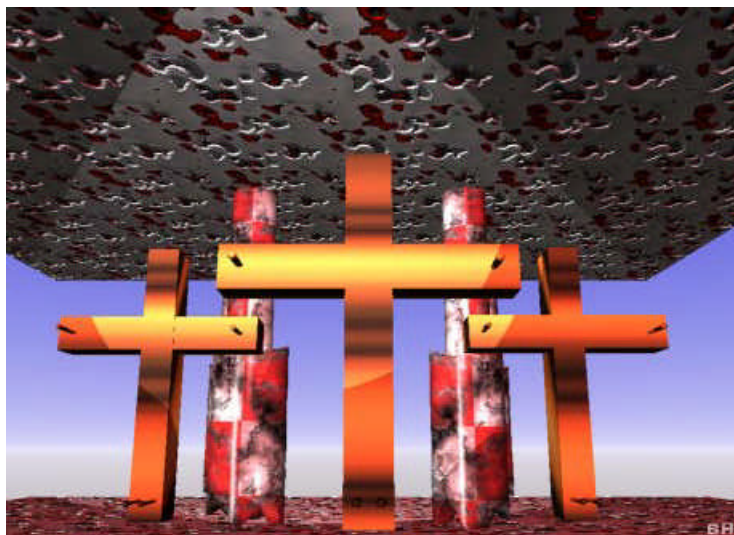


Crucifixion Paralyze IC

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The Crucifixion IC is a particularly nasty form of the rare (or, previous to this writing, non-existent) paralyze gray IC. The way the paralyze functions is similar to a Tar Pit or Baby only if the IC is not fooled or the decker fails to damage it in combat the IC begins to run whatever utility was used against it in a loop from the deck, to the decker, and back to the deck, thus locking both the deck and decker in a processing limbo. From the decker's view it always appears and feels like he has just launched the utility and, basically, nothing appears to be wrong. The decker may, however, roll an unresisted willpower test against the IC's rating to see if he realizes what is going on. If this succeeds he may stop the utility from running. If the roll fails the decker is paralyzed both in reality (although it appears as if he is just thinking especially hard) and in the matrix. All attacks against the paralyzed decker are then unresisted. "Send in the Blacks!"

The Crucifixion Paralyze appears as a band of Roman soldiers bent on nailing the decker up. When all the soldiers are dead, the IC is defeated. If the IC succeeds in paralyzing the decker his icon falls, crash lands, deflates, etc. and is dragged by the soldiers to a trinity of crosses where they proceed to nail it up. The decker hangs here until dumped, jacked out, the IC is defeated by another decker, or he is (gulp) killed.