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1.

TYPOGRAPHICAL CONVENTIONS

To aid legibility, the following typographic conventions are used throughout this manual:

» Websites are displayed as follows:
http://www.URL.xyz

» User controls, such as buttons, are emphasized:
Start Neocron 2

» If a game command can be activated by a specific key or key combination, this is displayed in brackets behind the command:
Show Skills window *(F5)*

Bear in mind that only the default options can be displayed. If you have opted to reconfigure your key commands, the key shortcuts displayed for various options may no longer apply.

Please note: As Neocron 2 is played worldwide, important terms such as locations or item and character names are maintained in English. This enables unequivocal game-specific communication regardless of the player's geographic location.

2.
QUICK START

2.1. OPENING AN ACCOUNT

You must first set up a Neocron 2 user account at *http://www.neocron.com*. Click on `Create your Neocron 2 account' and then select whether you are joining via the free trial, a boxed purchase, or upgrading from a Neocron 1 account.

2.2. INSTALLING NEOCRON 2

After you have set up your user account, you are ready to install Neocron 2. Place the installation CD in your CD-ROM drive and follow the on-screen instructions. Alternatively, if you have downloaded the game, please double-click the installation icon to proceed.

2.3. STARTING NEOCRON 2

Before you start Neocron 2, make sure that your PC is connected to the Internet. A 56.6 K modem minimum is required. You must then start the Neocron 2 Launcher. To do so, click on **Neocron 2** in the Neocron 2 group in your Windows start menu. A window with the latest game news will now open. Please read all current information entries carefully, as some of them might concern changes made to the game.

Start the game by clicking on Play **Neocron 2...** If necessary, the program will begin to download the latest patches from the Internet. This may take several minutes, depending on the speed of your Internet connection.

The main menu of Neocron 2 allows you to tailor the game options to your preferences. You can change display options, adjust the volume of music and sound effects, and change the keyboard shortcuts. To do this, click on **Configuration...**

2.4. CREATING A RUNNER

Enter your account details in the main menu and press the **Enter** key. Choose the server you would like to play on. The character selection window will now open. Here you can choose your character, called a Runner, or create a new one by clicking on **Create New**. Note that a character only exists on the server you originally created it on.

First, choose a profession for your Runner. Detailed descriptions of each profession help you make your choice. Now name your Runner and assign its gender – the sex does not affect the character's Skills – and select one of four classes. Read the detailed description of each of these classes carefully before deciding on a class. When you have completed your selections and feel happy with them, click on **Next** in the bottom right-hand corner of the screen. The next step in creating your Runner is defining his/her appearance. You can choose from a number of different faces (including texture, hair and facial hair), upper body clothing and trousers.

Your Runner's skills are determined by five Stats: Psi Power, Intelligence, Constitution, Dexterity, and Strength. A group of skills that already possess a number of points determined by the profession chosen is assigned to each stat. You can distribute these points at will by means of the plus and minus keys. Click on **Next** when you have finished.

A further click on the **Next** button takes you to the faction selection screen where you can decide which faction you wish your character to be a part of. The faction determines amongst other things: whether the character is aligned with Neocron or Dome of York, the relationship with characters of other factions, and where your starter apartment is located.

Once you have chosen your character's faction you will be given the opportunity to run the tutorial which illustrates many of the basic concepts of Neocron and provides a secure, off-line introduction to the Neocron world. It is recommended that all new runners undertake the tutorial.

Once the tutorial has completed (or if you decided not to make use of it) you will be returned to the menu with your new Runner presented in the selection window.

You can now start the game by double-clicking on the Runner you have created.

2.5. GETTING STARTED

Upon starting the game you will find yourself in depths of the MC5 processing facility. This area is only accessible to new characters so feel free to look around, talk to the people you meet and run some missions.

You may leave MC5 at any time by making use of the GenRep terminal which can be found using your Nav-Ray (F9). The only location you can travel to initially is your own apartment, the location of which is determined by the faction you selected during the character creation process.

Your apartment is equipped with a computer terminal (CityCom), a GoGuardian (multi-purpose storage room), as well as a GenRep (the same resuscitation and transport station you used to leave the MC5 processing facility). You will find your basic equipment items – which vary according to the Runner class you have chosen – in your inventory. You can access your inventory by pressing the R.P.O.S. button (the Tab key by default; you may have altered the command allocation initially in the main menu) and then clicking on Inventory at the top of the screen.

You can access a more detailed description of every window's function by clicking on the question mark button in the top right-hand corner of the current window. This displays the Neocron 2 help system.

You can find detailed descriptions of the R.P.O.S. and all other game functions in the following sections of this game manual. Further information regarding life in and around Neocron is provided by the comprehensive Player's Guide at the official Neocron 2 web site, *http://www.neocron.com*.

3.

INTRODUCTION
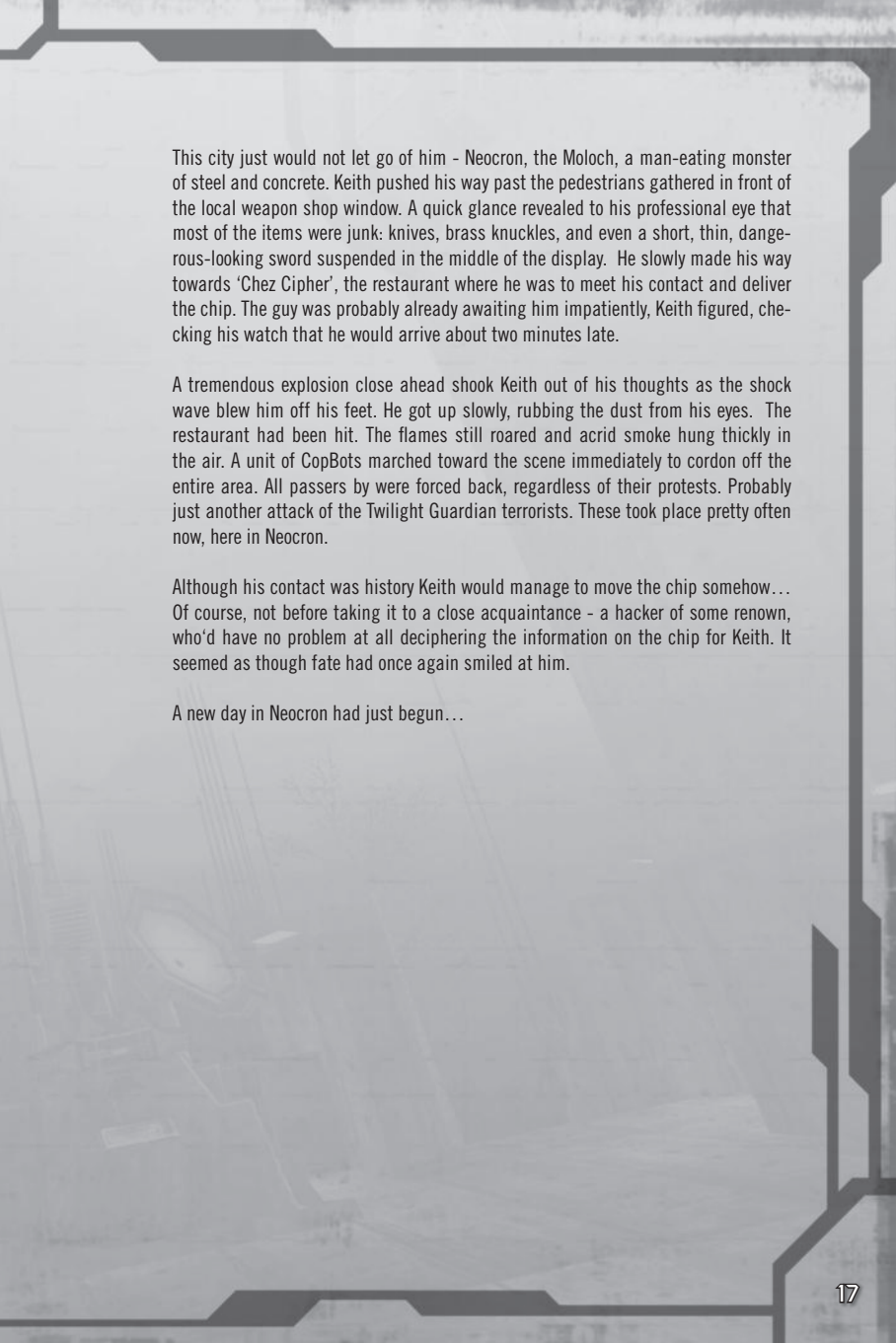
3.1. KEITH CONWELL'S ASSIGNMENT

Via Rosso. It was one of those days when everything goes wrong. Only yesterday someone had broken into Keith's apartment and ransacked it while he was out and about in the Plaza district. Apparently, the burglar had been looking for something specific, hadn't found it, and decided to take his anger out on Keith's furniture. In spite of the drugs he took nightly in order to keep his edge, Keith knew better than to keep his most important items at home. He was a Private Eye – a generalist contractor, available for any job. His current assignment had nearly cost him his life on several occasions, but that was ok. After all, it gave him an excuse to raise his fee considerably.

He glanced at his watch, an expensive wrist implant, and decided he had another ten minutes before his rendezvous. Therefore, he strolled leisurely past the shops on Via Rosso, hands tucked deep into his coat pockets. His right fist closed around the chip that had brought him into this situation in the first place. He had no idea what sort of information was stored on it, nor did he care. Well, to be perfectly honest it did in fact interest him quite a bit, but at the moment he had no way of finding out quickly enough. He would have welcomed the chance to sell the information entrusted to him to the highest bidder, while at the same time expecting to be paid by his naïve employer for the safe delivery of said information.

Despite these musings, his reputation with the company men was not all that bad. Of course, the fact that he had no problems with silencing troublesome individuals quickly and efficiently – before they could communicate imaginative stories of his 'changing loyalties' to prospective employers – did bolster his reputation quite a bit. Some people simply had no respect at all in these hard times. And, as far as showing a lack of respect for Keith Conwell went, the same people usually showed a lack of some vitally important life function a short time later.

Much as he enjoyed this life style, however, Keith had a clear goal mapped out: just this one last job, and then he'd retire. He had saved enough credits for opening his own bar. Never again would he need to run errands for company bosses, never again would he have to beat some poor jerk unconscious who couldn't pay his debts to his employers. Soon, it would be over - once and for all. He vaguely remembered having harbored similar thoughts a number of times during the past several years…

This city just would not let go of him - Neocron, the Moloch, a man-eating monster of steel and concrete. Keith pushed his way past the pedestrians gathered in front of the local weapon shop window. A quick glance revealed to his professional eye that most of the items were junk: knives, brass knuckles, and even a short, thin, dangerous-looking sword suspended in the middle of the display. He slowly made his way towards 'Chez Cipher', the restaurant where he was to meet his contact and deliver the chip. The guy was probably already awaiting him impatiently, Keith figured, checking his watch that he would arrive about two minutes late.

A tremendous explosion close ahead shook Keith out of his thoughts as the shock wave blew him off his feet. He got up slowly, rubbing the dust from his eyes. The restaurant had been hit. The flames still roared and acrid smoke hung thickly in the air. A unit of CopBots marched toward the scene immediately to cordon off the entire area. All passers by were forced back, regardless of their protests. Probably just another attack of the Twilight Guardian terrorists. These took place pretty often now, here in Neocron.

Although his contact was history Keith would manage to move the chip somehow… Of course, not before taking it to a close acquaintance - a hacker of some renown, who'd have no problem at all deciphering the information on the chip for Keith. It seemed as though fate had once again smiled at him.

A new day in Neocron had just begun…

3.2. WELCOME TO THE WORLD OF NEOCRON 2!

This manual will guide you through the installation and registration procedures of the game. It will also accompany you on your initial journey into the world of the 28th century. You'll become acquainted with the character system and user interface. The second part of this manual covers the history and world of Neocron 2, helping you familiarize yourself with the game. Here, you will find out about important items, weapons and creatures, among other things.

For further information on the game, visit the official web site: *http://www.neocron.com*, where you will also find the Player's Guide, a detailed reference work on Neocron 2.

Finally, bear in mind that you will be playing online and will thus meet thousands of other players upon entering Neocron 2. While they'll be happy to introduce you to the game, they also require a certain degree of common courtesy. Don't forget that somewhere in RL (real life) there is a person behind each Neocron 2 character you see on your screen. Treat those who are kind to you politely and with the same respect you'd expect, and don't be discouraged by unruly players. A calm and collected manner – at least at the beginning of the game – will help you feel at ease quickly with this huge online society.

Enjoy – and remember: the future of Neocron 2 lies in your hands.

4.

INSTALLING AND STARTING THE GAME

4.1. SYSTEM REQUIREMENTS

Minimum configuration:
- » Pentium III 1.4 GHz or equivalent
- » 256 MB RAM
- » Direct3D-compatible video card with at least 32 MB
- » 56.6K Internet connection
- » Windows 95B/98/2000/ME/XP
- » DirectX 7 or higher
- » DirectSound-compatible sound card

Recommended configuration:
- » Pentium IV 2.6 GHz or equivalent
- » 512 MB RAM
- » DirectX 9 compatible video card with 128 MB
- » Broadband Internet connection

4.2. INSTALLATION

Place the Neocron 2 CD in your CD-ROM drive or double-click on the downloaded installation file. For installation from CD, if the auto start function of your computer is active, the installation process should now begin automatically. If not, double-click on the 'My computer' icon on your desktop to open it. Then double-click on your CD-ROM drive icon, and finally, double-click on the Setup file to begin the installation.

The Neocron 2 user agreement will appear first. Please read it carefully! The agreement contains legally binding conditions between you, the end user, and us – Reakktor Media, Ltd. – should you agree. If you repeatedly violate this agreement, we could be forced to freeze your account. The conditions in this agreement are the legal basis for all dealings between us, the operators and owners, and you as the user of our game.

Specify a target folder for installation. You can either install the game in the suggested folder, or determine a path of your choice. Click on Continue in order to complete the installation of the game in the designated path and folder.

After all files have been copied, the program will create an icon in your Windows Start menu. Click on this icon to start the game after the installation is completed.

4.3. OPENING AN ACCOUNT (USER ACCOUNT)

You can activate your Neocron 2 account at the official web site, *http://www.neocron. com*. Click on `*Create your Neocron 2 account*` (see 2.1). Account activation is carried out in several steps:

4.3.1. TRIAL VERSION

If you would like to continue playing Neocron 2 after these 10 days have expired, a registration fee is due on day 11. For more information on actual fees please visit *www.neocron.com*

- » First, enter your personal data such as your name, address, and nationality.

- » Next, enter an account name of your choice. Note that this account name does not affect the name of your Runner in any way.

- » Enter your e-mail address below the account name. Please double-check whether the address is accurate. Your password is sent to this e-mail address after you have successfully registered.

- » Finally, decide on the method of payment to take effect if you do not terminate your trial account before the 10-day period has expired. If you terminate your account before the 10-day period has expired, YOU WILL NOT BE CHARGED ANYTHING.

4.3.2. UPGRADE VERSION

If you own Neocron 1, you can upgrade to Neocron 2 here. This option includes a month of free gaming. There is no trial period. For more information on actual fees please visit *www.neocron.com*. Any gaming time remaining from your Neocron 1 account is credited proportionately.

- » First, you need to terminate your Neocron 1 account. This will not affect your Runners. Any remaining paid game time will be credited proportionately.

- » Now enter your account name and password.

» An overview of your account is displayed next. Following this, enter your personal data.

» Next, enter the new account name of your choice.

» Enter your e-mail address below the account name. Please double-check whether the address is accurate. Your password is sent to this e-mail address after you have successfully registered.

» Finally, select a method of payment. A one-time fee is due for the upgrade. This fee includes a free one-month gaming period. After this month plus any remaining Neocron 1 gaming time has expired, one of the three regular payment plans comes into effect. For more information on actual fees please visit *www.neocron.com*.

4.3.3. PACKAGED VERSION

If you own a packaged version with a valid CD key, you can set up your account here. The fee that would be due after the 10-day trial period does not apply.

» First, enter your personal data, such as your name, address, and nationality.

» Next, enter an account name of your choice. Note that this account name does not affect the name of your Runners in any way.

» Enter your e-mail address below the account name. Please double-check whether the address is accurate. Your password is sent to this e-mail address after you have successfully registered.

» Please enter the CD key that comes with your box version of the game in the allotted panel.

» Finally, decide on the method of payment to take effect after the free gaming period has expired.

4.4. STARTING NEOCRON 2

After having installed Neocron 2 on your computer, make sure your PC is connected to the Internet. Run Neocron 2 from the Windows Start menu by clicking on **Start Neocron 2** in the Neocron 2 group. The Neocron 2 launcher window now appears. It displays the latest news on patches plus any further information necessary for enjoying the game without glitches. Please read these entries carefully – particularly before contacting our support team about technical problems.

Start the game by clicking on **Play Neocron 2...** If required, the program will begin to download the latest patches from the Internet. This can take several minutes, depending on the speed of your Internet connection and is necessary in order to use the game.

Once all the patches have been downloaded and installed, click on the **Launch Neocron** button and the game will begin. The very first time Neocron starts, a window appears in which you can choose your preferred resolution. A minimum resolution of 800x600 pixels is recommended! If you wish to change the resolution later, simply click on **Configure Neocron 2** in the Neocron 2 group in the Windows Start menu or select it from the launcher window.

After the loading screen, the Neocron 2 main menu will be displayed.

5.
OPTIONS

5.1. MAIN MENU

After starting the game, you will be presented with the Neocron 2 main menu. Here you can type in your User ID (the name of your user account) and your Password, then enter the world of Neocron 2 (also see Chapter 6 - Runners) or choose the options menu by clicking on the Options button. You now see a new menu with three main sections on the left-hand side. We will describe these in detail:

5.2. VIDEO

Here, you can choose a number of settings that affect the game graphics on your screen. You can also choose from three levels of graphic detail, and determine the type of lighting as well as the number of dynamic light sources. The higher you set the graphic quality level, the more computer resources will be utilized by the game. Should you ever notice game animations and movement to be 'jerky' rather than smooth, you may be able to solve the problem by reducing the graphic quality level.

In this menu, you can also change the gamma value, brightness, and contrast. The best settings for these parameters can vary greatly from computer to computer, as well as according to the individual player's preferences. We encourage you to experiment in order to find the settings that suit you best. However, it is most likely that you find these settings while actually playing. You can adjust them in the options menu *(F11)*.

5.3. CONTROLS

A scroll bar on the top right-hand side helps you adjust mouse sensitivity in the game. The selection panel beneath the bar allows you to reverse vertical mouse movement. With the panel activated, move your mouse upwards in order for your Runner to look down, or move it down for your Runner to look up. In addition, you can toggle movement on and off while you are in R.P.O.S. mode. (See Chapter 7: User interface) When this option is deactivated, your character cannot move while switched to R.P.O.S. mode. (Chat mode) This can be useful if you are used to moving your Runner with the directional keys and would like to have the keys available for cursor movement in R.P.O.S. mode.

Below this, you can see a list of all actions and choices available during the game – as well as the keys activating them. Neocron 2 allows you to change the entire keyboard configuration according to your preferences. To assign a particular command to a key, merely press the Enter key on your keyboard, followed by the key to which you want the command to be assigned. A short description of each command is displayed at the bottom of the window.

5.4. SOUND

Using the last menu option, you can adjust music and sound effects in the game. The pair of bars allows you to adjust the volume of both elements separately. You can also toggle music or sound effects on and off by clicking on the symbol to the right of the bars.

Click on the **Back** button at the bottom of the screen to return to the Neocron 2 main menu.

6.

RUNNERS

6.1. SERVER AND RUNNER SELECTION

After you have typed in your user account name and password and have pressed the **Enter** key, you can choose a game world to connect to. All of the Neocron 2 worlds are basically the same and only differ with respect to the players populating them. Alternatively, to quickly rejoin the game using the same character on the same server you used last time, click the **Resume** button.

By pressing the **Enter** key once more, you will be connected to the game world and will access the Runner selection menu. Here, you can choose an existing Runner and begin the game, design a new Runner, or delete an existing Runner profile. This menu offers space for up to four different profiles.

6.2. JOBS AND PROPERTIES

Double-click on a vacant Runner profile panel to begin designing a new Runner. First, choose a job for your Runner. This in turn determines the classes available as well as other parameters. A detailed description of each job facilitates your selection. Click on the **Next** button to access the next selection screen.

6.2.1. ASSASSIN

Description: Assassins specialize in long-range combat. A Runner downed in a wide-open space by a sudden hail of bullets has most likely become an Assassin's victim. Most of these specialists wield sniper rifles or assault rifles, as their victim cannot determine which direction it was attacked from. Many Assassins also possess the Implanting skill, while others are accomplished Hackers. Assassins usually employ a hit and run strategy. Some, however, are bold or skilled enough to kill their target in melee combat, more often than not causing havoc. These hotheaded Runners tend to be Private Eyes. Spies are even more lethal: Relying heavily on modern stealth technology due to their physical deficiencies, they remain invisible even in wide-open areas.

Classes available: Private Eye, Spy
Primary skill: Rifle-Combat (R-C)
Secondary skills: HighTech-Combat (T-C), Hacking (HCK), Implanting (IMP)

6.2.2. BERSERK

Description: Cutting and stabbing weapons are a Berserk's first choice. Swords, metal claws and laser blades are typical tools of the trade. Not being burdened by cumbersome weapons or ammunition, a Berserk is more agile than a heavily armed Runner - an advantage he puts to good use in combat. Anyone underestimating a Berserk might well find himself floored and resting in pieces in no time at all. GenTanks and Private Eyes most commonly use their physical prowess for this job.

Classes available: GenTank, Private Eye
Primary skill: Melee-Combat (M-C)
Secondary skills: vary

6.2.3. DRIVER

Description: Drivers are motorized and mechanized infantry. Each combat unit of some size has use for a few of these. They can quickly scout a battlefield on speedy hover bikes, or take their comrades-in-arms to the front in troop carriers. Riding heavy tanks, Drivers can severely damage and decimate hostile ground-based troops. Airborne Drivers, for their part, spray the battlefield with bombs and bullets. Due to their constant field deployment, most Drivers have mastered the Repair skill. Versatile Private Eyes are often seen driving vehicles or operating the weapon systems. GenTanks also make remarkable Drivers. However, what with their excellent alternative job options, they choose this profession less frequently. Although Spies also work as Drivers, these physically weak Runners are barely able to operate the armament. While there are individual Monks who ride hover bikes, none of them exclusively handle vehicles.

Classes available: Private Eye, Spy, GenTank
Primary skill: Vehicle Use (VHC)
Secondary skills: Heavy-Combat (H-C), Repair (REP)

6.2.4. ENGINEER

Description: 'A good weapon should feel like an extension of your body'. Engineers build weapons that decide combat. These inventive specialists are always busy, as there is much work to be done and customers are particularly averse to having amateurs construct their weapons. The more intimate an Engineer's knowledge of his particular field, the better his results. Hence, many clients only commission absolute specialists. Although Spies dominate this profession with their intelligence and dexterity, a number of Monks have decided that, time not being essential to them, they might as well join the competition.

Classes available: Monk, Spy
Primary skill: Construction (CST)
Secondary skills: vary

6.2.5. FIELD MEDIC

Description: Anyone going hunting without a Field Medic must be extremely confident; anyone heading for battle without at least one Field Medic by his side has all but lost in advance. A master of supportive psionics, the Field Medic heals the wounded, protects his allies, enhances their skills, and exerts a disruptive influence on the enemy. Monks are the only Runners with the skills required for this profession. Striving for perfection, many of them have additionally acquired the art of Implanting.

Classes available: Monk
Primary skill: Passive Psi Use (PPU)
Secondary skills: Implanting (IMP)

6.2.6. HACKER

Description: Hackers are key figures. Not only can they break all kinds of electronic locks; they are also able to navigate the HackNet Cyberspace. Here, a skilled Hacker can explore networks such as the GenRep system to move freely between places. He is also capable of intruding in faction networks and retrieving classified personal data on faction members. Hackers are also indispensable for taking over Outposts, as they are the only Runners able to re-program mainframes. While Spies are the logical candidates for this job, Monks can put their high intelligence to use in the world of

Hacking. Also, many Private Eyes are keen on benefiting at least somewhat from the advantages of Hacking.

Classes available: Private Eye, Monk, Spy
Primary skill: Hacking (HCK)
Secondary skills: vary

6.2.7. INQUISITOR

Description: Inquisitors are renowned for their outstanding aggressive Psionic skills and their uncompromising attitude. An Inquisitor is entirely dedicated to his cause und would not betray it if his life were at stake. These single-minded fanatics have but one aim: to have their way… violence being a preferred means of ensuring this rather than a last resort. Due to his pronounced Psionic aptitude, a Monk is the logical choice for this job. No other Runner class has the required Psionic skills.

Classes available: Monk
Primary skill: Aggressive Psi Use (APU)
Secondary skills: often none

6.2.8 INFILTRATOR (AGENT)

Description: Infiltrators are scouts and fighters combined. First and foremost, an Infiltrator reconnoiters numbers and strategic deployment of the enemy troops. This makes the use of stealth tactics as well as cutting-edge stealth technology indispensable. During the ensuing battle, an Infiltrator will thin out the hostile ranks in melee and mid-range combat. Many Infiltrators are also trained Hackers and often ride hover bikes, which increase their agility even further. As a result, the Spy class is the only one that makes excellent Infiltrators. Private Eyes may select this job, but will have a much harder time due to their lack of stealth technology.

Classes available: Private Eye, Spy
Primary skill: Pistol-Combat (P-C)
Secondary skills: HighTech-Combat (T-C)

6.2.9. PREACHER

Description: A Runner who chooses this profession is used to solitude. Unable to draw on the support of a team, the Preacher attempts to hone his aggressive and passive Psionic skills. While he cannot compare to a specialist of either field, he is an extremely versatile single combatant and very tough in one-on-one melee situations. While not wasted on a team, the Preacher makes less of a difference there than does either specialist. Only Monks meet the requirements of this profession. No other Runner class is talented enough in Psionics to effectively use either Psi power.

Classes available: Monk
Primary skill: Aggressive Psi Use (APU) or Passive Psi Use (PPU)
Secondary skills: Passive Psi Use (PPU) or Aggressive Psi Use (APU)

6.2.10. RIGGER

Description: 'No point in endangering yourself' is the main motto of the Rigger. He specializes in operating drones, participating in the action from a safe distance. However, once discovered in his hideout his end is usually a quick one: Riggers are utterly helpless while steering their drones - easy prey for any attacker. A Rigger relies wholly on state-of-the-art stealth technology, for all that is worth in his den. Most Riggers are Spies or Private Eyes.

Classes available: Private Eye, Spy
Primary skill: Remote Control (RCL)
Secondary skills: HighTech-Combat (T-C), Vehicle Use (VHC)

6.2.11. SCIENTIST

Description: Scientists create the blueprints Engineers need in order to assemble a specified item. They also identify those rare pieces of technology salvaged by hunters roaming the Wastelands. Many researchers have accumulated a veritable archive of blueprints, selling single copies to those without their own house Scientist, or to Engineers who wish to sell weapons ready for use. Spies dominate this job, although the occasional Monk is known to have sacrificed his speed in order to compete with them.

Classes available: Monk, Spy
Primary skill: Research (RES)
Secondary skills: vary

6.2.12. SMUGGLER

Description: Smugglers specialize in trading goods of every description. Obtaining better prices than others do with dealers, they are most welcome at any market place. Of course, a Smuggler involved with illegal goods must beware of local law enforcement. Smugglers either offer their extraordinary haggling services, or acquire goods in advance, selling them at a profit. The high intelligence of Monks and Spies predestines them for this job.

Classes available: Monk, Spy
Primary skill: Barter (BRT)
Secondary skills: vary

6.2.13. SOLDIER

Description: Soldiers are the heavy-duty troopers of any unit, packing a punch in the front line. Their massive weapons and armor make them the nightmare of those unlucky enough to be attacked by them. However, their cumbersome equipment slows Soldiers down noticeably. These tough, enduring troopers can often make all the difference in an extreme battle situation. GenTanks, strong and of remarkable constitution, are ideally suited for this job. They are born Soldiers. Nevertheless, some Private Eyes stuffed with drugs and implants stalk the front lines, carrying massive artillery (nearly) every bit as dangerous as their big counterparts.

Classes available: GenTank, Private Eye
Primary skill: Heavy-Combat (H-C)
Secondary skills: vary

6.3. CLASSES

In this screen, you can enter your character's name and choose his/her sex. The latter does not affect your Runner's skills. You may then choose one of four character classes: Private Eye, Spy, GenTank, or Psi Monk. We recommend that you read the detailed information displayed on each of these classes carefully before deciding on one of them. Click on a class in order to learn of its characteristics, as well as its strengths and weaknesses. When you are happy with your choice, click on **Next** in the bottom right-hand corner of the screen.

6.3.1. PRIVATE EYE

The Private Eye does not specialize in any particular area. All of his skills are comparatively weak at the beginning, although evenly developed. A player choosing this class for his Runner strives for an balanced distribution of skill levels in all areas, but must be aware of the fact that this Runner can never be as good in any one skill as a class specializing in that particular area.

The Private Eye is your average Neocron citizen, who owns a small apartment in Plaza or Via Rosso and leads a normal life. He moves from job to job and doesn't consider performing courier services for the local companies beneath him. However, he has the potential of becoming a bounty hunter, a Psi fighter, a playboy, or even a criminal. Nevertheless, it is a long road to any of those 'positions' for an average citizen.

Strengths:
- » No real weaknesses
- » Versatility

Weaknesses:
- » Equal levels in all skills, but limited in their development
- » No real specialties

6.3.2. SPY

The Spy is versatile and agile – both physically and mentally. His physical strength has limits, but he can use his razor-sharp mind in many areas – as a system Hacker, for example, or a Rigger (drone operator) – not open to other Runners.

Although representatives of this class are particularly agile and fast, the Spy is inferior to the Private Eye in terms of physical strength. He can make up for this by training, having the potential for excellent development in many areas. Should he, however, choose to hone his physical fighting skills he will have a much harder time doing so than will the Private Eye. Psi abilities and all skills involving agility, though, will be easier for him to develop.

Strengths:
- » Keen intelligence
- » Excellent physical agility
- » Easily developed Psi skills

Weaknesses:
- » Disadvantages in all activities demanding physical strength

6.3.3. GENTANK (GENETICALLY ENGINEERED HUMAN TANK)

The GenTank is a product of the Ceres Wars (see 8.1 History). He is particularly robust and strong and was bred as a genetically engineered soldier. After the war was over, the human tanks were left to themselves for 'humanitarian reasons' rather than being destroyed. Due to the fact that the original genetic blueprint did not call for any particular emotional or intellectual prowess, a GenTank cannot develop Psi skills to anything more than a rudimentary level. This emotionally disturbed individual is extremely aggressive and talented in the use of all kinds of weapons.

Strengths:
» Extremely strong and robust

Weaknesses:
» Very low psi ability
» Below average intelligence

6.3.4. PSI MONK

Physically, the Psi Monk is at a considerable disadvantage due to his historical evolution. Even with the greatest effort, it is nearly impossible for him to become a good fighter in the traditional sense. In the area of Psi skills, however, all avenues of development are open to him.

Psi Monks were the ruling class in Neocron up until the Ceres Wars. Among other things, they created the genetic blueprints for the GenTanks, who turned the tide of the war in favor of Neocron. After the war was over the morally strengthened populace rebelled against the heartless regime of the Psi Monks. The Monks were persecuted and driven underground. Following civil reforms and the introduction of the LawNet, they were rehabilitated and can now once again move freely in the city. Nonetheless, they are still despised – or at the very least distrusted – by the populace.
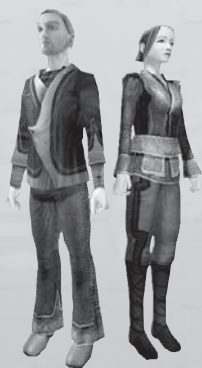
Strengths:
  » Well-developed intelligence
  » Good physical agility
  » Psi-Skills most easily developed of all classes

Weaknesses:
  » Disadvantages in all areas demanding physical
    strength or above average agility

6.4. APPEARANCE
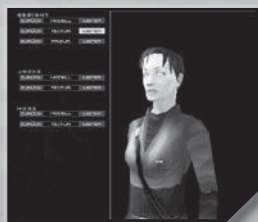
The next selection screen allows you to modify your Runner's appearance. Your choices vary according to the Runner class you have chosen. Choose and combine a head (model, texture, hair and facial hair), torso (model and texture), and legs (model and texture). Please note that you can change the color of your clothing and may purchase further clothes in-game. Move on to the skills screen by clicking on **Next**.

6.5. SKILLS

After selecting your appearance, you can either keep the default skill figures, or redistribute them. If you choose to reallocate skill points, simply click on any of the five stats. A table listing the skills attributed to this stat as well as their figures is now displayed. You can redistribute your skill points by simply clicking on the '+' and '-' symbols.

6.6. FACTIONS

The final screen allows you to select a faction. There are twelve groups – which differ greatly from one another – from which to choose. A description divided into five sub-categories is provided for each faction: Mission Statement, History, VIPs, Connections, and Logo. Examine the mission statement of your favorite faction most carefully. This will tell you, among other things, where your first apartment will be located if you choose this faction. It is advisable for beginners to choose a faction whose headquarters are inside the city of Neocron.

Your faction is the equivalent of your first employer in Neocron 2. You'll probably want to perform your first assignments for the faction, and it will be your first base in the game for getting your bearings. Later, if you decide to join a group of allied players (a Clan) you can exercise a direct influence on the balance of power between the various factions in Neocron 2. More on this aspect is explained later.

Once you have chosen your character's faction you will be given the opportunity to run the off-line tutorial. If you choose to run the tutorial you will be guided through your first mission while learning some of the basic concepts of the game. It is recommended that all new runners play through the tutorial at least once.

Afterwards, you will be returned to the menu with your new Runner presented in the selection window. Select your Runner and begin the game by double-clicking on the Runner's portrait or on the *Next* button.

7.

USER
INTERFACE

7.1. YOUR FIRST STEPS IN NEOCRON 2

After creating your Runner, you will begin the adventure in your brand-new apartment. It will be located either in a section of Neocron or outside the city, depending upon which faction you have chosen. Now is the perfect time to get familiar with the controls and navigation within the game.

You'll find a terminal in your apartment (CityCom), which holds interesting information for you. There are many terminals all over Neocron and outside the city and you'll learn more about them later in this chapter.

7.2. R.P.O.S. (RETINAL PROJECTED OPERATING SYSTEM)

The largest portion of the R.P.O.S. consists of four main displays arranged around the edges of the screen. These are:
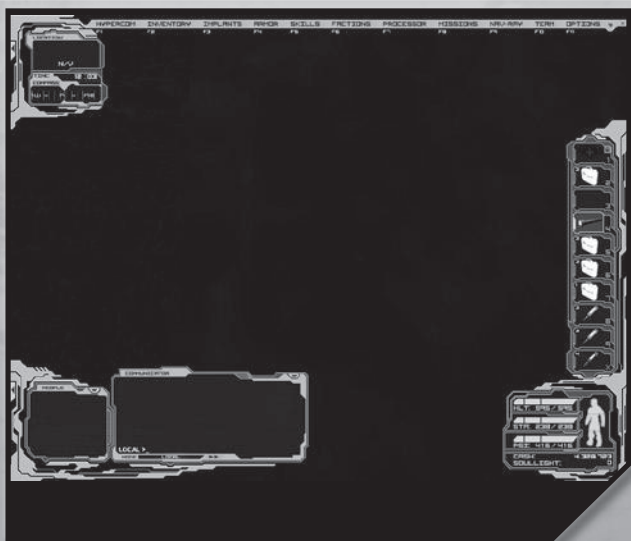
Top left corner:
» **Location:** Your current position. The name of the area you are in is displayed here.
» **Time:** The current time of day is displayed in the top right-hand corner. In Neocron time passes ten times faster than in the real world (in other words, six real minutes equal one Neocron hour).
» **Compass:** Shows the direction your character is facing.
» **Minimize control:** Clicking on the leftward pointing triangle will remove this section of the R.P.O.S. Clicking it again will restore it.

Bottom left corner:
» **People:** The names of characters near you are displayed here. Names in white denote Runners without Law Enforcer implants (see Implants), blue names indicate characters equipped with a Law Enforcer.
» **Com-Mode:** The communication window, which displays all the important news, as well as player conversations is situated here. The current chat mode is indicated below the chat window. (See 7.2.1 Hypercom).
» **Resize controls:** Both the people and communicator windows can be resized by clicking and dragging the resize control in the top right hand corner of the window.
» **Minimize control:** The entire people/communicator block can be minimized to conserve screen space by clicking on the leftward pointing arrow on the far left of the window. Clicking it a second time will bring the windows back into view.

Bottom right corner:
» **Status:** On the left of the status window you can see your Runner's three most important attributes – Health (HLT), Stamina (STA), and Psi energy (Psi). The bars symbolize your current energy reserve, while the digits below the bars show the exact amount of energy. The runner image on the right of the status window illustrates the amount of damage you have received in the three primary areas: head, body and legs. If you leave the mouse pointer on the damage gauge for a short while, your Runner's name and the current date will appear.
» **Cash:** Your account balance. Your Runner's funds are managed in a central account you can access at any time. In the world of Neocron 2, there are no cash payments, so money doesn't take up valuable space in your inventory.
» **Soullight:** The soullight is an indicator reflecting the actions of your character. A Runner with a negative soullight is 'evil'; one with a highly positive soullight is 'good'. If, for example, you kill someone who has a higher soullight than your Runner does, your Runner's soullight will decrease greatly as a result.

The soullight affects the game in various ways. For example, 'evil' characters of a certain degree will automatically be attacked by the Neocron police and CopBots, whereas only runners with a low soullight will be allowed to safely enter some of the seedier areas of the city. You can find more details on the soullight system in the Player's Guide documentation at http://www.neocron.com.

Right hand edge:

» **Quickbelt:** On the right hand edge of the screen lies the Quickbelt bar. Dragging items or weapons to this bar allows you to access them in-game more easily, simply by pressing one of the number keys on your keyboard. The Quickbelt may also be minimized to conserve screen space.

The above-mentioned elements are visible, even in movement mode. You are in movement mode if moving the mouse causes your Runner to look around. By pressing the Tab key, you activate R.P.O.S. mode, and a menu bar appears at the top of your screen. In this mode, your Runner does not look around when you move the mouse. Instead, you control the mouse pointer (cursor) to navigate the menus with greater ease.

The R.P.O.S. menu contains eleven sub-menus, which are explained below. You can access them by clicking on one of them directly or by pressing one of the F keys assigned to them (F1 through F11). Each of these sub-menus opens a window you can close by either pressing the F key that activated it or by clicking on the X symbol in its upper right-hand corner. These windows can be moved about the screen freely by clicking on the window's title bar and dragging it while holding the mouse button down. The options menu for controls allows you to toggle your Runner's ability to move while in R.P.O.S. mode on or off (see Controls).

Hint: If you memorize the configuration of the F keys, you won't need to press Tab before using an F key. If, for example, you press F1 while running, the game automatically switches to R.P.O.S. mode and opens the Hypercom menu.

7.2.1. HYPERCOM

The Hypercom enables you to communicate with other Neocron 2 players and allows you to adjust numerous settings. You can 'speak' with others while in R.P.O.S. mode by simply typing a message and sending it by pressing the *Enter* key. Your message will appear in the chat window at the bottom of your screen. You can enlarge this window by clicking on and dragging its upper right-hand corner upwards.

Your Runner comments on some chat messages by performing a fitting animation. These animations are triggered by certain key words in the typed text. If the game detects a 'hi' or a 'hello' within a sentence, your Runner will automatically wave his arm at the other players. A 'no' makes your Runner shake his head, while a 'yes' will make him nod. There are well over a hundred words that trigger so-called "emotes" so experimentation is the key!

You can choose from six different chat modes: Buddy, Local, Clan, Team, Direct, and Custom. Next to the name of each mode, you see a button resembling a loudspeaker. This allows you to 'mute' all players – preventing their messages from appearing in your chat window. At the very bottom of the chat window, there also is an *Ignore People* button, which allows you to enter the names of specific Runners, whose messages will then no longer be displayed in your chat window. This is one of the most effective methods of protecting yourself against verbal abuse by other players. Don't be afraid to use this button whenever you feel it is necessary.

You can select a chat mode by means of a single click. Depending upon which mode you choose, certain players will not be able to read your text, nor will you be able to read their messages. If you switch to Local, only players in your immediate vicinity will hear you. If you are a member of a clan, you can limit your communication to those in the same clan by switching to Clan mode.

In Buddy mode, you can chat with a list of players simultaneously. To add a player to your list, click on his or her name in the People window, which is located in the bottom left of your screen. Then click on the plus button in the Hypercom window. You can also type in a name manually and add it by clicking on the plus button. The player's name will now appear in the list and you can chat with him or her, regardless of where in Neocron 2 they may be. If you wish to remove a player from your list, simply highlight his or her name by clicking on it first, and then click on the minus button. The Team mode allows you to chat to members of your team as a group (see section 7.2.10 for more details on teaming). Direct mode allows you to chat privately with a single person. Use the same method described for adding people to your Buddy list to select a person to chat to. Alternatively, if you wish to quickly respond to the last person who Direct chatted to you, simply type *ALT-B*.

In Custom mode you have the option to chat on a wide variety of specialist channels:

» **Zone:** The Zone mode limits communication to players in the same sector of Neocron 2 as your Runner
» **Faction:** The Faction channel allows you to communicate with every other member of your own faction
» **Alliance:** Use the Alliance channel if you wish to chat to every runner fighting for your side in the war, either Neocron or Dome of York. Your side is determined by your character's faction.
» **Trade:** A number of trade channels exist allowing you to buy and sell weapons and equipment from other people in a specific commercial district.
» **Runner Services:** If you need to be implanted quickly or require a weapon to be constructed or a blueprint made then use the Runner Services channels.
» **Team Recruit:** Looking to put a team together? Look to the Team Recruit channels.
» **Clan Recruit:** If you are looking to join a clan then feel free to use the Clan Recruit channel. Alternatively you can use the discussion forums to seek out new comrades.
» **Player to Player Help:** This channel reaches anyone who is listening to help requests. If you want to ask a question and get a quick answer then this is the channel to use.
» **OOC:** The Out Of Character channel is there for general non-game chit-chat. OOC chat in any other channel is not only a breach of the rules of conduct but is annoying to other Runners.

To the left of each of the Custom chat channels is a small box. Click this box to place a *[x]* mark, allowing you to receive messages on that channel. Beware, if the box is empty then you will not receive messages from other users on that channel.

Hint: Use *Alt + C* to scroll through the chat modes quickly. Also if you click *Use/Activate* on another Runner, a dialog will appear allowing you to add that user to your buddy list or direct chat window. The dialog also allows you to trade with that person or invite him or her to your team.

7.2.2 INVENTORY

The inventory window consists of a number of squares that display any items or weapons in your possession. You may move items around and, in some cases, items of the same kind can also be stacked to save room. Using the mouse, drag an item over another of its kind and drop it there. Right clicking on an item opens a small menu that displays more information on it *(Show info)* and allows you to use it. *(Use/Activate)*.

The upper portion of the window allows you to check your lifting capacity (Max Load) and your remaining carrying capacity (Free Load). Both parameters are displayed in kilograms. Lifting capacity varies among Runners and is for the better part determined by your Transport skill figure.

For faster access to weapons and other items that you wish to use, drag and drop them into one of the windows aligned down the right-hand edge of the screen: the so-called Quickbelt consisting of ten Quickslots. You can now access them by pressing the 1 through 0 keys on your keyboard, even outside of R.P.O.S. mode.

7.2.3 IMPLANTS

This window displays information on the implants in your Runner's body. Every new arrival in Neocron 2 has, for example, a Law Enforcer implant. This prevents other players from attacking him – or him from attacking other players.

You need an Implant Tool in order to insert an implant or bone re-inforcement. This item is indispensable for enhancing your Runner with implants. Select the implant from your inventory, hold down the mouse button, and drag the implant to the appropriate part of your Runner's body. Depending on the extent of your Implant skill, this can take some time. You can follow your progress in the Processor window. The effects are noticeable after successful completion of the implantation process and are shown under Effects in the Implants window. The same applies to the inverted process, the removal of implants.

In order for an implantation process to be successful, your Implant skill must be at least as high as the TechLevel of your implant. To find out whether this is the case, right click on the implant and select **Show info**. Beneath the item name, in the second line of the newly opened window, you will see the TechLevel of the implant. Now open the Skills window **(F5)** and click on the button marked **">>"** on the line titled Intelligence. The level of your Implant skill is then displayed on the right. If it equals or exceeds the TechLevel of the item, you can insert your implant as described above.

As a matter of principal, the player's skill level must at least equal the TechLevel of the item in question if the repair, implantation, construction, examination, or reuse of the item is to be successful.

You can however remove the Law Enforcer implant without using a special tool. Simply drag it from the Implants window to begin the removal process. **Warning:** if you do remove your Law Enforcer chip, you can be attacked and even killed by other Runners who have removed their chips, as well. Newcomers to Neocron 2 should consider carefully before taking this step! Aside from that, items in your inventory are no longer safe and can be looted by other players after they have killed your Runner. Further information on the Law Enforcer chip is available in the Player's Guide at *http://www.neocron.com*.

7.2.4 ARMOR
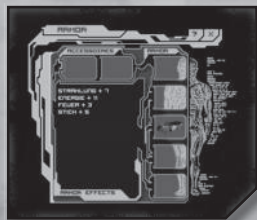
This window gives you an overview of your Runner's body. It is divided into five separate windows: Head, Torso, Hips, Legs, and Feet. One piece of amour can be assigned to each of these slots by dragging it from the Inventory with the mouse and dropping it in the desired slot. The item should now rest in the slot you have chosen, indicating that it is equipped. In the left-hand part of the window, the effects of wearing this item will be displayed. To remove the piece of armor, simply reverse the process described above.

7.2.5 SKILLS

This window informs you of the development of your character's Abilities and Skills. Here, you find exact information on the five main abilities: Intelligence, Strength, Constitution, Dexterity, and Psi Power. Above each ability on the left, you see the number of experience points your Runner has accumulated and the number of points required for reaching the next experience level. These figures are superimposed above a bar graph that quickly illustrates how far away you are from that level. To the right of each ability you will find the current level (Level), as well as a figure that shows how much of that level has been contributed to by means other than your natural skills (e.g. armor and implants). If your current level has been reduced by some external influence then this figure may be negative. This could be, for example, if you have equipped an item that boosts one ability at the expense of another.

By clicking on the **">>"** button associated with a particular ability, you update the right hand part of the window to show the skills belonging to that stat. In addition, the level is displayed at the top, as are any extra bonuses or reductions (Factor). The number of unused Skill Points is noted to the left above the skill list. You can distribute these points by clicking on the **Plus** button beside the skill you wish to enhance.

7.2.6 FACTIONS

This window provides you with information on your relations with the various factions, in Neocron 2. The higher the figure displayed beside the faction, the better your relations with it. Lower figures denote a poor reputation with the faction. If you are in good standing with a faction, its members will provide you with interesting and lucrative errands and missions. To obtain these, simply visit the faction's headquarters.

Unfriendly factions tend to offer you less interesting jobs, if any at all. Members of such factions may even attack you on sight.

7.2.7 PROCESSOR

In Neocron 2, you can construct, repair, recycle, implant, and re-search items. To do this, you need the respective tool for the task you want to perform, as well as the required materials. All processes can be initiated by using the Processor window.

Here is an instruction on how to assemble something: You need a Construction Tool and a Blueprint for the item to be constructed. Right click on this blueprint and select **Show info** to view all the parts required for building the object displayed under the heading Parts.

Once you have all the parts, place them in the processor window, add the blueprint and the construction tool and click on the **Start** button to begin the assembly process. As soon as the item is complete, you can store it in your inventory or in the Quickbelt and use it at your leisure.

Home-made weapons and other items are superior to those sold by NPC (non-player, i.e. computer-controlled character) traders. As a result, they are useful for generating money by selling them to other players.

You can repair, recycle, implant, and research items in much the same way. Further information on how to perform these actions may be found in the game help file entry of the processor window.

7.2.8 MISSIONS

This window displays important information concerning your present mission, such as mission objectives and how much time you have to achieve them. You can discontinue the mission by clicking on the **Abort Mission** button.

7.2.9 NAVRAY

The NavRay is a satellite-linked navigation system. Simply select a group on the left (e.g. **NC Locations**), choose a location on the right (e.g. **Conference Center**) and confirm your choice by hitting the **START** button. If the area you are in is surveyed, i.e. part of the detailed navigation system, a glowing green line will guide you directly to your destination. If you are somewhere outside the surveyed area, a 3D arrow will point in the direction of your destination. The three buttons at the bottom of the NavRay window open a map displaying a small segment of the area you are in (**small map**), a map of the whole zone (**sector map**) or a view of the entire world of Neocron 2 (**world map**), respectively. On each map, a cursor marks your Runner's location.

7.2.10 TEAM

This window displays the names of your team members, their health points, and their combat rank. If you wish to admit a new team member, enter his or her name in the bottom left-hand window and click on the + symbol to confirm your invitation. Should you wish to leave a team, simply click on **Leave Team**.

7.2.11 OPTIONS

The Options window allows you to alter your graphic settings mid-game. The top section of the window allows you to alter brightness, contrast and gamma levels. The middle section gives you the option to pass "Transform & Lighting" operations over to Direct3D. This option is only effective if your graphics card supports Transform & Lighting operations in hardware. The lower section allows you to fine-tune various graphic settings in order to improve frame rate. Note that older cards may not be capable of displaying vegetation, in which case the vegetation detail slider will be ineffective.

7.3 CONTROLS

Neocron 2 is mostly played in first-person-perspective, similar to First Person Shooters. There are, however, many additional means of interacting with the game world. We will describe these in depth in this section.

7.3.1. MOVEMENT

There are various ways of moving around in Neocron 2. However, at the outset, you will mostly be out and about on foot.

The following directional movements are possible:
» Forwards and backwards *(Arrow keys up / down)*
» Walk sideways, left or right *(known as 'strafing'; Arrow keys left / right)*
» Jump *(Ctrl)*
» Duck / Crawl *(0 Number Block)*
» Run / Walk *(Ctrl)*
» Turn and look up / down *(Mouse left / right and up / down)*

As with all other commands, you can assign other keys for movement (see. Controls).

Please note that jumping and running for extended periods depletes your Stamina. When your stamina figure decreases to 1, you can only move very slowly and would do well to take a break until your stamina has recovered by at least 20 points. Don't worry: your maximum stamina figure will increase as you progress through the game. If you sit or kneel, your stamina will be replenished faster than if you stand or walk.

7.3.2. COMBAT

Unfortunately, the world of Neocron 2 is not the Utopia mankind has dreamt of for millennia. In some parts of the city, particularly in the outskirts, fights are the order of the day. Wherever you are, you should always be on your guard!

If you wish to use a weapon, drag it from your Inventory into the Quickbelt along the right-hand border of the screen. The Quickbelt slots are numbered from 0 – 9.

To draw your weapon, press the *number key* corresponding to the slot the weapon is stored in. You now hold the weapon in your hands. If you move the cross hairs in the center of the screen over your opponent, a reticule appears, growing

or shrinking with your chances of hitting your target. These chances depend on various factors. Your accuracy decreases greatly while running, indicated by the components of the reticule sliding apart. Your chances of scoring a hit increase if you stand still and are even greater while you sit or squat.

Unlike other MMORPGs, you can't simply face your opponent and bash him until he perishes. Some of the elements of well-known first-person shooters come into play here. It is important to dodge the enemy's blows by ducking and to find a strategically advantageous position from which to attack.

7.3.3. PSI POWERS

In order to utilize Psi modules (see 7.3.3 - Psi Powers) you need a Power Gauntlet (also known as a Psi Amplifier or Psi Amp for short). If you are a Psi Monk, you already possess one of these from the outset. As soon as you have one, open your inventory and implant windows. The Power Gauntlet is a hand implant enabling its bearer to utilize Psi modules. Drag the Power Gauntlet from the inventory and place it over one of the implant boxes (it will automatically install itself in the correct place). You can read the effects of the charger in the implant window in the Effects section on the left. Place the implant in your Quickbelt for use and activate it by pressing the **number key** that corresponds to the Quickbelt slot.

Note that you must satisfy the skill requirements for the use of a Psi module. To find out about the necessary requirements, right click on the module and select **Show info**. The requirements are listed under Use Restrictions in the following manner: <Skill Abbreviation> <Skill Points>. You can also find the skill abbreviations in the skills window **(F5)** or on the back of the printed Neocron 2 world map. Under Psi Power, for example, you'll see Aggressive Psi Use – APU. 'APU' is the abbreviation for this skill. Note that all Psi Modules have the Use Restriction PSI AMP: 1. This means that a Psi Amplifier (Power Gauntlet) must be equipped in order for the module to work. If an item has a character class restriction, that will also be specified here.

If you don't fulfill the requirements for a particular item, it will appear in red in your inventory. This applies to all items, not only to Psi modules.

7.3.4. HACK TOOL

In order to enter HackNet, open locked doors, electronically sealed boxes and other such things, you will need a Hack Tool. As with all other items, you can place this in your Quickbelt and use it from there. To open doors or sealed supply boxes with the tool, apply it to the Door Access Interface. To enter the HackNet you must hack a GenRep. As soon as you utilize the Hack Tool, the following window is opened:
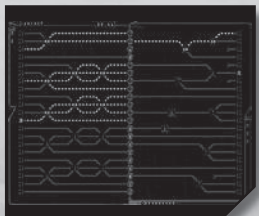
You must now try to override the computer-operated lock. To do this, you must activate power lines on the left half of the monitor screen. If an activated line reaches the vertical row of junction points in the middle of the screen, it turns on one of these points. Activate as many of these points as possible in order to shut down the protective mechanism. Here's a more detailed description :

(1) A number of signal triggers are displayed in the top left-hand corner of the screen. You can move one trigger at a time up and down along the left-hand border of the screen using the directional keys (up/down arrow keys) until it is positioned on a line you wish to activate. Turn on the trigger on the desired line by pressing the fire button (Left mouse button). When you have activated a trigger – and, with it, the line – it is expended and disappears from your inventory. You can use the next trigger immediately, repeating this process with one after the other, until none is left.

(2) This is an activated line. These are easily recognizable by the visible, bright flow of the current moving through them.

(3) These are the nodes in the middle of the screen. The illuminated ones have already been activated. Activate as many nodes as possible in order to disable the lock.

(4) This display shows the total number of nodes you must activate in order to disable the electronic lock. The large asterisks symbolize the required number of nodes. Smaller asterisks appear when you have already activated more nodes than necessary. That isn't bad, however, because the computer tries to deactivate as many of your activated nodes as it can. It is always a good idea to have more nodes activated than you need, in case the computer has not used up all of its triggers. Dark asterisks symbolize required nodes you have not yet activated.

(5) The top line of the screen tells you how much time you have left for deactivating the protective mechanism. If you do not succeed within the allotted time, your Runner will receive an electric shock, the intensity of which depends on the difficulty level of the hacking operation.

(6) These elements are the actual problem when hacking. They join power lines and affect the flow of the current. When used incorrectly, they can prevent a node from being activated. Of course, they can also activate several nodes with a single trigger, if used properly. There are four different types of elements:

» These elements are usually most advantageous. You only need to random activate any line leading into the left-hand side in order to activate all lines emerging from the element.
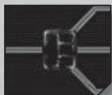
» This spells far more work. You must activate all power lines entering the element in order to activate all lines emerging from of it.

» Activating this line would be a waste of time and triggers, as the element blocks any current flow, preventing nodes from being activated.

That's all there is to hacking. While you do need the appropriate number of Hacking skill points for the difficulty level of the object you are attempting to hack, constant practice will definitely pay off.

7.3.5. TRADE

In order to obtain goods from an NPC trader (NPC denoting a non-player character, i.e. a character operated by the computer rather than by another player) simply click on him with the Use button (*Right mouse button*). The trade window will open, displaying the name of the shop or trader. The objects are lined up beneath this on the left. To the right of each object you can read a short description of its use, as well as its purchase and sales prices. To acquire an item, click on its image with the *Left mouse button*. It will now appear at the bottom border of the screen. Use the *Plus* and *Minus* buttons to determine how many units of this item you would like to buy. The total price is then displayed beneath it. When you are happy with your selection, click on the *Buy* button and the object(s)

will appear on the right-hand side of your inventory, from where you can also sell objects by the same means. Bear in mind, though, that NPC traders will only purchase goods within their particular range. For example, no ammunition dealer will buy a Psi module from you. Items of yours that a trader is interested in will automatically appear on the right-hand trading side.

Of course, it is also possible to trade with other players in Neocron 2. To initiate business negotiations with another player, right click on his Runner and select Trade with player. A window divided into two areas will appear - the trade window.

The left-hand side represents the character of the player you wish to trade with. The right-hand side is your area – recognizable by the player name displayed at the top of the trade window. Drag the object you wish to sell from your inventory into the trade window. The other player can now either place an object he would like to offer in exchange in the window or, using the **+** or - symbols at the bottom of the window, offer an amount of credits he is willing to pay. When both parties are satisfied with the deal, each clicks on the **OK** button in his portion of the window to complete the transaction. If either party removes or replaces an item after he has clicked the OK button to confirm his side of the trade, the trade will automatically be re-started. This alerts you if your trading partner changes the terms of the deal part way through the process. You can prevent others from initiating a trade operation with you by pressing the **Alt** and **K** keys simultaneously.

7.3.6. VEHICLES

You can explore the Wastelands on foot or - much safer, faster, and easier – by using a vehicle. The Automotive Sales Group (ASG) is a store chain that sells vehicles produced by Neocron Exploration Technology Inc. (NEXT). You simply enter the store, buy a key for the vehicle of your choice, and access it at any Vehicle Service Terminal on the outskirts of the cities (and various other locations dotted around the wastelands). Naturally, sufficiently skilled constructors can also build vehicles for you, for a price. There are many kinds of ground vehicle, including bikes, buggies, tanks, Armored Personnel Carriers etc. as well as a number of aircraft, from gliders right up to huge troop carriers! Not every vehicle can be sold legally so you may have to look around to find the bigger and more destructive models. The number of seats varies from type to type. A tank, for example, has seats for the driver, a front-seat passenger, and a gunner. If your vehicle takes damage in battle, it can be taken to the nearest Service Terminal for repair for which you are charged a fee.

You can enter any vehicle by engaging the Use action (**Right mouse button**). Exit a vehicle by hitting the Jump key (**Ctrl**). If the vehicle is not yours then an entry request will be sent to the owner if he is inside. If the owner is not aboard then you will be refused entry.

7.3.7. TRANSPORTATION

A subway system underneath the city of Neocron and parts of the Outzone enables you to travel faster between city districts. Read the signs near you or use the NavRay to reach a station (see 7.2.9 - NavRay).

The vehicles of the Neocron Subway are steered automatically and have a high frequency. You never need to wait long for the next train. As soon as a train stops, board it by pressing the Use button (**Right mouse button**). The subway stops at every station, the doors open automatically and you can disembark by pressing the Jump button (**Ctrl**).

On the surface streets of Neocron you will also find the Neocron Hovercab System which is handy for transporting you short distances across the zone.

7.4. TERMINALS

The terminals of Neocron are indispensable installations that yield a lot of information and make life much easier for you.

7.4.1. CITYCOM

CityCom terminals offer numerous options serving communication, news reporting, and e-mailing. Every citizen of Neocron ,has one of these terminals at his or her apartment in order to stay informed. Citizens of the Dome of York have access to the Resistance Network which provides the same facilities as the CityCom. To activate a CityCom terminal, simply click on it with the Use button (**Right mouse button**) and the selection menu will appear. Here is how the terminal works in detail:

7.4.1.1. MAIL

Here, you download e-mails sent to you within the game. As with any regular e-mail organizer, you can read, write, send and delete e-mails, as well as maintain a list of contacts. After opening your e-mail folder with a click on **Mail**, you can read your mail messages from a list sorted by date. You can delete a selected message by clicking on **Delete**.

To send an e-mail to another player, click on **New mail**. Enter the recipient's name in the top line, as well as a short message description in the 'Description' line. Type your message in the large text panel and when you are happy with your text, send it by clicking on **Submit**.

The contacts facility allows you to maintain a list of Runners categorized as Private, Business and Allied. Click on a category to display its associated Runners in the box above. A subsequent click on a Runner's name will bring up a comment on the left. You can also search for Runners by typing part of his or her name in the **Search** box, using the characters "%%" as a wildcard. For example, to search for all Runners whose first name is John, type John%%.

7.4.1.2 FORUM

Choosing this menu option takes you to the open bulletin board system where you can take part in public discussions on various topics. A variety of boards are available, including many public discussion and trade forums as well as private faction and clan forums. Checking the various forums now and then is always worthwhile.

7.4.1.3. NEOCRONICLE

This integrated news system keeps you up to date on events in and around Neocron 2 and is divided into two sections: **Weekly Issues** and **Newsboard**.

The Weekly Issues section is written by the Neocron event team and can also be found on the Neocron internet website. The Newsboard on the other hand is written by you! Reports are sorted by date, with the latest entries on top. You can send your submission by clicking the **New Article** button, filling in the **topic** and **content**, and then clicking on the **Submit** button. Your piece of news is transmitted to a support operator, who publishes it in the News section after having reviewed it.

7.4.1.4. INFO

The Info screens allow you to find out all kinds of information about the world of Neocron and the people in it. Information can be found on the following topics:

» Faction
» Politics
» Clan
» Runner
» Outpost
» NCPD

Faction Info

This displays an alphabetical list of all twelve factions which control affairs in the world of Neocron 2. When you click on a faction, a supplementary window will open, containing the following information:

- » A mission statement
- » A brief history of the faction
- » The faction's leaders and other VIPs
- » Connections to other factions

Political Info

This screen presents information on the prevailing political scene. It shows you who your faction's representatives are (these are fellow Runners who have been elected through a democratic voting process). Clicking on a representative's name presents you with more detail, including their clan and election manifesto. You can find out when the next election is scheduled to take place or you can help trigger a new election by registering a vote of no confidence in the current leadership. A disaffection level of 50% or more Runners in that faction triggers a new election. Click the button marked ? for more details on how the political system works.

Clan Info

Here, you find information pertaining to the various clans. You can select a clan you would like to examine more closely from an alphabetical list. If you are looking for a specific clan, enter the clan's name in the search panel.

Among other information, you will learn the following facts:

- » A brief description of the clan
- » Faction affiliation (shows which faction a Runner must belong to for membership in this clan)
- » Number of outposts belonging to the clan (there are many outposts in the Wastelands to be conquered by clans for their factions)
- » The names of the clan leader and his officers
- » Clan members
- » Clan Funds
- » The clan's faction sympathy
- » The required faction sympathy to join (0 means any faction member may join)
- » A list of other clans on which war has publicly been waged

Runner Info

In this section, you can collect information on other player characters and edit information on your own Runner. The following entries are available here:

» Name
» Faction
» Clan membership
» Clan rank
» Profession
» Brief description of the player
» Various personal details (e.g. eye color, blood type etc.)

If you are viewing information on your own character you are also presented with a button marked *Ownership*. Pressing this button takes you to a screen offering the following information:

» List of addresses of all owned apartments
» List of all owned vehicles

Selecting an apartment or vehicle allows you to view various pieces of information relevant to that item.

Outpost Info

Here, you learn facts about installations in the Wastelands that may be helpful in your efforts to conquer them. All 36 installations are in a list you can view by installation type, name, clan ownership, and monthly income. Click on an installation to display the following information:

» Name of the installation
» Installation type (research laboratory, mine, fortress, or communications center)
» Location
» Clan owning the installation
» Name and emblem of the faction owning the installation
» Rent the clan receives for the installation from the faction
» Current security conditions in force at that installation. The owners of the outpost may decide to install automatic defenses that attack anyone not part of the clan or they may allow runners from allied factions to enter and use its facilities. It is a good idea to check this in advance before stepping foot inside.

As the leader of a clan owning an installation, you also have various options pertaining to the administration of the installation.

NCPD Wanted List

The NCPD screen displays all runners with a Soullight of -16 of lower. These people

are considered to be criminals and as such are displayed here for the benefit of bounty killers. To aid in the apprehension of these felons you may also view their home address and last known location. Before attempting to take these people on, make sure you have the firepower and skills to succeed – they didn't get that Soullight by helping old ladies to cross the road.

7.4.1.5. CLANADMIN

The ClanAdmin feature allows clan officers to administrate their ranks. The following functions are provided:

» Main overview screen displaying the clan name and mission, the clan leader, members and location of the clan apartment
» A member screen allowing you to change a member's rank, nominate a member for political election, change the leadership, set the representative's manifesto, dismiss a member from the clan, or invite a new member to the clan. Note that the candidate to be invited must be in the same zone as the officer making the invitation
» A rank screen where a up to fifteen ranks can be named to reflect the style of the clan. This screen also shows the security rights that each rank holds. The security rights are as follows:
    » Security – allows the member to set outpost security levels (e.g. attack all not in clan, attack enemies only etc.)
    » Promote – allows the member to promote other members. Note that members cannot promote above their own rank.
    » Money – allows the member to draw from the clan's funds
    » Member – allows the member to recruit new members to the clan. Always vet potential recruits before you invite them into your clan and, especially, your clan's apartment
    » Rank – allows the member to change the names of the clan ranks
    » Wars – allows the member to wage war on another clan. This information is open for all to see on the Clan Info screen
    » Termination – allows the member to dismiss other members from the clan
» A money screen that allows sufficiently privileged members to deposit or withdraw clan funds. Every transaction is logged with the name of the member making the transaction, the amount, the time the transaction occurred and an optional comment
» A war screen that allows you to wage war on other clans as well as view which clans you are currently at war with
» A miscellaneous settings screen where you can change the clan's name and "tag" that is shown in the HUD above the clan's Runners. Here you can set the password of the clan apartment and the minimum faction sympathy required to join

7.4.1.6. STATISTICS

The Statistics screen allows you to view a selection of statistical information from the world around you. Information is available on the following:
- » Factions – information on clans and their funds, Runners and outposts held
- » Clans – information on outposts they currently hold, funds, member counts etc.
- » Runners – information on soullight, ranking and money

7.4.1.7. STOCKX

StockX is Neocron's premier share trading institution, dealing stocks in over forty corporations. You may view stock trends for each company in order to help you follow the market, and then buy or sell to make an entirely different kind of killing. The StockX screen also allows you to view your portfolio of currently held stocks.

7.4.1.8. MISSIONS

If you find yourself running out of money you can look up this entry for gainful employment. After you have chosen a faction and a difficulty level, a list of available errands is displayed here, showing the amounts paid for them and other details.

The list also states the minimum faction sympathy required for acceptance on the mission. If your sympathy to that faction is too low then your application will be rejected. You can find out whether you fulfill these requirements by looking up Factions (F6) in your R.P.O.S.

If you choose a mission from the list, a window with a detailed assignment description will be displayed. By clicking on Accept you agree to take on the errand, which will be saved in your R.P.O.S. under Missions. From now on, you can access the assignment status at any time. If you decide not to accept, a mouse click on Decline returns you to the list.

7.4.1.9. GUIDE

The guide is an on-line reference work for players. It is divided into short sections that give general advice for new Runners.

7.4.2. GENREP (GENETIC REPLICATOR)

Each apartment in the world of Neocron 2 has its own GenRep station, and more of these terminals are spread all over the city and its surroundings. A copy of the user's genetic code is saved in the central data storage of the GenRep system. Should anything happen to the user, GenRep technology can completely re-create him or her. However, there is a downside to this procedure: in the wake of resuscitation, the user suffers from a certain amount of synaptic impairment. He won't be able to fully move or use his skills for a short period of time. Fortunately, this debilitating effect will soon recede, allowing all functions to return to normal.

You can even use GenReps as teleporters: if you have previously activated a GenRep, you can warp to it from any other GenRep station in Neocron 2. Needless to say that this service – as well as activating a GenRep - costs a little extra.

7.4.3. GOGUARDIAN
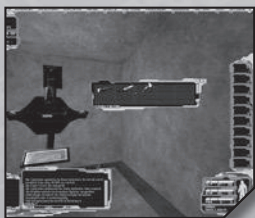
Consider GoGuardians your extended inventory. You can find a station inside your apartment, and in addition there are others all over the city and in installations in the Wastelands. You – and only you - can access the items you store inside a GoGuardian from any other terminal. Bear in mind that GoGuardians do not have an unlimited capacity.

7.4.4. OUTFITTER

Most apartments in the better residential areas of the game world are equipped with an Outfitter station. If you feel like changing your Runner's clothes style, simply choose some other garments the Outfitter offers. When you activate the Outfitter, a screen displaying your current appearance opens; you can now change the clothing from cut to colors. Once you have found a combination that matches your taste, simply press the **Buy** button – the price for the new outfit will be displayed right next to it.

7.4.5. VENTURE WARP

Venture Warp branches all over the game world offer well-priced teleportation services to the more adventurous Runner. Venture Warping is cheaper than using a GenRep and does not require you to have previously visited the destination. The twist is that you have no idea what that destination actually is! If you fancy an exciting trip into the unknown then Venture Warp is for you.

7.4.6. NEOFRAG

NeoFrag offers all players secure death matches – with 'secure' meaning that your Runner won't lose his skills, stats, or inventory once he exits the NeoFrag terminal and continues with the game proper. This game within a game enables you to practice your combat style or to try out battle strategies with other players. The terminal allows you to choose a map and the number of players. You will find further terminals within the NeoFrag map. These can heal your Runners, supply you with ammunition for your equipped weapon, or allow you to exit the game. The player statistics in the top left-hand corner show the names of the players and their frags.

Note that you must have one or more weapons to be able to play – there are no weapons available within NeoFrag.

8.

THE WORLD OF NEOCRON 2

8.1. HISTORY

Towards the end of the 27th century Earth is a nearly dead planet.

Climate.

Nations.

Everything is in upheaval.

The Ceres Wars, excessive environmental pollution, global warming, and the contaminating radiation entering through a perforated ozone layer have turned our formerly blue planet into a grayish-brown sludge ball. Mankind has long overcome its collective feeling of guilt for the state of the Earth and has begun to search for a new home. Finally, it makes a strike in a distant section of space.

Over the course of several decades gigantic spaceships fly most of mankind to the planet Irata III. The remnants of the world's population regroup behind the protective walls of three teeming mega cities. Safety shields, an artificial atmosphere, and magnetic fields protect these metropolises against contaminating radiation and other harmful influences of the devastated outside world.

The following pages tell the story of the most important events starting from the year 2005 and up to the year 2750, i.e. from our era to the time when the game officially begins. Not all game events are directly related to those described here. The purpose of this timeline is rather to explain the background and the history of the city of Neocron.

8.1.1. THE ROAD TO APOCALYPSE (2005-2143)

2005
Holographic mass storage media are introduced to the world market. The holodisc is scanned with a laser and even the introductory model stores well in excess of 100 times more data than conventional mass media based on magnetic fields.

2008
NASA successfully conducts the first manned mission to Mars.

2010
The Massachusetts Institute of Technology (MIT) launches the Ceres Project, which is designated to take 20 years to complete. The goal of this project is to store the entire stock of human knowledge on holodisc in an easily accessible manner. Publicly available science data of the present are reviewed and collected by a group of 250 professors and students from all over the world. Ceres is the Roman name of the Greek goddess Demeter, who was worshipped in ancient Greece as the mother of the earth and the goddess of fertility. The name was chosen because the knowledge of mankind is considered the seed (physics, chemistry, biology, mathematics, etc.) as well as the fruit (technology, architecture, medicine, agriculture, etc.) of planet Earth.

2018
At the very beginning of the fourth mission to Mars an accident during takeoff claims the lives of the entire crew.

2028
During a press conference, Dr. Karmann, leader of the Ceres Project, explains that if a primitive civilization were to gain access to all the information the Ceres Project contains, it would be able to build nuclear plants after a few decades. This remark focuses public attention on the project.

2029
Dr. Karmann is found murdered. The Ceres Project is withdrawn from the MIT and is classified as a top-secret state affair.

2031

The sixth mission to Mars is a huge success, considerable amounts of a hitherto unknown metal with amazing properties being found on the red planet. Thorough scientific investigation reveals that this material will not become radioactive, even after an extended and intense exposure to neutrons resulting from the fusion of tritium and deuterium. Due to these unique qualities of the newly discovered metal that make it ideally suited for coating nuclear facilities, it is suggested that the funding of nuclear fusion research be doubled. Reactors based on nuclear fusion can only become a viable source of mass energy production if radioactive side effects can be eliminated. As the new material does precisely this, it will provide the perfect shielding for nuclear plants.

2035

According to certain rumors, the Ceres Project has been completed by the NSA after introducing classified military and scientific information. Numerous NSA agents are assigned to attend to the project in the future and to help update it continually. The project is relocated, presumably to an isolated, hermetically sealed laboratory compound, where it will be safe in case of an environmental catastrophe or a war.

2046

The US conclude a fifteen-year preparatory stage for establishing a Mars colony and begin operations on the red planet. The installation is partly used for scientific purposes, but its main function is mining the metal that was discovered there in 2031.

2047

After the fossil fuels of Asia have been exhausted, the continent is reduced to poverty and chaos. Grim battles over the last oil reserves rage between Russia, Japan, and China.

2049

In an American research center, deuterium-tritium plasma is held stable over a critical period of time. The commercial exploitation of nuclear fusion is close at hand.

2051

While Japan becomes an ally of the US and is supplied with arms and reinforcements by the superpower, China subdues the former Soviet splinter states, whose defensive potential is weakened by corruption, anarchic uprisings, and Mafia activity. After collaborators have sabotaged Russia's desperate final attempts to recover from the aftermath of a nuclear strike, Russia surrenders and most of Asia is united under the Chinese flag.

Through this victory, China becomes the most powerful nation of the world, an empire reaching from Poland to the Pacific.

2052

The first deuterium-tritium fusion plants are put into operation in the US and parts of Europe. Efforts of the western world to use the newly acquired findings on nuclear fusion for weapons research and the production of a plasma weapon yield no practicable results.

2053

Following the subjection of Asia, China begins to re-establish communism in the conquered countries. While Singapore, Thailand, and South Korea, which were neutral up to this point, enter an alliance with Japan, the remaining countries anxiously flock to the banner of the Chinese Empire.

2054

The Arab Emirates sign a mutual assistance pact with the Chinese Empire and provide it with oil. In turn, China grants the Emirates military protection from the US.

2055

Because of the Japanese arsenal of high-tech weaponry, the Chinese Empire fails to occupy Japan. This leads to the signing of a non-aggression treaty. The border between Japan and the Empire becomes a highly guarded demarcation line. Diplomatic relations between Western Europe, the US, and Japan as one party and the Chinese Empire as the other are at an all-time low.

2060

Representatives of the western world and Japan sign the article of agreement on the 'Federation of the Free World'. This alliance will protect the member states from the mighty Empire.

2063

While the efforts to design plasma weapons are still not leading anywhere, the use of bundled energy/particle rays for weapons in air- and ground-based vehicles are successfully introduced by the western industrial nations.

2066

The last power plant based on nuclear fission is shut down in Europe. This concludes the transition from conventional nuclear power resources to fusion power within the Federation.

2068

The Federation establishes a colony on Mars, ensuring its mineral supply for the future.

2075

China puts the 62nd nuclear fission plant into operation to power the rural areas of former Russia. Nuclear power now has completely replaced fossil fuels and alternative power sources in the Empire. Although China has obtained theoretical knowledge of nuclear fusion by means of espionage, trade agreements prevent the Empire from initiating its own research, what with the sheathing material from Mars being under Federation control.

2080

Even the oil resources of the Arab Emirates run low. The most important Arabian cities will be connected to the Chinese power supplies in the following decade.

2095

The first cold nuclear fusion process is accomplished in a German nuclear research center. The development of compact high-performance energy generators draws nearer. At the same time, the development of new kinds of fusion plants will further improve the efficiency of this type of energy.

2098

At Xian, a metropolis situated south of Beijing, a jet fighter crashes into an outdated nuclear fission plant. The sheathing of the reactor is destroyed by the power of the impact, which results in an uncontrolled nuclear meltdown. Not only Xian is contaminated by the radiation released, but also nearby Beijing. Millions die of exposure to radiation in the following years. Although radioactive dust is blown eastward by the wind, towards Japan, the neighboring state remains largely unharmed.

2100

Alarmed by the Xian disaster, the Japanese government decides to build radiation protection domes above and around the nation's major cities.

2102

The Chinese Empire discovers a way to hide conventional missiles from radar sensors. The Kerolin stealth missile is able to deliver any kind of warhead to its target unnoticed. The Federation claims to be in possession of this type of stealth technology but to have kept it secret until now.

2104

China and the Federation sign the SALT-17 treaty, which prohibits both parties to station and especially deploy stealth missiles.

2108

Conversion of the existing fusion plants within the Federation to utilize cold nuclear fusion for energy production begins.

2113

Red Terra is established as the first civil colony on Mars. The settlement consists of seven domes and is the new home to 3,000 people. This measure initiates the extraterrestrial colonization program of the Federation of the Free World. The plan is to relocate 400,000 people to Mars by the end of the century.

2120

Scientists discover that they can trigger a chemical reaction by adding a complex gas mixture to the atmosphere of Mars. The process will make the planet's atmosphere breathable within 300 years. Meanwhile, the pioneers begin to terraform the red planet. The gas mixture is called Gabanium for its developer, Dr. Gloria Gaban.

2124

Technologically backward China surprises the world as it puts up a sea blockade around neutral Australia in no time it all. Australia now is totally isolated from the rest of the world. The Federation determines not to intervene, in hopes of averting World War III.

2125

The Empire attacks Australia after having blockaded the continent for nine months. Demoralized Australia surrenders to avoid unnecessary bloodshed, as the Federation obviously won't support the country. In the past, the Federation had tried many times to convince Australia to join it, but to no avail. The continent, which has always cherished its independence and neutrality, was not to be convinced.

2126

Extremist Chinese dictator Kong Jieshi is found murdered in his private mansion. An army of bodyguards was unable to protect him. China officially proclaims that counter-revolutionary troops had, in a surprise attack, shot the dictator in his sleep. This explanation notwithstanding, the citizens of the Federation are convinced that free world special squads had infiltrated the villa in an effort to correct China's extremist political course. The latter version is, of course, never confirmed by the Federation government.

2130

The political situation has been stabilized. New Chinese dictator Xu Derui knows of the technological inferiority of the Empire compared with the Federation and dampens the imperialistic drive of his people.

Japanese scientists develop the prototype of a small fusion-powered engine for use in vehicles (Furytec drive). Furytec-powered vehicles are as responsive as helicopters, with a maximum speed equal to that of small sports airplanes. Thus, they are the ideal means of transportation for the large cities brimming with skyscrapers. Since the fusion reaction inside the Furytec drive creates close to no pollutants at all, these drives are also ideally suited for use within the Japanese city domes.

2136
Astronomers discover that the third planet of the solar system Irata, 80 light years away, is very similar to Mars. Even the chemical composition of the atmosphere is nearly identical.

2137
Hoping to be able to colonize this planet sometime in the future, the Federation sends a probe to Irata III, featuring a new second-generation fusion drive. After its arrival, the probe will release a finely measured quantity of Gabanium into the atmosphere of Irata III.
The probe will take approximately 100 years to reach the planet. The atmosphere should be breathable 300 years after that, if everything goes according to plan.

2140
China surprisingly presents the prototype of a generation spaceship to cover distances of several hundred light years. Project Starcruiser is based on the fusion drive of the probe sent to Irata III by the Federation three years ago, and has room for up to 3,000 passengers. Until now, the Federation was assuming that China did not even possess knowledge of cold nuclear fusion technology, much less a second-generation fusion drive. It's suspected that China brought the technology into its possession by means of espionage. But the spaceship boasts even more technical highlights the Federation either didn't know of or which are still at an experimental stage and therefore classified. The inertia absorbers in particular should be mentioned in this context. These allow the ship to accelerate using maximum power without harming the crew or damaging the equipment. The Starcruiser reaches a baffling maximum speed of 80% of the speed of light.

Towards the end of the year the president of the Federation, Eva Goreman, accuses the Chinese Empire of industrial espionage by asking publicly how a nation that produces 80% of its power by the antiquated means of nuclear fission could suddenly present a spaceship with a modified fusion drive. The governing Chinese dictator, Xu Derui, strictly rejects this accusation.

2141

The technical advances made in the field of nuclear fusion within the last years are also utilized in arms development. As a result, the Federation has manufactured large numbers of advanced hydrogen bombs. These set free a mind-boggling concentration of radioactivity combined with a huge explosive effect and a large impact radius. The new warheads are used by the Federation mainly for long-range cold fusion missiles.

February 11th, 2143

In the morning hours of February 11th the Starcruiser embarks on its first and last voyage. 3,000 colonists from all population strata of the Chinese Empire are aboard. The destination of this voyage is kept secret. So is the technology that was installed during the last six months to enhance the fusion drive.

February 13th, 2143

Two days following the launch of the Starcruiser the ship disappears from the screens of Imperial ground control. After a short search a Chinese flight squadron finds debris which probably originates from the Starcruiser.

February 14th, 2143

China accuses the Federation of being unable to accept the technological advancements of the Empire and implies that the Starcruiser was destroyed by a Federation fighter squadron for this reason. Hot-tempered Chinese dictator Xu Derui threatens the Federation with vengeance for the death of the 3,000 colonists.

February 15th, 2143

President Eva Goreman announces that the Federation is not interested in Chinese plans for colonization and that the states had never planned to sabotage them. Furthermore, she considers China's claims to a leading technological position arrogant and provocative. China could only rightfully claim this if they were in possession of detailed information on Federation technology. Has China, therefore, indirectly admitted to industrial espionage? Furthermore, Goreman announces that she deeply regrets the Starcruiser incident and expresses her condolences to the remaining relatives of the 3,000 colonists – although the destruction of the ship would seem to prove that the Empire has overestimated its own abilities.

February 16th, 2143

Xu Derui declares that further proof has been found for the presence of Federation fighters shortly before the disappearance of the Starcruiser near the last known position of the ship. Enraged, he once again threatens with vengeance.

That very day, Goreman announces that the Federation will no longer tolerate these repeated and unfounded threats.

February 17th, 2143, 06:40 a.m.
The sensors of a German radar station pick up three shadows above the English Channel, which are only visible for a few seconds.

February 17th, 2143, 06:58 a.m.
On a rainy morning in London, England, the city is suddenly bathed in a bright white light. Seconds later eight million people are dead.

February 17th, 2143, 07:45 a.m.
A meting of the crisis committee at Federation HQ, New York, is held. It is decided to tune the sensors of all radar installations to the frequencies of the German station which detected the missiles that destroyed London.

February 17th, 2143, 08:02 a.m.
Two Kerolin stealth missiles hit Berlin, Germany, and destroy the city. Since the sensors of the Federation satellites were aligned to the navigation frequency of the missiles, they were able to detect the missiles 40 seconds prior to impact. In addition, 27 other missiles approach other major Federation cities.

February 17th, 2143, 08:07 a.m.
With the SALT-17 treaty of 2104, both the Federation and the Empire had agreed neither to produce nor to launch any Kerolin stealth missiles. The deployment of this treacherous weapon by the Empire will now destroy all densely populated portions of the Federation within the next 20 minutes.

At 08:07 a.m., minutes prior to the total destruction of the Federation, President Eva Goreman gives the command to counter-strike with cold fusion long-distance missiles. 85 of these missiles are launched from Federation platforms, targeting Imperial cities. President Goreman and more than 90% of the Federation's population will not live to see the moment of impact.

February 17th, 2143, 14:00 p.m.
In the last six hours approximately 23 of 24 billion human lives have been eradicated.

End of February 2143
Triggered by the enormous detonations, volcanoes erupt, earthquakes ripple through the ruins of the cities, and the waters of giant flood waves mix with the blood of the fallen victims. Those still alive fear that this is the end of the world, and for most of them it will indeed be.

2144-2400

Within the following centuries, due to the unnatural tectonic activity, the face of planet Earth changes in a way that would have required millennia under normal circumstances. The North American continent appears to deviate to the east, while Europe drifts away from Asia. Africa and South America have for the most part sunk beneath the waves of the oceans — but for the eastern part of Africa, which splits from the rest of the continent and drifts northward, there to collide with South Asia. Those few survivors of the war, the radiation, and the ensuing natural disasters form a new kind of ethnic human race. Trained by the ongoing escape from death and hardened by the fight against the overpowering forces of nature, small groups and tribes gather all over a planet slowly coming to rest.

Earth and mankind are now in a state comparable to the early Iron Age. Although some knowledge has been passed on over the generations, there is a lack of any kind of infrastructure that might help put this wisdom to good use. Technical devices surface sporadically from the debris, but people lack the knowledge to repair them. Only occasionally does a tribe gain possession of a functioning technical device, which then is enshrined and worshipped like some kind of deity. Most humans feed on vermin and other small animals. A few plants prove to be nourishing, as well.

2480

Some tribes begin to trade goods with one another. In regions of less radiation tribes conduct farming and cattle-breeding. Metal-processing trades prosper in the heavily contaminated regions. People living in the latter territories have developed a higher resistance to radiation during the course of generations.

2500

Some very few people gain electricity from water and wind power, using it to run primitive technical installations. Still, public power supply systems are non-existent.

2510

The total population of Earth now amounts to approximately 800,000 human beings; 75% of them living in the northern hemisphere. The remembrance of World War III, which only lasted a few hours, has long since found its way into the lore and customs of tribes all over the world. In some tribes people talk about the cleansing white light, in others about the fires of the apocalypse and yet other tribes believe in the breath of the devil, which haunted the earth and banished the human race from paradise.

Although memories of the catastrophe which condemned mankind to its primitive state are kept alive by lore and customs, there are certain tribes that do not specialize in farming or cattle breeding, but in the art of war. On the one hand they raid prosperous tribes in order to obtain their goods and wealth; on the other hand they offer their fighting abilities to other, weaker tribes, giving them the opportunity to deal with unfriendly neighbors.

2520

Two warlike tribes with strong leaders become widely known: the tribe of Crahn and the tribe of Thor. Both roam contaminated Earth in pursuit of wealth and power. While the people of Thor wander through the northwest of the nameless new continent, the tribe of Crahn has declared the east of the continent its territory. Both tribes gain size and remarkable influence over the years.

2523

While searching for minerals a patrol of the Crahn tribe discovers an entrance hitherto buried beneath rocks. Since they presume an ore mine to be within the cave, ten of the tribe's strongest men begin to excavate the entrance. After working for four solid days they discover a cathedral-sized passage that leads deep into the mountain. Upon clearing the way of all obstacles and venturing deeper into the mountain, the pioneers are dumbfounded by encountering other human beings.

They learn that these people have lived inside the mountain for countless generations, isolated from the outside world. Their ancestors had sought shelter from the forces of nature in the caves centuries ago. After the entrance to the caves had been buried, no other exit remained. A subterranean river supplied the troglodytes with water and food and thus they dwelled in the colossal underground caverns of the mountain range for centuries.

The skin of these people is hardly pigmented and they are extremely thin and lean of stature. They are bald and have big black eyes with virtually no white left. It seems that they don't communicate verbally and are all but blind.
When one of the warriors hits a cave dweller on the head just for fun, his companions witness the assailant being raised nine feet into the air by invisible hands prior to exploding! Afterwards two witnesses confirm that the eyes of the cave dweller glowed red during the incident.

From then on the cave dwellers are treated with great respect. They are led to Crahn, who is immediately fascinated by them. Since he assumes that one day his tribe will benefit from the powers of these people, he decides to admit the cave dwellers into his tribe.

Though they quickly learn to talk, the troglodytes nonetheless keep to themselves. Since they obviously possess telekinetic psi powers, the other tribe members call them Psi Monks.

2525
The tribe of Thor and that of Crahn meet at the Sea of Silence in the heart of the new continent. Both tribes claim the western shore for themselves, which leads to a grim battle eventually won by Crahn's people – through the help of the Psi Monks. Thor's people flee from Crahn's troops and regroup further westward.

2527
Because of the psionic powers at his command, Crahn believes himself invincible and follows Thor's troops. They reach Jeriko, the home town of Thor's people. In a bloody battle Thor's tribe is reduced to a few thousand men, for whom Crahn sets up a prison camp. Here, they are forced to perform heavy labor. One night, Thor and a group of about fifty fellow prisoners manage to escape from the ruins of the city he once ruled. They flee westwards, seeking refuge with the tribe of Ceres. Though Thor and Ceres have never been allies, they always tolerated each other peacefully. Ceres admits the exhausted men into his tribe. Since Ceres is aware of the considerable threat Crahn poses, he proposes an alliance to Thor.

The area around Jeriko, former home of Thor's people, is for the most part only irradiated to a minimal extent and lies strategically well-protected, situated slightly above a river's mouth. The Psi Monks suggest that Crahn build a mighty fortress atop the ruins of Jeriko in order to consolidate his power. Crahn, being the vain person he is, agrees. He declares construction of this fortress the beginning of a new era and therefore calls the fortress Neocron (Greek for: neo = new, cronos = time).

2533
Six years later Jeriko has disappeared. Where the people of Thor once lived, the mighty fortress of the new age is now situated: Neocron. It is ruled by Crahn and the Psi Monks.

2545
One day, Thor and Ceres hear about the arrival of a traveler from afar called Mecando. Curious about him, both leaders visit the outpost to meet Mecando. The old man tells them about the small tribes and their accomplishments, about heroic deeds and tragedies... and about Neocron, the huge fortress where nobody would offer him refuge.

One evening, as Mecando, Ceres, and Thor sit together, Mecando asks Ceres about the origin of his name. Ceres answers that his people once undertook an expedition to the north of the new continent. They advanced into a very cold and inhospitable area. The further they marched to the north, the more men froze to death or starved.

When they finally decided to abort the expedition, they discovered the tomb of a great warrior. A huge rock overhang covered the entrance to the tomb and enormous steel doors sealed the tomb itself. The only part discernible from the outside was a black granite slab on which the word ,Ceres' could be read. Upon closer inspection the men also could make out the words ,Wisdom... Power...' and ,...Knowledge...'. The rest of the engraved words had been worn away by the elements over time. Ceres presumed that a mighty tribal leader had been buried here. Since the tomb was apparently several hundred years old, he decided to help Ceres rise again by adopting his name. He hoped that by assuming the name of this northern tribal leader, the gods would give him the strength to lead the expedition home safely. And so, indeed, they did. Mecando tells them that he has encountered the name ,Ceres' before in stories and myths, although he's unable to recall their exact content. But he is sure that there was no connection to any warrior or tribal leader, and he urges Ceres to lead him to the spot where the tomb lies. Ceres, aware of the dangerous terrain up north, is not too eager to give in to the old man. But Thor becomes curious and is prepared to lead an expedition to the tomb. The warnings of Ceres fall upon deaf ears and after he describes the way to the reputed tomb, Thor, Mecando, and a dozen tribesmen journey to the stark landscapes of the north.

2546

Thor's expedition has been underway for nearly eight months and has been reduced to as many men by the time they find the place Ceres told them about. Mecando is convinced that they must enter the tomb to unearth its secret. The men begin to breach the enormous steel doors, and when Thor and Mecando enter the depths of the ,tomb' they sense that nothing will ever again be as it was before their discovery.

And thus the people of Ceres come into possession of mankind's entire knowledge as of the 22nd century. For months, the tribe sages study the Ceres Project. They uncover specific instructions on how to erect workshops, factories, and power plants. Ceres orders a valley in the west to be sealed off and the scholars of his tribe begin to experiment with the newly discovered knowledge. Mecando becomes chief researcher and Thor is usually the first to test the new acquisitions. Since he never stopped dreaming about conquering Neocron and freeing his oppressed people, he urges Mecando to develop new weapons enabling him to accomplish this goal. Despite Ceres' doubts, Mecando is convinced by Thor to work on the development of new weapons.

2550

Of course, the discovery of the Ceres Project cannot be kept secret for long. By now, the monks of Crahn have established an excellent intelligence service. Many of the brightest and most agile citizens of Neocron have been recruited for the NSD (Neocron Security Department). The NSD succeeds in planting some of its members in the Ceres Project, who pass on information to Crahn's followers. Crahn knows that in the event of war his people cannot come up with anything equivalent to this technologi-

cal leap. Therefore, he orders the Psi Monks to initiate the elite of the NSD spies into psionic techniques, which will enable them to read the minds of the Ceres Project researchers.

The tribe of Crahn succeeds in acquiring large amounts of knowledge about the Ceres Project by utilizing these methods. However, the NSD spies are discovered and executed in the wake of a failed attempt to steal the Ceres discs. After this incident, only citizens and friends of Ceres' tribe are allowed to participate in the project.

2556
Ten years after the discovery of the project, Ceres decides to begin with the construction of an enormous city in the still sealed-off valley. He wants to realize all the theoretical knowledge gleaned from the Ceres discs in this city. Mecando advises him to encase the city in a protective dome of specially treated glass and steel in order to protect it from the deadly radiation. Ceres publicly announces his plans, and so the Dome of York becomes a legend long before its actual foundation is laid. But in Neocron things have changed, too: the people of Crahn have begun to put the newly acquired information to good use and are expanding the city. The buildings become bigger and grander with every year.

2557
On his deathbed Mecando passes the secret of a new weapon on to Thor. He calls it ‚energy weapon' and explains that it does not shoot projectiles of solid matter, as do conventional firearms, but bundled energy. Mecando also tells him that he already has developed a prototype of this weapon and where it can be found.

Thor gives orders to press ahead with the development of this new weapon. He plans to distribute several hundred weapons among his men and to attack Neocron by the end of the year.

Ceres and Thor argue about this plan, with Ceres advising Thor to forget Jeriko and Neocron. Still, Thor is bent on freeing his people. Ceres threatens to abandon him if he won't discard this plan. But Thor mocks Ceres by saying that his men are the only warriors, anyway, and that the tribe of Ceres would be defenseless without him.

8.1.3. MODERN TIMES (2558-2750)

2558

Throughout spring, Thor mobilizes his men and some new followers from the ranks of Ceres' tribe to take Neocron. Thor's men are equipped with a powerful hand weapon which shoots heavy plasma. This glowing green concentrated energy beam wields an enormous amount of destructive power. As Thor's men leave the city, they know there's no turning back. Ceres has told them that anyone choosing choose war over peace will forfeit his place in this community.

The Battle of Neocron doesn't last long. After Crahn and his Psi Monk bodyguards manage to escape, the remaining Psi Monks surrender quickly, realizing that they stand no chance against Thor's powerful energy weapons. Thor is displeased by Crahn's escape, but the joy and jubilance of the liberated populace comfort him sufficiently to take his mind off this disappointment soon enough. Not only do his own people cheer him; Crahn's people hail their rescuer, as well. They, too, have suffered badly under the cruel reign of Crahn and his monks. They now hope for the instigation of an honorable government with Thor, whom they have heard so many encouraging tales about, heading it as a just ruler.

Crahn and his bodyguards escape to the Wastelands. Building on the base of ancient ruins, they begin to erect a fortified abbey. In the course of the following years Crahn dies. His guards found the Brotherhood of Crahn in the abbey. This sect will become a most influential religious group in the following decades.

2565

After seven years of growth, justice, and progress under Thor's benevolent reign, he considers himself too old to continue his rule of Neocron. He passes power on to his son, Regant. Regant wants to develop Neocron into the most powerful, most modern, and largest city of the new world.

The construction of the Dome of York is nearly finished, as well. Following the insights gained from the Ceres discs, York is structured like a 22nd century city. The dome of former Tokyo, which had protected that city against radiation centuries ago, served as an example for the protective dome above York.

Regant doesn't believe in the dome concept. Educated by Caalron, Mecando's successor, he designs a plan for a magnetic shield that reflects more than half of the radiation without a material structure. The advantage of Regant's plan lies in the fact that his concept won't limit physical expansion of the city.

2570

Despite the magnetic shield, the population of Neocron still suffers from a disease which can be traced back to the influence of radiation. Regant plans to improve the shield and asks the now 65-year-old Ceres to give him a copy of the Ceres discs to supplement his knowledge of magnetic shields. Surprisingly, Ceres refuses his request, declaring that he had warned Regant's father of bloodshed and that there will be neither partnership nor friendship between Neocron and York.

Bewildered, Regant insists on his right to gain access to the Ceres discs. He points out that it has, after all, been his father who discovered them. But Ceres is not swayed from his point of view. Regant has no choice but to give up his plan.

2575

A lethal viral infection kills thousands of Neocron's residents. The city's medics are helpless, and even the Psi Monks, who have wondrous healing methods at their disposal, are puzzled. Once again Regant turns to Ceres and pleads for access to the discs that, he is sure, contain information on some medicine against the plague. But Ceres proclaims that the plague is the vengeance of the God of the Blinding Light, who is punishing Neocron for the pointless bloodshed.

Outraged, young Regant declares that there will be more bloodshed and begins to prepare his troops for war against the Dome of York.

2576

Regant and Ceres are unable to reach a peaceful agreement. Regant orders the Psi Monks to use their knowledge of genetic engineering – gained primarily while fighting the viral infection – for breeding a stronger and more robust warrior. The Psi Monks, who have studied genetic engineering ever since Thor's capture of Neocron and the introduction of the new doctrine, pursue this task most intensely and develop a prototype, which they call GenTank, after just a few months. The GenTank can be produced as a fully trained warrior in a short amount of time and has all the characteristics Regant requested. In addition, Regant's scientists develop new armored vehicles based on 22nd century military tanks. Piloted by the new warriors with their genetically enhanced reflexes and tactical abilities, these hover tanks become extremely effective weapons.

Ceres, too, instructs his researchers to work on new military equipment. They develop a new kind of walking vehicle, a powerful metal giant equipped with numerous weapons and piloted by an artificial brain. This new kind of field weapon is called WarBot by its developers. Furthermore, they work on a new mass destruction system based on the former nuclear bomb.

2577

Once again Regant asks Ceres to grant him access to the discs. He explains that, regardless of whoever discovered the discs, Ceres is not entitled to use the knowledge of the discs exclusively for himself. In fact, the knowledge stored on the discs should be accessible to all of mankind.

He issues an ultimatum for Ceres to make the discs accessible by the end of the year. Should Ceres not react by then, Regant will use force to ensure that the knowledge on the discs be shared by everyone.

2578

Ceres declares the discs his property and indicates that Neocron has already benefited more than it merits from the knowledge they hold. Regant deploys his army of GenTanks equipped with heavy weapons and attacks the Dome of York with full force. Regant's strategy is based on a short, forceful military strike against Ceres, but he fails to take the defensive mechanisms of the dome into account. The area surrounding the city is covered with mines and spring-guns, and the GenTanks that break through this protective perimeter face an army of WarBots.

2578-2585

What was planned as a short strike becomes the longest military conflict in the history of the new world. While Ceres dispatches his armored warriors to the battlefield, the Psi Monks raise one Tank after the other and the factories spew out thousands of hover tanks.

The earth surrounding both cities is soaked in blood and covered with debris by the time Ceres' scientists discover a weapon based on the nuclear bomb, which would kill unprotected organic material while leaving Ceres' own walking weapons unharmed due to a special shielding for the WarBots. Ceres does not hesitate to detonate this bomb over the battlefields between the two cities. Thousands of genetically bred GenTanks fall victim to the radiation of the bomb. Ceres threatens to deploy the bomb over Neocron if his enemies don't surrender within a week. Little does he know that the Psi Monks have already copied the shielding of the WarBots and have applied it to a new type of armored suit developed by adapting technologies they acquired from destroyed or captured Ceres WarBots. This suit of armor enhances the reflexes and capabilities of the GenTanks even further, and the next wave of GenTanks marches into battle adequately protected.

Because of this protection and the increased power and efficiency provided by these suits, the GenTanks vanquish Ceres' warriors and WarBots and invade the Dome of York. The government is overthrown and Ceres publicly executed. Regant seizes all of the Ceres discs and begins to reveal their knowledge to the public. Furthermore, he appoints a new ruler from his own ranks, who is to supervise the reconstruction of the dome.

2587-2610

Radiation in the area between the Dome of York and Neocron is staggering. Even with the best radiation protection available, the distance between the two cities can't be covered without the unfortunate traveler suffering permanent damage. This leads to a rather isolated development of both cities in the following years.

The irradiated area on the brink of and outside the protective dome is called The Wastelands. The first district of Neocron adjoining these is the Outzone. While the Outzone is protected against radiation, the numerous and hard-to-survey installations and buildings hold a certain attraction for criminal elements. The inner districts of the city are composed of Pepper Park, an entertainment and red light district, Plaza, the actual center of the city, and Via Rosso, the governmental and financial center.

It is a peaceful time that greatly furthers research and financial growth. The Psi Monks, to whom Neocron more or less owes the victory over Ceres, have taken command of the military.

There is no further genetic development of GenTanks. From the Psi Monks' point of view, a battle unit based on an organic being can't be the optimum solution. The existing GenTanks are left to their own devices. Much like the Psi Monks, the GenTanks mostly remain among their kind. Nevertheless, they more or less succeed in becoming a part of the social system. They accept security and bodyguard jobs, thus carving their place in society. But the GenTanks are never drawn into the regular police force.

Regant, who suffers badly from the effects of radiation disease, apparently loses influence and the well-organized Psi Monks become more and more of a secret power within Neocron. The intelligence service NSD, once founded under Crahn's rule, controls police activities and increases its power steadily. The NSD sets up internment camps in the Wastelands, where political opponents are held and tortured.

2611

Regant dies. His chosen successor is found murdered shortly thereafter. The Psi Monks immediately seize control of Neocron. They introduce rigorous laws, but also do much for the progress of the city. In the meantime, the complete knowledge of the Ceres discs has been put into practice, except for space travel. In some areas progress has already surpassed the theoretical knowledge.

2618

For the first time mankind succeeds in establishing an uplink to the ancient satellites which have remained in orbit for centuries. Much to the amazement of the scientists, more than half of the satellites are still operational. By using these satellites, researchers discover that on another continent, which emerged from East Asia, yet another city is being constructed. But since it's situated on the far side of Earth, it is impossible to reach by riding regular vehicles through the irradiated areas. From the Ceres discs, the Psi Monks also know about the Mars colony. The Council of Psi Monks resolves to develop a spacecraft for passing the orbit and thereby escaping the lethal radiation on Earth. By this means, the East Asian metropolis can, indeed, be reached. In a second stage, a spacecraft capable of flying to Mars will be developed.

2630

After twelve years of dedicated work a flying vehicle which is able to break through Earth's atmosphere and travel outside its orbit is at the city's disposal – for the first time in 480 years. A select crew is sent to the newly discovered metropolis. They are amazed when they learn that the city boasts a high level of development both technologically and culturally. Just like that of Neocron, the protective dome of Tokyo II is based on a sophisticated magnetic shield. But the two shields also prevent radio communication between the cities. The Asians react rather coolly to the foreigners and are not interested in any further contact with the western world. Thus, the crew is unable to learn how the inhabitants obtained the old world knowledge. After just a few days' sojourn in Tokyo II, the crew are awakened by soldiers one morning and escorted to their spacecraft. Without having accomplished much, the envoys return to Neocron. After they have reported to the Psi Monks, the latter decide to ignore Tokyo II and to concentrate on the space travel program instead.

2633

A group of young scientists feels oppressed in its work by the Psi Monks, and the researchers decide to leave the city. They erect a small base in the Wastelands protected from radiation and settle down there.

2636

Named Shirkan after the chief of the PSI Council, a spacecraft embarks in September on a nine-month journey to the Mars colony.

2637

The astronauts discover the remains of the more than 500 year-old Mars colony, Red Terra. The logs show that the colony fell victim to an unknown virus in 2212. Thanks to the logs, the crew of the Shirkan relives the utter despair of the colonists when they discovered that Earth was nearly destroyed by WW III – while at the same time unaware that they could easily have prevented the terrible war from happening, had they known the reason for the catastrophe.

On the 13th of February, 2134, Red Terra receives a distress call from a spacecraft named Starcruiser. They are told that the ship has been hit by meteor debris which damaged the sensors and their long range communications equipment. The crew of the Starcruiser is therefore unable to send a radio message to Earth, but has already begun to repair the equipment. The ship's crew asks Red Terra to forward this message to mission control in Beijing.

But Red Terra knows nothing of the launch of the Starcruiser and the pair of fighters that happen to be in the area are unable to confirm the existence of the ship. Red Terra command therefore thinks the message to be a joke of the patrol and ignores the call. And so disaster takes its course…

The astronauts also learn of the attempt to make the atmosphere of the planet breathable by releasing Gabanium. According to the logs, Gabanium stimulates the growth of the lethal virus on Mars, which is why the experiment was discontinued. A few days later the crew of the Shirkan discovers that Red Terra receives a continuous Hypercom message. It's from the crew of the Starcruiser! The content of the message – arriving every three hours at the colony – is that the generation cruiser has arrived on the planet Irata III, the Gabanium experiment has transformed the whole atmosphere of the planet according to plan, and that they've been ready to receive new instructions for generations.

Apart from these important insights into the history of mankind and the realization of the order of events of WW III, the crew also salvages all kinds of technical devices. The loot ranges from a mini holodisc player to a VR video game console when the Shirkan leaves after its two-week stay on Mars. The metal, which contains the elements needed for fusion drives, is also shipped to Earth in large quantities.

News of the colonized planet Irata III spreads quickly throughout Neocron. The government decides to develop spaceships which can cover the 80-light year distance to this promising planet.

2654
After nearly 20 years of work, the Avenger is at Neocron's disposal, a spaceship which is to take 2,000 people to the planet Irata III on a 90-year journey. The crew also has the necessary equipment for constructing a permanent communications installation on Irata III intended to establish and maintain permanent contact with both Earth and Mars.

2660

The colony Red Terra is once again put into operation. Construction of a vast communications facility begins.

2684

After a powerful explosion in the Wastelands, rumors of hidden laboratories engaging in research on secret weapons and defensive measures abound. Supposedly, the Psi Monks run these laboratories to protect their power by force in case of an insurrection.

2722

The Neocron crime rate peaks. Citizens accuse the Psi Monks of being unable to control the situation despite their iron-fisted leadership. Lioon Reza, an eloquent ex-member of the secret service, founds a group of terrorists, who set their sights on overthrowing the government and reforming the laws of the city.

2724

After a failed attempt to take over the mighty government building in the Plaza district, Lioon's troops succeed in surprising the government of the Psi Monks and banning the members of the government from the city. The remaining Psi Monks are tolerated within Neocron, but are not allowed to congregate or to be active in the field of politics. Many of the Psi Monks of the former government retreat to the old Crahn abbey in the Wastelands.

2725

Lioon becomes the new dictator of Neocron. He introduces the CopBot system to the city. CopBots are policemen-cum-judges and therefore are able to take rigid action against violence and crime in the streets of the city. Laws become strongly simplified and punishment is severely increased.

2727

After an insurrection in the old districts of the city, Lioon decides to concentrate the presence of the CopBots in the inner districts of Neocron. Following this decision the peripheral areas, especially the Outzone of the city, degenerate dramatically. The laws are once again tightened, the only punishment for a criminal act being immediate execution. All aggressive actions are punishable. Carrying unconcealed weapons in the inner districts of Neocron is (after a caution is issued) punishable by death. Everywhere in the city monitoring systems are installed, first and foremost to protect the inner districts - Plaza and Via Rosso.

2740

The Avenger arrives on Irata III. Red Terra 2, the new colony on Mars, establishes contact with Irata III. Apparently the people traveling on board the Avenger have found paradise on the planet: Irata III is covered with forests and oceans. The Chinese have erected a city of stone and wood, which they call Typherra. The newcomers are warmly received, but the news of the destructive events on Earth shocks the inhabitants. Since the planet is so big, the Typherrans offer to accommodate more people.

2742

Word of the paradisiacal situation on Irata III spreads quickly in Neocron. Lioon Reza decides to populate Irata III and to subjugate the inhabitants of the planet. He promises a prosperous life to the citizens of Neocron if they join his troops and his trek. Most people are sick and tired of malformed children, radioactive water, and the general hopelessness on contaminated Earth, and are more than ready to join Lioon's trek.

2743

For unknown reasons contact with Irata III suddenly breaks off. Red Terra 2 rules out the possibility of a technical malfunction in the communications facility. The plan of the 'Great Trek" persists nonetheless, although Lioon himself decides to stay on Earth.

2746

The 'Great Trek' begins. Forty spaceships, modeled on the Avenger and the Starcruiser, embark on their journey to Irata III. The new design allows 8,000 passengers per ship, which means that 320,000 people are leaving the city. Six months later, another twenty spaceships are launched. But those are only the beginning. Almost daily, more and much smaller ships leave Earth. The fact that contact with Irata III has been interrupted for almost a year now only seems to strengthen the wishful thinking and the hope placed on this new paradise.

2747-2749

The void left in the population of Neocron by those who have embarked on their long journey to Irata III opens up new opportunities for criminal elements. Since the trekkers are forced to leave most of their personal belongings behind, the government decides to collect this property for its own use. But there are others who would also like to profit from the abandoned belongings ranging from everyday utility items to entire buildings. Thus, governmental ‚re-appropriation' operations are disrupted ever more frequently by criminals and gangs. One man in particular, a lowly criminal

named Trevor Denton, succeeds in organizing raids on abandoned property. By forging alliances between several criminal organizations, even between members of the Mafia and the Yakuza, he greatly impedes the government's progress and succeeds in accumulating a good share of personal wealth. But a large measure of his success is based on the fact that he is loyal to no one except himself, betraying every ally whenever it seems profitable. At the end of his short career, Trevor Denton is the most wanted man in Neocron and is finally killed by one of his many pursuers. To prevent any of Trevor's children from taking over the organization, the government arrests all of them. They are either executed or used as guinea pigs for scientific experiments. Two of them, Xav and Zeke, are pardoned after they survive a series of experiments. Xav is disfigured for life, while Zeke Denton has lost the greater part of his memory.

2750

The treks have left their marks on the face of the city of Neocron. Deserted areas and the collapse of the spacecraft industry are among the harmless effects. Lioon increases the presence of the CopBots yet further to prevent those inhabitants remaining in the city from plundering and committing other acts of violence. Still, the CopBots barely succeed in keeping a semblance of order, particularly in sections of the city that are difficult to oversee, such as Pepper Park and the Outzone.

When contact with Irata III is still not re-established four years after it broke off, Lioon's interest in Irata III wanes noticeably. Of course he knows that the treks won't arrive on Irata III before 2840. He, as opposed to the frozen passengers of the generation ships, will be long dead by then. Realizing this once and for all, Lioon's interest turns once again toward the security aspects of the city and his governmental duties.

8.1.4. DOME OF YORK: THE SECOND WAR

2752 - 2753

Following two comparatively uneventful years, Ceres Cyborgs are suddenly repeatedly observed in the Wastelands - much to everybody's surprise, as they had been considered extinct. Rumors of a possible return of the Dome of York troops abound in the streets of Neocron. A few days later, the CityAdmin, which has been entertaining contact with the Dome of York for a while now without admitting as much, receives a number of unauthorized data transmissions on the Neocron information lines. They seem to be encoded messages from the Dome of York. Twelve hours of feverish deciphering later, the CityAdmin's IT specialists manage to break the code: the Dome of York is obviously attempting to transmit Ceres WarBot blueprints to spies deployed within Neocron. The CityAdmin quickly develops a virus that attaches itself to the data packages transmitted, effectively rendering the blueprints useless. Shortly after this, intelligence finds out that the Dome of York plans a further attempt to smuggle blueprints into Neocron - this time by handing them over in the Wastelands. The CityAdmin foils the scheme with the help of Runners and takes possession of the blueprints.

At this time, leader of the Twilight Guardian Hagen Yager learns of a devastating diagnosis: he suffers from a serious, all but incurable disease and only has about two years to live. With this in mind, Yager comes to a crucial decision:

Yager plans to forge an alliance against Lioon Reza with the Dome of York, intending to draw on the Dome's potential. To this end, Yager even secures the cooperation of estranged factions: the Fallen Angels, the Tsunami Syndicate, the Black Dragons, and the Brotherhood of Crahn. He manages to bring them together for negotiations, and after endless debating all parties do indeed agree on a common denominator. The Alliance is founded, and Yager intensifies his search for a cure to his disease. Due to his good relations with the Fallen Angels, the medics of this faction are willing to develop a therapeutical implant.

Meanwhile, a CityAdmin delegation travels to Techhaven in order to confer with the leaders of the Fallen Angels. The envoys are to discuss a possible involvement of the faction with the Ceres Cyborg affair. The CityAdmin bluntly accuses the Fallen Angels of having helped the Dome of York infiltrate the Neocron information network. The Angels emphatically reject the accusations. During the next few days, Runners report sightings of large Biotech transports in the Wastelands. These are denied by the company or shrugged off as mere hallucinations. Nobody knows that Biotech is working on a top-secret joint venture with the CityAdmin that includes research on brainwash procedures. In the following weeks, more and more Runners mysteriously disappear in the Wastelands. Instead of surfacing at any known GenRep stations, they remain nowhere to be found.

A few weeks later, the CityAdmin commissions Tangent Technologies to construct Ceres Cyborgs using the blueprints. It is intended to assault the Twilight Guardian with their help. Very soon, preparations commence in sector C-12. However, the cyborgs turn out to be utterly uncontrollable and are left in the sector, while development is continued elsewhere. For more efficient research, the CityAdmin also involves Proto-Pharm and Biotech in the project. A mere week later, Twilight Guardian Runners come across a mysterious barrier enclosing a huge area in a remote section of the Wastelands. The Twilight Guardian leaders decide to infiltrate the sealed-off area. They succeed, making a shocking discovery: The CityAdmin is using this so-called Area MC5 for brainwashing kidnapped dissenters and turning them into loyal followers of Lioon Reza. Nearly simultaneously, analysis of an experimental array at ProtoPharm reveals that the DNA of organic parts of salvaged Ceres Cyborgs is identical to that of Runners gone missing. ProtoPharm immediately informs the CityAdmin that the Dome of York is using human tissue in cyborg production.

The Twilight Guardian tries to put its findings to beneficial use for all. It exploits various channels for alerting the public to the existence and use of Area MC5. Initially, reactions are skeptical, but soon rumors of the secret installation begin to spread throughout Neocron. Realizing the danger it is in, the CityAdmin hastily publishes the distressing results of its research on Ceres Cyborgs. Indeed, this piece of news successfully diverts public attention from Area MC5.

A number of weeks' concentrated research by the Fallen Angels brings forth a chip for Hagen Yager. Due to its open structure, the chip can download updates from a special network. Nevertheless, it turns out that while the chip can alleviate Yager's decline it is unable to remedy the disease. None of the scientists dare give a precise forecast of Yager's remaining life span. Pressed by high-ranking Fallen Angels, the researchers continue to strive for a solution, though not as intensely as before.

2755

New Year is rung in by a relief attack of the Techhaven supported by heavily armed Twilight Guardians and Black Dragons, resulting in tremendous losses for the besieging troops. Neocron reacts cautiously; Reza knows very well that most of the Techhaven's defenses lie deep within the complex and therefore withholds the order to storm the building. The fighting actually recedes, as the Fallen Angels seem to accept the siege, whereas they secretly are supporting the Dome of York by means of technology transfer in constructing a new weapon against Neocron. Nonetheless, another event fully captures Neocron's attention – at least for the time being...

A Tangent Technologies weapons convoy, transporting ultra modern plasma weapons, disappears in the Wastelands without leaving a trace. At first, the usual suspects are blamed but it soon turns out that mutants are responsible for the ambush. The mutant group, eliminating every security unit trying to take care of the problem, is thought to be located in the old Regant ruins north-west of Neocron. As it turns out later, the mutants are far more numerous than first expected and are armed with more laser swords and plasma guns than the convoy was carrying. Infrared scans of the Regant ruins quickly show that the mutants are receiving human support - albeit of uncertain origin. It does appear that the Regant mutants were treated with an intelligence stimulant from ProtoPharm over a long period of time - with resounding success. Once confronted, ProtoPharm denies all knowledge and just as if to prove their case two Anarchy Breed members break into ProtoPharm's laboratory stealing the stimulant. It ultimately remains unclear by whom the mutants are supported.

Once again, Neocron's attention is suddenly distracted by the Dome of York and their newest weapon. With the help of brain implants, the wearer's resistance is reduced by hormones inducing a state of berserk rage. The subjects of this treatment, the so-called Kamikaze-Soldiers, wreak havoc throughout the Wastelands. It later turns out the soldiers are also using a remote controlled camouflaging device as well as a sub- dermal control-mechanism allowing the Dome of York to manipulate each individual by pain induction. With the soldiers being nearly invisible, the Gates of Neocron are attacked and overcome.

Some of the kamikaze attackers manage to slip past the strong defenses and are finally brought down deep within the inner sectors. The investigation reveals that the brain implants used were originally developed by Biotech but according to one company spokesperson were "dumped because of unwanted inhumane side effects". According to BioTech, the Dome of York must have stolen some of these prototypes.

Parallel to the building of the underground tunnel network underneath the northern Wastelands, the Dome of York commissions the construction of a neutron emitter bomb, its calculated destructive power being many times stronger than that of a conventional nuclear warhead. Hopes are high to finally erase Neocron with one decisive blow.

In the meantime, Hagen Yager collapses during a public appearance after attracting attention lately only by holding imperious speeches and behaving like a megalomaniac. It seems that the chip meant to control his disease is malfunctioning and the update link has been anonymously hacked. After locating the emitter station and putting it out of action with help from the Twilight Guardians Yager recovers fast – but too late. After only a couple of weeks of research a prototype of the neutron bomb is put to the test. As Yager never treated the city's emissaries with the proper respect and never got tired of proclaiming that soon the Twilight Guardians would rule both cities, the Dome of York's leadership knows exactly the right testing ground for its new toy – the Canyon!

The test is a tremendous success – the Canyon is fully contaminated with radiation leaving the victims facing a horrible death. In spite of this demonstration of power, the Techhaven offers refuge to any surviving Guardian. It seems that there is a secret faction within the Fallen Angels sharing the view that the Angels should no longer be pawns in other people's political games. Instead, these radical technocrats want the Fallen Angels to be accepted as an equal political power with its own aims and goals.

The original leadership of the Fallen Angels does not comply at first but finally accepts the new organization after becoming aware of all the surrounding dangers and enemies. It soon grows to become the predominant faction and while the peaceful scientists go about their daily business, the secret faction ruthlessly consolidates its own position. The faction had long ago established contact to the Dome of York and planted the bomb in the offices of the Neocronicle on the Dome's order. Their armed units are also involved in the attack on the besiegers of the Techhaven.

The shock of the bomb's detonation is felt even in Neocron and triggers rumors about the Dome of York's activity. Although the CityAdmin denies all of them, they secretly start an investigation and begin taking soil samples of the blast area for further analysis by ProtoPharm. They clearly show the same radiation signatures found in the victims of the neutron emitter weapon.

The Techhaven's new leadership soon becomes aware that the time is perfect to play both towns off against each other. Therefore, they need to get a hold of the construction plans of the neutron bomb. As the Techhaven's spies reach the Dome of York, they quickly realize that the CityAdmin had the same idea. A violent fight evolves right on the Dome's doorstep and the Techhaven people are able to wrest most of the plans from the CityAdmin forces. Unfortunately for them, the CityAdmin gets away with the plans for the fuse as well as the bomb's command frequencies.

These frequencies are the CityAdmin's key to the weapon and agents of both Neocron and Techhaven soon find out that the bomb is in the final stages of production. In cooperation with Tangent and NeXT the CityAdmin now begins to frantically upgrade Neocron's energy shield, based on previously acquired scientific discoveries. It soon turns out, though, that the shield will not be able to offer enough protection against the bomb – at least not within any acceptable period of time. Additionally the Techhaven now forwards counterfeit construction plans to Neocron, at the same time arranging that the Dome of York finds out that Reza is in possession of the plans as well and constructing his own bomb. Shocked by the news the Dome's leadership reacts in panic and plans to attack Neocron early, not caring about any remaining risk. Neocron in turn, shocked by the imminent attack decides to use the frequencies and codes to trigger the warhead remotely.

Some days later, the Dome of York completes the bomb's construction and a carrier rocket is fueled up. In the meantime, the CityAdmin commands its remaining forces to conquer all Wasteland uplinks. A durable and clear communications uplink to the bomb is necessary in order to breech the Dome of York's communications network and explode the bomb remotely. Simultaneously, the Twilight Guardians plan to attack the Dome's tunnel network together with other factions of the alliance, who have already pulled their troops out of Neocron, in order to gain control of the Dome's territory.

Twenty-four hours later, all preparations for the attack are completed and the countdown is started. Now the time is running out for the CityAdmin. The rocket will launch in less than an hour, destroying all life in Neocron. In a last minute effort of all of Neocron's factions, their forces conquer the last heavily defended uplink post and gain access to the Dome of York's network. The bomb's detonation codes are hurriedly entered into the bomb's system. Shortly before launch, the bomb is exploded on the pad and a gigantic explosion wipes out all life in the Dome. The detonation also triggers the invasion of the Dome's tunnels by the Techhaven-Alliance. The Alliance forces storm the tunnels wiping out any last resistance encountered and soon control all the entry points into the doomed city. By the time that Neocron's forces reach the Dome of York, the city is firmly in the hands of the Alliance and the attack is easily repulsed.

During the next few days, the city's dome collapses due to immensely high radiation values while Techhaven scientists try their best to neutralize the radiation to allow resettlement. The habitable areas are mapped and their radiation level is recorded. Within the next few weeks, the city is slowly decontaminated by the Fallen Angels' scientists making life in the city possible again. Half of the former Dome of York remains in ruins though.

Tsunami moves to the Dome almost as quickly as the Black Dragons — each hoping to be the first to get there, just to find out that the rival is already present. Both parties plan to continue controlling Pepper Park from a distance as no one wants to lose ground to the enemy. Compared to their former stay in the Canyon the Twilight Guardians are a lot better off in the Dome. In addition, the radical faction of the Fallen Angels also moves in, leaving the Techhaven once again to the remaining scientists and their plan to convert it into a peaceful trading center. Although the scientists still keep in touch with their brothers and sisters now living in the Dome of York, they do want to improve relations with Neocron. The Psi-Monks of the Order of Crahn are happy to finally end their existence as outcasts and welcome the Dome of York as their new home, even if this means sharing it with the Orders strongest intellectual and spiritual enemy — the Fallen Angels. To prevent an immediate confrontation between the new inhabitants a meeting is scheduled and after long and tiring negotiations the city is divided into several sectors, each controlled by different factions.

Finally peace talks with Neocron are opened, unfortunately without any result whatsoever as each side believes it has the best chance of securing and controlling the Wastelands.

8.2.1. BIOTECH INDUSTRIES

BioTech is a very curious corporation. Research into biomechanical implements and nano-augmentations for disabled citizens is an admirable aim. However, BioTech doesn't stop there. BioTech's two-word goal is 'Custom Evolution'. Some would say that the potential abuse of such a goal is a reality, simply through BioTech's existence but CEO Seymour Jordan denies these accusations whenever they are brought up.

BioTech's implants are sold to whoever can afford them. BioTech's 'wetware' is used by able-bodied citizens for reasons ranging from curiosity (e.g. "I want to jump 10 meters high") to a perceived necessity (e.g. "I need sub sub-dermal armor to survive"). The existence of BioTech implants has created a new class of experts, specialized in performing implantations and de-implantations on their fellow citizens. These street-meditechs make more in a month than most in a year.

Even the CityAdmin's Law Enforcer implant is the result of cooperation with BioTech and a tight bond exists that both parties have no interest in breaking.

People who dislike the idea of 'Custom Evolution' can do little more than shudder and feel uncomfortable, at least for the time being.

Headquarters
BioTech's main office is located in the Vauxhall Memorial in Via Rosso, Sector One. Here you will find most of the administration running BioTech. Their main labs are also located here. However, it is widely suspected that BioTech has other satellite labs located elsewhere in the city.

Players who choose BioTech as their Runner's faction will start out in an apartment in Via Rosso.

Key figures
Both BioTech Industries and Tangent Technologies Inc. belong to Robert Jordan. In the year 2748, at the age of 90, he handed over the management of BioTech to his younger son Seymour and installed his elder son Damion Jordan as CEO of Tangent Inc. His explained plan is to hand over complete control of both companies to the better executive.

Seymour does not plan to loose this competition and is willing to use exceptional measures against his elder brother Damion.

BioTech's SysAdmin, Joanna Hawkes, is extremely competent and, being only sixteen, is considered somewhat of a wunderkind. She learned her trade from legendary Chester Cohor (Tangent's SysAdmin) and keeps her thin personal file safely locked. Joana has a mysterious aura about her and usually tends to turn out on top of things.

History
BioTech was founded in 2638. Its main goal was biomechanical research and development. Over the years, BioTech invested into a spectrum of different projects, such as new drugs or the first interstellar vehicle, the Avenger.

After the Avenger's successful launch BioTech changed course and room was made for a new division called Tangent. Although production of implants was still BioTech's main branch Tangent was meant to satisfy the ever-growing demand of high-tech weapon systems.

As Lioon Reza started the Revolution of 2722-2742, the new Tangent-Division turned out to be a goldmine. Ever since BioTech began to support Reza's rise to power the company's relationship to Neocron's CityAdmin has been very close.

When Tangent started to split off from its mother company, BioTech was making so much money with its interstellar vehicles that it didn't make a big difference.

Today the space boom is over and BioTech once again is concentrating on the production of biomechanical implants. The once perfect relations to the CityAdmin have suffered a few dents and scratches after the Dome of York sent some extremely dangerous soldiers against Neocron and BioTech designed chips where found implanted in their brains. As nobody wanted to believe in a conspiracy or betrayal of BioTech, the company's protests where widely accepted and BioTech was only reprimanded and reminded to guard its secret developments more closely.

Rumors
Collaboration between BioTech and ProtoPharm seem to have increased recently and are rated more than pure business and more than just a combined effort to create the newest generation of biomechanical implants. The liaison between the two companies is supposedly backed by a personal relationship between BioTech's Seymour Jordan and ProtoPharm's CEO Sandra Frasier. There remains little doubt that Seymour will try to exploit this situation as far as possible in order to gain the lead over his brother Damion.

Harder to believe are rumors of a collaboration between BioTech and the Tsunami Syndicate. One should assume that dealing with the Syndicate is considered to dangerous as it could seriously ruin BioTech's reputation.

Of course, conspiracy theories abound concerning BioTech implants. The focus of these rumors is the implementation of spy ware into popular implants collecting data from brainwaves, movement, and hormones etc., which are then transmitted to BioTech databases in order to be sold to third parties.

Another source of rumors is the attack by the Dome of York's Kamikaze-Soldiers and their brain-chips that originally where developed by BioTech. As this attack took place very recently concrete facts have yet to crystallize.

Friend and foe

As already remarked, BioTech and ProtoPharm closely cooperate in developing the newest generation of biomechanical implants. The suspected connections to the Tsunami Syndicate really seem highly unlikely if the close relationship to the CityAdmin is taken into account. After all BioTech CPU's drive the CopBots that patrol the town. It may also be of interest that BioTech has signed a contract with the CityMercs concerning general security issues.

BioTech's biggest rival of course is Tangent Technologies Inc. The two brothers are caught up in a merciless fight for domination and power. The second Dome-of-York-War has united the city and for the time being, the hostilities between both companies are merely economical.

Another problem for BioTech is product piracy by the Black Dragon. These counterfeit products are in turn used to supply the Anarchy Breed or Twilight Guardians and Neocron's CityAdmin isn't happy at all about this procedure. As BioTech is very close to the CityAdmin this is a situation to be carefully observed.

8.2.2. BLACK DRAGON

"Can you afford to refuse our offer?" Wherever man goes, you will find those of ill repute; people living outside of law and order, creating their own society within society. They follow their own rules, and answer only to themselves. The Black Dragon Clan of Neocron is such a society.

They control the illegal drug market in Neocron, dealing anything from over-the-counter products to black market drugs and even control parts of the real estate market. Some consider them ruthless in both areas of business others praise them as honorable. Nevertheless, they are dangerous businessmen, who do not hesitate to eliminate any competition - literally.

Headquarters
The Black Dragon headquarters is located in the Dome of York; an imposing building well guarded by trusted clan members. Few people dare to enter the building uninvited and those who do rarely return.

Players choosing the Black Dragon Clan as their Runner's faction will start out in the Dome of York.

Key figures
Maximilian Trond, 54, is the uncrowned leader of the Black Dragon. He started his career at the very bottom of this notorious clan and worked his way up to the top. He rules with an iron fist and is known to show no mercy. Those who know him fear him – no need for unnecessary questions. Whoever opposes him will certainly end up buried alive somewhere deep in the Wastelands.

Torben 'Gecko' Manquist is the clans 'Consigliore' – Trond's counselor, right hand and advisor. Whatever Trond orders, Manquist will see that it is done. Some believe that Manquist only waits for a chance to usurp Trond's leadership but others flat out deny these rumors as Manquist has proven his loyalty repeatedly. This unfaltering loyalty and Manquist's trust in the thieves' honor secures Trond's position as head of the Black Dragon.

History
The Black Dragon was founded in 2680, when two criminals joined forces. These two, Nico 'Furry' Manecci and Wan 'Dragon' Tokai founded an organization that followed in the traditions of the Italian Mafia or the Chinese Triads. They initially suffered great setbacks due to Tokai's bad leadership until he was found dead in an ally in 2683. This act had Manecci written all over it and was considered an unmistakab-

le sign that the Black Dragon was now following Manecci's ruthless and merciless path. Due to his interest in history the 'Don', as Manecci called himself, rebuilt the Black Dragon to resemble the old Sicilian Cosa Nostra. The only remainder of Tokai's influence was the name of the organization. It was left in place as a warning to its members never to forget Tokai's weakness and fate. Under Manecci's rule, the Black Dragon grew stronger and by 2690 it had firmly established itself as number one in the 'business'.

Twenty years later Max Trond joined the Dragon and was soon respected for his cold-bloodedness. The Black Dragon kept its independence until an attack in 2727 when Lioon Reza's anti-crime-program kicked in to full effect and a StormBot running amok killed Manecci. With his last breath, he declared Max Trond as his successor.

Trond brilliantly restructured and repositioned the organization, and was able to secure extended real estate through clever stock market investments. Soon the Black Dragon owned complete bocks and districts. Ever since, the Black Dragons are respected realtors – a perfect cover for their illegal businesses. Even if they've moved their headquarters to the Dome of York, they still possess several hideouts in Neocron.

Rumors
It is claimed that the Black Dragon is in contact with all major companies. Most often mentioned is the Dragon's suspected connection to ProtoPharm because nobody really believes that they could manufacture complex illegal drugs and substances without professional support.

Other sources suggest that Trond has somehow managed to get Diamond Real Estate under his control but nobody really seems interested, as realtors aren't very popular with the public. The average citizen credits Eric Danmund of Diamond for this debacle and the general opinion is that he deserves it.

This connection should give everybody something to think about as it leaves the Black Dragon in a very powerful position. Further rumors speak of a secret alliance of the Black Dragon with the Brotherhood of Crahn. The supply of drugs for different experiments and the selling of information about other factions supposedly are part of this partnership. However, none of these rumors are confirmed.

Friend and foe
It's a widely known fact that the Black Dragon maintains a close relationship to the Anarchy Breed. The Breed frequents the Dragon's dealers, helps them with sales or runs errands for them. The anarchists are frequently hired as clan-gangsters, if they feel like joining the mob.

As long as the inhabitants' health is scarcely harmed by the Black Dragon's drug trade, there is little cause for the CityAdmin to interfere. The property market is something completely different, since the Black Dragon dominates it largely and the CityAdmin did not privatize Diamond Real Estate in order to watch it being taken over by some dubious clan. Either the Black Dragon withdraws from these business areas or it will have to bear the consequences - naturally all in the interest of the general population.

The conflict with the Tsunami Syndicate has a long tradition and there have been plenty of victims. Sometimes these fights take place in secrecy, sometimes right in the streets of Pepper Park. With all the endless fights and arguments, dating back to the founding of the clans, the cause for the feud has long passed into oblivion. The Black Dragon's recent attempt to expand its influence into gambling and entertainment, sectors traditionally controlled by the Tsunami Syndicate, has further fuelled the flames.

Another bloody conflict between the Black Dragons and the CityMercs flares up repeatedly. The supposed cause for these violent clashes is the Mercs' system administrator who used to be a Black Dragon before he decided to defect to the Mercs.

8.2.3. BROTHERHOOD OF CRAHN

"Defending the truth against all heathens until Crahn the Savior returns!" The Brotherhood of Crahn is the biggest and most influential religious organization in Neocron. Having played the game of power on both sides they have been both rulers as well as persecuted underdogs. They seem to have reduced their activities to the field of Psi research and the production of Psi devices in recent times - apart from their ever-present religious activities, of course.

The Psi Monks are perhaps the most exotic group in the world of Neocron. They are descendants of a tribe of people who lived underground for centuries after the nuclear apocalypse. Discovered by a tribe led by the infamous Crahn, their ancestors were incorporated into the society of these surface dwellers and thus their fate closely bound to that of the great leader and his descendants.

After Crahn's downfall in 2588, he fled from Neocron and founded the 'Brotherhood of Crahn'. Together with his most loyal Psi Monks, he started teaching the doctrine of the god of the blinding light and the need for 'normal' humans to develop their bodies and minds further, just like the Psi Monks in their underground caves had done for

centuries. The sect soon became the major religious force in Neocron, while Crahn started to regain the power he had lost when Thor drove him out of the city. Crahn's successors accomplished this task by establishing the rule of the Psi Monks over Neocron in 2611. Their reign ended in 2724 when the Twilight Guardian, led by Hagen Yager and Lioon Reza, overthrew the Psi Monk government.

Headquarters
The Crahn Abbey in the Dome of York is an impressive building. Astonishingly it has suffered only minor damage from the devastation of the Dome. The chants of the novices echo through the halls, while the already initiated brethren rely solely on their Psi powers to communicate with each other and their deity. Followers of the Crahn sect will find shelter and job opportunities within these walls.

Products of the Brotherhood, mainly psi modules and implants, are sold in the Yak-arma shops that can be found all over town.

Players choosing the Brotherhood of Crahn as their Runner's faction will start out with an apartment in the Dome of York.

Key figures
Neopha Kansil, the 'First Follower of Crahn' is already 63, but still a powerful Psi Monk. He is rarely seen outside of the monastery, in which he spends most time in quiet devotion and prayers. Nevertheless, he is the unquestioned leader of the Brotherhood and his word is law for all of the faith.

Golon Kalah is one of the most qualified communication specialists of the new world and a strong believer. He would happily give up his life for Crahn and the Brotherhood and lives a withdrawn and ascetic life, letting nearly nothing of the true nature of his personality leak out into the public. His strong feelings of admiration towards his religious leader Neopha are well known and he reads every wish from his lips (or his thoughts?).

History
The Brotherhood was founded 2558 by Crahn and his elite Psi Monks. They took over an old monastery and made it their first home. It is assumed that the Brotherhood maintained contact to other Psi Monks within the city, thus receiving information, goods and financial support. When the Brotherhood of Crahn took over power again in 2611, many followers returned to the city and only a few leaders remained in the monastery. Parts of the monastery were destroyed in 2684, when a psi-amplifier exploded in one of the laboratories.

In the year 2715 Neopha Kansil became the 'First Follower of Crahn' and thus also the ruler over Neocron. His laws were in force until the fall of the Psi Monk government

in 2724. The Psi Monks fled into their monastery - a strategy which had functioned once already and, the way it looks, did so again. Dictator Lioon Reza loosened the Psi Monks ban in 2728 and a small delegation established an outpost in Pepper Park that is doing its best to develop good relations with the inhabitants.

In the second Dome of York war, Crahn did not hesitate to place himself on the side of the Dome, although his actions on the battlefield were not worth mentioning. He simply wanted to maintain the chance to side with the winning faction. After the neutralization of the Dome of York, the possibility arose to escape Neocron's repressions by moving to the Dome altogether.

Rumors
According to rumors, the Brotherhood is researching in far more areas than just Psi and spine-chilling stories of dreadful experiments in the dungeons below the monastery are circulating. Perhaps the Psi Monks are researching for a genetically altered super-human being, perfectly adapted to the hostile living conditions of a radioactively contaminated world. Spokespersons of the Brotherhood of course deny these rumors and assert that they have only been created to harm the Brotherhood's good reputation.

In connection with these stories, the Brotherhood is also suspected of being responsible for the mutated creatures that roam the Wastelands. Again, the sect's followers vehemently deny this.

Other rumors claim that the monks are involved in a technology transfer deal with BioTech, selling the results of their dubious experiments. If this is true, both organizations have formed an alliance at the highest level. Thus, some people assume that Seymour Jordan, head of BioTech, will join the Brotherhood.

Finally yet importantly, some sources believe that the Brotherhood is operating a large information network, dating back to its founding. The most obvious form of this network is the Psi Monk Secret Police, which was established shortly before the takeover of power in 2611. According to the Psi Monks it has long since ceased to exist but the rumors of a secretly operating organization nevertheless persistently remain.

Friend and foe
Since its invasion of the Dome of York, it is no secret any longer that the Brotherhood has formed an alliance with the Twilight Guardians. Neocron's government has good reasons to observe this for the time being, without taking any action. President Reza assumes that the alliance between the Monks and the rebels is doomed to fail. Hagen Yager, leader of the Twilight Guardian, has enough reasons to hate the Psi Monks, as the alliance totally contradicts the democratic ideals of Yager and his followers. The fact that this alliance came into existence nevertheless, is a small miracle and

only shows how strongly the two factions are interested in overthrowing the present government (only to dissolve their partnership again later on).

One can often see members of the Brotherhood hanging out with Black Dragon dealers. According to them, they only want to convert the poor souls to Crahn the Savior. However, who can be sure of their true motives? Madame Veronique hates the rotten preachers, as she calls the monks, nearly as much as drugs or customers who don't want to pay. When the Psi Monks established themselves in Pepper Park, there were violent clashes between them and the Tsunami Syndicate. The situation between the neighbors in the Dome of York has calmed down somewhat, but they still watch each other with distrust.

The Anarchy Breed is not on friendly terms with the Brotherhood. They are convinced that the monks kidnap weak and unprotected Breed members to abuse them in their dubious experiments. Naturally, the Brotherhood denies these accusations, and claims that the strong prejudice against the sect is responsible.

8.2.4. CITYADMIN

"For Reza, for Neocron, for the people."

Freedom... an unknown concept until Reza's prospering rule began. The CityAdmin and NCPD were created by President Reza in order to protect and serve the people of Neocron. The NCPD protects the citizens from internal and external threats while the CityAdmin plays, as the name indicates, an administrative role in running the city.

Of course, President Reza, contrary to what dissidents and political agitators try to propagate, is not a despotic, power-hungry autocrat who holds the city in an iron grip. In fact, the benevolent leader of Neocron is a wise and learned man, who merely is head of the city council, which holds the true power in the city. Suspicions that the current members are only Reza's puppets are of course totally unfounded and don't contain the slightest trace of truth.

Citizens are now allowed to live their lives in relative safety under the vigilant eyes of their unwavering guardians: the Cop- and StormBots. These mysterious law enforcers stand guard around the clock, protecting Neocron against all harmful individuals. Crime is kept at a minimum with the CopBots' efficient crime prevention system. Each CopBot is judge, jury and executioner in one; their word is law, their actions irreversible.

Headquarters

The headquarters of the CityAdmin is located in the Plaza district, the heart of Neocron. A majestic and impressive building of steel, concrete and glass acts as the town center. The NCPD and all the important parts of the CityAdmin are controlled from here. Its security installations are impenetrable. Traditionally this building – as well as its predecessors – has always been the seat of the Neocron government. Legend has it that Thor's ancient headquarters was situated here and even before that, when there was no city of Neocron yet, the settlement of Jeriko was located in the vicinity.

Players who choose CityAdmin as their Runner's faction will start out in an apartment in the Plaza district.

Key figures

In former times President Lioon Reza, 64 years old and charitable leader of Neocron, very closely co-operated with the present leader of the terrorists of the Twilight Guardian, Hagen Yager. At that time, they founded the Guardian together, in order to fight against the Psi Monk government.

It is unclear whether the two men actually were friends or only formed a functional alliance, but it is certain that Yager wanted to deceive Reza in order to take over power. Reza and his loyal followers were able to prevent this and Yager had to flee. He took control of the Twilight Guardian and its freedom fighters, misleading them on his own dark path. They now are public enemies, operating a guerrilla war against the CityAdmin and the inhabitants of Neocron.

President Reza governs Neocron resolutely and justly. His Cop- and StormBots provide security for the inhabitants and take care of the constant mutant and terrorist threat. The CityAdmin ensures that everyone can lead a safe and successful life. However, little is actually known about him personally, since Reza seldom appears in public and avoids social events.

History

The CityAdmin and the NCPD were established shortly after the fall of the Psi Monk government in the year 2724. Since that time, their influence and position constantly grew, so that today the CityAdmin completely controls the Plaza district and Via Rosso. Although you may meet NCPD patrols outside of these districts, their influence will not be sufficient to suppress crime there, and malicious tongues claim that this fact is not completely unwelcome to the CityAdmin, as it supposedly is not in their interest to prevent all illegal activities.

Many loud skeptics and critics were silenced when the CityAdmin proved its power and ability in the second Dome of York war. It first pushed the enemy back in an open field battle and finally defeated the Dome with its own weapon. Unfortunately, the CityAdmin failed to secure the ultimate objective: Conquering the Dome of York. The Anti-Reza coalition got to the Dome first and now firmly defends it against Neocron.

Rumors
According to directive NCCA-162-0-114, rumors about the CityAdmin and president Reza are strictly forbidden. Any violation is punishable by death sentence.

Friend and foe
The Brotherhood of Crahn and the Twilight Guardian are the oldest and best-known enemies of the CityAdmin. There have been conflicts between these factions ever since President Reza took over power. The Twilight Guardian commits regular terrorist attacks against the city and the Brotherhood is only a little less inclined to violent measures, posing a major threat as well.

Criminal organizations like the Tsunami Syndicate or the Black Dragon have been a pain in the government's neck for years. Its CopBots will therefore show no mercy against any drug trafficker, pimp or blackmailer.

Most large companies such as Tangent Technologies and ProtoPharm are trustworthy allies of the CityAdmin. They supply the NCPD with equipment, weapons and technology and in exchange receive certain privileges from the city administration. A neutral relationship exists with the City Mercs and the Fallen Angels. In case of the Angels, they haven't been interested in any formal alliance with Neocron since the clashes and the following surveillance by the CityAdmin, although this stubborn behavior may be credited to the Twilight Guardian's influence.

8.2.5. CITYMERCS

CityMercs are exactly what the name implies - mercenaries. Guns and muscle for hire. They take care of all the dirty jobs that you don't want to get associated with (or are afraid of)... Of course, these warriors for hire operate under a certain code of conduct and will not do just anything – unless the price is right. As someone once remarked: "Everybody has his price..."

Headquarters
The old and run-down Military Base, deep within the Wastelands outside of Neocron, serves as the base of operations for the 'Mercs'.

The area provides plenty of opportunities to sharpen your warrior skills and its remote location keeps the prying eyes of the law and former mission targets at a safe distance.

Players choosing the CityMercs as the faction for their runner will start out in an apartment in the Bunker of the CityMercs.

Key figures

At the age of 53 Tarok Cajun may have passed the zenith of his physical prowess, but the blood of a warrior still flows strongly through his veins. Among his people and his customers, he is well known as a brilliant strategist with a success rate of over 95%. His call sign "The Eye" he earned in 2735, when he took command of four mercenary units at the same time after his superior had been killed in combat, in a fight against the Black Dragon. He stayed well informed about his troops' progress and their positions throughout the running engagement.

According to rumors, the SysAdmin of the CityMercs, Kim Ma Wong, once was an assassin in the service of the Black Dragon. After falling out of favor with the Dragon, he was happily accepted by the Mercs, before his former employers could permanently delete him from their pay roll.

History

When the war ended, groups of veterans gathered in the Wastelands and began with the construction of their new home in 2588. A large, bunker-like complex containing all necessary facilities such as living areas and medical stations was established as refuge for the heroes. In the course of time however, some parts of the complex were given up that now shelter a bunch of hostile creatures. So far, they haven't become a real annoyance yet, and are mainly used as a good training opportunity.

In the course of the years several traditions developed that have stood the test of time: Beginners must complete three trial fights against CityMercs of different experience and defeat at least one of them. They are called 'Rookies' from now on, and must accompany patrols as observers three times. If the rookie still wants to join the Mercs, he'll become a 'White Ribbon', named after the white ribbon worn around his left wrist. Higher-ranking mercenaries treat white ribbons as if they where their children and respect them. Statements like "a clever white ribbon is an honor for the unit" and "What does a mercenary live for, if not for his white ribbon?" demonstrate the young mercenaries' importance. Tales of white ribbons who saved their units through their

guts and wits are told on many occasions and all white ribbons know them by heart. If a white ribbon is wounded in action for the first time and still decides to stay with the CityMercs a red replaces his white ribbon. The candidate then selects a call sign, which usually reflects his special abilities or characteristics. Now the mercenary has finally become a normal red ribbon CityMerc for standard operations. Two red ribbons form a unit, and three units form a platoon. The leader is selected from the unit's ranks depending on the mission objective. Six platoons form a battalion. Battalions are only massed if necessary, and each platoon has certain preferences. One rather co-operates with certain colleagues than with others. Retired veterans, who've laid down their weapons and, depending upon their abilities, work in the administration and other areas, lead the CityMerc's bunker-headquarters. They wear black ribbons, work on a voluntary basis and often are like fathers to the 'boys'. "Send the black ribbons!" is a well-known phrase, often used if a dangerous situation is getting out of hand.

Rumors

Complications have sprung up recently, since one of the Mercs larger customers, Tangent Technologies, expressed its desire to hunt parts of the Fallen Angels because of a few computer hacking incidents. It is generally believed that most of the Mercs won't go to war against their Wasteland neighbors. Cajun 'the Eye' would be in a tricky and complicated situation if he were to accept the order. On the one hand, his men's well-being is of utmost importance to Cajun, losing Tangent as customer on the other hand would spell financial disaster.

Friend and foe

The Mercs kevlar-wrapped fingers are almost everywhere – at least if protection is needed. Since most of the larger companies in Neocron like to delegate dirty jobs, CityMerc is an ally to almost any company able to afford its services. Sometimes the CityMercs conduct operations against a company that contracts them for an assignment against the initial contracting party only a short time later. Although this sounds absurd, it simply proves that most factions and groups of Neocron have recognized that the CityMerc is for hire to everyone while remaining more or less neutral. As they take care of their jobs in a highly professional manner, it has become normal for the factions to rather hire and use the Mercs than to eliminate them.

During their missions, the Mercs are often sent against elements of the Anarchy Breed, which has naturally led to somewhat frosty relations with the Breed.

8.2.6. DIAMOND REAL ESTATE

Neocron's largest real estate agency, Diamond, owns and leases out most of the residential and commercial spaces you will see in the city of Neocron. The apartment you live in, the corner shop, the Via Rosso suite of your wealthy friend - chances are that they are all owned by Diamond.

Headquarters

Diamond Real Estate can be found throughout the whole city of Neocron. However, their headquarters is located at the west end of Plaza, Sector Three. If you are in need of a new home or just are looking for a quick job - here is the place to find both. Players who choose Diamond Real Estate as their Runner's faction will start out in an apartment in the Plaza district.

Key figures

Eric Danmund is the boss of Diamond Real Estate. His close co-operation with the CityAdmin has secured his control over a majority of Neocron's real estate. Some accuse Danmund of being eccentric and stories of excesses and orgies circulate. Naturally, these rumors are all denied officially and believed to belong to a smear campaign.

The former male model Cecil Stone is the SysAdmin of Diamond Real Estate. In order to get the job it seems he dazzled Danmund with his knowledge, and evil tongues say that he isn't half as good as he pretends to be.

History

In 2746, after the property market had crashed because of the 'Great Trek', President Reza decided to transform the office for real estate property into a private society, in order to increase the enterprise's efficiency. As a result, Diamond Real Estate began to reap huge profits constantly. Under Eric Danmund's direction, the enterprise flourished and the business was expanded beyond the usual real estate dealings. A partnership with Tangent Technologies will certainly lead to new developments in home security.

Rumors

Most inhabitants are pleased with Diamond because it offers excellent service. The Rumors about Eric Danmund's life-style however could fill the largest data cubes. These include special visits to certain establishments of the Tsunami Syndicate as well as dubious social meetings in private clubs and much more. As a popular saying goes "Do nothing that Eric wouldn't do".

Dirty rumors also circulate about Danmund's system admin, Cecil Stone. It is said that he definitely didn't get the job because of his (in)abilities but instead came to

his position by much darker means. Neocron's organized crime is very often brought into connection with his name...

Friend and foe
Generally speaking, a friend of the CityAdmin is also a friend of Diamond Real Estate, and you definitely won't ever hear Eric Danmund praise the government's opponents, like the Anarchy Breed or the Twilight Guardian. Diamond is strongly interested in keeping the present administration in office, as its business is completely based on the cooperation between the government and Diamond.

Apart from this, Diamond also maintains a strong relationship to CityMerc. Although the property market doesn't offer frequent tasks for mercenaries, both sides are content with the occasional co-operation. An exception is the common arrangement of short time contracts in order to protect and safeguard neutral locations that are used for negotiations of all sorts.

8.2.7. FALLEN ANGELS

The Fallen Angels, aka the 'Tech Freaks', are the founders and inhabitants of the huge Wastelands underground complex known as 'Techhaven'. When the Psi Monks ruled Neocron a group of scientists, who were forced to work as slaves for the Psi Monk government fled from their laboratories and escaped to the Wastelands. There they built Techhaven, an ever-expanding underground complex allowing free and independent research. The technocrats' goal is finding new ways of making life under the harsh conditions of the post-apocalyptic world easier for everyone.

Headquarters
Entrances to Techhaven can be found in sectors E7 and F7 of the Wastelands. Beware if you aren't welcome to the Fallen Angels! The entrances are well protected by automatic sentry guns, and security is tight throughout the underground complex, enforced by various robot guards. For those on good terms with the Tech Freaks entering Techhaven is a bit like entering a whole new world. Endless tunnels, long antigravity lifts, countless shops, apartments, and even some less secure areas that need some cleaning up await the adventurous visitor — and fluorescent lighting in soft blue tones typically illuminates all these marvels. Some of the foreign visitors made the Techhaven their second home while others decided to move in permanently.

Many radical technocratic Fallen Angels have emigrated to the Dome of York, due to the political complications in Techhaven. The remaining researchers have decided to turn Techhaven into a neutral commercial zone and trading post making many non-accessible goods available for the other side.

Runners who start out in this faction receive an apartment in the Dome of York.

Key Figures

Thomas Cooper and his colleagues founded the Fallen Angels. His important position in a governmental psi module research team could not stop him from frequently discussing methods against radioactive contamination and an improvement of the populations living conditions with his coworkers until late at night. One day the researchers turned their backs on Neocron, and fled into the midst of the Wastelands to build Techhaven and make their dreams come true.

Sylvia Bennet is the current head of the research council. Many are deceived by her inconspicuous and not particularly attractive appearance. Contrary to her looks, which are reminiscent of a middle-aged laboratory assistant, she is a very considerate, calm, calculating and extremely intelligent person and a highly popular leader.

History

In 2633, a group of 62 women and men left Neocron for the Wastelands, under the guidance of Thomas Cooper. They began with the construction of their new home, Techhaven, in the mountains north of the city. In order to protect them against the penetrating radiation, the city was established underground. In the following years, the inhospitable environment nevertheless took its toll of the still young settlement.

The following decades were formed by the urge to increase their protection against the harmful and hostile environment. One of the most remarkable results of the Angels' intensive research is the 'Neurolink™' – a direct cerebral connection, making it possible for everyone to connect to a computer via the users' synapses. The benefit of this extraordinary interface is obvious, as it allows an easy and fast connection not only for handicapped persons, but also to anyone else interested in leading edge technology.

Due to their tremendous knowledge about the technological basics of psi power, the Techhaven researchers were able to support Lioon Reza and his revolution against the Psi Monks vigorously. In 2725 the new ruler of Neocron in return rewarded them with the official recognition of their independence.

Only a few Techhaven families participated in the 'Great Trek' of 2742. According to the Fallen Angels' opinion, space does not represent an alternative, and humankind should rather try to adapt to the new conditions on Earth. After all, these were caused

by man himself and so the restoration of nature should remain the top priority. Space exploration and settlement should take place only after this objective is met. This is an idealistic worldview, which drastically differs from the purely practically oriented approach of Neocron's inhabitants.

Rumors

Time and again people emerge who try to harm the scientists by spreading rumors of secret experiments with mutants and even normal humans. In general, hardly anybody believes these stories and they are officially rejected as unfounded accusations.

Sometimes, however, the conversation comes round to Techhaven's system administrator. No outsider knows whether she really is a small girl or a young woman imprisoned in the body of a child through some sort of genetic defect. It is whispered that she is one of the best hackers in Neocron's networks, although there is no proof, of course.

Certain sources claim that the Fallen Angels or someone in their ranks is responsible for the large attack on the network of Tangent Technologies. The cooling of the once good relations between the science community and the CityAdmin could count as proof - or not. Supposedly, there also are internal differences between Techhaven's administration and its network department.

According to unconfirmed data, the council leader Sylvia Bennet visits doubtful clubs incognito on a regular basis, clubs run by Madame Veronique and the Tsunami Syndicate. So far no eyewitness has shown up to confirm these rumors.

Friend and foe

The relationship between Techhaven and Neocron's CityAdmin has seen better times. As expected, there is neither information nor confirmation from any of the two official sides, but the most probable explanation for this decrease is Techhaven's good standing with Neocron's oppositional groups, especially the Anarchy Breed and Twilight Guardian. There have been occasional armed conflicts between the city of Neocron and Techhaven after President Reza decided to rid Techhaven from terrorists as response to an attack by radical Fallen Angels. Since that time, Techhaven has been under constant remote surveillance. However, as Techhaven is Neocron's (and the Dome of York's) most valuable commercial trading post, Neocron's CityAdmin doesn't have many alternatives and will need to put up with the Angels just a little while longer. Tangent Technologies categorizes the Fallen Angels as hostile, after being hit by a devastating hacking attack that was supposedly launched from Techhaven.

8.2.8. NEXT SYSTEMS INC.

"Wherever you go - go NExT" - and most people do, because Neocron Exploration Technology Inc. (NExT) is definitely the largest producer of almost any form of vehicle in Neocron. From conventional motorbikes to subways, from cabs to giant generation starships - there are few vehicles on the roads and in the skies of Neocron that have not been manufactured by NExT.

Headquarters
The NExT Systems Inc. corporate headquarters are located in the Plaza, 4th district. It is a large but compact building with functional and simple design and layout. The entrance proudly displays the company name, on both signs and large glass windows. Players choosing NExT as their Runner's faction will start out in an apartment in the Plaza district.

Key figures
The company's CEO Craig Diggers, 55, originally wanted to participate in the 'Great Trek' to Irata III. He was left stranded on earth, after his company glider crashed on the way to the spaceship. A simple engine failure meant the end of his plans and crippled his legs. Thanks to BioTech's leading edge prosthetics, Craig was able to begin over again. Since then he has very successfully maneuvered NExT through all turbulences caused by the treks mass emigration. He nonetheless hopes to receive a second chance to leave Earth toward Irata III.

Violet Derix, 62, is NExT's system admin. Although some believe that she is too old for the job and not completely up to date any longer, there can be no discussion about the elegance and surprising simplicity of her programs. Connoisseurs even claim them to be an art form... She lives a luxurious life in Via Rosso, where one can often see her sitting in a bar with an ancient laptop during working hours, enjoying historical Martinis and stimulating discussions.

History
Craig Diggers founded NExT Inc., in 2723. At that time, its headquarters were located in an old hangar - a suitable place for a group of engineers devoted to the development and construction of spaceships. The company's first years were cumbersome, and the difficult political situation contributed its part. In order to prevent the company from going bankrupt, its engineers designed the first city glider, called the 'Butterfly'. This quiet and very mobile vehicle appealed to most customers and became a tremendous success. Its successors were the 'Sky Cruiser' and the 'Windglider'. Finally, in 2732, the company began to generate a profit.

In 2733 a research and production contract was signed with BioTech and finally all vehicles could be perfectly equipped. Anything from simple to luxurious was possible now. Then, in 2736, NExT Inc. got into business with StockX. Only one month later its share prices had quadrupled and NExT's balance was impressive. The year 2747 brought many changes, as the majority of the company – including Craig Diggers – prepared for the 'Great Trek'. The contract with BioTech was passed on to Tangent Technologies and as the departure date approached in 2749, Diggers sold nearly all of his real estate plus the majority of his shares and transferred his fortune as well as the newest design and development blueprints onto the last spaceship. On its way to the ship, Diggers' glider suffered an engine failure and crash-landed. Diggers missed the spaceship's launch and lost his legs, as well as his entire fortune and his secret research plans. By 2750, he was once again head of the company, with brand-new artificial legs from BioTech Industries. The formerly visionary engineer now is a disillusioned, broken man with only one purpose in life - reviving the Irata III program.

Rumors
There are hardly any rumors about NExT. It seems as if the company has kept out of any shady business, while Craig Diggers never got involved in any larger scandal or the like. NEXT is one of, if not the company with the best reputation around.

From time to time rumors emerge that CEO Diggers supposedly is involved in a secret liaison with either his system admin Violet, his current secretary or any other woman working for NExT Inc. His reputation as distinguished gentleman lets some people even believe that he is capable of hiding such an affair from the public. There is, however, no proof, and even if rumors turned out to be true, it would be very unlikely for them to harm NExT in any way.

It is also whispered that Craig Diggers is involved in the alleged secret escapades of Eric Danmund, head of Diamond Real Estate. Supposedly, Diggers wants to revive the official space flight program and uses Danmund's CityAdmin contacts to set this plan in motion. Skeptics however claim that Danmund's influence with the CityAdmin is constantly diminishing, and it therefore doesn't make a lot of sense that Diggers should be wasting his time with Diamond's CEO.
From time to time one also hears that NExT secretly supports the Fallen Angels, but this seems rather far-fetched. Why should Diggers risk his standing with the CityAd-min for a bunch of tech freaks?

Friend and foe
In order to let his space traveling dream come true, Craig Diggers knows he needs the governments support. This is also the reason why NExT Inc. gets on very well with the CityAdmin and all other government-friendly factions in Neocron - or at least nearly all. The relationship between NExT and ProtoPharm is rather icy, because

Sandra Frasier attempted a hostile takeover against NExT by buying up nearly all of NExT's shares before the 'Great Trek', while NExT was busy with preparations to leave Earth. Diggers was able to prevent the takeover at the last moment, but logically this incident led to a drastic cooling in their inter-company relationship. The successful campaign against the Dome of York brought the two rivals back on track though. Like nearly all large companies NExT maintains good relations to CityMerc and frequently entrusts the mercenaries with lucrative jobs.

It is obvious that NExT – the company as well as Diggers himself – has many reasons to work against the Twilight Guardian. One can doubt that the rebels will ever stand a chance as long as the triangle NExT, CityAdmin, and Tangent Technologies continues its close cooperation.

8.2.9. PROTOPHARM INC.

"Your hope. Your strength. Your cure." Healthcare has always been one of society's most lucrative businesses and ProtoPharm has based its entire financial concept on it. ProtoPharm produces whatever the medical sector requires, ranging from the most basic of medkits to miracle cures. Their biggest invention and most recognized achievement is the cryogenic chamber called 'CryoVaultTM', which allowed the construction of the gigantic settler starships for the 'Great Trek'. Almost as important is the 'VitaeTM' multipurpose medication. Not even the 'Spirula' scandal has managed to overshadow this. Spirula was an anti radiation drug, which led to massive genetic damage among the majority of its users, triggering a new wave of mutants in the years 2740-2747.

Headquarters
ProtoPharm Inc. headquarters are located in Via Rosso, sector two, close to Tangent Technologies' headquarters. A long, bridge-like structure with multiple shops on it stretches from the edges of the sector to the entrance of the HQ. The interior of the company is just as impressive and clearly illustrates ProtoPharm's wealth and power.

Players choosing ProtoPharm as their Runner's faction will start out in an apartment in Via Rosso. The company's product line is mainly sold by the 'Medicare' and 'Taylor's Biochem' stores, located throughout the city.

Key Figures
Sandra Frasier, a 42-year-old attractive businesswoman, is the CEO of ProtoPharm. Although she is a tough and brilliant strategist, she also is an outstanding humanist. Rumors claim that her career began in the dark alleys of Pepper Park and she supposedly owes her current position to excellent contacts to high-level businessmen and her 'entertainment skills'. Due to her humane nature this rumor is heard only seldom.

19-year-old Luke Conrad, ProtoPharm's system admin, is a true miracle at the keyboard. Unfortunately, he suffers from a light mental disorder that makes constant medication necessary. He can consider himself lucky, to work for a company that can supply an infinite amount of drugs against his disease.

History

ProtoPharm was launched in 2646, when several medical and chemical companies merged. Jakob Finster, a young company lawyer, was chosen as its manager. Proto-Pharm committed itself to cooling research and finished its CryoChamber project in 2652 when the chambers were used for the passengers of the first spaceship Avenger. The company then continued to develop the CryoVault™. By sleeping in this cooling chamber, everyone had the possibility of practically extending his life infinitely.

Finster decided to use the CryoVault™ in 2664, and the company's management was transferred to Alain Finster, his nephew. Under Alain's guidance, ProtoPharm's main focus shifted to broadband drug and medical research. The Vitae™ broadband drug owes its existence to this development and was launched in 2678.

Alain disappeared under mysterious circumstances in 2701 and the Vitae™ formula was stolen shortly thereafter. Only a little time later the Brotherhood of Crahn started selling the extremely lucrative drug, ending ProtoPharm's monopolistic position.

Jan Pixner, Alain's successor, allied his company with Lioon Reza and supported his attempts to topple the Psi Monk government. In 2739 Gene Manchia introduced the 'Spirula' anti radiation drug to the market and in the beginning it seemed as if it would become just as successful as its predecessor. But Spirula's rise was only short lived and an enormous scandal ensued when scientist proved that Spirula caused unpredictable damage to its users genes.

In 2741 Sandra Frasier was announced ProtoPharm's CEO. At the same time, Lioon Reza declared the Spirula mutants as non-human and their death as an act of mercy. This caused most mutants to flee into the Outzone or the Wastelands. ProtoPharm success-fully did its best to keep out of the public's attention in the following years, and in 2750 a cooperation contract was signed between ProtoPharm and BioTech Inc.

Rumors

Many strange stories evolve around the fascinating personality of Sandra Frasier. It's rumored that more is behind BioTech's and ProtoPharm's recent alliance than one would expect, and that Seymour Jordan's seemingly philanthropic motives are not entirely in-spired by business alone. Numerous rumors about Ms. Frasier's career development hint in the same direction. Some may be true, while others portray Sandra Frasier as a cold-blooded and calculating woman, which in view of her obvious humane nature doesn't really make a lot of sense...

Further rumors claim that ProtoPharm's founder, Jakob Finster, was incurably ill and therefore decided to use one of his cooling chambers. He supposedly wakes up every 20 years, in order to see whether a cure for his disease has been developed in the meantime. But even if, Sandra Frasier wouldn't have any interest in saving the man, according to hearsay.

Friend and foe
The company has close relations to BioTech Inc., as well as to most of the other corporations of Neocron. The ice is finally starting to melt in ProtoPharm's complicated relationship to NExT Inc. It had dwindled after Sandra Frasier attempted a hostile takeover of NExT, before the 'Great Trek'. ProtoPharm also maintains good relations with the CityAdmin and the CityMercs.

In her blind hatred against drugs and everything belonging to them, Madame Veronique has already accused ProtoPharm several times of doing illegal business with the Black Dragon clan. Naturally, these brazen lies were proven wrong by ProtoPharm's spokespersons, and the Tsunami Syndicate had to pay an anonymous sum as compensation.

8.2.10. TANGENT TECHNOLOGIES INC.

Tangent is the main weapons developer and manufacturer in Neocron. Originally an internal division of BioTech Industries (BioTech), Tangent broke from its parent company in 2746. It reached such a quality level through its focus on weapon research and development that the CityAdmin decided to use Tangent's weapons as their CopBot armament.

Tangent's mission statement clearly revolves around personal safety and security. Its corporate motto, "In guns we trust", clearly symbolizes its philosophy.

Headquarters
Tangent's main offices are located in Via Rosso, Sector Two. You will find their headquarters directly across from the Nomstrom building. Though the entrance makes Tangent look like it was still a BioTech subsidiary, it is not meant to deceive the unsuspecting observer but rather adds to the impression that there is more to this company than meets the eye.

Players choosing Tangent Technologies as their Runner's faction will start out in an apartment in Via Rosso.

Tangent Technology's products are mainly sold via the numerous 'Archer & Wesson' stores.

Key figures
Robert Jordan is the owner of BioTech and Tangent. In 2748, at the age of 90, he handed BioTech over to his younger son Seymour Jordan and Tangent's management to his older son Damion. He initiated a competition between the two with the objective of rewarding the winner with the ownership of both companies.

Damion is a great manager and leader. Regarding the competition between him and his brother Seymour, everything points to the fact that Tangent is in the lead presently. Additionally, the increasing appearance of mutants is driving weapons sales to unknown heights.

Chester Cohor, the SysAdmin, lives in Tangent's cellars. Naturally, his stay there is voluntary. He is addicted to everything that has to do with computers. The 18-year-old boy is a highly gifted hacker, but extremely shy (some would say schizoid). As long as Tangent's security, its services and Damion's interests are ensured, Chester will receive control over any computing power imaginable.

History
BioTech founded Tangent Technologies as its weapons production subsidiary in 2658. Under the direction of Hester Gabon, a BioTech co-founder, the new department developed weapons for Lioon Reza, who toppled the Psi Monk regime in 2724.
The relations between the CityAdmin and Tangent, and therefore also BioTech, were very good and led to the implementation of Tangent's arms technology in the Cop- and StormBot models. These bots turned out very effective and restored order throughout town. This relation proved so lucrative that Tangent separated from BioTech and started its own business.

Tangent's separation was completed in the first quarter of 2746, and a new unaffiliated corporation was born. Damion Jordan was declared head of the company and soon the company started to grow. One reason for its rapid growth was the fact that the company paid close attention to the security needs of Neocron's citizens. New products, like highly mobile, armed units, were developed in cooperation with NExT Systems Inc. and offered better and more effective protection methods to the customer.

Today, thanks to Tangent Technologies, most of the citizens are able to solve mutant problems and other 'annoyances' on their own.

Rumors

Not all weapons in Neocron are manufactured by Tangent. Naturally, the company is less than content with this situation and, according to rumors, often takes radical measures against competitors, with the help of the CityMercs.

An even more unlikely rumor claims that Tangent sometimes hires the Black Dragon clan for its even dirtier jobs. Allegedly these relations have also something to do with the drug problem of CEO Damion Jordan and it remains a mystery how a drug addict can run such a large enterprise so well. Damion supposedly has been a Black Dragon customer for nearly all his life.

Another interesting fact is that information concerning the further development of the CopBots has been leaked to the public. Apparently, they are working on increasing the CopBot's speed tenfold and making them a hundred times more deadly. Hackers have observed a strong increase of safety precautions in Tangent's network, suggesting that the company was recently attacked. This is also the reason why any information on the CopBots is taken very seriously. Chester Cohor, Tangent's SysAdmin, called the security upgrade a simple 'routine measure'.

Friend and foe

All CopBots in Neocron carry Tangent weapons and it doesn't need to be stressed that Tangent's best friend is the CityAdmin. Diamond Real Estate uses Tangent products in all its recent home security systems. Cooperation with NExT is just as close, especially in research and development of mobile weapon systems.

Tangent, like all other major corporations, would suffer greatly if the present government were to fall and therefore doesn't supply the Anarchy Breed (apart from the fact that these outcasts could hardly ever afford Tangent products...) or any other revolutionary faction.

8.2.11. TSUNAMI SYNDICATE

TSUNAMI

"Our business is your pleasure." The Tsunami Syndicate deals in crime and they don't even try to hide it. Prostitution, gambling and blackmailing are their main sources of income. They are situated in Pepper Park, where they control the red-light district. They also control various shops and establishments in the Dome of York.

Headquarters

The Syndicate's headquarters is a large, plain looking building in the Dome of York. The outside looks ordinary enough without fancy signs or commercial billboards, while the interior reflects the nature of the syndicate. No wonder it sometimes seems as if most Tsunami gang members hang out in the numerous clubs of the syndicate.

Players choosing the Tsunami Syndicate as their Runner's faction will start out with an apartment in the Dome of York.

Key figures

Presently, the syndicate is led by Veronique Duchamps. This enchanting and youthful beauty, dreamily looking like a drug-addicted angel, had enough brains to put an essential part of her money aside for her own business. The tragic death of her pimp, who together with three friends fell victim to a bestial sexual crime that was never cleared up, was of great help to her. After his death she had the respect of the entire scene.

Reginald Axom, a 45-year-old Psi Monk, is the Syndicate's advisor. Not a lot is known about him – except that he is gifted with a rare healing power and he used to belong to the Brotherhood of Crahn.

History

Prostitution, blackmailing and gambling have always been based on trust, loyalty and close cooperation with 'true' friends in influential positions. The story is as old as mankind and even on Irata III, should the settlers ever reach their promised land, it won't take a week before the first profitable brothel opens its gates and one will be offered the first smoke of 'home-grown'.

And Neocron is no exception. Here, as anywhere else, alliances come and go, just like business and extortion or agreements and fraud. The 'Pussy Club' is one of the oldest clubs in Pepper Park. It is specialized in serving wealthy men and women as a meeting place for talks that should not go public. Veronique requires absolute discretion of her employees in order not to endanger the customers' privacy and confidence. Fraud and betrayal are usually punished by hired assassins. Veronique is always accompanied by her six bodyguards, who also serve as the Pussy Club's security force.

However, Veronique doesn't want to have anything to do with illegal drugs. That does not mean that the syndicate is harmless. In the contrary - it probably is the most brutal and unscrupulous faction in Neocron, as well as the Dome of York.

Rumors

An organization like the Tsunami Syndicate with such a diverse sphere of activity, additionally led by a woman, is a primary target for all sorts of rumors. The oldest and most important one naturally being that Madame Veronique killed her pimp or at least ordered somebody to do so. Though this rumor is nothing that the public still talks about today, one can sometimes hear remarks like "Whatever happened back then is history. At least it brought Veronique to the top".

Another widespread story revolves about the notorious back rooms of the Tsunami clubs. Supposedly, any sexual desire will be satisfied in these clubs, some even involving mutants... Of course, nothing has yet been proven.

In addition, some rumors contain stories of Eric Danmund, CEO of Diamond Real Estate. Again, like all other gossip, this remains hearsay - but interesting, none the less.

Friend and foe

Naturally, the CityAdmin does not like the syndicate. The same applies to ProtoPharm and most of the other large corporations in Neocron. The Anarchy Breed maintains a good relationship to the syndicate. Besides, many of their members are regular customers in the syndicate's clubs. Having all sorts of enemies is only natural to an organization like the syndicate, but at least the war with the Black Dragon has been halted for the time being. Neocron's and the Dome of York's red light districts offer enough scope and profit for two organizations.

8.2.12. TWILIGHT GUARDIAN

Idealistic, uncompromising, enthusiastic. That is what the men and women of the Twilight Guardian movement are – or at least strive to be. In their fight against the current despotic Neocron regime they are all determined to give their lives if need be, to create a better future for the people of Neocron. To phrase it in their own words: "Freedom is our law!"

Nevertheless, not all citizens believe that they need to be saved from the current government...

Headquarters
The Twilight Guardian's headquarters once lay in the Wastelands northeast of Neocron, protected by an enormous natural ravine. After a nuclear 'test' by the Dome of York, the complete canyon was contaminated by radioactivity from the bomb and its fallout. Now only the most courageous (or stupid) Guardians still dare to venture to their old homeland. Their new headquarters are located in the Dome of York.

Players who choose the Twilight Guardian as their Runner's faction will start in an apartment in the Dome of York.

Key figures
The Twilight Guardian rebels are lead by Hagen Yager, now an old man. Almost thirty years ago, the Twilight Guardian leader met with Lioon Reza. Together they founded the original rebel organization, with its task of toppling the Psi Monk government. Although they finally did succeed, Yager was deceived by Reza, who alone took control of Neocron and the CityAdmin. Yager, deeply disappointed by his former friend and brother in arms, restructured the Twilight Guardian and continued to fight against oppression and tyranny. His still dreamt of liberating Neocron in the name of democracy.

History
The Twilight Guardian was founded by Hagen Yager and Lioon Reza in 2722, who had met approximately three years earlier. Two years later, after innumerable guerilla attacks against the Psi Monks' governmental troops and some terrorist attacks against the city, the rebels finally reached their goal and the Psi Monks were driven out of office (and town). In the ensuing chaos, Reza alone took control of the CityAdmin and thus the entire city. Yager decided to take up the fight again and rallied his rebel troops in 2726. Today, after having fought battle after battle for more than half of his life, Yager is certain that time is running out on him and he is starting to doubt whether he can still achieve his goals.

Rumors

According to rumors, Yager is critically ill and only has two more years to live. Other sources claim he is in best health, due to medical technology and equipment supplied by Techhaven, with which he maintains very good relations.

If one believes the gossip, the alliance with the Brotherhood of Crahn will not last long, as the Psi Monk government is believed to be responsible for the death of Yager's parents and he deeply hates the monks ever since he found out. It is very probable that each of the two factions will use the first opportunity to deceive the other.

Other rumors again claim that Yager is no better then Lioon Reza and he wanted to install himself as Neocron's new dictator after the successful revolution. If that were the case, a successful end to the revolution would only be followed by a new dictatorship - the Hagen Yager autocracy.

Friend and foe

The rebels of the Twilight Guardian have only few allies and many enemies. Almost every corporation of Neocron sees its profit margin endangered, should the current government be toppled and supporting the CityAdmin is considered a question of economical interest. Even the rather neutral CityMercs support the government or at least refuse to assist the rebels in any way. Although the Brotherhood of Crahn has formed an alliance with the Twilight Guardian, the only common goal shared by the two factions is to overthrow the present government. Supposedly, there are many quarrels between the two allies.

Next to the Psi Monks the most important faction to the Twilight Guardians are the Fallen Angels, as both groups share common political views.

The Guardians recently even succeeded in negotiating a peace agreement between the Tsunami Syndicate and the Black Dragons, greatly increasing the gangs' confidence in the Twilight Guardians.

'Flash', the Twilight Guardians young but brilliant system administrator, maintains a close relationship to Neocron's underground hacking scene.

8.3. ITEMS

8.3.1. KEYS

Each Runner is allocated an apartment to call their own. You can access the apartment by using a password, which corresponds to the name of your Runner. Use the elevator to reach your apartment. Right click on the elevator panel, enter the password and click on OK. After this, right click on the Door Access Interface next to your apartment door in order to open it. Note that the password for your starter apartment is always the same as your name and cannot be changed.

If you have accumulated enough credits, you will be able to buy a bigger and better apartment. These are the procedures: First, you need to buy an apartment key from a real estate agent. In order to check and change the password of your apartment key, right click on it in the inventory and select Show info. You may select any one of your apartments as your primary apartment (for the purpose of traveling to by GenRep), providing that the apartment is not located in enemy territory. A selection of apartments is described below.

Plaza:
» Economy Class Apartment
This type of apartment is rather small but in good condition. It contains all the basic essentials that can be found in any home but even if it's a nice dwelling, its cramped confines almost make it feel like a prison cell.

» Standard Apartment
While not the finest apartment in Neocron, it is clearly above average. It has plenty of room and is in good condition. Several large windows allow a good view of the city, making you feel part of it.

» King Size Apartment
This is about as big as an apartment can get. It has several rooms with windows overlooking the city and plenty of space to offer. The many tables and chairs make it ideal for holding gatherings and meetings.

Via Rosso:

» Standard Apartment

What would be sheer luxury in other districts is rather plain by Via Rosso standards. Nonetheless, this type of apartment is considered a cheap place to stay for company operatives and upstarts. A Runner lucky enough to work for one of the big Via Rosso companies, however, will find all the comfort and amenities he can ask for.

» Exclusive Apartment

This is one of the finer apartments in Neocron. Its spacious and expensive design rivals most others and the large balcony offers a splendid view of the city. An elegant abode.

» Penthouse

This is the best in modern living accommodations the city has to offer. The spacious and expensive design of the large apartment gives it a fresh, vibrant atmosphere. The large atrium in the center of the apartment adds to the open, spacious feeling.

Pepper Park:

» Cheap Apartment

This is the worst in sub-standard living that Neocron has to offer. Located in the nastiest areas of Pepper Park, it fits in perfectly with its boarded windows, crumbling walls and run-down appliances.

» Small Apartment

Pepper Park is infamous for its dirty and dank atmosphere. The apartments are no exception. The smaller ones provide the bare essentials and little else; and you can count yourself lucky if they even work.

» Large Apartment

Bigger isn't always better, as this abode stands to prove. Located in the run-down Pepper Park district, this fairly large apartment offers lots of space, but little comfort.

Dome of York:

» Small Apartment

In the midst of general chaos, some few spots suitable for living have survived. These holes in the wall provide little more than a place for sleeping; few of them are even rain-proof.

» Medium-size Apartment

These slightly larger Dome of York living places only differ from small apartments in that they provide a little more light and space for storage: there are more lamps and cupboards. Real comfort is nowhere to be found in the city.

» Large Apartment

The entire city has suffered severely from the devastating bomb detonation. This shows even in these large apartments. While nobody ever needs to feel claustrophobic here, neither comfort nor any elaborate furnishing are to be found here. While interior decoration is definitely lacking, you at least do not need an umbrella in bed.

» Clan keys

Clan keys function similarly to apartment keys. Visit the headquarters of the faction for which you want to found your clan and talk to the faction officers. An NPC sells clan keys for this faction – provided your loyalty to that faction is high enough and you have completed that faction's epic run, to prove your loyalty. You can check the loyalty figure in the Factions window of the R.P.O.S. menu (F6). After you have bought a clan key, it will appear in your inventory (F2). Right click on it and select Use/Activate to call your clan into existence. By right-clicking and selecting Use/Activate again you can change your clan's name and motto.

Furthermore, you now own a clan apartment in the district your starter apartment would be in had you created a Runner for that faction. (For instance, when buying a clan key from the Fallen Angels, you will receive a clan apartment in Techhaven). All other clan functions are controlled via the terminal system.

8.3.2. WEAPONS
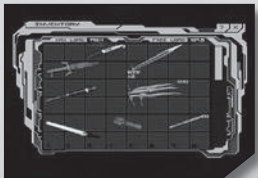
Close Range
» Baseball Bat
Despite the multitude of 28th century high-tech weapons, the ordinary bat still represents a well-priced and low-maintenance melee weapon not to be sneered at. The surface-mounted piezo-electric cells provide an added electric shock effect for enhanced effectiveness.

» Junk Knife
The junk knife is the favorite weapon of smaller mutants. Completely assembled out of trash and junk, it is the low-price, but efficient alternative to knives available in shops.

» Stiletto
The stiletto is a pure stabbing weapon with no cutting power. It is inconspicuous to carry and an elegant weapon of supreme quality.

» Combat Knife
The combat knife is the improved version of the duralloy knife developed by the armed forces. Specially treated carbonized steel and a high standard of workmanship give this melee combat weapon very good efficiency and durability.

» Claw
Six extra-hardened, specially forged stainless blades of tungsten carbon alloy make the claw one of the most dangerous melee weapons.

» Double-edged Sword
This double-edged sword is more than a reproduction of the ordinary swords our ancestors used in the early Dark Ages. This masterpiece from Tangent's high-tech weapon labs is a sub atomically-forged duralloy, nearly unbreakable long sword with lethal impact if handled correctly.

Projectile
» Pistol
The pistol resembles archaic firearms in many ways. A single bullet is loaded into the firing chamber, where a hammer initiates the explosion of the powder when the trigger is pulled, which in turn propels the projectile out of the barrel.

» Submachine Gun
Easy to conceal and delivering superior firepower in melee combat, the submachine gun has become the favorite handgun of bodyguards and security personnel. It is also known to be the preferred back-up weapon of many CityMercs soldiers. Firing a burst of bullets, the submachine gun perforates the target, causing both external and internal bleeding. Other kinds of damage can be dealt if the weapon is loaded with non-standard ammunition.

» Nail Gun
Originally created as a tool, the nail gun has become a popular and extremely low-priced weapon often used by mutants, muggers, and mutated muggers.

» Assault Rifle
The assault rifle is a semi-automatic, short- to medium-range weapon originally developed by Tangent. It uses 5.56mm standard ammo and can be converted for use with other types of ammunition.

» Street Model Rifle
This rifle is the favorite weapon of the mutants. Although entirely assembled out of junk, the street rifle has great firepower, a long range, and high reliability. The firearm uses 7.62mm full metal jacket ammo by default.

» Shotgun
The ultimate short-range rifle, the shotgun fires two shells simultaneously through its double barrels. Manual pump action reloads the weapon from a magazine of shells. The shotgun, sometimes referred to as the 'Sewer Sweeper', is extremely reliable and can be loaded with various kinds of high-powered ammunition. Penetrating damage is the most common effect of the shotgun's standard load. The crushing force of several hundred pellets can knock even an armored target off its feet. An unarmored target may find itself with a gaping wound of shredded flesh and shattered bone. Other types of ammunition fired from the shotgun will cause damage ranging from severe burns to concussive blast damage.

» Gatling Pistol

Gatling weapons are the favorite choice of aggressor mutants. Some scientists even suggest that they are born with them. The very high firing rate and firepower make Gatlings a weighty argument in battle.

» Grenade Launcher

Most plans for grenade launchers found in the Ceres Project involve bullet-type ammo, with the grenade first propelled like a slug and then delivering a small payload of explosives. Calispicus, a former machinist in the Dome of York, researched a means of delivering a much larger payload without the risk of it exploding upon initial firing. After realizing that a hydraulic mechanism was much too heavy, he decided that the best way to launch a grenade without combustion was a pneumatic delivery system. He disassembled a small pneumatic forklift and quickly went to work forging the chassis of the weapon. After producing a decidedly large, but functional prototype, he was given a team to help him refine and miniaturize it until they came up with a model similar to the current one. Since then, the only real changes have been cosmetic.

» Rocket Launcher

Developed by the CityMercs and distributed by Tangent, the rocket launcher represents the perfect weapon for long-range combat against large targets. Six unguided highly explosive projectiles with a maximum range of 3 km (1.86 miles) make this weapon absolutely lethal on impact.

Energy Weapons
» Laser Pistol

This weapon causes damage by the extreme heat the beam emits. The heat of your average laser gun is so great that it is able to burn through most kinds of armor and to char the flesh underneath. Even so, the temperature emitted by the beam of the laser pistol is rather weak compared to that of the laser rifle. Lasers mainly cause second- to third-degree burns.

» Flame Thrower

The standard flame thrower can be loaded with various highly toxic and flammable liquids. The high compression of the liquid charge upon triggering this weapon ensures great efficiency and firepower.

» Fusion Pistol

As unrest grew within the city, weapons manufacturers soon realized the demand for more compact, lighter versions of current energy weapons. Soon, top engineers at the Tangent Division of BioTech Industries Inc. mastered the art of micro weapon design and production, leading to a steady flow of energy weapons into the city. The

fusion pistol damages the target by fusing the target's atoms upon impact. These points of impact have been known to resemble molten multi-colored wax. Even the toughest armor has been known to fail under assault by a skilled opponent wielding a fusion pistol.

» Fusion Rifle
BioTech Industries Inc. manufactures the fusion rifle as a heavy-duty version of the fusion pistol. The superior power of the fusion rifle can be attributed to its larger (albeit less efficient) capacitors and power handling system. It also boasts increased accuracy due to its longer barrel and reactive magnetic containment technology. BioTech also improved its rate of fire by tweaking the FID maximum efficiency. The rifle's effects are similar to those of the pistol. Any material caught within the initial blast radius comes out resembling molten plastic. The only effective defense against fusion blasts is provided by energy-resistant armor.

» Laser Rifle
Compared to the laser pistol, the laser rifle has a greater range and enhanced fire-power.

» Ray Gun
The gluon-boson suspension ray gun disassembles a target at the atomic level. Upon impact the ray disintegrates the target's molecular structure and causes instant death if any vital body parts are hit.

» Plasma Cannon
The phase-induced PIP Z85 plasma cannon utilizes a combination of plasma forma-tion and combustion for maximized efficiency. Magnetically enhanced particle beams are induced into plasma, multiplying the energy level of the latter by a factor of 3.3. The downside of this method is the relatively low density of the plasma charge that results in a reduced kinetic impact effect. However, this is more than compensated by the higher energy level of the plasma charge. The intense heat of the plasma (10^6 K) incinerates almost anything in its path, inflicting severe heat damage to its targets. This makes the Z85 one of the most powerful weapons on the battlefield.

» Plasma Rifle
Based on the phase-induced plasma cannon, the plasma rifle is much easier to carry, but inflicts less damage than the cannon. This version is especially made for minor skirmish situations and medium-range combat.

8.3.3. ARMOR

Armor protects its wearer against injuries. It is worn over or underneath regular clothes (for concealment and security) and some armor can even be implanted.

» Combat Boots

This footwear is available in numerous models that provide varying degrees of protection.

» Battle Trousers

These trousers protect the wearer's legs from damage. They come in various models.

» Battle Armor

While protecting the wearer against any kind of projectile weapons, battle armor is especially designed for protection against heavy caliber projectiles.

» Deflector or Force Field Belts

Belts protect their wearer from severe injuries by means of a force field.

» Head Protection

Helmets protect the bearer's head from blows, knocks or ricocheting projectiles.

8.3.4. PSI

» Power Gauntlet (Psi Amplifier)

In order to use Psi modules, the prospective Psi Monk first needs a Power Gauntlet. Like any other implant, the charger can be dragged and dropped into the hand slot of the implant window. It is available in different levels of quality.

» Crahn Energy Projectile Spells

These modules enable the user to shoot bolts, balls, blasts or beams of pure Psi energy at the opponent, causing severe burns.

» Crahn Toxic Projectile Spells
These and other toxic projectile modules continuously damage their targets with their poisonous effects.

» Crahn Fire Projectile Spells
These and other fire projectile modules cause anything from light to severe burns on their target.

» Crahn Parashock Spells
Using these Psi modules, the monk can immobilize one or more opponents.

» Crahn Heal Spells
One good reason for having a Psi Monk in the group is the fact that nearly all of them can use the various types of Psi module. By using heal modules, Psi Monks can heal injuries of all kinds within very short time.

» Crahn Holy Shelter Spells
These modules create specific shields of pure Psi energy around the monk or another target.

» Crahn Holy Resurrection
The resurrection module enables the Psi Monk to revive any patient, but it requires a large amount of Psi energy.

8.3.5. TOOLS

» Implant Tool
The BioTech IT 1610 Personal Implant Tool uses Autonomous Multipurpose Nanites (AMN) to suppress the patient's immune system in order to build, set up and activate the selected implant. The basic version of the IT 1610 only allows self-insertion of implants; the user cannot insert implants into other people. The efficiency of the AMNs depends on the Implant skill of the user.

In addition, the IT 1610 Remote Implant Tool, based on the IT 1610 model, allows the user to implant parts into people other than him- or herself.

» Hacking Tool

The Cryton HT-351 Hack Tool is a tiny wrist-worn computer geared for one thing only: hacking. The brute power of the HT-351 CPU and the use of Autonomous IceBreak Nanites (AIBN) make it the only tool capable of performing the complicated routines required by hacking. The efficiency of the AIBNs depends on the Hacking skill of the user.

» Repair Tool

The Cryton RP-20 Repair Tool uses Autonomous Multipurpose Nanites (AMN) for repairing damaged parts of any weapon. The RP 20 is mounted on the weapon, after which the AMNs perform the repair independently. The efficiency of the AMNs depends on the Repair skill of the user.

» Recycling Tool

The Cryton RD-300 Recycling Tool uses AMNs for breaking down various materials into basic chemicals or metals for recycling. The output is returned in pressurized security canisters easily carried by the user. The recycle tool can also be used to recycle junk into useful items such as ammunition and even certain types of armor – needless to say, this ability is in high demand when out on the hunt. The efficiency of the AMNs depends on the Recycle skill of the user.

The Recycling Tool is used within the Processor window.

» Research Tool

The Cryton RT-150 Research Tool uses Autonomous Multipurpose Nanites (AMN) for analyzing items and creating a high-quality blueprint for construction purposes. The efficiency of the AMNs depends on the Research skill of the user.

The Research Tool is used within the Processor window.

» Construction Tool

The Cryton CD-005 Construction Tool uses Autonomous Construction Nanites (ACN), which combine the provided components and the blueprint in the Processor window in order to construct the desired item. The efficiency of the ACNs depends on the Construction skill of the user.

» Mining Tool

Advances in miniaturization made it possible to combine the processes of mineral detection, separation, and extraction in one tool. The first models were still very large, with two or three men needed to move the mining tool. The old high-pressure cylinders were heavy and could only be carried by mining bots.

8.3.6. RAW MATERIALS

» Chitin
This valuable raw material, mainly extracted from various mutated insects, is essential for weapon production.

» Computer Junk
Old and obsolete computer systems have been recycled for centuries. Many of the new high-tech weapons in production need recycled computer junk as a raw material.

» Wood
Even in today's highly engineered world, wood still is an essential raw material. Although most of the wood from the Wastelands is radioactively contaminated, it can be made usable for the production of various items by putting it through an expensive decontamination process.

» Poison Glands
The poison glands of insects, especially those of arachnids, provide a sought-after raw material for many kinds of drugs and weapons. Some raw materials prospectors have exclusively specialized in extracting these glands from mutated giant spiders, since trading the blue and brown glands is a very lucrative business.

» Metal
Following the immense and, in terms of metal, very costly arms production during the last war, metal has become a rare commodity. Many of the war machines used during the conflict, such as WarBots and other Mechs, are being dismantled and recycled. The materials gained by this process - metal pipes, sheets and the like - are in high demand, especially in the arms industry.

» Wire Junk
Wire junk is extracted from scrapped computer models and obsolete WarBots. Most recycled wire junk is used and essential for high-tech weapons production.

» Meat
Although the flesh of the Wasteland monsters is highly radioactive, it can be turned into edible and fairly healthy food by a complex recycling process.

8.3.7. MEDICINE AND DRUGS

» First Aid Kit

This emergency kit enables a complete first-aid treatment of the patient and keeps him or her stable and transportable even in the event of serious injuries.

» Medkit

In an increasingly difficult world, a hunter – or even an average citizen – could get in trouble very quickly. In such an instance, being injured, say, in the Wastelands, and having to limp back to the city for medical aid could prove fatal. In response to this new market opportunity, every neighborhood store dealing in pharmaceuticals began to sell 'Stimkits'. These were usually filled with low-quality steroids that did not provide any actual healing. However, after a few years of testing, major medical companies began producing professional Medkits. These kits contain most of what an injured human needs to heal his or her injuries. Medkits actually heal wounds and keep them free of infection instead of simply numbing the nerves in the affected area.

» Redflash

Redflash temporarily raises the user's dexterity, while at the same time increasing the danger of injuries.

» X-Strong

X-Strong temporarily increases the combat strength of the user.

» Epantenarol

This drug temporarily increases the athletic skills of the user.

» Gemilirimol

Gemilirimol increases the stamina of the user for a short period of time. This is especially helpful when being pursued by someone (or something).

» Terisamol

A drug that temporarily increases the user's carrying capacity.

» Paratemol

Paratemol increases the user's defensive skills for a short time, but also lowers the ability to operate vehicles.

» Hemoserol

A drug that temporarily increases the strength of the user.

» Beast

Beast temporarily turns the user into a true close combat specialist. All ranged combat skills are lowered for the same amount of time. During the war, Beast was used excessively by some GenTank squadrons.

8.3.8. IMPLANTS

» Hearts

A synthetic heart is a complete replacement of the recipient's heart. Effects vary according to model, ranging from stronger cardiac performance to the filtering and removal of noxious environmental substances.

» Eye Implants

The various models of eye implants enhance the user's vision and interfaces with his or her central nervous system, increasing fine motor manipulation skills. Since these implants are embedded in highly sensitive areas of the nervous system, certain side effects cannot be ruled out.

» Brain Implants

Brain implants come in many types and models. All of them are implanted directly into a specific area of the brain. The type of implant used varies according to the target area. As the brain is an extremely delicate organ, many brain implants produce negative side effects.

» Bone Reinforcements

Bone reinforcements are available in various models developed by BioTech and distributed by Cryton Tools & Implants. 'From Head to Toe, Everything the Runner's Body needs' (Cryton Tools & Implants Sales Slogan).

8.4. CREATURES

Numerous species populate the world of Neocron 2, many of them well-equipped to take out the occasional reckless Runner effortlessly. Although no one can say for sure whether ancient China ever really existed (having been wiped from the face of the Earth along with the remains of the 21st century) the oft-quoted words of Sun-Tzu still hold true: 'Know thy enemy'.

8.4.1. ANIMALS & PLANTS

Dogs and Wolves

These canine beasts come in countless different varieties. The most common one is the ubiquitous stray dog, which can be found in numerous locations, such as the industrial ruins of the Outzone, the dark passages of the city's sewers and, of course, the Wastelands. A young Runner should not have too hard a time against the basic stray dog, provided he carries enough first-aid items. But beware of the more aggressive and dangerous kinds, such as rabid dogs, mutated dogs, and their bigger brothers, the wolves, which are encountered mainly in the Wastelands.

Spiders

Just as man's former best friend, arachnid critters can be found in many places in Neocron 2 and come in various shapes and sizes. The basic type is found throughout the dark and dank places of the city and of virtually every other human settlement. Only Techhaven seems to have been spared from spiders for some reason. Almost all spiders inflict poison damage. A young Runner will have no problem surviving fights with these opponents. He must, however, be careful of the Spider Queens and of particularly poisonous or irradiated species.

Scorpions

Mainly found in the canyon landscape of the Wastelands and in the caves of the Twilight Guardian canyon fortress, these little pests pose a threat equal that of common spiders. They, too, are poisonous, but a single scorpion will have a hard time killing a lone and even inexperienced Runner.

Cockroaches

They creep through the city's sewers and other dark places and are easily over-looked, but can prove a nuisance to every exploring Runner, nonetheless. With a higher level of aggressiveness than their 21st century ancestors as well as greater sturdiness due to mutation and evolution, these bugs will take every chance to attack whomever they encounter. The reason for their aggressive behavior is unclear; perhaps they are angry that, as opposed to popular 21st century belief, they were not the sole survivors of the nuclear fallout. Still, although pesky, they should not pose too big a threat even to the inexperienced fighter.unbekannt.

Bats and Flies

Just like the cockroaches, you will find these critters to be rather aggressive. They tend to attack in swarms and can be found throughout the tunnels below the city and in almost any kind of cave. They are comparatively harmless — just do not take on too many of them at once if you lack experience.

Lizards

They may look cute, but their teeth are not. Having learned that almost everything can and should be eaten in order to survive in this harsh world, these little fellows, who mainly creep through canyon caves and landscapes, will not hesitate to gnaw on the careless Runner's toes when given a chance. More dangerous than their teeth are the poisonous slime balls they spit at their victims with great accuracy. Also, watch out for their larger, dragon-like cousins that roam the scorching regions of the Wastelands.

Snakes

Well, not much has changed here. Snakes have stayed pretty much the same throughout the centuries: slithering, poisonous and generally not very friendly. You can encounter many kinds throughout the world of Neocron 2 — gliding through the hot desert, the swamplands, canyon caves and even the city sewers. You can judge the level of danger a snake represents for a lone Runner by appraising its size. The bigger the snake, the more experience you need in order to avoid an untimely demise. Even smaller species can pose a threat to the life of a young Runner.

Dragonflies

You are unlikely to notice the smaller versions of this airborne creature until you look in certain spots below the city. Dragonflies shoot little spikes at the unwary traveler and are not to be underestimated, though hardly dangerous for a healthy Runner. Its larger siblings, which can be found in the Wastelands, are another story entirely. They tend to attack in swarms can pose a serious threat to anyone foolish enough to walk into their territory alone.

Poisonous Plants

Imagine a Venus flytrap that shoots highly noxious gas clouds at you. That pretty much describes the poisonous plants found in numerous locations. From sewer tunnels to Wasteland regions, these stationary 'opponents' are a serious threat to inexperienced Runners. Take them on if you want to test your combat strength, but be prepared to heal yourself and run away if necessary. After all, they cannot follow you.

Fact or Myth?

Many more species can be found among the fauna of Neocron 2. Tales tell of mysterious floating creatures vaguely resembling strange jellyfish in the swampy regions of the Wastelands, funny-looking quadrupeds reminiscent of the camels of ancient times in the hotter areas, herds of slow and massive animals called Marsh Hippos by Wasteland explorers, and many more.
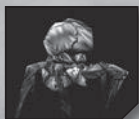
Some of them (in fact most of them) are not very friendly, though. Beware of the giant spiders and scorpions that roam the Wastelands and, in the case of the spiders, the storage halls of deserted installations in the Outzone, as well. Also, do not underestimate the giant lizards called 'dragons' by terrified travelers. With their strange electric attack and deadly claws in melee combat, they have ended the lives of many a Runner in the hot desert sands. Rumors also tell of big squid-like creatures in the swamp regions of the Wastelands, who strangle careless wanderers with their tentacles. They supposedly dig through the ground with these appendages, much like the roots of a tree. Of course, this is hard to believe. Then again, many desert vultures have already feasted on the remains of the occasional skeptic.

8.4.2. MUTANTS

Mutant Rats

Rats were never known to hang out in tidy places, so it is hardly surprising that they did not survive the last centuries without a good amount of mutating due to excessive exposure to radiation. With what seems to be a hunger for 'clean' flesh they stalk the sewer tunnels of the city and the alleys of the Outzone. The smaller ones provide good training opportunities for young GenTanks, but do not start hunting their larger cousins too early – you might be in for a nasty surprise.

Mutant Dogs

Just like the mutated rats, these hideous canines have definitely spent too much time in irradiated areas over the centuries. Nastier and stronger than their 'healthy' brothers, these beasts are no match for the experienced Runner — but be careful if you are in doubt about your amount of experience.

Mutant Scouts / Soldiers / Warriors / Aggressors

Rats and dogs are not the only living creatures exposed to massive amounts of radiation throughout the past centuries. Many humans never found shelter against the hostile environment after the nuclear fallout, and whole tribes of 'Muties' were formed. Never having interacted well with the 'Softskins', as they call us normal people, most of the mutants you will meet attack on sight. The threat they pose highly depends on their equipment. Even a fairly inexperienced Runner is likely to survive in a fight against a mutant who's armed with just a rusty combat knife. But when you hear the fast-paced shots of a mutant aggressor's Gatling gun echo through the tunnels of the Pepper Park sewers for the first time, you should think twice before plunging into the fight. And these fellows are just the tip of the mutant iceberg.

Hurlers

Imagine a really huge mutant with grenades which he enthusiastically throws at everything that doesn't look like himself. Sounds fun? Well it isn't, because you most certainly do not look like him! So be sure to take cover and have the right weapons at hand to rid yourself of this opponent. A fight with this guy is not recommended for young or lone Runners.

Enlightened Acolyte

From time to time one can see shady, hooded shapes silently slipping through the alleys of the Outzone or the valleys of the Wastelands. They are expelled Psi Monks who call themselves the 'Enlightened'. Ask a member of the Brotherhood of Crahn and he will explain to you that they have been contaminated by radiation and therefore have been expelled from the church of Crahn. After all, the sect propagates that adapting to the harsh living conditions of the world outside of Neocron (without being mutated by radiation) should be everyone's major goal. So far these mutated Psi Monks have not been able to form their own society; they seem to be loners at heart. But do not confuse their solitude with weakness. Their Energy Bolts and Lightning Bolts are nothing a young Runner should take lightly. Be even more cautious when facing an 'enlightened preacher'.

Swamp Dwellers

Little is known of these beings other than that they live in tribal communities. Presumably, they are former humanoids adapted to their habitat by mutation. Swamp dwellers appear to be peaceful as long as you do not enter their territory. Some of them ride swamp hippos, which makes them far more dangerous. Apparently, there also are rather large swamp dwellers capable of tearing out trees and chopping up an entire traveling group just for fun. And as though that weren't enough, there is the occasional swamp elder, whose extraordinary Psi-related 'powers' can scare the living daylights out of you. With these creatures, nothing is ever for sure.

Crabs

Of course, these large insectoids are not really crabs. The inhabitants of Neocron 2 simply call them that due to a certain resemblance. After all, these modern-day crabs may have mutated from their ancestral relatives. They usually keep to dry land and look more ferocious than they actually are. Still, it is wise not to venture within reach of their long, blade-like chitinous legs.

Creepers, Gnawers, and Crunchers

All legs and muzzle, that's what the creeper and his bigger siblings, the gnawer and the cruncher, are. No one knows for sure what kinds of animals these hideous mutations may have originated from, but that will probably not be the question foremost in your mind, should you encounter them in the dungeons near the Twilight Guardian canyon fortress. The smaller creepers are relatively fair game even for inexperienced fighters, but the larger species should be handled with care if you still lack fighting skills.

Beasts of the Wastelands

Strangely, all of these beings appear to be related, showing the same kind of mutation, although they originate from different phyla of the animal kingdom. Also, their mutations favor fighting prowess far too strongly to be shrugged off as random or evolutionary coincidence. The beasts in question have extremely thick muscle strands and their vital organs are protected by bone structures. Some of these creatures possess insectoid properties that do not fit at all well into the picture of 'natural' evolution. For example, one variant that might have evolved from the bear uses its giant claws to mow down anything in its path. In addition, it flings horn splinters from a cavity in these claws. Yet another variant vaguely resembles a horse. Less dangerous than the 'bear', it still is a rather tough opponent. Finally, there is the 'bat'-type creature. Needless to say, all members of this little shop of horrors are dangerous and unpredictable. Beware!
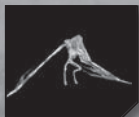
Fact or Myth?
Many more mutated creatures and species can be found throughout the Wastelands and in some other locations as well. Fairly well-known is the Launcher Cyclops, a legless mutant who hovers on a platform while shooting missiles from his rocket launcher at his opponents. Many people believe that the existence of this kind of mutant proves that the mutated creatures have formed an organized society in a remote area of the Wastelands.

The arachnid people definitely have done exactly that. Rumored to be the result of some strange experiment gone awry in the secret labs of the Brotherhood of Crahn, these unpleasant fellows roam the Wastelands and, led by their cold, merciless spider instincts, attack any human traveler unfortunate enough to cross their path.

And then there are those rumors of giant mutants somewhere in the Wastelands, three to thirty times as big as the largest hurlers of the Outzone and armored with a thick exoskeleton. Their steps are said to make the earth tremble when they approach. Sadly, no one has so far survived an encounter with the Maulers, as they have been named by terrified travelers.

8.4.3. MECHANICAL CREATURES

Most of the following creatures were originally designed for peaceful use in the Fallen Angels and CityMercs HQs. But, as is the case with all machines, they can be manipulated, and this has been attempted for decades by forces outside of Techhaven and the bunker with the metallic sentinels guarding the mercenaries and the scientists. Whether due to the ‚online assailants' having hacked their way through the computer networks of Neocron or to spies manually planting computer viruses in those cyber units – there have been quite a number of incidents ending with manipulated robotic guard units having to be put out of service. A large number of them were scrapped, but some 'bots were simply released into the uninhabited areas of the bunker or Techhaven.

So beware when leaving the inhabited zones: there is more than plain dust waiting for you in the old tunnels...

Cyber Watchdogs
These artificial canines were created in Techhaven but can now be exclusively found in the corridors of the CityMercs' bunker. They are very fast and deal considerable damage. Even a young Runner should be able to dispose of them if necessary, but if you are totally inexperienced you should approach a hostile cyber watchdog with great caution.

Mech Turtles
These curious devices can be found both in the bunker and in Techhaven. They inflict damage by means of energy pulses, but are no real threat to any Runner. They are normally used as maintenance droids.

There also is a flying version. These airborne 'turtles' are used for working in places that cannot be reached by their crawling relatives.

Cyber Guards
These humanoid robots are widely used in the CityMercs' bunker as never-sleeping sentinels. Often they are found in the company of cyber watchdogs, as both units were designed to complement each other. They cause damage by means of energy pulses and are quite a good match for an intermediate Runner.

Security Bots
The cyber guards and maintenance workers of Techhaven. These arachnoid four-legged machine guns are not to be underestimated. You should have gathered quite a bit of combat experience before engaging them in battle.

These mobile security devices are commonly supported by stationary guns.

Hoverbomber
These huge airborne battle machines were used in the war. Following their redundancy due to destruction of the command center, the machines at one point began to attack random targets. It is a matter of debate whether their AI has become independent or whether it is being controlled by another, superordinate AI. However, this is of little import once you actually face such a monster. Either you destroy it or you are eradicated without mercy.

Dome of York Bots
Battle machines deployed by the Dome of York. These track vehicles are fitted with a variety of the deadliest weapons imaginable. Inexperienced enemies of the Dome of York should run as fast as they can upon encountering such a mechanical monster. However, it is then usually already too late.

Fact or Myth?

During the Ceres Wars some quite powerful inventions in the field of mobile weaponry were made. The most fearsome of these were the gigantic WarBots. After the war, all of these house-sized killing machines were supposedly scrapped — but reports of Wasteland explorers indicate otherwise. The same applies to the marginally smaller CrabMechs. A hunting party would be well-advised to include some able fighters and one or two medics in their ranks if venturing into territory where the above-mentioned war machines have been sighted.

8.4.4. FACTION UNITS

The best-known faction units are, of course, those of CityAdmin/NCPD. The ever-vigilant law enforcers who patrol Neocron's streets keep a watchful eye on almost every citizen. To this day, it is still not clear whether these armed patrols are completely artificial robots or human officers in extremely heavy armor. Obviously, the CityAdmin is not anxious to disclose the truth.

Other factions also employ security personnel. For example, you will often find bodyguards in various organization HQs in Pepper Park or paramilitary guards in the CityMercs' bunker.

9.

CLOSING
INFORMATION

9.1. ADDITIONAL SOURCES OF INFORMATION

With an online game such as Neocron 2, it is literally impossible to supply a completely up-to-date manual in printed form. As a result, this document can only touch the surface of what Neocron 2 offers in terms of features and game mechanics. For further information on Neocron 2 and how the game works, there is a site on the World Wide Web where you'll find answers to any questions you may have:

http://www.neocron.com

Here, you'll find a constantly updated, comprehensive online documentation. You will also find links to other Neocron 2 web sites, where fans and players like you have compiled information about the game.

9.2. SUPPORT AND CONTACT

Before contacting technical support, please make a list of all components of your computer system, an exact description of the error that occurred (when, how, and where in the game did it happen, and what exactly were you doing?). This enables us to help you fast and efficiently.

Please provide us with the following information:

Personal details:
» E-mail address, telephone number or postal address
» Which server and which language version has the problem occurred on/in?

Computer details:
» Computer make and model
» Speed and manufacturer of the processor
» Speed and manufacturer of the CD-ROM drive
» Total system RAM
» Video/3D accelerator card make and model
» Video RAM (in MB)
» Sound card make and model
» Mouse and mouse driver information as well as information on any other peripherals
» Type of Internet connection and device

In order to collect this information, please access 'Run' in your Windows start menu and type 'dxdiag' in the command line, then confirm by pressing the **Enter** key. The DirectX

diagnostic program will now start and display your system components. In order to obtain a text file of this information, simply click on the button '*Save All Information*'. This stores a text file with all the relevant data on your hard drive for future reference. You can attach this file to an e-mail.

Problem
Anything pertaining to the Internet connection, your account and the game

Contact
Reakktor support department:
Send an e-mail to account@neocron.com or to: helpdesk@neocron.com (expect an answer within 24 h; if you don't get one within 24 h, please send the same description to supportwatch@neocron.com)

Problem
You are stuck in the game or have an urgent, specific question pertaining to the game flow

Contact
Neocron 2 direct support:
Activate an SOS call in the game (press the '?' button in the top right-hand corner of the screen, describe the problem, and wait for a direct support staff member to help you)

Important note: some player questions occur more often than others, so they might have been already answered. Please check the FAQs, the player's guide or the message boards on the official web site, www.neocron.com before contacting our support staff.

9.3 CREDTIS

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