

A CLOCKWORK ZOMBIE: Ludovico's Technique 2.0

A Literary Deadworld for the *All Flesh Must Be Eaten* RPG, inspired by "A Clockwork Orange"

By [TexasZombie](#)

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WARNING: Some language and ideas herein may be offensive to some. Exercise personal responsibility and read at your own risk.

"Righty-right! What's it going to be then, eh?"

There was me, that is, Your Humble Narrator, and my two remaining droogs, Lydon and Vadim. Ox was still nearby, O My Brothers, but why the old Oxiwoxi was trying to snuff us, we couldn't quite pony.

We'd tolchocked Ox like good when he began growling like a great beast arrrrrrrraaggghhh and launched on Lydon to strangle him with his bolshy great rookers. Vadim clopped Ox again and again and again with his shlaga while I razrezed the bezoomy malchick with my nozh again and again. And all for naught, My Brothers, though Ox's krovvy flowed like dark red wine into the gutter. It was like the other stories we'd viddied in the gazettas over the last week.

Real chepooka, those stories. Bezoomy. Stories about vecks and malchicks and Nadsats that wouldn't snuff it when you tolchocked their gullivers and vredded out their keeshkas. Chepooka. Vonny bolshy yarblockos to all that cal.

But, amazement and amazements, O My Brothers. That is exactly what we viddied when we gave Ox the old ultra-violence. Oozhassny. Real oozhassny.

And so, O My Brothers, we fled, the three of us, back to the old Muni Waterworks building with Ox following close behind, bellowing and razrezing, intent on oobying the lot of us.

And here we remain, Y.H.N, Lydon and Vadim. Odin of us must itty fast for help, and like soon, before old Ox smashes in the door and snuffs the lot of us. I've my razor-edge nozh ready to razrez and vred Ox when we open the door. Lydon is the swift, so he'll summon the rozzes and we'll let them vidy what a little of the old ultra-violence is like with old Ox.

"Righty-right. What's it going to be then, eh? Ready, little Lydon?"

Background

This Deadworld evolved out of a separate project – a detailed examination of the world and society of "A Clockwork Orange" by Anthony Burgess (1962). In the process of

developing a glossary and Nadsat-to-English dictionary I decided to expand the world of “A Clockwork Orange” slightly to include zombies of a sort. Everything is better with zombies. Even Clockwork Oranges.

But keep watching – I’ll get the original project done eventually.

A CLOCKWORK ZOMBIE

Building a Better Monster

Following the failure of the Ludovico Technique and the subsequent upheavals in government and society, a better way had to be developed to deal with the ever-rising rates of violent crime and political offenses.

A variety of methodologies were introduced, but none were fully successful. One, however, showed some promise to at least reduce the number of violent and subversive people on the street: Ludovico’s Technique 2.0.

The plan was simple. Since most of the troublesome members of society used both legal and illegal drugs, and the success of subliminal suggestion had been too readily demonstrated by the Russian Empire as evidenced by the prevalence of the Nadsat gangs, a combination of the two concepts was suggested.

Carefully tailored drugs developed from the research gleaned from the first Ludovico Technique were introduced into the public drug supply. These drugs left the user highly susceptible to hypnotic suggestion. At the same time, subliminal messages were broadcast from stationary concealed speakers, in microsecond bursts of static in the Worldcasts, and from the police-autos of the Millicents.

The concept was simple: reinforce behaviors that would lead to acceptance of the State’s Peace and an inhibition toward disturbing the same.

What the creators of the Ludovico Technique 2.0 didn’t count on, however, was the even stronger suggestive influence of the very criminal elements they were trying to control.

A new monster was born, more destructive and dangerous by far than the Nadsat gangs the roving bands of barely-controllable rozzes. These new monsters would fight to the death and beyond, the new drugs mixing with old drugs in unforeseen combinations and with unforeseen effects. And the minds behind the blazing eyes of the monsters were filled with images and desires of horrible and animalistic violence. Nothing mattered to the monsters. Not even death itself.

Fortunately (?) some of the programming *did* actually take in the monsters. They hate Nadsats. And they hate Rozzes. And Millicents. And the State’s Peace. Everyone else is second-rate as far as the monsters are concerned. Given the choice between a Nadsat or representative of the State and anyone else, the monsters always go after the former, leaving the latter for later. Most of the time.

Clockwork Zombies

Nadsat: Bezoomy Bratchnies
English: Madmen, Monsters

Power	Description
Weight	Life-like (0)
Weak Spot	All (0)
Getting Around	Life-Like, The Lunge (6)
Strength	Strong Like Bull, Damage Resistant (10)
Senses	Like a Hawk (2)
Sustenance	Weekly, All Flesh Must Be Eaten (4)
Intelligence	Animal Cunning, level 2, Teamwork (8)
Spreading the Love	One Bite and You're Hooked (2)*
Special Powers	Dr. Doolittle (5) No Pain (1) Rage (-2)
Power	36
Attributes Dead Points 15 Str 4 Int 1 Dex 2 Per 3 Con 2 Wil 2 Spd 4 Essence 9 Skills: Brawling 2 Attack: Bite Damage D4X2 (4) Half damage from all attacks except fire and chemicals. *Exposure to government-altered chemicals and subliminal conditioning accompanied by the old ultra-violence. Thereafter, on any given day when all three conditions are met, the person is considered to have been "bitten" (albeit by chemicals, violence, and hypnosis). See below for details.	

Bezoomy Bratchny Appearance

The undead appear much as they did in life, mainly because they aren't really totally quite dead. They're more, like, living-impaired. Definitely brain damaged. Unfortunately for all involved, Ludovico's Technique 2.0 cannot be reversed. One you change, you stay changed. You may even be dead, but you'll be a Bezoomy Bratchny until some bolshy malchick stomps your gulliver into mush with his flip bolshy great boots.

Many of these individuals will appear to be injured due to their ability to shrug off massive amounts of damage. As such they may well appear horrible, but they won't appear to be rotting until they're actually dead, and, well, rotting.

Becoming a Bezoomy Bratchny

A person can become a bolshy great bezoomy bratchny by meeting the following preconditions:

1. The person must be exposed to the altered drugs. Any given mesto serving such chemical entertainments has a base 20% chance to have the altered drugs.

2. The person must be subjected for at least two weeks to the subliminal propaganda of the State. This is pretty much anyone who is on the streets or in a public place such as the Park or an autobus.
3. After this, the person must make a simple Willpower check every two days. The first failure results in the person acquiring a -2 to all rolls involving social interactions, but a +2 to all combat rolls.
4. After this stage is reached, the person must make a difficult Willpower check every two days. Failure results in the person acquiring the same characteristics as described under Special Aspects: Rage (Atlas of the Walking Dead, Eden Studios, 2003) on page 104. This condition persists for 1D4 weeks.
5. Each week of the Rage state, the person must make a difficult Willpower check. Failure to do so will result in the person becoming a Bezoomy Bratchny. At the end of the 1D4 week period of Rage, the person will become a Bezoomy Bratchny anyway, so it's just a matter of time, right right right?

MONSTERS VS. MONSTERS

Characters in A Clockwork Zombie will tend, by the very nature of the setting, to be 1) very violent; and 2) very odd. Extra experience points should be given to Cast Members who attempt to speak Nadsat and other Clockwork dialects and who readily and gleefully engage in a bit of the old ultra-violence now and then.

Crasting is okay too, but if all a veck does is crast then he's just a plain old prestoopnick and where's the fun in that, eh? EH? Now, crasting a Durango 95 and tearing up the highways and byways and the State's Own Roads while flaunting the State's Peace isn't bad. At least such an endeavor has a hint of style.

Rozzes and Millicents are just as vicious as Nadsats, most having been recruited from Nadsat ranks. Regular old chellovecks out on their oddy knocky for a peet at the old coffee mesto have just as much to fear from Rozzes and Millicents as they do from Nadsats.

<p>AFMBE Archetype Nadsat Gang Member Survivor Attributes Str 3 Dex 5 Con 4 Int 2 Per 3 Wil 3</p> <p>Life Points Endurance Points Speed Essence</p> <p>Qualities Fast Reaction Time 2 Nerves of Steel 3 Situational Awareness 2 Hard to Kill 5 Contacts (Gang) 4</p> <p>Drawbacks Adversary (Other gangs) 2 Adversary (Rozzes/Millicents) 4 Cruel 3 Minority (Nadsat)1</p> <p>Skills Brawling 5 Hand Weapons (Type) 5 Hand Weapon (Type) 4 Dodge 3 Streetwise 5 Intimidation 3 Notice 3 Stealth 2 Survival (Urban) 3 Acting 2 Fine Arts (Pop Culture) 3 Surveillance 4 Drive (Car) 2</p>	<p>Gear Flip bolshy boots, clothing in the height of Nadsat fashion, hand weapon of choice, Timearest wrist watch on white metal expanding band, plastic roll-up celebrity mask of choice (literary, musical, or political)</p> <p>Personality "Yarbles! Bolshy great yarblockos to thee and thine! I'll tolchock your gulliver if you wish! I'll meet you in bitva with britva, nozh or oozy, thou foul vonny grazhny bratchny!</p> <p>I'll slooshy you scream blue murder, thou poogly wretch! I'll viddy your krovvy flowing in the gutters I will.</p> <p>Now off or you'll snuff it, veck!"</p> <p>Quote "What's it going to be then, eh?"</p> <p>Note: Nadsat gangs have 4-5 members, 4 being best and 6 being too many. Gangs can gang up to create small armies for "night-wars".</p> <p>Although there is no mention especially of Nadsat females, the possibility is hinted at several times.</p> <p>WDR, 2004, eviloverlord668@yahoo.com</p>
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A CLOCKWORK WORLD

SOCIETY AND CULTURE

The society and culture of A Clockwork Orange (ACO) England indicate a strong Marxist and Slavic influence. This can be seen in names, places, and customs. The Nadsat dialect is the most obvious influence. Artwork dedicated to the Dignity of Labour (and, of course, the Dignified Labourers) is another. Yes, yes, we all know the Soviet Union collapsed, but at the time ACO was written, Marxism and the Slavic nations were considered inseparable and enduring.

Nadsats

The Nadsats are the disaffected teenagers of A Clockwork Orange. Theirs is a violent subculture with a dialect so different from their parents' as to be a separate language. Nadsat is derived from the Russian word for "teen" as in numbers, but is used in ACO to describe teenager gang members. Amoral at best, sadistically criminal and sociopathic at worst, the Nadsats terrorize the nighttime streets of their cities in a constant war with other Nadsat gangs and State authority. Bog help the lewdies caught in the middle.

Nadsat

Nadsat is the Slavic-influenced version of English spoken by the Nadsat gangs. Anyone who speaks Nadsat can also speak English, but the reverse is not true. The State attributes this to subliminal influence of foreign nations, but it could just as well be a secret coded language to make it difficult for non-teenagers to overhear discusses and understand what they say to each other.

Generation Gap

The older (post-teens) and younger (pre-teens) don't seem to use Nadsat in everyday speech, but popular culture still contains many references to things Slavic (the Korova, the Glories of the Jugoslav Beaches, magazines in Nadsat, etc.). The Nadsat and the pre-teens are referred to as Modern Youth and are described uniformly as violent and sociopathic. It is also indicated that Modern Youth has been studied for "nearly a century". This indicates that the Nadsat subculture may be more widespread than the State would like to think.

Names

Names are likely to have a Slavic component. Other names are more traditional, but likely to gain attention. An example is the fence, Will the English, a fence operating out of the Musclemans Coffee Mesto.

The World

It is likely that the balance of power has changed in the world. The golden oldie song "You Blister My Paint" could indicate that a nuclear war took place previously. The Durango 95 autocar was probably meant to be a 1995 model when ACO was written in 1962. This setting can be Orthodox (~2001) or unorthodox (~2098) depending on taste. A prior nuclear war could also explain the distance in time with less technological advancement than might otherwise have been the case.

The City

When thinking of the city, think of a cross between "The Crow: City of Angels" and "1984". Architecture is a mixture of traditional English and post-modern utilitarianism. Everything

is run-down and tattered. The streets are littered with trash and mined with potholes and cracked pavement.

Everyday Life

The homes of the Dignified Labourers are shabby, furniture tending towards tattered and faded, as are clothes. Simultaneous, the lewdies in Oldtown live in relative luxury with little contact with the rest of the world. The same stands true for the Sophistos that make up the technological and wealthiest classes. The middle class has almost disappeared. You are either an Owner (1% of the population) or a Dignified Labourer (97% of the population, including the homeless, alcoholics, drug addicts, criminal recidivists, and anarchists living in the woods). The remaining 2% is the middle class.

Religion

Religion is still present (i.e. The Church of England) but is largely scorned by the younger generation. God, "Bog" in Nadsat, is referred to as "Bog And All His Holy Angels And Saints". The capitalization of every word is meant to represent scorn. At the same time, there are old men singing "the filthy songs of their fathers" and calling out for "Holy Mother of God and all the Brits and Saints in Heaven, Preserve Us!" This could also indicate that a plague had previously reduced the population of England and allowed the Russian/Slavic influence to become ingrained.

Technology and Technological Decline

Technology has advanced somewhat, as noted by references to men on the moon and men in orbit around the earth. On the other hand, people still die from flu epidemics and it is indicated that books (especially science books) have become irreplaceable, valued only by the old). Other references indicate that reading is declining and that society is changing faster and faster, presumably leading to the apathy present throughout ACO. It is never stated if autobuses require drivers. Taxis, police vehicles and taxis do.

Government

The politics of ACO indicate an oppressive government resorting to increasingly stern measures to control crime. Repeated references are also made to subversive literature. The Ludovico Technique was developed to free up prison space for political offenders. Rozzes and Millicents are just as brutal as the Nadsat gangs from which they are often recruited. Rozzes tend to be like riot police whereas Millicents will actually conduct criminal investigations on the odd occasion.

Music

Songs and music of the time also indicate both a strong Slavic influence and at least one seems to indicate that a nuclear war took place in the past.

Singer/Group	Song (or Album)	Notes
Berti Laski	"You Blister My Paint"	Golden oldie; Slavic name
Johnny Zhivago	"Only Every Other Day"	Slavic name
<i>The Heaven Seventeen</i>		
Goggly Gogol		Slavic name
Luke Sterne		Slavic name
Johnny Burnaway		
Stash Kroh		Slavic name
The Mixers		
Ed and Id Molotov	<i>Lay Quiet Awhile with Ed and Id Molotov</i>	Slavic name
Ike Yard	"Honey Nose"	
	"Night After Day After Night"	Howling falsetto duet
Ned Achimota	"That Day, Yeah, That Way"	
The Macon (Georgia) Philharmonic Orchestra		No more New York or Philadelphia?
The Esh Sham Sinfonia led by L. Muhaiwir		Middle Eastern?

THE OLD ULTRA-VIOLENCE

Hand Weapons

Weapon	Damage	EV	Cost	Aval
Cut-throat Britva	D4(2) X Str**	1/1	£5	C
Small Nozh	D4(2) X Str**	1/1	£12	C
Large Nozh	D6(3) X Str**	2/1	£40	U
Flick-type Nozh	D4(2) X Str**	1/1	£20	R
Oozy	D8(4) X Str&	2/1	£20	C
Slaga	D8(4) X Str&	2/1	£20	C
Bolshy Big Boots^	D6(3) X Str + 1	1/1	£50	U

**Stabbing/slashing weapon as described in core rulebook on page 132.

&Weapon can be used two-handed for additional damage as described in core rulebook on page 132.

^Steel-toed, steel-reinforced heavy leather boots.

Ranged Weapons

Weapon	Range	Damage	Cap	EV	Cost	Aval
Pooshka	4/15/30/90/180	D6X6	6	2/1	NA*	R

*It is illegal for most civilians to possess Pooshkas, although many do anyway.

Armor

Armor Type	Armor Value	EV	Cost	Aval
Bolshy Big Boots*	D6+1 (4)	1/1	£50	U
Jelly Mould**	(D8X2)+17 (25)	0/0	£30	U
Heavy Leather Coat	D6 +1 (4)	10/5@	£200	U

*Feet and lower legs only; also used as a weapon

**Yarbles only, but the Height of Fashion

@Light encumbrance per core rulebook

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References

- A Clockwork Orange. Burgess, Anthony. 1962, 1986. W.W. Norton & Company, New York, London.
- Blood Crazy. Clark, Simon. 1995, 2001. Leisure Books, New York.

Afterward

Anthony Burgess died in 1993.

APPENDIX 1
NADSAT

Nadsat to English (including common cultural terms from the novel and from the Stanley Kubrick movie).

To the best of my knowledge, this is the most extensive Nadsat and related term dictionary online.

“Right,” said Dr Brodsky. “It’s association, the oldest educational method in the world. And what really causes you to feel ill?”

“Those grazhny sodding veshches that come out of my gulliver and my plot,” I said, “that’s what it is.”

“Quaint,” said Dr Brodsky, like smiling, “the dialect of the tribe. Do you know anything of its provenance, Branom?”

“Odd bits of old rhyming slang,” said Dr Branom, who did not look quite so much like a friend any more. “A bit of gipsy talk, too. But most of the roots are Slav. Propaganda. Subliminal penetration.”

“All right, all right, all right,” said Dr Brodsky, like impatient and not interested any more...

A Clockwork Orange. Burgess, Anthony. 1962, 1986. W.W. Norton & Company, New York, London.

Word	Translation/Use
NADSAT	ENGLISH
Appy polly loggy	Apology
Baboochka	Old woman
Baddiwad	Bad
Banda	Band
Be the hokey fly	By the Holy Ghost
Bezoomy	Mad
Biblio	Library
Bitva	Battle
Bog	God
Bogman	Priest (see Godman and Charlie)
Bolnoy	Sick
Bolshy	Big
Bratchny	Bastard
Brat	Brother
Bratty	Brother
Biggy	Celebrity (n.)
Britva	Razor
Brooko	Belly
Brosay	Throw

Bugatty	Rich
C of E	Church of England
Cal	Shit
Cancer	Cigarette
Cantora	Office
Carman	Pocket
Chai	Tea
Charlie	Chaplain/Priest (see Bogman and Godman)
Chasha	Cup
Chasso	Prison guard
Cheena	Woman
Cheest	Wash (v.)
Chelloveck	Fellow
Chepooka	Nonsense
Choodessny	Wonderful
Chumble	Mumble (v.)
Clop	Knock (v.)
Cluve	Beak
Collocol	Bell
Coking	Doing drugs
Crark	Yowl (v.)
Crast	Steal (v.) or Theft
Creech	Scream (v.)
Crustoodnicks	Bums
Cut-throat	Sharpened/honed (as in blade)
Cutter	Money
Dama	Lady
Ded	Old Man
Deng	Money
Devotchka	Girl
Dobby	Good
Domy	House
Domeless	Brainless
Dook	Ghost
Dorogoy	Valuable
Drat	Fight (v.)
Drencrom	Drug
Droog	Friend
Drunky	Alcoholic
Dva	Two
Eegra	Game
Eemya	Name
Eggiweg	Egg
Em	Mum/Mother/"M"
Fagged	Tired
Filly	Play (v.)
Filmdrome	Movie theatre
Firegold	Alcoholic drink
Flatblock	Public tenements/residences
Flip	Nice; good; cool (idiom)
Forella	Trout

Gazetta	Newspaper
Glazz	Eye
Gloopy	Stupid
Godman	Priest (see Bogman and Charlie)
Golly	Money
Goloss	Voice
Goober	Lip
Gooly	Walk (v.)
Gorlo	Throat
Govoreet	Speak, talk (v.)
Grazhny	Dirty
Grazzy	Soiled, dirty
Gromky	Loud
Groody	Breast
Gruppa	Group
Guff	Laugh (v.)
Gulliver	Head
Guts	Contents
Guttiwuts	Guts
Hen-korm	Chickenfeed
Hilly	Cool (idiom) used by the younger generation
Horn	Cry Out (v.)
Horrorshow	Good, well
Hound-and-Horny	Corny; common; unimaginative
Ice	Rich loot; diamonds and jewels
Iller	Sicker
In-out-in-out	Sex (v.)
Interessovat	Interest (v.)
Int Inf Min	Interior Inferior Minister/Minister of the Interior
Intinfmin	Interior Inferior Minister/Minister of the Interior
Itty	Go (v.)
Jammiwam	Jam
Jeezny	Life
Kartoffel	Potatoes
Keeshkas	Guts
Kleb	Bread
Kloutch	Key
Knifey	Drink containing knives(see Knives)
Knives	Drug(s) that boost aggression
Knopka	Push-button
Kopat	Dig; like (Eng. idiom) (v.)
Koshka	Cat, Cool (idiom)
Kot	Tomcat
Krovvy	Blood
Kupet	Buy (v.)
Land, In the Land	Hallucinating
Lapa	Paw
Launched on	Attacked
Lewdies	People
Lighter	Drinker
Like	Word to show emphasis

Litso	Face
Lomtck	Slice, Piece (n.)
Love's Young Nightmare	Young criminal (n.)
Loveted	Caught
Lubbilubbing	Making love (v.)
Luna	the Moon
Luscious Glory	Hair
Malchick	Boy
Malenky	Little
Mansize	Large, big
Maskies	Masks
Maslo	Butter
Merzky	Filthy
Messel	Thought
Mesto	Place
Mid of the Night	At night; midnight
Milk-plus	Milk laced with drugs
Milking	Drinking drug-laced milk (v.)
Millicent	Policeman
Min	Minister of the Interior; high-ranking official
Minoota	Minute
Modern Youth	Nadsats and other sociopathic juveniles
Molodoy	Young
Moloko	Milk
Moodge	Man
Morder	Snout
Mounch	Snack (v.)
Mozg	Brain
Nachinat	Begin (v.)
Nadmenny	Arrogant
Nadsat	Teen
Nagoy	Naked
Nazz	Fool (v.)
Neezhnies	Underpants
Nochy	Night
Noga	Foot
Nozh	Knife; a flick-type Nozh is a switchblade
Nuke	Scent
Nuking	Smelling of
Number One	Second in command of a Nadsat gang
Ochkies	Glasses (see Otchkies)
Oddy-knocky	Lonesome
Odin	One
Okno	Window
Old	Term of endearment (adj.)
Oobivat	Kill (v.)
Ookadeet	Leave (v.)
Ooko	Ear
Oomny	Clever
Oozhassny	Terrible
Oozy	Chain

Orange	Man (?) – maybe.
Osoosh	Dry (v.)
Otchkies	Eyeglasses (see Ochkies)
Pan-handle	Erection
Pee	Poppa”P”/Father
Peet	Drink (v.)
Pishcha	Food
Platch	Cry (v.)
Platties	Clothes
Plenny	Prisoner
Plesk	Splash
Pletcho	Shoulder
Plott	Flesh; body
Podooshka	Pillow
Pol	Sex (n.) – male or female
Polezny	Useful
Polycle	Skeleton key
Pony	Understand
Poogly	Scared
Pooshka	Gun
Pop	Old man
Pop-disk	CD, Pop-music disc
Prestoopnik	Criminal (n.)
Pretty Polly	Money
Privodeet	Lead/guide (v.)
Prod	Produce (v.)
Ptitsa	Girl (Idiom “Chick”)
Pyahnitsa	Drunkard
Rabbit	Work (v.) or Job (n.)
Rabbiter	Worker
Radosty	Joy
Raskazz	Story
Rasoodock	Mind
Raz	Time
Razdrez	Upset (v.)
Razrez	Rip (v.); anger
Reasonless	For no reason
Righty right	Agree (v.)
Rook	Hand or arm
Rooker	Hand or arm
Rot	Mouth
Rozz	Policeman
SA	State Aid, welfare, the dole
Sabbath	Holy Day (or day of the week?)
Sabog	Shoe
Sakar	Sugar
Sammy	Generous
Sarky	Sarcastic
Scoteena	Cow, Beast
Scotchmen	Scotch
Shaika	Gang

Sharp	Female (Streetwise?)
Sharries	Balls
Shest	Pole
Shilarny	Concern; interest (n.)
Shiny Stuff	Valuable metals; coins; jewelry
Shive	Slice, cut (v.)
Shiyah	Neck
Shlaga	Club
Shlapa	Hat
Shlem	Helmet
Shoom	Noise
Shoot	Fool (v.)
Sinny	Movies, film; also a film magazine
Skazat	Say (v.)
Skolliwoll	School
Skorry	Quick, quickly
Skrik	Scratch (v.)
Skriking	Scratching
Skvat	Grab (v.)
Sladky	Sweet
Sleepers	Sleeping pills
Sloochat	Happen (v.)
Slooshy	Listen, hear (v.)
Slovo	Word
Smeck	Laugh (n.)
Smot	Look (v.)
Sneety	Dream
Snoutie	Tobacco, snuff
Snuff It	Die (v.)
Sobirat	Pick Up (v.)
Sod	Bastard (idiom)
Sodding	F**king (adj.)
Soomka	Old woman; "Bag"
Sophistos	Upper class; intelligencia
Soviet	Advice, order (n.)
Spat, spatchka	Sleep (n.)
Spat with	Have sex with; sleep with
Spoogy	Terrified
Staja	State Jail
Stargent	Prison
Starry	Old, ancient
Strack	Horror
State's Peace	The Law
Stripee hole	Prison
Swoony	Cool (idiom) used by the younger generation
Synthmesc	Drug (hallucinogen)
Tally	Waist
Tashtook	Handkerchief
Tass	Cup
Tolchock	Hit, shove, punch (v.)
Toofles	Slippers

Tree	Three
Twenty-to-one	Violence; fighting
Ultra-violence	Violent crime
Vareet	Cook (v.)
Vareeting	Happening (as in 'What's happening?')
Vaysay	Washroom, toilet
Veck	Guy
Vellocet	Drug
Veshch	Thing
Viddy	See (v.)
Vino	Wine
Voloss	Hair
Von	Odor
Vred	Harm (v.)
Warble	Song
Worldcast	Worldwide television broadcast
Wonderboy	Looser
Yahma	Hole
Yahoody	Jew; also called Hebrews
Yahzick	Tongue
Yank General	Cognac
Yarbles	Testicles
Yarblockos	Testicles (emphatic)
Yeckate	Drive (v.)
Zammechat	Remarkable
Zasnoot	Sleep (v.)
Zheena	Wife
Zombyish	Like a zombie
Zoobies	Teeth
Zvonock	Doorbell
Zvook	Sound

Female Slang

“A Clockwork Orange” contains a reference to devotchkas and “their own way of govoreeting.” This could indicate another dialect used by young women. If anyone wants to work it out, go for it. Just give a crark so I can check it out. Linguistics are fun.

APPENDIX 2

Vague like map of the City, to viddy when ittying about in the nochy and looking for a mesto or milkbar. And other veshches.

From the Korova Milkbar (1), go a few blocks East to the Duke of New York – on Amis Avenue (2). The Muscleman Coffee Mesto is nearby (3). Further East are blocks of offices (4) and a beat-up Public Biblio (5). Beyond the offices is Victoria Flatblock (6), a large urban neighborhood. And beyond that is Oldtown (7) where all the starry lewdies live. West of Korova are more flatblocks and rabbit holes (8) extending off for like miles and miles.

One can itty down Marghanita Boulevard from the Korova, then turn onto Boothby Avenue to reach the Public Biblio.

Other places to go and see:

- Attlee Avenue
- Municipal Power Plant, the Muni Power Plant
- Priestly Place
- Industrial Canal
- Center (middle of town)
- The Filmdrome
- Municipal Flatblock 18A, between Kingsley Avenue and Wilsonsway
- Corrective Schools: South 4, Metro Corskol, Blue Division, The Boys of Alpha
- Restaurants: the Ritz, the Bristol, the Hilton, Ristorante Granturco, Pasta Parlour
- MELODIA (music mesto), in Taylor Place
- State Institute for Reclamation of Criminal Types
- Stargent #84-F – State Prison (Bradford)
- Ludovico Medical Center
- The National Gramodisc Archives
- State Marine Insurance

