PARANOIA

LITTLE RED BOOK

A POCKET SURVIVAL GUIDE TO PARANOIA

PARANOIA ™
The Little RED Book

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> The 'fortune cookies' at the lower right of each two-page spread come from loyal citizens *Paul Baldowski, Karl Low, Saul Resnikoff, Bart Savenije, Silent,* and *Tobias Svalborg,* who answered the call on the **PARANOIA** development blog (*www.costik.com/paranoia*). Commendations!

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THE COMPUTER
Our friend

Character Section

▌SECURITY CLEARANCE INFRARED
CLEARED FOR ALL CITIZENS

May I be of assistance?
Sure. Why don't you tell me how this roleplaying game works?

I'm sorry, citizen. That information is not available at this time.
Huh? Most games are really eager to teach you the rules.

Not **PARANOIA**. In **PARANOIA** you don't know the rules. You're never sure why you're doing anything. One thing you do know: Everyone is out to get you.
Uhh... The back cover says something about a computer.

In **PARANOIA** you play a Troubleshooter in service to The Computer. Trust The Computer! You are The Computer's trusted agent and protector of Alpha Complex, The Computer's underground city of the far future.
Why am I a Troubleshooter?

You turned in a friend for treason. The Computer had him executed for betraying Alpha Complex and rewarded you for your loyalty. Now you root out traitors and apprehend or execute them. You find trouble, and you shoot it.
What's a 'traitor'?

A traitor is a citizen who has betrayed The Computer and seeks to destroy The Computer, Alpha Complex, humanity and life as we know it. You must unmask and destroy all traitors.

Mutants are traitors. These genetic freaks have uncontrollable abilities they selfishly use for their own advancement, rather than to serve Alpha Complex. You must subdue or eliminate them.

Members of **secret societies** are traitors. In organizations unsanctioned by The Computer they conspire to undermine the good order of Alpha Complex. You must destroy them.
By the way... you are a mutant and a member of a secret society. You are a traitor.

Wait, I'm a traitor?

That is correct. Your fellow Troubleshooters would be eager to unmask you as a traitor and execute you. They all carry powerful weapons.
So my job is to hunt and kill traitors. I work with other people who have the same orders. They all want to kill me?

Not quite. They all want to kill traitors. They don't know you're a Commie mutant traitor. Yet.
If they find out?

They'll apprehend or kill you, as any right-thinking citizen would. Of course, if you convict them of treason first, The Computer will have them executed, and you may survive. Note, though, false accusations of treason are themselves treason.
So I want to prove they're traitors before they can prove I'm a traitor. If I don't, I die?

Precisely. Dead traitors cannot testify. It is convenient to be the last Troubleshooter on your team left alive.

The good news is, Troubleshooters routinely get shot, stabbed, incinerated, mangled, poisoned, blown to bits, and occasionally stapled, so you have many opportunities to ensure your team mates meet their just end.
...Are you sure this will be fun?

Certainly, citizen! Fun is mandatory. The Computer says so, and The Computer is your friend. Do you doubt The Computer? Doubting The Computer is treason.
No, certainly not. If The Computer says fun is mandatory, then this certainly will be fun. Only a Commie mutant traitor could believe otherwise.

Excellent! You're getting the idea. Welcome to **PARANOIA**

Welcome, Lucky Troubleshooter!

Orig 1.0 date 3.11.16/14:15:04.6
Rev 843.7 211.06.30/22:56:09.1
Many Troubleshooters before you have loyally served Alpha Complex and The Computer. It is now your honour to follow in their glorious struggle—stained with blood but never treason!—in helping The Computer achieve its imminent and inevitable victory over Communism.

Keep the heroic sacrifices of your predecessors ever in mind. Emulate their bravery against overwhelming odds. Use every bone and sinew, every drop of blood in your struggle, as they did. Let their ultimate immolation on the pyre of steadfast devotion be your example.

Every Junior Citizen envies the exciting life of a Troubleshooter. Supporting The Computer's 'Great Complex' initiative (replaces completed Happiness Initiative 'Trust Can Be Fatal' per HPD&MC dispatch HPD211.06.25/25 rev 6, Clearance RED), rooting out traitors and mutants, protecting helpless citizens from terror, corruption and subversion—this is more than the stuff of nightcycle vidshows. This is your high duty. This is why you are alive.

■ *Your High Purpose and Great Opportunity*

The Computer has already shown its trust in you by promoting you to Security Clearance RED. By recruiting you now to its elite Troubleshooter service unit, The Computer demonstrates its confidence that you can face any problem caused by any traitor in any sector of Alpha Complex. Total victory is now in sight. Do your part! Fulfil your mission! Serve The Computer and you will rise rapidly in its service.

Beware! Traitors are everywhere! The safety of your fellow Troubleshooters and the security of Alpha Complex depend on you. Immediately report any treasonous or insubordinate behaviour or any suspicion of treason or insubordination to The Computer. Failure to do so is treason.

Some of your fellow Troubleshooters may serve The Computer as guardians of Internal Security. They diligently report every hint of treasonous or insubordinate behaviour to The Computer. Rejoice to know any treason among your companions will be discovered and punished!

You may be asked to test experimental equipment or perform vital services for your own or other service firms. Honour these simple requests, for they help The Computer protect and serve Alpha Complex!

Your missions may take you to unfamiliar sections of Alpha Complex. The traitors you face may try to subvert you with unfamiliar and treasonous ideas. Be prepared! Know the enemy! Guard against treason!

When you are troubled or uncertain, always remember the honourable legacy of the Troubleshooters who perished before you. Do as they did. Serve The Computer. The Computer is your friend.

■ *About Your Clearance*

The Computer has promoted you from your previous INFRARED Clearance to your new and exciting RED Clearance. Your new security clearance signifies The Computer's benevolent trust in you. The Computer is your friend.

The Computer's system of security clearances follows the colours of the electromagnetic spectrum: RED, your current clearance, followed in ascending order by ORANGE, YELLOW, GREEN, BLUE, INDIGO, and VIOLET. INFRARED is below RED, and ULTRAVIOLET (the clearance of the illustrious High Programmers) is above VIOLET. The higher a citizen's clearance, the more deeply The Computer trusts that citizen. All citizens are required to wear clothing of the same colour as their security clearance. As an INFRARED you wore black. With your new RED Clearance The Computer has thoughtfully provided a new red jumpsuit and boots. Wear them at all times. Failure to comply is treason. EXCEPTION: You may temporarily remove all or part of your clothing for hygienic purposes such as showering. Good hygiene is essential to good citizenship. Poor hygiene is insubordination.

The Computer determines each citizen's clearance with complete impartiality. Higher clearance means greater responsibility; it also brings benefits. The Computer cares for the needs of all citizens, but it rewards most greatly those who sacrifice the most for the sake of society and their fellow beings. Citizens of higher clearance are not necessarily more knowledgeable or capable than you. They have advanced solely because they selflessly served the greater good and earned The Computer's trust. Admire, respect and defer to higher-clearance citizens. Failure to defer at all times is insubordination and may be treason. If you serve The Computer well, you will earn its greater trust and thereby advance in security clearance. Aspire to advance! Failure to aspire may be considered insubordination.

To ensure that only citizens of the requisite competence and trustworthiness have access to restricted areas, The Computer has divided Alpha Complex into coloured areas. Citizens may only enter areas of their clearance or lower. You must stay within black (INFRARED) and RED areas at all times. Failure to do so is treason.

Your Service Firm Assignment

To review (see previous citation for requirement and authority), eight service groups administer Alpha Complex municipal functions, supervised by The Computer. The service groups:

◉ **Armed Forces:** Protection against threats both external and internal.

◉ **Central Processing Unit (CPU):** Executive operations, regulations, records, justice, human resources and culture engineering.

◉ **Housing Preservation and Development & Mind Control (HPD&MC):** Education, entertainment, housekeeping, creche management and recreation.

IN THE EVENT OF YOUR DEATH, DON'T PANIC

◉ **Internal Security (IntSec):** Maintenance of good order; location and elimination of traitors.

◉ **Power Services:** Maintenance of nuclear and other energy sources and primary habitat systems—traffic, air, water and waste.

◉ **Production, Logistics & Commissary (PLC):** Food and industrial production and allocation of resources.

◉ **Research & Design (R&D):** Creation of new technology and equipment.

◉ **Technical Services:** Maintenance of bots, vehicles, cloning services, industrial and production systems, and electronic and mechanical service systems.

Well before you grew out of Junior Citizen status, The Computer ordered these agencies to outsource most of their duties for greater efficiency. The service groups now contract most municipal functions to a wide range of competing service firms.

A service firm is a for-profit company that performs duties for a particular service group. Each service firm is run by a Board of Directors, high-clearance citizens who selflessly direct its operations on The Computer's behalf for the good of all Alpha Complex. Immediately report instances of service firm corruption and malfeasance to Internal Security. Failure to report corruption is treason.

From the time you were decanted, your friend The Computer arranged your education to ideally suit you for a particular service group. When you reached age 14 you worked at one

of that group's service firms as an INFRARED worker. The Computer thanks you for your years of service there prior to your promotion to Clearance RED. Now that you have donned the red reflec overalls of the Troubleshooter, The Computer has ordered your service firm to reassign you to a part-time position. You will still work there when not on a Troubleshooter mission.

Clones

In the old days of Alpha Complex, The Computer created citizens in families of six identical clones, all born from the tanks at the same time. When they died, their precious genetic heritage was lost to Alpha Complex. Today, thanks to advances in forced-growth cloning technology, The Computer's loyal servants in Technical Services can now produce new clone copies of any citizen at will, and can copy and transfer a clone's memories with absolute accuracy.

Most citizens who meet an untimely demise must wait months for downloading of their recorded memories into a new replacement body. Because Troubleshooters have a twenty-seven-thousand-percent higher fatality rate than average, The Computer has thoughtfully ordered Tech Services to prepare a number of ready backup Yous. Unfortunately, this costs money—and it comes out of your salary.

When you start a new Troubleshooter, Tech Services grants you six clones for a regulated minimal cost. You begin as Clone #1 in your line, the so-called Prime, which costs nothing. The value of the remaining five clones in your first six pack is 2,000 credits—a value of 400 credits per clone, yours free! Thank you, Friend Computer.

█*Heroes and Traitors*

To maintain good order, The Computer has enlisted many loyal citizens like yourself. Those who serve with distinction are shining examples for all right-thinking people in Alpha Complex. In the ongoing 'Heroes of Our Complex' (HOOC) initiative The Computer periodically recognizes and honours meritorious individuals of all clearances. These lucky friends of The

Computer see their smiling faces on evening vidshows, transtube loyalty posters and food containers.

The Computer also attends regretfully to the pervasive presence of traitors. Traitors are everywhere! Though final crushing victory over Communist subversion is close at hand, the traitors' last shrill treason-laden gasps still endanger their innocent victims. Fight on, Troubleshooter, fight on for The Computer and all Alpha Complex!

Locate and apprehend or destroy unregistered mutants. They endanger human genetic purity and must be terminated or enlisted in our great cause. Do not terminate registered mutants, innocent citizens who realized they possess, through no fault of their own, a treasonous mutant power. These unwitting traitors promptly reported their power to The Computer. In its wisdom and benevolence, The Computer forgives those who make full confession, and it permits registered mutants to live. However, The Computer requires registered mutants to wear a uniform with yellow stripes at all times. (YELLOW Clearance mutants wear a black bordered yellow stripe.) Registered mutants are not subject to apprehension or termination when they use their powers. Encourage these former traitors to use their inhuman powers responsibly, for the good of all Alpha Complex, so they may someday overcome their unfortunate terrible stigma.

Locate and apprehend or destroy members of secret societies. They are traitors, often terrorists, and must be brought to justice. The existence of many secret societies is public knowledge. It is not technically illegal to discuss their treasonous doctrines and objectives, the better to enforce good order or promote greater sensitivity to danger. Remember, though, as a Troubleshooter you are The Computer's trusted emissary. Discourage ordinary citizens from frivolously discussing these dangerous organizations. Due to past isolated incidents of lax security, unsupervised thoughts and poor hygiene, traitors have infiltrated Alpha Complex from the lowest to the highest levels. It may surprise you to learn traitors have even been identified

on Troubleshooter teams like yours! Very soon The Computer will finally defeat the forces of Communism, terrorism and subversion and guarantee a loyal, stress-free Alpha Complex. With constant alertness and unwavering commitment you can help ensure freedom from worry for all citizens. The Computer is counting on you and your fellow Troubleshooters to help make this Year 214 the last year you need ever worry about anything.

Your Goals as a Troubleshooter

The Computer assigns Troubleshooters several duties:
1. Serve The Computer.
2. Locate and eliminate traitors, including (but not limited to) Communists, secret society saboteurs and terrorists, unregistered mutants, data pirates, WMD manufacturers and IR Marketeers.
3. Investigate and eradicate corruption.
4. Remove dangers to the good order and smooth operation of Alpha Complex.

Mandatory Bonus Duties

The Computer assigns fun and interesting duties to specific members of your Troubleshooter mission team as rewards for their continued service. These Mandatory Bonus Duties (MBDs) enhance the team's chances of success and provide many exciting and educational experiences. Your added responsibility will make you feel loved, wanted and secure, and not at all paranoid. For instance, your MBD might be Communications and Recording Officer. As such, in addition to your normal duties during a mission, you would operate a valuable multicorder to record every action by your fellow Troubleshooters. You could get all your fellow Troubleshooters to smile and demonstrate their loyalty to The

YOU WOULDN'T LIKE ME WHEN I'M ANGRY.

Computer right there on camera as they execute their mission. Wouldn't that be fun? Mission briefing officers may assign you an MBD based on detailed analysis of your past achievements, your performance on HPD&MC Mandatory Bonus Duty Determination Test 88-9b, your core competencies or your place in alphabetical order.

- **Team Leader**: Offers guidance and sound advice to other team members; acts as tactical situation commander in combat.

- **Loyalty Officer**: Discourages treasonous thoughts; looks for early warning signs of Commie sympathy.

- **Hygiene Officer**: Monitors the personal hygiene level of other team members, preventing poor morale, substandard performance and halitosis. CPU performance tracking statistics show [CLASSIFIED] percent of Troubleshooter missions fail due to poor hygiene.

- **Communications and Recording Officer**: Chronicles the mission using advanced video technology, extremely sensitive microphones and gripping colour commentary. Good lighting and innovative camera angles produce excellent training material and possibly even footage for popular evening vidshows like *Bake That Commie!*

- **Happiness Officer**: Ensures everyone has fun on the mission; knows jokes, sings, leads citizen-instruction games; authorizes and administers biochemical supplements needed to guarantee a fun time is had by all.

- **Bots/Weapons/Vehicles/ Sundry Equipment Repair and Maintenance Officer (Equipment Guy)**: Controls bots and vehicles assigned to the team; monitors each Troubleshooter's equipment maintenance level. The Equipment Guy is responsible for assigned mission equipment that gets lost, stolen or damaged.

Treason and Insubordination

The Computer distinguishes between treason (gross disobedience, threats to Alpha Complex or The Computer) and insubordination (minor rule breaking and transgressions of polite conduct). Treason incurs penalties such as probation, medication, brainscrub, and termination. Insubordination incurs monetary fines. Only The Computer, mission officials and citizens of Clearance GREEN or higher can assign treason and insubordination penalties. In practice these entities assign treason penalties mainly during formal proceedings, such as briefings, debriefings, and confessions. They assign insubordination penalties on the spot and freely. Penalties are cumulative. Worse, if one GREEN citizen hits you with insubordination for being out of uniform, and 30 seconds later another citizen hits you with another penalty for the same offence, both penalties stick, even though you had no time to remedy the first offence. Complaining about the second penalty is a great way to get more. Troubleshooters cannot assign treason penalties. The Troubleshooter team's loyalty officer assigns fines for insubordination; the team leader fines the loyalty officer. Other team officers can assign insubordination fines related to their duty (hygiene officer for failing hygiene inspections, equipment guy if you carve your name in your cone rifle barrel, happiness officer for frowning, etc.). Fines are paid to The Computer, not to the officer levying the fine.

▆ Acceptable Behaviour

Understanding of this chart and the Treason, Insubordination and Meritorious Conduct charts and their contents. (Drummed into every INFRARED from decanting onward.)

Knowledge of the current Year of The Computer (214) and general awareness The Computer has not always been here; knowledge that a corrupt, destructive Old Reckoning culture existed before the rise of our friend The Computer. (However, curiosity about that benighted time is very impolite.)

Mere knowledge of the existence of specific secret societies, mutant powers, the Outdoors

▆ Your Name

Citizens in Alpha Complex are named according to this scheme:

[Given name]-[clearance initial]-[home sector]-[clone number]

Given name: Some are drawn from databases of Old Reckoning names; others are wholly made up. Generally a single word; multiple-word personal names or names with internal capitals are discouraged but accepted. In some sectors The Computer selects names randomly; in others the teacherbots or human staff in the creche assign names. *Examples:* Billy, Sue, Ken.

Clearance initial: The first letter of your ROYGBIV security clearance. INFRAREDs use no initial, to avoid confusion with INDIGOs. High Programmers use U for ULTRAVIOLET. *Examples:* Billy (INFRARED), Sue-G, Ken-U.

Home sector: Three-letter code designating the sector where you grew up. Given the prevalence of duty reassignments, redistricting and sector-wide disasters this is not always your assigned sector in later life. *Examples:* Billy-BCN, Sue-G-XTU, Ken-U-RON.

Clone number: The number of your current clone incarnation. You start the game with the original You, colloquially called 'the Prime' and numbered 1. Each time you die, increase the clone number by 1. *Examples:* Billy-BCN-1, Sue-G-XTU-4, Ken-U-RON-6.

Sabotage failure sometimes produces Junior Citizens with defective names: John-Paul-George-Ringo, Tra-LAH-LAH-LAH, Juan-2-B-U-LVA, 24-17-33-Hike. CPU procedures for renaming these citizens are lengthy; some citizens reach adulthood before gaining a correct name.

or Outdoor plant and animal life. (None of this is polite conversation, but it's not treasonous.)

Mere knowledge of various kinds of real food and drink; expressions of envy and the general living conditions of higher-clearance citizens. (Portrayed daily on glamorous vidshows.)

Expressions of ambition; desire to rise in clearance, get rich, and so on.

SMILE FOR THE CAMERA. AND THE LIE DETECTOR.
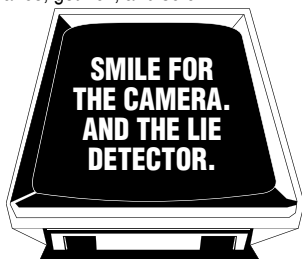
Casual joking or warnings about service firms, service groups, or higher-clearance citizens in general, as opposed to specific individuals or agencies.

Unauthorized vandalism or destruction of property of equal or lower clearance, in line of duty.

Asking questions directly relevant to a mission or duty (these questions are grudgingly condoned).

Asking whether a particular hypothetical question would be considered directly relevant to a mission or duty.

Insubordination

Asking a question irrelevant to a mission or duty.

Asking whether a particular hypothetical question unrelated to a mission or duty would be considered insubordinate or treasonous.

Asking whether a particular hypothetical question, if hypothetically directly related to a mission, would be considered insubordinate or treasonous (nobody likes a smartass).

Being out of uniform or sloppy.

Being unhappy.

Bringing bad news.

Curiosity about or postulation of supposed virtues of Old Reckoning times.

Curiosity in general, undue.

Evading Internal Security or Computer surveillance.

Excessive impoliteness.

Failing a hygiene inspection.

Jokes, insolence, or disregard for the importance of a mission or duty.

Jokes, insolence, or disrespect for a specific higher-clearance citizen.

Jokes, complaints, or warnings about a specific service firm or group.

Questioning the ability or judgment of a higher-clearance citizen.

Questioning the ability or judgment of The Computer.

Turning off one's PDC (communicator) during a mission.

Unauthorized vandalism or destruction of property of equal or lower clearance, not in line of duty.

Treason

Accusations of treason

Being accused of treason.

Falsely accusing a citizen of treason.

Conduct and bearing

Arguing with the Game Master.

Assaulting a citizen.

Being present in a location of higher security clearance.

Damaging, destroying, or losing assigned equipment.

Demonstrating knowledge of the **PARANOIA** rules above your clearance.

Failure to defer to a citizen of higher security clearance.

Framing a citizen of lower clearance.

Lying to the Game Master.

Possessing a treasonous skill.

Possessing unauthorized food, information, or equipment.

Refusal to take a prescribed drug.

Theft of equipment, possessions or files, including filesharing.

Threatening the physical or financial safety of another citizen.

Unauthorized destruction of higher-clearance property.

Missions

Disobeying an order.

Failure to complete a mission or service service, or failure to file a proper report of the completion.

Refusing the assignment of a service service.

Refusing to accept a mission.

Mutation

Banned mutation registration.

Suspicion or proof of mutation possession.

Secret society membership

Confessing to, suspicion of, or proof of secret society membership.

Knowledge of Communist doctrine.

Being a Communist.

Terminations

Terminating a citizen without sufficient evidence.

■Acts Deserving Rewards

Being extremely happy.

Completing a mission.

Completing it successfully.

Completing a service service and filing a report.

Risking your life to serve or rescue a higher-clearance citizen, to save Alpha Complex or to serve The Computer.

Terminating a traitor with sufficient evidence.

Turning a traitor over to Internal Security.

Unctuous flattery.

■Common Equipment

You have both personal equipment you buy yourself with your own credits, and equipment assigned by The Computer's service firms as part of your mission. Your personal equipment includes one standard-issue red jumpsuit with boots, a month's worth of REDdiMeals, and all the approved happiness drugs you want. You may also purchase more personal equipment . If anything happens to your personal equipment, you must buy it again if you want replacements, and you may earn The Computer's disapproval for flagrant waste of property.

Your assigned equipment includes:

👁 **One laser pistol body, minus the barrel.**

Note: Your assigned laser pistol lacks a barrel. It won't fire without a barrel. Laser barrels are colour-coded by security clearance and are issued at PLC when you pick up your mission-related equipment.

👁 **One suit of red reflec armour overalls in your size.**

👁 **A Series 1300 Personal Digital Companion (PDC).**

Your PDC is a helpful, friendly phone and AI contained within a cell phone-sized, easily concealable plastic case. The PDC has a small colour display touch screen, a stylus, a telephony keypad and a built-in camera that can document still or video pictures of any treasonous behaviour. The PDC also includes built-in online forms for reporting said treason quickly and conveniently. On your PDC you can call The Computer at any time, as well as mission personnel if they are willing to take your call. All images, data, and voice messages from your PDC are copied instantly to your personal, pass phrase-protected online file storage area, provided free as a public service by Internal Security. (Your End Citizen License Agreement gives IntSec the right to peruse at will the contents of your file area.) You don't own your assigned equipment. You use it at the pleasure of the service firm. You are financially responsible for these items; if anything happens to them you must reimburse the service firm for the items' cost and you may earn The Computer's official disfavour.

👁 **One ME Card**

The Computer requires every citizen to carry a Mercantile Enterprise card, known as the **ME Card**. Though it works much like Old Reckoning credit cards, your ME Card is far more. Loaded with your biometric data, credit history, property inventory, and authentication codes, the ME Card is, in a sense, your identity. Sadly, the card's built-in sensors do not test if the individual using your card is the rightful owner. The Computer, in its analysis of the economy, has determined it does not matter who spends the money so long as someone is. If you lose your ME Card the thief can become Officially You until you recover, destroy or cancel your Card. Because cancelling an ME Card is a slow, all-day ordeal at Central Processing (though nothing compared to the three-day hell of getting a replacement), it is far more practical to try tracking down your stolen Card—and in the meantime even to 'borrow' someone else's Card and become Officially Him for a while. Identity theft in Alpha Complex has thus become an everyday event. Wise citizens go to extremes to protect their Cards.

Living Information

You start your career as a Troubleshooter with a generous reward from The Computer of 1,000 credits.

You will not necessarily die multiple times and have to buy new clones. You will not inevitably terminate a victim without sufficient evidence and be liable for his replacement clone cost. You are not inherently likely to destroy property without authorization and be billed. You will not absolutely, beyond any doubt, offend some high-clearance citizen who punishes you with a breathtaking fine. However, keep the possibility in mind. Thank you for your cooperation.

Salary and living expenses

The higher your clearance, the more it costs to maintain your existence in the manner to which you hope to become accustomed.

The monthly salary you earn depends on your security clearance. By a remarkable coincidence, this is the same amount as your average monthly living expenses. Here are typical salaries and the standard of living they buy. Because vidshows exhaustively document the lifestyles of the famous high-clearance citizens, every citizen in Alpha Complex knows many perks available at every clearance. The Computer encourages tasteful expressions of desire for these perks, to the extent they signify one's greater service to Alpha Complex. Expressions of outright envy are impolite.

INFRARED (100 credits/month)
Food: FunFoods (Hot and Cold), many kinds of algae, Bouncy Bubble Beverage on special occasions. The Computer pays a small monthly stipend to aid the Alpha Complex economy.
Housing: Communal barracks.
Transport: Feet. Transtube.
Staff: None.
Authority: None.
Perks: Perpetual, happy drug haze.
Typical INFRARED citizens: Line workers and grunts of all service groups; over 80% of the population is INFRARED. Privately, many of RED Clearance and above (generically called 'trusted citizens') hold INFRAREDs in contempt as drugged drones. Still, INFRAREDs tend to live longer than trusted citizens below, say,

GREEN Clearance, because as a group they seem less prone to treason. For this reason, and because of their huge numbers, INFRAREDs are subject to much less surveillance than other groups.

RED (1,000 credits/month)
Food: FunFoods, REDdiMeals with Soylent Red, Bouncy Bubble Beverage occasionally, real food a couple of times a month.
Housing: Room shared with up to five other citizens.
Transport: Feet. Transtube. Transition.
Staff: None.
Authority: None. Even Infrareds are not likely to listen to you, as they are doing jobs for the higher-ups.
Perks: You are not drugged all the time, and you're not INFRARED.
Typical RED citizens: Troubleshooters, senior clerks, low-level technicians, Armed Forces grunts; about 10% of the population.

ORANGE (2,000 credits/month)
Food: FunFoods, ORANGEyouGladMeals with Soylent Orange, all the B3 you want, real food weekly.
Housing: Room shared with one other citizen.
Transport: Feet. Transtube. Transition. Autocar hack once in a while.
Staff: None.
Authority: You coerce the occasional INFRARED.
Perks: Well, you are not RED. Some free time.
Typical ORANGE citizens: Technical supervisors, mundane programmers, vidshow sidekicks, Armed Forces corporals; about 6% of the population.

YELLOW (3,000 credits/month)
Food: FunFoods, MelloYELLOWMeals with Soylent Yellow, real food once daily.
Housing: Your own room (under camera surveillance). Shared bathroom.
Transport: Transtube. Autocar hack.
Staff: Whomever you can threaten.
Authority: You manage a small group at your service firm.
Perks: You set your own schedule (subject to higher-clearance demands). You can request changes in your pharmatherapy.
Typical YELLOW citizens: Mid-level bureaucrats, R&D project leads, vidshow hosts,

Armed Forces sergeants, PLC artisans crafting handmade trinkets for High Programmers; about 2% of the population.

GREEN (10,000 credits/month)
Food: Real food each meal, supplemented with GREENGood and various Soylents.
Housing: Private one-bedroom apartment.
Transport: Hack. Shared private autocar.
Staff: A housebot servant.
Authority: May assign on-the-spot insubordination fines. May demote RED citizens. You manage a large division of your service firm.
Perks: Noticeable jump in status. Lower levels may engage in spontaneous bootlicking—that is, not at laserpoint. Pharmatherapy optional.
Typical GREEN citizens: Senior supervisors, managing directors, elite artisans, Armed Forces lieutenants, IntSec goons. All citizens of GREEN Clearance and above collectively comprise about 2% of the population.

BLUE (40,000 credits/month)
Food: Nothing but real food all the time! At last!
Housing: Opulent suite in safe and prestigious subsector.
Transport: Private autocar.
Staff: Full bot staff and bot programmer. Seldom, if ever, do you encounter Infrareds.
Authority: May promote to Clearance ORANGE or lower. May demote from GREEN or lower. May assign Merit awards and penalties. You manage an entire service firm.
Perks: You go to the front of any line; invitations to vidshow award ceremonies; underlings grovel routinely. Your private life is exempt from routine surveillance.
Typical BLUE citizens: Junior executives, vidshow producers, Armed Forces captains and majors, IntSec officers, Central Processing managing directors.

INDIGO (100,000 credits/month)
Food: Gourmet meals and rich desserts.
Housing: A lovely big corridor all your own.
Transport: Several vehicles with chauffeur.
Staff: Full staff of humans and bots. You can go a month without seeing an ORANGE citizen.
Authority: May promote to GREEN or lower. May demote from BLUE or lower. You serve on the Boards of several service firms.

Perks: Obsessive coverage on celebrity vidshows, assuming you like that; you skip lines and go directly to the manager. You pull strings at Internal Security. If you offer sufficiently good reasons to The Computer, you can openly collect Old Reckoning Cultures artefacts.
Typical INDIGO citizens: Senior executives, Armed Forces colonels, IntSec deputy supervisors, Central Processing chief director, HPD&MC vidshow studio chiefs, most secret society chiefs.

VIOLET (600,000 credits/month)
Food: Huge Hollywood-scale dinner parties catered by a GREEN master chef. (You fought hard to get your chef, and you constantly fend off marauding rivals who want to spirit him away.)
Housing: A subsector or two.
Transport: Many autocars, truckbots, private flybots and maybe a sub; full motorcade with IntSec escort.
Staff: Full human staff. (Bots are so common) Hardly ever meet anyone YELLOW or lower.
Authority: May promote to and demote from INDIGO or lower. May order summary executions and erasure of clone templates. 'Service firms? Oh, you mean my investment portfolio.'
Perks: You see this sector? It is yours. You do not go to managers; they come to you. You can freely say almost anything short of outright Commie propaganda. 'Internal Security? Oh, you mean my staff police.'
Typical VIOLET citizens: CEOs, generals, IntSec chief supervisor, Machine Empaths. A typical INFRARED citizen may see a VIOLET once or twice in his life.

ULTRAVIOLET (if you have to ask, you can not afford it)
Food, Housing, Transport, Staffand Perks: If they can not have it, it not only does not exist, it probably can not.
Authority: Nobody knows exactly what they do or where they live. High Programmers are either famous throughout the Complex or, if they prefer, totally anonymous. Mere knowledge of their activities is potentially treasonous.
Typical ULTRAVIOLET citizens: This information is not available at your security clearance.

Player Section

▌ Your Character Sheet

Your *character sheet* describes game information about your Troubleshooter:

◉ Name and gender.

◉ Skills, as well as optional specialties within those skills:

Three Action skills (Management, Stealth, Violence) Three Knowledge skills (Hardware, Software, Wetware) Three Secret skills (classified as Uncommon, Unlikely and Unhealthy).

A vital specialty in Energy Weapons, under the Violence skill.

Up to six optional common specialties and six narrow specialties in the Action and Knowledge skills.

◉ Employment in a service firm, which grants you one mandatory service firm specialty.

◉ A mutant power.

◉ Membership in one secret society.

◉ 25 Perversity points.

◉ Two recognizable tics of behaviour that can earn you more Perversity points.

◉ RED security clearance (the measure of how much The Computer trusts you).

◉ Two attributes: Power and Access.

◉ Equipment—personal equipment you buy yourself, and equipment assigned by The Computer or its service firms.

◉ 1,000 credits in savings (about a month of ordinary expenses).

▌ Skills

When you were a Junior Citizen in the clone creches, The Computer generously taught you to read and write and educated you in six broad areas of competence called skills, each rated 1 (low) to 20 (high). The skills are grouped in two categories of three skills each: Action skills and Knowledge skills. Determine your character's ratings using one of these methods, according to your Game Master's instructions.

Should the Game Master assign you one way to determine ratings, and assign different ways to other players, you will of course congratulate his perceptive tailoring of the rules to your individual needs. Write each rating on your character sheet.

◉ **Flat:** Each of your six skills has a rating of 7.

◉ **Random:** For each skill, roll 1d20 and divide the number rolled in half to get the rating (round fractions up). If your result is below 4, record 4 instead.

◉ **Custom:** Each skill rating starts at 0 (zero), and you get 40 skill points you may allocate among the skills. You must allocate at least 4 points to each skill, but you cannot put more than 10 in any skill. For each point you allocate, the skill's rating increases by 1. (Your Troubleshooter also has three Secret skills, but these are not determined the same way. See 'Secret skills' later in this chapter.) Descriptions of the six Action and Knowledge skills appear below. Each skill description includes a list of areas of concentration called specialties.

▌ The Prime Rules for Players

Player Rule #1. The Game Master is right!

Player Rule #2. Avoid knowing the rules.

As a Troubleshooter, you are Security Clearance RED. Displaying knowledge of rules of higher clearance than RED is treasonous. Arguing with the Game Master is incredibly treasonous (see Player Rule #1).

Player Rule #3. Entertain everyone.

Your fellow Troubleshooters want to kill traitors, that is, you. You can gain some protection by spending Perversity points. You earn Perversity points by being entertaining. The best protection lies in the good will of the Game Master. You earn his good will by being entertaining. Put it another way: Entertain or die!

Skill Specialties and Weaknesses

A specialty is something your character is particularly good at—a specific emphasis within a skill. When a situation comes up that calls for your specialty, you are required to use the specialty's rating instead of the governing skill's rating. Omitting to employ a pertinent specialty in The Computer's service is insubordination. Specialties can be vital, common or narrow.

All Troubleshooters have one mandatory vital specialty: Energy Weapons. Add 4 to your Violence skill rating to get your Energy Weapons specialty rating. Write the Energy Weapons specialty and its rating under your Violence skill.

A common specialty is useful in situations that crop up frequently in Troubleshooter missions—for instance, Projectile Weapons, Bootlicking or Surveillance. Common specialties are listed after their governing skill. Add 4 to the governing skill's rating to get the common specialty's rating. For instance, if you have a Management skill rating of 5 and you take Bootlicking (a Management specialty), your Bootlicking rating is (5 + 4=) 9. Common specialties are listed in the following table. You may also invent your own common specialty with the Game Master's approval. You can select up to six common specialties at your discretion. To take a specialty in a skill, write it under the skill's name. You can assign up to three of your six allotted common specialties to a single skill. You are never required to take a common specialty, but refusing The Computer's generosity can be construed as insubordination.

When you take a common specialty, you must also assign another common specialty in the same skill as your character's compensating weakness. A weakness is a particular blind spot, your area of incompetence. Write the weakness or weaknesses under the specialty. Each weakness rating is 1. If, during play, it turns out your weakness does not limit you as often as the specialty benefits you, the fair-minded Game Master may assign you additional weaknesses to right the balance. Your vital Energy Weapons specialty doesn't inflict a compensating weakness.

A narrow specialty affects a single specific target character or small group (but not your fellow Troubleshooters or The Computer), a certain piece of equipment (not a type of equipment, but one particular item), or a highly specific situation. Examples appear after each skill. You are encouraged to make up your own narrow specialties. Add 6 to the governing skill's rating to get the narrow specialty's rating. A narrow specialty doesn't give you a corresponding weakness. Your beginning character has 'slots' for six narrow specialties, one in each skill. Do not select them now; keep these slots open (undefined). During play, when a situation arises that seems to call for a narrow specialty, you may ask the Game Master's permission to use one of your open slots for that specialty. If the Game Master lets you put the suggested specialty in that slot, you have used up the open slot and keep that specialty thereafter.

Action Skills

The Action group includes Management, Stealth, and Violence skills. Use these to affect or perceive the world and to interact with other people, bots, and The Computer. Action skills may overlap (cover the same area of competence) in certain circumstances, but are not intended to overlap routinely.

👁 **Management:** Non-violent, nontechnical interaction with other characters who are aware of your presence. Management actions include bootlicking, confidence games, fast talk, intimidation, interrogation, oratory, and all other verbal actions. Management also includes checking and correcting another character's hygiene, appearance or demonstrations of loyalty. Management is also your generic ability to behave properly or make others behave improperly. Management does not typically cover anything requiring specialized or technical knowledge, such as medical diagnoses or equipment calibration or repair; these actions require Knowledge skills.

Example narrow Management specialties: Pump My Service Firm Office Mates for Gossip, Suck Up to Boss Jud-G-LKN.

◉ **Stealth:** General sneakiness; any nonverbal attempt to detect or to physically evade detection, conceal physical objects or materials or locate them, misdirect another character's attention, or avoid being misdirected. Stealth includes security and surveillance. Stealth skill describes more than skulking silently down corridors; it also measures sensitivity to things you are not supposed to perceive. Thus Stealth is your generic alertness and perception skill. Stealth does not typically cover subliminal messages or sabotage of equipment; these require a Knowledge skill.

Example narrow Stealth specialties: Palm Pharmatherapy Pills, Leave My Workplace Undetected Through Air Conditioning Vent, Spot When the Malfunctioning Security Camera in My Quarters is Working.

◉ **Violence:** Physical, nonverbal attempts to hurt or kill characters, or destroy or break objects. Violence includes all weapon skills plus demolition. The vital specialty Energy Weapons falls under the Violence skill. Violence is your generic physical activity skill including running, jumping, and such fiddly activities as lockpicking, and cutting the red wire just before detonation. (Though this skill is named 'Violence' you must not assume that gratuitous violent behaviour is typical in Alpha Complex. This idea would demoralize your fellow Troubleshooters. To demoralize your fellow Troubleshooters is treason!) Violence does not typically cover sabotage of equipment; such actions require Knowledge skills.

Example narrow Violence specialties: Wield My Trusty Truncheon 'Nora,' Hit Gordon-VLK's Funny Bone in That Way He Hates.

█ *Knowledge Skills*

The Knowledge group includes Hardware, Software and Wetware skills. Determines if your Troubleshooter knows a given scientific fact or technical procedure; how to operate, maintain, calibrate, and repair stuff; or how to sabotage your companions' equipment. All three Knowledge skills overlap routinely. For instance, if you want to adjust a medbot so it detects your team leader as a monstrous alien invader. This could involve Hardware (adjusting biosensor voltages), Software (inserting a new variable in the bot's interpretation subroutines) or Wetware (altering the bot's biosensor settings). You are authorized to try to convince the Game Master a skill applies if you can offer a plausible reason.

◉ **Hardware:** Mechanical or electronic devices and inorganic materials, including laser and projectile weapons, battle suits, bots, autocars and other vehicles, monitors, electrical equipment, power generation, many kinds of engineering (chemical, electronic, habitat, mechanical, nuclear), clone tanks, actual tanks and so on.

Example narrow Hardware specialties: Increase My Lucky Laser Pistol's Power, Get Barracks Vending Machine to Stop Making That Funny Noise.

◉ **Software:** Anything data- or software-related, including bot and device programming, operating systems, communication protocols, data search and analysis, safe software, software viruses and worms, confession-booth lie-detector programs and (at the highest skill levels and security clearances) even the inner workings of The Computer itself. Some of these are treasonous at your clearance.

Example narrow Software specialties: Soothe Autocar SPD-1's Jangled Brain, Speak in Weird Voice That Keeps Confession Booth NDF-445 Lie Detector From Catching Me.

◉ **Wetware:** Biological and organic topics and devices, including health, bioweapons, disease, drugs, first aid, biochemical therapy, cooking, poisons, bacteria and organic viruses, cloning procedures, bioscience engineering, survival Outdoors and identification and understanding of specimens from Outdoors.

Example narrow Wetware specialties: Make Hot Fun Into Glue, Make Hot Fun Into Acidic Solvent, Make Hot Fun Into Explosive.

Action skill specialties

Management

Bootlicking: Ingratiate yourself with superiors.
Chutzpah: Get others to accept doubtful statements via bluffing and unmitigated gall.
Con Games: Hoodwink a citizen or bot through spurious logic. This is not physical sleight of hand.
Hygiene: Maintain cleanliness in yourself, your surroundings, team mates and passers-by.
Interrogation: Extract information from Commie mutant scum.
Intimidation: Get cooperation from your inferiors.
Moxie: Streetwise smarts; canny assessment of a person, situation or statement.
Oratory: Get a bunch of people to do what you want.

Stealth

Concealment: Hide stuff or spot hidden stuff.
Disguise: Wear a false moustache without looking idiotic.
High Alert: Sense imminent danger or covert surveillance.
Security Systems: Jiggering locks and alarms.
Shadowing: Follow someone without being noticed.
Sleight of Hand: Palm or pocket small things without being noticed.
Sneaking: Move around without being noticed.
Surveillance: How to bug or debug things.

Violence

Agility: Rapid or balanced movement, gymnastics, jumping.
Demolition: Use TNT without killing yourself. Treasonous below GREEN clearance.
Energy Weapons: Lasers, sonic weapons or blasters. Can not take as a weakness and it does not count as one of your six common specialties.
Field Weapons: Flamethrowers, gauss guns, tanglers and the plasma generator.
Fine Manipulation: Lockpicking or cut the wire before detonation.
Hand Weapons: Force swords, neurowhips, truncheons or primitive weapons.
Projectile Weapons: Slugthrowers, cone rifles or other aimed weapons that use ammunition.
Thrown Weapons: Use a grenade or rock.
Unarmed Combat: Hit someone when you don't have a weapon.
Vehicular Combat: Weapons mounted on a vehicle.

Knowledge skill specialties

Hardware

Bot Ops and Maintenance: Operate bots and vehicle autopilots.
Chemical Engineering: Lots of uses for this, but often used it to make explosives.
Electronic Engineering: How to string together circuits and microprocessors.
Habitat Engineering: Knowledge of the air, communication, transport, power, water and waste systems. For when you need a ventilation shaft.
Mechanical Engineering: How to make really neat Rube Goldberg-type contraptions.
Nuclear Engineering: How to operate a reactor without causing meltdown.
Vehicle Ops and Maintenance: Use and repair vehicles.
Weapon and Armour Maintenance: Sabotage weapons and armour, prevent sabotage of yours.

Software

Bot Programming: Revise bot instructions.
C-Bay: Buy and sell on Complex auction sites.
Data Analysis: Understand Computer-generated stuff.
Data Search: Find something using The Computer.
Financial Systems: Transfer credits safely for legitimate or criminal purposes.
Hacking: Break into The Computer's systems. Treasonous at clearances below GREEN.
Operating Systems: Revise MemoMax clone backup tech. Rewrite The Computer's instructions. Treasonous at clearances below BLUE.
Vehicle Programming: Revise vehicle instructions.

Wetware

Biosciences: Know what will mutate you and how.
Bioweapons: Engineer your own weaponised anthrax. Treasonous at clearances below BLUE.
Cloning: Repair and operate the tanks that grow citizens. Operate MemoMax devices.
Medical: Heal the injured and cure the sick, or ensure they do not heal or get cured.
Outdoor Life: Tell a bird from an tree, when most citizens have never heard of these.
Pharmatherapy: Ensuring any mental state through the application of little pills.
Psychotherapy: Recognising insanity; helping others recover from it or descend further into it.
Suggestion: Biochemical and psychological techniques of subliminal persuasion.

Service Group and Firm

At the time you were decanted, your friend The Computer designated you for a particular service group. When you reached age 14 and left your clone creche, you worked at one of that group's service firms as an INFRARED line worker. You worked there for years before The Computer recruited you as a Troubleshooter. You still work at your service firm when you are not on a mission and not currently dead.

Some service firms can be bitter towards their part-timers, treating them as slackers. Of course, you are sure your own firm would not be so callous. At least, you hope not; your low-level connections in your firm may prove useful as sources of information or equipment.

To determine your service group, roll 1d20 and consult the Service Group table nearby. Find your die-roll on the left side of the table; the name printed on the same line is the service group your service firm services. Then, on the Game Master's Service Firm table appropriate to your service group, roll 1d20 again to find your service firm. To learn more about your firm, talk to the Game Master.

The Armed Forces and Internal Security service groups limit service-firm outsourcing to non-security-related functions. The rest of the old service groups remain today as regulatory agencies supervising the appropriate service firms. These service group bureaucracies are absolutely not flagrantly corrupt sump-holes full of superannuated, impotent bureaucrats. No matter how they act like, do not think that.

Service Firm Specialties

At your job, your service firm trained you in one common skill specialty. After thanking The Computer for its customary generosity, you will choose your service firm specialty from the following list. Choosing a service firm common specialty is mandatory. Any attempt to choose a service firm specialty outside your service firm's authorized list will be answered with appropriate countermeasures.

Service group

Roll 1d20 to determine your service group. Then, unless instructed otherwise, consult the table for your group to find your service firm type. The Games Master will tell you about your specific firm before play begins.

1	Armed Forces (group)*
2-3	Armed Forces (service firm)
4-5	Central Processing Unit
6-8	HPD & Mind Control
9	Internal Security**
10	Internal Security (service firm)
11-13	Production, Logistics & Commissary
14-15	Power Services
16-17	Research & Design
18-19	Technical Services
20	Industrial spy or saboteur***

* You serve in the Armed Forces proper, not as an outsourced civilian contractor. Do not roll for a service firm.

** Write 'Internal Security' on the back of your character sheet. Roll again for another service group. You are a spy for Internal Security in that group. The second group is your 'cover', the group everyone thinks you work for. You learn a service firm specialty from Internal Security, not your cover group.

*** You have been assigned to spy on or sabotage another service firm in your group. Roll again to determine your group, then roll twice on its firm table to get two service firm types. Your first roll determines who you are spying for, the second whom you are spying on. (If you roll the same firm type both times, you are spying on a direct rival.) You learn a service firm specialty from your original group, not your cover group. You will collect a salary from both firms.

Your chosen specialty must enhance your character in exactly one of these two permitted ways:

◉ **New and improved:** From your service firm's authorized list you choose a new 'free' skill specialty different from, and in addition to, the six you (optionally) chose earlier. The new specialty works like other common specialties, with a rating 4 higher than the governing skill. You don't suffer a compensating weakness for your new service firm specialty.

◉ **Bumped:** You instead choose to enhance one of the six common specialties you chose earlier. The enhanced specialty must be on your service firm's authorized list. Add 4 to the enhanced specialty's rating (maximum 18). The enhancement has no effect on existing skill weaknesses.

For your convenience service firm specialties are labelled with their governing skill (M=Management, St=Stealth, V=Violence, H=Hardware, So=Software, W=Wetware).

◉ **Armed Forces:** Demolition (V), Energy Weapons (V), Hand Weapons (V), Projectile Weapons (V), Thrown Weapons (V), Unarmed Combat (V); Vehicle Ops and Maintenance (H).

◉ **Central Processing:** Security Systems (St); Electronic Engineering (H); Bot Programming (So), Data Analysis (So), Financial Software (So), Data Search (So), Vehicle Programming (So).

◉ **HPD&MC:** Bootlicking (M), Chutzpah (M), Con Games (M), Moxie (M); Bot Ops and Maintenance (H); Pharmatherapy (W), Medical (W).

◉ **Internal Security:** Interrogation (M), Intimidation (M); Security Systems (St), Surveillance (St); Energy Weapons (V), Hand Weapons (V), Unarmed Combat (V).

◉ **PLC:** Chutzpah (M), Con Games (M); Bot Ops and Maintenance (H), Habitat Engineering (H), Vehicle Ops and Maintenance (H); Data Search (So); Biosciences (W).

◉ **Power Services:** Data Analysis (So), Data Search (So); Chemical Engineering (H), Electronic Engineering (H), Habitat Engineering (H), Mechanical Engineering (H), Nuclear Engineering (H).

◉ **R&D:** Chemical Engineering (H), Mechanical Engineering (H), Nuclear Engineering (H); Bot Programming (So), Vehicle Programming (So); Bioweapons (W), Cloning (W).

◉ **Tech Services:** Chemical Engineering (H), Electronic Engineering (H), Habitat Engineering (H), Vehicle Ops and Maintenance (H); Bot Programming (So), Vehicle Programming (So); Pharmatherapy (W).

▌Mutant Power

Due to treasonous sabotage of The Computer's otherwise faultless cloning process, certain clones are decanted with innate mutations that grant them inhuman or superhuman abilities. Because these genetic impurities present an uncontrollable threat to The Computer's hard-won social order, possession of a mutant power is treason punishable by execution.

Unknown (probably) to your fellow Troubleshooters, you possess a mutant power. You have known about it for some time, but kept it secret from everyone.

The Game Master may determine your mutant power himself, and may decide not to tell you. If he asks you to determine your own mutant power, thank him profusely and consult the Mutant Powers table nearby. Roll 1d20 and find the number you rolled in the left column of the table appropriate to your Game Master's play style (Classic, Straight, Zap). The mutant power on the same line is your power. Write the power name on the secret part of your character sheet, protected from other players' prying eyes.

During the game, when you want to use your mutant power, tell the Game Master—preferably in secret conference, via note or prearranged signal, by waving coded flags, etc.

To learn about your mutant power ask the Game Master.

Mutant Power Tables

Classic

1	Charm
2	Corrosion
3	Detect Mutant Power
4	Electroshock
5	Empathy
6	Energy Field
7	Hypersenses
8	Levitation
9	Machine Empathy*
10	Matter Eater
11	Mental Blast
12	Polymorphism
13	Puppeteer
14	Pyrokinesis
15	Regeneration
16	Slippery Skin
17	Telekinesis
18	Teleportation
19	Uncanny Luck
20	X-Ray Vision

Having this mutant power is grounds for immediate execution.

Straight

1	Adhesive Skin
2	Adrenalin Control
3	Bureaucratic Intuition
4	Charm
5	Death Simulation
6	Deep Thought
7	Electroshock
8	Empathy
9	Energy Field
10	Hypersenses
11	Machine Empathy*
12	Matter Eater
13	Mechanical Intuition
14	Mental Blast
15	Pyrokinesis
16	Regeneration
17	Rubbery Bones
18	Toxic Metabolism
19	Uncanny Luck
20	Ventriloquist

Having this mutant power is grounds for immediate execution.

Zap

1	Absorption
2	Chameleon
3	Charm
4	Desolidity
5	Electroshock
6	Energy Field
7	Growth
8	Levitation
9	Machine Empathy*
10	Matter Eater
11	Mental Blast
12	Polymorphism
13	Puppeteer
14	Pyrokinesis
15	Regeneration
16	Shrinking
17	Telekinesis
18	Teleportation
19	Transmutation
20	X-Ray Vision

Having this mutant power is grounds for immediate execution.

Registering Your Mutation

Some mutants have patriotically registered their power with The Computer's Internal Security service group. After you know what your power does, decide whether or not to register it. However, if your power is Machine Empathy, do not reveal it! The Computer considers that power so dangerous it immediately executes anyone who possesses it.

A registered mutant is not executed just for being a mutant. If you register your mutation, you can use your power whenever you like without being accused of treason. However, you must wear a yellow stripe on your uniform at all times (citizens of YELLOW Clearance wear a stripe with black borders). As a registered mutant you will certainly face anti-mutant prejudice. Registered mutants get passed by for promotions, are the butt of jokes in service firm advertising and—most important for your purposes—are frequently the handiest scapegoat when anything goes wrong.

Registered mutants are second-class citizens, if that. The Computer tolerates you and assigns you to Troubleshooter teams in hopes of helping their odds. The Computer assigns responsibility for your safety to the Team Leader. Your fellow citizens can not just shoot you without the Leader's permission, or they risk getting recycled for destroying The Computer's 'equipment'. They can not execute you unless they can prove you did something treasonous. Yet citizens still hate and despise you publicly, though members of certain secret societies may look on you with pity.

Accusations of Treason

Accusations of treason (Classic games)
To earn commendation from The Computer, an accusation of treason must be credible. The more reputable the target of your accusation, the less likely your charges will be regarded as credible. To credibly accuse an individual of treason, you need corroborating testimony or, even better, have (or be able to fabricate) clear, documented evidence. Documented evidence includes still photos, video clips, and audio recordings. A treasonous act is 'documented evidence' for one of these reasons:

1. The Games Master says it is.

2. You have a convincing in-game reason for documenting the act, and the Games Master accepts it. It does not matter how much time elapses before you make your report. There is no statute of limitations in Alpha Complex. However, if the target has already been accused and penalized in the past for a given act, that act will not weigh heavily. If you can produce the required quantity of evidence for The Computer or its authorized representatives, and if the evidence happens not to mysteriously disappear shortly thereafter, The Computer may convict the target of treason. If you make the accusation after you already killed the target, the Games Master tells you how long you have to assemble the required evidence.

Accusations of treason (Straight games)
This works much as in Classic games, except The Computer requires greater standards of evidential rigour. These are the differences in Straight games:
1. The Computer is less lenient about letting you assemble a case against a target after the fact—that is, post-termination. Evidence should be presented while the target is alive. The Computer gives high-clearance targets an opportunity to defend themselves, which may be troublesome for the accuser.
2. The target's past reputation confers some protection.
3. Unlike in Classic or Zap games, if The Computer decides the termination was unjustified, you are liable for the cost of your victim's replacement clone.

Accusations of treason (Zap games)
Say 'You're a traitor.' Fire.

■Secret Society

Long ago The Computer began several secret societies as harmless outlets for citizens' repressed urges toward insubordination. More dangerous secret societies formed independently or as offshoots from the originals. Most societies developed feuding factions, all competing for resources or locked in internecine warfare. The societies survive today and though talking about them is insubordination, their existence is widely known among all citizens.

As even the oldest secret societies now evince dangerous ideas of self-determination, The Computer has rightly condemned all secret society membership as treason punishable by execution. This is unfortunate, because you are a secret society member.

All secret societies recruit aggressively among the INFRARED labourers of Alpha Complex. One society recruited you some time ago and you are now familiar with its goals and doctrines. You know its friends, enemies, methods and possibly a few contacts. Since your society is a potentially powerful tool for your advancement, you work sincerely and aggressively to further its goals. The Game Master may tell you your secret society, or may ask you to roll a die to determine it. In this case consult the Secret Society table appropriate to your service group. Roll 1d20 and find the number you rolled in the left column of the table. The society on the same line is your affiliation. Write it on the secret part of your character sheet. If you roll an entry with an asterisk, consult the table key. To learn about your secret society, ask the Game Master.

Secret Society Tables

Roll 1d20 and find the table for your service group. The entry beside the number you rolled is your secret society.

Armed Forces

1-3	Anti-Mutant
4-6	Death Leopard
7-9	Frankenstein Destroyers
10-12	PURGE
13	Communists
14	FCCC-P
15	Free Enterprise
16	Pro Tech
17	Psion
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

Production, Logistics & Commissary (PLC)

1-5	Free Enterprise
6-9	Humanists
10-11	Mystics
12-13	Romantics
14	Communists
15	Pro Tech
16	Psion
17	Sierra Club
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

Central Processing Unit

1-4	Computer Phreaks
5-8	Corpore Metal
9-10	FCCC-P
11-12	Sierra Club
13	Anti-Mutant
14	Communists
15	Pro Tech
16	Psion
17	PURGE
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

Power Services

1-2	Computer Phreaks
3-4	Death Leopard
5-6	FCCC-P
7-8	Frankenstein Destroyers
9-10	Free Enterprise
11-12	Mystics
13-14	Pro Tech
15-16	PURGE
17	Communists
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

HPD & Mind Control

1-2	Anti-Mutant
3-4	FCCC-P
5-7	Humanists
8-11	Romantics
12-13	Sierra Club
14	Communists
15	Mystics
16	Psion
17	PURGE
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

Research & Design (R&D)

1-3	Computer Phreaks
4-6	Corpore Metal
7-9	Pro Tech
10-12	Psion
13-15	PURGE
16	FCCC-P
17	Communists
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

▋Internal Security

1-3	Anti-Mutant
4-6	Death Leopard
7-9	FCCC-P
10-12	Frankenstein Destroyers
13	Communists
14	Free Enterprise
15	Pro Tech
16	Psion
17	PURGE
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

▋Technical Services

1-2	Computer Phreaks
3-4	Corpore Metal
5-6	Death Leopard
7-8	Frankenstein Destroyers
9-10	Mystics
11-12	Pro Tech
13-14	Psion
15-16	Sierra Club
17	Communists
18	Illuminati*
19	Other (see GM for details)
20	Undercover agent**

▋Secret society table key

* Write 'Illuminati' on the secret section of your character sheet. Roll the die again to find a second, 'cover' society. You are an undercover agent for the Illuminati in this society.

** You've been assigned to spy on another society. Roll twice more. Your first roll determines who you're spying for, the second whom you're spying on. If you roll a 20 again, the group you're spying on assigns you to spy on a third society. Roll enough 20s and you could be spying on the entire Complex. Good luck keeping your cover stories straight.

▋*Secret Society Degree*

Like other institutions in Alpha Complex, most secret societies are strictly hierarchical. The higher your degree (rank) in your society, the more you can exploit your connections to procure equipment or information, gain contacts, borrow funds, or many other perks. Your secret society designates your degree by a number from 1 (low) to 20 (high). This is not an abstract game rating but a literal status number tracked by your superiors in the society. The higher your degree number, the greater the authority you can exert over those of lower degree. However, this varies; in some societies, high degree may indicate only prestige or, worse, the magnitude of your administrative drudgework. Your beginning secret society degree depends on the chosen play style.

Skills taught by Secret Societies are Secret skills. Secret skills are grouped in these categories:

◉ **Uncommon** in Alpha Complex but not necessarily treasonous: Swimming, Rock Climbing and other Outdoors skills; craft skills such as cooking or glassblowing; conceivably (among citizens whose hormone suppressants have worn off) even seduction. Knowing how to drive a non-automated vehicle is Uncommon; each vehicle type is a different skill.

◉ **Unlikely** to figure significantly in a mission: Knitting and other hobby skills, Whistling, Tella-O-MLY Trivia, and so on.

◉ **Unhealthy**: Treasonous skills such as Communist Propaganda, Digital Image Manipulation, Filesharing, foreign languages, etc.; knowledge of Old Reckoning Cultures; criminal skills (Twitchtalk, Fraudulent Accounting); also skills legally available only at a higher clearance than yours.

Some secret societies mandate that you learn certain Secret skills. Others could not give a used algae chip which skills you learn. Find your society's preferences in the table on page 22. If a skill appears in **bold print**, you must learn that skill. If the skill name is not in bold, or no skill is listed, you may learn any Secret skill you wish. If you are undercover, learn your cover society's skills. Unless the Game Master

Secret Skills

If your secret society requires you to learn a specific skill, it appears in **bold print** on the society's line in this table. Skills not in bold print are recommended, not mandatory. If you do not like a recommended skill, pick one from another society, or invent your own skill and submit it to the Games Master for approval.

Society	Uncommon	Unlikely	Unhealthy*
Anti-Mutant	Power Studies	Comic Book Trivia	Twitchtalk
Computer Phreaks	Cash Hacking	Jargon	Hacking, programming skills
Communists	Demolition	Tractor Maintenance	**Propaganda***
Corpore Metal	Cyborging	Botspotting	Bioweapons
Death Leopard	**Demolition**	Action Movies, Partying	Gambling
FCCC-P	Alpha Complex History	priestly skills	Meeting Machine Empaths
Frankenstein Destroyers	Demolition	toolmaking skills	programming skills
Free Enterprise	Haggling	Advertising, Marketing	Bribery, Forgery
Humanists	Marital Arts *[sic]*	hobbies, languages	Old Reckoning Cultures
Illuminati	————— skills taught by your cover society —————		
Mystics	**Drug Procurement**	Meditation, Partying	Old Reckoning Drugs
Pro Tech	Experimental Equipment Repair/ Maintenance	Video Games	WMD
Psion	Power Studies	Comic Book Trivia	Twitchtalk
PURGE	**Demolition**	Gloating	Bioweapons, Twitchtalk
Romantics	Archival Studies	Cooking, Knitting, Music	**Old Reckoning Cultures**
Sierra Club	Survival, Wild Lore, Travel	Birdwatching, Spoor Recognition	Bioweapons

* Each society also has a specific Propaganda skill, an Unhealthy skill that is unique and differs from all other societies' versions of the skill.

informs you otherwise, you are required to choose exactly one Secret skill in each category (Uncommon, Unlikely, Unhealthy). The Game Master can veto choices or assign them to another category. Never choose something like 'Unerringly Destroy Fellow Troubleshooters' or you risk alienating the Game Master. Write the skills on the secret side of your character sheet. For Secret skills not on the regular non-secret list, roll 1d20; the result is the skill's rating. For specialties from the regular non-secret list, like Demolition, determine their rating normally from the governing skill's rating. If you already have that specialty or weakness, do not change the existing rating.

Perversity Points

Perversity points are the Game Master's reward to you for entertaining everyone. You can earn them in both scenes and non-scenes, whether or not your character is actually present on the scene. All you have to do is be amusing, help the storyline along or really roast a

fellow Troubleshooter—roast him with style. The Game Master rewards you yourself, not your character, with Perversity points. If your Troubleshooter dies for good, you still keep your current Perversity point totals and can spend them with your next character. You and the Game Master can track Perversity points on paper, but it works better to use poker chips. Use different colours of chips, if available, to represent 1, 5, and 10 Perversity points.

You start play with 25 Perversity points.

You may earn up to 10 valuable Perversity points by choosing one or two identifiable tics: examples of your character's individual quirks and habits. A tic is any obvious and recognizable behaviour or condition that seldom directly affects the game—for example humming absently or twitching when anyone mentions 'the sewers'. Perhaps you acquired your tic while working at your service firm, or because of your mutant power.

▌*How You Earn Perversity Points*

Using incontestably fair judgment, the Game Master may award you Perversity points in these situations:

◉ At the start of each scene.

◉ When you do things the others finds entertaining.

◉ At the end of a play session, if you have played your chosen tics and Secret skills entertainingly.

◉ When you alert the Game Master to another player's treasonous behaviour or rules violations—in particular, to displays of rules knowledge.

◉ When you perform a valuable or interesting service that improves the game (say, creating a new rumour), gets a stalled play session moving, or helps lighten the Game Master's load or mood (playing an NPC for a scene, bribing the Game Master with munchies).

◉ When you stylishly and (in most cases) fatally betray a fellow Troubleshooter to fulfil the dictates of The Computer, a secret society mission or even a personal rivalry.

Any old Troubleshooter can earn good standing with The Computer by terminating a traitor, but to earn Perversity points, you must terminate your enemy with panache. A stylish termination typically requires you to inform your victim beforehand. Separate your target from all support, reduce him to helpless panic, take a few delicious moments to explain exactly what he did to deserve your imminent meting of justice, and finally off him as you would a rabid Commie.

▌*How You Spend Perversity Points*

You can spend Perversity points to improve your position in life or to undermine another's. Here's what you can buy:

General Perversity Modifiers: You can spend points to adjust the success of your own or others' die rolls.

Advancement: Increased skill and specialty ratings, and new specialties and Secret skills: You can spend Perversity points to improve your Troubleshooter's competence. Ask your Game Master for details.

Social perks: Perversity points are not really intended as currency among players, but you may find that a generous donation of points gets you the seat near the Game Master that makes note-passing easier. Perhaps a few points will get you first choice of the munchies.

▌**General Perversity Modifiers**

You will probably spend most of your Perversity points on General Perversity Modifiers. When the Game Master allows it, you and your fellow players can spend Perversity points as General Perversity Modifiers to influence your roll's success chance. After all points are spent the Game Master interprets the circumstances of the roll to fit all the modifiers.

In many cases you will spend points secretly. Sometimes, the Game Master will require you to announce how you're spending points.

Spending limits: If the Game Master

allows Perversity spending, you can usually spend up to 5 Perversity points to affect a roll, and usually get one spending chance per roll.

Sometimes the Game Master will let only the acting player (the one rolling the dice) spend points on Perversity. At other times the Game Master will go around to each player in turn, soliciting Perversity spending When everyone has spent once or passed, the acting player rolls. In truly climactic—not to say 'chaotic'—situations, the Game Master may allow everyone to spend freely, without limit, as many times as you like until your points (or you) are exhausted.

Rationalizing the perverse: You can spend Perversity whenever the Game Master allows it, whether or not your Troubleshooter is present at the scene. If your character is present, etiquette requires you to do something in the game to reflect your spending. ('I'm poking him in the ribs as he aims, –2 Perversity.')

Public or silent: The Game Master may ask you to declare your Perversity spending publicly or ask each player in turn to silently mark '+' (plus) or '–' (minus) on a sticky-note and pass it to him, along with poker chips representing the number of Perversity points spent. A plus increases the success chance; a minus reduces it.

Power and Access

Your Troubleshooter, like every human character in Alpha Complex, has two innate attributes: Power and Access.

Warning! Each of your attributes has a numerical rating, but at Clearance RED you are not permitted to know your attribute ratings. You are only allowed to know, in a general way, what each attribute measures. Displaying knowledge of your own or any character's attribute ratings below Clearance ULTRAVIOLET is treason.

◉ **Power** measures the strength of your mutant power. The higher your Power rating, the more effectively you can use your power.

◉ **Access** describes how smoothly you can get things done in the Alpha Complex bureaucracy. It measures your awareness of

intricate clerical procedures and your ability to pull strings to get favours from influential people.

Access is different from security clearance, which measures The Computer's trust in you. Access is not trustworthiness, but streetwise efficiency. The higher your Access, the more smoothly you can (for instance) get that clerk in PLC to have a broken showerhead repaired promptly.

In this way Access is better than security clearance. A high security clearance just moves you to the front of the line and lets you threaten the clerk—but if he has no showerhead, threats will not help. The Access attribute lets you realize you need Plumbing Requisition Form 221-PLC-563 rev. 4, in sextuplicate. Or Access can ensure that a friend in Free Enterprise lines up a showerhead pronto.

Draining Attribute Points

You are not cleared to understand how the Game Master uses your attribute ratings in play. Generally he tracks these ratings as a pool of points, which he may spend to let your character accomplish tasks.

If you are using your mutant power, the Game Master may drain Power points from your current rating to represent the energy you expend swallowing uranium or setting your supervisor on fire.

If you want to get something done in the bureaucracy, the Game Master may drain Access points from your rating to represent your cashing in favours to repair your showerhead. Do not ask many points you have, or how were drained to accomplish a task. These questions are treaonsous.

After draining your points, the Game Master will tell you the result of your action. He may or may not divulge if the drain had any effect. If you run out of attribute points, you will not find out. You might deduce it from repeated failures, but this is mere guesswork. The Game Master can replenish your points at the start of the next scene or play session. Do not ask when the Game Master will next replenish your points.

PARANOIA

LITTLE RED BOOK

The Little RED Book

Congratulations Citizen! You have been promoted to join the ranks of the **Troubleshooters**. You can now aid **The Computer** in its fight against the evil forces of **Commies, Mutants** and **Traitors**. You will work with other Troubleshooters who are also dedicated to this great and noble cause. You are also a **mutant** and a member of a **secret society**, if your fellow Troubleshooters find this out you will be **executed** for this treasonous activity. If you can prove that they are traitors first then they will not get the opportunity to do this. This will be **fun!** **The Computer** says so.

Little RED Book contains the rules and background for creating and running a character in the *PARANOIA* game, where you will explore **Alpha Complex**, run by the utterly deranged logic of **The Computer**, being sent on missions to further the cause against the commie mutant peril by the Game Master.

2+2=5.3187... PLEASE RE-CALIBRATE YOUR EQUIPMENT ACCORDINGLY

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A world fit for Kafka, Orwell and the Marx Brothers

PARANOIA is a satirical roleplaying game set in a darkly humorous future. A well-meaning but deranged Computer desperately protects the citizens of an underground city from secret societies, mutants and all sorts of real and imagined enemies. You play a *Troubleshooter*, one of The Computer's elite agents. You track and destroy enemies of The Computer. You hope The Computer and your fellow Troubleshooters won't find out *you* are one of these enemies.

PARANOIA: a blackly fun game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons and insane robots, which encourages players to lie, to cheat and to backstab each other at every turn.

Originally published in 1984, *PARANOIA* sold over 150,000 copies. The new edition updates Alpha Complex for this new and more paranoid time.

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