Cola Wars: The game of espionage and recipe theft
By Evil1

Intro
This is for the contest held by Modus and 1kt1km. It took me way too long to finish and i jumped the gun. So heres just what i had. Maybe next time i can get a eligible entry.

In the 80's the Cola Industries were being established at lightning speeds, distributing drink after drink to thirsty hippies. Two major players in the Industry (Coca-Cola and Pepsi-Cola) were fighting a literal war with advertising. This caused many other brands to be established and take part in this. In 1982, somebody claimed to have made the perfect recipe; this caused pure chaos. Your one of the security guards for one of these such businesses. Your job is to protect and guard the recipe, the scientists, and the factory itself while stealing and damaging the factory next door, which belong to your competitor. Lie, cheat, and steal then above all, win the cola wars.

Your mission is to protect your factory from saboteurs and spies, while doing the same to your neighbors. Whoever goes broke first fails, while your enemy buys you out. The trick is to know when to defend (Patrol) and when to sneak next door and cause some havoc. Each factory has several targets in them. The R&D department, the Archives (Home to all of the recipe files and computers), the production plant, and finally the Human Resources department, protect them all with your under-paid life. As a guard, your job is to protect these while damaging the other factories facilities.

This game requires a map, containing two factories and an alley or so in-between. This game is for 2+ players and a DM to watch the action. This can be played off or online. Come up with some sort of way to make sure the enemy doesn't know exactly where their enemies are, as this game needs a certain sense of stealth. Meaning that each team can only see THEIR facility map unless they have a certain skill

The game seems to be having alot more of a "Spy Vrs Spy" feel to it. As that is what i expect it to look like. Players seemingly play a large amount of tricks on eachother for soda recipes. And i kind of like that alot. As I always wanted a sort of funny game where people basicly play as a spy and kill eachother for such small things. I have been typing for hours but i feel like i must keep going. Mainly because i already used it as a excuse to get out of school work.

The Factory
Human Resources: The HR guy is the man you bring all of the items you steal in your runs to the enemy factories. He assigns "borrowed" scientists, enters "found" recipes, and re-labels "lost" samples. Whenever you take anything, be prepared to hoof it to the HR

department.

R&D: Scientists work day in and day out here, trying to figure out new recipes and create samples for testing. They require perfect silence and concentration in order to work. Any disturbances may stop their trains of thought entirely. So be sure to keep enemy guards out of here! Samples and Scientists are found here

Archives room: Computers line the walls of this sanctuary. Here is where a sneaky guard can steal files containing recipes. If your company has no recipes, you can't make cola! So be sure to keep this room protected!

Production: This room houses all of the workers and machines. Workers will attempt to ward off enemies by themselves, but you should help them out if they are in danger. Because they can't work and fight at the same time! These machines are important and cost a lot of money to replace.

Character Creation
This game uses my EMME system. You have 30 creation points to use, to make a cola-guarding machine! This system uses a series of steps to make a character

Step 1. Body type

Thin 5p:You have listened to good advice and lay off the donuts. You're able to move quickly, but your not very good at soaking up bullets. +1 to movement, Easier to kill

Medium 2p: You're a average build, and you can move and accept damage as normal.

Husky −2p: You're a big dude, but that extra mass makes you able to take the heat and keep grinning. However you're not very fast. −1 to movement.

Step 2. Body features

Jogger 3p: You have had to run a lot in this job, so you're able to move around a lot more. +1 movement

Weight Lifter 3p: You never knew you would need to learn to lift a lot of weight in this job until you were sent to take scientists. You're able to grab scientists with a +1

Movement Trained 2p: Your able to climb buildings from the outside due to your intense training.

Swiftness 5p: Your able to move from cover to cover very quickly. In addition, you can

run to cover without getting a chance to get shot at.

Step 3. Personality type

Gun Nut 10p: You love firearms. Moreover, you know how to use them pretty damn well. +1 to using guns and you're able to have two guns on your back instead of two. You can buy the Dual Weild skill for 1p

Rambo-macho 10p: You don't need armor to avoid death. You cannot wear any sort of armor, but you get a +1 to dodging bullets, and you can immediately counterattack when you're missed.

Stealthy 10p: You're an expert at avoiding cameras and guards. In addition, you're nearly invisible in the shadows. While in the shadows or hiding, a enemy has a –2 to seeing you.

Ex Riot squad 10p: You were hired for your skill in crowd control and defense. Your able to use riot shield in your job, but the size of that shield is to the point where you can only use a one handed gun with it. The shield gives you a +2(ignoring the resist penalty) to resisting firearms.

Gadget Nut 5p: You carry around a sack of gadgets for any occasion. Allowing you a bit more craft and possibility in the field, Items you stick in your bag can be kept for your next assignment. Your bag starts empty

Average 0p: You're a normal guard.

Paranoid –5p: When your attacked in a room then you suffer a –1 to all rolls unless you have searched the room after you entered it.

Ex police 5p: You have been in a police force, therefore you have experience in "crowd control". +1 with guns

Step 4. Skills

Pistol Experience 5p: You have trained with Pistols for a long time. +1 when using them

Rifle Experience 5p: Your used to the feel of a rifle in your hands. +1 when using them

Splinter Psycho 5p: You're a creature of the night and you are hard to see in the darkness. You're stealthy and hard to see. –1 to search rolls against you

Disguise Novice 5p: You're a brilliant disguise man. The second you find a enemy uniform your invisible. Scientists will openly follow you while disguised. A 4 or better in a search while you're in a room uncovers you.

Layout learned 10p: You have taken the time to learn the layouts of both factories. Therefore you know of any air ducts and shortcuts instead of leaving it to chance. (Your able to see the map but you cannot see people on it)

Disguise Master 5p (Requires Novice in disguise): You have practiced the art of disguise to the point where you are hard to uncover. 6 or better in a search uncovers you

Darkness Child 5p: When in the darkness, you're harder to see. −1 to searches against you while you're in the shadows

Aware 5p: You have eagle eyes, allowing you to see things nobody else can. +1 to searches

No Stone Unturned 5p (Requires Aware): You're so paranoid you search harder. Additional +1 to searches

James Bond Wannabe 5p: You're a gentleman and stealthy. +1 to stealth rolls, plus you gain the ability to do knockout moves if you sneak up to a enemy

Escape Artist 5p: You have always tried to make a flashy exit. You're able to use windows, ropes, or anything else to make a flashy escape.

Clever man 5p: When under fire, you seem to always know how to get out of trouble. Whether it is a pot lid or a cart to hide behind, you can see it. You're allowed to search at the start of combat for cover or other things

Ex Thief 10p: You used to be a thief. You know how to disable security very well. Making you an engineers worst enemy; with various tools, you can get past everything. A lot of security can be bypassed this way. However, you can't open vaults or complex locks.

Safe Cracker 10p: If your going to steal from a company, you better, take their money too. Next to the HR office is a small vault. With a lot of time, you can crack it and take a good sum of cash right from the other companies pocket! You may spend any number of turns rolling for this until you get a 6 and open the vault.

Explosives major 5p: You're experienced in explosive solutions. With a little bit of c4, you can make walls and doors go good-bye.

Guinea Pig 5p: You are used to the R&D department testing their recipes on you. Some have had strange effects. Roll a die at the start of the game, a 2,4, or 6 means you get a +1

to all rolls. Anything else is a –1 to all rolls

Dual Wielding 5p: You can wield two pistols at once

Engineering Novice 5p: You can use a welding torch to build iron doors, create security cameras and pull alarms.

Engineering Master 5p, requires novice in engineering: With more practice you have learned to build more complex items. You're now allowed to create vault doors, Laser alarms, and Security Camera-Turrets. Due to your knowledge, you're able to disarm enemy security, and open enemy normal, iron, and vault doors (but not the money vault).

EXAMPLE
Meet Sef, and Kaz. Sef has decided to pick a defence character with skills taht make him a bit hard to kill. Kaz is a bastard, who picked all the skills that let him be silent and evil.

Various Mechanics

Rolling
The game uses a set of D6. Depending on the roll, you will add any bonus's that apply to it. Say you have a +2 to sneak rolls and you want to avoid a laser alarm. You roll a 4, but that bonus makes a 6.

Resisting
If you're being rolled against, you may decide to attempt a resist. You roll a die and apply a –2 penalty. Any bonuses that apply may be used. The number you roll is deducted from the roll made against you. (You roll a 4, with the penalty that's 2. IF a 4 was rolled against you, that gets smacked down to a 2.)

Searching
Searching is a new mechanic I added solely for this game. When you're in a room unfamiliar to you, you may roll for a search. Searching un-covers items for you and may even uncover an enemy that's hiding. . This is very important for finding cover that isint easily noticed, and its the only way to find air ducts, the most helpfull tactic to get past security.

Hiding and Silent Penalties
At any point, a player may set up a ambush or attempt to sneak past somebody by hiding. Roll a die if there is an enemy present, a 5 or 6 means you successfully hide. if nobody is present, nobody sees you hide and you don't need to roll. While hidden your able to sneak around and avoid being seen. This is very important for avoiding cameras,

especially if you know there are engineers that can build turrets on their team.

Some skills give silent penalties. These penalties are made to enemy search rolls against you. Since the other player does not know you're in there, these penalties are unknown to him. The DM will mention to you if your found or not.

NPC Guards
Walking around your facility are several other guards. They pack pistols and light body armor. Unlike you, they have no other skills, and are considered Average personality and Medium build. They will open fire on enemies they see.

Security
Engineer trained guards can install security measures into their factory to protect against intruders. Other security is already in place

Wooden Doors: Basic doors that are used for every doorway. These can be upgraded to iron doors for 10 iron. Wooden doors can be shot and burned away

Iron Doors: These are tough doors, invulnerable to bullets and fire, but can be lock picked like normal. They are able to be blown up. These can be upgraded to vault for 45 iron.

Vault Doors: Intense, heavy doors that are insanely hard to break. Invulnerable to just about anything except C4 and Safecrackers.

Security Camera: These little eyes are be shot to blind big brother. These will constantly scan a room, and will spot unhidden enemies, then alert their presence to the guards. They are cheap but easily broken, only taking one shot to disable. These cost 2 iron

Security Turret: These act like normal camera until they spot somebody. In that case, they begin opening a can of whoop ass on them. A series of dice are rolled when your spotted that can't be resisted, these represent the bullets flying at you.. The moral of this? Hide when you see a camera before your spotted. Thank god for you only engineering masters can install them. These cost 10 iron

Pull Alarm: When your spotted Guards or Scientists will try to pull these to alert allies if the alarm is nearby. 1 iron

Laser Alarm: These Project invisible red beams. Tripping this beam would set an alarm. With the proper search, you can locate them. It takes a 6 for a search to locate one. They cost 5 iron. When found, they can be easy to avoid if there aren't that many in the room.

The Map
The map consists of three areas. The red facility, the blue facility, and the streets; The streets are in-between the two factories. Each is separated by rooms (The streets are considered one room). Each factory contains a few important rooms. Human Resources office, Labs, Barracks, Lobby, Botteling, Mixing Rooms, Archiving, and a few hallways. Each team keeps a copy of their layout, marking trapped areas and keeping track of player locations (Players with the Layout Learned skill have a copy of the enemy factories map, and the streets map as well. but unmarked). Air vents and shadow areas are marked on the map for characters with Layout Learned, otherwise only shadows are visable.

Scientists
Every 5 turns, each sceintist creates 2 points of research. The team decides together what to spend their RP on. There are several branches of research to be looked into. Recipes, Arms, and Training. Researched recipes are used by the production department to create soda. Arms are used by guards to protect the factory. Training affects everyone on your team by giving them bonuses and skills. Scientists can be knocked out and grabbed by guards, then took to the HR department to be "hired". Each Factory has 5 sceintists to begin with. If a scientist is killed for some reason, it takes 10 turns to replace. Scientists hate losing comrades, so if a scientist is killed, your entire factory is put on standstill untill they are finished greiving for 5 turns. Meaning no money is made for either team, and that money comes straight out of the teams salary for killing a sceintist and causing this.

Money
Both teams start with $5000. money is made every turn by your soda, created by recipes. Money is lost for many reasons. Losing a scientist costs $1000, Losing a guard costs $200 or $500 depending on if it was a player or not. Workers only take $100, and take 5 turns to replace. Depending on the recipe, different sums of money are made. Computers take $100 to replace, Doors cost only $20 to replace. (Note: Vault or iron doors that are destroyed are replaced by wooden doors). Each player has a personal amount of money, and is payed various amounts for various deeds. Your side wins if your company gets 50k or your enemy is bankrupt.

Player Money gains/losses:
Stealing a recipe successfully $1500 or $500 if you didn't do it
Stealing a Scientist $400 or $200 if you didn't do it
Killing a scientist -$500 or -$1500 if you killed him (both teams)

Smashing an enemy computer $50
Losing a computer -$50
Killing a Guard $100 or $250 if it was a player
Getting Killed -$200
Destroying a Production machine $600
Losing a Production Machine -$500
Stealing a sample $100
Losing a sample -$100
Any cash penatlys you can't pay for will be taken out on other players that can, if nobody else can pay in full, then the rest of the costs comes out of the companys money
All penalties are taken from all players(exept getting killed). Money taken from you does NOT go to the company

EXAMPLE
Kaz gets shot in the head and killed by Sef. Sef grabs his cut and money from Kaz's body, then enjoys the extra $200 he got. He then losses it when he is told via radio that two samples in the lab were smashed. then a machine is lost. Sef drops the F bomb.

Air ducts
Scattered around the faclity are tons of air ducts. Players that search a room containing one will find it on a 4 or better. Players can crawl through these for their turn. Husky characters can't fit though. These will be a persons best freind, especially if your being chased and you know where it is and they don't.

Debris
Scattered around as well are various objects for cover. These make it possible to duck for cover during fights, adding a -2 penalty to people attempting to shoot you, and completly protecting you from turrets. However, some objects may break under fire, so you will need to move eventually

Cloning
If you are ever killed, remember that the cola industry has alot to hide, including top secret cloning technology. it takes 3 turns to clone a guard that has died in action. When your cloned, you have no weapons. cloned guards appear in the barracks

EXAMPLE
Kaz is in trouble. After "borrowing" a recipe from Sef, he decided to chase Kaz with a M16. Kaz ducks behind cover with his Swift skill. Sef yells at him and begins pumping the crate full of rounds, as he starts reloading, Kaz runs for it and ducks into a Air Vent outside and hauls ass.

Weaponry
At first, your company has no guns availible. But as teh needs grows, you will need

weapons to protect your company. You can buy guns from your company. Purchases are added to your companys funds. You can only buy these things while in your barracks. As research goes on, guns will be unlocked

Colt .45(locked) $20   ammo $5 a clip
M16(locked) $200 ammo $25 a clip
Shotgun (locked) $250 Ammo $2 per shell
SMG(locked) $200 ammo $30 a clip
Blade disk launcher (locked) $300 Ammo $5 a disk
Grenade (Requires Skill) $20 a grenade
C4 (requires skill, locked) $100 a charge
Gas grenade(requires skill, locked) $25 a grenade
Bullet Proof Vest $150 (Vests add a -1 penalty to enemies shooting at you)
Iron bit $5

Research Paths
GUNS
Pistol(6RP)>M16(20RP)>SMG(50RP)
    >Shotgun(30RP)>Blade Disk Launcher(50RP)
Grenade(6RP)>Tear Gas(10RP)
C4(20RP)
Armor Vest(30rp)

RECIPES
Basic(You start with this) > Diet(10RP)> Mind Control Elixer (50 RP)
    >N-R-G(16RP)> Boostorz (50 RP)
    >Crazy Drinkz!(30 RP)> Reflexes Elixer(50RP)
                    > Crack-In-A-Bottle (50RP)

TRAINING
Reflexes Course(26RP)>Aiming Course(26 RP)> Disguise Course(50 RP)
                >Explosives Course (50 RP)
Psi Course(50RP)>Brewing Course(30RP)
            >Hacking Course(50RP)

Recipes

Basic: The basic form of your soda. this brings in $50 a turn

Diet: Using a special ingrediant(Hash), this will trck your customers into thinking they are thin. this brings in $100 a turn.

Mind Control Elixer: Using a special mix of illegal drugs, our scientists have perfected a brew that will trick our customers into boycotting our compettitor! $200 a turn, and your enemy gets a -$100 loss in profit per turn.

N-R-G: By dumping a ton of sugar into the vats, we have found that putting less than a lethal dose has made people able to react much better. +1 to your teams reflexe rolls, and $100 gained a turn.

Boostorz: Toying with sugar crops, we have perfected sugar with our "Sooper Sugar"(TM). This allows people to move so fast that they don't notice! +1 to movement rolls to your team, and $100 gained a turn.

Crazy Drinks!: A few mind altering substances were dropped into the cola vats by accident. by slipping the cola to our guards while they didnt notice, we learned that tehy perform better while they can't hear us. +1 to gun rolls, $100 a turn earned.

Crack-In-A-Bottle: We f**ked up, badly. a hippy ran in the factory, and he dropped a hug bag of some white substance into the vats. Making our research useless. or so we thought. It reacted so well with our new recipe that reflexes rolls for our team are +1. $100 a turn earned.

Reflexes Elixer: With a few twists and limes, we have upped our reflexes by +1, and it lands us $100 a turn.

Training

Some training paths open up special skills for characters taht affect the entire team.

Reflexes: +1 to reflexe rolls

Brewing: While in a production room, you can help the workers. +$50 for every recipe for that turn

Psi: Opens up the Psi Attack skill

Aiming: +1 to guns

Disguise: Gives all characters the Disguise novice skill

Explosives: Gives everybody the Explosives Major skill and the Grenade skill

Hacking: Gives everybody the Hack skill

Training Skills

Psi Attack: Your able to use mind powers to attack the enemy. Throw them around or light them on fire

Hack: It only takes 1 turn to grab a recipe instead of 3.

EXAPLE
Sefs team just learned Psi Attack. He runs over to the enemy factory and rolls a 6 when he sees Kaz. Kaz is flung through the window like poo. and makes a similer looking stain on the sidewalk.

Recipe theft
It takes a player 3 turns to grab a recipe from the archives computer unless they have the hack skill. They are wide open during this time.

Workers
Workers come to work with a small handgun, and will open fire at enemies. there are 5 workers placed in the few production rooms.

Darkness
Some rooms have failing lights or other sources of dark. Guards can hide in these areas to set up ambushes. Players can sneak throgh rooms by hiding behind objects.

EXAMPLE
Sef is taking a smoking break. As he puffs his cig, a light goes out. then Kaz shoots him in the shoot as he walks out of the dark. "Smoke this, shiner" Kaz yells out.
Sef is hitting his keyboard in anger.

The battles and it all

During the game, some people will sneak around like ninja, some will run and gun their way through. Its all about exploring and attempting to not get shot. Dieing carries a penalty right to your funding, while making them die gets you a fat bonus. Destory machinery, blow up things, annoy scientists, do anything you can.

Guards are always walking around, they are marked on your teams map. Security cameras are around to make sure nobody gets in. And your checking around at all times to make sure they don't fail. Team play is very important, because this is not just a rpg, its a compitition. Use air ducts to sneak around, duck from cover, steal an enemy uniform from their barracks, blow up their archives. Do whatever it takes

Various Forms of Sabotage:

Archives: Smashing computers take down cameras untill replaced in 5 turns. Destroying the recipe computer means no new money for them for 5 turns as well.

Production: Kill workers to make sure they can't brew. No workers for them and they can't make money. Poison their soda, wreck their machinery.

Labs: Smack around their nerds and trash the labs. steal their nerds and bother them to the state of cracking. Samples of experimental soda are kept here for you to smash or take. $100 it takes to replace it, and you get $100 for stealing it.

HR department: Steal from their vault! A safecracker can open that thing easily. Then you can steal up to $5000 right from their pockets! But if your killed on the way back, that money goes back to them.

Killing Guards: Every kill nets you $200, their weapon, and %20 of the cash they had. So get killin

Graffiti: Find a can of paint? feel free to show the enemy team your artistic talent. Mainly just for the hell of it, as layin down your tag won't net you money, but it may piss off the guard that has to look at it

Blowing up walls and doors: Any damage you cause to their building can seriously hamper their funds. This damage is very variable in cost to them. You gain half of the money they pay for damages for what you do.

Disguises: If you find a enemies uniform (from a locker or body) and you have the skill,

why not assume their indentity? But if they see you, your automaticly found out.

EXAMPLE
Kaz feels a bit pissed off. He decides to drop some of his ammo into the soda vats, and start blowing away workers. As he walks down the halls, he grabs a paint can from his bag and starts tagging. Sef runs into the production room, looking for Kaz, then slams his hand against the wall when he see's Kaz's tagging. that lovingly reads "I took a piss in your vat, too".

Map Features
These are some extra features that may be added into the map

Stairs and Floors
Some players may want the factories to be a bit more involved. So there may be extra floors in them. The only difference is the addition of windows and stairs. Skilled characters can climb from the outside and sneak in through windows. This adds alot more stealth and trick to the game. And makes vents a bit more important, as they can be climbed verticly as well if they go up.

Patrols
NPC guards will patrol from room to room. If they see and enemy, they will open fire. Most of them weild a pistol. Some may have armor, but not many. if they die in action it takes 5 turns to replace.

Elevators
If there are more than 2 floors than there is atleast one elevater. The shaft can be climbed by skilled characters, just watch out if the lift is in use. This adds some stealth to it, as a person can ride ontop the elevater instead of in it.

Zip Lines
Higher up buildings may have wires that connect to eachother. A skilled character can ride these wires to get to a platform or crash through a enemy window. Escape artists love these.

Roads and Cars
Some maps may include roads and streets. Cars use roads. Cars are big enough to use for cover and hide behind.

Back exit
There may be a back door to the factories. This door may be more or less protected.

Make sure they have a different path to get to.

The game map can be as complicated or simple as you want it to be. It may even be possible to play with alot of players at the same time. But that would require a very insane level of co-ordination. as the DM has to remember alot of things at once, including a constant loss and gain of cash for every side. It may be possible some day for me to revise and make sure all of this is really good. But the nature of the contest requires quick thinking. Some day i will revise this.

Communication
All players are considered to have a radio to report to eachother, which is how they are alerted of thefts and sightings. On a online game, on yahoo messenger both sides would be having a conferance. With the GM relaying important information to both. It is important that a DM has a way to relay information while the other team cannot over-hear. Otherwise, everybody will know whats going on, and thats not fair. There is a important aspect of stealth to up-keep.

EXAMPLE
Sef is walking through a hallway, the DM alerts him that a enemy, Kaz, has entered that hallways. Sef shoots at him, the DM says he missed, Kaz shoots back according to the DM. Sef goes down, and Kaz is told he has shot Sef. Sef loses some cash while Kaz does his happy dance.

EXAMPLE 2
Kaz has just stolen a recipe! The entire red team is alerted there is a intruder that has stolen a recipe. Kaz has to haul ass before it gets shot off. he has the Escape Artist skill so he decides to climb out of the window and chill out on the ledge while the red team searches. Sef and Jones run into the Archives with pistols and look around, Sef growls and runs out. Kaz grins and grabs a zip line, taking it down and to the streets while he happily walks away with his prize. the blue team is later told that they get a bonus for stealing a recipe!

Creativity
There are several pipes and railings around the buildings. In some hallways there may be pips that can be used by the clever player to sneak past things. On the roof, there are alot of things. For instance, Helicopters can land and use the roof. this is very important for a tricky player. As Helicoptors can be flown. While being flown, other players can secretly jump onto the pipes under the copter, climb up and knock out the driver and turn him into street pizza. Players can be very creative when using objects in the game.

It would be a good idea for DMs to reward players that pull off stylish stunts to kill or maim other players. As thats really what the game pokes fun at, stylish 80's movies and

the fact that some people don't play fair. A guy with a sheild will bash somebodys skull in, a guy with a scientist may use him as protection. Players all lead their own individual lives and they all mesh together quite perfectly. They are all security hires that stepped in the crap of destiny. Being cloned as soldiers to fight war for soda. Its up to you to pick up the gun and steal from your enemy. Nobody in america fights 100% fair. There are plenty of sneaky tricks to pull off to steal the highy important recipes. Then as your team is pulling ahead steal more and more recipes.

More teams?
If a DM feels like it, there can be more factories. This adds alot more chaos and mischief. As now you have spies all over the place. Jumping and rolling over eachother just trying to get the best recipes. More teams means alot more headaches for the DM though. As deep down he is the one manageing everything.

Vehicles
If there is thought about it, it is possible to add vehicles into the game. The trick is implementing them for players to use but not massivly rely on. Its up the DM to decide to use them or not. Possible vehicles would be motorcycles, Heli's, cars and other things. it really depends on how big the streets area is.

EXAMPLE
Kaz and Sef decided to let a bunch of players play with them this time, and made 4 teams. Kaz smiles at the shiny lowrider in the garage of the factory. Bigger map means more things to do. Kaz jumps in and starts driving untill he notices Sef coming up on his six riding a motorcycle. Sef jumps off and onto the car, shooting at Kaz, he hits the brakes and sef flys off the hood and Kaz runs him over. Its time to grab Sefs recipes again.

Characters CAN be saved from game to game. you can't keep your money, but if you have the Gadget nut skill, you can keep those items. Weapons cannot be stored though, only Iron, C4, and Grenades if you can use them. the Bag can only keep 50 items, so choose wisely.

Weapon profiles

Colt .45: A cheap pistol that is easily affordable for all guards. Has a 12 round magazine and semi automatic fire. Not the strongest gun out there though.

M16: For those who don't care about stealth, theres the rifle. 30 round mag makes this a soldiers best freind. The gun is seriously loud though

Shotgun: Two shells of doom. this loud thing will alert players that can hear it. Only resort to this if you can spare the money for ammo.

SMG: When a player needs light firepower fast, use the SMG. it has a 50 round mag but it takes fairly more than two shots to kill somebody. This is for somebody who wants mroe than a pistol.

Blade disk launcher: R&D came up with this beauty. Its a silent killer that can decapitate opponants and slice up doors. Its ammo is pretty expensive though. But a one hit kill is worth it.

Grenade: For those who like big booms, there is the grenade. use it to get rid of doors and annoying people. Toss one of these in production and watch your money rise!

C4: These charges are for heavier doors and things that grenades cannot solve, like demolishing walls. you may find yourself needing these alot when a good engineer is around on the other team.

Gas grenade: when you want their scientists to shut up for awhile, toss a gas grenade to make them focus on gagging for air. These can stop guard in their tracks as well. Very effective for shutting people up and blinding them for your escape.

Engineering
Some players may choose those skills. In order to build, you must buy iron from the barracks. Then you can simply assemble it and place it in a turn. or you can upgrade doors for a turn. Building things in this day in age just needs a bit of time. Of course, you can always use iron for other things... Maybe even contructing cars?

Destruction
Damage to your enemies building is very very costly to them. as it takes thousands of dollors to repair that. Causing that damage is fairly hard to do though. It requires lots of turns, lots of explosives, and lots of people covering you. as the enemy won't like you planting explosives all around their base. If you want to severely hamper the enemies efforts, this is the best way. The amount of time it takes to do this is pretty long though, as C4 is generally one of the last things people would want to research unless they really needed it. Generally, collateral damage goes by the wall segment, plus the costs of any machinery or items lost in the blast.

EXAMPLE
Kaz set some charges, and blows up the red building. everything go pretty boom of light. $7500 is taken from Kaz for murdering 5 scientists. But he earns $500 for works, $600 for killing three guards, $4400 for all of the production machines, etc,etc. The costs and bonuses are enough to smile happily. Sefs team has nowhere near enough money to pay for this, so his team trys to pay the costs but goes bankrupt. As they burn alive Kaz squeels in joy. Then Sef gets up from his computer and punchs Kaz in the face.

Climbing the buildings
Some skills allow players to climb buildings and walls. meaning that if Kaz had that skill, he is allowed to climb ledges on buildings to get higher up the building. Players humming the spierman theme risk being smacked. By doing this, a player can get up to a floor without risking getting shot trying to get there by the stairs or elevator. Unfortunatly, windows can be locked, then again, they can also be broken. but the noise that makes the whole ordeal pretty wasted. Depend on how you want to get up there. Technicly, you don;t even know if theres anything important up there.

Bystanders
Generally, the streets inbetween the factories may have bystanders. killing them is VERY BAD. bystanders, unlike your men, cannot be re-cloned. Meaning that your company loses $1000 to pay for the familys greivances. Your company will punish you massivly if you continue killing people not meant to die. Cops will possibly shoot at you if your seen in public shooting at sombody. Refrain from killing cops, as they are bystanders as well. Cops tend to get really pissed when a company lets its employees shoot people in public. too much of this may get you arrested, fired and make your company lose money. Keep the violence in safe places to kill people, like inside the factories.

Killing alarms and security
The computers in the archives manage all the security items in the building. smashing any of them will temporarly kill security. Vault Doors require the archive computers to function, so knocking the archives out also makes vault doors completly useless for awhile. this is important if the enemy team put vault doors everywhere.

Types of NPCs

Worker: If you run out of workers at any time, then you are losing money in not producing soda. Workers are armed with a pistol, and will sacrafice their lives to protect your factory

Scientist: These guys research your technology. protect them at all times. without them, you won't get any new information. Very important for designing recipes.

Guard: NPC guards patrol a few important walkways in order to lighten your workload. they always are armed with pistols.

Policeman: These pistol weilding men will patrol outside and use lethal force on armed individuals. It is important none of them die as you will be fined and possibly fired.

Civilian: Harmless people that have no place in teh cola wars. killing them will get you fined and possibly fired. So watch out firing in public!

Various Items
These are possible items a DM may choose to use in the roleplaying portion.

Paint Can: This little can can cause so much pain by tagging up and defacing the enemy factory. The more they have to scrub to get rid of it, the better.

Aerodynamic Rock: Can be thrown to disable cameras or to bait guards away from a important path.

Car Keys: Finding these means the player can access a certain car. these are fairly important in larger maps where cars are needed.

Flashlight: Night maps will possibly need somebody waving around a flashlight to make sure nobody gets the drop on them.