

Killjoy Terminology

Terminology, Lists, and Categories are provided by [@fuckinready](#) on Tumblr. I ([blackdragonfight society](#)) have just compiled it all into a single document!

Please use the document's outline to jump between categories. If you have any suggestions for additions please DM me on Tumblr.

Categories in the outline:

- People
- Places
- Descriptors
- Things
- Events
- Other
- Radio Codes

PEOPLE

A Nobody: A killjoy that's given up, turned themselves in, or their heart just isn't in it anymore.

Acoustic: Someone who chooses to use an old-fashioned gun as opposed to a laser one. The most common reason for this is because they want as little association with BL/ind as possible, this includes their technology.

Angel Cakes: 'joys who travel up and down the Zones selling food; feeding any and all starving desert darlings who've got the carbons for it. "Did you hear about those angel cakes in the next Zone over sellin' food and shit? If we pool our money together, we can buy enough to at least last us two or three days"

Angel Kisser: A term originating from the Underground, used for medics and doctors, "We need an Angel Kisser, stat!"

Babysitter: A term centered around the practice of calling BLi Mom and Dad, "babysitter" became a name for gang leaders because they look after Zone kids the way the city always should've, protecting them and letting them be individuals, etc. Used on just about anyone in charge, sometimes playfully, to poke fun at the role of "leader" in a lawless place like the desert; but it's especially relevant when the crew itself is made up mostly of younger or brand-new joys who are easily riled up.

Bad Babysitter: A crew leader who might be inexperienced or just ineffectual, but either way can't keep their kids from constantly butting heads and tearing into one another - their intentions are probably good, but they just don't cut it being in charge.

Banger Cell: A well-known/renowned Killjoy crew within the Zones.

Bat: Someone from battery city who doesn't work for BL/ind.

BCU: Battery City Underground. Killjoy-like rebels who work inside of the city, often staking out in 'underground' places. Usually act as smugglers of both people and supplies, as well as saboteurs. Led by three unknown men.

Bed head: Killjoys who are hurt and need medical attention. In the Zones there isn't really much you can treat a person with besides bed rest, especially considering that a huge majority would rather die than take stolen painkillers from the city.

Beta-Bugs: Another name for a resident of the Zones.

BL/ind, BLi or Blind: Shortened forms of Better Living Industries, Battery City's ruling corporation; "firmly believe in the sanctity of monochromatism". They're what the Killjoys are rebelling against.

Black Smith: Someone who knows how to repair and modify ray-guns (alternatively referred to as a smithy) "fuck, after that last firefight I better meet up with the black smith out on Zone 2."

Bleu: Somebody new to the Zones, refers to the French term for barely-cooked steak, i.e. they are raw.

Bones: Somebody with medical training, especially doctors. Also 'Sawbones', 'Death Tech'.

Book-Buzzers: Book-worms who never really gave it up, will trade carbons, water, power-pup, or even other books for a book. Typically teaches some of the other Joys about reading and definitions of words. You can find them in groups with each other, drive trucks. "Yeah that guy over there, tell him 'bout that book. Total Book-Buzzer, might run some errands for ya."

Burn out: City kids who displayed signs of creativity at a young age and were kicked out of school very early, so it would be a lot harder for them to be able to get out of the city and be well off in the desert. "YOU DON'T KNOW WHAT I'VE BEEN THROUGH! I MAY BE A BATT RAT, BUT I WAS A BURN OUT TOO! SHIT WASN'T EASY IN THE CITY AND I STILL MADE IT OUT HERE!"

Burners: Spray paint supplies or artists known most for being up-to-date on all things graffiti, both in and outside of the City.

C/R/O/W: Shortened version of S/C/A/R/E/C/R/O/W.

Cactus fucker: A 'tree hugger' in the Zones. An environmental campaigner.

CamBoy/Girl: A derogatory juvie hall term for people who feature on BLi broadcasts. "I swear, those fucking CamBoys don't know the shit they're saying on the air."

Candidate: Brainwashed people of the cities, or those with questions about the outside world.

Candy atom: A beta bug who deals in explosives; used as a way to set apart beta bugs and juvie demo wizards.

Cavalry: A group of draculoids or S/C/A/R/E/C/R/O/W on motorcycles. So, a cloud on wheels.

Cloud: A large group of Draculoids or a Draculoid encampment in the desert, a term originally used to describe large groups of bats. "Hey, did you hear? there's a new cloud of Dracs patrolling out on Zone 3 tonight"

Compass Rose: A rebel (most commonly a sand pup) who knows the desert like the back of their hand. "She's a downright compass rose; her boots have touched every grain of Zone static there is!"

Crash Queen/King: A daredevil and/or thrill-seeker with an unhealthy taste for doing things that could easily get them killed. Or Killjoys who have the flashiest clothes and biggest egos, who think they're all that. Or Killjoys with a penchant for crashing and burning. 'Crash Queen' can be gender neutral. Also 'Crash Kid', 'Crash Rat'.

Crossroad Music: The music producers of the Zones and the City.

Crows: Shortened version of the term "S/C/A/R/E/C/R/O/W" "I hear the Crows are on the prowl tonight. Stay low."

Dead Pegasus: A fuel company in the Zones. Always has a steady supply of gas.

DESTROYA: A large and broken machine abandoned by Better Living Industries because it was too big to be useful. The people of Battery City believe that DESTROYA is a saviour figure, who will descend from the heavens and save everyone from B.L.I.'s invasive tyranny. It once lay

abandoned in the Zones before being activated and destroying Battery City as it was prophesied to do by the androids of the city who worshiped it.

Disco Ditcher: A Killjoy known to show up uninvited and ruin a party, "Don't be a Disco Ditcher. Just stay away."

Dr. Phizzles: One of the, if not the, only hair-dye brands. Sells paint and hair-dye, among other things.

Drac: A shortened form of draculoid.

Draculoid: A member of BLi's SCARECROW unit. Devoid of all emotion. Vampire-masked Killjoy killers, dressed in all white, employed by BL/ind. Act as the city's police, and BLi's military. Often shortened to 'drac'. Also 'White-masks', 'Vampires'.

Drifter: A word for someone who prefers one-night stands to romantic relationships. "See that guy? Total fuckin' drifter, man. You'll never see him two nights in a row." Not to be confused with 'Drifting'. It can also be used to refer to those Killjoys who live a nomadic lifestyle, drifting through the Zones, either on foot or by car, the difference between the two meanings largely depending on the context.

Drone: A BLi office worker; often does menial work like filling out papers.

Dust Angel: A resident of the Zones, though this term is often only used to refer to young children and the elderly. Also 'Dust Baby', 'Dust Kisser', 'Dust Rat', 'Dust Head', 'Dust Darling'.

Dust Cloud Killjoy: 'Cloud Joy' for short. A joy (or someone else for that matter. Dust Cloud Drac maybe) who's got a lot of friends or backup. References the dust cloud multiple vehicles or feet create in the desert.

ElectroKat: The name of a popular battery brand. In both Battery City and the Zones almost everything runs off batteries.

Exterminator: Leaders of BLi's SCARECROW unit. Control the draculoids. Act as investigators, spies, and executioners.

Fabulous Four: A famous group of Killjoys consisting of Party Poison, Kobra Kid, Fun Ghoul, and Jet Star. Sometimes known as the Fabulous Killjoys. They died in 2019 and became even more popular, with action figures and posters being made of them.

Flowerhead burnout: Burn outs that were caught by the system and never got to leave the city, who were hyped up on more BL/ind drugs than you

can count and by the time they were through, their little minds were glass-window foggy.

Geeks: Another name for people working in the S/C/A/R/E/C/R/O/W unit of Better Living Industries.

Glow Star Inc.: One of BLi's old warehouses in Zone 1 that was turned into a safe haven for tired 'joys throughout the Zones.

Groupie: Someone who travels with different gangs and trades sexual favours for food, protection and sometimes drugs. "You boys lookin' for a groupie? Well it ain't gonna come cheap, I'm the best there is hon"

Houston: Slang name for rebels not engaged in a scuffle (similar to ground control). "Lights up, houston, we've got company"

Joy-Killer: A Zone neutral who tries so hard to come across as a Killjoy, but anyone can plainly see that they're not rebelling against anything anytime soon. "Nah, you don't gotta worry about her, Dracs never go after joy-killers, they're harmless"

Juvie Hall: A rebel who hasn't left the city for various reasons. Since Juvie Halls don't take the pills, they are delinquents in the city's eyes. Often split into two factions, those who actively fight the system from within, and those who smuggle things in and out of the city.

Kerosene Saint: An arsonist.

Killjoy: A member of 'the killjoys', a disorganized network of gangs fighting against BLi from the Zones. All killjoys have strange names which they go by. Each gang has its own name as well, the most well-known being the Fabulous Four. A term used to refer to rebels out in the Zones.

Killologist: Someone with a lot of experience in killing. A studied killer almost.

Maggot Baby: Punk kids addicted to music, colour, and the only shiniest drugs the Zones have to offer.

Microchip: Hackers of the Zones, known for having stations that can assemble and disassemble in minutes. Also 'Techbrain'.

Motorbabies: People who live out of their cars, whether or not they are nomadic. Oftentimes are also gearheads. Or kids on the run, children of the carburettor. Survivors, with ammunition and a love for speed. Often a gearhead or someone living a life roaming around the Zones in their car.

Also 'Motorgoblins'. Or Killjoys whose bike/car is almost an extension of themselves or their crew, a need for speed and a revving engine.

Mousekat: BLi's mascot for children's products. Heavily modified versions are often seen in the Zones. A cartoon character from Battery City.

Neutral: A non-killjoy resident of the Zones. Residents of the Zones who don't take a side within the war on BLi. Either BLi supporters, truly disengaged, or retired Killjoys.

Paper boy: Someone who travels up and down the Zones collecting news, gossip and reporting deaths. This is a job position that radio stations offer for a few carbons an hour. "I got a couple carbons to burn, how would you like to be my Paper Boy?"

Patron Saint: A title for legendary Killjoys who've passed on.

Peoploids: People who have been changed so much by Better Living drugs that they no longer seem human.

Phoenix Witch: A goddess worshiped in the Zones whose main domain is death. Main deity in a pagan religion. She cares for the souls of the deceased in the afterlife and beyond.

Porno-Droid: A derogatory term for Zone sex workers, sometimes used in relation to kinks such as degradation, humiliation, and objectification. This term was originally taken from a Bl/ind product of the same name, furthering the degrading aspect of it. "He's the perfect little porno-droid, just as long as you have enough carbons." Or androids in the city made specifically for the purpose of sex. Only female models exist. Or a derogatory term for a companion droid. -Killjoys don't often use the term when talking about the Android Girls, as many see it as a term as bad as 'f*ggot'

Radio Head: DJs of the Zones, with all the control of the radiowaves.

Reapers: Zone assassins.

Rebel: Those who openly and actively go against BL/ind. Commonly used as an alternative term for Killjoys.

Rongee Kays: The kids that wander from party to party, who've long since abandoned their homes, and past and are only recognizable under strobe lights. It's an incredibly easy scene to wiggle your way into, just as long as you follow the faint trail of zoneweed smoke. "You been partying a lot lately man, I think you're turnin' into a Rongee Kay."

Runners: Another term for Rebels, but a more relaxed version. Runners are more of an in-between for neutrals and rebels. They fight the system but are less likely to actively go guns blazing into a firefight with a group of dracs if they don't have to.

Sand pup: Someone who was born in the Zones or has been there since childhood. "Hey, see her right there? That's a Sand Pup through and through."

Sand Worm: A derogatory term for killjoys, most commonly used among high ranking members of Better Living Industries (BL/ind) "Be careful out there, those sand worms don't hesitate to shoot"

Sidewalk Dancer: A hitchhiker.

Skeleton Souls: Kids who run away from the City but end up dying out in the sun.

Snow Storm: Killjoys born and raised in the Desert.

Static: A title used to refer to someone who can hack computers and radio waves "She's the best static in the Zones, I heard she can hack three towers at once"

Top Fuel Dragster: Like motorbabies in their bikes/cars being an extension of their person, but different in the fact that they're loners.

Tumbleweed: Someone who wanders the Zones, living a nomadic lifestyle, having no home. Oftentimes are killjoys, but there are some bands of neutrals who choose to live nomadically, generally for religious purposes. Can be used affectionately. Or rebels who are constantly traveling and smuggling goods out of Batt City to various destinations.

Ultra V's: Gang led by Val Velocity, consisting of Vaya and Vamos, Volume and Vinyl.

Un-aide: A killjoy who doesn't belong to a gang or whose gang has been ghosted. "Please help me, I'm un-aide."

Undergrad: Someone who recently escaped from Battery City, who hasn't quite become a Killjoy yet.

Wavehead: Former rebel now addicted to the Sun's rays.

Wishkids: Babies or toddlers born in the Zones

Zonerunner: People who spend time in the Zones but do not live there. Usually BCU smugglers, and other BCU operatives.

Zone rebel: Someone who rebels against BLi, often shortened to just 'Rebel'. Also 'Killjoy', 'Rock'n'roller', 'Thrill killer', 'Murder wizard', 'Monkey king'.

PLACES

Abandoned Shopping Mall: This is a massive glass building in Zone 5. But don't let its size deceive you: it's damn near impossible to find. Those that do find it though have found the best place to be in the Zones, the killjoys there are more than willing to help you out, if you see it don't think of it as a mirage, it is real and you're one lucky soul to come across it.

Battery City: The city controlled by BL/ind. Only known major civilization left. Devoid of much colour, emotion, and freedom. Also called 'Batt City' and 'the city'.

Bayside Runners: An abandoned pool building in Zone 2; considered haunted. Generally shortened to 'The Bayside'

Bifrost: Areas of the Zones that were so greatly affected by the bombs that the desert sand became glass. "This Bifrost is the most beautiful thing you'll ever lay eyes on out here. It's a reminder that the Zones don't always chew you up and spit you out, sometimes they shape you, make you better"

Blue Grave: An abandoned hospital within Zone 5 - no crew has ever set claim to it and, if legend holds up, no crew ever will.

Brown Sugar: Patches of desert land where plants are able to be grown, such as the Witch's garden and Tommy's (not so) secret little greenhouse in the back of his shop. "Hey, did ya see that garden we just drove by, must be some brown sugar over in that area"

Camp Massacre: Previously Camp Eden, but the 'joys staying there (quite a lot) were found and dusted. Only a few stragglers remained to tell the tale.

Candy Craves: A gambling place constantly moving location, usually within the Outer Zones.

Candy Shop: A shop in Zone 3 that does not sell candy. It does, in fact, sell pyjamas and only pyjamas.

Cemetery Drive: Those places where dracs ambush joys and many lives are lost, like old battlefields. You can see masks and jackets lying in the sand, dusted over and sun bleached. As a sign of respect, the 'joys leave them untouched, like colourful tombstones. Only if the ghosted 'joy left you the next owner before the firefight you can get it. If you happen to find one, the entire car grows silent until you've passed through it.

Charcoal Lane: A road blackened from fire and gunshots. It's popular for camping and hiding out.

City proper/Inner city: The area of the city that BL/ind has most control and whose inhabitants are the most compliant.

Demolition Drift: One of the Crash Track's more known, and more difficult, circuits. It goes all the way out to the Fog Line, with a double ramp over a natural ditch. And if you happen to miss the turn that immediately follows the jump, you're all but out for the count, hence the name demolition drift.

Dislan Way: What used to be part of Disneyland, but the name has become so faded and lost and read by Zonerunners who never actually learned how to read that it's become Dislan Way. A common area for Waveheads.

Downtown Place: A juvie 'base' or hangout. Originally a Draculoid city-outpost but was taken over by Juvie Halls. BLi is unable to take it back but has tried several times, though they deny their failed attempts.

Dreams Boulevard: Another highway branching off Route Guano, not as well known, but more convenient if you have a trail on your back.

Dust Bowl: An amphitheater type place where events are held

Focus: A not-so-popular bar in Zone 4, used to pick up companions. A regular spot for Drifters and Groupies.

Getaway Mile: Route Guano.

Ghost City: A network of abandoned churches that survived the Helium Wars around the Zones. Full of graffiti and horror stories, of course.

Gold Mountain: A 'mountain' which turns gold-ish in the sunset and sunrise.

Graffiti Town: A wrecked and abandoned set of buildings, covered in graffiti and other forms of vandalism.

Gravel Gurtie's Orphanage: An orphanage run by Gravel Gurtie. You must be under 16 to be allowed to spend the night and under 14 to also get a meal with your stay instead of hunting down Uncle Hankle's dubious FDA (Food and Drug Administration) standard-compliant food truck. It's your only safe sleeping option if you're broke, under 16 and have no relationship whatsoever with anyone running the WKIL station or affiliates. There's no heating, but there are shared blankets and a sleeping pile.

Harmony Rock: A 'rock' (quite large, barely qualifies as a rock. Has a number of ledges and a large surface area on top) where 'joys go to talk or work things out. It is where Killjoys, Neutrals, Nobodies, and any other residents of the Zones forget about past arguments or discourse. There is to be no arguing or fighting on or around the rock.

Hyper Thrust: A nightclub situated out on the far edge of Zone 6 - a perfect place to relax, let go, enjoy some Killjoy music and meet a 'companion'.

Icebox: A BLi reeducation centre, so named because of the low temperatures they're kept at to break down resistance to interrogation. Ex: "Did you hear they nabbed Geyser? They took him to the Icebox in the east sector. We gotta bust him out!"

Ink City: A popular tattoo parlour, known for clean equipment and high-quality tattoos.

Junkyard Motel: A 'motel' - it's a literal scrapheap of broken down cars - in Zone 2 given the name 'junkyard' for an obvious reason. It may be S/C/A/R/E/C/R/O/W free but is usually devoid of all and any heating or blankets unless someone got sentimental about their graduation and left some threadbare blankets or clothes in the trunk of one of the cars. At least some still have intact windows so they can provide shelter from the wind, rain and or snow.

L'Arène: A place where KJ's fight physically, rarely to the death. Guns to be set on stun, or no weapons. Translates to 'The Arena'.

Left Hall: A concert venue within Zone 6 where your carbons are guaranteed to be returned if you go home without your ears ringing.

Letterbomb Lane: A sister highway to Dreams Boulevard - running off Route Guano in the opposite direction, eventually branching off into two roads, one of which returns to a cemetery drive.

Lighthouse: Well-known places such as old motels and warehouses throughout the Zones that act somewhat like a safe house, offering shelter to those on the run and sometimes food when it can be spared. The

diner by Doc's shack is a good example of a lighthouse. "There's a lighthouse a few miles north of here, you should be safe for the night."

Little Missile Store: A store which sells guns, clothes, containers and other essentials. There are no missiles sold there, nor any edible items.

Lobby: An artificial 'slum' in the city created by BL/ind, a place used for its shadier work and is mostly inhabited by droids. "I heard there's something big happening down in the Lobby. Wanna go?"

Lost and Found: A term for the Lobby, "What, now that you've graduated you're too good for the lost and found?"

Love-Me Avenue: Any area frequented by Porno-Droids.

Mailbox: A cultural landmark in the Zones. It is elaborately decorated and filled with art and letters. Some rebels take the masks of the dusted to the mailbox so that their souls will be safely passed along to the Phoenix Witch.

Maple Plaza: Places in the desert (mainly Zones Five and Six) where radiation is still thick and dangerous. "Steer clear of Zone 6 as much as you possibly can, the whole thing is just one big maple fucking plaza."

Nest: The nest is a small house built next to the DESTROYA. It occasionally loses power, but it is often well stocked with radios, video games, and junk food.

New Hope Orphanage: An orphanage owned and run by Cherry Pop, an old Killjoy who has devoted her life to helping the orphans of the Zones.

Nickel Trail: The route used by caravans of Drifters in the Zones.

No Man's Land: The land beyond the Zones, beyond the Fog Line. Those that enter No Man's Land rarely come back, and if they do, you can guarantee that they're not going to be the same.

Outskirts: The actual slums of the city, Drac patrols are high here as most delinquents reside here. The place where you end up when you're out of luck or trying to escape from the city proper or escaping from the desert. They all end up there. It has little access to the benefits of BL/ind and is often looked over by them as nothing more than a blemish on their perfect city.

Paradise Motel: Adjacent to Tommy's shop, and also run by Tommy Chow Mein; a motel for Zonerunners near and far, with rather ridiculous pay, but it's a lot better than some other places.

Picket Fence: The border separating each Zone from the next. Picket fences are labeled by the number that corresponds with the Zone they border. "The road leading to Picket Fence One is fuckin' swarmed by dracs, get out of the area while you can."

Radiation belt: The place just before the fog line, also called 'radiation barrier'. The end of the Zones and anything outside of it is radiation from the nuclear bombs, or so BLi says.

Re-education Centres: BLi supervised and operated centres of re-education, where they erase and 'program' captured rebels, to make them 'fit' for City life.

Retinal Resorts: Resorts operated by BL/ind where 'everybody is famous'; you can go there to be treated and relax.

Revolution Lane: A road in Battery City abandoned by the Better Living. It's been overtaken by Juvies and BLi doesn't touch it anymore. Originally 'White Walk', due to the very plain white walls of the street, but was renamed by Juvies with a supply of spray paint and a skill for making names.

Rosewood Sanatorium: A mental asylum BLi opened to separate the 'insane' and 'unfit' from the 'perfection' of the City. These people are usually ones unaffected by pills. It is found in Zone 6 and is still in use, some Killjoys managing to break the prisoners out. Also 'Rosewood', 'Rose San', 'The Rose San', 'Ro San'.

Roulette Road: Another racing venue, in both Zones 1 and 2, for motorbabies just starting off, which is why it's less popular. It's great for learning though.

Route Guano: The main road through the Zones. A paved, multi-lane road that stretches from Zone 1 to abandoned factories in Zone 6. Also called the 'Getaway Mile'.

Runway Rot: Another circuit on the Crash Track, known for how the boards crossing a small, but potentially dangerous river, are unstable and can break. It just makes the race more interesting, so it's rarely ever fixed.

Silent Run: A creepily quiet road in Zone 5. It is not attached to any other roads, and is shielded by sand dunes and tall rocks.

Skate Asylum: A roller derby rink within Zone 2, and a hotspot for gossip between Tumbleweeds.

Sun Sandbox: A place in Zone 5 where so much glitter has been mixed into the sand that they are basically one and the same. "Come on man, I wanna go down to Sun Sandbox today"

Tarot Street: One of the busiest roads within the Neon District, along a neighbourhood of abandoned and rotting houses. It is home to a woman named the Tarot Witch, a local legend worshiped much like a deity.

The Amusement Park: An amusement park located within the Fog Line; all you can see before the fog starts is the gate, and that's why most Runners refuse to touch the place with a five-foot pole. No one knows quite which amusement park it is, but it's... odd. None of the rides have rusted from the fog, and the humidity, and the merry-go-round still works.

The Archives: An old library, filled with books of many genres. Includes a lot of information on Killjoy history.

Theatre of Financiers: A government building.

The Burial Gardens: A stretch of desert within Death Valley - a mass grave. The constantly shifting sands uncover and recover the bodies at will. Nothing grows within the Burial Gardens, and it is a sacred land of the Witch, who mourns the loss of all her children for eternity.

The Cage: Place where they put the "criminally insane" aka killjoys extracted from the Zones that are too old to go to Juvie Halls.

The Castle: A strip club, formerly run by NewsAGoGo. Zone 3.

The Crash Track: A drag racing circuit in Zone 6 - the most popular by far, with quite a few big names. The highlights are usually Agent Cherri Cola's Cola Bar & Betting Stand, as well as the stand-alone drag races and then the aptly named circuits.

The Dead Forest: A forest about seventeen miles in total, who's location has never been fully mapped, consists of only dead trees. No one has ever seen a tree fall, nor a tree grow, but many don't make it out if they go in alone. It's said to be hiding something. They say most unnamed soldiers from the Wars are buried here, the ones with family, since it's right by The Burial Gardens. They're wrong. They don't want to know what's truly in the forest.

The Debut Club: A popular club in Zone 1, considered to be the best in the entire Zone, and some say in the entire desert. There's loud music, highly alcoholic drinks and a few very friendly 'companions' to enjoy. Also 'Debut', 'Club One', 'Debut Club'

The Diner: The home of the Fabulous Killjoys.

The Dream(s) Treasury: A place where people write and 'submit' their dreams, thoughts and wishes. Some find it relaxing, a place to get things off their chest. No-one knows what happens to them, but they're gone by the end of the week. There are many theories, and many think the Witch takes them.

The Factory: A warehouse within the Lobby, with the production and selling of common drugs both in the Zones and the Lobby.

The Fog Line: A border of fog, about a mile deep and surrounding the Zones completely, that marks the beginning of No Man's Land and the end of the Zones.

The Halls of Sanity: The area between the dream realm and the waking world. Can also refer to rather busy areas of Zone 1.

The Heartbeat: A theme park coaster where you can hear a heartbeat-like thump-thump because of either the age of the ride or it's your own heartbeat screaming loud.

The High Rises: The rich districts within Battery City, where a sign of wealth is living in one of the highest within a high rise.

The Market: A moving Neutral-hosted market of goods of all kinds; always open, always in shop.

The Mirror Shop: A building, long since not an actual shop, filled to the brim with mirrors, black out windows and a history of scaring those who dare stay within it for a night, especially on Halloween. Also called 'the Hall of Mirrors.' There are numerous rumours that no matter what you should never go in there, sleeping out in the open is even better than sleeping here.

The Ruin: A theme park ride so broken it may be on its last ride each run.

The Tower: The tallest building within Battery City, a show of power, where the Crow Program and the Director are. "I've seen the Tower from a distance... I couldn't imagine ever actually being there, you know?"

The Zones: The desert surrounding Battery City, consisting of six areas determined by geographical terrain. There were once more but were destroyed in bombings by BL/ind. Mainly where the neutrals and rebels live but does contain scattered BL/ind factories and warehouses. Often

subject to acid rain and other adverse weather conditions. Desert wasteland. Zones 1-3 are the Inner Zones, Zones 4-6 are the Outer Zones.

Train Station Ave: A spot along Route Guano that's traveled extremely often, making it a popular place for hitchhiking joys to pick up a ride. "Be careful down Train Station Avenue, you never know what type 'a chilly fucker could be getting into your car."

Tommy's Shop: A shop run by Tommy Chow Mein. It is known for being extremely overpriced and he mostly just sells scrap and junk, or makes bold claims to things he doesn't own. He attempts to make something out of nothing usually. He sells lots of odd things and the necessities for life in the zones. The Girl buys Party Poison's mask here as she sees it lying on the counter, but Tommy doesn't realize whose it was or what it stands for. He often runs many paid ads on Dr. D's radio station.

Underground: The realm of the Juvie Halls set in the old subway systems built before the city. BL/ind have a hard time controlling this area as they lack knowledge on exactly how large these systems are.

Ungovernment: A place within Zone 4 where issues and rivalries between crews are settled as if they were legal matters, hence the name Ungovernment.

Witch's Garden: A large expanse of land in Zone 3 where many wild desert plants grow. It is sacred to the Witch, and it is where you can deliver flowers to the dusted like a memorial.

DESCRIPTORS

24-Carat: Awesome, synonymical with shiny

Acts: Waves of dracs, named in the order they came in.

Alien: Someone who has a huge collection of ray guns.

Alleycat: A term for juvie hall i.e. (to upper City folk) "Have you seen any alleycats on your way here?"

An Immortal: Someone who will never be forgotten, who will be remembered for centuries. Includes Doctor Death Defying and The Fabulous Killjoys.

Animal: A person who's gone 'savage' or 'insane', often after losing someone, "Look at them, they've gone Animal..."

Attention seeker: A name someone gives a celebrity they don't particularly like.

Bacon: A drac or C/R/O/W that's been shot. This term originates from the fact that dracs are often called 'pigs' out in the Zones.

Baby shoes: Mint condition items that one can buy in the Zones. "Tommy Chow Mein keeps his baby shoes locked in a glass case."

Batt Food: Anything better than power pup that was smuggled from Batt City. It's the type of phrase that you gotta say real quietly or else you'll just be swarmed with people asking you for some, or begging for you to have mercy on them, or bringing up that one time from 7 years ago that they did you that one thing because "come on man, you owe me."

Batt out of hell: A more endearing term for fresh out of the city rebels than Batt rat.

Batt Rat: A derogatory Sand Pup term for inexperienced rebels from the city. "There's no fucking way I'm letting you add that batt rat into our gang!"

Beamless: To be confused. This term originates from the feeling of disorientation one feels while driving the Zones at night with headlights off. "Wait, wait, slow the fuck down and start again, you got me all beamless and shit."

Beyond the radiation belt: Killjoy slang for uncharted territory. The radiation in Zones 1-6 is largely a myth perpetuated by BL/ind, but past that? It's all too real. Of the few brave souls who've ventured outside 6, none have come back. Basically slang for No Man's Land.

Bin Rat: A scavenger, often homeless or living in the Battery City slums.

Black Cape: Zone term for those whose appearance would be considered gothic.

Blue-lined: So drunk you can't walk by yourself. Or to be either very drunk or very high. Also, 'Hammered', 'Sloshed', 'Plastered'.

Blush: A person in love, "Look! She's all blush for her!"

Bonus track: As in, "you're screaming bonus track right now!" seems to be synonymous with "you look hot," possibly originated from how bonus tracks are often loved most by fans.

Box of Crayons: A term used to affectionately refer to a gang. Derived from how they're all like family and are bursting with colour. Most people in a gang have a specific colour they use and just that colour, and it's very rare for two gang members to have the same colour: they're each like a different colour of crayon.

Broken Glass: A way to describe a bad relationship between two people, often killjoys

Broken record: A rebel with outdated ideals. "That Dr Death is such a fucking broken record, all that help each other crap."

Bullet-Proof Faces: Rebels who have become too famous to be killed. "That D. Death is a real bullet-proof face, he's been around so long I doubt he'll ever leave!"

Butt Lamp: A character flaw - "Val's butt lamp is making rash decisions." - or something conspicuous - "Keep your butt lamps down at night or a Drac will spot you!"

Cage Mad: Another term for crazy, more extreme than just mad. "He's cage mad!" Derived from how BLi take the "criminally insane" to the Cage.

Carbon dating: A term for prostitution. "I couldn't afford any power pup last month, so I had to do some Carbon dating to get some."

Carpet: A dead body that hasn't been moved/buried

Carry a torch: To have a crush on someone, "Yeah, you can see I'm carrying a torch for her."

Catch Purple: To be so high you aren't coming back; derived from when the drug 'Sugar' turns your eyes purple when someone overdoses, "He's about to catch purple, we need to go get him!"

Centre-City: An insult to call someone untrustworthy or you suspect them to be working for BL/ind, going off the fact that the closer to the centre of Battery City you get, the more BL/ind influence you seem. "Don't trust her man, she's so centre-city."

Chapter 11: A term meaning gay guy, most commonly used in Zones 4 and 5. "I'm about as chapter 11 as it gets."

Cherry Pit: The nervous feeling in the base of your stomach when you think something bad is about to happen. "I don't know man, I got a cherry pit tellin' me this is probably not a good idea"

Chilly: Used to describe something or someone suspicious or out of place. "listen here you fuckin' chilly motherfucker..."

China doll: Someone who's afraid to get their hands dirty. "Come on man, stop being a fucking China doll and come with us on a run for once."

Cloud Head/Cloud Headed: Someone with their head in the clouds or isn't listening. Usually used insultingly, "Hey! Cloud Head! You even listening to me?"

Comic Strip: Something that's funny, "Remember when he tried flirting with her? That was so comic strip!"

Costa Rica: For things to go crazy/become chaotic or to go downhill, similar to our gone south. It could originate from how Costa Rica was destroyed by bombs, or how in the US Costa Rica is South "Things went all Costa Rica."

Crutch: Used to refer to someone who's always willing to help out no matter what, usually a neutral

Deadface: A general term used to describe the effects of City pills. "He got all hyped up on Battery Acid and now he's deadfaced"

Debut album: Someone's first love. "He was my debut album, I'll never regret meeting him."

Deck o' cards: A group of, most commonly, killjoys.

Deity Fucked: A term used to describe those with terrible luck. "That dude is deity fucked, I swear. He can't keep out of trouble for the life of him."

Deity indecisive: A rebel who is so great at getting out of bad situations but is also incredibly efficient at getting into them that it's as if the gods don't know what they want to do with them.

Demo Wizard: A term shared between Juvies and Killjoys, used to describe someone with a knack for destruction.

Desert Queen: A well-known Killjoy, especially female.

Diamond: Something or someone precious to a person, "She's my diamond. She's so perfect..."

Dreamcatcher: One of those people that are always optimistic and never seem to have a pessimistic side. Everyone knows one of them, the happy-go-lucky "everything will get better!" kinds of people

Drifting: A relationship which is not strictly platonic, sexual or romantic, but a kind of mix of the three. It's a go-with-the-flow, no-shame, whatever-happens-happens kind of thing. "We have a drifting relationship. It's fun, so freeing to other relationships I've had." Not to be confused with 'Drifter'

Dust Mouth: The state of being parched, thirsty, "I have a serious case of dust mouth right now."

Dustbite: Any exposure-caused wound/infection. Also 'static burn'.

Dusted: To kill or to be killed, through any cause. Also 'Ghosted', 'Pixelated'. It's considered rude and bad luck to say dead in the Zones, so there are obviously a lot of euphemisms for it in killjoy slang. Also 'eating the blast,' 'getting drafted,' 'becoming a star,' and 'being swallowed by sand,' to name a few.

Fairy Godmother: The one killjoy in the group who helps others fix up their gear - masks and jackets etc. - derived from how the fairy godmother in Cinderella helped her have her princess moment. I suppose someone in the Archives came across a Cinderella book or it was one of the stories that got carried down past the Analog days.

Favourite record: A term referring to one's partner.

Fiction Dictionary: A name for City slang or a name for BLi's lies

Floater: Someone toeing the line between living and dying

Floral eyes: Used to describe new rebels to the Zones that haven't seen a fire fight or anything cruel of the Zones. Similar to the term 'Squeaky', but specifically directed towards batt rats, whereas you can be a desert born but still be Squeaky.

Floral: Rare type of innocent beauty.

Fly Half-mast: To be in the state of having recently lost someone that meant a lot to you. "He's been flying half-mast for weeks. I feel bad for the poor guy, lost his sister in a firefight."

Full House: A firefight where the Dracs wholly outnumber the Killjoys, "Full house tonight, huh? Glad I brought more than just the ray guns!"

Future legend: Someone impactful in current times, who we already know will have an impact on the future.

Gearhead: Someone who is obsessed with cars/mechanical things.

Gemini: Someone suspected of being a spy for BL/ind.

Ghosted: To have killed or to be killed, generally through murder. Also 'Dusted', 'Pixelated'. It's considered rude and bad luck to say dead in the Zones, so there are obviously a lot of euphemisms for it in killjoy slang. Also 'eating the blast,' 'getting drafted,' 'becoming a star,' and 'being swallowed by sand,' to name a few.

Ghoster: Ray gun

Ghost town: Empty, or devoid of emotion - can be used to describe both people and places.

Glowstick: Someone addicted to radiation runs

Gravehead: Refers to crazy Killjoys that are maybe the last member of their group, or who otherwise have lost an immense amount, and their response is to throw themselves into fight after fight in the hopes that a Drac or a S/C/A/R/E/C/R/O/W agent gets em. If that fails, they usually either leave the Zones or attack the City head-on. "Did you hear about that Gravehead in Zone 3? I heard she was thinking about leaving."

Gravity: A general term for something that brings you down. It could be anything from BL/ind, to sand in your boots, to starvation. "Dang, that's gravity man."

Greaser: Said in disgust. Someone sleazy and overly-intimate with acquaintances/friends/people who generally don't want that kind of attention. Their affections give off a feeling of bad intentions, "He's a real greaser alright...I'd keep a knife on yea..."

Gumdrop: Derogatory term for someone who is loud and flashy, but doesn't last long. A person who makes big claims, but never goes through with them. Or it can also mean a worsening unexpected situation, "Well, it's all gumdrops now, isn't it!"

Gutter Ball: Used to describe someone in a ditch - literal or metaphorical

Halo Head: Rebels who believe their involvement in the revolution puts them above others, often treating Batt Rats and Neutrals like the scum of the earth. "Did you actually expect that gang of fucking halo heads to help? They wouldn't touch two Batt rats like us with a ten-foot cactus!"

Head or tail: Something with a 50/50 chance, "You got a head or tail for dying out there."

Honey Bun: Someone who's so nice to the point where you can't help but question their intention. Their smile is a bit like bubble-gum that's too sweet, and you check every helping hand they offer for a knife that might just end up in your back. "I don't trust that honey bun bitch, something's off about her, I can feel it."

Icy: When someone dies in a sketchy way, based off of the term 'chilly' meaning someone suspicious. "Did you hear about ****? Yeah, they were ghosted just last night. It's pretty icy what happened."

Jitterbug: Another word for a ritalin rat, especially the twitchy ones

Kakkos: People who are more sensitive to heat and thus suffer in the Zones. Basically the opposite of waveheads.

Knotty: Something complicated, like untying a knot.

LA Devotee: Sympathizers of Battery City; generally Neutrals who get their supplies from BLi. "That's an LA Devotee if I ever saw one. Let's keep runnin'."

La La: To be widely considered crazy, "I dunno, he seems kinda la la, y' know?"

Lawyer: Someone who ruins all the fun. Basically, the Killjoy term for killjoy. "Would you quit being a fucking lawyer and just let loose for once!"

Loony tune: Something/someone a little odd or weird. "That's right loony tune"

Mega: Similar to our term 'wicked'. "It was mega dude!"

Milkshake: In Juvie Hall slang it means either something mind-numbing or having been brainwashed depending on context (in the spirit of that if someone were to look into your head your brain would no longer look like one, but rather like strawberry milkshake), but in Killjoy slang it means something or someone cool/awesome, basically the precursor of shiny despite having slightly different connotations. Something agreeable/enjoyable but can refer to an area low in radiation/temperature, "That was totally milkshakes!"

Miss Murder: Killjoys with a reputation of getting others around them, or being the ones who do the ghosting, "Stay away from him. He's a real Miss Murder alright."

Monkey suit: Smooth-talkers with a penchant for blackmail, within the Lobby and the Zones. Crime lords (or wannabes)

Muy niebla: An old phrase meaning unclear, or confusing. Originally meaning "very foggy" in Spanish, a language used in Mexico before the Fire Epochs. "This is all muy niebla for me, dude"

Night Fever: The feeling you get walking through a temporary market installed around a Killjoy performance venue at midnight.

No Show: A Killjoy that no one wants to show up to a party.

November: Something depressing

Nuke: Someone who's likely to land their crew in some serious trouble, "That guy's a real nuke, wise to keep an eye on him..."

Orwell/Big brother: Meaning that there's a lot of surveillance around. Used by Juvie halls most often due to the city being run by BL/ind. "Oh be careful out there, it's all Orwell/Big brother right now"

P Amie: A friend with benefits. This phrase is derived from the French term "petite amie" meaning girlfriend, "Hey, don't worry, we're just P Amies, y'know?" Also 'Blanketless', "Are you two dating?" "Nah, we're blanketless."

Page Six: The person who knows all the latest gossip and news. Every affair, breakup, get-together. They know practically everyone within at least a two-Zone radius.

Pastel: To be in love with someone, "Yeah, I'm...I'm pastel for you."

Pen: A term for any form of rebel. They come in all sorts of colours, not the monotone colour of a pencil.

Pencil: A term for civilians. Plain and blank, devoid of emotion. Monotone.

Peppermint: Someone that successfully busted out of an icebox.

Ph-Heights: (pronounced "fights") Rebels who used to deal battery acid but started dipping into their own supplies and became waveheads themselves. "No one's seen the son of a bitch since he went Ph-heights, probably killed himself lookin' for another fix"

Pixelated: Killed. Generally by murder. Also 'Ghosted', 'Dusted'. It's considered rude and bad luck to say dead in the Zones, so there are obviously a lot of euphemisms for it in killjoy slang. Also 'eating the

blast,' 'getting drafted,' 'becoming a star,' and 'being swallowed by sand,' to name a few.

Plastic Flowers: Falsities and pleasant imagery used by BL/ind to cover up more sinister things. A type of propaganda.

Plays: What death discos are sometimes referred to as by crash queens

Pleasure Fucker: Someone who sleeps around a lot for pleasure, usually not for work. They may use the android girls, but will also sleep with people.

Plus One: as in, "it's all kinds of plus ones!" probably meaning "it's so cool!" it could refer to a status boost.

Polka Dotty: Crazy, often to describe a turn of events, "The party went polka dotty."

Puppy: The youngest member of a gang, often one you have to look out for. Kind of a 'kid sibling' type of relationship. "Who volunteers to show the puppy the ropes, eh?"

Rainbow: Derived from the idea of rainbows only coming with rain, this term is used to describe something positive. "That's really rainbow."

Raindead: Hungover. "Can you shut up? I'm fucking raindead."

Raven: A rebel who always seems to bring bad luck with them, and no one really seems to trust them. "Never bring a raven with you or someone'll get ghosted."

Redlight doll: Derogatory term for someone who sleeps around a lot/sex workers. Also 'Spade Player'

Rerunner: Someone who escaped to the Zones but returned to Batt City

Revenge Widow: Mostly sarcastic term for those who would be identified as emo.

Ritalin Rat: Drug addict. Usually addicted to colour runners or poppies.

Robin Hood Honey: Those sleazy underground beauties that you can never take your eyes off of. Swaying hips that draw you in, and an obscene tongue that can charm any rebel out of the drink in their hand and carbons in their pocket. (basically, the opposite of floral) "You gotta watch out for those robin hood honeys in this scene, they can rob you blind with a single bat of their pretty little eyelashes."

Rose Dust: Elderly souls who've lived in the Zones for most of their lives and feel it's time to stop fighting and accept death however it may come. "Hey, you don't need to worry about me anymore alright, I'm all rose dust now." At the time of his death, Dr Death Defying was rose dust, having lost so much over the years, but his recordings live on, guiding all the desert children through life in the Zones.

Royal: Used to describe something high end or fancy, most commonly drugs. "Fuck man, that shit you dealt me last week was fuckin' royal."

Rubberburner: Someone who lives their life too fast, burning through everything. Often tend to drive far too fast and burn out their tires. Tend to also be crash queens. Or motorbabies, they drive so fast they burn rubber.

Rusty Throne: A 'joy who used to hold a position of power in their gang but was kicked out (the reason of which they were varies) "Yeah, you're some rusty fucking throne who can't get over the fact that her gang dropped her and left her for dead."

Rusty: The opposite of shiny is rusty, loosely meaning that something sucks or it's not cool "our food supply was raided during the clap" "damn, thats rusty"

Saint: Slang for a really amazing person. To call someone your saint is to devote your entire being to them. But it's more commonly used as a means of expressing appreciation for favours of varying sizes.

Sand crack: A term used to describe something/someone annoying, derived from the sensation of sand in your pants, a generally annoying sensation indeed. "Why don't you dive side street you fucking sand crack."

Salty: Something distasteful, "That 'drobe's all sorts of salty"

Screwhead: Someone who parties way too much, thinks they're the belle of the ball, and makes dumbass decisions.

Shadow: A spy or someone following another person, "You've got a shadow on your pm"

Shiny: Reclaimed adj. Something awesome, solid. "That new raygun you got off that ghosted drac is fucking SHINY."

Shone: A word meaning really happy, similar to the term 'sunny', but primarily used by the adolescent rebels, being more teen slang.

Show Tongue: To be a smart ass to someone, usually in a situation that can get them hurt, used by juvie halls, named after a rebel who put a whole bunch of colours on their tongue as a way to show they are aligned with the cause and stick them out as a sign of defiance

Silhouette: A fading memory. Something, or someone, that you can barely remember, but you know they're not your imagination, "Ze's only a silhouette to me now."

Slaughtermatic: (loosely) Something awesome. Synonymous with the term "killer"

Smiley: Someone who acts like or seems to be a BLi informant. "Watch out, they look pretty smiley."

Snowman: Someone that never made it out of an icebox

Snow Storm: A state of obliviousness, caused by Better Living drugs.

Soggy: A term meaning something wasn't so fun. "Man, that party was soggy. We shouldn't have even gone."

Sour: Refers to the sense of something not quite right, similar to the term "Off". It derives from the idea of milk turning sour after it has expired. "Somethings sour with this place, I can feel it. It just doesn't feel right."

Spearey: ("spee-ree") Silver-tongue 'joys, manipulative and good with words. If they wanted, they could make you believe that the sun itself is out to get you. "I wouldn't fuck with them if I were you, that spearey'll rob you blind and have you thanking them for it in 4 seconds flat."

Spongehead: That one asshole in the gang who seems to use up all the group resources (e.g. eating excess amounts of food, wasting gas by driving everywhere, buying unnecessary bullshit from Chow Mein). They are most likely city born. "If we don't ditch the spongehead tomorrow, we won't last another week."

Spotty: Something suspicious or risky

Starburst: Something epic, awesome, or bright

Stargazer: A different way of calling someone a fan of a celebrity. Could be used for paparazzi

Storm: A term used to describe a good time, stemming from the rare pleasure of rain out in the desert. Can be linked to the word 'Blast' "I'm having a storm."

Streaker: Someone who tries (on purpose or accidentally) to run you over

String King: Used to describe someone who plays guitar extremely well. "Did you hear those String Kings on the airwaves last night, they were fuckin' metal!"

Sugar: Basically the opposite of salty. Often used as a way of saying you'll fix something that's salty, "We're gonna have to get you some sugar."

Sunny: Meaning really happy, this term is used often to refer to the younger rebels of the Zones. "***** is just so sunny. She's a right little ray of sunshine."

Sunshine: Gender-neutral catch-all term. Can essentially refer to anyone the same way "dude" or "you guys" is regarded as a gender-neutral term. Not everyone will relate to it, but most will take it as a nonspecific blanket term. Also 'starshine' for someone who uses he/him pronouns, 'earthshine' for someone who uses she/her pronouns, 'luneshine' for someone who uses they/them pronouns and 'ringshine' someone who uses neopronouns or alternate pronouns.

Sweet tooth: A knack for explosives/bomb-making in genera

Synthetic Animal: A person who gets into fights for the thrill of it, "Stay away from synthetic animals- they're nothing but bad news." (It also used to be an old rebel term during the Analog War, so it's also used by older 'joys w/ a different meaning)

Target head: A killjoy with many enemies

Theatre of Financiers: A group of politicians.

The Opening Act: The first wave of dracs

Trojan Horse: A painfully obvious lie. "Dude, seriously? I could smell that Trojan Horse from a mile away."

Waking the demon: Rubbing salt into the wound, making things worse. Used to describe emotional wounds rather than physical. Based on the term 'The demon is waking up'.

Weapon empty: Unarmed

Whatsername: Someone who you'll see once and likely never see again. Usually female, but can be used with other genders, "She's a real Whatsername, I never saw her again." Also 'Whatshisface'

Wheelie: A wannabe 'poser' or motorbaby. "Those fuckin' Wheelies are all talk."

Whisperer: Someone who spreads rumours.

Wolf in Sheep's Clothing: A killjoy going undercover in the city

Wreckage: A person who has been through a lot, likely losing a lot of people, which has affected them in a really bad way. They are usually in a state of depression and may do something reckless, "He's a wreckage now. We're scared, he might do something stupid."

X-eyed: Someone on a wanted poster, represents how 'joys often go up to posters of themselves and cross the eyes out

Zombie: Derogatory term for those who rely on BLi's pills or have been brainwashed/reconditioned by BLi; often former Killjoys. Also 'Gutterbrain', 'Airhead'.

Zone Rat: Often derogatory term for residents of the Zones, generally used to refer to killjoys. Also 'Zone Punk'.

THINGS

109: The bootlegged radio FM of Dr. Death Defying's radio station

Adventure Passage: A giant roller coaster, moving as fast as a Zone roller coaster can.

Annie's Cookbook: A nickname for the Anarchist Cookbook, usually owned by most, if not every, bomb-maker in Zone 5. Basically a manual for making bombs and drugs. "I heard they're making Annie's new recipe over at the station tomorrow"

Atomic twist: A candy guaranteed to have your face twisted because of the strong sour taste. It's become a challenge for 'joys to not show any reaction to it.

Baby carriage: That trusty ol' car that's been with you through heated firefights and freezing desert nights alike. Hitting the red line in that thing comes second nature and sleeping in the back seat feels like home.

"A Moterbaby's baby carriage is more loyal than most rebels, remember that."

Batteries: What everything that isn't run on electricity runs on. Common commodity in the city, harder to get a hold of in certain Zones. Have a very long life span. Can be bought from vending machines.

Battery Acid: A killjoy term for city drugs that have been smuggled out to the Zones. "If you want, I know a place where we can get some serious Battery Acid."

Birch: A general term for any oral stimulant that replicates the act of eating food (such as chewing gum) "Yo man, you got any birch?"

Black Banner: Something made to remember a dusted 'joy by, such as a patch on a jacket or graffiti on a car. It can also be something of theirs before they were dusted "I've got a banner for her. I can't forget her, she's too special."

Blaster: Ray-gun. The BLi standard ones are white but Killjoys often paint or customize them to suit themselves.

Boxing Ring: A one-on-one firefight between two members of rival gangs. "You gotta stop stepping into boxing rings man, you're gonna get yourself killed"

Carbons: Form of currency. Consist of flexible plastic bills and hard plastic coins. The currency of the city and its surrounding Zones. A carbon is equivalent to the value of a dollar.

Cherry Sip: A strong cherry-tasting alcoholic drink.

Colour Runners: Modified LSD, manufactured in the Zones. Highly addictive.

Crumblers: A milk chocolate which, true to its name, crumbles in your mouth when you try to eat it.

Crusade: A popular video game where you must infiltrate a base (very similar to Battery City) and kill enemies, including the leader, a character quite similar to Madame Director. No-one knows who created the game, or how, but some who have seen inside the City and Better Living's HQ find it very much like the game. Many hypothesize that the creator is trying to help those who want to take down the Industry.

Disco Bit: Colloquial term for a 10 Carbon coin.

Dr's Office: One of the many street names for Dr. Death Defying's radio station.

Dupe Goop: A medical lotion used in treatment for the Flash Rash

Dust trail: An urban legend. "Dude, that's just a dumb ass dust trail. It ain't true or nothin'"

Dynamite: A video game where you try and blow up the other player and their base.

Fact News: A news program in Battery City.

Flash Rash: A mild infection probably caused by a mix of desert heat, guano rats, poor hygiene, and outdated Batt fat

Graffiti Bible: The Graffiti Bible is a collection of religious writings shared by androids of the city. The book tells of their belief in DESTROYA, who they believe will one day free them from the oppression of the city.

Gumdrop: Non-lethal or low-charge explosives. "You'll need all the gumdrops you can get if you plan on heading west."

Honey-lemon: A general term for natural remedies. "I got a bit of a stomach-ache, you got any honey-lemon in stock that might help?"

Howlers: The name of a spicy chocolate.

Individual: BL/ind's ray-guns, sold online via <http://betterlivingindustries.jp> (constantly sold-out.) Cost \$14,999.99 or '15k carbons'.

Lemon drops: Chemical bombs used around the Fires of 2012, characterised by billowing clouds of colored smoke; in specific cases refers to the yellow-tinted variety of the weapon, recognizable by a strong burning smell akin that of the pre-war drink LimeAide™

Light of Rainbows: A children's book, written by Cherry Pop. Originally meant for her orphans but has been passed around the Zone parents.

Lord's Drink: A floral, steamy blend of milk and honey, perfect for those brisk Zone winters.

Medication: Also known as Battery Acid in the Zones. Better Living Industries urges its citizens to "curl up next to a warm blaster, pop a capsule, and thank the heavens for the corporation who cares for you...in an affordable little bottle."

Murder (magazine): A magazine meant for more mature readers.

Name tag: A term for the jacket connected to a killjoy's identity. "I found a name tag over in Zone 4 last night. Feel bad for the poor soul who lost it, must feel naked without it."

Nuclear Tournament: A lesser-known racing video game. It includes a time limit, influenced by the nuclear waste following the players as they try to beat each other in the game. The end is safety, where you get to see who got through to end. Supports up to five players on one screen.

Nuclear waste: The sourest candy in the Zones.

Planet Nowhere: A sci-fi horror novel, popular among readers in the desert. Only three copies remain in the Archives.

Plus: A battery replenisher used by androids. It is specifically designed to be addictive, inefficient, and weaken in power as price increases. Droids have been known to overdose on Plus.

Pocket watch: It's slang for a smiley chain. If you don't know, a smiley chain is a combo lock attached to a bike chain or another chain.

Poppies: Crushed up powder to induce insane hallucinations and eventually deep sleep. Originally used by BL/ind as torture, now a highly addictive drug in the Zones. Said to be made out of crushed poppy flowers.

Popsicles: A popular Zone drug; turns patches of skin orange for an amount of time, if not lips and eyes.

Power glove: A modified Nintendo power glove owned by Kobra Kid with the ability to kill. Likely by administering electrical shots to the victim by holding down the victim and pressing a few buttons.

Power-Pup: Pre-moistened kibble. Power Pup is official BL/ind canned dog food which serves as the main Killjoy source of food. It's the Killjoy meal of choice, which makes sense considering it probably keeps well without particular conditions and can be bought in large quantities. It tastes bad though, like real bad, top left.

Ray Gun/Laser Gun: A gun that shoots dangerous lasers. Common weapon, the weapon of choice for many draculoids, exterminators, and killjoys. Run on special batteries. Occasionally called a 'zap'. They shoot high-powered laser beams in different colours. Many rebel ray guns are specially customized.

Shiny (magazine): A robot porn magazine.

Slam Chasers: A type of drink, often made with cheap alcohol. Also 'Acid Rain', 'Bust Head'.

Sour Milk: The patch of wet sand where water has accidentally been spilled and wasted. "Could you believe the size of that sour milk? The bloke who fucked up that bad is definitely going thirsty till next week."

Spy Flies: Tiny cameras used to spy on people by BL/ind which look like normal flies.

Squeaky: Someone who isn't on Better Living Industries radar, mostly neutrals or joys who have yet to commit a crime against battery city. "Must be great bein' a Squeaky, at least then I'd have those damn Pigs off my back."

Static: Another word for sand, or the remote areas of the Zones, most commonly used on homemade maps and certain radio stations. Also sometimes used to refer to parts of a radio transmission that no-one wants to hear, mainly used to refer to BLi propaganda.

The Citizen Observer: A BLi online newspaper.

The Witch's Necklace: A necklace with a golden Phoenix charm on it, covered in a variety of gems and other charms, though the Phoenix is the centerpiece. The necklace is said to be sacred and is known as a 'gift' from the Witch. It is not to be touched by anyone, only those making sure it is being returned to its safe display in Zone 6 if it has been stolen.

Twinkleberries: Little candies held together like grapes covered in edible glitter.

Vend-A-Hack: A device used by the Killjoys to hack into a BL/ind Vending machine to steal supplies.

Vending Machine: These dispense a variety of city-approved items. These items include ray guns, batteries, ammo, 'good luck' stickers, Mousekat stress toys, plus, and water.

Visco water: The sticky pulp inside certain cacti that if chewed, can replenish your body's water levels. (The term Visco derived from the word viscous which is used to describe thick or sticky liquids)

Wind chasing: A game young Killjoys like to play, where they follow spirals of sand and leaves that get picked up by gusts of wind.

Wisdom: A board game where you try to get as many points as possible by asking the other trivial questions, mostly about the Zones and their slang.

Witch's Fungus: A fungus which supposedly grows in a Killjoys base or belongings when they have angered, offended, or annoyed the Phoenix Witch.

Wizard: A drug made of a sparkling dust-like substance. It's eaten like sherbet, and dissolves on the tongue. It makes the consumer delirious, wearing off in sleep over time.

WKIL 109 FMX: The pirate radio station manned by Dr. Death Defying.

Zaps/Zappers: Slang for ray-guns. Run on batteries.

Zine: A magazine, usually small, handmade ones.

Zoneweed: A drug popular with killjoys that is only grown in the Zones

EVENTS

Analog War: A series of large-scale fights between the killjoys and BL/ind during the 2000s, beginning towards the end of the second Helium War.

Audition: The initiation rituals that one must do in order to prove themselves deserving of joining a certain gang (most commonly the bigger, more powerful ones). These rituals can range from harmless humiliation pranks to committing serious city crimes which can result in being arrested or being killed. "Fuck, I got my audition tomorrow, what do you think they'll make me do?" Can also be used to refer to a killjoys first fight.

Being thrown into/ Falling into/ Getting into the laundry: To be caught and brainwashed by Better Living Industries, derived from BLi wanting to clean Batt City and the Zones up

Blanket drive: The act of driving at night at full speed with the car headlights off, only guided by stars and moonlight. "Hey, do ya want to go on a blanket drive later? I'm kinda in the mood."

Bleached: To have your memories erased, "If you don't quiet down, we'll both get bleached!"

Bookcase: Leaving your crew and taking nothing with you.

Camp Massacre/The Massacre of Camp Eden: A massacre where, at the end, only a few stragglers remained. Many Killjoys were dusted at Camp Eden, changing its name to Camp Massacre. No more Killjoys stay at the camp out of fear and so the camp can be preserved, though it is visited to remember the massacre.

Castle Commons: A stretch of desert considered neutral territory, on the western borders of Zones 3, 4 and 5. They're littered with tattered remains of tents and the like, for the neutrals that did not make it back to clean up.

Clap: A physical fight, usually between a killjoy and a draculoid/exterminator.

Commit Mercy: A killing out of mercy for another joy or person. If one must resort to this, any other rebels in the area must stand at least 40 paces away and face the opposite direction, masks off.

Corpse: To kill

Curtain: Those rare days where the sun is blocked out by clouds. A blessing to all Zone souls and a day to get things done before the heat comes back.

Death Valley: The areas beyond Zone 6. Used to contain farming communities, until the land was destroyed in bombings by BL/ind.

Diamond Lowfight: A gathering of rebels, usually for a specific purpose.

Digital: An important moment in time shared amongst two or more people where you can just tell that you'll never forget it. Digital moments are extremely important in the Zones because they're believed to be what separates a rebel from city folk. People in the city don't get to have digital moments because they're unable to feel anything, therefore no moment is special.

Dogged: Tapped, BLi is watching the wire. If the wires are dogged, you can't give commands over the frequency.

Dress Rehearsal: A hookup/sex

Dust: Dead, also 'Ghost'. Kill, also, 'Ghost', 'Pixelate', 'Corpse'.

Dust Mashing: A form of energetic dance ritual performed at Killjoy concerts.

Ember Bridge: The act of willingly cutting all ties with your gang. It'll be either the smartest or dumbest thing you'll ever do. "Pulling an ember bridge was the stupidest thing that kid's ever done. I bet he'll be crawling back within the week."

Exit stage left: When, usually a crash queen, has to leave or make an escape.

Fade into the static: To get lost out in the desert. "Nobody's seen him since he faded into the static, I'm getting worried."

Firefight: A gun fight.

Fires of 2012: A series of large fires in 2012 which were lit by BL/ind to sabotage the killjoys but spiraled out of control and burned several neutral establishments and BL/ind factories and warehouses. BL/ind claims to not have started them, but to have put them out.

Frostbite: Mental trauma from being in the icebox

Gave Their Colours: A Killjoy term for a heroic sacrifice which ends in death, "Harlot gave her colours to save her gang."

Ghost Chase: The act of searching the Zones for someone who may possibly be dead. "last I heard he's on a ghost chase out on Zone 1"

Ghost: Dead, also 'Dust.' To kill. Also, 'Dust', 'Pixelate'.

Graduate: To escape to the desert or to be killed, "Don't let it get to your head now, or they'll graduate you in no time."

Graduation Party: A phrase used by juvie halls to describe when someone leaves the City

Greasing: Fixing, particularly vehicles or machines

Helium Wars: War in the 1980s fought over the resource of helium. A second war was fought in the late 90s/early 2000s between BL/ind and other civilizations around the world, which all then disappeared.

Hit the Red Line: To run away, usually from a bad situation/home life. Or literally driving so fast for so long that you hit the red line of your car's fuel or speed gauge. Refers to running away from something; moving out.

Homecoming Parade: That little piece of destruction that juvie halls leave behind when they leave the city to become Killjoys. "You should've fuckin' seen my homecoming parade, colour bombs wiping the clean off a'

everything outside my window. Best thing my side a' the city's ever seen."

Hop Zones: To travel/move from Zone to another

Hum hallelujah: Hope/pray for luck. "better hum hallelujah, things are about to get sketchy"

Lace Up: To lace up someone is to give them a haircut.

Metalbox company: Impromptu head in the backseat of a car.

Open House: An event that everyone is invited to.

Pangea: (pan-gee-ya) A gathering of three or more gangs to discuss pressing topics, the likes of which may vary. "There's a Pangea going on tomorrow at sundown and I think you should be there, boss says it's urgent."

Pig Bomb: A bomb dropped in Zone 7 by BL/ind in 2017, destroying the single farming community there and metaphorically wiping Zone 7 off of the map.

Pixelate: To kill. Also, 'Ghost', 'Dust'.

Playpen: When one group is cornered by another group in battle. ex: they've got us in a playpen

Polaroid: A term for when you get frostbite (not killjoy slang frostbite), "The desert nights got to him, I'm sorry. He went polaroid."

Radiation runs: Going to the radiation barrier to get high (warning: VERY DANGEROUS)

Red Dawn: That single moment right after a firefight when the survivors are left standing in the settling dust, wondering if the blood they're covered in belongs to themselves, a drac, or their fellow gang members and friends. "A red dawn it- it never gets any easier. It never hurts less ya know?"

Rehearsals: A crash queen term for a clap.

Run the catwalk: A young killjoy's or juvie's first official statement against BLi.

Shower Curtain: Those rare days where the sun is blocked out by clouds. A blessing to all Zone souls and a day to get things done before the heat comes back.

Sparkle Party: An organized attack on a BLi outpost, usually via arson, "You joining the sparkle party?"

Sun Skin: The art of covering your body or certain parts of it almost entirely in glitter, done most commonly for events involving speed such as; drag races, and derbies. "Dude, this is the third time you're doing sun skin this week!"

To go party-popping: To pursue draculoid or scarecrow patrols with the intention to kill them; often used to describe doing so in a timely or sustained manner, the latter taking place between sunrise and midday or noon and a few hours before midnight. "I heard Party Poison and Cherri Cola went party-popping in Zone 6 yesterday." Also 'shadowing'.

Tucked In: When a Killjoy is put into a body bag. "She was tucked in. I'm sorry."

Vampire Money: Money paid to Killjoys by sympathetic Exterminators and Draculoids in exchange for them to promise to pretend to be dead.

Xed: When a joy is captured by BLi and turned into a drac. Also, 'X-d'

OTHER

11: Information on something or an update, "Update please... need a four and double ones." Derived from 4-1-1, the telephone number for local directory assistance.

48s: A term referring to the average time - 48 hours - a Killjoy can spend in Battery City before being caught, "He's on the last of his 48."

Alarm Clock Radiation: Another name for the sunrise, most commonly used in a begrudging or sarcastic manner. "Man, alarm clock radiation always seems to arrive just a little too early."

Banksy: To owe a debt to someone or have a bounty on your head. "Some Zone 4 gang got a banksy on me, so I'm layin' low for a bit"

Bring thunder: To yell in a conversation. Can add 'and lightning' if they are yelling quite a bit, "Oh you're really bringing the thunder and lightning, aren't ya!"

Burn the photographs: A way of telling someone to forget and move on, erase it from their memory, "Please, you gotta burn the photographs. They're gone."

Charging: A Juvie Hall in the City who hasn't already left home, "He's still Charging, just needs to find the right opportunity to escape."

Check six: Watch your back/out behind you (six o'clock position).

Cherri Cola's Poetry Corner: A poetry segment, mainly on WKIL, but occasionally NewsAGoGo's station, presented and written by Agent Cherri Cola

Cherries and berries: Another term for Dracs and Crows, used primarily by sand pups who just don't give a shit about dracs. These rebels were raised to shoot 'em so they aren't scared at all. It's derived from the colours of old police car lights and the younger generations don't really understand this but go along with the term because they've heard it all their lives.

Cordial: The Zone term for moonshine. Can be used as a noun or as a greeting. "I got some cordial last night" in terms of drinking, or "a cordial greeting" could be a thing that happens at bonfires, where everyone gets a drink.

Curtain Call: Death

Dive sidestreet/Get off the highway: A humorous way to tell someone to fuck off. "How 'bout you dive sidestreet Poison."

Don't Write Their Name On The Mailbox: Don't say they're dead just yet. Derived from posting masks in the Mailbox when a 'joy has passed on.

Dreamlands: Something commonly said before you go to sleep, "Dreamlands, dude, see you in the morning for watch".

Fiction diction: A term for juvie slang, e.g. "Don't waste your breath on them, they don't speak fiction diction." Or a term for lies, "I can't believe anyone falls for their fiction diction!"

Fight Call: Yelled before a fight with BLi

Hot: Can refer to temperature. Also, a place that is dangerous or goods which are acquired in less than legal means, "Tommy got his hands on some hot radials, better get in quick before the crash queens do."

I'm Off Book: I know/I got it

King Skin: The calluses one gets on their fingers from playing guitar. This phrase correlates with the phrase "string king" which is used to describe someone highly skilled at playing guitar. "Yeah I had to play for about two and a half weeks before my king skin developed."

Line?: What?/I don't know/general expression of confusion

Melting Mask: To have a horrible attitude about something. "Hey, don't get a melting mask now. We don't have time for that."

Multiples: A term killjoys use to talk about a long time. It could be many minutes or many hours, sometimes even days, e.g. "Are you saying I've looked like this for multiples?!"

Pally: An offensive way of calling someone a friend. "hey pally, buzz the fuck off."

Phoenix Plead: To narrowly escape death, believing that the only reason you survived is because the Phoenix Witch was in your favour. "I pulled a Phoenix Plead just last week, I swear I've never been so fucking lucky in my life."

Pig: Derogatory term for draculoids and exterminators.

Playing tennis: Sharing supplies with another crew

Ring the bells: To let people know about something, "We've gotta ring the bells, they're gonna find out eventually."

Rock Skin: A condition where someone's skin has become dry and cracked, usually very hard.

Scarlet Lies: Rumours of DESTROYA, spread by rogue Porno-Droids.

Scorched: When a Killjoy is injured badly, but not dead.

Shame Parade: A walk of shame or embarrassment, where you can feel all eyes on you.

Skip the static: To ignore transmissions on the radio, often propaganda by BLi. Also a way to tell someone to move onto the important stuff in a conversation.

Smash the glass: A different way of saying break the ice in a conversation. Used because many Killjoys have never seen ice, so they found it more fitting to use glass.

Smoke Signal: When someone blows the smoke from their ray gun into your face, "He smoke signaled me. He needs to go!"

Solitary Host: A quick fuck or one night stand. "Hey, everyone needs a little solitary host from time to time, no shame in it."

Starsight: A staple of the Desert is the stars. Without the light pollution of Battery City, it's like you see entire galaxies above your head - and you can. You can see the stars no matter where you are in the Zones, and if you need them, they'll guide you home. That's why, when it's too final to say good-bye, when you know you're never seeing someone again, it's become custom to say, Starsight, and then their full name. It's a good-bye, it's a find-your-way-home, an I-love-you, all in one. Because good-bye is too final. You better pray that in their dying hour they can still see the stars.

Sunset: To sunset something is to get rid of it, destroy it, hide it, whatever.

Thank the Witch: Used in place of Thank God and any other variations of the phrase, "Thank the Witch you're still alive! I thought you were dead!"

The demon is waking up: Often said when an old wound, a freshly stitched one, a broken bone, a fever or any kind of pain that had stopped hurting woke up, either because the area is hurt again, or because there's no more painkiller/medication. "Dude, gimme those pills, or the demon'll wake up!"

To have the Witch pull at your shoelaces: Used by Killjoys to describe a period in time when someone has become very accident-prone, often ending in life-threatening situations and near death experiences, "I think they should stay put for this one - the Witch's been pulling at their shoelaces."

Top Left: A term with similar meaning to "no lie" in the sense that they're both used to emphasize the honesty of one's words. "Top left, I swear."

To paint the Getaway Mile green: To do something drastic which may result in being ghosted. It is believed that this term refers to the North-South road passing through Battery City and the Zones. "You could paint the Getaway Mile green for all I care."

Tumbled: Derived from tumbleweed, having, often romantic, feelings for someone.

Upthrust: Turn up.

Wave rash: A nasty sunburn

Weapons at the door: Basically the equivalent of simmer down or keep your shirt on. Derived from the tradition of collecting guns, knives, etc. at the entrances to big concerts at the Pit because there used to be so many duels and "accidents"

Whispy: The experience of a calm or dreamlike drug high. "Put this shit in your drink, it gets you fuckin' whispy man"

Witch kissed: On the verge of death but recovered; the Witch spared them.

RADIO CODES

10-54D*insert body count*: Used explicitly by Cherri Cola when he's shadowing.

1191: An immediate emergency situation, usually used in a clap or at the track.

21210: The code used when a joy is caught by BLi. They might report it when they're being taken in, if they weren't xed, or a companion who witnessed it. The Zone it occurred in and the killjoy in question's name is often also stated.

221251: Rarely heard, it's an indicator of a successful escape from BLi forces, or even escaping their custody.

313518: Clear, it means the danger has been averted, the patrol is dead, or a joy has been taken into care.

4152314: A report during a ghost chase or a clap that injuries have been confirmed. Also used at the crash track.

41813: A general warning of a drac patrol incoming. Used if a particularly large cloud is seen, or when more patrols are coming during a clap.

4514: A code used when a joy is dead when coming over the radio. Often given by companions when a station is covering a clap.

5150: When a ghost chase is being reported, this code is used with the name of the joy in question.

5150D: When a joy has successfully ghosted themselves.

52420K,S, or F- Z1-6: A warning about an exterminator in the area, one of the top three. for example, 52420K-Z2. That would mean Korse was spotted in Zone 2. Another example is 52420F-Z0, which would mean that Flare was spotted leaving the Batt. If there is reasonable suspicion and evidence that a joy refused to report an exterminator leaving the Batt, they are taken into custody and interrogated, searched, and dusted. The three exterminators that are referenced with this radio code are Flare, Korse, and Sprawl.

851216: A report for backup potentially being needed. The Zone is also reported, or the location. Joys have a knack for naming everything though.

Mom And Dad Are Coming Home: Radio code for "incoming dracs/scarecrows." could refer to any location, but seems to reference the nest. Any time a killjoy makes jokes about "mom and dad" they're typically referencing BLi.

Radio codes: Often radio coded words involve numbers, and usually these numbers stand for letters. Often 1 stands for A, 2 stands for B...25 stands for Y, and 26 stands for Z. There are no sentence breaks or finger spaces. Hyphens can be used to separate letters.