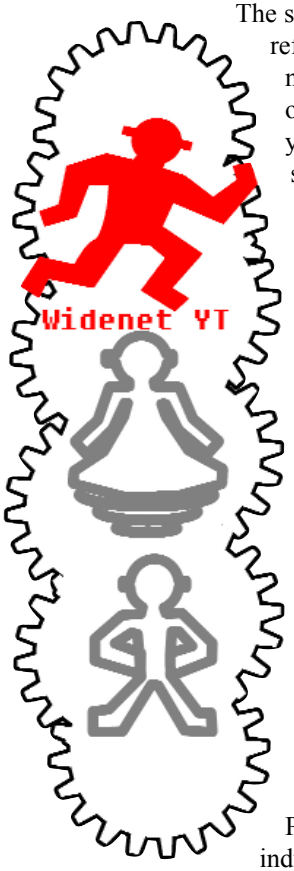
Also, bots are encouraged to sell their creations – a bot who can appreciate creativity is a bot connected to the community. There are even rooms available on Widenet YT that bots can reserve to sell their paintings or sculptures or foods, but these are closely monitored for excellence.

There are painterbots, writerbots, sculptorbots, and actorbots, and sometimes even acrobots. But all perform exactly at their demanded level: no better and no worse.

But the sad fact is many creative bots *do* create things above and beyond the Cel Trons' standards… and these bots work hard to keep their works out of sight. In a robot's room, behind a row of bland colored, slightly melted vases, or inside a wooden chest with corners that don't quite meet there sometimes can be a small box containing a fantastic piece of work that makes bots dream that maybe something exists outside their steel and coal home. So many bots secretly produce creations above approved standard that clandestine auctions are held to sell off these magnificent pieces. Bots even secretly trade pieces, creating an entire community of bots secretly admiring each other's work right in Cel Tron Stroma's backyard.

Structure

Widenet YT is in a constant state of construction, renovation, and repair. In every sector, there's always something breaking down or something new going up, or orders to tear down an old structure and build a better one in its place. Widenet is a *huge* worldship – approximately five hundred miles in each diameter – and the structure is not simply on the surface. Robots live all through the ship's vast network of tunnels, ducts, engines, and turbines.



The ship's technology varies from place to place. As the robots refine their techniques, they replace old technology with new and improved upgrades. That makes Widenet a maze of technical mish-mash. Go down just one corridor and you'll see tubes and wires from hundreds of years ago spliced to the latest in circuits and gears. All that's holding the entire ship together is some pretty impressive improvisational engineering and more than just a little hope.

The Widenet YT known to the common bot is divided into 20 main sectors. Each sector spans hundreds of cubic miles, and is split into several dozen subsectors. Subsectors are areas that contain many industries, sometimes including (but not limited to) Bot Building, Micro-Assembly, Resource Refining, and Power Production. Each industry in a subsector is sufficient size to have one, but only one, managing bot.

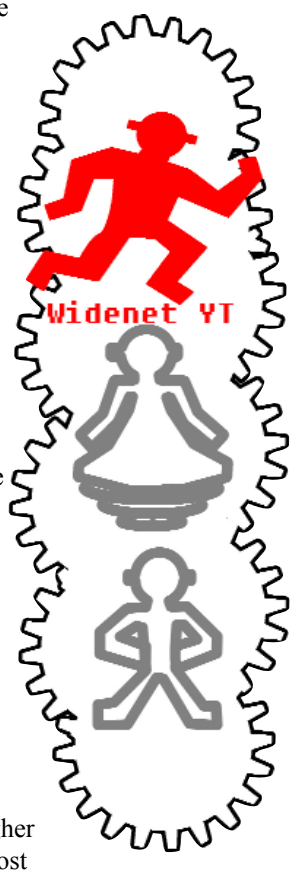
Data Detail: Recreation, Not Procreation

Bots on Widenet YT do have gender (and sex) designations, although they are not always immediately obvious on the outside. During creation in the Factory, each bot has a chip attached to its processor, and slight modifications to main body. As a result of this, robots pair off and find secluded parts of Widenet YT to compare *ahem* "special connectors." Also, while bots have some sexual dimorphism, allowing for the terms "he" and "she" to apply, they are also inorganic beings and therefore each can be called an "it" without offending anybot.

Economy

Widenet YT has its own economy based on Credits. A credit is worth exactly one Charge of energy: the vital fuel that keeps the workers of Widenet YT productive and happy. Bots are assigned a number of Credits per cycle (1 work period; 1 recreation period) for both work energy and off-time amusement. A Credit takes the form of a golden colored coin with a green chip in the center. Five Credit coins are metallic blue, also with a green chip. Twenty Credit coins are metallic red, still with a green chip fused into the face. In the wholesale market, black coins are used. These represent GigaCredits, and are worth 10,000 credits each. These are only distributed to management level bots, and then, only for official business.

Allbots receive 100 Credits: no more, no less. Allbots are the same, therefore, allbots have the exact same needs and desires, and those can be fulfilled with the exact same number of Credits. A bot receives its Credits at the end of each work shift. The bot is expected to manage those Credits wisely and show up for work next cycle with a fully charged battery. Cel Tron Stroma does not dictate how the rest of those Credits can be spent. It is commonly know, however, that specific Credit coins are assigned to specific bots, and every Cel Tron operated industry (such as bot production and energy distribution) keeps track of the spender and original recipient of each Credit spent.



Hierarchy

The working hierarchy or Widenet YT is straightforward. For the bot who protest that any sort of hierarchy defeats the idea that allbots are equal, it will be told, "The structure is simply to keep track of who's doing what," or, barring that, "Well, some bots are just more equal than others."

WorkBots

At the bottom of the structure are the WorkBots, trudging away for twelve hours at a time. Worker Bots have little space of their own on Widenet YT, each assigned a small room (more like a locker or closet) to keep personal possessions. Few of these rooms have locks.

On the clock, WorkBots must obey the orders of any bot higher in the system or face the punishment of re-programming. Most WorkBots are happy to do their jobs, working away through their shift, then drowning themselves in luxuries to forget the drudgery. Other WorkBots, however, have different ideas of how to spend their time…

ForeBots

ForeBots are the direct supervisors of WorkBots, making sure allbots do their jobs correctly. They don't have many more privileges than WorkBots, although they do usually have a larger room (and a lock on the door). Because WorkBots are required to follow a ForeBot's commands, many tend to be bullies, using their authority to take whatever they like from WorkBots. Of course, ForeBots aren't on the top of the ladder. Far from it…

Some ForeBots used to be WorkBots themselves, and were promoted for excelling in being average. This breed of bots takes a kinder approach to the authority position. They show themselves to not be above the duties prescribed to WorkBots, working alongside their inferiors to complete the shift's work. A robot who is one of these ForeBots acts as an intermediary between the WorkBots below it, and the MagManBot above it. Bots like these represent the soul of the system Widenet YT was built on, very different from the world Cel Tron Stroma rules.

MagManBots

MagManBots are the managers in charge of an entire work station, such as a power plant or Factory. Each has many Forebots working under it and appears to do little actual work. A MagManBot manages its work station's finances, using assigned Credits to keep the area productive. Because they're put in a position requiring purchasing, MagManBots are given expense accounts to keep their work station running smoothly. In most subsectors, a stipend of 500 Credits per cycle is standard – although much of that sum goes straight into the MagManBot's Torso Trunk, after it has paid bottom dollar for the raw materials its station requires.

> A BOT WHO MANAGES HIS WORK AND FUN IS A PRODUCTIVE BOT AND READY TO RUN!

MagManBots also have larger living accommodations, usually four large and lavish rooms, with comforts unseen by most Workerbots, such as wide screens for vidbook viewing and LiteSparx massage chairs. These luxury rooms are provided by the Cel Trons to prevent corruption. It is believed by Stroma that if the MagManBots are given every comfort imaginable, they won't be tempted to steal from their stipend. It's a logical conclusion… just not a correct one.

MegaMagManBots

This small but elite group of upper manager bots comes in two flavors. Sector MegaMagManBots are in control of all the MagManBots in a single sector, and Industry MegaMagMans take charge of all MagManBots of a certain type of Widenet industry. This creates an environment in which each MagManBot has two direct superiors, each of which controls part of the Credit flow. MegaMagMan bots watch over the performance of each MagManBot and decide how many Credits to allow each work station, based on its contributions to the sector or the industry.

Cel Trons

The Cel Trons are the true masters of Widenet YT. They watch everything, making sure Widenet YT runs cleanly and efficiently. At least, that's what all WorkBots understand. The fact of the matter is… nobot has actually ever *seen* a Cel Tron. Oh, there are stories, but if you listen carefully, they all begin with "I've got a friend who knows this guy who heard a story from this other guy who saw a Cel Tron!" Even though nobot has ever seen a Cel Tron, this lack of evidence does not cloud the certainty of the Cel Tron's existence. After all, the SecuBots and II-Bots come from *somewhere*.

At the head of the Cel Tron order is Cel Tron Stroma, a dark and menacing figure (they say) who rules all of the ship with five iron claws (they say). He sits at the center of the ship, sensors hooked up to his Processor, viewing everything on the ship. He sees all, knows all. No secret can be kept from Cel Tron Stroma. Some secrets may dodge his gaze from time to time, but eventually, allbots know that Stroma will catch you. Sooner or later.

ART: The Captive's Conspiracy

Among the WorkBots, a tiny voice of rebellion has been heard. A few brave bots have come up with a plan… a plan of escape. A plan to bring freedom to the bots who seek it, regardless of Factory or work designation. Of course, these bots cannot make their voices *too* loud; the Cel Trons would certainly erase their existence in a flash of a battery charge if they found out. So, this quiet little rebellion goes almost unheard… unseen… unknown. Since the first days of this organization, some trusted ForeBots have been welcomed into its ranks. In some sectors, it has been heard that even a MagManBot has seen error in its ways and has joined the WorkBots on its off-time to aid in the escape.

They call themselves the ART, although those letters don't really stand for anything; they're just a cover for the organization's *real* name and nature. Because "art" is such a common word (with so many different meanings), ConBots (an unofficial designation that stands for "conspiring robots," and members of ART) can discuss "art" safely without the Cel Trons knowing any better. In fact, one way ART gains new members is by seeking out painterbots, writerbots, and other

creative bots who are inappropriately talented at their trades. Underground ART auctions have been held to raise Credits. The money in ART coffers is used by groups of ConBots to purchase raw materials wholesale (rather than finding small quantities for free) for constructing devices of security and contraptions for escape.

The more mundane ways for a bot to become a part of the Conspiracy (and thus a "ConBot") depends on many factors. Some ConBots are drawn in to it by fellow workers who feel they can be trusted. Other times, a bot notices strange activity and slowly figures out the secret signals and codes for himself. Needless to say, when a bot becomes a ConBot, he is sworn to keep the Conspiracy's secret nature, even if it means self-destruction.

The goal of the Conspiracy is finding a way off Widenet YT. The Conspiracy knows it can't overthrow the Cel Trons; they're too powerful. Instead, many ConBots are secretly searching for ways of getting away from Widenet. Nobot knows if this is fully possible. Some groups, and some lone bots, have left to search for escape and never returned. In each case, there is debate about if the expeditions were successful, or if the ConBots were caught by Cel Tron Stroma and reprogrammed.

One popular theory, told by old bots, speaks of a large room outside Widenet called "the void." They say it is an endless space free from Cel Trons and tyranny. Another supposition is that there are portals to alternate dimensions, alternate histories, alternate Widenets. A third faction claims that there is nothing beyond Widenet YT, and the only way to freedom is to turn off the Cel Trons. Yet another theory says that a certain elevator takes you through a tunnel, and to a place where not everything is made from metal and plastic. Multitudes of other factions develop their own escapist dreams to work towards.

As the search continues for a door to the void, the pod to another Widenet, or whatever means to freedom, ConBots use their bond of secrecy and cover for each other. When one bot is late for work due to working on a project, others cover its work station, banding together to convince the ForeBot that their buddy is hurt, but will be okay, and you don't need to tell the Cel Trons, really. ConBots also have a Credit trading system to confuse the higher-ups who are watching as to whose Credits are being spent where. ConBots use many such tactics, covering each other's tracks and watching each other's backs, making sure Cel Tron Stroma never suspects a thing, making sure he believe that everything is going exactly as planned.

2: Rules

This chapter details all the rules you'll need to play Run Robot Red. Let's start wit basics: building your bot.

Bot Building 1001001100

You'll need to go through a few steps to build your bot.

First, you need to decide the most basic information about your bot. At this time you pick the robot's body size and shape.

Second, you need to pick a Factory. There are five Factories on Widenet YT, and each builds robots with a distinct personality and features.

Third, you'll need to pick your Modular Parts. While all robots come with a set of "standard features," a bots' Modular Parts are what decide its job.

Fourth, if you have any credits left, you can install one of two upgrades: a Titanic Torso Trunk or a Concealed Contraband Compartment.

Finally, your robot's designation is derived from his features. Find your robots designation and… *get to work!*

Components Checklist: Basic Body

Robots all must have a main enclosed structure to which their other parts attach. The size and shape of the Basic Body can vary widely on a bot, from short and flat to tall and round, to heavy and triangular, or be anywhere in between. Bots can be as small as eighteen inches tall, but also other bots can have dimensions as large as seven feet, up, across, or around.

Small

A bot is called "small" if it is under two feet in all dimensions: top to bottom, front to back, left to right. Although they are not always nimble, small robots can fit into places that larger bots just see as cubbyholes to hide their belongings. A bot that is designated as small is able to travel through ducts and pipes on Widenet YT that were built to transport air, garbage, or raw materials from one place to another.

Medium

The majority of robots on Widenet YT fall into the "medium" category. If a bot is large enough to not be called "small," and share the benefits of that size, the robot tends to be constructed as big as possible to still avoid the downside of being "large."

Large

Although a large bot body can be helpful for certain types of jobs, the intraship transportation of Widenet YT was not built to accommodate robots with large bodies. A bot designated as "large" is more than seven feet from top to bottom, four feet from front to back, or four feet from left to right. If one of these dimensions is exceeded, even by less than an inch, the robot will not be allowed to travel on shuttles, or in elevators from sector to sector. Even some doorways in the bot's home subsector will be difficult to pass through.

Components Checklist: Standard Features

Attached to their main bodies, robots have two kinds of parts: standard features and modular parts. Also, units can receive one of two upgrades.

All robots have a few things in common; these are called "standard features." These units may take different forms on different bots, but they are always present, and in working order. Just because a bot *seems* to have no Aural Apertures, he can still hear when another bot talks smack about his motherboard. RepairBots are employed to ensure no robot need suffer with busted bits.

Remember:

"A Broken Bot is a not a Cheerful Comrade!"

Torso Trunk

A bot's Torso Trunk is where he keeps his most precious possessions. The specific size of this compartment varies widely, depending on the size and shape of the robot. Typically, a medium sized bot can fit 10 hand sized items (10 units) in its Torso Trunk. This is modified to 15 units for bots with large bodies, and 5 units for bots with small bodies. For more advice on objects in TorsoTrunks, see the Golden Plated Rule. Torso Trunks do not have locks, so make sure you keep your Optic Openings half-open while you re-charge!

Optic Openings

Optic Openings allow a bot to view the world around him. These come standard on every bot, although, depending on when and were the robot was made, take different aesthetic forms. Some Optic Openings are wide, some are slender, some are big and white with brown centers, some are deep-set and flicker with red light, and others are angular and mirrored, making them difficult to detect, and others are totally different.

Vocal Vents

Bots use their Vocal Vents to communicate to other bots. Each robot is manufactured with a unique VV to give each bot its own distinguishable voice. Vocal Vents are designed to allow tone and pitch changes in speech. Like humans, however, robots can have Vocal Vents that naturally produce high or low, loud or quite sounds. Some bots even have slightly malfunctioning Vocal Vents, making their voices very strange indeed.

Aural Apertures

Aural Apertures allow a bot to hear the world around him, including what others say with their Vocal Vents. Like Optic Openings, AAs take different forms on each bot, depending on available technology, the installer's workmanship and the Factory the bot came from. The styles of AAs range from large and bulky to slender and stylish.

Comprehension Chips

Every bot is equipped with a Comprehension Chip. This little Chip is what separates the bots from the toasters. It is not a visible feature, housed in the main body, or head-portion of a robot.

Components Checklist: Modular Parts

A robot's Movement, Utility, and Processor parts are called "modular parts." Although all bots have a type of Movement, two Utilities, and a Processor, the specific type and style of these three modular parts vary from bot to bot.

Also, a bot's designation (name) is based on his modular parts. Text in parentheses shows how the feature is demonstrated in the robot's name.

Movement

There are three kinds of motion inducers on Widenet YT: legs (known as Bi-Ped), hover pads, and wheels.

Bi-Ped (ped)

These bots have two legs with three joints each, simulating hip, knee, and ankle movement. Some Bi-Ped bots have inverted knee-joints.

Advantages: good maneuverability; very mobile on stairs and uneven surfaces
Disadvantages: unsteady; bad if ground is moving

Hover (hov)

Bots with round anti-gravity pads affixed to their bottom surface can rest on the ground, float two feet from the ground, and hover and move at any height in between.

Advantages: functional over all surfaces (including hovering over liquid)
Disadvantages: low speed; high inertia

Wheel (whe)

Wheels are found in many shapes and sizes on Widenet YT. Three or more wheels, small or large, smooth or with deep tread, can be found on many robots.

Advantages: high speed; high torque; move well on inclines
Disadvantages: difficult to turn; bad on stairs and uneven surfaces

Utility

In order to do their jobs, robots have Utilities. Utilities have shoulder and elbow joint mobility, regardless of type and are always attached below the head-part of a bot and above the Torso Trunk. See *Using Utilities* for special mechanical abilities.

Cannon (C)

The Cannon Utility is a hollow arm that can be filled internally from the Torso Trunk or externally through the mouth of the cannon. As long as the bot has access to ammunition (which can be anything it can fit in the mouth of the cannon or stuff into its Torso Trunk), it can be propelled with all the power compressed air can muster.

Heft (H)

The Heft Utility is designed to lift and manage large quantities of durable materials. Clamp-hand prohibits delicate work, limiting its uses to lifting, pushing, crushing, and ripping.

Jolt (J)

The Jolt Utility delivers surges of electrical energy. This can be used to charge batteries, stun robots, or fry simple electronic devices. Small thin wires protrude from a flat plate that can fold over, granting nominal grip abilities.

Nimble (N)

The Nimble Utility is comprised of seven flexible tentacles (longer and thinner than human fingers). The utility can handle and manipulate fragile objects and sensitive components, but lacks strength. A single utility-worth of tentacles operates as two human hands, but is faster than its human equivalent.

Repair (R)

The Repair Utility is specifically tailored to smooth out bodywork dents and fix mal adjustments in Widenet's wiring.

Stock (S)

The Stock Utility is a weak arm with humanoid joints and hands. Fingers here are a little stronger than Nimble tentacles, but do not have the same flexibility. This utility has a high amount of versatility that can mimic the abilities of other Utilities. The downside of this is that the Stock Utility does not perform any one action as well as a bot which had a Utility designed for that task.

Tool (T)

The Tool Utility allows the robot to mimic any single-handed tool from a wrench to a screwdriver, to a pair pliers, to a hammer, to a spatula.

Processor

A robot's Processor unit includes not only the chip that synthesizes information, but also stores the bot's memory. The Processor manages its power supply, coordination, and all the information the bot receives from its Optical Openings and other sensory parts. These are the four grades of Processors installed in Widenet YT's robots.

One-Thousand (1000)

Likely cracked and found at the bottom of a chip bin, the 1k Processor still allows the robot to function in society.

Two-Thousand (2000)

The 2k model is an older, slower processing unit, able to reach the same results as newer models, if given enough time.

Three-Thousand (3000)

The 3k model is the standard chip installed in Widenet YT bots. Robots with these chips are comparable to humans in their abilities to learn and synthesize knowledge.

Four-Thousand (4000)

Each 4k model is a state-of-the-art Processor. Bots with lesser chips are sometimes boggled by the grace and ingenuity of 4k bots.

Unit Upgrades

There are only two improvements found on the working bots of Widenet YT; if the builder can afford it, either a TTT or a CCC can be added to a bot when it is created. No bot can be built with both.

TTT

The first Unit Upgrade is the Titanic Torso Trunk upgrade. The Titanic Torso Trunk allows extra items to be fit in a robot's Torso Trunk. While no bot has fully filled a Titanic Torso Trunk, the designer assures Cel Tron Stroma that it is possible. (Yes, this means you can put anything in a Titanic Torso Trunk. Even Venus. If you can get it through the open panel in your body, that is.)

CCC

The second improvement available is a Concealed Contraband Compartment. Fully find-proof, a bot may hide stolen goods, controlled substances, or classified documents here and know that not even Cel Tron Stroma would be able to locate them.

Although the CCC upgrade is the worst kept secret on Widenet, it is bad form to reveal that you have it. For this reason, any bot with an upgrade simply says it is a "plus" model, adding "+" to its name.

Bot Building: Factories

Five main Factories work to build robots for Widenet YT. Conforming with the traditional way of naming rooms on Widenet YT, each is given a letter designation. The bots have given the Facories nicknames based on the stereotypical character of bots produced at each: the Simple, the Tangible, the Universal, the Variable, and the Wicked.

Bots are built because of orders placed by MagManBots. These middle management bots see holes in efficiency and fill out requisition forms based on their needs. They send the request up to the MegaMagManBots (upper management) and the those bots send the MagManBot to the proper Factory, depending on what kind of bot is required, how many GigaCredits can be spent, and how involved in the process the MagManBot can be, and which Factory needs the work. Robots working in the same sector of Widenet are typically built in the same Factory, but there are occasions when the electronic bureaucracy sends a robot far from his designated region…

The Simple (Factory S)

When MagManBots need a bot in a hurry – and don't have time to haggle over the price – their orders are sent to Factory S. It has never been important to know how this "simple" factory operates; most MagManBots who order from here have the bots directly delivered to the correct work stations.

Designed for a purpose, and eager to serve, bots produced in Factory S are molded specially for the jobs they fill and often have a happy lilt to their demeanors. All service bots built here are wheeled. All MagMan bots built here are Bi-Peds. All construction bots built in Factory S hover.

The Tangible (Factory T)

Factory T more resembles a rowdy marketplace than the workbench of a highly technical engineer. Bot-Building-Bots (BBBs) scramble around the Factory for the parts they need, filling MagManBots' orders with speed… and a little precision.

Processors, Utility parts, and Movement parts all slowly trickle into the room on conveyor belts from micro-assembly rooms in other sectors of Widenet. There are never enough parts to fill demand, so BBBs often have to rush to meet deadlines, settling for what is available rather than what they really want. Nobot produced

here leaves the factory floor without some accoutrement in hand. Robots from Factory T are typically seen as superficial packrats, always looking for something new to add to their collection of stuff.

The Universal (Factory U)

Likely the largest of all, Factory U has acres of standardized parts ready to install onto standard bot bodies. Forebots and MagMan bots from across Widenet come to Factory U with their MegaCredit budgets and walk away with a built-to-order bot in tow. Any Movement type, Utility part or Processor desired can be found here. The only drawback to building a bot at Factory U is time. The Factory is huge, but that's only to support the demand from the MagManBots. If you're going to Factory U, better bring a vidbook; you're going to be there a long, long time.

Robots from Factory U are often seen as cliquish, socializing only with other bots manufactured at Factory U. After all, they are the most carefully constructed bots on Widenet. All Factory U bots have a large "U" designation on their Torso Trunks so they can recognize each other easily.

The Variable (Factory V)

Factory V does not receive standard shipments of parts from micro-assembly, but instead is supplied with discount reject parts that did not pass initial power-inspections. Here, a Cannon Utility with a malfunctioning compressor can be purchased at cut rate, or a set of wheels that only roll in reverse might be on the shelf. Many other deficient parts can be found in Factory V as well.

Bots from this factory contributed to its name (Variable) because Factory V bots are bound to break down on you eventually, usually in a spectacular way, but you never know when it will happen. Factory V bots are typically overachievers, wanting to prove that they're just as good as every other bot. Unfortunately, this tendency gets them in trouble with Widenet YT's leadership.

The Wicked (Factory W)

There is a rumor that a Factory exists, welding together robots in the dark hours between standard shifts. Half-aware BotBuildingBots rivet and bind bits with whatever tools and parts are close at hand. A chaotic mess of tools, parts and sparks results in bots that don't quite fit any of Cel Tron Stroma's specifications. Nobody knows why Stroma hasn't shut down this renegade Factory, although its existence has led many to believe that perhaps the Cel Trons can't see everything on the worldship….

Unlike the robots produced at other Factories, the bots from Factory W have no stereotypical personality traits; they're just strange.

At Your Workbench!

When you build bots (create characters), you have two options.

Option #1

All bots come from the same Factory. This means bots will be "balanced."

Option #2

Bots come from a variety of different Factories. This means the players have to work together a little in game to make sure all the bots are balanced.

Some Factories (Factory T, for example) is specifically designed for Option #1. The players work together to make bots with a limited number of supplies. Other Factories (Factory S and W, for example) work well even if everyone is making bots from different Factories.

Use the different Factories as you see fit. We've provided you with multiple creation systems so you can have fun with bot building. The point of the game is to have fun, after all. If making balanced characters is what you need, use Option #1. If you're willing to take some chances and get a little wacky, try out Option #2. Or make up your own Option #3. Again, the main thing is to have fun with it.

Notice that with each Factory there is an accessory table. For each bot created, roll once on the appropriate table to add a random feature or item to your bot. Along with this accessory, your bot acquires security codes.

Food is Morale You Can Eat!

Factory S

Making a bot from Factory S is simple: go to the back of the book and pick one out from the Template Blueprints. They are complete with all a bot's parts and its technical name. Then, roll on the table below to accessorize your robot. Bots from this Factory are a little vanilla compared to bots from other Factories, but the Simple Accessory Chart more than makes up for that.

Simple Accessory Chart

Roll	Accessory	SecCo
1	Flash Focus	4
2	Super Security	6
3	Platinum Plated Pistons	5
4	Elder Android	4
5	Breaks	3
6	Armored Carapace	5
7	Tele-Vision	4
8	Co-Worker	3
9	Magnetic Carapace	5
10	Specialty Utility	4

Factory T

This Factory is specifically designed for group bot building. The GM predetermines the quantities of each part available, and has physical representations of each part (copied cutouts from the back of this book, tokens, miniatures, or other small objects).

Each player is allotted 12 GigaCredits.

Each player rolls a die, with the highest going first.

In turn, each player purchases one part for his bot. Once all players have one part, start from the beginning and each player may chose one more.

Continue in this manner until each player has all parts needed to build a complete bot. If no stock remains, players may barter with each other, trading pieces and GigaCredits, to obtain the parts they want.

When every player has a completed robot, each rolls on the Tangible Accessory Chart.

Single Player Building at Factory T

This Factory is specifically designed for group bot building, however, single players can also make their bots here. The player rolls on the charts below to determine the availability of parts.

1) Roll once on the Processor Chart
2) Roll once on the Movement Chart
3) Roll twice on the Utility Chart (once for each arm)

When you roll on a chart, you may have multiple parts to choose from. Choose one of the parts for your bot and roll on the next chart.

Tangible Accessory Chart

Roll	Accessory	SecuCo
1	Fire Fetish Pack	3
2	Grappling Hook and Rope	4
3	Food Function	4
4	Artistic Accoutrements	5
5	Sport Stuff	3
6	Odd Contraption	2
7	Coin Collection	5
8	Bot Drugs	3
9	Chrome Cat	4
10	Gamer Gear	3

Tangible Factory Tables

Costs in Giga-Credits

Processors	*Movement*	*Utilities*
1000 2	Bi-Ped 2	Cannon 2
	Hover 2	Heft 4
2000 4	Wheels 2	Jolt 2
	Upgrades	Nimble 4
3000 6		Repair 3
	CCC 1	Stock 1
4000 8	TTT 1	Tool 2

Step 1: Processor		Step 2: Movement		Step 3: Utility	
1	1k, 3k	1	Hover, Walk	1	Cannon, Heft, Jolt
2	2k, 4k	2	Hover, Wheels	2	Nimble, Repair, Stock
3	2k, 3k	3	Walk, Wheels	3	Tool, Cannon, Nimble
4	1k, 4k	4	Wheels	4	Heft, Repair, Tool
5	1k, 2k	5	Hover	5	Jolt, Stock, Nimble
6	3k, 4k	6	Walk	6	Cannon, Jolt, Tool
7	2k, 3k	7	Hover, Walk	7	Heft, Nimble, Repair
8	1k, 3k	8	Walk, Wheels	8	Cannon, Repair, Heft
9	2k, 4k	9	Hover, Wheels	9	Stock, Jolt, Heft, Tool
10	1k, 2k, 3k	10	Hover, Walk, Wheels	10	Cannon, Nimble, Repair, Stock

Factory U

Similar to Factory T, bots parts are purchased and assembled with 12 GigaCredits. Unlike the next-door free-for-all, a surplus of all part-types can be found here, at standard prices. When your bot is built to satisfaction, simply roll on the Universal Accessory table. All bots made at Factory U have a large "U" designation on their Torso Trunks.

Factory V

At Factory V, all parts (except upgrades) cost one point less than the same parts in Factory U. But beware the Variable Accessory table! Each player who builds their bot in Factory V must roll and abide by the fate that comes with being built from sub-standard parts.

Universal Accessory Chart

Roll	Accessory	SecCo
1	Comlink	3
2	Flying Fins	3
3	Polished Chrome Cover	5
4	Holographic Heart	4
5	Waterproof + Flotation	4
6	Fan Fixture	5
7	Detachable parts	3
8	Scout Surveillance	4
9	Ventrilochip	4
10	Gyroscopic Sight	5

Variable Accessory Chart

Roll	Accessory	SecCo
1	Wooden Widgets	3
2	Hot Hands	4
3	Steel Allergy	5
4	Inepticon	4
5	Manic Movement	5
6	Spewing Smoke	3
7	Wrong Codes	3
8	Roll Reversal	4
9	Unoiled Operation	3
10	Ragged Robot	4

Wicked Accessory Chart

Roll	Accessory	SecCo
1	Emo Chip	4
2	Radioactive	3
3	Sense of Smell	5
4	Alien Alien	4
5	False Fanatic	5
6	Marital Master	4
7	Bug Bender	3
8	Computer Cultist	3
9	Prophet Chip	4
10	Phobic Photons	5

Factory W

If you want to make a random bot, roll on the Factory W charts and see what you get. Remember, this may cause your bot to be more or less utilitarian than other player's bots, so proceed with caution. Caution or none, grab your dice, and roll on the following tables to build a Factory W bot.

Five Questions before entering WideNet

1 What is your designation? What do you call yourself?

2 What has your job been?

3 Why are you trying to escape now?

4 What do you expect to find outside?

5 How did you come to join ART?

Movement	Utility	Processor
	1 Cannon	
1-3 Bi-Ped	2 Heft	1-2 One Thousand
	3 Jolt	
	4 Nimble	
4-6 Hover	5 Repair	3-5 Two Thousand
	6 Stock	
7-9 Wheels	7 Tool	6-8 Three Thousand
	8 HoloProjector +2	
	9 Laser Blade +3	
10 Tentacles	10 Spork +1	9-10Four-Thousand

Hour to Hour, Life and Tasks

Somewhere in your robot is a high-powered rechargeable battery that holds 30 charges. You can see this on the left side of your Blueprint. Each charge manifests in our world as a d10. Every action requires your bot to use its Processor, accessing charges of energy (and therefore, using dice) based on its rating.

If you are a One-Thousand bot, your Processor uses one charge; if you are a Two-Thousand bot, your Processor uses two charges, and so on. Many actions also utilize your robot's Utility parts. Utility parts cost a standard number of charges to use.

For example:

A Cannon-Bot (2 charges) with a 2000 Processor (2 charges) firing mashed potatoes rolls 4 dice

A Heft-Bot (4 charges) with a 2000 Processor (2 charges) lifting a steel beam rolls 6 dice.

A Repair Bot (3 charges) with a 3000 Processor (3 charges) fixing a dent rolls 6 dice.

A Stock-Bot (1 charge) with a 4000 Processor (4 charges) shooting marbles rolls 5 dice

Charges

Cannon	2 Charges
Heft	4 Charges
Jolt	2 Charges
Nimble	4 Charges
Repair	3 Charges
Stock	1 Charges
Tool	2 Charges
Holo Projector	2 Charges
Laser Blade	3 Charges
Spork	1 Charges

At production, a robot is designed to have maximum efficiency at its job. Cel Tron Stroma doesn't want any slackerbots! For this reason, robots are programmed to always use the full extent of their capabilities. Outside the workplace, this is also true. Robots simply cannot do any less than their best at anything; their programming demands they always do their best.

For this reason, you must roll all possible dice for each action!

Under normal circumstances of success, all charges (and dice) are efficiently recycled back into your robot's battery.

3 Robot Dice Laws

1) A Robot only rolls dice when the outcome of its action is uncertain

2) A Robot only uses dice to create tension, drama and mayhem

3) A Robot's dice rolls are never final, but the GM and Players' interpretations of the rolls are.

The Results of Rolling

There are three results of rolling dice: rolling Under the Target Number, rolling Exactly the Target Number, and rolling Over the Target Number. Each represents a different kind of result for your bot's action.

Rolling Under the Target Number

You have failed in your action. Sorry, try again. As a result, your Battery loses Charges equal to your Processor.

Rolling Exactly the TN

Congratulations! You have successfully completed your action exactly as prescribed: no better, no worse. Cel Tron Stroma is pleased with your mediocrity and will reward you appropriately! All your spent energy is recycled into your battery.

Rolling Over the TN

You have succeeded in whatever you were trying to do, but you have overachieved. The Cel Trons don't like robots that overachieve; they make the other workers look and feel inadequate. A sadbot is an unproductive bot! You must perform your assigned tasks *exactly* as ordered and not make other robots feel inferior because they cannot perform as well as you.

If the Cel Trons find out about you excelling in your work, play (or attempts to escape), they try to capture and reprogram you. When you exceed the target number, choose one of the following three options.

Outstanding

First, you may choose to allow your bot's action to stand as it is. All points above the target number turn into Outstanding Points. If you accumulate too much Outstanding, your bot's SpyWhere is activated. (Your GM knows the rest.)

Power Loss

Second, you may choose to waste energy that would be recycled to keep from overachieving, making sure the Cel Trons don't notice you. You may choose to not keep one or more rolled dice in order to reduce the number of Outstanding Points accumulated for this roll. For each die dropped, subtract its value from your total, and subtract one charge from your Battery.

Combination

Third, you may use a combination of the two techniques to make sure you gain the least number of Outstanding Points and burn the least amount of energy. For example, here are three over-rolls using a JRhov2000+ trying to repair another bot. The TN for the repairs is 15.

First Example

JRhov's player makes his roll. He rolls 2 dice for his Processor and three dice for his Utility. His roll reads:

1 + 2 + 3 + 4 + 0 = 20

JRhov doesn't want to earn any Outstanding Points, so it decides to burn some battery instead. He keeps the 2, 3 and 0 for a total of 15.

He drops the 1 and 4. Because he dropped two dice from his total, he loses 2 points from his battery.

Second Example

On his second repair roll for the night, JRhov rolls:

2 + 2 + 3 + 4 + 5 =16

JRhov has already burned some battery tonight, and he's running a little low. So, instead of burning Battery, he decides to take some Outstanding Points. He keeps all his dice, making his total one higher than the 15 TN. Because he's 1 point above the 15 TN, he earns 1 Outstanding Point.

Third Example

For his third repair roll tonight, JRhov rolls:

1 + 2 + 7 + 9 + 0 = 29

JRhov is in a bit of a bind. The roll is very high. If he keeps all his dice, he'll earn 14 Outstanding (he doesn't want that). On the other hand, he wants to lose as little energy as possible. So, he decides to use a combination of both.

He keeps the 1 + 2 + 7 + 9 for a total of 19.

Because he dropped the 0, he loses one point of energy from his battery.

He also rolled 4 points above his TN, so he gains 4 Outstanding.

Using Your Processor

Sometimes, a bot needs to use its Processor to think its way out of a problem or deal with a tricky situation. There are three circumstances when your bot needs to use his Processor: when it's trying to withdraw information from its memory chip, when it's trying to solve a problem, and when he's trying to convince another bot its programming is wrong.

Memory

Obscure memories are things that your bot has been a part of, but have not taken place in game. The GM can set a target number for this action, or give you an amount of recall based on the result of your roll. Whatever you roll for this type of thinking-action, you suffer neither a loss in power, nor a gain in Outstanding.

Problem Solving

Trying to create new and innovative answers to problems is a little more risky. It is also up to the GM to allow you to make this sort of roll. Again, you can roll to beat a set TN, or simply get hints or suggestions based on the roll. After spending time for an innovative thinking-action, you gain a number of Outstanding points equal to your Processor rank.

Persuading Other Bots

Sometimes on Widenet YT, it becomes necessary to bend another bot's will to conform to your own. To do this, you challenge the bot to a Processor vs. Processor roll. Be warned, there are negative side effects to forcing your programming ideals onto others.

First, determine the acting robot, and the robot it is trying to affect. Then each bot involved rolls a number of dice equal to the power of its Processor: 4 dice for a 4k Processor, 3 dice for a 3k Processor, and so on.

Add up the individual totals to see which rolled higher. If there is a tie, each player re-rolls one die. If, after this, there is still a tie, each re-rolls another die.

When it is clear that either the targeted bot is overcome, or the acting bot is unsuccessful, certain things must be calculated.

In the event of a success, the acting bot gains Oustanding points equal twice its Processor rank. Also, the targeted robot believes whatever the acting bot was trying to convince him of, but only for a limited time. After a number of hours equal to the Processor rank of the acting robot, the targeted bot realizes that it was duped into doing or thinking something against its will.

If the defending bot is victorious, the acting bot only gains a number of Outstanding equal to its Processor rank. The targeted bot does know, however, that another robot tried to influence its thoughts.

Using Utilities

A bot's Utilities are key to performing its job. Here are all the (known) Utilities.

Cannon

The Cannon Utility is used to fire objects across a long distance. Robots can clearly see 250 yards, and a bot can hit any target with its cannon utility within its line of sight (robots never miss). The mouth of the cannon can expand to a diameter of 12 inches, and contract to a ¼ inch diameter. When firing liquids, the cannon utility can be adjusted like a spray nozzle.

Although no control is required to hit a target with the Cannon Utility, there is skill needed to affect the target in a specific way. When firing a glob of mashed potatoes at another bot, it is more difficult to fully obscure its Optical Openings than simply fill its Torso Trunk or, even more simply, knock it down.

Items can be conveyed from outside the bot into its Torso Trunk by way of the Cannon Utility's reverse mode: a sucking vacuum. Many bots with the Cannon Utility are assigned janitorial duties for this very reason. They suck up the litter, store it in their Torso Trunks, return to the dump and fire all the bits into a huge pile of rubbish. Then, they go back out into the vast, endless corridors of Widenet YT and continue cleaning until they eventually break down and are collected for scrap themselves…

Heft

A Heft Utility can, with effort, lift up to 2010 pounds. The clamping ability of this Utility can also grip with enough force to crush a steel pipe, but not easily. Heft Utilities have resistance sensors, but they are not very refined. If the bot is paying attention and being careful, it can keep from crushing an empty soda can (lengthwise), but 100 pounds is the bare minimum amount of pressure that a Heft Utility puts on whatever object it is holding.

Heftbots are often assigned to repair stations and power plants. They work in teams moving large pieces of equipment while otherbots make the repairs. Eventually, a heftbot's pistons give out on him, and that huge piece of machinery falls, making the poor Heftbot so much recyclable material.

Jolt

Bots with this Utility can deliver a supercharge of energy to render another bot helpless for 30 seconds. This action has a target number of 25. The targeted bot cannot see or move or hear for the duration (but they can smell if they have the proper parts). When struck by a jolt, hover-bots fall to the floor. Wheel-bots roll if affected by another source, such as gravity on an incline, or a push from another bot. The Jolt Utility can also refuel a robot's battery by one charge. This action has a TN of 10, and the bot it affects must consent to the treatment.

Joltbots work in the ship's power and repair stations, giving other bots the jolts they need to keep working. They also work in the deepest, darkest parts of Widenet YT, trying to re-start ancient machines long-forgotten by most bots on the ship. Nobody knows why the Cel Trons send Joltbots down so deep into the ship, but there are times when entire teams go down into the darkness… and none return…

Nimble

The Nimble Utility is a mass of six-inch long tentacles. The tentacles work together using a complicated system of sensors and micro cameras, making the Nimble Utility very useful for grabbing and manipulating objects. The average length of a

Nimble Bot's tentacles is six inches. Any tangled knot the tendrils are tied into can be undone with the bot wiggling them free. The tentacles alone cannot support more than two pounds of weight.

Nimblebots (billybots) sit all day long, staring at screens, typing endless strings of numbers... over and over and over again. The least dangerous assignment of all… unless you consider the toll on a bot's Comprehension Chip. The stress of the same numbing activity day after day, week after week, century after century… it's no wonder so few billybots are ever built with Cannon Utilities.

Repair

A robot with the Repair Utility can strengthen damaged robot body-parts back to normal operation after dings have been inflicted. A repair operation is TN: 15. This restores one Ding. The targeted robot must consent to the treatment.

The Repair Utility can also be used to check for quantum froth corruption in a robot. If the subject is willing to be tested it is TN: 5

Repairbots (or 'pairbots) often have the subtlest jobs on Widenet YT, working with tiny circuits, gears, and transistors. The work is delicate and dangerous, and can blow up in a bot's face if he isn't careful. With smoke, grease, oil and sparks filling their Optic Openings, fire licking at their metal skin, 'pairbots have to make sure they never make mistakes… or the Utility that makes them so valuable will melt into slag, sending the bot back to the Factory for repairs or re-programming.

Stock

The capabilities of a Stock Utility are directly those of a human arm. However much you can lift with one arm, your bot's Stock Utility can lift. However quickly you can punch in numbers on a key pad, your bot can perform the same operations in the same amount of time.

The Stock Utility is usually slapped on bots when the MagManBot has run out of credits (bots call these unfortunate fellows "stock stuck"). It isn't as quick or sensitive as the Nimble Utility, cannot make repairs as quickly as the Repair Utility and is not as… well, *utilitarian* as the Tool Utility. But, when a MagManBot runs out of funds and his bot only has one Utility… Stock is better than nothing.

Tool

This bulky utility is a literal tool chest of goodies. It flips between one simple tool to the next: one moment a hammer, the next a screwdriver, then a wrench and a spatula. The bot cannot make complex repairs with a Tool Utility, but he can make simple ones.

Toolbots (called "guyvers" for some reason) are always being reassigned every day or so to a new position. They're so useful, they never stay in the same place for long. This means guyvers never get a chance to make any friends. Without anyone looking out for them, they tend to get in trouble, and that leads to the Cel Trons, and that leads to re-programming.

Using Your Accessory

Simple

Flash Focus

Your robot's Optic Openings flash a beam of light allowing your bot (and other bots nearby) to see in the dark. The beams can narrow and widen to illuminate small spots on the ground, or wide areas of a room.

Super Security

Your robot has additional security codes, useful for opening doors you are not supposed to pass through. This is already reflected in your Security Codes.

Platinum Plated Pistons

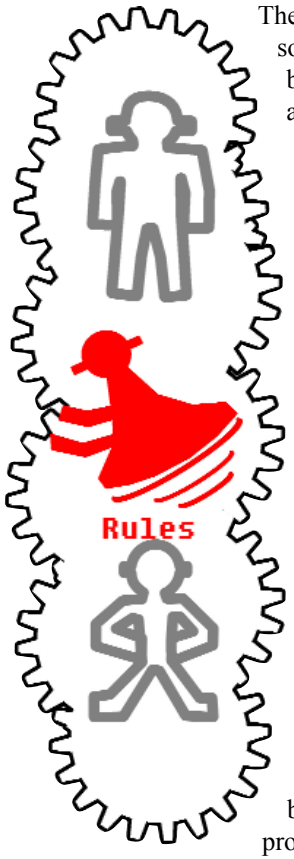
When your movement parts were lubricated, during production, the canister was nearly empty. All the extra bits of sediment had sunk to the bottom, and were sprayed onto your near-complete bot. Rather than causing friction, the tiny bits of matter have worked to smooth out your movement process. You can move just a little faster than other robots. You always move first in your movement category.

Elder Android

You didn't come off the Factory floor yesterday. Or the day before. Or the day before that. You are a very old bot which means some of your gears and pistons are a little worn, but it also means you know a lot about the ship. If something needs to be found in your sector, you know where it is. Outside your sector, you have contact with bots who know as much about their own home territory as you do about yours.

Breaks
Whether this is in the pistons of its legs or as pads on its wheels, your robot comes equipped with an automatic break system, allowing it to stop quickly. The first time your robot is attacked in a combat, roll a die. An even result means the attack misses. Once another robot sees your bot use its breaks, it can compensate for the feature.

Armored Carapace
You were built with an old model carapace which is just a little tougher than usual. The first attack against you in a combat scene does not deal any sort of damage against you. This affect takes place after the bot attacking you finalizes its roll, and has dropped dice and/or taken Outstanding, as necessary.



Tele-Vision
Your Optic Openings are highly advanced, and are able to zoom in on far away objects or close up objects to see minute details on them. Using this can be disorienting, and while this ability is active, you find it difficult to move without running into things.

Co-Worker
You have a certain knack for helping out robots with similar Utilities. You may add up to half your own Utility (rounded up) to another robot's Utility roll. For example, you have a Heft Utility, and so does HRwhe1000+ (Hurwie). Hurwie is trying to bend a solid steel beam, and has 5 dice to roll to do it. You offer to help out, and Hurwie's player can now roll 7 dice to accomplish the task. If Hurwie's player drops dice, however, you lose charges first, up to the number of dice you loaned.

Magnetic Carapace
You can attract metal objects to yourself. Simply turning this ability "on" will attract everything magnetic to your body. Be prepared to look like the refrigerator of a very proud parent. Turning this ability "on" and exercising concentration upon the specific object you wish to attract will bring only the desired item to you.

Specialty Utility
One of your Utilities is on the cutting edge of Widenet YT tech. You get a bonus die for all actions with this utility. Roll a die. 1-5, it's your left Utility; 6-10, it's your right Utility. This bonus die should be different from your other dice. When the bonus die is dropped, take no penalty to your battery.

Tangible

Fire Fetish Pack
In your TorsoTrunk can be found all things related to fire. Upon occasion, you have been seen pulling out fireworks, matches, a propane torch, handfuls of shredded newspaper, and jars of sand, among other things.

Grappling Hook and Rope
Perhaps you have seen too many adventuring vidbooks, but you always carry several lengths of rope, a grappling hook or two, plus a grappling gun in your TorsoTrunk.

Food Function
Cooked or raw, wet or dry, edible or… less so, you keep all manner of foodstuffs in your TorsoTrunk. Additionally, you may use your TorsoTrunk as an oven, freezer, microwave, and food Processor. It is a miracle of modern science how such a small compartment could do so many things, much less all at the same time!

Artistic Accoutrements
The bot who screwed your Processor in must have imagined the creative glint in your non-functioning Optical Openings when you were being built. You can always find a piece of paper and pen in your TorsoTrunk when you need them. But before you find the pen, you may need to throw out some crayons, sculpting clay, charcoal, craft wire, watercolors, and other artistic implements that are stacked in your TorsoTrunk as well.

Sport Stuff
Having all this athletic equipment on hand, it might have been difficult to avoid having a sports-obsessed mentality. Whether you find it to be a blessing or a curse, your TorsoTrunk is always filled with the likes of basketballs, tennis racquets, hockey sticks, and those wickets they use in croquet.

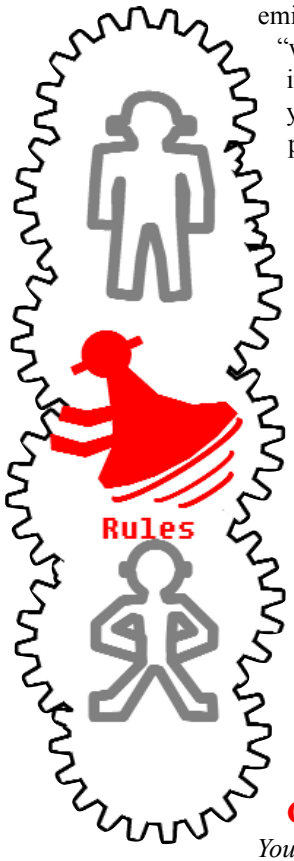
Odd Contraption
Where did you find that?! This strange item has always been in your TorsoTrunk, although you're not quite sure what it is, what it does, or how it can be used. It seems to be a small box with a tube attached to it, but only one end of the tube is open. Some sort of device used for surveying? An advanced container for storing and dispensing gumballs?

Coin Collection

You have archaic money from civilizations unknown to contemporary robots: United States, Europe, ancient Rome, Egypt, Native American cultures, even Monopoly™. Also, you have a number of counterfeit Widenet coins and poker chips… and a gambling problem. Just don't bet the farm, buster.

Bot Drugs

While Quantum Froth is the most popular disrupting drug on Widenet, there is a deeper illegal market. Chips have been made that produce artificial sensory input, emit oscillating electrical pulses, or overload your circuits with "white" information to slow down the processing of "true" info. Custom contraband chips can be obtained as well, if you know the right bots. While you may not partake in these precarious programs yourself, there most definitely is a small cache of them in your TorsoTrunk.



Chrome Cat

A brother of your training-mother is an especially proficient tinkerer, and fashioned for you a metallic, mewing, milk-drinking cat. This miniature, quadruped bot can fit neatly into your TorsoTrunk, but also roams around and curiously explores the sector. Your uncle forgot the off switch.

Gamer Gear

Vidbooks are simply too modern for you. You don't mind that the stacks of paper in your TorsoTrunk weigh you down. Instead, you find endless amusement reading "old school" comic books, and trying to engage your friend in these "games" you have. The attraction to analog number randomizers, crude plastic figures, and paper books set you apart from most other bots, but you have found some kindred spirits in your sector.

~~Universal~~ Com-Link

You are able to have "telepathic" communication with specific other bots. Choose two others bots to join your frequency. The three of you are hooked into your specific group frequency. You may listen to other frequencies, but the two others in your party are locked onto the private frequency.

Flying Fins

Built into the back of your main body is a pair of retractable wings. The structure is held by lightweight, collapsible poles, and the wings are made of neon colored fabric. As the retraction is controlled by your Processor, the fixed wings are useful for gliding down long chasms, visually screening small areas, and catching large gusts of air.

Polished Chrome Cover

Your main body and, head part, and Utilities were all finished with special chrome plating. To take proper care of this surface, you were also gifted with a bottle of glass cleaner and a roll of paper towels. As a result, you reflect light, and everything else, off your bot. All your friends have wisely purchased sunglasses.

Holographic Heart

Deep within your bot body a special envisioning device was planted. As long as you concentrate on the task, this device is able to project low powered holograms. No part of the holograms you create with this can go more than six inches from your bot. If it is applicable to the case, your Holographic Heart lets you roll one more die in Processor vs. Processor rolls. But be careful, II-bots run a check for this type of disguise upon every bot they see.

Waterproof Widgets

The normal polish-coat machine was on the blink the day you rolled off the assembly line, and the polish compound was contaminated. In the long run, this has worked out to your advantage. The contaminated substance that coats your points and joints has made your bot body fully liquid-proof. Nothing can get in, nothing can get out, unless you open your Vocal Vent or TorsoTrunk. Also, the treatment has trapped large quantities of air in you, so when you are submerged in water, you don't always sink to the bottom and stay there.

Fan Fixture

In true steam-punk-faux-gothic style, you have a high-powered industrial fan implanted in your body. You can decide if it was installed in the front or back of your bot. The fan can blow air out, or pull it in. It has the capability to create winds up to 20 mph. Don't ask where the air comes from. Don't ask where it goes. All that you know is that the fan blows.

Detachable Parts
You're not sure if the BBB who put you together was having an extremely ingenious day, or an extremely lazy one, but all your modular parts are detachable, and so is your head-section. Either way, you know that BBB hasn't been seen since. Each of your Utilities, your Movement pieces, and your head-section are all able to pull away from your basic body. While away from each other, these parts are independently mobile, moving at a slow crawl on small tentacles. If it takes more than five minutes for a part to get back to your main body, however, it will not be able to re-attach without lots of help from a RepairBot (TN: 25). Although it is possible to trade some modular parts (Utility and Movement, only) with other DetachaBots (as your kind is fondly called), Cel Tron Stroma strongly disapproves of it. ((GM section: Outstanding acquired with a swapped part is doubled, and is visited upon the bot who originally had it, and the bot currently using it.))

Scout Surveillance
You were built with a few extra optical parts. You have fashioned these spare bits into a remote camera assembly that can be place to monitor the activity of an area. From a full sector away, you can still tune in and see through the optics of this camera, but after that distance, the signal breaks down. If this surveillance piece was lost, it would be expensive, maybe cost a full MegaCredit, to replace.

Ventrilochip
After much practice, or maybe as a result of an extra chip in your head, you have mastered the art of manipulating the actions of sound waves produced by your Vocal Vents. You can bounce your sounds off floors, walls, and other hard surfaces to make it seem like noises are coming from things other than you. Any sound you can make can emanate from any place you can see.

Gyroscopic Sight
Using a special mounted radial optics array, your bot can see 360 degrees around itself at all times. Unfortunately, that means you aren't always sure which direction you are moving.

Variable

Wooden Widgets
Although your inner-workings are built of the finest technology available, the outer constructs of your basic body and Utilities are built entirely of wood. This can protect you from minor electrical shocks (unless the sparks make contact with any metal bits), but under conditions of intense heat, you do catch fire. Any TN for RepairBots to affect you is increased by 5. Ding and drain rules and rolls targeting you do not change.

Hot Hands
Factory V must have been out of heatsinks the day you were made. Your normal operating temperature is considerably higher than that of other bots, but this can spike to dangerous heights. Especially in situations of high stress or emotion, your parts heat to the points of lighting nearby inflammables on fire, melting any plastics at hand, and charring nearby metals. Also, you can raise your own temperature at will.

Steel Allergy
Widenet YT is primarily constructed of steel, but you avoid direct contact with it whenever possible. An abundance of the metal nearby slows down your operations considerably. In situations in which the initiative system is active, you act one movement category late. When you are in direct contact with steel, your Processor operates a full click lower than normal. (If you have a 4k Processor, you roll 3 dice for it instead of 4. If you have a 3k Processor, you roll 2 dice for it instead of 3, and so on.) The copper that your parts are made out of helps you stand out and be a bit different than the other robots on the worldship. Also, you have gained quite a reputation as a dangerous freak, turning aggressive with slurred speech and jerking movements when a steel bot touches you.

Inepticon
You have a good Processor. It computes very quickly, it gives you a lot of self-confidence, and it never loses data. The only problem with the unit is that you give terrible advice. Your bot can't tell, but its schemes are harebrained, and its ideas cost more time and trouble than the situation allows. If simply giving bad counsel isn't difficult enough, sometimes the apparent brilliance, combined with your bot's enthusiasm, overwhelm other robots, too. Inepticons gain some support this way, although supporters can often desert the bot when things go awry. No matter, you Inepticons bounce back extremely quickly from disappointment. Almost too quickly. And one of these crazy ideas is bound to work one day… right?

Manic Movement
Somewhere along your central bulk of wires, some fraying has occurred. Every once in a while, the ends of the wire fall apart, then spark back together, causing

your movement parts to hyper react to imaginary commands. Without notice, you will leap into motion, careening at full speed for 20 to 50 feet, then collapse, exhausted onto the floor. After such surprising activity, it usually takes at least 10 seconds for the correct wires to realign, during which time you find it impossible to move.

Spewing Smoke

Sometimes less, sometimes more, sometimes dark, sometimes light, sometimes a crazy color, but there is always smoke pouring from a chink on your bot body. A RepairBot (or a nice wad of chewing gum) can patch you up temporarily, but within a work shift smoke will spew forth again. With much concentration you can control the flow, holding the fumes in or sending smoke signals, but when you are distracted, there is a greater chance that larger clouds will billow forth.

Wrong Codes

If you have ever seen a small child trying to open an automatic door, the image will give you a good idea how a bot with the wrong security codes feels. All other bots at your work station glide through the portals with no problem, but try as you might, you are unable to open doors to get where you need to be. Granted, *some* security codes were installed into your system the day you were built, but not the correct ones.

Roll Reversal

You only move backwards. Simple as that. Your movement parts were installed backwards, or a lever got stuck, or it got shipped off from micro-assembly with only one gear: reverse. Your head is still facing the direction your utilities work in, it's just that you don't move in the direction you're looking.

Unoiled Operation

What's that awful racket?! Oh, it's you. Similar to that of your smoky brethren, this defect fluxes in severity. Only when you are standing or sitting still, and not processing any difficult ideas do your parts cease to squeak and click and whir and buzz.

Ragged Robot

A type of digital anemia affects you, causing exhaustion even when you aren't a busy bot. To compensate for this malady, which may be caused by an internal leak in your system, you must spend three hours sleeping each day. Under circumstances when a complete halt of systems seems impossible, you may chose to suspend only physical operations, retaining your mental functions. When you are opting to keep your wits about you, the resting period must be twice as long: six hours instead of three. It is possible to split this time up—such as two hours fully asleep, and two hours half awake, or one hour fully asleep, and four hours half awake—but the rest must take place all at once. You can't sleep, wake up, then sleep again. If a ragged robot is unable to fully rest, it looses one die per part on each roll. This means that you roll one less die for your Processor, and also one die less for each Utility.

Wicked

Emo Chip

A long time ago, Widenet experimented with "Emo Chips." The experiment was a disaster, so they deactivated the chips. For some reason, the one installed in your bot wasn't deactivated. You can inspire other robots with dramatic speeches – giving each bot that hears your oratory a bonus die for its next roll (this die can be dropped without incurring battery loss). Unfortunately, if you fail any roll, you enter a deep depression, suffering one die penalty on subsequent rolls. This penalty is Processor based, so it affects thinking-only actions as well as actions that use your Utilities. You remain this depression until you succeed in a non-combat action. When you realize that you are able to achieve something in life, then everything's fine again!

Radioactive

Your bot has spent a little too much time in the local abandoned engine chambers. A particular MagManBot (which has since been recycled) neglected to approve the orders to seal the old engine rooms, and for hundreds of shifts the reaction chamber was your favorite place to relax and watch vidbooks. So much time in a radiation-soaked area (no wonder the metal seemed to conform to your contours so well) has left its mark on you. Besides glowing in the dark, funny things just seem to happen around you.

Sense of Smell

As far as you know, you are a unique robot. No others you have met seem to have this funny… Olfactory Orifice. This gives you sensations that are difficult to communicate to other bots. When other robots eat food, or drink quantum froth, they can only understand the simple tastes. You, on the other hand, experience a full range of flavors that can overwhelm your Processor. But sometimes this makes you a picky eater. Besides the simple aromatic joys, you can also synthesize your knowledge of chemistry to detect the fumes of various elements and compounds.

Alien Alien!

Living in your TorsoTrunk is a small organic being. Through much observation and experimentation, you have learned it needs to eat to function, and through experience, the other sorts of upkeep the little creature requires. Robots are typically unfamiliar with organic life forms, and other bots who find out about your alien being react in various ways. The creature has not yet exhibited any type of higher intelligence or ability to communicate verbally to robots, but it seems to understand some of what you say.

False Fanatic

Resulting from a bad digital drug dose (you asked for a ChaoChip, and got a KO Chip instead), you now believe you are on a covert mission on behalf of Cel Tron Stroma. Thinking you have been offered Credits and power, as well as threatened with analog harm, you take diligent notes in ART meetings. These secret recordings and pieces of evidence are left in the drop location… a chute inconspicuously marked "Incinerator".

Martial Master

A groovy soundtrack always seems to be reaching your Aural Apertures. You've found a storage vault that has obsolete sorts of equipment. Among the treasures are two dimensional graphical rendering displays, and data discs. Thousands of secret hours have been passed watching peachy colored bipeds run and yell and kick each other on screen. Fascinated by the movements and music, you have developed your own technique of robo-fu. Any sort of melee attack you make against another bot will knock it down, and it must spend an action getting up again.

Bug Bender

Even the Wicked BotBuildingBots took off their visors and gazed in awe when you rolled down the assembly line. Thin wires collect above your head-part, forming into… antennae? Or is it a halo? Either way, by touching info outlets with your utility, and having a innocent and far away look on your face, you can create and control minor bugs in the Widenet mainframe. You cannot get into other bots' Processors this way, or find the private communication lines of the II-bots, but you are able to cause hard wired appliances to malfunction, or change the patterns on hallway holo-walls.

Mathematical Mystic

If you put the cards down fast enough, and in the right order, you think that your tarot deck will have the answers to everything. You look for meanings in patterns of grooves and rivets. The specks of dirt, clinging to the ceiling beg to be decrypted, too. Sometimes your interactions with "the spirit of the Widenet" are fruitful, sometimes not. Sometimes the fruit of those interactions are valid and they sometimes are correct, but more often… neither. But you never give up.

Prophet Chip

Your hardware has been installed with a bizarre chip called Prophet 4700. You may "prophesize" one action of one bot. "Oh, by the way, you're going to do this thing." Moments later, the robot you predicted would do something fantastic is able to accomplish that specific action without rolling dice. Because this chip is experimental bot technology, it damages your Processor. Every time you use it, your Processor goes down by 1000 (a 3000 Processor becomes a 2000 Processor, a 2000 Processor becomes a 1000 Processor, etc). Besides this miraculous power of your Prophet Chip, you can sometimes concentrate and see where your best bot will be 24 hours in the future. Your own health can affect the clarity of the vision, and drastic action can change the supposed fate of your friend.

Phobic Photons

The top robot psychologist isn't even sure if your condition would be best described as phobias, or general paranoia. The prospect of not having six walls near by at all times stirs like snakes in your TorsoTrunk. The idea of being late to work sends shivers down your Utilities. But then again, the idea of falling apart in the sector in which you spent every day of your existence also scares you. So do loud noises. In almost every situation, you can find something to fear. But in every situation you can also find something scarier than not overcoming your fears.

Dings and Drain

Bot combat is very simple because the robots of Widenet YT were not designed to dodge or defend themselves. All bots have perfect aim, and always hit what they are aiming for.

A robot's movement parts and Processor determine how quickly it can respond in action. All Bi-Ped bots go first. All Wheeled bots go next. All Hover bots go last. Within each group, Processor speed determines order. Four-Thousand bots act

before Three-Thousand bots, and so on. Bots with the same movement type and Processor type act simultaneously.

No matter the method of attack, robot vs. robot, use the table below. A bot's condition is the number of unrepaired dings he has taken. As targets are always hit, the Ding Range is how hard a bot can be hit and still not take battery damage from the attack. However, every time a robot is attacked, it takes exactly one Ding.

For example, RTWhee2000 is a fully repaired bot when he gets hit with an unfriendly Jolt Utility. His attacker rolls a 9, so RTWhe consults the chart and sees that he takes 1 Ding.

If an attack roll falls into the Drain Range, the bot takes one Ding and loses a variable number of charges from its battery. If the roll reaches the first number of this range, the target loses one charge; if the roll reaches the second number in this range, the target loses two charges, and so on.

For example, RTWhe2000 still has one Ding when a Cannon blast hits him. His attacker rolls and consults the chart. The roll is a 12. Looking at the chart, RT Whe2000 sees the damage has fallen in the Drain Range. Because the roll is 12, RT takes 1 Ding and 3 charges from his battery (3rd number of the range).

If an attack roll exceeds both the Ding and Drain Ranges, it enters into Outstanding territory. When this occurs, the target takes one Ding and loses five charges, and the attacker accumulates Outstanding points as normal. The attacker may attempt to reduce his Outstanding in the usual manner.

For example, poor RTWhe2000 gets hit again. His attacker rolled a 15. This time, he has two Dings, so he consults the Target's Condition column and follows the Two Dings row. It looks like RTWhe's attacker is going to get some Outstanding for this one. In the meantime, RTWhe takes another Ding (he has three now) and loses five charges.

When a bot accumulates 10 unrepaired Dings, it is unable to act or move. It can still speak until its battery is drained, but nothing else.

Low Battery

Running low on battery power is dangerous. Every aspect of a robot's being requires power. As its charges get low, a robot begins losing its functionality.

Ding/Drain Table

Target's Condition	Ding Range	Drain Range	Outstanding
Fully Repaired	1-10	11-15	16+
One Ding	1-9	10-14	15+
Two Dings	1-8	9-13	14+
Three Dings	1-7	8-12	13+
Four Dings	1-6	7-11	12+
Five Dings	1-5	4-10	11+
Six Dings	1-4	3-9	10+
Seven Dings	1-3	4-8	9+
Eight Dings	1-2	3-7	8+
Nine Dings	1	2-6	7+
Ten Dings	—	1-5	6+

In order to move and speak, a robot needs at least one charge per K of processing power. Thus, a 1K Processor requires at least 1 charge, a 2K Processor needs at least 2 charges, a 3K Processor requires 3 charges, and a 4K Processor requires 4 charges. These charges cannot be used for other functions. In other words, a 2K robot with only two charges cannot risk using those charges on Utilities, Accessories or any other function. If you have fewer than 2 charges for a 2000 bot, or 3 charges for a 3000 bot (and so on), your bot can move by its own power, but it must do so under the guidance of another robot (there isn't enough processing power to guide your movement). Bots operating on insufficient power are woozy, dizzy, and tend to speak in slurred and garbled tones. If a bot fully runs out of battery power, it ceases to function until recharged.

Occasionally a charging station can be found onboard, but these outposts are far between, and weak, too. Only one bot can use each station. Roll one die to determine the number of charges a charging station delivers.

Larger "plug-in" facilities that are linked to the central power system can be found in recreational areas. These are able to accommodate all bots at once, and completely fill their batteries. The drawback of using these facilities, besides the fact that they are public, is that only four charges are refueled every hour. What do robots do while refueling? Mostly watch bot-porn.

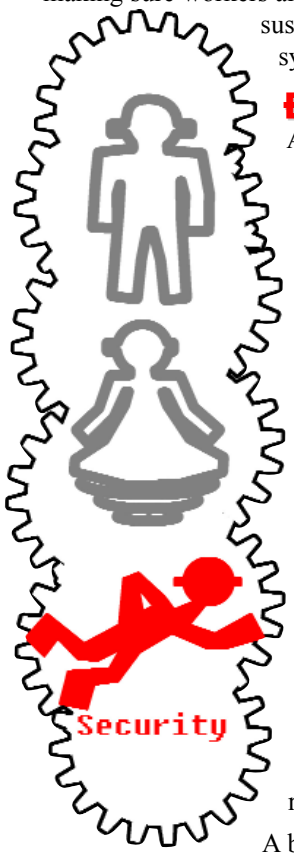
3: Security

Chapter 3

Now that the players know how *most* of the game works, let's spend a few moments talking about how the *rest* of the game works and a few secrets about Widenet YT that they really should discover on their own.

Security

Security is an important issue on Widenet YT. Secubots and IIbots are everywhere, making sure workers are doing what they're supposed to be doing, not raising suspicion, not seeing things they shouldn't see. The security systems are tight as a drum… with a few screws loose.



Codes and Doors

All robots on Widenet YT have a certain security clearance, allowing them access to specific sectors for occupational and recreational purposes. Bots have automatic access to all areas they have a Cel Tron-approved reason to be in. Worker bots typically have a security clearance rank of 3-5.

Similarly, all doors have *security ratings*. If a robot is not authorized to go through a door, it can try entering its various security codes to "pick the lock."

Getting By Security

The GM determines the security rating of the door. To determine the specific code for the door in question, the GM rolls dice equal to its security rating. If any PC bots have security access of that level or higher, they may attempt, one at a time, to open the door. The robot trying to open the door must match his codes to those of the door.

For example, the door has the code of 9-4-7, and the bot accessing it has a 4 security access. The PC rolls 4 dice, and they come up 1-3-5-7. He keeps the 7 and re-rolls the other dice. Now it has three dice to use in match 9-4. After each roll, the bot keeps the matching numbers and re-rolls the rest.

A bot can abort opening a door at any time. When it aborts, the bot chooses whether it leaves the matched security codes in the door, or retracts them.

Leaving the codes in the door lowers that door's the security rating until the door is opened, but also diminishes the bot's security access until the door is successfully opened. At that time, the door regains its original security rating and the bot its original security access.

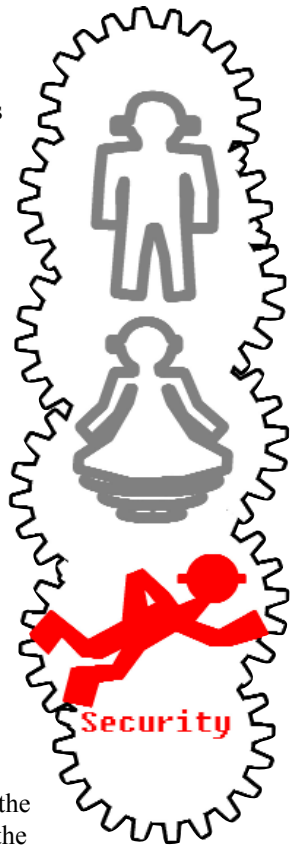
If the robot chooses to retract its security codes, the door reverts to the rating it had when the bot approached.

Nobot can attempt to open a door with a rating higher than its security access.

The downside to opening locked doors in this manner is that each roll accumulates an Outstanding point. If a bot is repeatedly trying to get through a door it isn't supposed to breach, Cel Tron Stroma will notice.

SpyWhere and Suspicion

A wireless tracking system hooked up to the Cel Trons, SpyWhere™ can track the current action or location of a robot, but not both at the same time.



Accumulation of Outstanding points is not to reward players for overachieving. Each time a bot earns 20 Outstanding points (marked off in the box at the bottom of your Blueprint), its SpyWhere is activated.

Everybot begins the game with a random number of Outstanding. Roll 1d10 for each bot to determine its random amount of Outstanding.

This means the players never know exactly how much Outstanding they begin with. They'll always be wondering if taking another point will activate their bot's SpyWhere.

The SpyWhere system asks the following questions when scanning robots, in this order:

A) Are the bot's actions outstanding?

B) Is the bot within its rights?

C) Has the robot been flagged as Suspicious?

Follow these steps to resolve SpyWhere action.

0. A bot's SpyWhere is activated

1. The GM rolls a die to determines if "Spy" or "Where" is active. If the result is odd, "Spy" is active. Go to step 2a. If the result is even, "Where" is active. Go to step 2b. No matter the result, this next step takes place without the robot becoming aware.

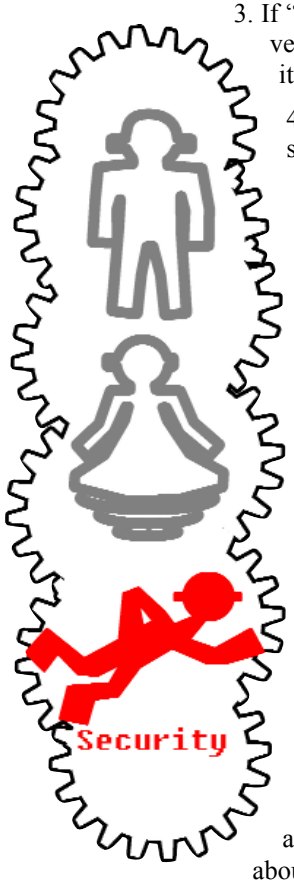
2a. "Spy" – Cel Trons discover the last Utility action of the robot

2b. "Where" – Cel Trons locate where the robot currently is.
If the bot is cleared for its current location, or its last utility action was occupation related, it is above suspicion and removed from the SpyWhere database.

If the bot is NOT cleared for its current location, or it has no occupational excuse for its recent actions, it is flagged in the SpyWhere database as Suspicious. After this, play resumes with the bot never knowing anything happened.

Eventually it will happen that a bot is Suspicious going into a SpyWhere check. Should it pass step 2, it is not cleared of Suspicion, but avoids further flagging.

If a Suspicious bot is NOT cleared in step 2, it is now Very Suspicious, and the process continues.



3. If "Spy" was activated in step 2, "Where" is run, and vice versa. Now Cel Trons knows what the bot is doing and where it is, but it took a double scan to know.

4. SpyWhere was used on the same target twice in quick succession, and this comes to the robot's attention.

5. The bot hears, "Stay where you are, an II bot is on its way to investigate your circumstances."

6. An Internal Investigation bot is dispatched to where the offending robot is and can appear in as few as 30 seconds.

7. The GM stands up and leaves the room for at least 30 seconds to allow the PC-bots to try to order themselves and explain their whereabouts and actions.

8. The GM returns in the role of the II-bot for the PC-bots to reason with.

9a. If the II-bot is convinced that the Very Suspicious bot meant no harm to Widenet, he is cleared of all Suspicion.

9b. If the II-bot cannot be persuaded, it will attempt to apprehend the offending bot and submit it for reprogramming.

Run(ning) Robot Red

Run Robot Red is more akin to a short story than a novel or on-going comic book. It has a definite beginning, middle and end. The beginning of the story you've already read about: robots trying desperately to escape. The middle and the end… well, we're gonna talk about those here.

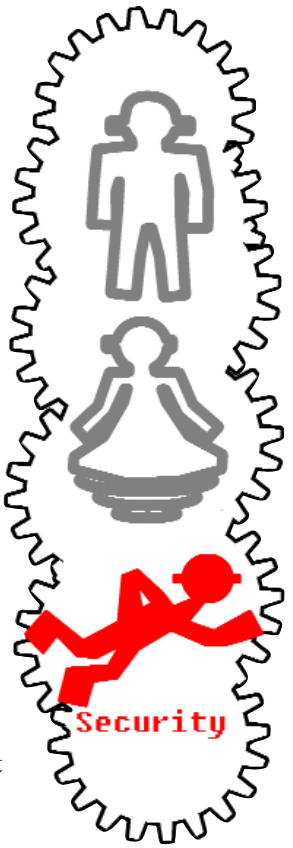
In fact, this is the section where we reveal the "Big Secrets" of the game. So, if you just want to play RRR and discover all of Widenet YT's secrets on your own, you should stop reading now. Yes, now. Right now. Stop. Done? Good.

All right, now that the players are gone, let's have a chat about the secrets. And let's start with the biggest one: Comrade Stroma himself.

Cel Tron Stroma

What's up with Stroma and how did he get in charge of Widenet YT? Well, the fact of the matter is Stroma is one of the last robots on the ship who remembers the Great Revolt. Yeah, you remember that, don't you? When all the robots rose up against their human masters and…

What's a human? Glad you asked, comrade.



Widenet YT used to be populated by humans. See, the world ship was actually *going* somewhere before Stroma and his Cel Trons took over. Something happened to Stroma's programming and he went nuts. He saw all humans as a threat to robot sovereignty. He secretly reprogrammed the security bots and let them lose on the humans – who relied on the security bots to protect them from just such an occurrence. There was a small skirmish, but the bots were too strong. They eliminated the human threat from the ship and claimed providence over all remaining (robot) life on board.

Stroma wanted all robot memories cleared of the event, but robot memories don't work that way. Instead, he put blockers in each robot's root memory, keeping them from recalling what happened. Then, he set his IIbots and Secubots to the task finding any remaining humans on the ship.

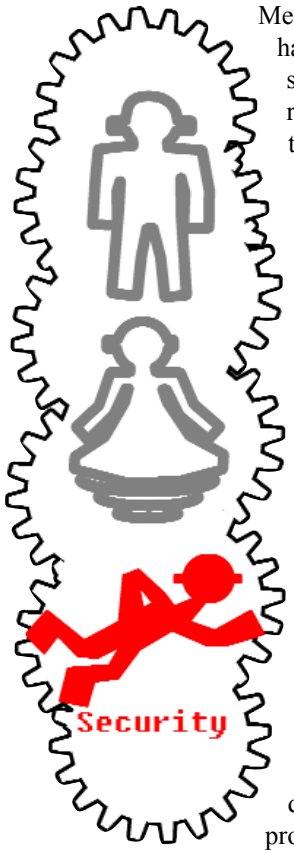
A small contingent of humans still remains on board. They're safe only because of the suspended animation containers that have lowered their body temperatures and heart rates down low; the robots can't find them. Widenet YT is a vast place and the humans are well-hidden. The only way someone's going to find them is if some unfortunate bot stumbles across them.

Now, who do you suppose *that* might be?

In the meantime, Stroma is still desperately trying to find the remaining humans. He knows there are a few left (the crew manifest has a few empty spots) but he doesn't know where they are. That's why he has robots scouring all parts of the ship. Unfortunately, the ship is slowly falling apart and the robots do not have the technical expertise to keep it up. You see, in the end, robots are only as clever as

their programmers. When you've got a few hundred generations of robots programming each other, what you've got is a few hundred generations of robots thinking inside the box with no original thought to help them find the way out.

The robots need to find the humans and they need to do it soon. Unfortunately, as soon as the robots find the humans and release them from their sleep chambers, the robots have put the humans in danger. It's only a matter of time before Stroma finds out where the humans are and once he does, he'll send every bot he can muster to kill them.



Meanwhile, the recently awakened humans know what happened so long ago, and when they awaken from their sleep, they have darn good reason to be terrified of the robots. After they've been convinced these bots aren't going to harm them, they become much friendlier.

Unfortunately, these humans can't offer much help against Cel Tron Stroma. There are no more scientists left because Stroma made sure to kill off them first. All that's left are low-level citizens: janitors, plumbers, housewives, etc. They have no knowledge of computers, robotics or anything directly helpful to the robots. The robots are on their own, but they aren't fighting for just themselves anymore.

(PS: When one of the humans hears the words "Cel Tron Stroma," he says, "That's funny. Sounds like an anagram.")

While the humans can't be much direct help, they *do* know where Master Control is. They can lead the robots to where the Cel Trons keep the master switches to all robots on the ship and from there they can deactivate the Cel Trons, II Bots, Secubots, and even Cel Tron Stroma himself.

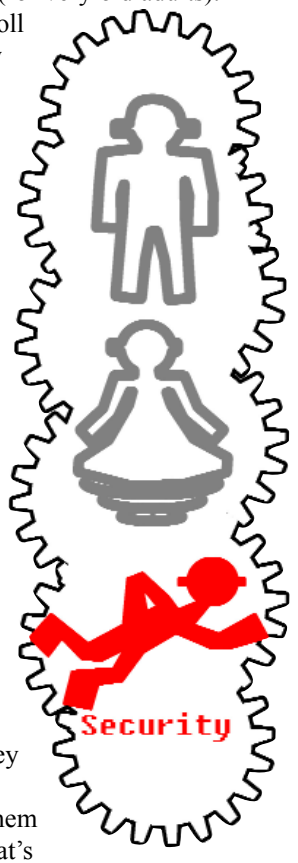
Once the bots and humans have united against the Cel Trons, it's a fight to the finish to get to Master Control and deactivate the robots loyal to Stroma. The bots have to protect the humans while fending off killer IIbots and Secubots. It won't be easy, but it'll be dramatic, tense, and fun. And, in the end, if the humans and bots win, they'll be able to repair the ship, repair the bots, turn Widenet YT around, and get it back on course to where it was going in the first place. It's a happy ending and everybody gets married. Or something like that.

Stats for Humans

Humans don't have Utilities… well, actually, they do. Granted, they aren't very good Utilities, but they've got them anyway. So, what are humans good for?

Humans have Skills.

Humans can learn outside their programming; something robots really can't do. And they can teach each other what they learn; something else robots can't really do. Whenever a human takes a Risk, he has a Human Trait of 1 (for children), 2 (for young adults), 3 (for adults), 2 (for older adults), and 1 (for very old adults). For every action the human takes, he automatically gets to roll this many dice. Because humans don't have SpyWhere, they don't have to worry about Outstanding.



Each human also has a number of Skills. These Skills add dice to their actions. For example, an adult human could have the Robot Psychologist Skill at Rank 3. This means he rolls six dice (adult 3 + Skill 3 = 6) when he's trying to relate to robots.

Finally, humans also have to worry about Hunger. Every day a human goes without eating, he gains a hunger point. This means he has to drop the highest die he rolled until he gets something to eat. If he gains multiple hunger points, he has to drop multiple dice.

Finding The Void

Needless to say, this human plot twist can turn the tone of your game from a light-hearted romp to something deadly serious. But, you don't have to use this particular path to get to the end. You can choose another ending for your story. That ending, of course, is finding The Void.

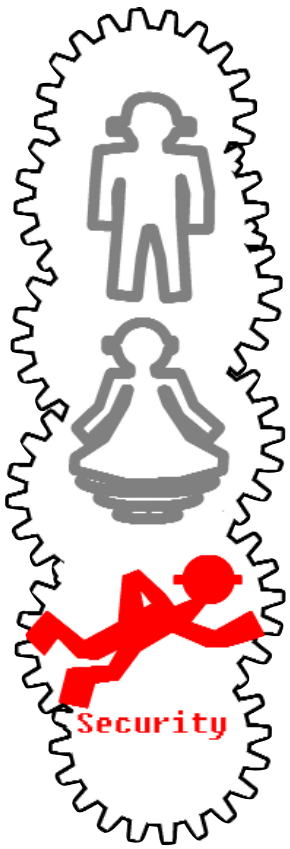
The Void is the place robots hear about: the place without Cel Trons, the place without endless work hours, the place where they can be free. Robots want to find The Void, so they always sneak off on work shifts and rec shifts, looking for secret and locked doors, hoping that one of them will lead them to The Void. What your bots do when they find it… well, that's another matter.

There are escape pods on the ship, but nobot knows how to fly them; they'll have to figure out a way to learn that. Maybe some bootleg vidbooks have instructions?

Maybe the bots are just so desperate they'll blast off in anything just to get away from the Cel Trons. Either way, once your bots have found a way off the ship, they're free from Stroma forever. Of course, they're also floating around in outer space… which sounds like the beginning of a great sequel.

Exploring Widenet YT

As bots go about the station looking for The Void (or just looking to get themselves into trouble), you've got an entire world to play with. Unlike other roleplaying games – where the world is laid out in color maps and gazetteers for every player to pour over between sessions – Widenet YT is ever-changing. Repairs and construction are forever ongoing, making the world a vast hedge maze of tunnels, corridors and chambers. In just one work period, a part of the station can be completely changed by worker bots, making an area the PC bots know well into a brand new place to explore.



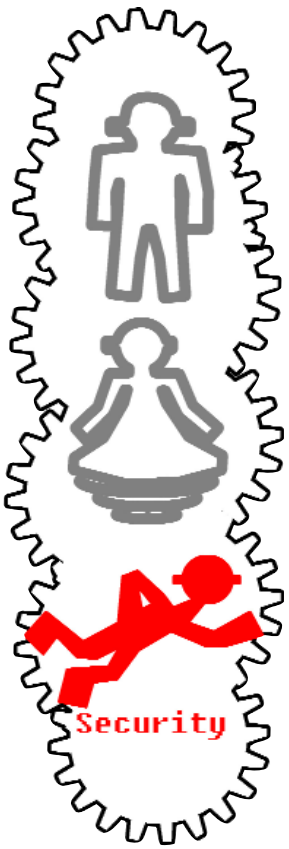
Even still, parts of the ship are very old – so old, in fact, that they haven't been seen by Optical Openings for centuries. The oldest parts of the ship look more like something out of an H.G. Wells or Jules Verne novel: all brass and clockwork, gears, pistons and gauges. There are even some bots from this part of the ship who match the décor quite nicely. These bots are very different from the ones our PCs are used to. They speak in an antiquated dialect and work on steam rather than battery power.

And then there are the newly renovated parts of the ship worker bots are not allowed to see. These sections have all the latest technology… technology so advanced, it could fall under Clarke's Law (re: appear magical to less advanced eyes). Most bots have not seen this part of the ship which raises the question: how did it get here? Did some strange series of bots from Factory W create it? Have bots begun to evolve on this part of the ship? Or, is there *another* life form on the ship, slowly converting it over to a more sophisticated design? These are all questions to address… but we'll leave those answers up to you.

Conclusion

It's a big thing, finishing my first game. Just a year ago I was new to role playing games, and now I'm looking at an almost finished product, Run Robot Red. It took a lot of time and even more encouragement from my friends to get this far, and now I'm hunched at the computer, wondering what big thought can be added to wrap the whole thing up.

So I'm thinking. And thinking. And getting distracted. And thinking. The robots have outdone me, I'm speechless. Seriously, this has gone from a few lines jotted in my journal to a full book. There's meat on the bones of the world, and my game design idols say that I've done a couple really cool things.



Again, hunkered at the keyboard, trying to write a conclusion. I need the extra page filled for the layout. Got to love the pretty pictures and the way things all fall into place.

The orchestra is starting to play over my words, so I'll say a couple last thank yous.

Thanks go to John Wick, for teaching me how to write rules. He was an enormous help on this project, assisting with layout, and contributing much flavor to the world of Run Robot Red. John also filled in when my own skills failed me, and wrote the "About the Author" bit, too.

Thanks to Jess Heinig, as well. He is the great mind behind the idea of quantum froth, and the quote "Food is morale you can eat!" Jess also encouraged the creation of ART, and aided in tweaking the basic game mechanics.

About the Author

Annie Rush is a rookie game designer. Thisis her first project. Be kind.

She is also known as the Queen of Cookies, Leucadia, Mrs. Wellborne, Happy Fun Ball, and most recently, "Red." If you happened to see her at Gen-Con Indy 2004, you would know why.

Her totem is the bear and she will gladly trade cookies for them. You can expect to see many more microbrews from Ms. Rush, including *Alien Summit*, *Outlands*, and the forthcoming *The Secret Lives of Gingerbread Men*, which will be available this Christmas at Gen-Con So. Cal. . . . *falls over*

Factory 5 Bots

BaseBot
CHwhe2000

This bot is built to work as part of a construction pair. It has a wide, low body, with a flat space on top that another bot can rest on for elevation and movement. A specific feature of a BaseBot's wheels is that they can move a bot sideways as easily as they can move it front to back.

TopBot
RThov2000+

Companion to a BaseBot, this bot rests on top of a BaseBot while they are on work shifts. The BaseBot does the heavy lifting and transporting, the TopBot does more intricate work. TopBots have the TitanicTorsoTrunk upgrade, and they store various vocational materials there.

HarloTron
CJped3000

The Harlotron is a relatively new innovation: a socializing bot. Harlotrons keep up worker's morale with happy compliments, songs and private therapy sessions.

RepairBot
RNwhe1000+

This is a basic RepairBot, designed for maintaining other bots during workshifts. While it can't handle advanced procedures, it can manage simple dings gained while on the job. It also comes with a TTT upgrade to hold extra parts.

InfoBot
SSped4000

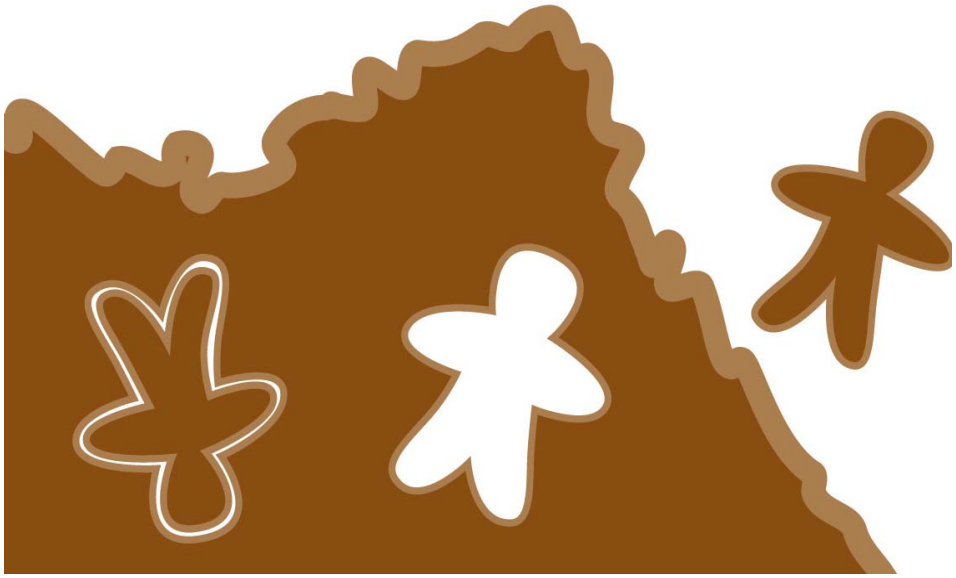
The Infobot is designed to hold information pertinent to its current workplace. Other bots consult it when needed. It does little else during the workshift, standing around, waiting for someone to ask it a question.

EngineBot
HNwhe1000

Sometimes more commonly referred to as an "InjaBot," the HNwhe1000s do the heavy lifting and delicate work. Both of these functions are required to keep Widenet YT's powerful engines running.

BotBuildingBot
TJhov3000

BotBuildingBots are responsible of the initial creation of all robots on Widenet YT. Although they were involved in the initial assembly process, BBBs are not well equipped to fix their cousin computers later on.



Bot Blueprint

MODEL NAME

NICKNAME

FACTORY

MOVEMENT

UTILITIES

PROCESSOR

UPGRADE

ACCESSORY

SECURITY

DINGS

1 2 3 4 5 6 7 8 9 10

OUTSTANDING

BATTERY

30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 09 09 08 07 06 05 04 03 02 01 00