

# MBD Determination Test 88-9b

Greetings, Troubleshooter! The Computer requires you to answer all questions on this test, the Mandatory Bonus Duty Determination Test 88-9b. This fun and interesting test was designed by the loyal citizens of HPD & Mind Control. Based on your answers to this test, The Computer will assign you the Mandatory Bonus Duty best suited to your particular skills. Rejoice, for The Computer never assigns citizens duties they are not trained for.

To assure that you are relaxed during this test, a number of Truth-Bores will be implanted temporarily in your skull. Please ignore these. They are for your convenience only.

There are six sections to the 88-9b. Each set of questions relates to one Mandatory Bonus Duty. How you answer these questions determines your suitability for that position.

You will get to answer both multiple-choice and short essay questions. Read each multiple-choice question carefully and check the *one* box that best describes your feelings. **Do not check more than one box per question! Checking more than one box per question is a Bad Thing.** There is one short essay question at the end of each section. Read the question, then print your answer clearly in the space provided. **Do not write in the boxes labeled *Official use only*.** Writing in these boxes is also a Bad Thing.

After completing the test, write your name and service group in the blanks provided and hand the test back to your briefing officer.

## Team leader

1. If a mission succeeds, who deserves the most credit?

- A. The team leader.
- B. The briefing officer.
- C. R&D.

2. I think:

- A. I am very skilled.
- B. I am moderately skilled.
- C. I have no skills.

3. If I were team leader I would:

- A. Make fewer mistakes than I do now.
- B. Make more mistakes than I do now.
- C. Make the same number of mistakes.

4. If offered a position in a secret society I would:

- A. Accept the position and renounce my current secret society.
- B. Decline and remain in my current secret society.
- C. Start my own secret society.

5. The team leader should:

- A. Solicit advice from team members even though they may be Commie Mutant Traitors.
- B. Make all decisions on his own.
- C. Hesitate when faced with a decision.

6. The hygiene officer is:

- A. More important than the team leader.
- B. Just as important as the team leader.
- C. Less important than the team leader.

If a Troubleshooter team is in constant contact with The Computer, why does it need a team leader?

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## Loyalty officer

1. If The Computer ordered me to execute a High Programmer, but the High Programmer claimed the message was the result of Commie sabotage, I would:

- A. Look for the Commies responsible.
- B. Consult The Computer for confirmation.
- C. Execute the High Programmer.

2. If a citizen was grumbling about how dangerous a mission is, I would:

- A. Execute him for treason.
- B. Refer him to the happiness officer.
- C. Record his comments for referral to The Computer.

3. If an ULTRAVIOLET citizen ordered me to terminate myself, I would:

- A. Terminate the ULTRAVIOLET citizen.
- B. Call The Computer.
- C. Terminate myself.

4. I think Commies are:

- A. Misled.
- B. Innately evil.
- C. Not worth thinking about.

5. I have traitorous thoughts:

- A. Almost never.
- B. Occasionally.
- C. With alarming frequency.

6. If I saw a Commie escaping down a corridor of a higher security clearance than I was, I would:

- A. Pursue the Commie.
- B. Consult The Computer.
- C. Order the Commie to surrender.

Why do you think The Computer assigns Troubleshooters to boring missions? Does this promote disloyal behavior? Explain.

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## Hygiene officer

1. Which is most important?

- A. Clean thoughts.
- B. A clean jumpsuit.
- C. Clean teeth.

2. If I were a bot, I would be:

- A. A docbot.
- B. A warbot.
- C. A jackobot.

3. An appropriate fine for a citizen who damages his jumpsuit is:

- A. 2 credits.
- B. 200 credits.
- C. Summary execution by tacnuke.

4. My favorite cleaning agent is:

- A. Mr. Squeaky: Squeaky Clean and What a Sheen!
- B. Blast It Off: Just One Spray Makes Dirt Go Away!
- C. Scrape-o-matic: It Works Hard—So You Don't Have To!

5. Some citizens classify Commies and mutants as traitors. I think they are:

- A. Mr. Squeaky: Squeaky Clean and What a Sheen!
- B. Blast It Off: Just One Spray Makes Dirt Go Away!
- C. Scrape-o-matic: It Works Hard—So You Don't Have To!

6. The hygiene officer is:

- A. More important than the team leader.
- B. Just as important as the team leader.
- C. Less important than the team leader.

Would you pursue a Commie into a filthy, debris strewn corridor even though it might damage your jumpsuit? If yes, why would you intentionally endanger The Computer's valuable property? If no, why would you deliberately let a Commie escape?

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## Communications and recording officer

### 1. When interviewing a berserk warbot, the most important consideration is:

- A. Not damaging the multicorder.
- B. To ask intelligent questions.
- C. Creative camera angles.

### 2. Actors such as Teela-O-MLY are:

- A. Less important than average Alpha Complex citizens.
- B. Just as important as average Alpha Complex citizens.
- C. More important than average Alpha Complex citizens.

### 3. If my team were under Commie attack, I would:

- A. Consult The Computer.
- B. Help turn back the foul traitors.
- C. Look for creative camera angles.

### 4. If I had my way, I would:

- A. Watch more vidshows.
- B. Continue to watch the same number of vidshows.
- C. Read a book.

### 5. If I were multicording a traitor's confession, I would:

- A. Activate the aura light-sensor.
- B. Use a wide-angle lens.
- C. Shoot him in the head.

### 6. If The Computer called during a dangerous situation, I would:

- A. Step back and talk to The Computer.
- B. Not answer The Computer.
- C. Put The Computer on hold until the situation is resolved, then explain what happened.

Is The Computer everywhere? If no, please list all places The Computer is not. If yes, why is a communications and recording officer necessary?

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## Equipment guy

### 1. The equipment guy should call a surprise inspection:

- A. Almost never.
- B. In the middle of a battle.
- C. With unnerving frequency.

### 2. If I were a bot, I would be:

- A. A docbot.
- B. A warbot.
- C. A jackobot.

### 3. The scientists at R&D are:

- A. Shining examples of how loyal citizens should behave.
- B. Dangerous and should be watched closely.
- C. Just doing their job.

### 4. If a laser malfunctions during a mission, whose fault is it?

- A. The supply clerk who issued the equipment.
- B. The Troubleshooter who received the equipment.
- C. The equipment guy.

### 5. I like bots:

- A. A little.
- B. A great deal.
- C. A lot more than you can possibly imagine.

### 6. If a Commie bomb needs defusing, who should do it?

- A. The equipment guy.
- B. The Troubleshooter with the most demolitions experience.
- C. Whoever draws the short straw.

How valuable are you to The Computer in terms of credits? How did you arrive at this figure?

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## Happiness officer

### 1. In my opinion, unhappy citizens should:

- A. Visit a Bright Vision Re-education Center.
- B. Undergo morale adjustment surgery.
- C. Take a Happy Pill.

### 2. Sometimes other citizens get:

- A. Very angry.
- B. A little angry.
- C. So angry it scares me.

### 3. Happiness is:

- A. A warm laser.
- B. A state of mind.
- C. Mandatory.

### 4. If the happiness officer is unhappy, he should:

- A. Take a Happy Pill.
- B. Tell The Computer.
- C. Question his very existence.

### 5. The best Troubleshooter is a:

- A. Happy Troubleshooter.
- B. Loyal Troubleshooter.
- C. Terminated Troubleshooter.

### 6. If I am promoted to ULTRAVIOLET clearance, I will:

- A. Be the same citizen I am now.
- B. Make everyone around me happy.
- C. Be happier than I am now.

Do you think Commies are happy? If not, then why are they willing to endure termination rather than stop being Commies?

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## Bonus Tie-Breaker Question

### If I had my choice, I would be the:

- A. Team leader.
- B. Hygiene officer.
- C. Loyalty officer.
- D. Happiness officer.
- E. Equipment guy.
- F. Communications and recording officer.

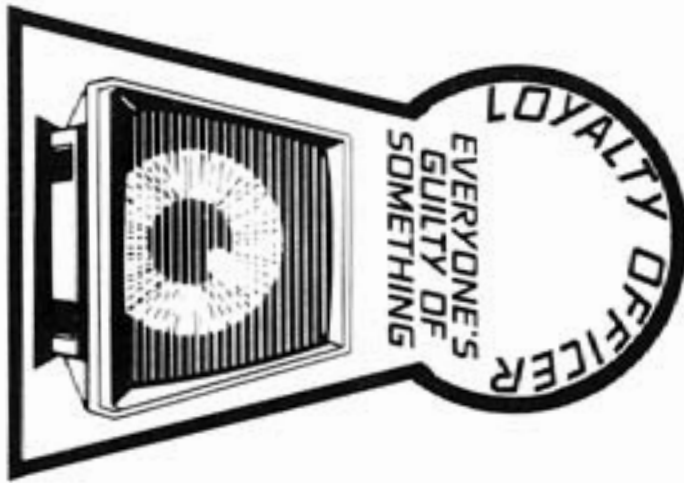
Name: \_\_\_\_\_ — \_\_\_\_\_ — \_\_\_\_\_ — 1 2 3 4 5 6 \_\_\_\_\_  
[assigned name] [clearance] [sector] [circle or write clone number]

Service group: \_\_\_\_\_

Service firm: \_\_\_\_\_

Secret society: \_\_\_\_\_

How do you think this test could be improved? Write your answer here:



## Loyalty Officer

Congratulations, citizen! In recognition of your exemplary service, you have been chosen as **loyalty officer** for this mission. This appointment shows The Computer's special faith in you.

Your duties include watching your fellow Troubleshooters for signs of substandard zeal, recording and reporting any incidents of disloyalty and taking immediate corrective action when the opportunity arises.

You report directly to The Computer, not to your team leader. You must be ever vigilant. Any Troubleshooter can spot blatant Commie sabotage, but it is *your* highly trained eye The Computer relies on to see Commie plots *before* they hatch.

Study **The 10 Early Warning Signs of Commie Traitorism**. Observe the other Troubleshooters. Note which ones have substandard zeal, which ones use irregular speech patterns, which ones act—*funny*. You are the eyes of The Computer, ever watchful, always observant, forever with your ear to the door.

Remember, only you can prevent Commie traitorism.



## Team Leader

Congratulations, citizen! Because of your unique abilities you've been selected to serve as **team leader**. This is a vital assignment, and your selection demonstrates The Computer's exceptional faith in you.

As team leader you must coordinate the efforts of your fellow Troubleshooters, using their diverse talents and skills to successfully complete your mission assignment. To this end, The Computer has provided you with all necessary equipment. However, if you feel The Computer may have overlooked some of your needs, please don't hesitate to point this out.

At times your team may engage in combat with evil Commie mutant traitors. In such situations your superior tactical knowledge will determine the outcome of the battle. Deploy your team carefully. Keep those fire lanes clear!

Your badge depicts you as the center of your team, with your expertise and knowledge radiating as inspiration to all. The Computer stands ready to assist you in these tasks. Good luck, citizen! The sensors of The Computer are upon you.



## C&R Officer

Congratulations, citizen! Your Mandatory Bonus Duty for this mission is **communications and recording officer** (C&RO). Your two-fold assignment is a high honor and a sign of The Computer's trust in you.

As *communications officer*, it is your job to handle the **com unit**. This is important, as (in the event of personal communication device malfunction) it is your team's only link to the benevolent wisdom of The Computer. Interpret The Computer's instructions, and relay questions and information to The Computer. Handle this duty wisely!

As *recording officer*, you are in charge of the all-important **multicorder**. Use it to record the mission in exciting detail in 156-bit color with state-of-the-art sound fidelity. Use close-ups, exotic lighting, scenes shot in infrared and in-depth interviews with suspected traitors. Missing a scene is treason. Re-stage exciting moments you may have overlooked. Your recordings may end up on the evening vidshows for all Alpha Complex to see!

Take your duty seriously. Recent team leader reports indicate 61% of all mission disasters can be blamed on the C&RO's failure to keep an accurate mission record.

The Computer is everywhere—but you must be everywhere else! Don't let The Computer down!



## Hygiene Officer

Congratulations, citizen! Your MBD is team **hygiene officer**. This is a solemn honor. Only the most trusted servants of The Computer serve as hygiene officer.

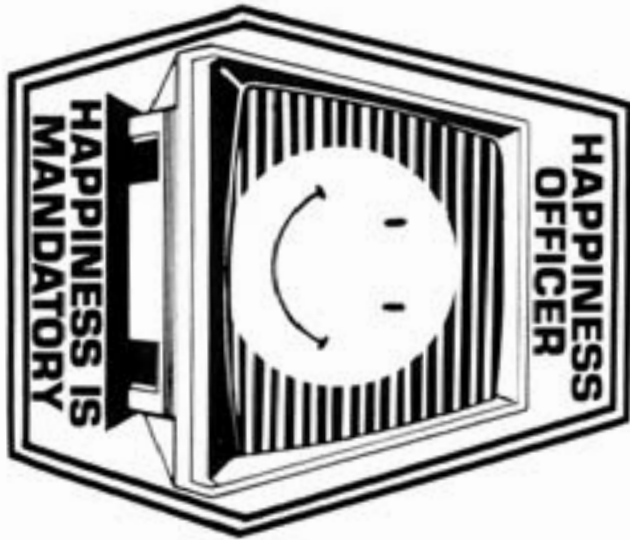
You are the duties of **The Scrubbing Helmet**, that legendary bastion of clean corridors and well-flopped Troubleshooters. Serve his memory well!

Your responsibilities include monitoring the **PHL** (Personal Hygiene Level) of each team member, reporting when a Troubleshooter fails his **PHT** (Personal Hygiene Test), and implementing **ESP** (Emergency Sanitation Procedures) against any and all offenders.

To aid you, The Computer has generously provided you a **PHTCMK** (Personal Hygiene Test and Cleanliness Maintenance Kit) for performing PHTs and ESPs on your fellow Troubleshooters. Consult your briefing officer for instructions.

Take your duty seriously. Recent team leader post-mission reports indicate 52% of all mission disasters can be blamed on hygiene neglect by the hygiene officer. Failure to report sub-standard PHLs is treason.

Remember, **ACTIAMT**: A Clean Team Is A Mean Team!



## Happiness Officer

Congratulations, citizen! Due to your properly zealous attitude you've been chosen as **happiness officer**. This is a great honor. Only those who know the true joy of being an Alpha Complex citizen are appointed happiness officer. Your selection shows The Computer's exceptional faith in you.

As happiness officer it's your duty to keep team morale high and to motivate your fellow Troubleshooters with frequent pep talks, singalongs, and practical jokes.

In addition, you must constantly be on the alert for **SSM** (Standard Morale) among your fellow Troubleshooters. Here are some early warning signs of SSM: argumentativeness, a reluctance to volunteer, questioning the team leader, habitual frowning when you tell jokes, and a refusal to participate in group singalongs.

As happiness officer you're authorized to give PSDs (Personality Stabilizer Drugs) to any Troubleshooter who shows signs of SSM. You'll be given a variety of PSDs for dispensing. Failure to treat SSM is treason! Remember, laugh and the whole Complex laughs with you, cry and you cry alone.



## Equipment guy

Congratulations, citizen! You have been selected as the bots, weapons, vehicles and sundry equipment repair and maintenance officer, colloquially known as the **equipment guy**. The Computer trusts you! Why else would you be responsible for every piece of assigned mission equipment?

As equipment guy, you have many responsibilities. You must regularly and punctually carry out **RSIs** (Random Surprise Inspections). Collect all weapons and equipment your fellow Troubleshooters carry, and check each item for signs of wear, misuse and sabotage. If you find evidence of sabotage or tampering, report it immediately to your loyalty officer or team leader or directly to The Computer. You will be soundly rewarded for your efforts.

It is also your duty to see that all **R&D devices** assigned to the team are tested, **bots** have their protective asimov circuits checked regularly and all **vehicles** perform as intended.

If your team comes across an **Old Reckoning device**, you are responsible for obtaining it and returning it to The Computer for analysis.

Finally, you serve as **team driver/pilot**, except on those occasions you feel it necessary to appoint someone else to this task. Remember, if it's not broken, fix it!