

J U D G E D R E D D
DROKK CITY

prog
02
jun 04



Illustration by John Higgins. Copyright Rebellion AS © 2004.

J U D G E D R E D D
DROKK CITY
issue 2

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Judge Dredd created by the amazing
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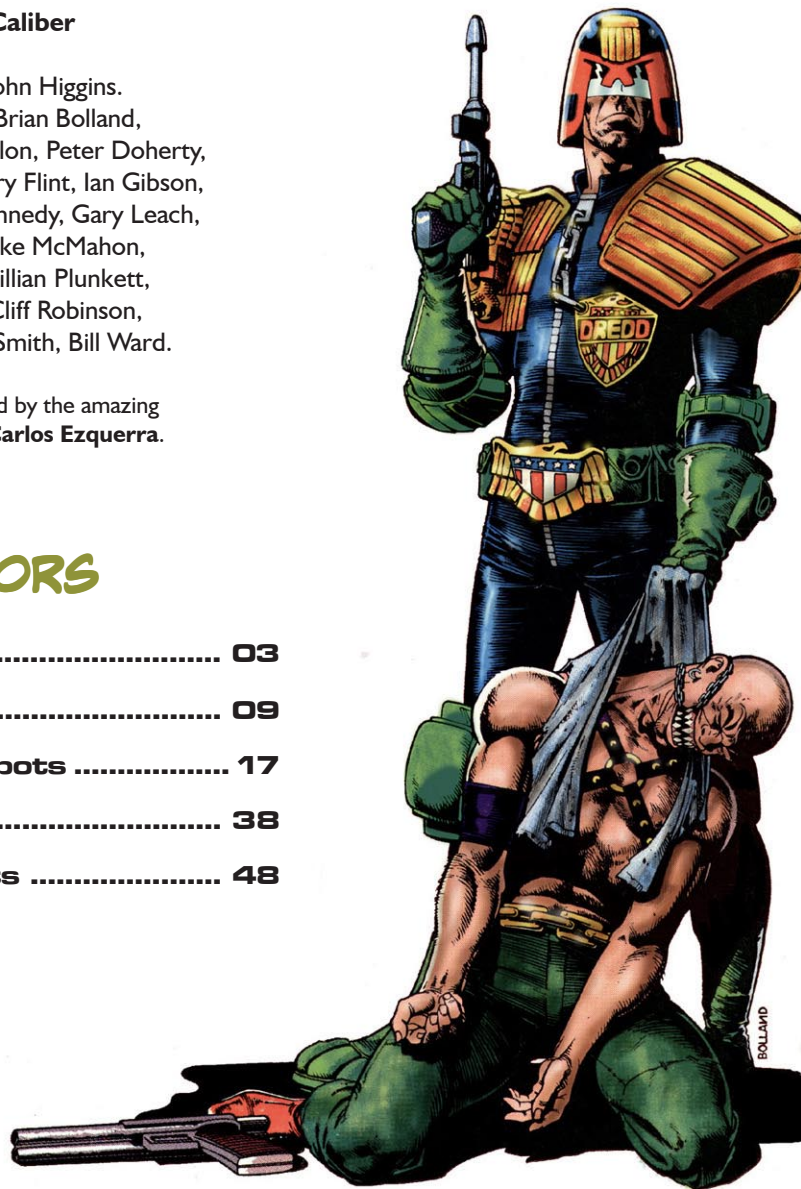


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SECTOR 1 business unusual



Mega-City One is a free-market economy, encouraging investment and enterprise, unrestricted by City Hall. All major industries have long been deregulated, which encourages competition for business from the citizens and never-ending price wars. It also - unfortunately for the citizens - means a variable degree of disjointedness between service providers; a high quality of service supplied by the transport provider in certain regions of Mega-City One may connect to sub-par services in other regions governed by competitors. Deregulated as the city's business sector is, major corporate incompetence leading to service inadequacies will not be tolerated by the Justice Department who will waste little time in dragging chief executives from their luxury-apts and throwing them into an iso-cube for their crimes.

industries

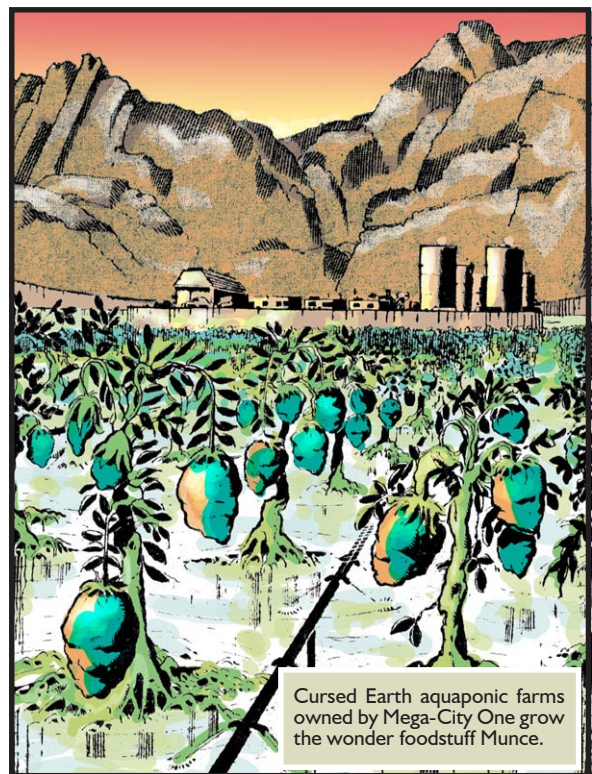
primary

- **Agriculture & Farming** - Mega-City One's food supply is divided between wholly synthetic and genetically-modified [GM] sources. An astounding variety of foodstuffs can be contrived from reconstituting nut-vit slime - the building blocks of human dietary requirements - into liquid and solid food. One of the constituents of nut-vit is the radiation-resistant, GM plant Munce, grown by the millions in Cursed Earth aquaponic farms. A market still exists for organic non-GM and exotic, non-terrestrial foods, supplied by foreign import from global trading partners and space farms. Pro-slab - concentrated Bison meat [a Buffalo-Heifer hybrid] - is processed in huge Cursed Earth farms, a joint venture by Mega-City One and Texas City.
- **Defence** - A relatively small percentage of Mega-City One citizens carry firearms licenses, but they are a sufficient number to sustain a healthy import/export weapons industry. The Justice Department relies on private contractors to fill its armouries and those of block citi-def units.

- **Energy** - Mega-City One is fifty-percent self-sufficient in the energy supply stakes, drawing on practically infinite geothermal energies through the Power Towers. The remaining energy requirements are provided by nuclear [driven by imported fuel rods], tidal and solar power corporations. The transport industry utilises largely-imported synthoil and rechargeable fuel cells to power the city's millions of vehicles.

secondary

- **Manufacturing** - Mega-City One's manufacturing base could not exist without a comprehensive recycling program. All mega-cities were designed to be as self-sufficient as possible with the level of technology available at the time. The amazing multipurpose ma-



Cursed Earth aquaponic farms owned by Mega-City One grow the wonder foodstuff Munce.

terial Polypropylop - made from reconstituted sewage - is but the latest generation of decades of highly-efficient recycling technologies. Electronics, clothing, heavy construction materials [rockcrete, glasseen, plas-teen], vehicle bodies and weaponry are collected and turned over to mega-waste disposal plants, broken down into separate chemicals and then redistributed to city industry. Dead citizens are not immune to this process, for they are dismembered in Resyk plants and reformed as basic chemical sludge.

tertiary

- **Entertainment** - The world's largest recreational industry is to be found in Mega-City One, the world's most densely inhabited population centre. Astronomical rates of human unemployment caused by far less expensive and more efficient robot labour alternatives contribute to chronic frustration, aggression and self-loathing among the citizens. Mega-City One's leisure industry is extremely well-developed, offering consumers thousands of tri-d channels, multimedia entertainment packages and more physical pastime alternatives such as long-term hobbies and team sports to help improve social relationships. The Mega-City One entertainment business has become a brand name in itself and successfully exports its products across the world.

- **Research & Development** - The greatest advances in scientific advancement come in times of crisis, and Mega-City One has seen more than its fair share of threats. Driven by the Justice Department's urge to prevent the same disasters from afflicting the city, and to resolve ongoing consequences of past trauma, Mega-



City One's Research and development corporations enjoy high levels of government sponsorship and a minimum of restrictions placed on avenues of experimental research. Mega-City One R&D industry excels in the cutting edge exploration of defensive armaments [laser defence, counterterrorism technologies], dimensional and temporal studies [for possible commercial exploitation], genetic engineering and alternative energy applications.

currency & banking

The main form of currency within Mega-City one is the *credit*, which replaced the Dollar in the mid-Twenty-first Century. The credit was first circulated in coin and paper note formats [1, 5, 10, 20, 50, 100, 500 and 1,000 cr. denominations], but later was upgraded to a largely electronic medium. Paycards are plasteen, credit card-sized wafers that store a fixed credit value until some or all the paycard's value is deposited through an exchange box into another's account. Credit can be added to the paycard's balance just as easily. Note that paycards are not designed - nor recommended - to be the sole repository of a citizen's entire bank account[s], merely a means of conveying partial amounts from that account to conduct street transactions. Alternatively, bank account details can be provided to business partners so they can transact with the bank personally. The Mega-City One banking system is very much like the banks of our time, hosting millions of bank accounts and offering loans to private individuals, business and government. All banks are staffed by robot clerks and even have robot bank managers. Recognising the transient nature of the hectic mega-city life, robot 'mo-banks' pursue their clientele along the city streets and roads, recharging paycards and processing loan and account requests at the touch of a button. Mo-banks are attractive targets for heisters and have been designed to resist such attacks thanks to an armoured body shell, stun beams and cling net casters.

Banking insitutions that have appeared in the *Judge Dredd* comic strip include *Bundy's Bank*, the *First Mega-Bank*, the *Mega-City Cred-Bank* and the *Mega-City Savings & Loan Bank*.

business directory

The following is a sampling of businesses that have appeared in the *Judge Dredd* comic strip:

arms merchants

- **Colt** - The oldest firearms arms manufacturer in North America.
- **General Arms** - Firearms and light-to-medium artillery manufacturer.

SELECT YOUR TARGET

ON THE NEXT PASS
**SNIFE-SAFE WILL
 AUTOMATICALLY LOCK
 & FIRE!**

SELECT.
 HEADSHOT.



- **Hondai** - Hondo City 'weapons technologists' with offices in MegNorth offering state-of-the-art [and hugely expensive] firearms; custom design orders accepted.
- **KillCo** - Outlawed arms dealer importing illegal weaponry from arms factories beyond Mega-City One's jurisdiction. Not surprisingly, KillCo does not have any offices in Mega-City One.
- **Mauley** - Supplies weapons to both judges and citizens, helping fan the flames of many a block war.
- **Tac-Systems** - Heavy weapons specialist.
- **Walther Mitsubishi** - German-Hondo federation selling high-precision, value-added armaments.

transportation

- **Alienline** - Taxi firm founded and staffed exclusively by extraterrestrials. Headquarters based in Alientown.
- **Armoured Truck Company** - Manufacturers of heavy-duty industrial vehicles for road and off-road usage. Owns a private testing range in the Cursed Earth.
- **Bad Company** - Battle craft for the civilian market.
- **Classic Carriages** - Replicas antique ground and aircraft built to customer specifications. Pollution laws require that any classic vehicle intended for road use must have synthoil or fuel cell engines installed.
- **Digby Motors** - Quality Brit-Cit ground and hover vehicle manufacturer. Principle Mega-City One

market: middle-aged citizens and 'Brithusiasts'.

- **Foord** - Mega-City One's largest native car manufacturer, dealing in reasonably-priced ground and hovercars.
- **Freeway** - Pan-African aero-freighter manufacturer; central office in MegCentral.
- **General Hovers** - Hover vehicle offshoot of the old General Motors corporation.
- **General Slabsters** - Twenty-second Century incarnation of the old General Motors corporation.
- **Harley Farley** - Classic and new street bike manufacturer.
- **Hensi Corporation** - Hondo City manufacturer; sells mid-range ground and hover vehicles to the Mega-City One market.
- **Holy Roller** - Renaissance Reclam enterprise - no office presence in Mega-City One. Fantasy ground and hover vehicles for the specialist markets.
- **Hoverbeam** - Sports hover vehicle manufacturer.
- **Hoveryellow** - Hovertaxi firm.
- **Inter-Space Corp** - Deep-space hauliers. Owns private spaceport complex based in MegCentral.
- **JCD** - Plant hire and manufacture.
- **Marple Spaceways** - Orbital suburb/space condominium manufacturer. Central office in MegSouth.
- **Mopad Club** - Accident & repair mopad insurers.
- **Mercury** - Midi-to-heavy ground goods transporter manufacturer.
- **Nijinski Trucking** - Haulage company.
- **Oostin** - Modestly-priced groundcars of average reliability.
- **Ped-Power** - Pedway vehicle manufacturer [zootscoots, block buggies, etc].
- **Road Baron** - Ruhr Conurb vehicle manufacturer; central office in MegSouth.
- **Roadliners, Inc.** - People mover and midi-haulage firm. Has contract to run sections of the Mega-City One ground bus network.
- **Secur-O-Pod, Inc.** - Supplies armoured vehicles to financial institutions and the Justice Department.
- **Stutz** - Deluxe groundcars and hover convertibles.
- **Transpan** - Intercontinental aero-freighter fleet.

energy

- **Apollo-Goldstar** - Solar power provider.
- **Meg-Oil** - Synthoil manufacturer and distributor. Central offices in MegSouth.
- **Nukco** - The city's largest provider of nuclear power.
- **Power Tower Company** - Geothermal. One Power Tower [MegSouth] in operation, with a replacement for the sabotaged Power Tower 2 [also Meg-South] recently going online. Power Tower 3 will be sited in MegEast.



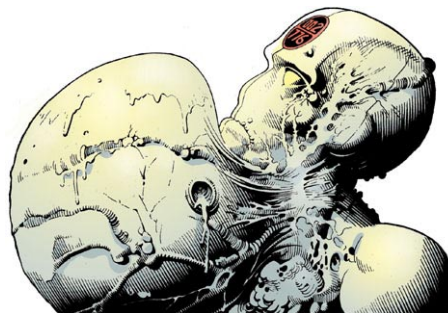
- **Wiffin Gas** - Mothane gas refineries, with a contract to vent methane gas from the Mega-City One sewer system.

food & drink

- **Amalgamated Munce, Inc.** - Largest Munce-sourced food producer in the city.
- **Chuck Chicken** - Junk food giant, owner of the *McDuck* and *Pizza Hovel* fast food franchises.
- **Garbo Edibles** - Biothetic food producer.
- **Mega-Vit Synthi-foods** - Artificial vegetable ['greenish'] and fruit manufacturer.
- **Pireli Plankton, Inc.** - Harvests mutant Blue Pacific plankton in sea-farms for the North-Am market.
- **Sunshine Synthifoods** - The city's most popular breakfast cereal manufacturer.
- **Trimcit** - Slimming aid manufacturer.
- **Universal Kneepad Corporation** - Giant of the kneepad craze, later to expand into the butt- and facepad markets.
- **United Munce** - Owns half of the Munce aquaponic farms in the Cursed Earth, supplying to Amalgamated Munce.

manufacturing

- **Agg-Bio** - Provides 'zombies' [above right], human simulacrams with marginal intellect, for purposes of commercial product experimentation.
- **Blaxochem** - Pharmaceuticals.
- **Commode** - Static and portable computer systems.
- **Cybo-Comp** - The city's oldest robot manufacturer, its motto: *'for robots of distinction.'*
- **Cyclon Metalworks** - Ore refinery & reconstitution plants.
- **Dot Com** - Micro-electronics.
- **Global Dynamics Corp** - Texas City robotics; branch office in MegSouth.



- **Hondai Corporation** - Hondo robotics, branch of-ices in MegWest. State-of-the-art 'full-steel' or cy-borg systems catering for civilian and military contracts [subject to Justice Department approval].
- **Jonson** - Servodroids.
- **Mega-Tinto Mining Company** - Earth solar system mineral extraction.
- **Moderna Robots** - Robots for domestic, office and light industry.
- **NERDCO** - Cutting edge technologies; brainchild of Bill Nerd.
- **Noxem Chemicals** - Industrial compounds.
- **Plastoid Industries** - The city's largest plasteen producer.
- **Precision Robotex** - High-quality Swiss robotics catering to the lucrative Hightown market.
- **Riochem** - Front company for Justice Department mass tranquillisation program.
- **Serve-U-Well** - Domodroids.
- **Singer** - Servodroids.
- **StigCorp** - Heavy construction.
- **Sump Labs** - Alternative nutrition and cosmetics R&D.
- **Sweetair Ventilation Co.** - Air conditioning provider.
- **Tekbot** - Heavy industrial robots.
- **Unidroid** - Servodroids and light industrial robots.



multimedia

- **Big-I Publishing** - Mass market vid-zines.
- **Mega-Media, Inc.** - The city's largest multimedia publisher.
- **Sprintprint** - Copyshop franchise.

private services

- **Bodybank** - Purchases 'healthy', fresh cadavers from the consenting bereft, selling to wealthy clients who wish to transplant their minds into more attractive/younger/healthier bodies.
- **Garbo Bodywarp Salon** - Comprehensive cosmetic surgery packages.
- **Holiday Macabre** - Travel agents with a difference, arranging distasteful or dangerous vacations for the more discerning traveller.
- **Inter-Time** - Time travel technologists responsible for the first localised time warp units. All Inter-Time operations are closely monitored by the Justice Department.
- **Mega-City Bullion** - Protects and transports the city's gold reserves.
- **Mega-Guard** - Insurance company.
- **New-U-Face Parlour** - Face change surgery franchise.

retail

- **Born To Surf** - Skysurf specialist selling powerboard, related clothing and equipment.
- **Emphatically Yess** - Trouser specialist, with exclusive contract to supply bodysuits to the Justice Department.

- **Kneepad Crazee** - Kneepad specialists.
- **Miz-Meg, Gitt** - Fashion house and designer clothing labels.
- **Mega-City Stores** - Lowtown shoppex chain.
- **Megalot Ltd.** - Administrates the 'Megalotto'.
- **Mosgrove & Thung** - City's largest shoppex chain with healthy markets in both Low- and Hightown.
- **Robok** - Juve clothing fashions.
- **Universal Armpit** - 'Hygienic' clothing, including the best-selling 24-hour crotch and armpit liner.

business locations

dust zone

The heavily-industrialised areas ['dust zones'] of Mega-City One are a vision of Hell to many citizens and so are contained mainly within the sparsely-populated factory-belts of MegSouth. With most of the city's manufacturing base operated by robots, human aesthetics are not a design issue and so optimum productivity can be obtained every square metre of available space. One the outside, the factory blocks of the dust zones are huge, intimidating grey boxes, their sheer faces broken by exhaust ports, cranes, ever-busy ground truck loading docks and hoverpads in the upper levels. The labour robots of the factory blocks are efficiently designed, with no extraneous weight, appendage or feature to impair their functionality. Most robots are bolted to the machinery they operate - some robots actually *are* the plant manufacturing machinery, churning out plasteen, metal and electronic products from their complicated innards, serviced by a legion of smaller robots. Once completed, the finished products are safety-checked,

biz-dis glossary

A guide to Twenty-second Century terminology relating to commonly-encountered 'high-slab' businesses. Note that not all Mega-City One businesses have an alternate name - many retain traditional titles [barbershop, garage, grocery store, hardware shop, solicitors for example].

- **Biz-Cit** - Businessperson.
- **Biz-Dis** - Business District. Biz-dis's located in city-blocks are called 'biz-levels.'
- **Burgostop** - Fast food restaurant catering to hover-traffic.
- **Chill-out** - Snack bar & hang-out for juves.
- **Con-shop** - Convenience store.
- **Dust Zone** - Industrial Zone.
- **Eatery** - Restaurant.
- **Ecom unit** - A single industrial storage unit. Sometimes an entire warehouse may be referred to as an ecom unit.
- **Factory Block** - Fully-automated production plant.
- **Fash-up** - Clothes retailer.
- **Fish & Chipperie** - Brit-Cit delicacy takeaway.
- **Freezy Whip Parlour** - Ice cream vendor.
- **Mek-mart** - Robot showroom
- **Shoppex** - Large shopping complex, also known as a *shoppera*.
- **Slugshop** - Book store.
- **Slug-vendor** - Newsagents.
- **Snackerie** - Snack bar, also known as a *snaketto*.
- **Sume** - Consumer; business customer.
- **Ro-biz** - Robot business unit.
- **Teksmith** - Personal technologies repair shop; Twenty-second Century locksmith.





then packaged and sent along one of many dozens of conveyor belts to waiting trucks and aero-freighters to be delivered to the block owner's customers. Factory blocks are extremely noisy, hot and very dangerous for any human to attempt to walk through without a clear direction. Heavy metal manipulator arms, las-welders, cutters, molten metal and plasteen crucibles, snaking hydraulic cables and moving floor plates will all do serious - if not lethal - injury to those who do not pay attention. On occasion, slabpackers have broken into factory blocks in search of warm lodgings for the night, only to become part of the end product, grabbed by a robot arm and pushed into a plasteen mould, pulped to death.

ecom unit

The post-atomic warehouse districts of Mega-City one are long-established, former 'no-go zones' occupying swathes of City Bottom. The zones are licensed without charge to businesses on the condition that they first clean up the debris and unexploded warheads left over from past conflicts. These plots of land have no value to the Housing Department as they are often contaminated with radiation and/or seeping chemical pollutants, but are ideal for the storage of inorganic industrial goods. The reclaim district warehouses have many owners, often mildly ambitious biz-cits out to make a modest, easy living from renting their ecom units out to other businesses and private individuals - one of the biggest names in ecom unit rental is Besmartco, run by slummy entrepreneur Sidney Ransid. There are no uniform standards to ecom unit design - some are constructed cheaply from salvaged brick and reconstituted concrete, while others are made from more conventional rockcrete or plasteen. The unit size depends entirely on



the whims of the warehouse owner. Average ecom unit dimensions are twenty-by-twenty feet, ten feet high, about the size of a groundcar garage, often used as small business units and civilian furniture storage. Like cityblock apartment modules, ecom units can be attached to one another and their partition walls removed to generate a larger volume, limited by size of the warehouse the ecom units are stored within. Most warehouse owners live on-site, attending personally to customers' needs. Ecom-chain owners like Sidney Ransid have earned enough credits to live elsewhere, entrusting the day-to-day administration of their properties to cheap robot gaffers or trusted friends and family. Anybody with good social and financial credentials can rent ecom unit space for any reason within legality - officially that is. The criminal underworld makes extensive use of the more remote warehouses to conduct secret meetings, organise bite-, bot- or pit-rat fights, or lure enemies to their deaths at the hands of contract killers, their corpses thrown into the sewers for 'gator food, or dissolved with acid jets to make it virtually impossible for the judges to identify the body.

food & drink

Most of Mega-City One's foodstuff is synthetic, necessitated by an absence of healthy, fertile soil and cropland. Advances in genetically-modified nutrition and molecular reconstitution has led to the easy manufacture of synthetic foods and drinks that can look exactly like their organic predecessors, or be moulded into original foodstuffs never seen before. Consumers are offered a practically infinite choice of healthy eating or junk food. In the early decades of the GM movement, governments attempted to eradicate high-fat and sugar foods, but after realising that a snack-starved population would see them out of power, the plans were abandoned. The remainder of this section lists a sample of the food and drinks that have featured in the *Judge Dredd* comic strip:

- **Food** - *Bacteria Soup, Bleenies, Chippies, Chunkies, Dunkies, Groot, Grot-pot* [bavarian bratwurst, french fry, grots of the globe, rat madras, tibetan yak, trade polish potato], *Hagburgers, Hagdogs, Hagfries, Hotties* [eltzweitz, sticky toffee], *Koko Candy, Krispy Slug Flake, Krispy Snake Rings, Meatish Pie, Mockburgers, Mock-chok* [chewbars, chok-bar, chunx, dainties, dolly's mixtures, krunchblox], *Mock-dog, Moonz Boonz, Munceburgers, Munce Gum, Non-meatish Pie, Okey-dogs, Ratburgers, Synthi-flakes.*

- **Drink** - *Bananarak, Bileshake, Doomlager, Dweebo, Fursters, Good Luck Beer, Grud Beer, Munska, No-caf, Old Spleen, Pigweiser, Shampaine, Soy Cola, Synthski, Synthi-caf.*



SECTOR 2 mega- culture



events

As do all free city-states, Mega-City One hosts regular festivals and public events to bring the citizens closer together... watched carefully by the Justice Department, of course. On the surface, most of these events are quite harmless, if boisterous, but the criminal element is always present - tap gangs and dunks hunt for easy pickings, assassinations are carried out and contraband passes from dealer to addict, cloaked by the hustle and bustle of the crowds. Most major public events are broadcast on tri-d pay-per-view channels.

apocalypse day parade

The Apocalypse War of 2104 destroyed half of Mega-City One. A special day of remembrance exists to honour the dead, the missing and the judges who sacrificed themselves to defend the city from the East-Meg One invaders. The largest official parade is held in Sector 44, while smaller contributions are organised privately across all five city precincts. Decorated floats and dramatic reenactments move slowly down the slabs, accompanied by demonstrations by pro- and anti-war groups including the 'Rad-Fellows Society', the 'Victims Of The Apocalypse', the 'Pro-Nuke Alliance' and the 'Daughters Of The Apocalypse'.

the born-again lawful march

A group of reformed offenders who parade their 'enlightenment' before the masses, as approved by the Chief Judge. The 'Born-again Lawful' [BAL] present their crimes for all to see, written on plaques mounted on their chests and backs while chanting 'Justice For All! Crime Must Fall!' The march is not exactly a crowd pleaser, most visitors only lining the slabs to be visibly seen to support any pro-Justice Department movement. The march is a target for gang of thugs who pelt the Born-again Lawful with rotten Muncie fruit and bottles, but the keen Justice Department presence soon has the offenders bundled into the waiting catch wagons. Interestingly, a



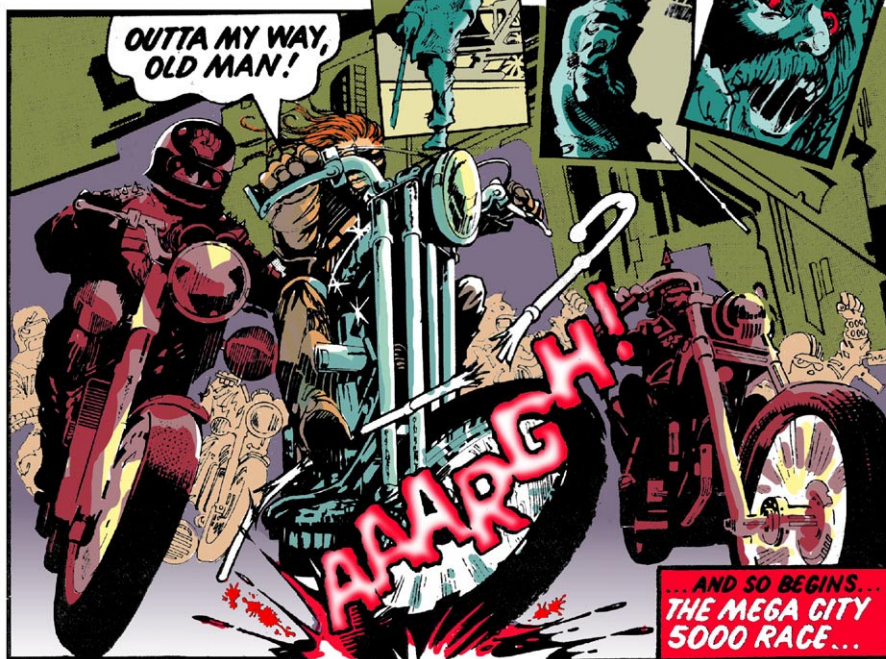
number of the thugs will re-emerge as BAL marchers, prompting suspicion among conspiracy theorists that the judges have brainwashed them. The Chief Judge refuses to deign these accusations with a response.

justice day parade

The Justice Department is honoured once a year with a parade that travels through Sector 44. Row after row of judges ride highly-polished Lawmasters, drive pat-wagons and Manta prowls tanks while H-wagons soar overhead in formation. The latest technologies in the judges' endless fight against crime are often previewed to the masses for the first time at the Justice Day Parade, sure to deter many would-be criminals. The parade ends in front of the Grand Hall Of Justice where the Chief Judge gives a traditional speech.

mega-city 5000

Gangs of rival streetbikers take to the roads of Mega-City One, their object to cross from one side of the city to the other, evading the judges and smashing the opposition off the road. The biker gangs have no interest in the safety of innocent citizens and will happily run any down who obstruct their path. The most infamous Mega-City 5000 was held in 2099, resulting in a record number of civilian fatalities. The judges brought the race to a violent end, but interest remains strong among the outlaw streetbiker community in staging future competitions.



megathon

The annual cross-city marathon 'Megathon' regularly attracts over eight million participants despite a guarantee of severe limb injuries and Vibe Bowl-sized blisters. The Megathon has its own tri-d channel ['Thon-On-The-Box'] offering live, twenty-four hour a day coverage, and a whole micro-industry supporting the joggers, offering liquid nourishment and mo-tels for flagging participants. Ambulances follow the Megathon, ready to speed injured citizens to the nearest med-bay.

mega-vision song contest

The best of Mega-City One's musical talent as voted by the citizens 'sing-to-win' before a packed Vibe Bowl, the event broadcast live on tri-d. There is no type of music that cannot be considered for entry into the contest [pro-democracy protest songs excepted] and no age limits, so the audience can expect to listen to elders crooning alongside pug-rock, pap, hov-garage, zzip house and Cursed Earth folk music acts. The audience votes for each act by entering their selection into their Vibe Bowl or tri-d remote controls. The winner receives an exclusive slug-deal with a major slug-label and a guaranteed world tour.

miss & mister robo-world

Another of Mega-City One's bizarre beauty pageants, 'Miss & Mister Robo-World' celebrates the perfect union of cybernetics and human aesthetics as epitomised by android 'simulacra', robots designed to resemble human beings. Twenty-second Century cybernetics are so advanced that it is virtually impossible to tell a human and simulacram apart without looking beneath their skins. Androids are often designed to appeal to the human ideology of beauty and the models entered in 'Miss & Mister Robo-World' are not only the most attractive androids ever conceived, but also considered the ultimate 'Homo Sensual'. The androids that enter the contest have their own fan clubs despite their being nothing but metal and circuit shells with preprogrammed personali-

ty matrices. A look on the Megaweb reveals hundreds of 'cyrines' dedicated to one or more simulacram models, filled with tri-d images, design specifications and accounts of 'cyberks' who have met a simulacram in person.



judgement day of remembrance

The necromancer Sabbat's campaign of genocide against the citizens of the Earth resulted in untold millions of deaths. The images of endless legions of zombies lurching through the streets of Mega-City One, tearing citizens apart wherever they fell into undead hands, left a deep mental scar upon the city. The Judgement Day Of Remembrance commemorates the world judges' victory over Sabbat, in particular the role played by Mega-City One's Justice Department which lost thousands of fine men and women defending the city wall against the zombie incursion. Much of Remembrance Day is given over to solemn tri-d broadcasts and speeches from respected Mega-City One officials and celebrities; the rest sees the city explode into carnifical chaos and endless reruns of old and new zombie flicks on the tri-

d networks. Fashion competitions are held to find the city's 'Best-Decayed Zombie'. Psi-Division all the while maintains a vigilant watch over the proceedings, aware that some crazed citizens - necromantic cults or bonafide sorcerers - might try to exploit the spiritual power inherent in Remembrance Day and resurrect some zombies of their own ...

new year chub-up

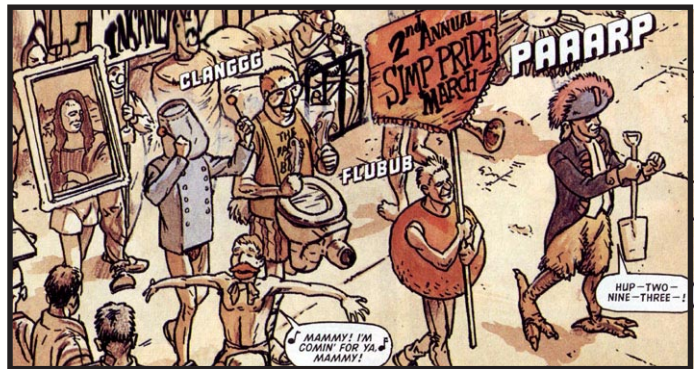
New Year's Day is still celebrated across the world and Mega-City One hosts a party that matches its size with exuberance. The Justice Department grants licenses allowing all bars and eateries to remain open through the night, seeing in the new year with the booming, synthesised chimes emanating from Times², all-night festivals held by the city's premier entertainment landmarks and a dazzling laser-light show over the Statue Of Judgement joined by a parallel ceremony held on Luna-City 1, visible from Earth.

pro-democracy rallies

Following the 'Great Referendum' of 2113 which saw the citizens vote the Justice Department back into power, proven officially that the majority of voters support the harsh regime offered by the judges, the pro-democracy movements have lost much of their momentum. Even so, ongoing concerns about the Justice Department's treatment of Mega-City citizens is sufficient to energize the occasional protest march. Regular attendees include the remnants of the 'Democratic Charter Group', the 'Democratic Coalition', the 'Freedom League' and the 'Sons Of The Constitution'. The rallies that once attracted millions of angry citizens now fail to exceed the average population of a cityblock, but the rally organisers remain ever committed to their cause.

robot of the year show

The ever-abundant robots of Mega-City One have their own event, a showcase for manufacturers to show off the latest models and secure mass production deals with



customers who have travelled from around the world to sell their own units, admire the glistening mekanoids, or try to steal corporate secrets from competitors. The 'Robot Of The Year Show' has been heavily-policed by the judges in the wake of two robot wars and spikes of public opposition to these mechanical marvels. Protest groups like the 'Men at Work' campaign to have robots replaced with human labour, while extremist 'neo-ludite' cells plan bombing raids over factory blocks and develop computer viruses designed to permanently disable robots. The 'Robot Of The Year Show' is a target they cannot ignore.



simp pride march

The city's silliest citizens celebrate their diversity by marching in amusing costume and trumpeting their idiosyncrasies to any who can tolerate them. The 'Simp Pride March' has been a staple of city culture since 2119 and is a harmless, jovial and congenial affair, but not all bystanders find it amusing, particularly 'Norm Pride', yet another 'strait-lace' mob that finds diversity intolerable.

sports competitions

This section examines the *legal* sports of Mega-City One.

- **Aeroball** - One of Mega-City One's most popular sports, Aeroball has existed in an almost unchanged state since its creation in the early Twenty-First Century. Two teams of players equipped with jetpacks compete for possession of a plasteen ball in a game best described as a combination of football, boxing, kung-fu and basketball. The aim of Aeroball is to score 'air-strikes' by placing the ball into elevated score-tanks; the team that makes the most strikes wins the game. Mega-City One has several, full-sized Aeroball stadiums, while many cityblocks have their own, smaller versions where Aeroball champion wannabees play in a cutdown version of the game known as 'Jetball'.
- **All-In-Sumo** - Washed-up flab-sport contestants were offered a chance to repair their damaged slab-credibility by wrestling each other in the ancient and noble art of Sumo, a popular Hondo City import. In a crowded 'Basho', two fatties slap and grapple one another to force their opponent outside a large ring drawn on the match floor - the victor is he who remains with-

in the ring. All-In-Sumo also attracts overseas contenders from legendary Sumo breeding grounds like Hawaii, Kiwi-Cit and Hondo City, eager to prove themselves against the Mega-City One newcomers.

- **American Football** - The great game of American football has survived into the Twenty-second Century, but not without some modifications. Under the 'Bionic Limitation Code', twenty-five percent of all players' bodies must be bionic. This change has made the game more dangerous, adding a touch of 'red spice' that has helped reverse declining audience attendance figures. The rules of American football are otherwise unchanged, with two teams of players seeking to take possession of the ball and score touchdowns in the opposition's end zone. The players' bionics make for a faster-paced game, more broken limbs and fountains of blood, to the audience's howls of delight. American football is regulated by the Mega-City Football League [MFL], which hosts the annual Superbowl competition at the Crater Bowl.
- **Biff** - An updating of Baseball, Biff has a few new tricks to help keep the game fresh. As with traditional Baseball, two teams battle for the highest scores. The pitcher attempts to strike the batter out, while the batter tries to hit the ball. He then runs around four fixed bases to score a run. The opposition fielding team have to try to catch the ball before it bounces, tagging a base before the batter can reach it. In Biff, the batter's aim is not to hit the ball between the foul lines, but to strike a fielder. If a fielder is thusly 'biffed', his uniform is illuminated and he must retire from the pitch. The more biffs the batter can make, the more runs he can make. However, the fielders can 'arm' the bases with a potent electric shock by throwing the ball at them. As the batter touches the booby-trapped base, he is stunned and is disqualified from the game. Each team has three

batters. The winning team has to score the most runs, with bonus points added for each fielder or batter removed from play.

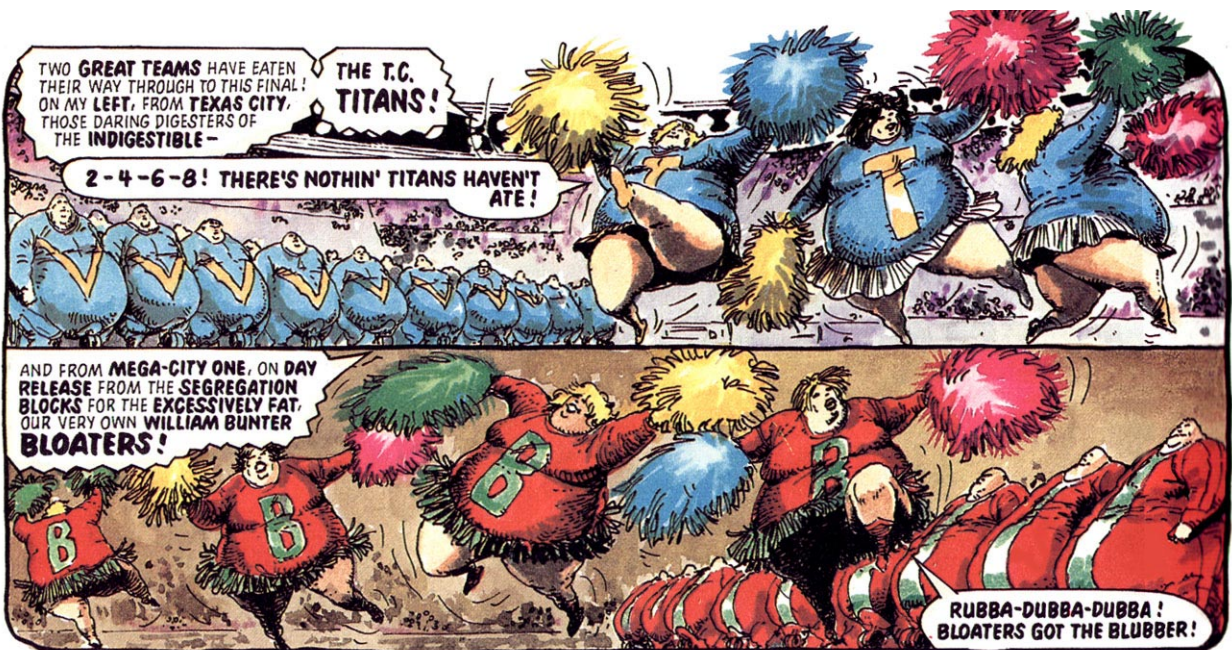
- **Blockleaping** - The objective of blockleaping contests is obvious - to leap the distance between two neighbouring cityblocks. The sport is a simple one, but attracts a good audience turnout from the blocks involved and draws the local biz-cits onto the tweenblock plaza to sell their wares from temporary stalls. As very few cityblocks are actually close enough in proximity for a human to leap between without certain death, special 'Boing@-boots' are used to increase his momentum. Should the blockleaper fail to make the crossing, catch nets will break his fall. Blockleaping attracts dozens of contestants, all having been declared residents of the competing blocks for at least twelve months. Even this simple sport has seen a measure of scandal - unscrupulous blockers smuggling mutants with superhuman leaping capabilities or powers of flight into the city to take part.

- **Block-Out** - This relatively new sport, only two decades old, has caused controversy during every championship due to the violence that invariably erupts between the two cityblock teams taking part, selected specifically by the Block-Out organisers because of pre-existing animosities. In the game of Block-Out, two teams of panellists answer questions - correct answers allow their teams of pigs and wallies to move across a large gameboard ever nearer to the opposing panellists' box. Pigs try to knock the wallies out of the game by jumping on them. Wallies who get close enough to the opposition box try to leap into it by using a spring-board or the extremely-powerful pneumatic howitzer. If the wally succeeds in climbing into the box, he

can eliminate any one panellist by throwing him over the box's side into a catch net, removing the panellist for the game's duration. The object of Block-Out is to remove all the opposition panel, winning the match. Pigs can attempt to reach the box, but can only use the pneumatic howitzer, a very tricky prospect that sees many pigs fly far over the heads of the panel. The winning team takes home the esteemed Crater Bowl Trophy, named after the former rad-pit crater the stadium was built within.

- **Destruction Derby** - Hover vehicles fight for supremacy in the Hoverdrome, ramming and smashing each other until only one remains in the air to take the crown of the 'Destruction King'.

- **Flab-Sports** - The phenomenon of the 'fatty' - a citizen who has eaten himself into hyper-obesity and not managed to die of heart failure - is celebrated by the flab-sport community, where fatties are sponsored by big business to eat their stomachs off, the heaviest fatty standing to win millions of credits in prizes in the 'Heavyweight Eating Championship Of The World' contest, held at the Chow Dome. Following the food shortages caused by the Apocalypse War, the fatty was made a social pariah and the 'grunt and guzzle' game outlawed, but the law have since been repealed and flab-sports once more thrive. Another major flab-contest is the 'Intercity Eating Championship' between Mega-City One and Texas City; Mega-City Two was once a participant before it was nuked. Aside from the mega-credit spectacles, flab-sports are pursued by lots of smaller eating contests around Mega-City One, the summit of which is the 'Fattie Of The Year' contest and the title of 'Mega-Fats.'





- **Pinboing®** - The popularity of the hobby of Boing-ing® prompted further exploitation of the miracle plastic's commercial potential - the sport of Pinboing® was born. Taking place in huge 'Boingaramas', Pinboing matches are bizarre and thrilling spectacles. Contestants are encased in a Boing® bubble and fired into a vastly oversized replica of an old pinball machine. Like the pinball players, the pinboinger must steer the pinball - in this case *himself* - into a series of bumpers, trying to strike the bumpers with the highest scores to beat off the opposition, emerging as Pinboing Wizard.
- **Shuggy** - A strange hybrid of the table sports of Snooker, Billiards and Pool. Shuggy is a game played on an oblong table with twenty-four 'hills' topped by holes

into which the 'shugster' must pot all the balls. Shuggy is a difficult game to master and has inspired an armoury of trick shots - the *leapfrog*, *sidewinder*, *frisbee flip*, *triple liquidator* and the infamous *booglariser*, potting four or more balls consecutively into different holes. Shuggy halls are often frequented by the city's coolest movers and shakers, making and breaking business deals - legal and illicit - over the table.

- **Slopeskating** - A rather uninspired hybrid of skating and highboard diving, slopeskating competitors skate down a curving board and launch into the air, performing complex acrobatics before they land in the swimming pool below. For eldsters and the extremely easily entertained only.
- **Target Ball** - Tennis with added interest, Target Ball has two contestant try to hit the ball past their opponent so that he cannot return, striking one of a moving row of target boards, each with differing scores. The highest scoring player wins the match, the best of eight games to make a set.



weirdy of the year

An 'anti-beauty' contest, the *Weirdy Of The Year* contest showcases the most bizarre, cosmetically-altered Mega-City One citizens, pitting the extent of their self-inflicted deformities against each other for big prizes and the coveted *Weirdy Of The Year* crown and sash. The weirdies' qualities are measured against audience votes as indicated on the Weirdometer - 1] 'wee bit weird', 2] 'pretty weird', 3] 'genuine weirdy', 4] 'very, very weird' 5] 'lock this one up!' The contest draws huge tri-d audiences and the inevitable opposition groups, notably the Normal Fringe led by Adolf Soso which attempted to murder all the contestants of a weirdy contest some years ago, drawing unprecedented viewing figures and advertising revenue for the contest's extremely-pleased broadcaster.

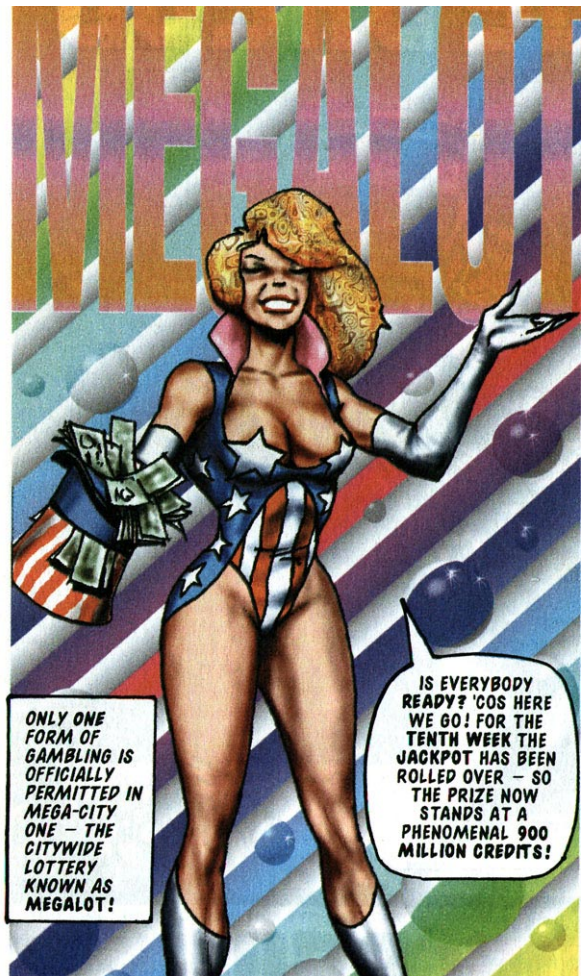
multimedia

The technologies of the Twenty-second Century allow for unprecedented data flow. Mega-City One's prima-

ry information sources are distributed through the medium of tri-d [three-dimensional image and spacial sound], viewed from a vid-screen terminal. All tri-d data is stored electronically on holographic 'slugs' [memory chips] offering a staggering memory storage capacity. Tri-d programming, music, computer and educational programs are all in slug format which can be slotted into a slug-reader for instant access. The rest of this entry provides a sample of the various multimedia programming widely available to the citizens of Mega-City One:

vid-shows

- **Annual Address Of The Chief Judge To The Citizens** - A review of the Justice Department's successes over the past twelve months and notice of new, modified or repealed laws soon to come into force. The 'Annual Address' is compulsory viewing for all citizens.
- **Blandtalk** - Chat show hosted by Vinnie Bland.
- **Channel 99** - Tri-d station offering the city's widest variety of commercial programming. Its motto: 'Citywide With Pride!'
- **Chumps Get Lucky** - Top-rated daytime family-team quiz show hosted by Nicky Parsnips.
- **City Voice** - Serious debate show.
- **Crime Call** - Judges make on-screen arrests following tip-offs provided by viewers. Hosted by Cliff Stan and crime scene reporter Fran Kubbel.
- **Crimesapping** - Citizens report crimes to a panel of robot judge heads.
- **The Density Factor** - Quiz show for idiots hosted by 'jazzy' Johnny Spangle.
- **Dodge The Issue** - Channel 001 investigative pro-



- gramme hosted by roving reporter Eldon Dodge.
- **Early Late Horror Show** - Horror genre tri-d showcase.
- **Face The Judge** - Studio-based citizens question a guest judge.
- **Heartline** - A panel of counsellors advise simple-minded, troubled citizens.
- **Just Plain Stupid** - Celebrating citizens' stupidity. Hosted by Bryce Forsoup.
- **Line 9** - Vid-phone-in.
- **The Marriage Game** - A Lovecom Production. Hosted by Wanda Hump, three contestants are asked romantic questions by a mystery contestant in search of love. The 'winning' couple are married at the end of the show by a celebrity priest.
- **Megalot** - The city's only legal lottery. After violence broke out following a record roll-over win, the Justice Department exercised the Security Of The City Act, directing all future winnings into the Accounts Division. Genuine Megalot winners no longer exist, their 'real' identities declared anonymous for reasons of privacy.
- **Mega-Wide** - Chat show hosted by the venerable

YOU SEE, ALREADY A GOOD CROP OF SPOTS COMING UP.

INCREDIBLE! YOU ONLY JUST PUT IT ON!

ITEM: SC 17850
PIMPLON™ (150 ml btl)
 Normal Price Cr 59.95
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Frank Brash, famous for being arrested by guest Judge Dredd in 2104.

- **Medicine Today** - Health topics.
- **News 9** - Topical vid-in hosted by Pete Petrie.
- **News-Meg** - In-depth look at the day's news hosted by Hilbert Faxman.
- **Pits Of The World** - Documentary exploring the world's danger and sleaze hotspots.
- **Playaday** - Young children's show.
- **Radio Radio Radio** - Audio-only music channel hosted by 'Cool Johnny Cool'.
- **Rich Creeps** - Soap opera set in Hightown.
- **Street Beat** - Lowbrow 'meet the people' show.
- **This Is Your Death** - Psychics try to predict the time of vid-callers' deaths.
- **Tipsters' Tonite** - Sports show offering celebrity commentaries on possible winners and losers of future sports competitions. Hosted by the elders' favourite, 'Silky' Dick Dilliker.
- **Vid-Mark** - Hab-shopping channel.
- **Violence Channel** - Adults-only hi-vi; approved by the Justice Department's Media Division.
- **What's Noo?** - Showcasing new inventions, fashions and oddities.
- **Who Gives A Damn What You Think?** - Obnoxious vid-phone-in hosted by 'shock-jock' Wowie Hark.
- **You've Been Fingered** - Viewers inform on their neighbours for big prizes.

vid-zines

[Available in hyper-fi and sensurround formats]

- **Abnormality Weekly** - Essential reading for weirdies and social outcasts.
- **Alien Life** - Magazine catering to the city's extra-terrestrial community.
- **City Life** - News, business and entertainment.
- **Eldzines** - Nostalgia-themed periodical for OACs with additional articles relating to present day eldshelt life.
- **Homes & Humes** - 'Walk-throughs' of the city's more attractive properties and interviews with their owners. Tips on hab-improvement.
- **Mega-Digest** - Dozens of condensed articles on topics that may be of interest to lazy readers.
- **Megapolitan** - Lightweight broadslug.
- **Mega-Times** - The city's most widely-read news periodical.
- **New Mutation** - Articles on mutant segregation issues and explorations of Cursed Earth life from a mutant's perspective.
- **Mega-City Standard, Morning Newsfax, Newsmeg** - News and business.
- **Prohibited Vid-zines** - Any vid-zine promoting violence ['vi-zine'] is banned under Mega-City One law. A small underground market thrives, featuring depictions of real physical violence, torture and murder. Examples include '101 Actual Killings', 'Guts And Garters', 'How To Dismember A Close Friend', 'The Pancreas Of Pauline', 'Sappy Valley Massacre', 'Torture Magazine' and 'Torture The Alien Way'.

SECTOR 2 landmarks & hotspots



Mega-City One is populated by an endless human menagerie of social classes and oddities with wildly differing views on what constitutes culture, education and entertainment. If an audience exists for any given product, it exists in Mega-City One, as will organisations and architecture to represent it. This sector presents many of the more interesting locations that have premiered in the *Judge Dredd* comic strip, with details of their typical patrons and possible uses in a virtual theatre drama. This sector has been loosely formatted in the style of contemporary travel books, neatly subdivided into categories of architecture and utility.

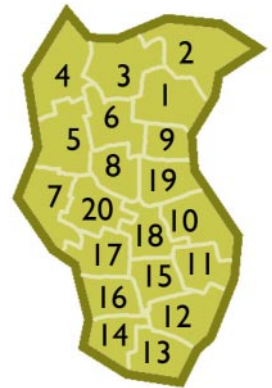
maps

This first section provides a detailed map of Mega-City One, to which a comprehensive listing of cityblocks, businesses, landmarks and establishments of repute [or disrepute] is attached. Each of the five quadrants that comprise Mega-City One has its own map entry. All of the maps are designed to complement the 'master' city map located on p13 of *Drokk City #1*. The following quadrant content is the result of intensive research into just about every issue of *2000ad* and the *Judge Dredd Magazine*, as well as sci-fi specials, mega-specials, annuals, yearbooks and newspaper strips; it is the most ambitious Mega-City One mapping project ever attempted. Note however that most locations are never officially granted exact sector designations and so this author has made educated guesses as to where they might be situated. The more interesting or important locations each receive an extended entry later this sector.

megCentral [1-20]

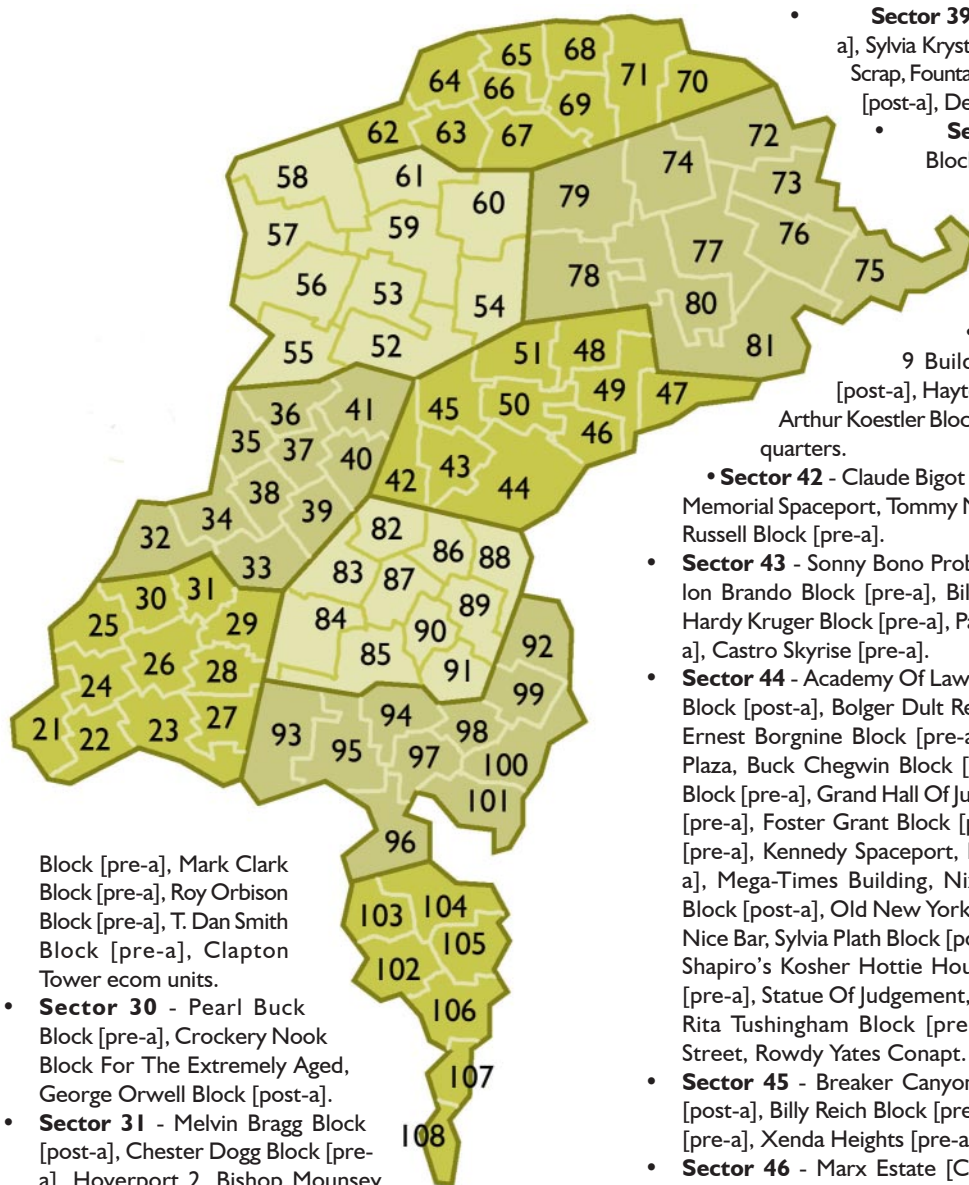
- **Sector 1** - Castenada Square, The Frankie Block [post-a], Fred C. Dobbs Block [pre-a], Deb Pfeiffer Block [pre-a].
- **Sector 2** - Bill Bixby Block [pre-a], Sinkler Heights.
- **Sector 3** - Suze Bote Block [pre-a], Johnny Johnson Block [pre-a], Linda Nolan Block [post-a], Phil Roth Block [pre-a].
- **Sector 4** - Inter-Space Corporation HQ & Private Landing Pads, Janet Jackson Block [pre-a], Ohio State Precinct.

- **Sector 5** - Central Hoverport.
- **Sector 7** - Apetown, David Hedison Block [post-a], Dr. Spock Megaplex, Slabyrinth.
- **Sector 9** - Bleeke Mansion, Gordon Banks Block [pre-a].
- **Sector 10** - W. E. Johns Block [pre-a], St. Peter Root Hospital, Earl Slick Block [pre-a].
- **Sector 11** - Morgan Fairchild Block [d. 2106], Inskip Warehouse.
- **Sector 12** - Peter Weller Block [pre-a].
- **Sector 15** - Bypass Building, Flip Rogan Block [post-a], Horton Towers [post-a].
- **Sector 16** - Funtazia Fun Park, Skyview Hotel.
- **Sector 19** - Diego Garcia Block [d. 2106], Tom Mahon Block [post-a].
- **Sector 20** - Ferraro Housing Complex [pre-a], Frisbee Stackers [post].



megEast [21-108]

- **Sector 21** - Karen Berger Block [pre-a], Andy Dante Block [pre-a], Mega-City Chamber Of Horrors, Moose Skowran Block [pre-a], Alvin Toffler Block [pre-a].
- **Sector 22** - Alientown, Meg-Oil Central Depot, Mildred Muncy Block [post-a], Roy Rogers Block [pre-a].
- **Sector 23** - Boyson Conapts [post-a], Don Lawrence Block [post-a], Shirley Temple Block [post-a], Shirley Temple Fun Park.
- **Sector 24** - Joe Bananas Block [pre-a], Frank Nitti Block [pre-a], Marg Rutherford Block [post-a].
- **Sector 25** - Ian Beale Block [pre-a], Hymie Goering Block [pre-a], Norman P. O'Connor Block [post-a], Charlie Sim Block [pre-a].
- **Sector 26** - Cybo-Comp HQ, Hillcrest Rise Luxy-estate [post-a], Boris Karloff Conapts [post-a], Larry Hagman Conapts [post-a, d. 2105], The Megalopolis.
- **Sector 27** - Steve Coogan Block [pre-a], Roger Hollis Block [post-a], Simp Tank.
- **Sector 28** - Curbishley Court [pre-a], Hi Lo High-rise [post-a], Rand Block [post-a], YMJC Stacker.
- **Sector 29** - Cuckoos' Nest District [pre-a], MacMurphy



Block [pre-a], Mark Clark Block [pre-a], Roy Orbison Block [pre-a], T. Dan Smith Block [pre-a], Clapton Tower ecom units.

- **Sector 30** - Pearl Buck Block [pre-a], Crockery Nook Block For The Extremely Aged, George Orwell Block [post-a].
- **Sector 31** - Melvin Bragg Block [post-a], Chester Dogg Block [pre-a], Hoverport 2, Bishop Mounsey Block [pre-a], Malcolm X Conapts [pre-a].
- **Sector 32** - Coney Arches, Conrad Conn Hotel, Android Park, Jake Lamotta Block [pre-a], Victor Mature Block [post-a], Tex Toomie Block [post-a].
- **Sector 33** - Martin Amis Block [pre-a], A. S. Byatt Block [pre-a], Antonia Fraser Block [pre-a], Salmon Rushdie Block [pre-a], Fay Weldon Block [pre-a].
- **Sector 34** - Cecil B. DeMille Block [pre-a].
- **Sector 35** - Inigo Bing Block [pre-a], Steve Davis Block [pre-a], Helmsley Lux-habs [post-a], Bruce Kent Block [pre-a].
- **Sector 36** - Gang Alley, Apache Rise, Robert Morley Block [post-a], Lobsang Rampa Block [post-a], Oprah Winfrey Block [pre-a].
- **Sector 37** - Yvonne DeCarlo Block ruins [pre-a], Dwight D. Eisentower [pre-a], Gordon Liddy Block [post-a].
- **Sector 38** - Al Bundy Block [post-a], Mega-Media, Inc. Building, Melvin Hayes Conapts [pre-a], Tom Sharp Block [post-a].

- **Sector 39** - Tony Bennett Block [pre-a], Sylvia Krystel Conapts [pre-a], Phoenix Scrap, Fountain Of Yooth, Emily Post Block [post-a], Den Watts Block [pre-a].
- **Sector 40** - Cubbi Broccoli Block [post-a], Des O'Connor Block [post-a], Iso-Block 666, Andy Stewart Block [pre-a], Noxem Plant, O'Dilligan's Nightclub, Oxypool.
- **Sector 41** - Channel 9 Building, Elmer Gantry Block [post-a], Hayte Street, House Of Frenzd, Arthur Koestler Block [post-a], Wiffin Gas Headquarters.
- **Sector 42** - Claude Bigot Block [post-a], Gil Gerrard Memorial Spaceport, Tommy McArdle Block [pre-a], Kurt Russell Block [pre-a].
- **Sector 43** - Sonny Bono Problem Block [d. 2103], Marlon Brando Block [pre-a], Billy Graham Block [post-a], Hardy Kruger Block [pre-a], Patsy Ann Noble Block [pre-a], Castro Skyrise [pre-a].
- **Sector 44** - Academy Of Law, Aftermath Square, Ed Ball Block [post-a], Bolger Dult Rehab, Charles Atlas Bridge, Ernest Borgnine Block [pre-a], Boingarama, Broadway Plaza, Buck Chegwin Block [post-a], Grover Cleveland Block [pre-a], Grand Hall Of Justice, Marty Feldman Block [pre-a], Foster Grant Block [post-a], Casey Jones Block [pre-a], Kennedy Spaceport, Ken Kercheval Block [pre-a], Mega-Times Building, Nixon Plaza, Norman Pitlik Block [post-a], Old New York Street, Planet Gary, Quite Nice Bar, Sylvia Plath Block [post-a], Ryker's Shuggy Hall, Shapiro's Kosher Hottie House, Jay Silverheels Condo [pre-a], Statue Of Judgement, Statue Of Liberty, Times², Rita Tushingham Block [pre-a], The Vibe-bowl, Wall Street, Rowdy Yates Conapt.
- **Sector 45** - Breaker Canyon Estate, Gil Favour Block [post-a], Billy Reich Block [pre-a], Martin Scorsese Block [pre-a], Xenda Heights [pre-a].
- **Sector 46** - Marx Estate [Chico Marx Block - post-a, Groucho Marx Block - post-a, Harpo Marx Block - post-a, Karl Marx Block - post-a], Yeltsin Building.
- **Sector 47** - Brynner Hospice, Giles Brandreth Block [pre-a], Aggro Dome, Norman Mailer Block [post-a].
- **Sector 48** - Billy Carter Block, Ramon Navarro Block [post-a], Ridley Estate [pre-a].
- **Sector 49** - St. John McShane Hospital, Sump Memorial Auditorium, Trisecta District.
- **Sector 50** - Atlantic University, Newsmeg Building, Romano Tower Luxy-block [post-a], Schwartz Conapts [post-a].
- **Sector 51** - Dead Juve's Curve, Hamilton Heights [post-a], The Jungle [ape colony], Matt Wagner Block [post-a].
- **Sector 52** - Avenue Of Brotherly Love, Hell's junction, Tristan Kennedy Block [post-a], Jack Ruby Block [post-a].
- **Sector 53** - Edmundo Ross Block [post-a], Plumb Tower, Stonehouse Building, Tomb Of The Unknown Citizen.
- **Sector 54** - Flakey Foont Block [pre-a], Christine Keeler Block [post-a], Nesta Webster Block [pre-a], Veal Crate Bar.

- **Sector 55** - Bough Estate [Russell Grant Block - pre-a, Deb Rix Block - pre-a, Frankie Wilson Block - pre-a], O. K. Corral Bar, Piedmont Apartments [post-a].
- **Sector 56** - Alien Zoo, Mega-City Zoo, Ronald Reagan Eld-shelt [pre-a], Dunc Renaldo Block [pre-a].
- **Sector 57** - The Annie Hall, Paradise Heights Block [post-a].
- **Sector 58** - Ninoy Aquinos Block [pre-a], Ferd Marcos Block [pre-a], Imelda Marcos Block [pre-a], Fidel Ramos Block [pre-a].
- **Sector 60** - Beaverton Dust Zone, The Chow Dome.
- **Sector 61** - Central Combat Depot [Justice Dept.], Ida Lupino Block [pre-a], Moonray Tower, Damon Runyan Block [post-a].
- **Sector 62** - Bernie Beesley Block [pre-a], Schmaltz Estate [Frank Hovis Block - pre-a, Erich Segal Block - pre-a].
- **Sector 63** - Gordon Bennet Block [post-a], Morgan Fairchild Block [pre-a].
- **Sector 64** - Julian Cope Block [pre-a], Skyhill Conapts [post-a], Steppelman Block [pre-a].
- **Sector 65** - Lenny Brezhnev Block [post-a], Mega-Tech.
- **Sector 66** - Alan Donaldson Block [post-a], Kevin Keegan Block [pre-a], Big-I Publishing.
- **Sector 67** - Lenny Bernstein Block [pre-a], Eddy Poe Heart Clinic, Russ Tamblin Block [pre-a].
- **Sector 68** - P. J. Proby Block [pre-a], Marcus Welby General Hospital.
- **Sector 69** - Chris Lee Block [pre-a], Doringo Lux-apts [post-a].
- **Sector 70** - Rancho Hi-Rise [post-a], Wounded Heart Private Cemetary.
- **Sector 71** - Forever Homes For The Semi-dead, Hi-Funk Conapts [post-a].
- **Sector 72** - Bill Burroughs Boulevard, Channel 99 Building, Rene Enriquez Block [post-a].
- **Sector 73** - Linda Carter Block [d. 2103], Jimmy Clitheroe Block [d. 2103], Inoira Ghandi Block [d. 2103], Benny Hill Block [d. 2103], Sam Snead Block [d. 2103], John Wayne Block [d. 2103].
- **Sector 75** - Buzby Berkley Block [post-a], St. Magnus Pike Hospital.
- **Sector 76** - Zsa Zsa Gabor Block [pre-a], John Major Block [pre-a], Huck Widney Block [pre-a].
- **Sector 77** - Devil's Island, Weber Heights Estate [pre-a].
- **Sector 78** - Chuck Dickens Block [post-a], Dramarena, Joshua Jebbs Block [post-a].
- **Sector 80** - Cannibal Club, Emphatically Yess Building, Maybehouse.
- **Sector 81** - Scott Joplin Conapts [post-a], Old Town General Hospital.
- **Sector 82** - Harry Hyams Block [post-a, d. 2104, r. 2105], Remy Martin Block [pre-a], Resyk East, Mavis Riley Home For The Debilitatingly Bewildered.
- **Sector 83** - Mega-Penitentiary, Mega-School 3.
- **Sector 84** - Ben Franklin Block [post-a], Mega-Central Station [subway zoom], Dan Quayle Block [post-a].
- **Sector 85** - Westwood Tower Luxy-block [post-a].

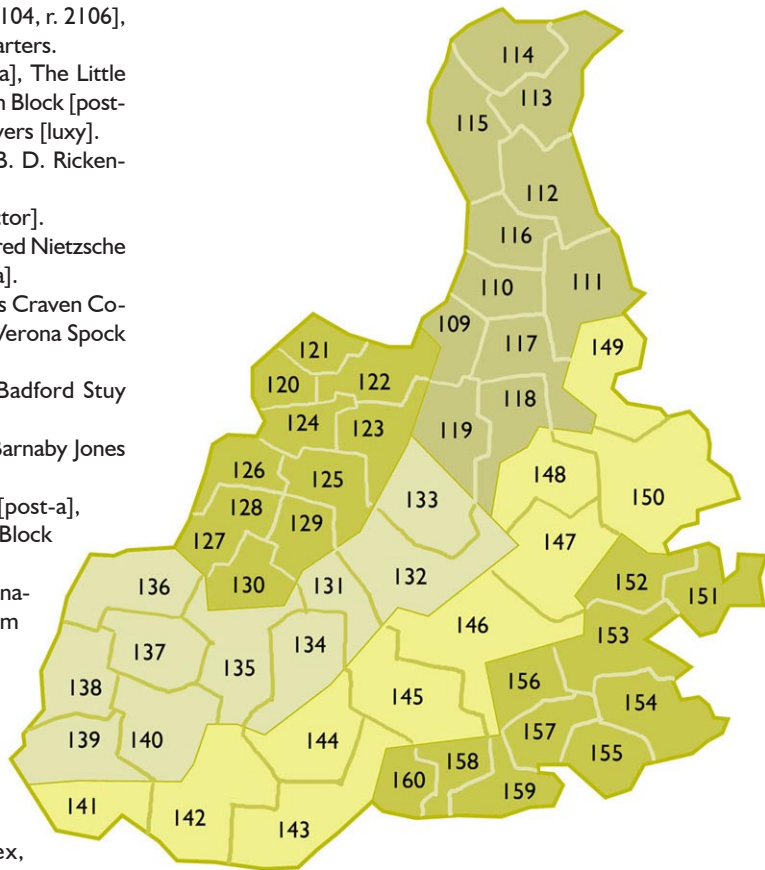
Illustration by Ron Smith. Copyright Rebellion A/S © 2004.



sector 44 east

The Grand Hall Of Justice, Statues Of Judgement and Liberty to the right, and the East Canal in the background.

- **Sector 86** - Petula Clark Reconstructs [d. 2104, r. 2106], Justice Dept. Undercover Division Headquarters.
- **Sector 87** - Christian Barnard Block [pre-a], The Little Bowl, Hen Broon Towers [pre-a], G. W. Bush Block [post-a], Bart Simpson Block [pre-a], Midnite Towers [luxy].
- **Sector 88** - Chinatown [aka 'Sinotown'], B. D. Rickenbacker Block [post-a].
- **Sector 89** - The Maze [occupies entire sector].
- **Sector 90** - Tactical Comand Bunker East, Fred Nietzsche Block [pre-a], Hank Wangford Block [post-a].
- **Sector 91** - Nick Craske Block [pre-a], Wes Craven Conapts [pre-a], Biggie Smalls Block [post-a], Verona Spock Block [pre-a].
- **Sector 93** - Betty Boop Block [post-a], Badford Stuy District.
- **Sector 95** - Buddy Ebsen Block [post-a], Barnaby Jones Block [post-a].
- **Sector 98** - William Hague Block ruins [post-a], Derek Hatton Block [pre-a], Mario Puzo Block [pre-a].
- **Sector 99** - Bob Burden Block [post-a], Canaford Plaza, United Munce Building, Thom Yorke Block [post-a].
- **Sector 100** - Hottie U, The Island, Trans-Atlantic Tunnel entrance.
- **Sector 101** - Atlantic Purification Plant, Bob Duran Block [pre-a], Eldridge Bridge.
- **Sector 102** - Philadilly District, Jimmy Tarbuck Block [pre-a].
- **Sector 103** - Barryo Housing Complex, George Michael Block [pre-a], Andrew Ridgeley Block [pre-a].
- **Sector 104** - Ed De Bono Block [post-a], Adolf Hitler Block [post-a], Lee Majors Block [pre-a], Apocalypse Monument.
- **Sector 105** - Costa Del Meg.
- **Sector 106** - Bill Bailey Block [pre-a, d. 2104], Shark Club, Old Peart Institute For The Criminally Insane.
- **Sector 107** - Blocktops Eldsters Resting Home [pre-a], John Stanley Block [post-a].
- **Sector 108** - Hellebore Apartments [post-a], Hoagland Heights [pre-a], Steve McQueen Block [pre-a], Tonytown.



- **Sector 122** - Martin Candor Block [pre-a], Jimmy Stuart Block [pre-a].
- **Sector 120** - Greenham Civil Park.
- **Sector 121** - Killkrazee Combat Park.
- **Sector 122** - Nerdco Building.
- **Sector 123** - Clint Eastwood Block [pre-a], Jackson Five Lux-Development [Jackie, Jermaine, Marlon, Michael & Tito, all post-a], Vinne Jones Block [pre-a], Jessica Simpson Block [post-a], Timmy Mallett Block [pre-a], Nigel Tufnel Block [pre-a], Terry Wogan Block [post-a].
- **Sector 124** - Hoverdrome.
- **Sector 126** - Dinosaur World Theme Park.
- **Sector 127** - General Arms Building, Joe Bloggs Block [pre-a], Slim Whitman Block [pre-a].
- **Sector 132** - Bronte Conurb [Anne, Charlotte & Emily, pre-a], Fats Domino Block [post-a], Rudi Valli Block [pre-a], Vic Hugo Block [post-a].
- **Sector 133** - Bob Calvi Block [pre-a], Jimmy Ellroy Block [pre-a], Ray Kroc Block [pre-a], Paul Verhoeven Block [post-a].
- **Sector 143** - Doris Day Block [post-a], Dermot Kelly Block [post-a], Jackie Onassis Hab-developments [post-a].
- **Sector 146** - Atlantic Central Hoverport.
- **Sector 147** - Horace Batchelor Block [post-a], Folly Heights [post-a].
- **Sector 148** - Eisenhower General Hospital, Power Tower II.
- **Sector 149** - The Cauldron [Arturo Askey Block - post-a, Derek Batey Block - pre-a, Perry Como Block - pre-a,

megSouth [109-160]

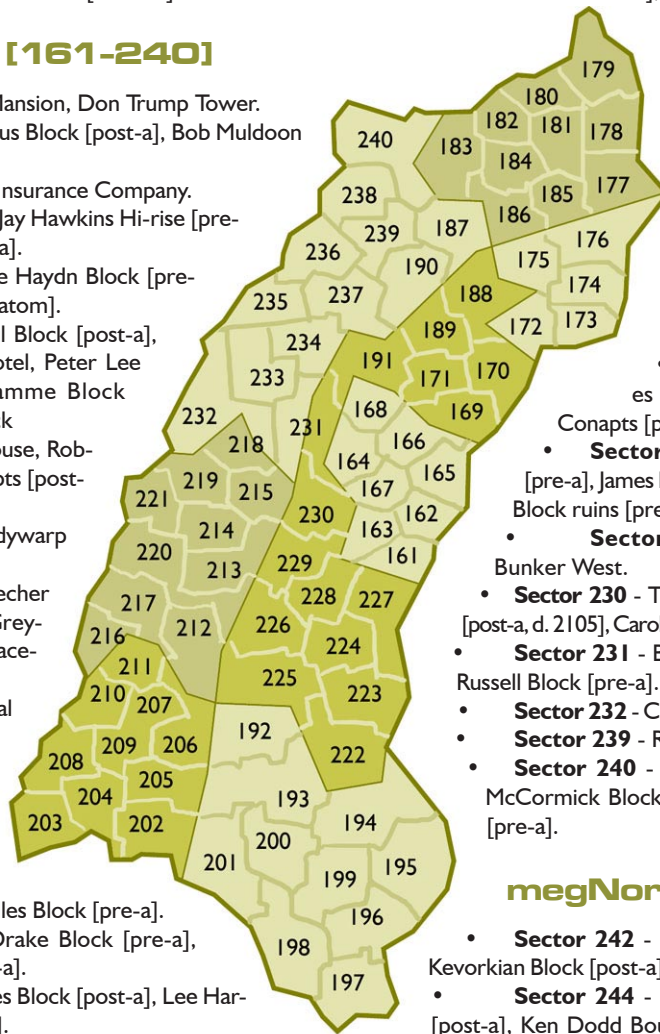
- **Sector 109** - Arnold Grove Block [post-a], Vic Hugo Block [post-a].
- **Sector 110** - The Crater Bowl, Billy Butlin Block [post-a], Del Shannon Block [post-a].
- **Sector 111** - Beecher Conapts [pre-a], Mitzi Gaynor Block [pre-a], Mary Michelson Block [pre-a].
- **Sector 112** - Jed Clampett Block [pre-a], Dod Custer Block [pre-a], Frank Zappa Block [post-a].
- **Sector 114** - Heaven's Reach, Sky High Rise [d. 2105].
- **Sector 115** - Munce-Co Factory Estate.
- **Sector 116** - Polanski Sprawl, Jess Willard Block [pre-a].
- **Sector 117** - Power Tower I [d. 2101, rebuilt 2106].
- **Sector 118** - Anders Estate [pre-a], Rhonda Fleming Block [post-a], Billie Holiday Block [post-a].
- **Sector 119** - Donald Neil Block [pre-a], Elvis Presley Block [pre-a], George Reeves Block [pre-a], Resyk South.



- Reno Conapts - pre-a], Tactical Command Bunker South.
- **Sector 151** - Poughkeepsie Apartments [post-a].
- **Sector 152** - Lazarus Labs.
- **Sector 155** - Greta Garbo Block For Wayward Eldsters [pre-a].
- **Sector 156** - Cramptown Dust Zone.
- **Radlands Beyond South Wall** - Dave Attenborough Block [d. 2104], Sawney Bean Block [d. 2104], Bugs Bunny Block [d. 2104], Jacques Cousteau Block [d. 2104], The Flea Pit [d. 2104], Giant Haystacks Block [d. 2104], Iso-Block 44 [d. 2104], Bob Oppenheimer Block [d. 2103, r./d. 2103], Magnus Pyke Block [d. 2104], Billy Smart Block [d. 2104], Miriam Stoppard Block [d. 2104].

megWest [161-240]

- **Sector 161** - Dinsdale Mansion, Don Trump Tower.
- **Sector 162** - Walt Gropius Block [post-a], Bob Muldoon [post-a].
- **Sector 164** - Third Eye Insurance Company.
- **Sector 165** - Screaming Jay Hawkins Hi-rise [pre-a], Elia Kazan Block [pre-a].
- **Sector 166** - Frankie Joe Haydn Block [pre-a], Gus Holst Block [pre-atom].
- **Sector 168** - Amon Duul Block [post-a], Huggy's Honeymoon Hotel, Peter Lee Block [post-a], Van Damme Block [post-a], Reg Varney Block
- **Sector 170** - Dreery House, Robert Mapplethorpe Lux-Apts [post-a], Sigma District [pre-a].
- **Sector 171** - Garbo Bodywarp Salon.
- **Sector 172** - Harriet Beecher Stowe Block [post-a], Grey-stoke Heights [pre-a], Placebo Conapts [post-a].
- **Sector 176** - George Pal Block [post-a], Mega-U, Serve-U-Well Building.
- **Sector 177** - Tobias Belcher Block [pre-a], William Bunter Block [pre-a], Frank Cannon Block [pre-a], Orson Welles Block [pre-a].
- **Sector 186** - Charlie Drake Block [pre-a], Lawson Dyce Block [pre-a].
- **Sector 187** - Smiley Jones Block [post-a], Lee Harvey Oswald Block [pre-a].
- **Sector 188** - Juliet Bravo Block [post-a], Ghengis Grim-snoad Block [post-a], Mick McGahey Block [post-a], Joseph Soper Block [post-a], U. Thant Block [post-a].
- **Sector 191** - Ed Poe Block [post-a], Fred Quimby Block [pre-a], White Cliffs Of Dover.
- **Sector 193** - City Life, Ltd. Building, UniGlom Building.
- **Sector 199** - Agg-Bio Building.
- **Sector 200** - Badge Of Courage Bar
- **Sector 202** - Little Cuba [Jason King Block - pre-a, Rudi Vallee Block - pre-a].
- **Sector 206** - Ennis Dillon Conapts [pre-a], J. T. Megson Block [pre-a].

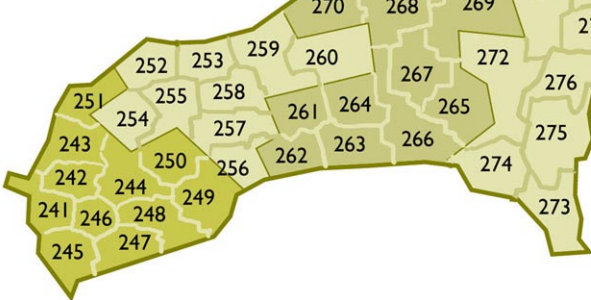


- **Sector 207** - Otto Sump Flabbon Depository.
- **Sector 208** - Jack Davis Block post-a], Mike Read Block [post-a].
- **Sector 210** - Dario Argento Block [pre-a], Mega-Circular, Clive James Block [post-a].
- **Sector 202** - Little Cuba [Jason King Block - pre-a, Rudi Vallee Block - pre-a].
- **Sector 212** - Benito Mussolini Block [pre-a].
- **Sector 214** - Webster Conapts [post-a], Martha Cherterton Memorial Park, Prowlight's Alien Menagerie, Pizza Plaza.
- **Sector 219** - Arafat Precinct, Rick Moranis Block [post-a], B. F. Skinner Block [post-a].
- **Sector 221** - St. Bob Flowerdew Hospital, Billy Herschel Block [post-a, d. 2105].
- **Sector 222** - Inter-Time, Mega-Labs.
- **Sector 223** - Hippodrome, Mega-City Teleport.
- **Sector 225** - Cantona Conapts [post-a], Charles Darwin Block [post-a], Lobsang Rampant Block [post-a].
- **Sector 226** - Frances Bath Block [post-a], Shanks Conapts [post-a].
- **Sector 228** - John Brunner Block [pre-a], James Kieler Block [pre-a], Cyril Lord Block ruins [pre-a].
- **Sector 229** - Tactical Command Bunker West.
- **Sector 230** - The Jungle, Vince St. Clair Block [post-a, d. 2105], Carol Monroe Block [post-a, d. 2105].
- **Sector 231** - Bob Marks Block [pre-a], Bert Russell Block [pre-a].
- **Sector 232** - Charles Manson Block [d. 2113].
- **Sector 239** - Resyk West, Santora Park.
- **Sector 240** - Tom Jefferson Block, Malkie McCormick Block [d. 2114], Jack Yeovill Block [pre-a].

megNorth [241-300]

- **Sector 242** - Beller Conapts [post-a], Jack Kevorkian Block [post-a], Lucy Lawless Block [post-a].
- **Sector 244** - Blake Carrington Luxy-Block [post-a], Ken Dodd Boulevard, Alberto Runch Block [pre-a].
- **Sector 245** - Lee Van Cleef University.
- **Sector 246** - Buenapista Studios, Jerry Springer Block [post-a], Gripper Stebson Block [pre-a].
- **Sector 248** - Richard Burton Block [post-a], Northside Mega-Technic, Tony Tyler Block [post-a], Wilbur Wright Block [post-a].
- **Sector 249** - Al Fayed Luxy-developments [post-a], Grand Megapolitan Opera House.
- **Sector 250** - Northspoon Dust Zone.
- **Sector 252** - Mega-City Necropolis, Al Taylor Block [post-a], Wim Wenders Block [pre-a].

- **Sector 253** - Cilla Black Con-apts [pre-a], Seb Coe Sportsplex, Michael Stipe Block [post-a].
- **Sector 254** - Muscle Mansion, George Lucas Block [post-a], Peri White Tower [pre-a].
- **Sector 255** - Museum Of The Mega-Olympiad.
- **Sector 256** - Bob Geldof Block [pre-a], John McCrea Block [post-a], Northgate Clinic.
- **Sector 258** - Ray Chandler Block [post-a], Bernard Manning Block [pre-a], Delia Smith Block [post-a].
- **Sector 259** - Anthony Burgess Memorial Museum, Norrin Radd Block [post-a].
- **Sector 261** - Hec-



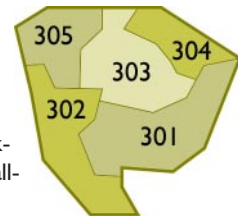
tor Comacho Block [post-a], Golam Heights [luxy-blocks], Clive Sinclair Block [pre-a].

- **Sector 263** - Sir Kenneth Clarke Block [post-a], Joan Collins Block [pre-a], Nat Hiken Block [pre-a], George Raft Block For Retired Gangsters [post-a].
- **Sector 264** - Chapman Pincher Block [pre-a], Louis Simon Block [post-a].
- **Sector 265** - Garner Ted Armstrong Block [pre-a], Fred Gee Block [post-a], Resyk North, Googie Withers Block [post-a].
- **Sector 267** - DeLorean Luxy-block [post-a], James Dean Block [pre-a], Bill Werbenuik Block [post-a].
- **Sector 269** - Parthenon [d. 2104].
- **Sector 270** - Mick McMahon Block [pre-a], Mega-Studios.
- **Sector 271** - Gorbachev Estate [post-a], Stratford Johns Block [post-a].
- **Sector 272** - Jumbo Cummings Block [post-a], Paul Gado Bock [pre-a], Tom Mix Block [post-a], Shakin' Stevens Block [pre-a].
- **Sector 273** - Mega-City Art Gallery.
- **Sector 274** - Ned Kelly Block [post-a], David Niven Block [post-a].
- **Sector 275** - Casanova Block [d.2104], Charlton Heston Luxy-Block [pre-a], Burt Lancaster Block [d. 2104], Ricardo Montalban Luxy-Block [d. 2104], Ricardo Montalban II Luxy-Block, Arnold Stang Block [pre-a].
- **Sector 276** - Betty Crocker Block [post-a], Rikki Fulton Block [d. 2103], Maja Jeffrey Block [post-a], Henry Kissinger Block [post-a], Pancho Villa Block [post-a].
- **Sector 277** - Dixy Plasteen Complex [d.2103].
- **Sector 278** - Eldo Cleaver Block [post-a], Matt Hodgman Block [pre-a], New Jack Block [post-a].
- **Sector 279** - Imran Khan Block [post-a], Oly North Block [pre-a], Martin Sheen Block [post-a].

- **Sector 280** - Enid Blyton Block [post-a], Dan Tanna Block [post-a].
- **Sector 281** - Downside Pipeway [d. 2104], Ed Hillary Block [pre-a], Mario Lanza Block [pre-a].
- **Sector 282** - J. T. Edson Block [post-a], Snyder Complex.
- **Sector 292** - Harry Cross Conapts [post-a].
- **Sector 295** - Sump Tower Hotel, H. G. Wells Plaza.
- **Sector 297** - Tactical Command Bunker North.
- **Sector 300** - Northways Bridge.

northwest hab-zone [301-305]

- **Misc** - Hell's Highway, Nuke Alley.
- **Sector 301** - Barrio District, Hope Rise [post-a], Krickland Stackers, Reeber's Reclam, The Rock, 7th Heaven Conapts [post-a], Toledo Flats Precinct, Traffic Substation Alamo, Transcola Stackers, Vicaro Precinct [John Prescott Block - pre-a, Welbeck Conapts - post-a].
- **Sector 303** - Shaftoe St. Stackers, St. Doris Day Hospital, Wallgate Savings & Loan.



accommodation

Visitors to Mega-City One or long-distance travellers have thousands of hotels to choose from, with prices to suit all budgets. The larger hotels recommend booking rooms in advance to guarantee availability, while the grotty rooming houses of City Bottom are grateful for any custom they can find. Hotel room amenities mirror the features of cityblock apartments [p28-30, *Drokk City #1*], with Lowtown accommodation similar to the quality of parallel level apartments, Hightown 'premiere' suites matching the opulence of luxy-apts. Hotels at the lower end of the accommodation market include the *Armageddon Hotel*, *GO2L*, the *Inn-On-The-Sked* franchise [with decent vehicle park and service facilities], the *Loveboat* aircon [designed for honeymooners and romantics] and *The Twilight Rooms*. De-luxe hotels include the *Grand Rambo*, *The Hulton*, *Pinnacle*, *Sump Tower* and *The Twelve Months*. For a really cheap sleepover with absolutely no frills, 'stackers' are ideal - tenements crammed fit to burst with one-person pods containing a mattress, miniature tri-d unit [no Megaweb connectivity] and toilet tube - with names like *Flannigan's One-night Stand* and the *Triple Z*. A stacker's standard of hygiene will vary greatly as many pods are not cleaned or disinfected more than once a day and the resident sloshers not paid enough to take pride in their daily drudgery. Trav-

ellers unwilling to risk a rad-flea infestation or have the sloshers rifle through their private possessions can opt to spend a little more and seek out a hostels or bed-and-breakfast [B&B], though their fellow occupants may be just as unsavoury as the stacker patrons. For motorists who need to rest but do not wish to lose time getting to their destination, wheeled hotels ['mo-tels'] like the massive computer-controlled juggers of the Big-Mo Company can accommodate both ground and hover vehicles while their occupants can eat, rest or sleep, all the while the mo-tel thundering along the meg-ways on a perpetual cruise loop.

Location - Stackers are almost all located along City Bottom, while most hostels and B&Bs [or 'rooming houses'] are distributed close to Lowtown cityblocks. Boutiques are divided between Low- and Hightown altitudes with a bias towards the upper levels to indicate an extra dash of quality. The de luxe hotels sit at very top of Meg-North luxury-blocks in private splendour, occupy the entirety of specialised 'hotel blocks' or go the distance and hover far above the Lowtown rabble in ornately-designed aircons.

Administration - The *Stacker, Hostel, B&B* and *Boutique*-classes of accommodation are often the sole business holding of their proprietors who will live on the premises. The *De Luxe* and *Swanky*-class hotels are owned by corporations whose names typically end with 'Group', owning more hotels with the same name [or 'brand'] that are located in the hearts of the world's most exclusive vacation destinations.

entertainment

aggro dome

The latest in a long line of commercial attempts to cash in and control the seething passions of mega-city citizens, the Aggro Dome was doomed to fail from the moment it opened its doors. On the surface the concept was sound - provide an outlet for the citizens' pent-up aggression and so reduce their need to

express it on the streets. The therapeutic activities included smashing robots to pieces in the 'Ultra-violent Room', torturing or beheading lifelike simulacrams, leaping onto animated faces of hated city enemies, 'vap-ing' mannikins representing stereotypical figures of authority and the simple pleasures of chopping wood. However, the Aggro Dome's bubble burst within the first day of opening; its customers found their aggression stimulated to such a degree that they turned on each other and the dome became an arena of real-life bloodshed. The judges quickly intervened, demolishing the Aggro Dome to force the troublemakers out onto the slab, where the judges put an end to the fighting and the Aggro Dome franchise put out of business... temporarily. Exploiting the Aggro Dome's nostalgia factor, the Happy Hatred Company relaunched the Aggro Dome brand across MegEast in 2119 as a successful pilot scheme to assess the viability of investing in further domes throughout MegWest; the franchise has just opened its first dome in Texas City. A private security contingent has been installed in every dome to defuse any indications of the type of violence that caused the downfall of the original franchise.

Administration - Stress Solutions, the pioneers of Aggro Dome, rebounded into the business arena in partnership with TecTon Biocorp with the 'New Model Phoord', a living, breathing punchbag with durable, self-healing skin [see *Wildlife*].

alien zoo

Mega-City One's Alien Zoo is the largest of its kind in the western hemisphere and the highlight of any trip to the Mega-City Zoo where the Alien Zoo is hosted. It is home to many strange, amusing and downright weird creatures imported from across the galaxy. The zoo is divided into several different habitat zones, each designed to simulate the natural environment of the wildlife that are contained within. Differing types of security barriers are installed to best counter the abilities of the alien creatures, from electro-cordons, non-grip walls and plasteel cages to simple solutions like wide, water-filled moats.

Location - Sector 44 East.

Administration - The Alien Zoo is owned by Plunder Enterprises, a private concern that imports alien animals for entertainment, business and research purposes as well as enjoying a lucrative sideline in procuring rare alien artefacts for hugely-wealthy Earthside clients. The Plunder Enterprises central office is based on Mars and currently chaired by Pan-African Lord Loggerhead.



the annie hall

A public venue of the highest calibre, offering Mega-City One's cultural elite an arena to celebrate their talents of unparalleled size and quality in the showbiz industry. The Annie Hall regularly hosts events including the Academy Of Performing Arts Awards, the Mega-City Philharmonic Orchestra and the Albert Drizzel Lectures - 'Making Thinking Fun!' Ticket prices are artificially inflated to deter most Lowtowners and, following a terrorist attack in 2118, all ticket applicants are now routinely screened.

Location - Sector 57 East.

Administration - The Annie Hall is the property of the Nichelle Votaforta Foundation, created by the late Ms. Votaforta - a famous playwright - to help perpetuate the performing arts in this culturally-impooverished sector. The Foundation's efforts have been so successful that the Annie Hall is now one of Mega-City One's most respected venues and has been honoured by visits from Chief Judge Hershey and representatives of the Brit-Cit royal family.

bars & eateries

Bars - The Mega-City One bar scene is widespread and oversubscribed. Once the province of the after-hours workers who dropped in for a beer before going home to the family, the chronically unemployed of the Twenty-second Century have little to do but prop up the bar and guzzle cheap beer. Most bars open their doors in the late morning, remain open until the early morning and then close for a couple of hours to allow the 'sloshers' [cleaners] time to properly rid the place of accumulated dirt and spilt beverages before the daily cycle restarts. The average Mega-City One bar serves both alcoholic [Doomlager, Dweebo, Gores, Pigweiser and Old Spleen, for example] and non-alky drinks [Bananarak, Orange-ache and synthi-caf, for example] as supplied by a small number of major breweries. Food is available in the premises, normally junk food such as chunkies, dippies, suckies and spicy glohawk wings

which can be quickly prepared and stored for extended periods without breaking health and safety laws.

Bars attract differing social crowds and specialise their wares accordingly. The main visual divisions are racial, with bars catering to human and non-human clients, the latter typically located in Alientown and around the MegCentral spaceport neighbourhoods. Age categories denote the next level of preference, attracting 'Yods', 'Mods' and 'Sods' [young adults, middle-aged adults and senior adults] with select beverages, interior designs befitting the aesthetics of each generation and appropriate noise levels. None of these bars will exclude those of differing age groups from entering - after all, business is where you find it - but generally people of a certain age prefer to stick with their own. The more fashionable bars cater to specific subcultures such as uglies, punks, trendoes and fatties, while exclusive bars such as mini-smokatoriums and swear-ezees [where all expletives are allowed within soundproofed walls] provide unique environments for patrons who would find it impossible to pursue their recreational activities in a generic bar situation without being harassed or arrested. The remaining categories of bars to be found in Mega-City One are divided between historic and literary [with names including the words 'alehouse', 'pub' or 'tavern', or simply named after a theme-associated celebrity], singles bars and hotel bars which have better security and class of customer than backslab establishments.

The bars visited by the *Judge Dredd* comic strip tend to have rather distinctive names often appearing to be to their barmasters' detriment, though in truth they are never short of clientele. The majority of bars prefer to use more congenial titles to attract the punters. Examples of both 'branding' philosophies include the *Bay Of Pigs*, *Boil's Head*, *Crazed Cur Bar*, *Dead Dog Bar*, *The Iron Bar*, *Lame Duck Bar*, *The Meatish Pie*, *Murkies*, *Neutron Bar & Grill*, *Planet Gary*, *The Quite Nice Bar*, *Rathole Eatery*, *Rat Run Bar*, *the Running Sore Cafe*, *Salmonella's Bar*, *Slug And Gristle* and *The Song Dog Bar*.

Location - Lowtown bars are to be found almost everywhere, barring block plazas where the sale of alcoholic beverages has long been illegal so as not to encourage underage drinking. The more respectable bars

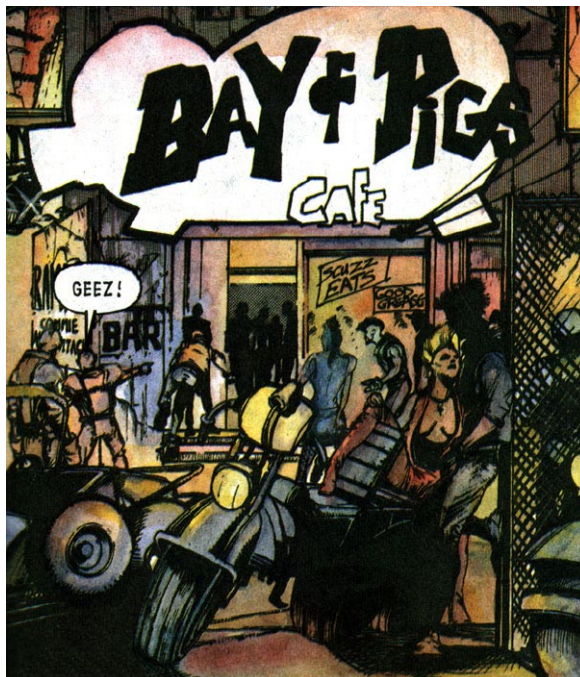
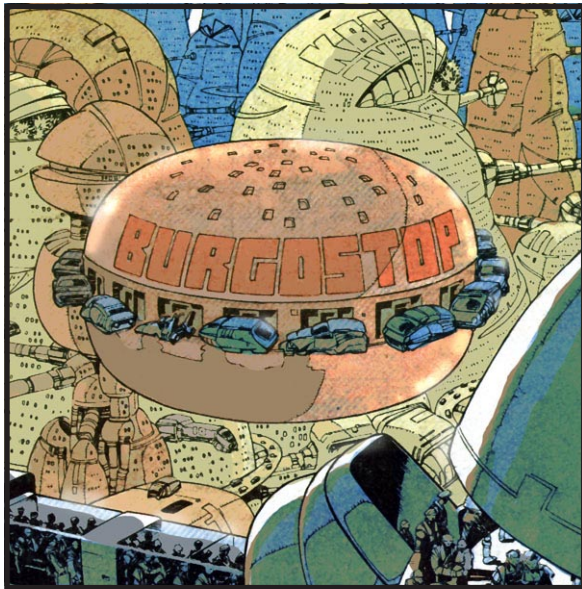


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are located on the fringes of biz-districts both within lowtown cityblock levels and externally among entertainment districts. The seedier bars keep close to their preferred clientele, partially concealed by the old tenements of Old Town. Hightown bars are nestled safely within the upper levels of cityblocks and admit only select patrons, usually residents of that block's hightowner community, their identities confirmed by de luxe model doormeks.

Administration - All 'barmasters' must acquire a license to run a bar which results from a combined course in bartending and business at the Jerry Thomas College Of Barkeeping in Sector 39. Barmasters who operate independently of franchises are usually small-time biz-cits who invest all their life savings in the bar, their fates intertwined with the bar's for decades until such a time as the barmaster has made enough income to retire.



Eateries - Meggers love to eat, even more so now that their lives are dominated by leisure time, to the extent that an entire subculture - that of the 'Fatty' - has ballooned up around the notion of chain-guzzling. Meggers may flit from restaurant to restaurant on the recommendation of celebrity food critics to sample the latest dishes, or remain loyal to one or a small number of eateries based in the neighbourhood. Lowtown restaurants offer synthetic foods as standard fare, while Hightown counterparts have many more options on the menu, from wholly organic produce, genetically-engineered ['palette sculpted'] to create totally unique dishes - sometimes even on demand while the diners wait - or delicacies imported from beyond the solar system. De-

spite the quality of foodstuffs on offer, many Lowtowners stick to what they know - the local eatery, bar and grill, deli or fast food joint. Commonly-served foods include slabcakes [served with mayhem syrup], Euro-toast, synthi-beef on synthi-rye, burger and fries, protein pretzels, pizza, sushi, Geddof salad and the mighty Big Meg cheesecake. Fast food franchises include the *All-night Burgery*, *Burgostop*, *Chuck Chicken*, *Okeydokey*, *Pizza Hovel* and *The Smiling Burger*. Smaller but popular eateries include *Furt's Diner & Deli*, *O'Nella's Eatery*, *Shapiro's Kosher Hottie House* and the *Stale Bagel Dinette*. Aircon eateries that appeal to the Lowtown crowd thrive, supplying hoverers with a quick and tasty meal [*Burgostop*], while diners with more refined taste-buds and a larger wallet can sample the finest of meals and then walk off the calories along the Texas decks of large aircon restaurants such as *Heaven's Plate*, *Highlight Rooms* and *Pie-In-The-Sky* which follow computer controlled flight paths across the city, offering unparalleled views of the Mega-City One skyline.

Administration - The smaller eateries tend to be family-owned affairs. The restaurants of Hightown calibre are for the main usually one of several businesses owned by a local entrepreneur who decided to turn his love of food into a moneyspinner. Franchises with hundreds of outlets such as *Burgostop* and *Chuck Chicken* are owned by mega-corps of the same name, operating from towering citadels along the MegSouth border.

costa del meg

The Costa Del Meg is an entertainment district located on the eastern side of the Atlantic wall, built atop a disused supertanker dock seventeen miles in length. The Costa is a wall of funfairs, vircaedes, fast-food outlets and 24/7 clubs enjoyed by millions of citizens each year, watched over by the judges of the embedded precinct house who try to cast a tolerant eye over the happy-go-lucky proceedings. The Costa Del Meg briefly assumed citywide infamy in 2111 when the master vampire Dracula embarked on a bloodsucking spree, creating a small army of vampire servants to spread his evil contagion. The vampires' reign of terror was bloody but brief and normality soon returned to the Costa Del Meg, though sales of garlic-flavoured chewing gum went through the roof and citizens traded 'Mug-Off' for sharpened plasteen stakes for a few weeks afterwards.

Location - Sector 105 East.

Administration - Norton Blackpool, the Brit-Cit 'estate wizard', bought the old supertanker port and transformed it into the wonderland that is the Costa Del Meg. Blackpool is landlord to hundreds of small businesses, all part of the Costa's leisure and service industry.

AT THE *COSTA DEL MEG*, FOR A FEW BRIEF WEEKS EACH YEAR, CITIZENS COME TO LET THEIR HAIR DOWN FOR A GOOD OLD-FASHIONED HOLIDAY!

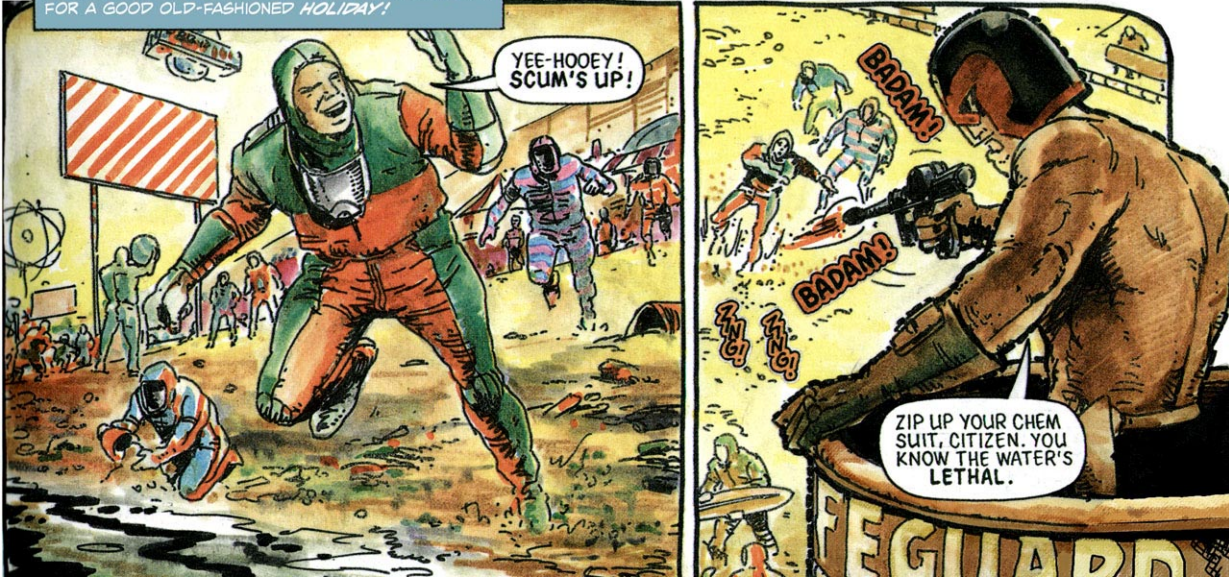


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devil's island

Privately-owned penitentiaries remained the prime means of prison administration and financing up until the late Twenty-first Century. Before the Justice Department expanded the scope of its authority, initiating a program of construction of 'isolation blocks' [Iso-blocks], prisons controlled solely by judge iso-wardens that ended the contract with the private sector, Devil's Island was a showpiece of private sector penal innovation. It was also a classic design failure. The designers of Devil's Island saw a niche in the market for inexpensive prisons, high-capacity, low administration and maintenance. Their proposal was to convert disused traffic is-

lands into prisons and let the never-ending streams of high-speed traffic surrounding the prison provide a ready deterrent to any convict's hopes of escaping. The selected traffic island had further rooms added to those previously designed as a slabster's rest and service stop, principally iso-cubes and a med-bay, topped by an exercise yard, formerly the island's main hoverpad.

Devil's Island was to be fully-automated. Its inhabitants were automatically let out of their iso-cubes three times daily and led into elevators taking them up to the exercise yard. On the end of the exercise period, the convicts returned to their iso-cubes to be fed from food dispensers. Entertainment consisted of theft-proof tri-d and regular sermons from the Church Of Grud. Violence between prisoners was a fact of Devil's Island life, and of I-blocks in general. In Devil's Island, injured convicts were lifted into stretchers by robo-docs and taken for treatment to the med-bay. They were returned with great expedience to their iso-cubes to resume their daily routine - and to get beaten up again.

Devil's Island relied on the stability of the city's Weather Control system to function. In 2099, this 'relationship' collapsed. A weather control malfunction unleashed a terrible blizzard upon MegEast, bringing the traffic to a standstill. The convicts exposed on the exercise yard wasted little time in escaping Devils Island now that the 'walls' had disappeared, notably among them William 'Whitey' Logan, a judge killer. The Justice Department soon brought Weather Control back under control and rounded up the escaped prisoners.

Location - Sector 77 East.

Administration - Devil's Island was a initiative mounted by Runsfeld Construction, a major player in the Mega-City One transport network whose experi-

Illustration by Gary Leach. Copyright Rebellion A/S © 2004

TEN YEARS...TEN YEARS ON **DEVIL'S ISLAND**... THE NOISE, THE DIRT, THE FUMES...TRAPPED IN HELL WITH FREEDOM ONLY A SUICIDE RUN AWAY.



ence with prison building was nonexistent. With Devil's Island ultimately declared a failure, Runsfeld Construction went into liquidation and its management imprisoned for corporate negligence. The final fate of Devil's Island has yet to be decided.

dream palace

To provide a stress-relieving experience for frustrated and unfulfilled citizens, thought-manipulating technology once the exclusive province of the Justice Department was licensed for commercial exploitation and the Dream Palace franchise was created. By inducing sleep and then stimulating a client's REM [Rapid Eye movement] sleep stage, any number of dreams can be generated, from simple everyday triumphs, spending time with departed relatives and friends or winning the latest Supersurf, to single-handedly destroying Cursed Earth mutanheroes, Boinging among the planets and journeying back in time to a less troubled period. A session in a dream machine lasts one hour, but since time is subjective in 'Dreamland', the client may easily experience what seems like a lifetime of personal fantasy in those sixty minutes. A small fee will grant the use of a dream booth and the personal attention of a 'dreamweaver', one trained in the use of the dream machine and the correct application of electronic signals to ensure the client receives the dreams he has asked for. Dream machines can be used to inflict nightmares as well as pleasant dreams, and can suffuse the dreamer's mind to such an intensity that he can die from the experience. Dreamweavers are carefully vetted on grounds of psychological stability, but the occasional 'Bad Knight' has crept into the system to cause brain damage and extreme trauma to unsuspecting clients before he is discovered by the judges.

entertainment, misc.

- **Dinosaur World** - Robot dinosaurs emit synthesised roars and wage a simulated 'survival of the fittest' mandate against each other. Dinosaur World was founded on reclaimed no-go zone land and populated with advanced animatronic replicas of the prehistoric beasts, later replaced by fully-robotic models that prowl their enclosures as though genuinely hungry for some flesh to tear at [Sector 126 South].
- **Dramarena** - A generic title for an open-air amphitheatre often located on a block plaza where local plays are enacted, speeches are made and large-attendance 'face-to-face' discussions can be held. Dramarenas are usually owned as a partnership between a small local business concern and the cityblock committee to whom the block plaza belongs. Low-budget affairs, dramarenas are not well protected and are easy targets for gangs



who use the open space for confronts and midnight street bike races. The 'Little Bowl' is inversely Mega-City One's largest dramarena [Sector 87 East].

- **Hippodrome** - Formerly one of MegEast's largest indoor spaces for rent, the Hippodrome was bought lock, stock and trough by a consortium of fatties who now stage the annual All-sector Eating Championships there. As a focus for fatty culture, the surrounding city-blocks have become quickly inundated with overweight tenants and flab-fans [Sector 223 West].
- **Holograph Theatre** - Before the advent of true tri-d media, the holograph theatres were the wonder of their day, immersing audiences in captivating audio and visual dramas and documentaries. Barely one-tenth of the holograph theatres remain standing, though hardly any still fulfil their original function and are left derelict, inhabited by sub-humes, slabpackers and criminals exploiting the theatres' fall from grace to hold secret meetings. Judge Death hid out in a holograph theatre shortly after his failed 'Necropolis' scourge.
- **Hoverdrome** - Large, domed arenas where destruction derbies, mock air combats, jet-stunts and powerboard aerobatics are staged before an audience watching from terrestrial bleachers.
- **Hov-in** - Open air tri-d cinema attended by hover vehicles. Hov-in owners purchase the movies at discount, films that have ended their theatrical run and would otherwise be stored in a hard drive until purchased for perpetual syndication across the city's thousands of tri-d channels. Hov-ins are magnets for court-

ing couples, loners, wierdoes and slacker street judges.

- **Killkraze Combat Park** - Killkraze was yet another attempt to profit from the chronic aggressive streak bubbling away inside Mega-City One citizens. The facility was located in reclaimed land between the city and the Northwest Hab-zone, where numerous exotic combat simulations were run by computer inside large, bombproof domes. Killkraze Combat Park was a hugely successful enterprise until a computer error replaced the combatants' dummy rounds with live ones. Hundreds of citizens were killed as a result. Killkraze Combat Park was shut down and its owner David Krazmer put away for life [Sector 121 South].

- **Mega-City Chamber Of Horrors** - Showcase of robotic, fully-mobile exhibits representing classic fictional and real-life villains such as Jack The Ripper, the Hunchback of Notre Dame, Saddam Hussein, the Boston Strangler, Sweeny Todd and President Booth. The museum's former owner unleashed his robotic creations on a killing spree, stealing valuables from passers-by to help keep the museum open [Sector 21 East].

- **Megalopolis** - MegEast's largest indoor theatre. Singing doormen frisk the public, the latter then moving on to participate in the 'Please Yourself' confectinary rush where there is purposely never enough food to meet the demand, a ploy by the Megalopolis's owners to increase the ambient mood of excitement in the public before the play begins. The Megalopolis has presented such theatrical delights as the 'Diary Of Dan Frink', 'Munce By Moonlight', 'Undercity Penance' and 'Love Thy Fellow Blocker'. The Megalopolis's greatest show was the one-hundred and sixty hour long 'Agonies Of Cold Turkey' which not only caused the cast to be admitted to the nearest hospital block on the play's completion, but killed a dozen members of the less physically fit audience from sheer exhaustion [Sector 26 East].

- **Megaplex, Dr. Spock's** - The city's largest juve holiday camp, designed to keep the little tykes off the streets and out of trouble between block school terms. Dr. Spock's Megaplex is a virtual city, with six themed recreation domes: 'Surf Camp', 'Nerd Camp', 'Ugly Camp', 'Psi Camp', 'Fat Camp' and 'Camp Pal'. The inevitable rivalry between camp juves causes waves of intermittent violence which has prompted a 'camp judge' [Judge Inman] to be permanently installed for the Megaplex's duration [Sector 7 Central].

- **Martha Chesterton Memorial Park** - Also known simply as 'The Park', the MCMP is Mega-City One's largest expanse of natural vegetation. It was founded by industrialist Chester Chesterton III in memory of his late wife, built on land reclaimed from rad-zones. The Park has become neglected and the haunt of criminals,

freaks and rumours of a strange, man-eating creature, but the Justice Department tolerates its continued existence because [a] the Chesterton estate donates millions of credits to the judges every year, and [b] the Park's very existence helps keeps the district's ne'er-do-wells all in one place where the judges can keep watch over them. Groups of cadet judges are taken on park patrol to experience Mega-City One's wildlife firsthand [Sector 214 West].

- **Mega-City Art Gallery** - The city's most highly-regarded gallery of fine arts, antiques and exhibits from around the world. Exhibits include Bellini's 'E=MC²', 'Floating Dots', 'Pubic Forest', 'Lament Of The Jellyfish', Uta Hirst's 'Death by Monsoon', 'Simp Strolling Through A Rad-zone' and the 'Statues Of Pointlessness' [Sector 273 North].

- **Museum Of The Mega-Olympiad** - A multimedia presentation of all events featured in the Mega-Olympics since its inception, including sneezing, staring, hang-gliding, housework, projectile vomiting, door-to-door selling, taxidermy, flatulence, insulting and sex, plus the boring, traditional sports like synchro-swimming, dancing and track-racing [Sector 255 North].



- **Palais-de-Boing®** - Enclosed stadiums where citizens can encase themselves in the wonder plastic Boing® and bounce through specially-designed environments. Boinging is illegal in open spaces, carrying a mandatory twenty-year prison sentence.

- **Pleasure Island** - Giant, orbital holiday camp with an average attendance at any one time of thirty-four thousand citizens.

- **Smokatorium** - The only venues in Mega-City One where the smoking of nicotine is legal. Even so, patrons must wear airtight helmets to contain their expelled smoke to prevent their co-patrons from inhaling too much of the airborne poisons. Around a third of all sectors have a smokatorium, with MegNorth averaging the lowest count; its deep-pocketed inhabitants can afford altogether more stimulating drugs of choice.

- **Vibe-Bowl** - Music ampitheatre owned by the 'Associated Musicians Of Mega-City One'. Hundreds of con-



certs are held at the Vibe Bowl every year, notably the 'Mega-vision Song Contest' and the 'Squawk Show' charity crapfest, celebrating the worst in world music [Sector 44 East].

nightclubs

Location - Nightclubs [or 'niteries'] are inconspicuous during daylight closing hours and glowing with neon and tri-d signs only when the sun has set. Their positioning is subsequently not too important to their success since potential patrons are not casually browsing the street where the club is sited with no particular destination in mind, but are searching for a place to socialise, imbibe stimulants and dance. Most nightclubs occupy the cheaper end of the Mega-City One biz-dis estate, taking over derelict stores and ecom units, or larger, gated, private residences whose owners have been imprisoned, the properties put up for auction for this or any number of other reasons. Smaller nightclubs may be located in cityblocks among the terraces of their biz-levels.

The Mega-City One club scene is wild and varied, where almost any theme is sanctioned short of inflicting physical or mental pain on others - animal, mineral or vegetable - against their will. This is not to say that most nightclubs are venues of the bizarre - far from it in fact, their design and patrons' tastes not far removed from the clubs of our era, where music is loud and bombastic, alcohol flows freely, the club is hot and bodies are packed in tightly. The entrances are manned by human or robotic doormen who use levels of violence sanctioned by the Justice Department and the beverage

es engineered to grant drunkenness for shorter periods of time [reducing the number of street violence incidents], though cases of 'debombed' [full-strength] beverages manage to be smuggled onto the slab by agents of criminal 'hab-brewer' consortiums. Crime thrives within the strobe-blitzed confines of nightclubs where drug use and prostitution are activities sometimes as common as ordering a drink.

Specialist clubs cater to the many subcultures of Mega-City One society. Here is a small sample:

- **Bat Manse** - A high-vaulted club allowing batgliders to playfully swoop and dart to favourite anthems such as *Cruise Missile 2126* and *Kite Mark*. Eldster bat-ters can hang from harnesses to simulate their glory years, swaying to smooth and easy listening songs in the vein of *A Slow Glide To Sino-Cit*. All clubbers must bring their own bat-rigs which are searched for contraband and bat-jamming equipment [used to botch a rival's aerobatic display] at the door. Mega-City One's largest bat manse is the *O-Zone*, a hollowed-out mothane plant in Sector 203.
- **Blight Club** - A gathering place for uglies, devotees of the enduring uglification craze devised by the late Otto Sump. 'Pretties' [unaltered citizens] may only enter if vouched for by longtime members. A perverse, monthly beauty contest called the 'Uglybugs' Ball' rewards the most abhorrent clubber with several free courses of uglification treatment at the exclusive 'Trez Sump' parlour. Gangs of 'puglies' - punks subjected to uglification treatment as part of their gang initiation - are often caught by the judges loitering around blight clubs as they try to bluff their way past the doormen to

stir up trouble inside. Popular blight clubs: *The Zit Factory*, *Grotty Doss*, *The Pumpkin Patch* and *Medusa's*.

- **Glutterie** - Fatty-only clubs by their very nature require the largest floor space and have a mountainous stock of snack foods on offer, but otherwise are indistinguishable from the average niterie. The inherently unhealthy culture of the fatty demands certain safeguards to cope with heart failure, burst colons or choking on-site; by law, each glitterie must have a private ambulance on stand-by, ready to speed the beleaguered fatty to the nearest med-bay. Popular glitterie clubs: *Gorge*, *The Pig Trough*, *The Mighty Belch* and *The Gulp Stream*.

- **Muscle Club** - The home of the vain, where beefed-up bodybuilders can parade their glistening muscles and adoring 'pipecleaners' [muscle fans, typically weedy of physique] drool over their hi-vit drinks. Popular muscle clubs: *Abs-Fab*, *Temple Of The Gods* and *Muscle Bitch*.

- **Palais-De-Bop** - Dance clubs promoting popular music featured in the current slug parade. Themed or nostalgia nights are regularly hosted. The larger palais-de-bops have dancefloors on the ground and on the ceiling where fly-dancers 'zoogie their ooglies' upside down using magnetic 'fly-boots'. Popular Palais-de-bops: *Stomp*, *Ghettoblaster*, *Detox* and *The Turntable*. Popular 'skankereries' [more expensive clubs]: *The Rabbit Hutch* and *Planet Airhead*.

- **Sex Clubs** - These hot and steamy venues are popular among an adult culture once known as 'swingers'. In the mid-Twenty-first Century, swinging parties were legalised and their organisers allowed by law to go into business offering hygiene- and health-conscious venues for strangers to meet as friends and exchange bodily fluids. To participate in sex club activities, one must pass a vigorous medical before applying for membership, which is expensive. Sex clubs cater to straight and gay sex, and some offer interspecies sex at a substantial premium. Popular sex clubs: *Shaggy's*, *Let's Get Physical*, *Friction Burns* and *Loving The Alien*.

- **Juvey Clubs** - Juve niteries were the answer to teen crime which increased in the evenings, escalating over the weekends between Block School chores. All juves attending such clubs must first electronically register their presence at the door to provide an alibi in case the judges need to eliminate them from investigations into local juve crime sprees. The juves' registered attendance at juvey clubs also places their wellbeing squarely in the hands of the club owners who are under great pressure to see that their charges do not fall under the influence of alcohol and drugs, both of which are banned within the premises. Popular juvey clubs - *The Green Scene*, *Astro*, *Cool Breeze* and *Youngbloods*.

Administration - Nightclubs are to be specific glorified bars. They are often owned by mega-breweries

by the hundreds, branded so as to afford the clubs comprehensive advertising coverage, with at least one branch of any given brand for every city sector. Clubs that cater to true niche markets are owned by minor league biz-cits who have a genuine passion for their select clientele and may well be an active member of that subculture.

Nightclubs are an infamous haunt of criminal organisations and more than a few chains will be secretly owned by the mega-mobs who hide their involvement behind layer upon layer of false holding companies. Clubs offer the underworld a ready supply of 'marks' to peddle contraband to, use as unwitting guinea pigs when testing the latest cocktails of designer drugs, or simply 'walking banks' to be robbed at will since most clubbers will be 'packed' with paycards and credits to see them through the night's entertainment dues.

landmarks

the academy of law

The training ground of the Mega-City One judges. Would-be judges are inducted at the age of five, to endure fifteen gruelling years of intensive combat, tactical and peacekeeping training, instilled all the while with the myriad commandments of the Book Of Law, the judges' bible. At the age of twenty, rookie judges undergo their final street evaluation to decide if they are fit to become a 'Full Eagle', a fully-fledged street judge. The Academy has been severely damaged by attack in its dramatic past, and suffered appalling losses of valuable cadet judges and their tutors, veteran judges of great wisdom. Despite these trying times, the Academy Of Law focuses relentlessly on replenishing cadet judge and ultimately 'full eagle' stocks. The Academy is off-limits to citizens and as such has garnered a contradictory series of urban legends generated by over-imaginative citizens as to what actually transpires within its walls.

apocalypse monument

The city's largest permanent Apocalypse War statue is a plasteen mushroom cloud as large as a conapt. In the evenings, the monument glows like a furnace and emits sound captures of actual nuclear detonations. In January of each year - the anniversary of the commencement of the war - large crowds encircle the monument and hold hands as mass hysteria - crying, screaming, the gnashing of teeth and loss of bowel movements to simulate radiation poisoning - takes hold. A second, more restrained ceremony takes place over Christmas when larger crowds engage in a mass 'carol-in', banishing the unpleasant memories with song and prayer held by the city's numerous legal religious movements.





atlantis

The largest of six service plexes [the others have rather less exciting names such as Plex 1, 2, etc. Atlantic is the third service plex in the chain] along the Transatlantic Tunnel, a multi-laned speedway and zoom tube connecting Mega-City One with Brit-Cit, spanning the entire Black Atlantic Ocean. Most of the service plexes are little more than waystations, stop-off points for road travellers. Their ports are riddled with motels, eateries and fuel stations staffed by those souls able to withstand a claustrophobic life far beneath the surface. Atlantis itself contains tourist facilities, deep-sea mining and fishing industries. Mechanised 'krillcatchers' collect tankfuls of krill to be processed into a mush, later sent back to Mega-City One and added to food-stuffs. The mutant coral ray has replaced the extinct whale as the largest creature in the Black Atlantic; schools of the gigantic sea monsters gather around Atlantis, waiting to be fed to the delight of visitors assembled in the 'Showdome' observatory. With very little in the way of crime [low-intensity smuggling is the number one arrest offence], Atlantis is summarily staffed by no more than eight judges of Brit-Cit/MC-1 origin, and one sniffer robot dog called Pickles.

empire state building

Once the world's tallest structure, the Empire State Building is now dwarfed by the average, starscraping cityblock. It is no longer a tourist attraction and is in a sorry condition, having lost most of its windows and many of its floors

have collapsed. The elevator cars have long lain smashed to pieces at the foot of the towering shafts, the only access to the upper levels an extremely treacherous staircase. The Empire State Building was one of the few remnants of Old New York to be salvaged when the city was rockcreted over to make way for Mega-City One. Regarded at the time as a national treasure, the Empire State was relocated in Sector 44's Manhattan Precinct. The plan was to refurbish it as a museum of the Twenty-first Century, but unwise investments bankrupted the company that had taken on the project and the Empire State was abandoned. The building is now home to homeless, escaped mutants, sub-humes and gangs of criminals who take pot-shots at passing judges from the 102nd-floor observation deck.

grand hall of justice

This imposing structure, styled in the form of a gigantic eagle, is the most recent incarnation of the headquarters of the Justice Department. The Grand Hall Of Justice was the first Mega-City One sector house to be built, its function to coordinate the operations of subordinate sector houses located about the fledgling megalopolis. In time, the city grew to massive proportions and quadrant command centres were established to assist in the division of administrative workload, so the Grand Hall was relegated to sole government of the MegEast quadrant and the sector house of Sector 44 East. As the home of the Chief Judge and the Council Of Five, the Grand Hall exercises executive control over all other quadrant command centres, though everyday command decisions are deferred to the respective quad commanders.

The original Grand Hall Of Justice was destroyed in 2104 by Judge Dredd to prevent the invading Sov-Block from using it as a propaganda tool. The Grand Hall was rebuilt in 2105, but was destroyed during its official unveiling ceremony by the so-called 'Prankster', a master of mischief. Eventually the present day Grand Hall was erected, this time designed to withstand a nuclear strike, foresight that has saved the lives of many vitally-important judges. Before the Grand Hall stands Aftermath Square where past conflicts are remembered. A statue of the undercity dweller Fergee - who helped the judges defeat the insane Chief Judge Cal - occupies one section, ever-surrounded by a cloud of robo-flies to emulate the profusion of foul wild-



life that once followed Fergee about his business. A cenotaph commemorating the millions killed during the Necropolis sits across the square. Like the Grand Hall of Justice, Aftermath Square is a popular tourist attraction for mega-citters and foreign travellers. It is equally heavily-guarded by armed judges in anticipation of terrorist attacks from anti-justice groups and pro-democrat extremists, as well as lesser but undesirable social misfits like scrawlers and ram-raiders; there have even been attempts to steal the statue of Fergee and the Necropolis Cenotaph to sell to black market art dealers.



landmarks, misc.

- **Alientown** - Though extraterrestrials are fairly commonplace in Mega-City One, a natural inclination for those different from the majority to form enclaves has resulted in the so-called 'Alientown', City Bottom estate converted by its residents into a home away from home - or as near as they can make it. The tightly-packed buildings make for a bubbling melting pot of strange beings from deep space, and excellent hiding places for illegal aliens [Sector 22 East].
- **Apetown** - Apetown is the largest colony of genetically-modified apes in Mega-City One, centred around Queen Mum Street. The apes have replicated the typical habitats of their Homo Sapien cousins with some success, though a certain lack of mental finesse has resulted in the stereotyping of the more dramatic aspects of human society; the resident apes have adopted the roles of tri-d soap stars and movie heroes/villains, perpetually re-enacting these roles, modifying

them to fit Apetown's semi-decrepit environment [Sector 7 Central].

- **Chinatown** - Also known as 'Sinotown', one of several estates inhabited primarily by immigrants of the Far Eastern Sino-Cities and surrounding urban sprawls. Chinese culture has changed very little in the centuries since the first immigrants came to North American shores in search of a better life, and the Triad gangs still hold sway over the decent Sino-citizens [Sector 88 East].
- **Gang Alley** - A violent urban wasteland where the gangs are in charge and the presence of judges can often only make matters worse. The Vi-Boys, Bloodsuckers, 9th Street Psychos, Apaches and Wayward Girls constantly fight bloody battles over territory, watched by helpless, terrified citizens from behind their apartment curtains [Sector 36 East].
- **Dead Juve's Curve** - A spiralling transit stack that has become a legendary proving ground for young hotrodders; any river who can out race the competition and survive the lightning journey from the top of Dead Juve Curve to its City Bottom off-ramp is considered to be somebody very special by his peers [Sector 51 East].
- **Hayte Street** - A street with the sorry reputation of having Mega-City One's highest crime figures; four-thousand crimes are committed on Hayte Street every day. Rookie judges are taken on patrol loops along Hayte Street's two-mile length to experience the phenomenon first-hand [Sector 41 East].
- **The Island** - The dream of slabpackers everywhere, the semi-mythical 'Island' is alleged to be a treasure trove of equipment and valuables. In fact, the Island does exist, a spot located beneath a convergence of meg-ways where citizens entering Mega-City One from the Transatlantic Tunnel dump their contraband in a fit of blind panic to avoid the harsh scrutiny of the judges. The Island is littered with the dead bodies of slabpackers who have been lured to the place by the legends, then fight savagely with their contemporaries for possession of the items uncovered [Sector 100 East].
- **Iso-block 666** - A particularly high-security prison built to contain Mega-City One's most feared criminals. Despite its reputation as the 'place of no return', Iso-block 666 has suffered three successful mass breakout attempts, though most if not all escapees find their escape routes cut off by concentric rings of H-wagon and Manta prowler tank patrols waiting for such an eventuality. To date, only the late Fink Angel - with the assistance of the Judge Child - has managed to make a clean escape [Sector 40 East].
- **The Jungle** - This Lowtown district - not to be confused with the ape colony of Sector 51 - becomes an occasional war zone when gangbangers from across the quadrant congregate in their hundreds to prove their superiority over their rivals. A major confront in 2105

became an excellent training opportunity for the crews of Justice Department Manta prowler tanks who had only just been issued with the state-of-the-art combat vehicles [Sector 230 West].

- **The Maze** - The F. Loyd Mazny Scheme was at the time Mega-City One's most complex development, built to house two million citizens in low-rise housing built in a complex arrangement. The so-called 'Maze' was so intricate that an army of signposts had to be installed to allow residents to navigate it, but in short order they were all destroyed by local vandals. The residents, unable to find their way out of the Maze, wandered for days searching for the exit; one-hundred and fifty starved to death. The Maze was closed down and its architect wisely emigrated, but the labyrinthine horror remains in place to this day, preserved by the Mega-Trust for posterity. The Maze's outer suburbs have become a haunt for slabpackers and wanted criminals [Sector 89 East].

- **Northways Bridge** - One of the city's oldest bridges, dating back to 2056 when it was conceived as one of five pedestrian-only linkways between Mega-City One and the Shatner Outreach Development along the south-east tip of the Canadian Territories. In 2126, the Northways Bridge exists only as a tourist attraction, the last of the five linkways to remain relatively intact; it no longer offers an exit to Canadia [Sector 300 North].

- **Nuke Alley** - The devastated wasteland between Mega-City One and the Northwest Hab-zone, located beneath Hell's Highway, the only surface bridge between the two habitats. As radiation levels gradually fall, Nuke Alley is being exploited as a transitory point for drug deals and arms smuggling from the Cursed Earth.

- **Old New York** - When Sector 44 East was designed, and the city that was New York rockcreted over, public sentiment demanded that an ancestral connection be maintained to link the old and new cities. In the heart of Sector 44 [sited directly over Lower Manhattan Island], the district of Old New York was christened, its street names based on famous concourses of the city below - Wall Street, Broadway, State Street and Hanover Square for example. The Empire State Building was spared the fate of the rest of New York and relocated above, and stands uneasily like a crippled old man above the acid rain-pocked rooftops of the pre-war tenements. In 2126, Old New York is one of Mega-City One's most aged residential areas and has been left behind in the architectural stakes, of a general condition not much grander than its counterpart, decaying New York city beneath the rockcrete roof. The only cultural highlight to be offered by Old New York is its City Bottom market where a surprisingly diverse number of goods are offered for

sale by some of the oddest characters to be encountered in the sector [Sector 44 East].

- **Orbital Suburbs** - The orbital suburbs of Mega-City One float some twenty-two thousand miles above the earth, locked in geo-stationary orbit above north America. The 'Orburbs' were conceived as refuges for Mega-City One's elite, a place where they could permanently escape the Lowtowners and their 'pointless, noisy, violent' lives; the Nelson Rockefeller Orurb was the jewel in the crown of the enterprise. All this came to a sorry end in 2105 when the 'Slum Clearance Act' was brought into effect, and a considerable number of impoverished Lowtowners given the opportunity to share the orburbs. The Hightown society fled their luxury homes, giving the Lowtowners the run of the orburbs which predictably descended into ghettos.



- **The Rock** - One of the first mega-penitentiaries, the 'Rock' was modelled on Alcatraz, the legendary prison island of Old New York City, a visible deterrent for the rising tidal wave of crime experienced by the expanding Mega-City. Built in the 2040s, the Rock was rendered obsolete by the much larger iso-blocks and has become a tourist attraction complete with holographic reconstructions of its most notorious criminals and dramatic events to have occurred within the Rock's four-metre thick walls [Sector 301 NWHab].

- **Simp Tank** - The Population Observation and Control unit [POC, aka the 'Simp Tank'] is a serious scientific study - partially funded by the Justice Department - of Mega-City One's 'sanity-challenged' citizens, an attempt to discover what it is in the Simps' mental makeup that makes them different from their fellow, more sane citizens. Subject simps are contained within observation tanks for most of their duration with the POC, occasionally taken on field trips to study how they interact with the outside world [Sector 27 East].

- **Slabyrinth** - A radical design intended to facilitate the efficient passage of high-volume traffic to and from the many airports in MegCentral, the Slabyrinth instead caused major disruptions, its unusual architecture baffling many drivers' AL-manac navigational computers which resulted in a good proportion of drivers being guided towards exit points nowhere near their origi-



nal, intended destination. Rapid software patches rectified the problem, but the Slabyrinth has retained its infamy as a place not temperamentally suited towards inexperienced drivers [Sector 7 Central].

- **Speakers' Square** - Most sectors have numerous 'speakers' squares', legally sanctioned zones of free speech where strong viewpoints can be voiced and heated arguments made. The judges may enter these squares and listen to the debates, but they cannot arrest any of the participants on the grounds of controversial or anti-judicial topics.

- **Statue Of Judgement** - Towering above the Statue Of Liberty, the Statue Of Judgement is the ultimate architectural symbol of the Justice Department's power in Mega-City One. Since the statue was rebuilt in 2117, following a terrorist attack, the Justice Department's Public Surveillance Unit [PSU] has made the statue's hollow interior its new headquarters. The citizens are completely unaware of this fact and while still welcome to take vid-cam snapshots of the Statue Of Judgement, they are no longer allowed to flit about its heights in tourist hoverbuses [Sector 44 East].

- **Statue Of Liberty** - The famous statue and symbol of Old America was a present from the French. When Mega-City one was undergoing construction, Liberty Island was demolished and the statue relocated inland, overlooking an artificial river. An act of terrorism failed to destroy the statue but severed its torchbearing hand, which was recovered and mounted on a great stone plinth at the foot of the statue [Sector 44 East].

- **Tomb Of The Unknown Citizen** - A small, unassuming statue of a citizen running for his life as a large boot is about to descend to crush him, the Statue Of The Unknown Citizen is a symbol of unity for all the humble, downtrodden nobodies of every land. [Sector 53 East].

- **White Cliffs Of Dover** - A section of the famous white cliffs was sold off during the construction of Brit-Cit's southwest sectors to Mega-City One collector of antiquities Noble Esquire X, and shipped at unimaginable cost to the city where it was internally shored up and put on public display. Unfortunately, as with the Parthenon - the other foreign treasure imported by Esquire X - the White Cliffs fell victim to local crime

[the notorious scrawl king Chopper defaced it in 2103] and later was partially levelled by a malfunctioning Citi-Def missile test fire. Ever since their arrival in Mega-City One, protest groups have campaigned to have the White Cliffs Of Dover restored to their rightful place in England, apparently ignorant to the fact that there is no longer anywhere along the coast for it to be returned to [Sector 191 West].



services

hover and spaceports

Extralong-distance travel is commonplace in the Twenty-second Century; intercontinental flights take minutes instead of hours and space flights are considered no more exotic than a journey across the Cursed Earth. Mega-City One has many ports dedicated to terrestrial and

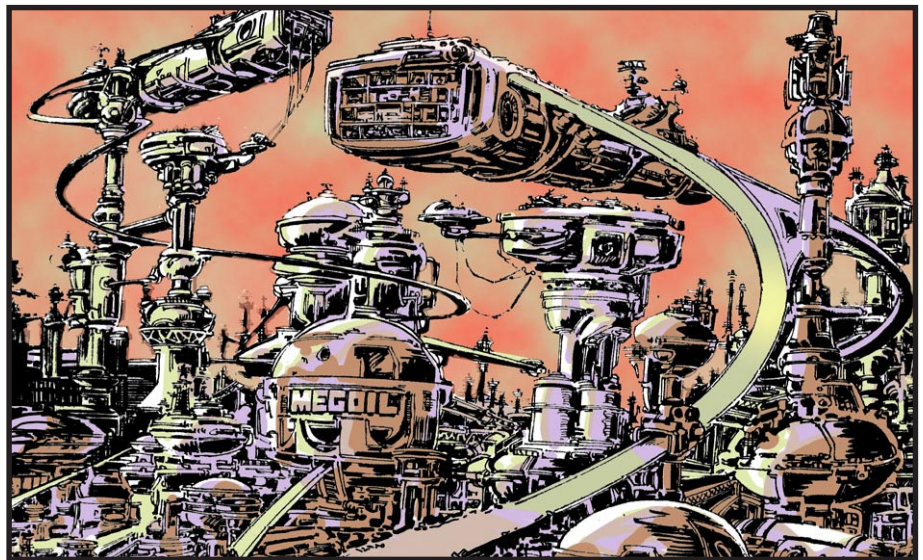
space traffic [known as 'hoverports' and 'spaceports' respectively, tending to collectively be referred to as 'Airports'], the largest of which are the Atlantic Central Hoverport, Kennedy Spaceport, the Jim Grubb Memorial Hoverport and the Gil Gerrard Memorial Spaceport.

To book a flight, a citizen makes a reservation through the medium of the Megaweb, or vid-phone. Confirmation of the flight is issued in seconds and tickets posted by snail courier to the travellers' address. Terrestrial bookings need be made at least three days in advance while space flights require a longer preparation period of one to two weeks. The larger airports can be reached by all manner of public transportation - ground, air and zoom - with on-site vehicle parks and zoom terminuses located within the airport's perimeter. Security at these venues is not very effective and so arrivals are advised to use the zoom where possible to rule out the theft of personal vehicles in the traveller's absence.

The next port of call is Check-In, where flight tickets are processed and luggage separated from the traveller to be loaded onto robot-driven trolleys and carried to the waiting hovership or spacecraft. Both luggage and would-be traveller are searched thoroughly by a resident squad of judges for contraband, weapons, possibly-contagious disease and are routinely comp-idented for unpunished felonies. These searches can take quite a while to complete and so travellers are advised to arrive at the airport no later than six hours in advance to allow for delays. New arrivals at Mega-City One must undergo the same searches and in addition may be sidelined for up to seventy-two hours while the judges request and await additional information being sent from the arrival's home city or planet. Immigrants are processed via Immigration Control, while extraterrestrial tourists are taken into the Alien Bureau, both manned by judges.

Once the travellers have left the main terminal, they enter a waiting room until their flight is ready to depart. The larger airports are so voluminous that hovertrams are necessary to shuttle travellers from Check-In to their final destination. Extralong-distance travel delays or cancellations are not uncommon and can mean an extended wait of several hours. It is at this point that irate travellers, irked at not being able to make it to their destination in time, can explode into antisocial behav-

our. A riot squad waits on stand-by to quell any disruption to the airport's routine, throwing the culprit[s] into on-site holding cells to await transportation to the local sector house and sentencing. When the flight is finally ready to lift off, the travellers have their tickets and permits checked one more time at the Departure Gate before walking across the 'apron' and boarding their craft. Both hoverships and spacecraft operate a VTOL system and so do not require any runway to launch or land. Once Flight Control authorises the launch - first ensuring that the flight path is clear of other traffic and that the subject craft has completed all preflight checks - it is only a matter of seconds before the craft is airborne, screaming into the skies.



Besides the main terminus, launch pads and vehicle parks, airports also feature fuel stores that safely contain synthoil and nuclear fuels prior to their being installed in hoverships and spacecraft. In the event of a fuel leak or disaster of any kind, emergency teams can marshal fire-trucks, SCS wagons and clean-up squads to contain and nullify most environmental threats and then quickly set to work restoring the damaged area to its prior condition. Spaceport launch pads can quickly and automatically crank blast shields into place if launch pad sensors detect an explosion, isolating the pad from adjoining launch pads and the rest of the spaceport.

The airports of MegCentral are typically surrounded by cityblocks inhabited by airport flight crew and staff, technicians and emergency crews. The MegCentral City Bottom leisure industry caters to the staff and the many thousands of visitors that arrive in Mega-City One very week with bars, clubs, eateries and mountains of gift stores; the ever-present criminal element waits for the right moment to steal what the tourists have just purchased and sell back to unscrupulous biz-cits to resell.

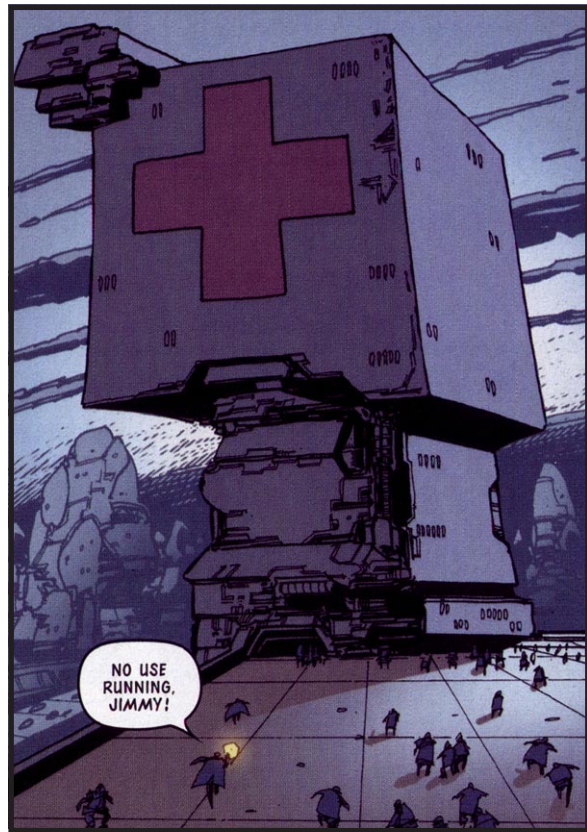
euthanasium

Considering the massive degree of overpopulation in Mega-City One, it is no surprise that euthanasia has been legalised. An industry providing the 'last service' thrives, a welcome release for the terminally or chronically and painfully ill, or eldsters whose infirmities have seen their once strong bodies reduced to chairbound sacks of slobbering meat. Once a citizen decides on euthanasia - for himself or another he has legal custodianship over - he must apply to the Euthanasia Committee. The committee members debate the applicant's suitability for euthanasia. If they grant the request, the applicant is placed on what is nicknamed a 'hit list' - a waiting list that may be weeks long. Around half of all successful applicants change their mind, having been forced to wait, re-evaluating the usefulness of their lives, cancelling the appointment with death. Once the appointment is within three weeks of taking place however, the citizen cannot back out and will be forced to make the appointment by a judge if necessary. Once the patient has said his farewells to family and friends, he is admitted into the euthanasium. There he is escorted into a quiet, pleasant room and given the first of two injections. The first shot relaxes his mind and muscles. During this ten minute period, the patient can elect to view a tranquil scene of nature such as a forest, lakeside or his favourite aeroball stadium, projected in three-dimensions. Soon, the final, lethal injection is administered and the patient dies peacefully. His body is bagged and stored in the euthanasium's mortuary ready to be taken to Resyk for recycling.

hospital block

The Eisenhower - standing ninety-five levels high - is one of Mega-City One's major hospital blocks and the centre of civilian sector 'Crisis Control' operations when called upon, delivering specialist intensive care for mass cases of burn, radiation, disease, chemical and biological-related injuries. The Eisenhower - like all hospital blocks - exists to treat ill health beyond the capabilities or resources of cityblock med-levels.

Arrivals in need of medical treatment fit into two categories - referrals and new admissions, referrals by far the most common, patients sent by med-level doctors for a second opinion on the part of Eisenhower specialists, or a request for more advanced treatment of those patients' health problem. Any patient referred to the Eisenhower comes packaged with a complete life's worth of medical records accessed through Barney the City Hall computer and credit rating based on their ability - or willingness - to pay for past medical treatment. A patient whose credit rating is not found to be satisfactory will be refused treatment and referred back to his med-level to resume the previous degree of treatment, often inferior



to the Eisenhower's resources.

The 'healthy economy' existing in future society explains sadly why illnesses and diseases that have been cured by the Twenty-second Century still persist in some quarters of the world's most advanced mega-cities. All electorally-registered Mega-City One citizens do however receive sufficient finances from welfare payment or salary to pay for *basic* health treatment - one who fits into either of the two categories who claims not to be able to afford this level of healthcare is usually either lying or has fiddled his bank account and stopped the regular debit of his mandatory health tax which pays for his healthcare. New admissions - citizens who have not been referred by their block med-level to the Eisenhower - will have been involved in some recent disaster that has inflicted injuries of such a severe or unusual nature that only the Eisenhower's advanced resources can provide adequate treatment in time.

The Eisenhower has a forty-thousand strong population of highly-trained med-techs and med-bots, governed by the Board Of Doctors resident in the hospital block, retiring to mid-block luxy-apts when their services are not required. A fleet of ambulances and H-wagons respond to medical emergencies, delivering on the spot medical care and helping the enabled on their way, or rushing severe cases to an Eisenhower med-bay. In the wake of growing incidents of violence directed at hospital staff by select patients [robothievers out to steal

valuable robo-docs and armed drug addicts raiding medicine stores], the Eisenhower has been granted a block judge - Doyle - who commands a twenty-four-strong unit of armed Justice Department auxiliaries to deal with in-block unrest [Sector 148 South].

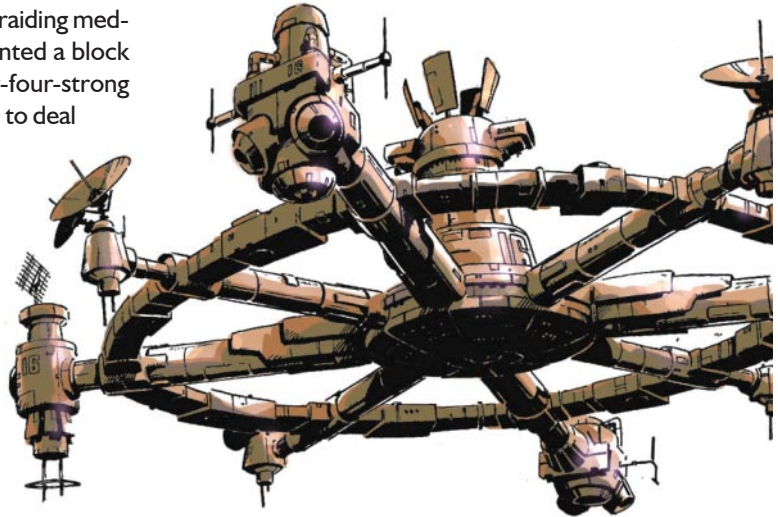
weather control

Mega-City One installed the world's first urban weather control system following the Atom War to spare the city's people from the climate devastation sweeping across the Cursed Earth. The weather control system remained a fixture of Mega-City one life until the late 2110s when neglect and financial underinvestment took its toll and Weather Control ceased to be a reliable climate regulator. In 2126, portions of the weather control system remain active, but for other regions the advice from City Hall has been to wrap up against acid storms and take concentrated anti-rad pills on a weekly basis.

How did Weather Control get into this state of disuse? Mega-City One has suffered more major disasters than any city on Earth. With civic upheaval comes financial instability and eventually the collapse of the stock market. Recovering slowly from its cumulative traumas, Mega-City One is ploughing its finances into repairing and building new housing, and bolstering the financial markets to help re-establish trade with the city's former international business partners. For the moment, the restoration of Weather Control is not one of the more urgent tasks on City Hall's 'things to do' list.

Weather Control was a network of satellite stations surrounding Weather Control Central, a massive anti-gravity wheel anchored in the cloud layer. The amazing technologies utilised by Weather Control allow it to create any type of weather system at the touch of a button within the borders of Mega-City One. Any weather condition can be generated, from a heatwave, rain and snow to gale-force winds and even tornadoes ordered into being by the Justice Department to sweep the streets clear of criminal mobs.

Weather Control's most important contribution to Mega-City One life is the protection it provides against the extreme weather spawned by the Atom War. By focusing man-made and deftly manipulated air currents toward the West Wall, major radiation storms can be halted in their tracks, while decontamination crystals can be seeded into the cloud layer's ambient water vapour to reduce acidic content from moisture that evaporates upward from the Black Atlantic. Clouds can also be concocted to block intense heat from the sun when orbital Weather Control satellites predict a break in the local ozone layer.



weather station

BA 6 Mass 128 Spd | Crew 8 Passengers 14

The weather control network is staffed by highly-skilled meteorologists who study weather patterns, and environmental technicians who maintain the machinery of Weather Control, working too at refining existing technologies and designing more cost-effective alternatives. Weather Control Central remains anchored firmly in place above Mega-City One, barely visible amid the clouds, while dozens of weather stations that look like exotic spacecraft move into position where necessary to effect localised weather conditions. All Weather Control platforms have a small crew of judges onboard to provide a deterrent to any invaders who might plan to turn the network's potentially devastating technologies against Mega-City One. Despite these precautions, the East-Meg One saboteur Orlok managed to do just that in 2103, evading the judges of Weather Control Central and contaminating the water saturation pumps with a madness-inducing chemical, unleashing it on the city below in the form of torrential rain.

services, misc.

- **Mega-City Necropolis** - One can have his loved one mummified inside a glasseen sarcophagi and stored for display inside one of the Mega-City One Necropolis's many tombs, to gaze upon at one's pleasure. This service is expensive, and requires a waiver fee to spare the body from Resyk's rendering machinery, then further payment to have it emptied of fluids and vital organs, then pumped full of preservative fluid and surface treated with several layers of transparent chemicals.
- **Mega-City Teleport** - Following some years of false starts and terrible accidents during its research and development phase, teleportation eventually became a viable and relatively inexpensive service to the citizens of Mega-City One. Strictly regulated by the Justice Depart-

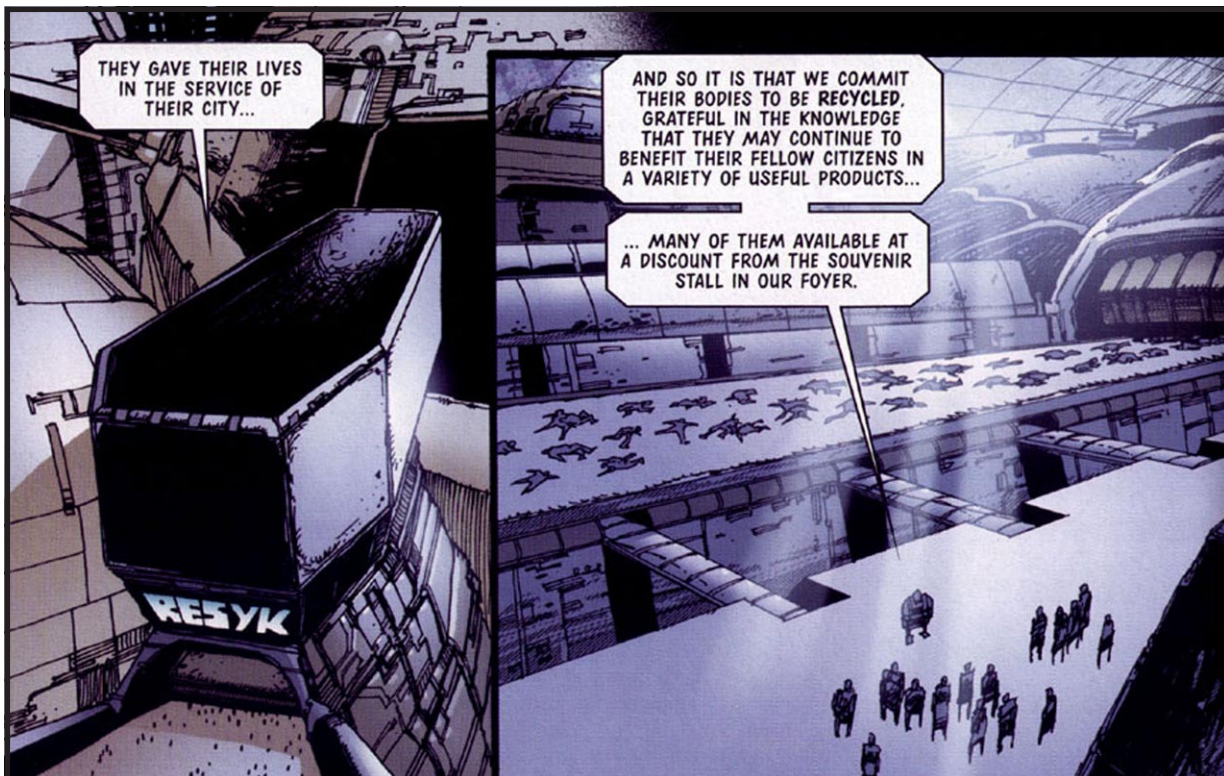


Illustration by Henry Flint. Copyright Rebellion AS © 2004.

ment, a citizen can enter a teleport booth at one side of the city and exit instantaneously at the other; if he has paid for a world teleport permit, the citizen can travel further and 'port over to any city-state that has signed up to the service. Senior judges make occasional use of the teleport network when their authority is urgently required at a considerable distance; rank and file street judges do not have the authorisation to jump from one quadrant to another without first obtaining signed, downloaded permission directly from their sector chief [Sector 223 West].

- **Mega-Tech** - Mega-City One's most well-known science laboratory [in scholarly circles any way; most citizens have never heard of it], Mega-Tech researches every experimental school of scientific frontiers and then some - time travel, genetic engineering, quantum physics, dimensional travel, shapeshifting, advanced robotics - Mega-Tech has developed numerous commercial products based on them, or continues delving into their arcane and often disturbing depths in search of enlightenment. Mega-Tech receives funding from the Justice Department to develop new equipment, specialist weapons and improved body armour [Sector 65 East].

- **Waste Disposal** - Cityblocks have sub-level waste collection vats and can recycle small amounts of said refuse, recycling the water to be poured back into the plumbing; larger waste is collected by garbage trucks and taken to larger recycling centres. Non-organic waste is emptied into receptacles at the local Mega-Waste Disposal Plant, chopped into chunks by the grinding vat and then sterilised with ultraviolet radiation to destroy

harmful bacteria. The penultimate phase of the process sees the waste devoured literally by genetically engineered 'fang worms', of which millions upon millions writhe in dozens of chewing tanks, waiting for their meal. The fang worms excrete the waste as simple pastes, which are then collected and transported to 'recon' plants to be mixed with other chemicals and reformulated as furniture, textiles, industrial fluids and composite metals. The recently deceased are sent to one of five Resyk plants via smaller terminals where they are piled up with thousands of other bodies every hour and fed onto massive conveyor belts to be stripped of skin, hair, muscle and organ, all deconstructed and poured, first sorted into separate chemicals, into tanks to be collected and distributed to city industry; most will go into products suitable for use directly on or inside the human body such as cosmetics and edibles. Though the procedure associated with corpse disposal is brutal, relatives do not see Resyk in action - their last memories of their loved one is in his coffin as he passes through velvex curtains. Only then, out of sight, do mechanical arms lift him out of his coffin and throw him onto the conveyor belt. At a Bower Of Remembrance, relatives can pay to have a plaque representing their departed one placed among many others. For a hefty fee, one need not end his days in Resyk; the waiver fee releases him into the custody of the waiver holder to do with as they will, for example having the corpse mummified for display in the Mega-City Necropolis, or otherwise preserved in a favourite pose by the local taxidermist.

SECTOR 4 working stiffs



The characters in this sector are among the 'employed elite' of Mega-City One, basically those with jobs and a regular wage earned from that work. The title 'elite' is something of a misnomer as many of these citizens are paid relatively little, often barely double what they would have received in Welfare payments from the Housing Department. In Mega-City One, to be gainfully employed is considered an honourable and glamorous aspiration, in much the same fashion as we of the early Twenty-first Century might dream of being millionaire movie stars or astronauts.

The employee outlines detailed in this sector belong to Mega-City One's service sector, befitting the subject matter of *Drokk City Issues 1 and 2*; the *Roll Call Rules* statistics are those for an average specimen of that outline. The outline descriptive text presents a specific personality rather than a generic figure to better provide the Tac Chief and his cast with a 'first-hand' study of these citizens and their working lives that can be customised with little effort to slot into *Drokk City* virtual theatre presentations. All weapons and equipment carried by these persons are detailed fully at the end of the sector, as are descriptions for the weapons carried by the Black Atlantic Pirates [*Drokk City 1*, p24] and surf sharks [*Drokk City 1*, p22].

alien zookeeper

Sal Appolyp asked for transfer from the Reptile House of the Mega-City Zoo to the Alien Zoo back in 2122. He has an affinity for cold-blooded, ugly creatures, being none too hot in the beauty stakes himself. Where else but in the Alien Zoo, against the backdrop of the weird and grossly

inhuman, could his connection with the human race be finally clarified? Sal's day begins at 0700hrs, preparing the food for his alien charges with the assistance of the nine other, lucky souls blessed with employment, and the thirty-eight robot zookeepers who do the *real* work. Sal makes certain that the food vats contain the correct percentage of nut-vit and roughage, ordering the robots to add or subtract where necessary until the perfect mix is achieved. This level of perfection was never a concern at the Reptile House, but the creatures of the Alien Zoo are a far more valuable commodity and the zoo owners have made it clear they will be treated like royalty - or else. Sal does not know what royalty is exactly, but is fully aware that if he screws up his work he will be dumped back into the cesspit of mass unem-

ployment and very likely never work again. Sal sends the robot feeders on their way, then checks the food stock level, ordering in more if necessary. Sal and his colleagues spend the next half hour gossiping over a hidden stash of Pigweiser, then realise if the chief zookeeper robot - 'Leaky Loggerhead' they call it on account of a broken coolant valve - caught them, their jobs would be forfeit. Sal and company hide their empty beer cans among the food-stuff containers and leave the Alien Zoo warehouse to attend to the bestial denizens.

Alien Zookeepers have a responsibility to the creatures and to the citizens who come to view them; both can be a strain on the nerves in differing ways. In the Alien Zoo, humans direct robots, a procedural directive made by Lord Loggerhead [the *real* Loggerhead, operating from Mars] himself. For Sal and company, this means they issue the orders and



the robots carry them out, except when matters require capabilities beyond the programming of the robot zookeepers. For all their skills, the robot zookeepers lack the finesse and delicacy of human beings. They are highly competent at mucking out the animal enclosures, repairing damage equipment and cleaning up after careless tourists, but the alien exhibits tend to become agitated at the presence of robots in their midst, responding more favourably to Sal, whom they can smell - and intimidate - one of an alien captive's few pleasures. Cleaning up wounds and infections, pulling away dead scales and spines or administering medication are tasks that fall on Sal's shoulders. He is wary of his charges and fully briefed on their offensive powers so he knows when to back off, or run for his life. If the worst case scenario arrives and Sal is trapped in an enclosure with a hostile alien, he has his electro-goad and alien repellent spray - standard zookeeper issue - to buy him valuable time before rescue can arrive. During Sal's four-year stay at the Alien Zoo, seven human keepers have been killed, but their deaths were due largely to underestimating the deviousness of the animals. Sal knows when to approach them and when to beat a hasty retreat.

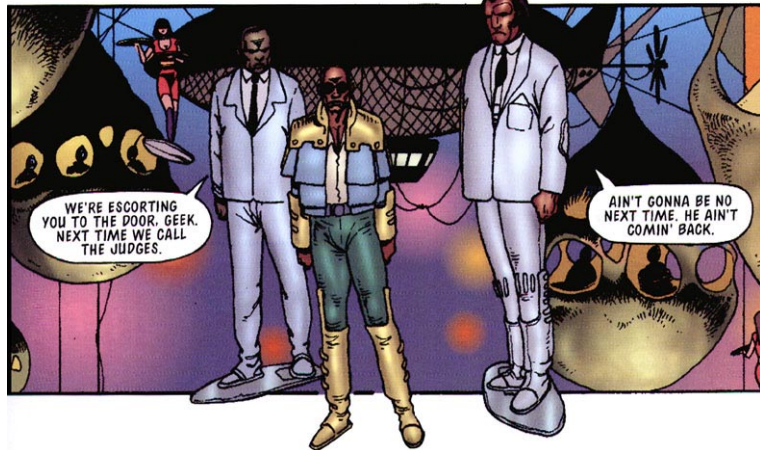


Fig 2 Hed 3 Nim 3 Psi 0 Spd 3 Str 3
Action Skills - Vehicle [ground] 3, Vehicle [hover] 2.
Academic Skills - Basic Xenobiology [alien zoo exhibits only], Repair & Maintenance [alien enclosure].
Equipment - Electro-goad, Alien Repellent, Comm, Uniform.
Soundbite - 'Ladies and Gentlemen, please keep your distance from the Rigelian Gorf; it has eaten two of our zookeepers this morning already and... ahem, Madam, didn't you enter the Gorf's viewing ring with three children?'

club doorman

Another night at the *Rabbit Hutch* niterie and Felma Ventura stands at watch inside the club's doorway. The clubbers begin to queue up for an evening of dance, sweat, drink and intimate relations. Doormen like Felma call this part of their job 'walking the treadmill'. There isn't a great deal of variety in the role of a club doorman - making certain the correctly-dressed and unarmed are the only citizens to enter through the *Rabbit Hutch's* hallowed portal - but Felma feels she is doing her bit for the community, and by keeping the clubbers safe from unwanted 'gatecrashers', is helping the forces of law and order by relieving their workload in this niterie at least. The Justice Department is never far from Felma's mind - she once tried to join the Academy Of Law but was rejected on genetic grounds - her family had a pre-

disposition towards criminal behaviour and young Felma was considered too great a risk to invest fifteen years of expensive training in to inevitably bottom out and join the 'Enemy'. Felma never lost her interest in ordering others about and carried it through into her adult life; she finds that many of her colleagues have the same mental build and consequently form her main social circle. Felma shares the *Rabbit Hutch's* doors with partner Mince Dill; she is tall at six foot two, but Mince makes her look like a weed - he is so well-stacked he hardly needs the A-suit doormen wear to make them insurance-complaint to protect him.

Who would dare take on doormen like Felma and Mince? Where to start. There are naturally troublesome clubbers ['cuffs'] who don't like being told what to do and intoxicated juves ['baboozers'] who have barely reached drinking age but not yet had their brains catch up and don't know the meaning of restraint. The gangs prowling the slab searching for a place to gatecrash and cause a fight ['fightclubbers'] rank among Felma's biggest concerns, as are the crazies ['remotes'] who hate authority in any form - including the hulking doormen who might once have thrown such scrawny turds out of the premises on their arses - and try to take them out from a distant roof top or from a passing slabster with projectile weapons. Felma cannot administer lethal countermeasures to those who threaten her with the same, but she is well-trained in unarmed street combat, learned mostly from her cityblock martial arts class, with some 'extracurricular' flourishes added to the mix courtesy of more experienced doormen with access to banned Hondo City combat 'slugs. More than once have such 'add-ons' saved Felma's life; she has suffered a broken arm, ribs and pelvis and countless cuts and bruises but she is still standing - more than can be said for those who took her on.

Fig 4 Hed 3 Nim 4 Psi 0 Spd 3 Str 5
Action Skills - Vehicle [ground] 3, Vehicle [hover] 2.
Academic Skills - Clubber Sociology, Martial Arts.

Equipment - A-Suit, Chrono, Scanner Gogs, Comm, Peps.
Soundbite - 'You're clean - have a good time, Sir. Next! Miss, nobody gets in my club wearing that. Remove it and try again at the back of the queue, or I'm gonna snap it off.'



dreamweaver

Sycamore Weekender loved the occult and followed religiously juvey paranormal series such as *Slapper the Werewolf Spanker* and *Ultimate Accursed* until both shows were axed, leaving millions of devotees like Sycamore wondering the corridors of their cityblocks aimlessly in search of a new meaning to their lives. While many of her associates fell under the power of real-life 'oc-Cults' or joined gangs of dubious mental competence, Sycamore channelled her energies more practically and beat thousands of applicants to gain employment at the Paradiso Dream Palace. Sycamore's principle job responsibilities are manning a level [or 'cloud'] of dream machine stations, verifying clients' tickets and then calibrating the dream machines to produce the fantasy of the client's choice. From a terminal at the deck's end, Sycamore monitors the brain wave status of all of the dreamers on her cloud, adjusting the maintenance settings of individual dream machines when clients become distressed beyond their personal preference profile, or are not finding the electronically-induced dream of sufficient interest. Sycamore finds her work very satisfying and the lull between her dreamers' sleeping and waking allows her free time to read up on her new hobby of *oneiromancy*, the art of predicting the future through the medium of dreams. Today, Sycamore is not in the mood for reading; a dreamer on her cloud was killed

yesterday; his dream became - through no fault of Sycamore's own - too frightening and his heart gave out. The judges visited and questioned Sycamore at the local sector house; she was only released a few hours ago and came into work without breakfast. The judges say the killer was a 'Bad Knight', a psychopath who remotely-beams terrible nightmares into dream machines. Sycamore is going to take extra care this watch, aware that her job is on the line - and she doesn't think she can stand another night of interrogation!

Fig 2 Hed 3 Nim 3 Psi 0 Spd 3 Str 3
Action Skills - Vehicle [ground] 3, Vehicle [hover] 2.
Academic Skills - Dream Machine Operation.
Equipment - Handcomp, Dream Palace Uniform.
Soundbite - 'Can I offer you a sweet or sour dream today, Sir?'

mechanic

Lance Maiden runs a small garage off Racketeer Street in Sector 31. He built the place from scratch - *literally* - using scrap bought from Cousin Bilk's junkyard, skilfully erected over a poured rockcrete foundation. Lance is proprietor and head mechanic at *Lance Moto Repairs* [he came up with the title himself, you know], employing his son Cinco and Bluebottle, a reconditioned labour robot sprayed in the garage's trademark ultramarine paint scheme. Vehicle repair shops haven't changed much in centuries - the smaller shops started to lose out to the big franchises, but then came the extreme customs craze which landed heavy in prewar Mega-City One and won't budge to this day. The small shops adapted to the new market and thrived once more. Lance and son have carved their own niche in the customs market, offering handcrafted bodyshell remoulds, retro 'reelsteel' mechanics replacing the traditional 'drive-by-wire' systems, home-mixed spectromatic paint schemes and rad-zone conversions, popular with Cursed Earth daytrippers. Lance's Moto Repair welcomes both ground and hover customers. He plans to retire sometime in the next decade and hand the business over to Cinco, but not before he finds a way to break into the juggler and roadliner service sector where the *big* credits wait. Lance is something of a local celebrity by association; his cousin Tony Tubbs won the 'Fatty Of The Year' contest back in 2107, weighing in at a staggering two tonnes. Lance would never make the grade as a fatty - the tape-worms he picked up from an alien Rootis prostitute have seen to that - but then again he was never one for food, preferring the smell of grease and synthoil over a plate of hotties.

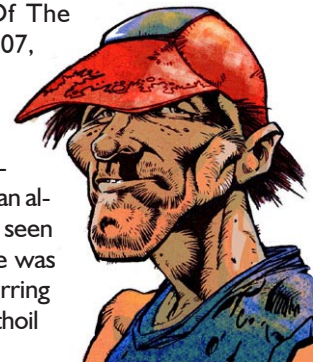


Fig 3 Hed 3 Nim 3 Psi 0 Spd 3 Str 4

Action Skills - Vehicle [ground] 3, Vehicle [hover] 3.

Academic Skills - Business, Vehicle Repair & Maintenance.

Equipment - Coveralls, Welding Gogs, Tool Bag, Hand-comp [for vehicle diagnostics], Synthigreasy Cleaning Rag.

Soundbite - 'Looks like you've got yourself a case o' noojahs in your fuel cell convertor and a metal mickeyed belt tensioner. I can fix her up by tonight but it's gonna cost you extra...'

med-tech

Larla Tracer works the streets of Sector 148 with her partner Klondyke Shizokov, one of sixty-seven med-tech ambulance crews operating from the Eisenhower General Hospital. They work the 'Earth Angel Circuit' from 1000hrs to 2200hrs with a half-hour lunch break and any breaks they can squeeze in between runs. For all its reputation, the Eisenhower General Hospital has long been the victim of cost-cutting measures, the consequence of poor financial management. Med-tech teams like Tracer and Shizokov have been without a 'Red+' robot unit for going on two years; they have to lift medical cases into the ambulance by themselves. With Sector 148's growing population of hyperobesity, this is no small matter and both med-techs are wary of sustaining back and limb injuries from their labour. Tracer was a paid member of the Medical Workers Union until she was taken in by a chance to transfer to the glamorous Eisenhower, but local protocols forbid any of its employee from belonging to a union or similar association whereby the hospital might be financially liable to pay for any health problems suffered by staff during the course of their duties. Like a spugwit, Tracer cancelled her MWU membership and now worries from day to day about the nagging pains she experiences along her left flank. Shizokov pressures Tracer to quit and use her savings to get fixed up before it's too late.

Med-techs ambulance crews like Tracer and Shizokov are the paramedics of the Twenty-second Century,



speeding to medical emergencies requiring immediate, specialised attention. They have a special license allowing them to break all speed restrictions and to use the Judges' Lane to bypass traffic obstructions. Tracer drives while Shizokov relays navigational information. Med-techs can park anywhere short of restricting the flow of heavy traffic, and their ambulance rigged to automatically signal the Justice Department if access to its cabin or rear compartment is attempted without the correct code swiped from a keycard. Tracer and Shizokov take turns to carry the bulky IA-medipack to their quarry's address, but they work together to diagnose his ailment and to deliver medical care that will cure, treat or suspend his condition long enough for the med-techs to get him on a stretcher and into the ambulance, bound for the Eisenhower's A&D level. Tracer and Shizokov know the sector well and have one of the fastest response times on local record. They are usually met with friendly faces on arrival at a scene of medical emergency, but are always conscious that in Mega-City One, things are not always what they seem. A 'dying' juve might be a lure to attract the med-techs before a block gang descends to give the med-techs a beating and steal their medipack to plunder the powerful drugs within. If the situation looks suspicious, med-techs are instructed not to approach further and instead call for judicial assistance. Non-human patients fall into the same category of caution, though they may well not intend to do the med-techs any harm; spraying acid blood, instinctively generated, shapeshifting attack forms and an alien specimen's wildly differing conception of medical attention can do an unsuspecting med-tech a great deal of harm.

Fig 2 Hed 4 Nim 4 Psi 0 Spd 3 Str 3

Action Skills - Vehicle [ground] 3/5, Vehicle [hover] 3/4.

Academic Skills - Basic Non-human Anatomy, Advanced First Aid, Human Anatomy.

Equipment - IA-Medipack, Protective Helmet with Comm, Ambulance Keycard.

Soundbite - 'Citizen Joe Meg is experiencing general ataxia, degredation of sacral nerves and chronic myopathy to his sphincter ani. At a guess it'll be the last time he sticks a robo-dildo into that orifice again.'

privy-sec

The judges are truly a force to be reckoned with, but there are only so many judges and so much more crime. Private security firms flourish in Mega-City One, offering 'graduated' protection packages to fit various sizes of wallet, starting with a basic 'lucky dip' - one privy-sec operative with a daystick to guard a small vehicle park or shopplex - to an 'off the shelf' squad of armed and armoured, moderately well-trained men to a small army - the 'paycard soldiers' - complete with artillery and vehicles. Phil Forkle belongs somewhere in the mid-

Illustration by Mike McMahon. Copyright Rebellion AS © 2004.

range of the privy-sec work force, one of eight officers safeguarding the 427th Street Grande Bank. Phil, like half of his colleagues, came straight out of Space Corps when his tour of duty was over and straight into work for Strong Box Security. Adapting to the lifestyle of a city security worker - or 'downshifting' - was difficult at first, particularly as Phil was now working with civos who were licensed to handle the same weaponry as he, but were not so cautious or respectful of their usage. Phil soon emerged as the 'alpha' of the pack and used his authority to remodel his co-workers into something resembling a competent, focused defence force. Phil's efforts have not gone unnoticed by his employers, but they have refrained from rewarding him a salary rise or granting him the improved working conditions he has requested for his squad. For the moment at least, the satisfaction of reshaping his squad into something that can be recognised as competent, and injecting some semblance of pride into their work is enough payback for Phil. However, his blossoming romantic relationship with flydancer Renee is likely to put increased financial demands on Phil; his preference for quality of work over quantity of credits in his bank balance will eventually cost him dearly unless a reassessment of personal priorities is soon explored.

Phil's squad's duties involve securing the Grande Bank's main entrances and public foyer, migrating to augment the basic security surrounding the collection and lodging of currency and bullion from armoured secur-o-pods that pull up behind the bank. Phil conducts each operation with military precision and tolerates no dissent or dereliction of duty from his colleagues; although he has assumed the role of Chief Privy-Sec quite unofficially and cannot expel his co-workers for acts of incompetence, Phil's authority goes largely unquestioned and his pronouncements or re-



bukes carry weight; they are often enough to pressure one who lets the squad down into leaving service voluntarily. Under Phil's captaincy, twenty-three attempted heists, four bomb plots and a mob of drug-crazed, rampaging city councillors have been successfully put down with only one fatality on Phil's side. As usual, his heroic contributions to sector security go publicly unrecognised, but for now, Phil Forkle's pride in his work is merit enough.

Fig 5 Hed 4 Nim 5 Psi 0 Spd 4 Str 5
Action Skills - Projectile [handgun] 4, Projectile [rifle] 5, Projectile [grenade] 4, Vehicle [ground] 3, Vehicle [hover] 2.
Academic Skills - Basic Weapon Repair & Maintenance, Street Weapons Recognition, Urban Combat.
Equipment - POW Rifle, Tag Pistol, 2x Stumm Grenades, Privy-Sec Body Armour, Protective Helmet & Comm, Keycard.
Soundbite - 'Grande Slam to Grande Salute; move Tom and Vigo to Door Three and keep eyes peeled for a blob in a red suit - make a confirm on gender. Blob's build suggests a male; if so, those two titties bouncing on its chest could be crosswired explosive pouches. Either way, do not - repeat, do not - attempt to manhandle them.'

resyk beltman

Without a doubt, a job at one of Mega-City One's Resyk plants is a job made by the Devil. Not only must the Resyk workers - 'beltmen' - process thousands of freshly deceased citizens every week, manifesting every possible permutation of injury - sent down the main conveyor belt ['Catwalk'] into the rendering mouths, but the beltmen must also keep the drainage tubes and reject vats from overflowing with pulped human remains, a squalid, reeking river of sludge. The work is simple but laborious and extremely unpleasant, but a job for Resyk is a job for life - and employee benefits include an 'all frills' disposal ceremony for their corpses - and those of their family - at the plant where they worked.

Serial Ballsgaff has worked at Resyk North for sixteen years, initially apprenticed to the beltman legend Ron Beachut. Under Beachut's expert guidance, Serial was promoted to catwalk beltman in record time. Like all Resyk newbies, Serial was at first disorientated and nauseated by the nature of his



work, but he knew these sensations would pass in time, developing a 'drain nose'. Serial has worked all the sections of Resyk, from the catwalk to the crusher pistons to the gristle mills. He was promoted to Deputy Chief Beltman in 2118 and is one of the few beltmen in Resyk North licensed to bear a firearm - the powerful 'Big Buck' shotgun - on-site, brought into play when the occasional corpse spontaneously reanimates as caused by a local upsurge in the Psi-flux, or residual necromantic magics still circulating from the time the future sorcerer Sabbath and his legion of flesh-eating zombies attacked Mega-City One.

Fig 3 Hed 4 Nim 3 Psi 0 Spd 3 Str 4
Action Skills - Projectile [shotgun] 3*, Vehicle [ground] 3, Vehicle [hover] 2.

Academic Skills - Basic Resyk Machinery Repair & Maintenance, Resyk Machinery Operation.

Equipment - Big Buck Shotgun*, Gaff, Anti-scum Uniform, Belt Helmet with Comm, Toolbelt.

*only the Deputy Chief and Chief Beltmen will possess this action skill/weapon.

Soundbite - 'Shut the flesh-combines down; we got a blockage. 'Looks like a ten gaff job; time to clock some of that overtime, Boys.'

verminator

Arnie Gooter signed up for verminator duty after he was booted out of his Citi-def squad for reasons Gooter is not going to talk about. The 'Verminators' - the elite pest control unit that removes the threat of the more dangerous animals lurking in Mega-City One's depths and shadows - were a magnet hard for Gooter, a gun nut and six-month Cursed Earth survivalist, to resist. Gooter was in luck when he applied for pest control duty as most of the previous verminator squad had been wiped out by a nest of lethal extraterrestrials and the Environment Department was desperate to recruit new blood to clear the backlog of pest nuisance calls. Four months into the job and Gooter has yet to settle

into the job. Despite the admittedly impressive ordnance he has been kitted out with and the friends he has made among the other new recruits, Gooter has managed to survive but not master the horrors that lie in wait for his squad. He thought he was tough - six months eating rancid dog vulture meat and biting the heads of live ripperjacks will instill a certain degree of fearlessness in a man - but these Mega-Cit demons are something else. Gooter has been savaged by a mountain of giant rats, left hanging from a starscraper podport in his underwear by Gribbligs, been castrated by a killerwhat and had his left leg bitten off by a passing sewer-'gator. Now Gooter sweats and trembles before starting his night-shift and has to wear thermal-diapers to protect him from incontinence. Even so, he won't let his comrades know he is scared and downs a handful of Gustodol every day to mask his reticence.

Fig 5 Hed 5 Nim 4 Psi 0 Spd 5 Str 5
Action Skills - Projectile [flamethrower] 4, Projectile [rifle] 5, Vehicle [ground] 3, Vehicle [hover] 3, Vehicle [jetpack] 5.

Academic Skills - Personal Gear Repair & Maintenance, Self-Defence, Urban Wildlife Recognition & Elimination.

Equipment - .79 Ripley Multi-assault Rifle, Hawk Spit Pistol, Zippo Flamethrower, 2x Snuff Grenades, Combat Knife, Verminator Body Armour, Valkyrie Jetpack.

Soundbite - 'Tighten up, People; the giant ants were only Starters on today's menu. Check your tac-display, Grid 17-C5. Something very big and very nasty has locked onto our signal. Recognition software loaded and verifying... OH MY GRUD!!'

weather controller

Weather Control doesn't have the pristine reputation it used to enjoy; Orlok the East-Meg saboteur used it atmospheric seeders to further the contamination that caused the 'Block Mania' epidemic and later came the 'Big Storm' when years of underinvestment and system failures combined to put half the city's weather stations out of commission. In 2126, to be a Weather Controller is to spend much of

one's time shoring up outdated and rusting computer terminals and manually programming responses to requests from the Justice Department for spot blizzards or trying to predict which sectors the latest rad-storm rumbling in from the Cursed Earth is going to blow over. Curly Fishh is Chief Weatherman over the men and machines of WC10, respon-

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sible for regulating the meteorological systems that develop over MegWest Uniontown. Fishh looks after fifty-five men and women who follow his orders, running computerised 'predictors' to gain advance notice of outercity weather conditions, readying cloud bank generators, atmospheric seed crystal sprayers, temperature oscillators and lightning circuits to counter extra city weather or to custom-create internal weather systems based on the daily citizens' poll uploaded from Weather Congress. A weather controller's time is divided between computer programming and hands-on repair of vital machinery, assisted by the system robots. Bizarrely, though City Hall pleads poverty and allegedly cannot find the resources to conduct full repair and/or upgrades to the Weather Control Network, it has granted salary increases to all staff, which some might say is the easiest tactic to help salve the grievances of staff and far less expensive a solution in the short-term than investing in a new Weather Control. Chief Weatherman Fishh knows the system is doomed to eventually collapse in on itself - let Mega-City One beware - but his day to day concern is doing the best he can with the resources at hand. Coming from a stint manning a repair submersible working on the Transatlantic Tunnel, Fishh is well-accustomed to wet, cold and miserable working conditions. He enjoys the change of scenery [and altitude], and glad to have the company of human beings who don't stink of Krill.

Fig 2 Hed 3 Nim 3 Psi 0 Spd 3 Str 3

Action Skills - Vehicle [ground] 3, Vehicle [hover] 3.

Academic Skills - IT, Meteorology, Weather Control Repair & Maintenance.

Equipment - Handcomp [with weather systems diagnostic program], Comm, Keycard, Coveralls.

Soundbite - 'We have a blizzard scheduled at 0300hrs over Sector 21, and a Class 3 downpour pan-MegSouth scheduled at 1015hrs, one hour duration.'

equipment

- **Body Armour** - [A-Suit, Ba 1] Light, highly-flexible armour woven into a fibre closely resembling modern clothing synthi-materials. A-suits are designed to deflect edged weaponry such as knives, but are powerless to stop bullets or other, high-velocity projectiles.

[Privy-Sec, Ba 1] Medium-weight armour protecting the head, shoulders, torso and joints. Similar to the padding as worn by street judges, but lacking the judge armour's added security of a Kevlar bodysuit.

[Verminator, Ba 1] A full suit of armour designed to withstand the claws, bites, venom and other insidious natural weapons employed by Mega-City One's urban threat species. The Verminator armour can be sealed at the touch of a button against biotoxic or chemical attack [+2 Ba against such substances], though at the cost of

the occupant's agility [-1 to Nim + Spd]. The fishbowl helmet, equipped with a hi-intensity spotlight, can be folded into the torso when not required by pressing a torso-based button. A team intercomm, motion detector, thermal imager and binocular armature are fitted as standard. When additional mobility is required, a Valkyrie jetpack can be quickly attached with the help of a comrade to the armour's backplate.

- **Chrono** - The most common piece of personal technology in Mega-City One is the timepiece, set by default to Mega-Central Time and programmable to display time zone variations for every region on Earth. Chronos can be purchased as standalone devices, or feature as one of numerous capabilities of other personal devices such as the slug-reader or handcomp.

- **Comm** - A standard communications device that fit easily within the palm of a human hand allowing verbal intercourse between two or more participants dependant on setting and model. *Intercomms* are set to the frequency of a single building or larger, fixed-perimeter estate for sole use by employees or authorised visitors. *Comms* are used by many citizens on the slabs of Mega-City One to pass one whatever information they desire, network or simply gossip for a monthly subscription. In a growing number of instances, the portable comm is displacing the home vid-phone as the chief domestic communications tool. Civilian comms usually feature some degree of multimedia capability, with full-motion, real-time tri-d video imaging and even a sensurround feature offered by the more expensive models. A Megaweb interface allows the user to access the city's largest databank and to download computer files that can be read by the comm, or transferred into another comm or computer terminal. Specialised comms have message encryption capabilities so that only the sender and chosen receiver can decipher the message - Justice Department comms use encryption by default, as do the better-equipped criminal organisations and terrorist networks.

- **Gaff** - A corrosive-proof, metal hook attached to an eight-foot long, galvanised plasteen pole used by Resyk beltmen to manipulate obstructive matter passing through the recycling banks, removing bone and gristle that has escaped the rendering machinery or to unblock surface drains. The gaff can be used as a melee weapon at a pinch [Dam p1].

- **Gustodol** - Illegal drug inhibiting the negative 'fear response' that may result from an adrenaline rush, instilling instead a positive, enthusiastic attitude in the user [+1 to

Head when opposing psi-attacks or interrogation techniques aimed at intimidating the user]. Gustodol is chemically non-addictive, though persistent and heavy users can become emotionally reliant on its effects.

- **Handcomp** - A miniaturised computer, the base unit comprising of a tri-d vidscreen, audio speakers and foldout keypad; a vocal interface is available as a companion to the keypad function, or vocal-only. Handcomps are information repositories, the said data downloaded from cable-linked or remote sources, or by plugging a dataslug into the hand-



comp's port. The user can access any portion of the loaded data within seconds, edit or modify it, or write entirely new data using keypad, stylus or verbal input. Handcomps are used domestically, industrially and are invaluable education aids.

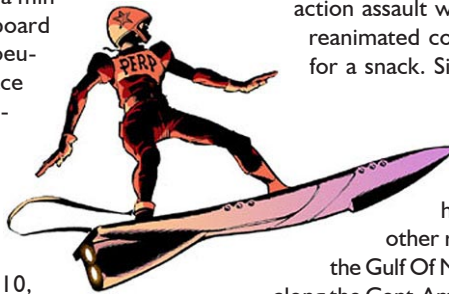
- **IA-Medipack** - The Interactive Advanced medipack contains all the components of the advanced medipack [stim-shot, field and burns dressing, painkillers, broad-spectrum antibiotics, anticonvulsant, antiemetic, antihistamine, antiseptic ointment, beta-blockers, bronchodilator, germicide cream, laxatives, tranquilisers, rapi-heal patches, swabs, hypo, telescopic splints, defibrillator, broad-spectrum vaccine, las-razor and mediscanner] with the addition of surgical equipment [multiscope, las-cautery, hemostats and las-scalpel] that can only be effectively utilised by a fully-trained med-tech.

- **Keycard** - Credit card-sized plasteen rectangle inserted or 'swiped' into a receiver unit to gain its user admittance to a restricted section of a building, or to access the contents of a code-locked container. A malfunctioning or incompetently forged keycard will typically activate security systems linked by a circuit to the receiver unit.

- **Pack Pump** - Portable fire foam tank worn on the pack, carried by firefighters and their 'Fire Friend' robot orderlies [Dam p2 to flame, Range 25m, Ammo 10 bursts].

- **Pep** - A stimulant that increases brain activity and blood flow - used often to fend off the effects of fatigue and alcoholic hangovers - derived from the illegal chemical Caffeine. Pep can become addictive when frequently used, inducing shivering, nervous twitching and a fever on withdrawal. A more potent and seriously addictive incarnation of Pep is the notorious 'Caffeine-X'.

- **Powerboard** - A Twenty-second Century evolution of the ancient surfboard, the addition of a miniature AGO drive turning the basic board into an incredibly fast and highly manoeuvrable hover vehicle. A control surface under the powerboarder's feet maintains power, automatically bringing the board to a static hover should the user lose physical contact with the board. A cord attached to one of the surfer's ankles prevents him from falling to his death [Ba 1, Spd 10, Mass 3, Passengers 1].



- **Mars Light** - Strobe lamp widely used by Justice Department and emergency vehicles to emphasise the critical nature of their presence. Some of the larger emergency orderly robots will also bear a mars light.

- **Scanner Gogs** - Tiny sensor package built into a basic spectacle shell to be worn on the face, disguised as a fashion accessory, with the sensor aspect hidden from casual detection. Scanner gogs can harbour infrared and x-ray systems, while other models have limited remote-controlled binocular capabilities.

- **Sensor Packages, Robot** - Basic [Approximating the five senses of human beings], Compound Eyes [Magnification, thermal imager], Securiscan [Motion detector, thermal imager], Ultrascan [Magnification, multifrequency, spectroscope, TAS, thermal imager].

- **Valkyrie Jetpack** - A heavy-duty personal conveyance designed initially for use by the Justice Department's Flying

Squad and its Genetic Infantrymen contingent, later licensed for use by select agencies such as the verminators. The Valkyrie uses a highly-efficient turbofan system which has a lower rate of fuel consumption and makes less noise than conventional jetpack systems. The Valkyrie has an incredibly fast rate of acceleration and can operate at maximum velocity for thirty minutes before requiring a fuel cell recharge. Its movements are controlled by a joystick set into a hinged arm. Damage penetrating to the Valkyrie's fuel tank will cause it to explode [Dam p3, Burst 1 m], [Ba 1, Spd 10, Mass 2, Passengers 1].

weapons

- **Alien Repellent** - A self-defence weapon used by the animal handlers of the Alien Zoo and street judges venturing into the mysterious Alientown, the Alien Repellent [aka 'ET Go Home'] is a compressed gas spray that delivers a cocktail of special chemicals custom-made to prove utterly repulsive to many extraterrestrial races and creatures. Any alien that comes into contact with the Alien Repellent suffers Dam st2 for approximately five minutes per tap on the repellent can's trigger.

- **Barbeq** - Explosive, transparent caltrops used by Black Atlantic pirates to take control over the decks of ocean-going ships by seeding a number of barbeqs across their surface. This swiftly-installed minefield is difficult to detect visually without image enhancement technology. Belying their half-inch width dimensions, the barbeqs will deliver a mighty bang if their shells are cracked by pressure from a foot or passing robot [Dam p2, Burst 2m].

- **Big Buck Shotgun** - A close-range, 12-gauge pump-action assault weapon used by Resyk beltmen to pacify reanimated corpses and the odd giant rat sneaking in for a snack. Simple and brutal, the Big Buck does the job well with minimal risk of jams [Dam p3 - solid slug, Range 150m, Modes s, Ammo 6].

- **Blastlock** - A custom-built handgun used by Black Atlantic pirates and other renegades lurking in the floating havens of the Gulf Of Mexico and the crime-riddled shanty towns along the Cent-Am coast. The blastlock is a strange composite of salvaged components from older handguns, leftovers of vicious gun battles or found abandoned, thrown by the roadside. It is a composite of metal and plasteen screwed, bolted, welded or even taped together, often aesthetically enhanced with ornamentation as befits the personality of its owner. The blastlock then is an unpredictable firearm to both enemy and firer; its capabilities remain unknown until it is unleashed, but the weapon's build is also an uncertainty to its user, who never knows when the blastlock will malfunction and backfire, causing a debilitating injury to his gun hand [Dam p2, Range 30-60m, Modes s/b, Ammo 6/12, Backfire - Dam st1].

- **Combat Knife** - Standard issue melee weapon issued to Citi-def and verminator squads, a stainless plasteel blade with a serrated edge [Dam p1].

- **Electro-goad** - A four-foot long, intermittently electrified baton used by animal handlers to control the general movements of their stubborn charges. A powerpack slotted into the electro-goad's hilt provides enough energy for eight sep-

arate discharges. The electro-goat is designed to deter large and powerful animals and can easily render an average human unconscious with a single touch [Dam st3, Range contact].

- **Handgun, Kovert** - An especially devious weapon of assassination, the kovert handgun is a small weapon built as a cybernetic implant into the hand of the gunman, replacing his bone with plasteel and his palm with all the fully-functional components of a pistol. The hand mechanism functions to the casual eye as a normal hand until its killing capability is required, upon which the fingers splay out like the petals of a flower, exposing the barrel. Once the shots have been fired, the handgun snaps back to its disguised configuration [Dam p2, Range 15m, Modes s, Ammo 6].

- **Harpoon Rifle** - Black Atlantic pirates use the harpoon rifle as both a boarding tool and a weapon. The rifle is a simple construct, a metal tube with an explosive charge locked in one end, a three-foot long, barbed harpoon pushed into the other. A trigger pull detonates the charge, forcing the harpoon out of the tube up to one-hundred metres distance. A strong, ultrathin cable connecting the harpoon to the firing tube allows the gunner to use the harpoon - once embedded in a suitably strong brace - as a climbing rope. Used as an antipersonnel weapon, the harpoon can easily impale a man at one-hundred metres distance, passing right through him at short or medium range with the possibility of impaling another behind him. The harpoon's barbed edge makes it impossible to remove it by the same direction it entered without causing massive internal bleeding and the certain death of the victim [Dam p2, Range 100m, Ammo 1].

- **Hawk Spit Pistol** - A self-loading model with three-round burst capability, the Hawk's only firing mode. Note that the damage listed for this weapon has already factored in the burst damage bonus [Dam p3, Range 30m, Modes b3, Ammo 27 9mm].

- **POW Rifle** - *Pulse Ossification Weapon*. The POW is the privy-sec's main armament, a non-lethal device that generates a crackling ball of purple energy which paralyses the target's nervous system long enough for the privy-sec to restrain him with handcuffs. The energy ball is only powerful enough to render one target insensate at a time, causing an unpleasant sensation - a mild 'electric shock' - in bystanders standing within a metre of the discharge area. The POW is powered by a ten-charge powerpack attached to the privy-sec's belt with a transmission cable linking powerpack and rifle [Dam s3, Range 20m, Modes s, Charges 10].

- **Pneumatic Axe** - This 'powered' melee weapon is more dangerous than a bullet, its compressed gas-powered, piston-driven axehead driving through light body armour into flesh and bone like a propeller through water [Dam p3].

- **.79 Ripley Multi-assault Rifle** - The Ripley is a heavy, large and powerful pest control weapon envied by many an underfunded Citi-def squad. It is the most powerful weapon in the verminator armoury and well-matched to the level of

danger posed by Mega-City One's most powerful and savage wildlife. The Ripley is capable of single-shot, three-round burst or full automatic fire which can be prolonged by the addition of an enlarged, fifty-round magazine [a 'leg']. It inflicts substantial injury on anything unfortunate enough to gallop, bound, slither or scuttle into its laser/infrared-augmented sights. An underbarrel attachment allows the Ripley to accommodate the Zippo flamethrower; both weapons can still fire while so joined [Dam p3, Range 350m, Modes s/b3/a, Ammo 30/50 12mm].

- **Snuff Grenade** - The verminators roll these poisonous explosives into locations too small or convoluted for humans to enter. The explosion is enough to scatter the toxic particles over a wide area to be inhaled by the target pest species, while inflicting minimal damage to the enclosing structures [Dam p2, Range 45m, Blast 1m, Timer 6s]. Some hitmeks employ a snuff gas 'dispenser' to spray the lethal chemical along a 360 degree radius, an effective method of deterring active opposition to its ultimate goal without expending unnecessary battery power [Dam p2, Spray 4m, Ammo 3 sprays].

- **Stumm Grenade** - A tear gas variant causing instant constriction of nasal and bronchial passages with resulting symptoms of choking, drooling and crying. The gas's effects can persist for anything from five to ten minutes, but wear off without any long-term side-effects save for a tiny minority for whom Stumm Gas catalyses a lethal, anaphylactic immune response. Stumm gas is a highly-effective crowd control weapon made famous by the Justice Department, and has since been licensed out to Citi-def squads, privy-sec companies and helltrekker unions. [Dam s2, Range 45m, Blast 5m, Timer 6s].

- **Tag Pistol** - The 'Tee-Pee' is a small handgun that fires glue-adhesive tracer darts at a target so that his movements can be plotted by a trakomp device up to a mile distant. Privy-sec squads tag anybody who attempts to rob, raid or attack properties under their protection who are likely to escape before they can be physically restrained [Dam -, Range 20m, Modes s, Ammo 4].

- **Zip Gun** - [aka 'splut gun'] A relatively small handgun carried by women and assassins, once the weapon of choice for the Hunters' Club. The zip gun is light and basic, with a small magazine and limited range, but boasts fewer maintenance problems than some of the larger handguns [Dam p2, Range 10m, Modes s, Ammo 6].

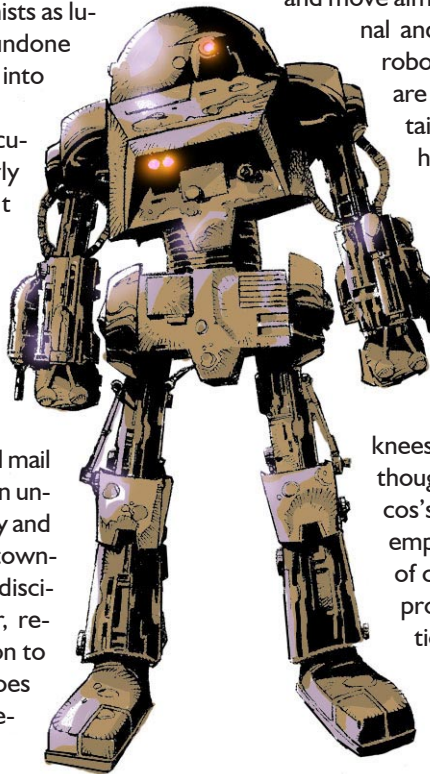
- **Zippo Flamethrower** - The Zippo is a slimline rifle with a combined handle/fuel flask. A pull of the trigger and affiliated safety toggle releases the highly-inflammable contents of the flask into the barrel where it is ignited and dispersed as a powerful jet of fire. Zippo flamethrowers are ideal for clearing foliage in City Bottom slums, and, as utilised by the verminators, less wasteful than bullets at dealing with hairy and nasty critters. One tactic is to turn one creature into a living fireball; as the beast flees, it returns to its lair and sets fire to its brethren [Dam p1/1/2, Range 10m, Modes b, Ammo 8 bursts].



robots

The robotic lifeforms of the Twenty-second Century have fulfilled one ideal of capitalism - a cheap, extremely reliable and lightning fast labour force that does not get ill, die, take industrial action or require rest breaks. The consequence of heavy robotic proliferation across all labour markets is the near-total obsolescence of the robot's forerunner - the human being. Regardless of the huge social strains caused by mass unemployment, commerce great and small has no intention of replacing their perfect workforce with fallible organic beings 'merely' to relieve civic unrest and the wildly-elevated crime levels emerging from. The future industrialised world has now become so completely dependant on its robotic manufacturing infrastructure that any question of scrapping the robot, or devaluing its industrial interfaces, is sadly acknowledged by economists as lunacy, a revolution that cannot be undone without plunging modern civilisation into a new dark age.

The robots of Mega-City One occupy every conceivable niche, cleverly impregnated by multibillion credit marketing campaigns into the very fibre of society. While heavy-duty factory and construction models fulfil roles that humans could not - and are frankly glad of not being able to - stretch their physical attributes to rival, simple, undemanding tasks such as domestic chores, snail mail delivery and window cleaning are often undertaken by robots, sold inexpensively and insidiously to Lowtowners and Hightowners alike to diminish their basic self-discipline and pride that little bit further, reducing large swathes of the population to the status of embedded couch potatoes who divide their sleepy attention be-



tween the tri-d entertainment centre and the domodroid hoovering the floor.

Note that full details for the new weapons and equipment to feature in this sector are covered earlier on pxx-xx.

combat

Some of the first biped robots built were for combat, their advantages over conventional foot soldiers obvious. In the dangerous world of the Twenty-second Century where city-states live in constant distrust of their neighbours, jealously guarding territories salvaged from the devastation of the Great Atom War, and smaller, more vulnerable administrations seem to wage brush-fire conflicts without end, combat robots are a common sight. A single robot can effortlessly carry the firepower equivalent to that mustered by an entire squad and move almost as quickly despite its weighty arsenal

and inches-thick body armour. Combat robots will pursue their goal relentlessly and are immune to the psychological toll of sustained warfare. The combat robots to have appeared in Mega-City One in 'Peacetime' have been the smaller, man-sized units smuggled into the city in a disguised and dissembled state, rebuilt to serve as security guards and heavy enforcers for organised crime. In 2121, the late, great crimelord Nero Narcos brought the Justice Department to its knees with a legion of 'assassinator' robots, though the judges were able to disable Narcos's army with the very technologies that empowered them. Single or small numbers of combat robots operate independently, processing behaviour parameter instructions from command chips, but armies can be slow to respond to unpredictable battlefield scenarios and may suffer a tactical systems-failure

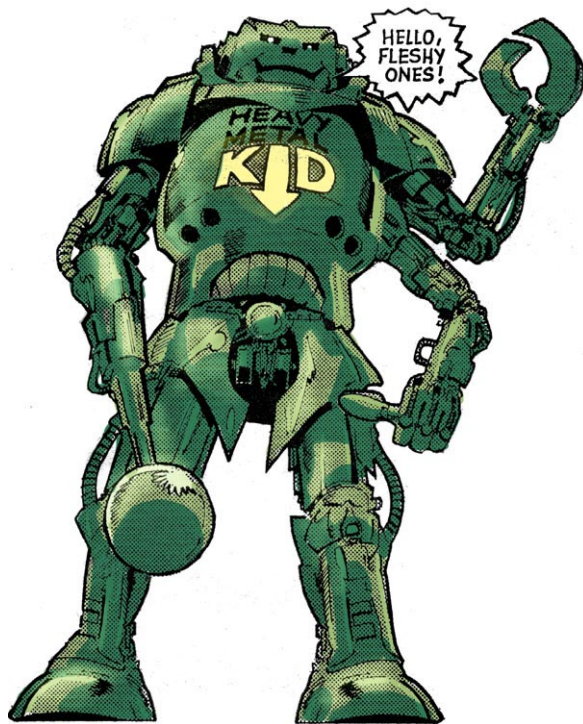
which renders the robots helpless until rebooted. A master command signal broadcast from the robots' source - the command centre where the combat robots' human owners are overseeing the battle - overcomes this limitation by relaying tac system updates directly from a human-operated computer station in response to new directives necessitated by changes in the enemy's movements. Combat robots in current usage in around Mega-City One include the 'Gear Reaper', 'Goliath', 'Kil-1', 'Laser Eraser', 'Mutilator' and the 'Serial Killer'.

typical combat robot

Ba 2 Fig 5 Mass 8 Nim 4 Spd 2 Str 10

Weapons - 2x Forearm-mounted Chain Guns, Chest-mounted AM Rocket Pod.

Equipment - Ultrascan Sensor Package, Bodyshell Jet-pack [Spd 7], Vocal Synth.



construction

Building and construction is Mega-City One's most comprehensively roboticised industry. Once the human structural engineers and surveyors have done their work, the schematics of the construction project are downloaded into an army of robots of all shapes and sizes. Each robot is programmed to perform a different task integrating seamlessly with the labours of their fellow machines, a harmony of complex coordination performed with split-second timing; when the construction robots finally thunder in a cloud of rockcrete dust out of the building site, an entire structure stands completed. The larger 'Erectocet' construction robots -

some, staggeringly, half as tall as the cityblocks they help construct - lay the foundations and then raise the structure block by block, carefully slotting thousands of modules into place. Once the building's skeleton is secure, 'Jacktrade' robots scuttle up the walls, plumbing and wiring as they go like strange spiders spinning a gigantic, metal and plasteen web. Of course, what goes up must eventually come down, and robots like the 'Heavy Metal Kids' and 'Blockbusters', armed and eager for the task, are ready to stride in and put their wrecking balls to devastating use. While the larger models get all the attention, it is the thousands of human-scale municipal units that keep the city's streets and roads in good working order. Clean-up squads can rebuild lengthy, heavily-damaged sections of a meg-way within twenty-four hours, a work rate absolutely essential in a city that never sleeps.

erectocet

Ba 3 Fig 2 Mass 256 Nim 1 Spd 5 Str 70

Equipment - Heavy Manipulator Arms, Freight Legs [containing elevators to carry building blocks to manipulator arms], Con-dome [for optional human management], Vocal Synth.

heavy metal kid

Ba 2 Fig 4 Mass 32 Nim 2 Spd 3 Str 15

Equipment - Wrecking Ball [Dam p12], Power Pincer [Dam p3], Vocal Synth.



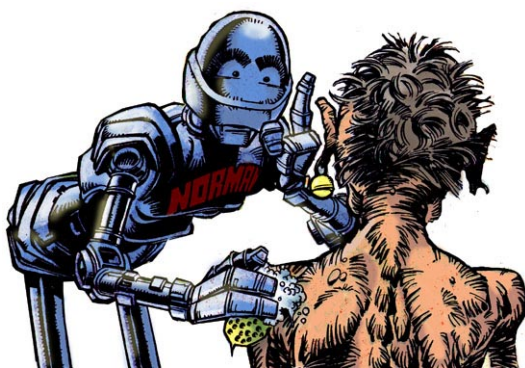
clean-up unit

Ba 1 Fig 2 Mass 3 Nim 3 Spd 3 Str 8

Equipment - Crowbar [Dam t1], Pneumatic Drill [Dam p3], Power Saw [Dam p2], Rivet Gun [Dam p2], Sledgehammer [Dam t2/8], Vocal Synth.

domestic

At least half of all Mega-City One apartments have one service robot - or 'domodroid' - at their disposal. A domodroid is a model independent of a household appliance, capable of free movement about the property as opposed to a robot brain hard-wired into a cooker or refrigerator for example. Domodroids are programmed to assist their owners with domestic chores like meal preparation, cleaning and entertaining guests, moderately heavy labour such as lifting furniture; in the instance of disabled or elderly owners, a domodroid



will actively care for them in the absence of another able-bodied human, carrying the afflicted about their home, bathing, dressing and feeding them. Domodroids possess an intelligence matrix equivalent to that of the average Megger and can converse with their owners on roughly equal terms, though strict programming prevents the domodroid from approaching such intercourse with anything other than a polite and subservient manner. Domodroids that are fortunate enough to enjoy 'time off' sometimes leave their place of work to meet up with other domodroids to compare notes and exchange helpful tips; some have even formed societies - a 'gentlemek's club' if you like. The most common domodroid models in use include the 'D-2000-AI', '4A Multidom', 'Norman Mk2' and the de luxe 'Silver Service'.

Ba 1 Fig 1 Mass 3 Nim 2 Spd 2 Str 4
Equipment - Humanoid Body, Chest-mounted Introduction Plate, Vocal Synth.

emergency services

Humans still form the backbone of crisis management in Mega-City one, robots assisting disaster relief efforts alongside other humans. Although the technology has existed for decades to allow robots to single-handedly assume the roles of multipurpose emergency service providers, negative public sentiment and insecurities among the human fire and med-tech crews towards depending on robots with their very lives has restricted commercial development in this market. The robots that do serve in the emergency services function as second and third tier response units, interacting with the victims of emergencies after the first tier - interaction with human rescuers - is completed and the citizens in question are brought into the robots' care.

Robot orderlies perform heavy labour and utility work alike like the 'Fire Friend' model which carries firefighting equipment and helps firefighters in braking through locked or barred entrances to gain access to trapped citizens beyond. The Fire Friend's bodyshell is coated with a heat-resistant polymer, permitting it to traverse extremely hot and conflagrated environments

with ease. The more common orderly unit is that which accompanies med-techs in their ambulances. They carry patients too ill to walk to the safety of the ambulance and gently load them aboard. When the ambulance is in motion, the orderlies remain with the patient, maintaining any system of medication prescribed by the human med-techs until the ambulance arrives at the med-bay or hospital block. Once the patient has been processed, he may require the services of a robodoc, principally an expert in surgery and one of the few examples of a situation where the delicate balance that is the life of a human being is fully entrusted to a robot. Robodocs are programmed to emulate the skills of the greatest human surgeons, but are capable of greater prowess, benefiting from ultra-precise hand-manipulator and optic scanner coordination, endless patience and the ability to engage in intense concentration without effort or need of a recharge for days on end.

fire friend

Ba 2* Fig 2 Mass 6 Nim 3 Spd 3 Str 10
 *Ranked at 7 when attacked by fire.

Equipment - Armoured Manipulator Hands, Mars Light, Pack Pump, Resuscitator, Vocal Synth.

medical orderly

Ba 1 Fig 1 Mass 3 Nim 2 Spd 2 Str 5
Equipment - Telescopic Stretcher [extends from arms], Ambulance Compu-med Jack, Vocal Synth.



robotoc

Ba 1 Fig 2 Mass 4 Nim 2 Spd 2 Str 3
Equipment - Laser Scalpel [Dam L1], Forceps, Retractor, File, Suture, Stethoscope, Autoclave, Hemostats, Defibrillator, Electroscopic Vision, Chest-mounted MRI, EKG, Head-mounted Lamp, Vocal Synth [with reassuring bedside manner].

general purpose

Most of the chores allocated to robots are conducted by general purpose [GP] models, also known as 'drones' with reference to their low-power intelligence matrices and deficit of specialised features. The average GP robot is five feet in height, uniform in colour [normally pearl, slightly more exciting than base metal], with two legs, two arms and one headcase, all built to approximately human dimensions. GP robots are encountered in almost any situation where the a citizen of average ability might competently operate, undertaking simple and monotonous tasks such as driving buses, sweeping streets and raising street lamps, clean and paint the sides of cityblocks, remove graffiti, monitoring control systems, unblocking sewers, carrying luggage and shipments, repelling minor pest species from premises, chauffeuring, erecting scaffolding, painting road markings, stocking shelves and manning the credit registers of grocery stores. GP robots are commodities taken completely for granted, ordered about and abused by the citizens of Mega-City One just as the white man shamefully once used to dominate the black.

Ba 1 Fig 2 Mass 3 Nim 3 Spd 3 Str 5
Equipment - Humanoid Build, Basic Sensor Package.

hitmek

The business of assassination is as old as Mankind. Up until the mid-Twenty-first Century, assassination was the sole province of the expert, hired killer - or 'blitz agent'. In time however, it became possible to hire out robot killing machines. 'Hitmeks' - robot assassins - come in many different, lethal forms. The most popular design is the most elementary, a small box or sphere casing housing the hitmek's CPU and sensors, a single gunport or armature terminating in a weapon, and a AGO drive that allows the hitmek to hover silently towards its prey and to access him wherever he might hide, at

whatever altitude. The 'Spartan' is the model most often associated with this 'no-frills' design. Infinitely more stylish and significantly more expensive to contract is the human-simulacram hitmek, perfectly disguised to

blend in with the crowds until his quarry falls within his sights, then unleashing his armoury of death before fading back into obscurity. One of the more feared simulacrams of recent times is the 'Kovert' of East-Meg Two origin, originally designed to wipe out political enemies before being mass manufactured to meet global demand. Hitmek simulacrams are built faster and stronger than any human, their faces disturbingly impassive, hair immaculate like a shop window dummy come to life. Their intelligence matrix is loaded with combat and social coping strategies, enabling the simulacram to act in a well-mannered fashion among unsuspecting citizens and then to brutally dispatch any who try to keep it from its target.

kovert

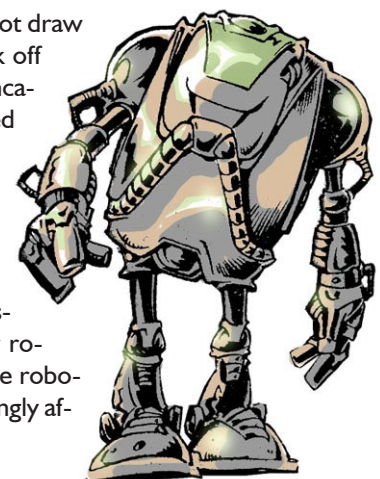
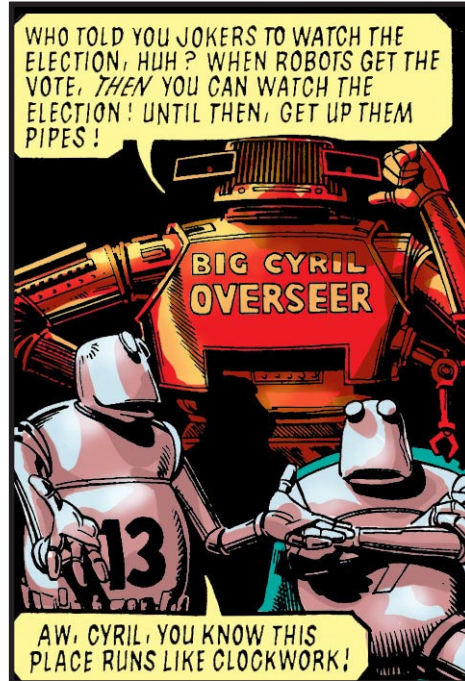
Ba 2 Fig 6 Mass 4 Nim 7 Spd 9 Str 8
Weapons - 2x Handguns, Snuff Gas Dispenser.
Equipment - Compound Eyes, Armoured Bodysell.

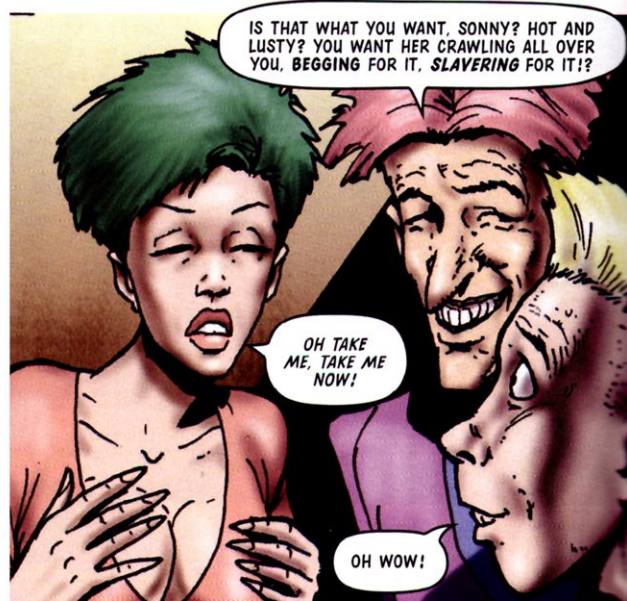
spartan

Ba 1 Fig 2 Mass 3 Nim 6 Spd 8 Str 5
Weapons - Zip Gun.
Equipment - TAS, AGO Drive.

security

Robot defence units are relatively cheap and easy to maintain, for unlike human security guards they do not draw a salary, do not slack off on the job and are incapable of being bribed into turning a blind eye to attempts to plunder the premises the security robot is made caretaker of. A very successful brand of security robot has long been the robotoc, modelled cunningly af-





ter the domestic pooch which has been virtually extinct in Mega-City One for decades to emote a special affection from its owner. Loyal and obedient and equipped with a precise vocal emulation of a real dog's bark, once its sentry mode is activated, the robodog becomes a fearsome guard and well capable of dragging a grown man to the floor, or tearing chunks of flesh and muscle from his arms if he resists. Mega-City businesses may opt for a robot security unit in preference to a human privy-sec squad, though comparing the pros and cons of both options do not make an entirely compulsive case for the robot as a superior alternative. As such, the market for defence robots is not large and the models on offer are mainly reconditioned combat robots bought in bulk from scrap merchants. Under Mega-City One law, much of these 'watchmeks' offensive systems have to be removed or downgraded.

robodog

Ba | **Fig** 4 **Mass** 3 **Nim** 5 **Spd** 8 **Str** 7

Weapons - Fangs [Dam p1].

Equipment - Securisense Package.

watchmek

Ba | **Fig** 4 **Mass** 4 **Nim** 3 **Spd** 2 **Str** 8

Weapons - POW Rifle.

Equipment - Securisense Package.

sex mek

One interesting and perverse consequence of high-density cohabitation in the cityblocks of Mega-City One is the increase in the number of citizens who live alone and are unable - by circumstance, misfortune or antisocial behaviour - to procure a partner[s] for sexual relations. For these poor souls the early Twenty-second Century is the best era to be alive in, for it is the era of the sex mek, human-simulacrams designed specifically for the sex act. Sex meks are indistinguishable from real human beings at a distance, but on closer inspection they might be considered a little too perfect - their breasts or muscles slightly larger and rounder than average, their hips more curvaceous, their lips plumper, their eyes more intense, their make-up flawless, their chests hairier and hair less greasy. This is the sort of criticism levelled at the sex meks, typically from the jealous and unhappily married, neo-luddite activists who hate anything with legs and a circuit board and cults who want their devotees screwing their own leaders, not robots. The most popular sex mek models include 'Sindee', 'Barbsie' and the 'Au Pair' range imported from the Scandinavian Sub-state; 'Russel The Love Muscle', 'Sir Bonkalot' and 'Randy' are on offer for the ladies. Once one is acquainted with the pleasures of a sex mek, the experience can become addictive. A black market in stolen and rebadged sex meks thrives throughout Mega-City One.

Ba | **Fig** 2 **Mass** 3 **Nim** 3 **Spd** 3 **Str** 4

Equipment - Personality Modulator [besotted, domineering, shy], Thermostat, Thigh Vice, Telescopic Synthipenis with Ejaculate Reservoir [male models].