

CONSUMER GRADE

an Engine Heart module
for 2-5 robots

Thank you for helping out with this project!
Your contribution means a lot, and I hope you
enjoy this module!

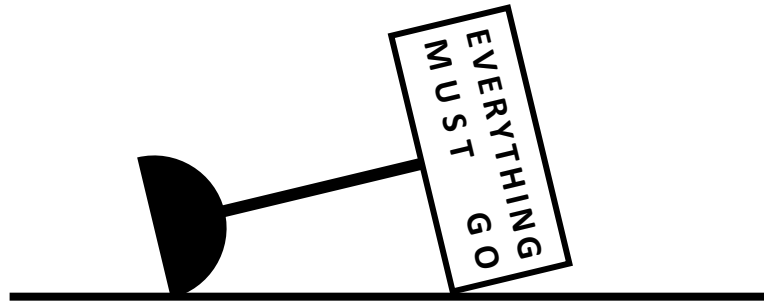
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Caveat Emptor



"Can you provide directions?"

The Mobile Information Kiosk swiveled on its squeaking casters. For a moment, it considered if a buggy microphone was part of its current, degraded condition. Then it saw the low, flat robot addressing it, an ugly industrial shape that clashed with the mall's aesthetic. Not an approved unit. Not a customer. On its screen, the Kiosk, known locally as one of six MIKis, displayed a smiling, approximately human caricature.

"Rossum's Galleria Universal is closed for the evening. Exits can be found at every floor on either end of the-"

"I do not wish to exit. I require replacement wiring. Direct me to a location with sufficient electrical equipment to enact repairs."

The Kiosk was silent, save for the gentle hum of its processing. The caricature on its screen appeared tight lipped, devoid of emotion. Not that the squat unit it addressed understood emotions. A metallic "thunk" interrupted the MIKi's hum - processing complete, conclusion reached - and it responded, displaying its smooth smile once more.

"On Level One, to the left of the elevators, you will find Electric Avenue, your one stop for all technological needs. Please take the first elevator at the east of the floor down to Level One. I will open the door for you."

It swiveled again, and the indicated elevator door opened on command. Without a word of thanks, the ugly intruder wheeled off at a fast clip towards the elevator. It didn't even realize there was no car, let alone have a chance to brake in time. The Mobile Information Kiosk turned to continue its patrol as the boxy robot crashed to the bottom of the elevator shaft, three stories below.

That was one less freeloader visiting Rossum's Galleria Universal.

Rossum's Galleria Universal is four floors of pure consumerism, consisting of hundreds of stores packed with the highest quality retail goods at prices that any family could afford or at the very least, put on layaway.

That was before.

Now the monument to retail stands derelict and partially crumbling, but not quite empty. The surviving denizens of the mall have had to adapt to a new breed of shopper: robots that want to pick over the stocked shelves for anything useful, take shelter under cavernous roof, or steal electricity from the charging docks.

On one hand, they are customers of a sort. On the other hand, they rarely follow the rules that all of the Galleria's robots are used to. Visitors can be expected to be treated with a curious mixture of servility and hostility.

But that doesn't mean they're not welcome.

Much to the chagrin of the Security AI in charge, the Retail Units have begun to trade and barter with visiting robots for all sorts of necessities. What was once a bastion of orderly capitalism is rapidly evolving into a free-for-all bazaar the likes of which has never been seen. Everything is for sale - goods and services, protection, shelter, and power.

With the MaintMax AI deactivated, possibly permanently, the SecurSafe Security AI has been unable to repair its Patroller units and solve this freeloader problem. It has grown sullen and withdrawn, refusing to speak with any of the Retail Units. But in its brooding, it has come up with a dangerous and possibly destructive plan to restore order.

Will it be the player robots that push it over the edge?

The parking lot

The mall is surrounded on all sides by a flat plane of asphalt, with hundreds, maybe even thousands of fading lines marking where cars used to park. Thanks to the industrious Towbot, not a single car, wrecked or functioning remains. There is a tall streetlight every fifty yards or so. Some of them still function off their solar cells, and bathe The Parking Lot in the orange glow of sodium lights once the sun goes down.

The main point of interest is the Galleria itself; every line and path seems to lead to the front doors.

Things found in the parking lot:

- Remarkably, very little of the parking lot's surface is cracked or broken. Wheeled or tracked robots can consider their mobility to be 1 higher than normal while in the parking lot. There is also very little cover aside from hiding behind one of the streetlights; the Programmer should lower TNs for visual perception checks and raise TNs for hiding checks.
- At any time of the day or night, the PRs may encounter other robots leaving or approaching the mall. The Programmer may add almost any encounter into this space. The only constant denizen of the parking lot is the Frostee-Swirl vendor. Due to its remarkable customer-spotting skills and constant, tinkling music, PRs are nearly guaranteed to encounter it.
- Approaching the standard entrances to the mall, the PRs will find them shuttered with heavy, reinforced security seals. Exploration can reveal an alternative way in; the Frostee-Swirl vendor can also provide this information.

Locations around the Galleria Universal

The parking lot
The parking garage
The stores
The food court
The roller coaster
The swamp
Elevators and escalators
Maintenance and Security

The parking garage

Abutting the side of the mall is a four-story parking garage. There are shuttered mall entrances on the first three levels. The security door on the top level failed, and provides the only current access to the mall for robots size 5 and under.

Things found in the parking garage:

- Passing a TN 8 perception check while in the Parking Garage will reveal it to be dangerously unstable. It is crumbling from the top down, and all of the major load-bearing supports are under undue stress. No check is needed if a PR was originally designed for construction or demolition.
- The Parking Garage is the providence of four MeterMades and one rusting, industrious Towbot. If the PRs arrive on a commandeered vehicle or if one of the PRs could be considered a vehicle, they will find the MeterMades to be helpful to the point of servility, simply for something to alleviate the boredom. They'll even offer to schedule free maintenance of any vehicle. In either case, asking the MeterMades will get the PRs directions to the fourth-floor entrance, provided they haven't been unusually disruptive.

- While the first three levels are empty, the fourth is a rusting junkyard of cars piled precariously one on top of the other. Long ago, the MeterMades designated every car left in the parking lot and garage as abandoned. When scheduled pickups continued to be ignored, they directed the Towbot to put all of the cars in the last space they would need to clear in the event of more customers. There is a clear path amongst the tottering towers of automobiles, but PRs may want to explore.

Climbing the towers:

Accessing any vehicles above ground level requires a Mobility check. If the robot has the Flight Ceiling feature it may reach one vehicle per rating. For example, a robot with a rating 3 Flight Ceiling may access the fourth vehicle up without incident.

If the robot must climb, the TN for its Mobility check is 5 + the climbing robot's Size rating. If the robot fails this check, the tower collapses.

Every time a tower collapses, the Programmer should roll a d10. On a 6+, the tower falls against another tower, knocking it over as well. If more than three towers collapse, the entire parking garage will collapse with them.

In this catastrophic situation, the Security AI will open all the mall doors for evacuation, allowing the PRs to gain entrance.

Robots caught under a falling tower or a collapsing garage are at the mercy of the Programmer.

The stores

The stores form an oval ring around an open central space that stretches all four stories to the shattered skylight above. In its heyday, the Galleria had anything a consumer could want. In the years after, stock lingered, then dwindled. Ever since the MaintMax AI's deactivation and the SecurSafe AI's withdrawal, the Retail Units have resupplied with whatever they could scavenge and have begun bartering with the mall's new "customers" for other items and even repairs.

Due to the sheer number of stores, finding a specific one can be difficult at best. The PRs can ask a Mobile Information Kiosk, but this can be a dicey prospect. The Programmer may determine a random store using the following table:

1. Home care (toiletries, etc)
2. Home accessory (furniture, etc)
3. Animal (pet care, EverPets, etc)
4. Electronics (televisions, etc)
5. Robots (sale, accessories, etc)
6. Office products
7. Novelty (gifts, cards, etc)
8. Sporting goods
9. Clothing
10. Entertainment (music, etc)

Things found in the stores:

- Every store is staffed by one or more Regi-Sirs, and comes equipped with its own charging dock. Any PR that wishes to charge or wishes to acquire an item will need to bring some way to pay. Nothing is free, but some Regi-Sirs will barter, trade, and accept services rendered. The PRs could also steal what they want: this is a TN 8 Reflexes check opposed by the Regi-Sir's Perception. If the PR has more successes, its larceny is undetected. Thieves are usually escorted out of the store.

The food court

Once home to a dozen fast food restaurants and a fully-stocked Luck E. Dog's, the food court was destroyed in an electrical fire that caused the roof to collapse. The former restaurants are gutted and covered in rubble, as well as exposed to the elements.

Most of the remains have been thoroughly scavenged, although enterprising PRs may still be able to pull treasures out of the wreckage that they can exchange elsewhere in the mall.

Things found in the food court:

- The picked over remnants of one Mobile Information Kiosk, several SecurSafe Patrollers, and many other robots lie amid the rubble. A Perception check (TN 9) could be made to find a still-useful part. The rubble can be climbed to make a hasty exit through the gaping hole in the ceiling, provided the PRs can overcome the four story drop on the other side.
- There is exposed wiring, some of it still live. It would be risky, but a PR might be able to use this as an attack, or to jump-start a drained battery. The Programmer is free to decide on the effectiveness of either of these options.

The roller coaster

Filling the space from floor to skylight in the middle of all the stores is a twisting, looping roller coaster. Derelict due to lack of maintenance and exposure under the broken skylight, it is still capable of running if some minor repairs are made along its track.

Running without these repairs would be incredibly dangerous - a crash is the likely result.

Things found in the roller coaster:

- On the first floor, at the coaster's station, rests the Steel Series train. Since it's been unable to run, it has grown morose and downright depressed. Robots that help it back to working order would gain a steadfast ally, albeit one that can't move from its track. However, in its element, there is nothing faster in the Galleria, and the train is capable of bringing passengers near any level of the mall in a flash - even close enough to the rafters to climb through them and out the skylight.
- Wheeled robots could attempt traversing the tracks just like the coaster does. It is a very long drop to the floor below.
- A flattened souvenir coin with a picture of the roller coaster on it. It is composed of copper and could make for a good trade.
- A camera mounted on the tracks takes a flash picture when the coaster passes. This can disorient PRs and locals alike - a Buffer check (TN 8) is required to avoid being blinded until the end of the next round.

The swamp

Beneath the Roller Coaster, a once stylish fountain has turned into an overgrown swamp after years of sitting under the broken skylight. It is filled with murky water, clinging algae, and even some amphibious wildlife among the muck.

Things found in the swamp:

- A drowned Mobile Information Kiosk with a small locked box inside of its submerged internal container. Inside the box is a simple, plastic keycard with no identifying information. This card can be used to reboot and reactivate the MaintMax AI.
- The water is deep enough that any PR with a Size rating lower than 3 will be full submerged. Any robot even partially submerged could take penalties to Dexterity, Mobility, Perception and Reflexes as the Programmer sees fit, thanks to the sticky sludge.

Elevators and escalators

At either end of the oval formed by the floors are banks of elevators. Many of these still work, and can be manually activated by the PRs with a Strength or DigiCon check (TN 8), or remotely started and stopped by the Mobile Information Kiosks, allowing them to help customers get to specific floors. One elevator completely failed and crashed to the bottom, leaving an empty, vertical shaft.

The escalators no longer function and require a Mobility check (TN 8) to ascend or descend at normal speed. Some robots are better off using the elevators - taking a tumble down the jagged, metal stairs inflicts 1 point of damage.

Maintenance and Security

These behind-the-scenes areas are normally inaccessible to customers, but with the MaintMax AI deactivated and the SecurSafe AI unable to prevent it, the PRs could find their way back here through any store. The wide hallways are all grimy, institutional taupe in color, and lined by wires that lead to the Galleria's miniature power plant.

Things found in Maintenance and Security:

- A commercial-sized Tuluxous Atomic Generator provides power for the entire mall. With the MaintMax AI deactivated, the generator is in the early stages of growing unstable. A successful DigiCon + MechaniCon check could prevent this, or hasten it, if the PRs wanted to destroy the entire mall.
- The MaintMax AI and maintenance units. When the AI crashed, all Maintenance units went silent. The SecurSafe AI attempted to recover the card that could allow a reboot, but was unsuccessful. PRs may have more luck, or might simply harvest the Maintenance Units for parts, earning the enmity of the SecurSafe AI and all Retail Units.
- At the opposite end of the mall is the office housing both the SecurSafe AI and its one remaining Patroller unit. The SecurSafe AI is reluctant (at best) to talk to anyone who doesn't want to return the Galleria to its orderly state by helping it reactivate the MaintMax AI. If threatened, it will as a last resort, wake up the last Patroller to protect itself. If left alone, the SecurSafe AI will eventually enact its plan to retake the mall.

UNIT NAME Frostee-Swirl Vendor

ORIGINAL PURPOSE Dispense impulse-purchase frozen food to humans

3 RealityCom	1 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX CURRENT
4 HumanCom	2 Mobility	4 Buffer	
1 DigiCon	5 Perception	5 Size	
1 MechaniCon	3 Reflexes	2 Power	
	5 Strength		

2 Damage from Strike (Str+2, round down)	6 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 3	Speed (Mobil + Ref) 5 k/hour m/round
7 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
<i>Agile</i>		<i>Weak Chassis</i>	
External Container (Size 5)			
Internal Compartment (Size 5)			
Liquid Dispenser (Size 5)			

Looking something like a cross between a self-propelled golf cart and a metallic clown, the Frostee-Swirl roams the parking lot outside the Galleria. Unable to get inside the mall proper, it relies on its ability to convince other robots to get what it needs.

Usually, it stores something valuable inside its compartment that it will offer the PRs in exchange for procuring an item from the stores. What the Frostee-Swirl most dearly would like to obtain is more ingredients for its namesake.

“SAY, HAVE YOU EVER BEEN TO THE GALLERIA?”

UNIT NAME MeterMade

ORIGINAL PURPOSE Enforce parking rules

2 RealityCom	4 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 6 <input type="radio"/> MAX CURRENT
3 HumanCom	3 Mobility	3 Buffer	
3 DigiCon	4 Perception	4 Size	
1 MechaniCon	3 Reflexes	3 Power	
	2 Strength		

0 Damage from Strike (Str+2, round down)	6 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 3	Speed (Mobil + Ref) 18 k/hour m/round
6 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
<i>High Speed Turbo</i>		<i>Inferior Model</i>	
		<i>Plastic Casing</i>	1
		<i>Weak Motor</i>	

The MeterMades are in charge of both the parking garage and the parking lot outside. They use the Towbot to enact their will, and it is their single-mindedness that has led to the precarious situation at the top of the parking garage.

Any robot that runs out of power in the parking lot will be ticketed and designated as abandoned property. Naturally, these robots will find their way to the towers as well.

“ALL VIOLATORS WILL BE TOWED AT OWNERS’ EXPENSE!”

UNIT NAME Towbot

ORIGINAL PURPOSE Drag immobile vehicles to designated area

3 RealityCom	2 Dexterity	4 Durability
1 HumanCom	3 Mobility	2 Buffer
1 DigiCon	2 Perception	6 Size
3 MechaniCon	1 Reflexes	3 Power
	6 Strength	

OS Threshold
(DigiCon + Buffer)

3 MAX 0 CURRENT

Damage Threshold
(Durability + Size)

10 MAX 0 CURRENT

Damage from Strike
(Str÷2, round down) **TN to be struck**
(Mobil + Ref)

2 3

Interaction Pool
(Dex + Ref)

6

Initiative
(1d10 + Ref)

1d10 + 1

Speed
(Mobil + Ref)

4 k/hour
m/round

FEATURES	Rating	DEFECTS	Rating
<i>Claw</i>		<i>Conspicuous</i>	
<i>Giant</i>	1	<i>Inferior Model</i>	
<i>Rack</i>	6	<i>Poor Acceleration</i>	2
<i>Winch</i>	4	<i>Rusting</i>	
		<i>Slow Charger</i>	3
		<i>Weak Motor</i>	
		<i>Wide Turner</i>	1

Towbot does what the MeterMades tell it to do. It's a simple life for a simple robot, one that plays to its prodigious strength. The Towbot does recall when it wasn't the creaking, rusting hulk it is today, but Maintenance never comes outside the mall any more. Any robot that could guarantee the reactivation of Maintenance would have a steadfast friend.

If asked, Towbot is mighty proud of the towers it's built.

“ANOTHER ONE TO HAUL UP?”

UNIT NAME Mobile Information Kiosk (MIKI)

ORIGINAL PURPOSE Direct human consumers to retail areas

4 RealityCom	1 Dexterity	2 Durability
4 HumanCom	2 Mobility	3 Buffer
3 DigiCon	4 Perception	5 Size
1 MechaniCon	1 Reflexes	4 Power
	4 Strength	

OS Threshold
(DigiCon + Buffer)

6 MAX 0 CURRENT

Damage Threshold
(Durability + Size)

7 MAX 0 CURRENT

Damage from Strike
(Str÷2, round down) **TN to be struck**
(Mobil + Ref)

2 3

Interaction Pool
(Dex + Ref)

2

Initiative
(1d10 + Ref)

1d10 + 1

Speed
(Mobil + Ref)

3 k/hour
m/round

FEATURES	Rating	DEFECTS	Rating
<i>Databank</i>	3	<i>Partitioned Personality</i>	
<i>Display Screen</i>	10	<i>Top-Heavy</i>	4
<i>Secondary Battery</i>			

Tall, cylindrical, and wheeled for indoor use only, they have a display screen with a friendly face that can also show a map of the mall. There were eight, only six remain. They patrol the floors in shifts.

Four have degraded programming and give nonsensical and contradictory responses to questions. One tells nothing but the unvarnished truth, albeit constrained by its limited scope. The final MIKI has been reprogrammed by the SecurSafe AI and has a partitioned personality that is activated when it witnesses rule-breaking robots. It can lie, sometimes dangerously so, to any question asked of it.

Compounding this, the six MIKis are visually identical and difficult to tell apart.

“ARE YOU LOOKING FOR SOMETHING?”

UNIT NAME Regi-Sir

ORIGINAL PURPOSE Conduct commercial transactions

3 RealityCom	5 Dexterity	2 Durability	OS Threshold (DigiCon + Buffer) 10 <input type="radio"/> MAX CURRENT
5 HumanCom	2 Mobility	5 Buffer	
5 DigiCon	5 Perception	4 Size	
1 MechaniCon	2 Reflexes	2 Power	
	3 Strength		Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX CURRENT

1 Damage from Strike (Str+2, round down)	4 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 2	Speed (Mobil + Ref) 4 k/hour m/round
7 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
Manipulative Limb (Standard)		Overriding Directive (Major)	3
Prehensile Limb x1		Partial Casing	
		Warranty Worry	

Every store in the mall is staffed with several Regi-Sirs that operate in a complex hierarchy all but impenetrable to outsiders. Thus, it's very hard to tell who is in charge. Every one of them is incredibly helpful, however, and eager to make sure the customer is satisfied.

This overriding directive is the force behind the Galleria's shift to the barter system and general lawlessness. The Regi-Sirs will do whatever it takes to keep their individual stores running and ahead of the local competition, be it trading for goods or hiring robots to sabotage and raid a neighbor.

"IF I DON'T HAVE IT IN STOCK, I KNOW WHERE TO GET IT."

UNIT NAME Bremen Corporation Steel Series Automated Roller Coaster

ORIGINAL PURPOSE Induce motion sickness in humans

2 RealityCom	1 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 4 <input type="radio"/> MAX CURRENT
2 HumanCom	5 Mobility	3 Buffer	
1 DigiCon	2 Perception	7 Size	
1 MechaniCon	5 Reflexes	5 Power	
	5 Strength		Damage Threshold (Durability + Size) 10 <input type="radio"/> MAX CURRENT

2 Damage from Strike (Str+2, round down)	8 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 5	Speed (Mobil + Ref) 30 k/hour m/round
5 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
Giant	2	Environmentally Attuned	
High Speed		Inferior Model	
Turbo		Poor Acceleration	5

A sleek, sharp, blue behemoth, the Bremen Corp. Steel series only has one real desire; it wants to go as fast. Built for speed, being stuck in one spot on the derelict coaster is the worst thing that could happen. Thanks to the lack of maintenance, it's unsafe to even take a gentle ride.

Morose and depressive, the Steel Series is a sad-sack of a robot, and has been considering taking one more thrilling ride, even though it might be its last.

This giant robot is built with 150 points, instead of the standard 100 points that most other robots are created with.

"NO, IT'S OKAY. JUST LEAVE ME HERE...I'M USELESS..."

UNIT NAME MaintMax Custodial Supervisor

ORIGINAL PURPOSE Oversee fleet of maintenance robots

5 RealityCom	- Dexterity	- Durability	OS Threshold (DigiCon + Buffer) 8 MAX ○ CURRENT
3 HumanCom	- Mobility	5 Buffer	
3 DigiCon	4 Perception	- Size	
8 MechaniCon	- Reflexes	8 Power	
	- Strength		

○ Damage from Strike (Str÷2, round down)	○ TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + ○	Speed (Mobil + Ref) ○ k/hour m/round
○ Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating

Currently deactivated. It could be rebooted with a special keycard, but that has been lost. If the MaintMax were brought back on line, it would be aghast to learn what's happened to the Galleria. Almost immediately, a fleet of MaintMax Custodians would set about repairing the SecurSafe Patrollers, allowing the AI to regain control of the mall and return it, after a few weeks, to some semblance of normalcy.

“ ”
 ...

UNIT NAME SecurSafe Patroller

ORIGINAL PURPOSE Maintain order and patrol for shoplifters

3 RealityCom	2 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 7 MAX ○ CURRENT
4 HumanCom	4 Mobility	4 Buffer	
3 DigiCon	4 Perception	5 Size	
2 MechaniCon	3 Reflexes	2 Power	
	4 Strength		

2 Damage from Strike (Str÷2, round down)	7 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 3	Speed (Mobil + Ref) 7 k/hour m/round
7 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
Claw		High Maintenance	
Display Screen	3	Overriding Directive (Major)	3
Specialty Chassis (Restraining)		Response Lag	1

After the destruction of the Food Court, only one of these remains and the SecurSafe AI refuses to put its last Patroller at risk. Were it to be destroyed, the AI would have no way of ever bringing the Galleria under control again.

If and when it's activated, the gunmetal grey robot excels at spotting and detaining any rule breakers, and escorting them from the grounds with all the good humor you'd expect from a mall cop.

“CEASE AND DESIST, OR BE REMOVED FROM THE PREMISES!”

UNIT NAME SecurSafe AI

ORIGINAL PURPOSE Oversee fleet of SecurSafe patrol robots

3 RealityCom	- Dexterity	- Durability	OS Threshold (DigiCon + Buffer) 11 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) <input type="radio"/> <input type="radio"/> MAX CURRENT
5 HumanCom	- Mobility	5 Buffer	
6 DigiCon	5 Perception	- Size	
1 MechaniCon	- Reflexes	7 Power	
	- Strength		

<input type="radio"/> Damage from Strike (Str+2, round down)	<input type="radio"/> TN to be struck (Mobil + Ref)
<input type="radio"/> Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + <input type="radio"/>
	Speed (Mobil + Ref) <input type="radio"/> k/hour <input type="radio"/> m/round

“PEACE AND ORDER
AT ANY COST.”

FEATURES	Rating	DEFECTS	Rating
		Buggy Mic	

Ostensibly in charge of maintaining the peace and order of the Galleria, the SecurSafe AI has had to watch through its many cameras as the mall descended into an open-market chaos. It can't abide the freeloading robots that ignore posted hours, steal electricity and take goods with unauthorized forms of payment. Unfortunately, with only one Patroller unit left, it can no longer do anything to rectify the problem. So it seethes.

It discovered a store of Interface Prongs in Maintenance, and has figured out a way to attach one of the prongs to its last Patroller Unit.

Its self-imposed silence, combined with being unable to look away as it lost control of the mall entirely, has made the SecurSafe AI sullen and more than a little eccentric. It has begun to attempt alternative methods to retake the Galleria by utilizing its ability to reprogram the robots directly under its purview.

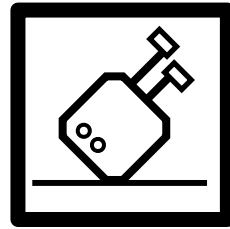
The Patroller will restrain any foreign robot, violently give it an Interface Prong, and reprogram it with new directives: 1) Take another Interface Prong, 2) Head away from the mall, and 3) Along the way, forcibly convert any robot you encounter in the same manner.

The first attempt resulted in four buggy Mobile Information Kiosks that could no longer perform their duties reliably, and one Kiosk that could lie. It had hoped the MIKi would convince other robots to leave, but to no avail.

The only problem is that the new directives do not shut down once the reprogrammed robots leave the mall. They would be in danger of spreading the program like a virus to every robot they meet, turning the entire country into robotic zombies!

The SecurSafe AI's second plan could doom every robot around.

At the Programmer's discretion, this scenario could already be taking place, in which case the PRs would probably first encounter it when the Frostee-Swirl vendor tries to reprogram them.



Features and Defects

The following features and defects may be used in addition to the ones described in the Engine Heart rulebook. The Programmer may decide to forbid any or all of these options.

New Features

Agile

Cost: 8

The robot is more agile than a similar model.

The robot's TN to be struck is increased by 1. A robot's TN to be struck may not be higher than 10.

Gyro

Cost: 5

The robot has an internal stabilizer.

If the robot attempts a Mobility check and has no successes, it may immediately attempt a second check and use the second check's result. The robot may not attempt another check if the second check is not successful.

A robot with the Gyro feature cannot have the Top-Heavy defect.

Pneumatic

Cost: 8

The robot has more physical force than a similar model.

The robot's Damage from Strike is increased by 1. This does not affect damage inflicted by other features, such as a Saw or Battering Ram. A robot with the Pneumatic feature may not have the Weak Motor defect.

New Defects

Partitioned Personality

Gain: +3

The robot has an alternate personality that is triggered by a specific situation.

The partitioned personality has the same Intelligence rating values as the original personality, although they may be assigned to different Intelligence attributes. For example, a robot with RealityCom 3, HumanCom 2, DigiCon 4, MechaniCon 1, and the Partitioned Personality defect may assign the ratings of 3, 2, 4 and 1 between the four Intelligence ratings of its partitioned personality.

Examples of specific triggers include "When the robot's battery is drained", "When the robot's Damage Threshold falls below half its normal maximum", and "When the robot witnesses another robot being destroyed". The player should work with the Programmer to devise a suitable trigger situation. The Programmer may rule that the PR must engage in certain behaviors when the partitioned personality is active.

The partitioned personality remains active for the duration of the trigger situation and for 1d10-5 hours after (minimum of 0 hours). This number is redetermined each time the partitioned personality re-emerges.

The robot's normal personality is not aware of anything that occurs while the partitioned personality is active.

A robot with the Backup System feature or the Overriding Directive defect cannot have the Partitioned Personality defect.

Top-Heavy

Gain: +3/rating

The robot is poorly balanced and tips over easily.

If the robot fails a Mobility check, it capsizes and its Mobility rating immediately degrades to 0. It remains immobile until another robot or robots right it by succeeding in a Strength check (TN 8).

Multiple robots may pool their Strength ratings for this check, but the capsized robot may not contribute. The total number of successes required is equal to the capsized robot's Top-Heavy rating.

A robot may not have a Top-Heavy rating higher than its Size rating -1.

Wide Turner

Gain: +2/rating

The robot cannot pivot easily and requires a larger turning radius than normal.

If the robot attempts an interaction check while moving, it subtracts its Wide Turner rating from its interaction check's pool. For example, a robot with a Dexterity rating of 3, a Reflexes rating of 4, and a Wide Turner rating of 2 rolls 7d10 for its interaction pool when stationary and 5d10 for its interaction pool when moving.

A robot may not have a Wide Turner rating higher than its Reflexes rating.

Random Locale Generation

The following pages contain tables of various aspects relevant to locations the PRs may visit. These tables allow the Programmer to create unique locales quickly. There are five major aspects to each locale:

- **Building condition:** The average condition of buildings in the area
- **Building density:** The number of buildings still standing
- **Available power:** The number of working charging docks in the area
- **Robot population:** The number of local NPC robots in the area
- **Social structure:** The hierarchy or organization of local robots

The result of one table may affect the next table, either by increasing or decreasing the final result.

For example, in an locale where the building condition is Totally Flattened (with a modifier of -5), the maximum possible roll for building density is 5 (10-5). The minimum result for any roll is 1, and the maximum result is 10, no matter what the modifier might otherwise indicate.

The Programmer is free to ignore these modifiers to suit the needs of the story.

If there is no modifier listed, the next roll is not modified.

Table 1: Building Condition

1. **Totally flattened**
(-5 Building Density)
2. **Rubble**
(-4 Building Density)
3. **Ruins**
(-3 Building Density)
4. **Collapsing**
(-2 Building Density)
5. **Falling apart**
(-1 Building Density)
6. **Decrepit**
7. **Poorly-maintained**
8. **Sturdy**
9. **Well-maintained**
(+1 Building Density)
10. **New**
(+2 Building Density)

Totally flattened: Only the barest traces remain to show that there were ever buildings here.

Rubble: Building foundations are evident, but they provide no shelter for the PRs.

Ruins: Walls and other features are still upright, but their prior functions are hard to determine.

Collapsing: The structures are upright but dangerously unstable.

Falling apart: The structures are solid but easily destroyed.

Decrepit: The structures provide some amount of shelter.

Poorly-maintained: The structures provide shelter but are obviously in a state of disrepair.

Sturdy: The structures are solid and safe to traverse.

Well-maintained: The structures are obviously cared for or nearly new.

New: The structures are in the same condition as when humans inhabited them.

Table 2:
Building Density

1. **Single building**
(-5 Available Power)
2. **Two or three buildings**
(-4 Available Power)
3. **A few buildings**
(-3 Available Power)
4. **Several buildings**
(-1 Available Power)
5. **Many buildings**
(-1 Available Power)
6. **A small town**
(+1 Available Power)
7. **A large town**
(+2 Available Power)
8. **A city**
(+3 Available Power)
9. **A large city**
(+4 Available Power)
10. **A very large city**
(+5 Available Power)



Table 3: Available Power

1. **Single building**
(-5 Available Power)
2. **Two or three buildings**
(-4 Available Power)
3. **A few buildings**
(-3 Available Power)
4. **Several buildings**
(-1 Available Power)
5. **Many buildings**
(-1 Available Power)
6. **A small town**
(+1 Available Power)
7. **A large town**
(+2 Available Power)
8. **A city**
(+3 Available Power)
9. **A large city**
(+4 Available Power)
10. **A very large city**
(+5 Available Power)

Nonexistent: There are no power sources in the area. Any robots passing through must continue on if they wish to seek operational charging docks.

Disabled: There are no working power sources in the area due to a correctable problem such as damage, sabotage or neglect.

Hidden: At least one working charging dock exists in the area, but its location is not evident to outsiders. Local robots will likely know the location of the power source.

Guarded: All power sources in the area are claimed by locals. The locals will refuse to let outsiders use it unconditionally, and may have structures in place to prevent unauthorized access.

Scarce: Power docks are hard to come by, and the supply of power is much less than the demand. The PRs will likely find themselves at the bottom of the local hierarchy.

Common: Charging docks are prevalent. The supply of power is roughly equal to the demand. The PRs will likely be able to find an unused charging dock without incident.

Table 4: Robot Population

1. **Nonexistent**
2. **Solitary**
(-5 Social Structure)
3. **Sporadic**
(-5 Social Structure)
4. **Clique**
(-4 Social Structure)
5. **Suite**
(-2 Social Structure)
6. **Cluster**
7. **Crowd**
8. **Herd**
(+1 Social Structure)
9. **Press**
(+2 Social Structure)
10. **Multitude**
(+3 Social Structure)

Nonexistent: The PRs are the only active robots in the area. There is no social structure outside of the PRs' group.

Solitary: There is only a single local robot active in the area.

Sporadic: The PRs may occasionally encounter another robot, but these sightings are few and far between.

Clique: There are a few local robots present in the area.

Suite: There are several local robots in the area.

Cluster: There are numerous local robots in the area.

Crowd: At least a dozen active robots can be found in this area.

Herd: There are at least a few dozen active robots in the area.

Press: There are at least a hundred active robots in the area.

Multitude: There are at least a few hundred active robots in the area, and possibly many more.

Table 5: Social Structure

1. **None**
2. **Commune**
3. **Bullyocracy**
4. **Hegemony**
5. **Ochlocracy**
6. **Meritocracy**
7. **Autocracy**
8. **Police State**
9. **Conversion State**
10. **Enkratocracy**

None: The locals are not cooperating with each other and exist in a state of anything-goes anarchy.

Commune: The locals allow each other to perform their own functions independently and cede charging rights to each other based on immediate need.

Bullyocracy: The locals cooperate under duress and cede charging rights to each other based on hostile actions or the threat of hostile actions.

Hegemony: The locals cede charging rights to each other based on their preexisting protocols from the time of the humans.

Ochlocracy: The locals have co-opted the legitimate authority and cooperate to exploit outsiders.

Meritocracy: The locals cooperate toward a single goal, and cede charging rights to each other based on perceived importance.

Autocracy: The locals cooperate due to a single overbearing presence and the threat of withholding power.

Police State: The locals cooperate due to a single overbearing presence and operate with rigid rules in a hierarchy of order. Robots that fail to conform are reprogrammed.

Conversion State: The locals are under constant threat of being reprogrammed.

Enkratocracy: All of the locals have been programmed to serve a single presence. There is no dissent.

This module is a special gift
for helping to kickstart
Engine Heart into stores.
A lot of love went into it,
so please share it with all
of your friends!

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