PARANOIA

GUIDE TO ALPHA COMPLEX

/// CITIZEN: EVE-R-EST-5
/// CIVIC ZEAL: TRENDING
/// MARKET VALUE: WAVERING

50
75
100
125
150
175
200

TARGET

MISSIONS

ACHIEVEMENTS

SERVICE GROUP

EQUIPMENT

/// INJURY FORECAST   38%

PARANOIA

GUIDE TO ALPHA COMPLEX

CONTENTS

INTERNAL
SECURITY
AGENTS
ARE YOUR
PROTECTORS

This is the only guide to Alpha Complex that is authorised by the Computer!

Please confirm that this product is **GENUINE**

It is your **DUTY** to confirm that this product is **GENUINE**

Make **ABSOLUTELY CERTAIN** this is **NOT** a **DANGEROUS IMPOSTURE** containing:

- Treasonous Misinformation
- Desperate Disinformation
- Terroristic WrongFacts
- and/or Big Fat Lies

Make **ABSOLUTELY CERTAIN** this was **NOT** fabricated by one of the **ENEMIES OF ALPHA COMPLEX.**

Check that this is an **OFFICIAL AUTHORISED** copy of the **OFFICIAL AUTHORISED EDITION** of *THE GUIDE TO ALPHA COMPLEX* by scanning the following auto-generated checksum via the **IBALL™** system of your **CEREBRAL CORETECH™.**

Is your guide an unofficial disauthorised or not-even-a-little-bit-authorised copy of the official *THE GUIDE TO ALPHA COMPLEX GUIDE?*

• Please stay right there. **REMAIN CALM.**

• Immediately take a **MOOD ELEVATOR HAPPINESS SUPPLEMENT™.**

Your **CEREBRAL CORETECH™** has already notified the Computer of the existence and location of your unGuide guide

WARNING! Your brain may now contain bad data potentially harmful to Alpha Complex!

A squad of Troubleshooters has been dispatched to your location to neutraise and destroy your unGuide guide Or any **POTENTIALLY HARMFUL BAD DATA.** In your brain

All Hail the diligent efficient Troubleshooters! Admire their smart uniforms their laser pistols ever ready to protect us *

Thank you for your service to your friend the Computer!

Stand perfectly still! Everything will be Perfectly Safe! Blissfully brief! And Faultlessly Hygenic!

We look forward to working with your next clone

* Be advised that citizens containing **POTENTIALLY HARMFUL BAD DATA** are not genuinely 'us' in this context

SO YOU'VE
JUST BEEN CLONED
SECTION 0-1

HAPPY BIRTH-DAY, CITIZEN

Welcome to Alpha Complex, your home.

You may feel disoriented.

Miraculously, you have just been born!

You feature the very latest in Cerebral Coretech™ Life-Enhancing technology. Soon you'll feel refreshed as your Omniskill generic memory-set comes online, providing all the information you'll need about where you'll live and what you'll do, in the **Perfectly Ordered and Completely Comfortable** world of Alpha Complex.

However, if you're standing, damp, naked and confused, in a cloning chamber staring at a tablet placed in your quivering hands by one of our clone-bank operatives, then please take a **Mood Elevator Happiness Supplement™. Terrorist Actions** have interrupted Coretech™ updating systems at this time.

If the tablet has been replaced by a booklet, then tablet-delivery systems have been disrupted by **Expected Unscheduled Service Upgrades.** Take two **Mood Elevator Happiness Supplements™.**

If the booklet has been replaced by a clone-bank operative reciting from memory, then a **Routine Abundance Shortfall** has interfered with the smooth running of our systems. Help yourself to the **Mood Elevator Happiness Supplements™.**

For your comfort and safety, do not interrupt the clone-bank operative: they serve your Friend, the Computer, and the security of Alpha Complex.

Read/listen to, and commit to memory, the contents of this briefing document/experience before leaving this room, putting on any clothes, or taking any actions that may accidentally or inevitably jeopardise your future well-being, or lead to your prompt and painless* termination.

*   Be advised that 'painless' in this context is not covered under warranty unless Mood Elevator Happiness Supplements™ have been taken as directed.

[THE FOLLOWING QUESTIONS ARE PRE-GENERATED. INTERRUPTING WITH UNAUTHORISED QUESTIONS FROM YOUR MIND MAY CONFUSE THE CLONE-BANK OPERATIVE AND ENDANGER YOUR LOYALTY RATING.]

WHERE AM I?

You are in Alpha Complex, the home of humankind after humankind's previous home was accidentally [REDACTED]. All human life is here and we mean that literally. You will spend your life in Alpha Complex as a happy and productive member of our well-ordered and efficient society. Alpha Complex is an automated society where many functions are performed by systems and machines for your convenience and enjoyment. Alpha Complex represents the zenith of human achievement and contentment. The year is 214.

WHO AM I?

You are [$namenotfound], a newly cloned citizen of Alpha Complex. Your name is made up of several parts. For example a citizen's name might be Dataset-R-GNR-1: 'Dataset' is the name the Computer has assigned to her based on her gender and personality type; 'R' stands for Red, which

is Dataset's security clearance; 'GNR' is the sector where she was cloned and where she will usually work, eat, take part in approved recreational activities and sleep; and '1' is her clone number. Therefore your name is [$namenotfound], your security clearance is [$clearancenotfound], your home sector is [$sectornotfound] and your clone number is [$unassignedvariable].

WHAT IS THE COMPUTER?

The Computer is the benevolent intelligence that runs Alpha Complex for the optimal wellbeing and happiness of all citizens. The Computer watches over you to keep you safe from harmful traitors, mutants, terrorists, and other threats who seek to destroy our cherished, peaceable and efficient way of life. It is important to remember that everything the Computer does is for your security and benefit and not the other way around, no matter what malcontents, propagandists and troublemakers may tell you.

WHAT IS A SECTOR?

Alpha Complex is made up of many different sectors. Most of these are places where thousands of citizens of all security clearances live and perform their daily tasks. Most sectors are mixed-use and potentially self-sufficient, meaning that in case of disaster or terrorist assault they can generate their own power, food, water and new clones. Other sectors are given over to more specialist purposes that do not concern you at this time. Many sectors are next to each other, separated by large bulkhead doors

that can be closed in case of emergencies, while others are further apart and connected by a network of corridors, subways, roads, light monorail transport systems, access tunnels, air ducts, clone delivery tubes, sewers, bot-accessways and Cold Fun sluices.

WHAT IS MY SECURITY CLEARANCE?

Every citizen of Alpha Complex has a security clearance, indicating their seniority within Alpha Complex and how much the Computer trusts them. There are nine levels: Infrared is the lowest, then Red, Orange, Yellow, Green, Blue, Indigo, Violet and Ultraviolet. As a new citizen you are an Infrared (Infrared citizens do not have a letter in their name to indicate their security clearance). When you leave the cloning chamber you will find that every part of Alpha Complex is colour-coded to indicate where you can go, what equipment you can operate and who you can talk to without permission. This is for your convenience, safety and happiness. As you perform tasks in the service of the Computer you will receive XP points, which you can spend to raise your security clearance. As your clearance rises, so will your status, privileges and standard of living. Hail our friend the Computer!

WHAT IS A CLONE NUMBER?

As a free service to add value and duration to your existence, every citizen of Alpha Complex is created in sextuplicate. In other words: there are five back-up copies of your body in storage. In the profoundly unlikely case of a fatal incident to your current body, a new clone will be activated and sent to the nearest safe location via the clone delivery tubes, or one of hundreds of alternative logistical systems, within [$timenotfound] minutes (terms and conditions apply). New clones are automatically updated with the latest back-up of your memories and skill packages, as stored in the Computer's data centers and updated every few seconds by the Memtech module of your Cerebral Coretech.

WHAT IS MY CEREBRAL CORETECH?

Cerebral Coretech is an upgrade to your basic human brain. It's implanted inside your skull and powered by your body's bio-electrical field. Every citizen of Alpha Complex has one. It allows the Computer to project relevant information into your heads-up display, give you mission briefings and updates, provide you with new data, skill packages and access to online information repositories, communicate with you directly, and back up your personality and memories in case of an accident.

Cerebral Coretech keeps all citizens of Alpha Complex safe through universal surveillance. All the inputs from your senses are streamed directly to the Computer, where they are analysed for relevant data and indications of traitorous behaviour in your immediate area. Everything you see and hear and smell and taste, the Computer sees and hears and smells and tastes and analyses and acts upon it to keep you safe. The Computer knows everything about you because the Computer is your friend and you should always tell your friends everything.

Within the in-eye display now appearing in your field of vision you will see the following information: your clone number, your health, your Loyalty Rating, an overview of your current mission and any Achievements available and your current XP point total. Additional information may be accessed via a series of eye-movements, winks and blinks, or supplied to you by the Computer on a need-to-know basis. In-eye displays can be customised with new icon sets, templates and wallpapers, downloadable for a few XP points. If you do not see an in-eye display then your Coretech may be faulty: notify a technician immediately and your brain will be turned off and on again.

For more information about getting the most out of your Cerebral Coretech, turn to page 32 or ask the clone-bank operative to speak faster.

HOW DOES MY CEREBRAL CORETECH WORK?

That information is classified, citizen. Ask again when you are at a higher security clearance.

WHAT SECURITY CLEARANCE WOULD BE HIGH ENOUGH TO ASK AGAIN?

That information is also classified. You have now asked two questions beyond your current security clearance. Please observe the Loyalty Rating portion of your heads-up display, where a gold star has appeared. That is a Treason Star, indicating that the Computer now distrusts you because you have shown undue curiosity in a subject above your security clearance. Certain other citizens including Troubleshooters and members of Internal Security can always see your Loyalty Rating displayed above your head in their Coretech viewfield. A citizen with five or more Treason Stars automatically has their rating displayed for everyone to see: they are an enemy of Alpha Complex and the Computer, and can be summarily arrested or executed for bonus XP points.

WHAT ARE – WAIT, HOW DO I GET RID OF TREASON STARS?

Serve the Computer. At the moment you are serving the Computer by loyally comprehending this briefing data and in a few paragraphs your Treason Star will disappear. It may not be that easy in the future.

WHAT IS MY ROLE WITHIN ALPHA COMPLEX?

The life that lies ahead of you is filled with excitement, anticipation, challenges, rewards and sudden, violent [REDACTED]. As an Infrared citizen you are part of the vital infrastructure that keeps Alpha Complex together, a member of one of the eight Service Groups that keep our society functioning. These groups are Armed Forces, Central Processing Unit (CPU), Housing Preservation and Development & Mind Control (HPD&MC), Internal Security (IntSec), Power Services (Power), Production, Logistics and Commissary (PLC), Research and Design (R&D), and Technical Services (Tech). For more information, check Alphapedia. While you have been assimilating this briefing document, your physical and mental attributes have been assessed and appraised and you are best suited for a career in [$servicegroupnotfound]. The relevant skills package is now uploading to your Cerebral Coretech. Good luck!

If you persevere in your assigned career and do well in the service of the Computer, you will receive sufficient XP points to advance to Red level. At that point many other exciting job opportunities will open to you, such as Sump Operative, Bot Maintenance Technician Third Class, Lab Cleaning Trainee, Duct Volunteer, Vat Crew, R&D Test Subject or Food Substance Flow Dynamicist. If you are judged worthy you may even be invited to join the Troubleshooters. Work well in the service of the Computer, citizen!

WHAT IS A TROUBLESHOOTER?

Troubleshooters are the glorious detergent in the great wash-bot spin-cycle that is Alpha Complex society. Troubleshooters risk life and limb to perform any task deemed too risky, too dangerous, too exciting or too radioactive for regular Service Group operatives to undertake. In doing so they protect us all from the actions of the traitorous enemies of Alpha Complex.

WHAT IS A TRAITOR?

A traitor is anyone or anything who is working against the interests of Alpha Complex, its citizens and the Computer. There are four main groups of traitors: Terrorists, Mutants, DAIVs and members of Secret Societies.

WHAT IS A TERRORIST?

A Terrorist is a self-aware being who is trying to destroy or subvert the core values and functions of Alpha Complex. Some Terrorists operate with subterfuge, stealth, infiltration and long-term schemes, while others prefer yelling and explosions. Both types of Terrorists are equally dangerous to Alpha Complex, although the second type is more dangerous to you personally.

WHAT IS A MUTANT?

A mutant is someone whose cloning process has been corrupted, giving them supernormal mental or physical abilities beyond the scope of other clones. This is considered to be operating outside defined parameters and is therefore traitorous. Fortunately less than [$invalidvariable] per cent of Alpha Complex citizens are mutants, so you have little to worry about.

Incidentally, note that by your intelligent and loyal questions, your Treason Star has been removed. You are a blameless and trustworthy citizen once more.

WHAT IS A DAIV?

That information is classified at your security clearance, citizen.

WHAT IS A SECRET SOCIETY?

That information is classified at your security clearance, citizen. Knowledge or membership of Secret Societies is traitorous. Please explain what you know about Secret Societies.

THAT'S WHAT I WAS ASKING YOU, FRIEND COMPUTER. I KNOW NOTHING OF SECRET SOCIETIES

Ignorance due to recent birth is not an excuse, citizen. Have a Treason Star for general shiftiness.

THE NATURE OF OUTDOORS MAY VARY IN YOUR ALPHA COMPLEX

WHAT SHOULD I DO IF I ENCOUNTER A TRAITOR?

All traitorous activity you observe including your own must be reported immediately to the Computer and stopped immediately, by whatever means are at hand or hands. Failure to report traitorous activity is traitorous, as is consorting with traitors, being in the same workgroup as traitors and standing too close to traitors in the food-dispensary queue. Do you know what the price of freedom is, citizen? The price of freedom is internal vigilance and also external vigilance, eternally. Do you know who said that? The Computer said that. To keep Alpha Complex secure you must be internally and externally vigilant, for as much of eternity as your remaining clones last.

WHAT IS AN XP POINT?

XP points are a reward for success in the service of the Computer. They are awarded in three ways: for good works done to protect Alpha Complex, its citizens and the Computer; for carrying out dangerous missions in the service of the Computer; or for completing Achievements designated by the Computer as part of a mission.

XP points can be exchanged for all kinds of rewards designed to improve your happiness. A citizen with enough points can 'level up' their security clearance, obtain new skill-packs and upgrade-downloads to their Cerebral Coretech, can requisition superior equipment (delivered to their position via the clone-delivery tubes in [$timenotfound] minutes, subject to availability, items may not match illustrations in catalogue, additional terms and conditions apply, as may delivery charges), upgrade their living quarters, uniforms, and food and beverage rations, purchase additional clones, and a number of other benefits that are offline at this time due to terrorist action.

You'll find more information about XP points in Alphapedia, accessed through your Cerebral Coretech. You can also use Cerebral Coretech to access a list of things to spend XP points on, or alternatively there is a hard copy on page 66 of the Players Book or nudge the technician and ask them to tell you more.

WHAT IS ALPHAPEDIA?

Alphapedia is an online repository of information about Alpha Complex that you can access through your Cerebral Coretech. It is constantly updated and automatically screened for your security clearance. Access it by blinking to the 'Core Functions' menu, choosing 'Information', 'Alphapedia', 'Pull', 'Request' and entering the page number of the subject you want to research. To use the search facility, open the search facility and enter the search term 'search facility'.

WHAT DO I DO HERE?

Your daycycle in Alpha Complex will be taken up with eight hours of working in the service of the Computer and eight hours of sleep. The remaining [$unassignedvariable] hours are yours, to do whatever you want within the bounds of civic responsibility and not being a traitor. Possible activities include:

– Watching holovid programmes. All citizens are required to watch at least one hour a day of the compulsory channels. Top-rated programmes include *Know Your Mutant, Terrorist or Schmerrorist?, the Teela-O-MLY Show, Coretech Chat, Songs In Praise Of The Computer, Bot Gear, XP Jackpot, Duct Chase Challenge* and *Have You Seen This Traitor?* Optional holovid programmes can be purchased using XP points.

– Join a society! Your sector will be home to hundreds of different citizen-run societies approved by the Computer, where like-minded individuals can come together to share their enthusiasms. Perhaps you'll join the Fine Eating Society, Death To All Traitors, Alpha Complex Geographical Trivia Friends, People Who Enjoy Nice Music Played At Low Volume, the Teela-O-MLY Fan Club, Bot Maintainers Together, Really Absolutely Not Mutants, Chairs Are Nice, We Have Been Miniaturised By Accident Please Do Not Tread On Us, or Mop. Most societies meet in public areas like food dispensaries or low-impact recreation zones, because societies have nothing to hide.

– Eat! Because humans cannot run off batteries or recharge while asleep, you must remember to ingest food and liquid at regular intervals. This may be done alone, at a Food Hall, with friends, with colleagues, with members of a society or with strangers. You can even eat while watching holovids. We recommend trying the [$compoundnotfound], which is the local speciality wherever you are in Alpha Complex.

– Something else! But remember all recreational activities must be approved by the Computer before starting. You don't want to accidentally do something traitorous, do you? Of course not.

Enjoy your recreation!

WHAT SHOULD I DO NOW?

If you feel you already know enough and wish to start being a productive member of Alpha Complex society immediately then follow the glowing arrow that has just appeared in your in-eye display. It will lead you to your designated Sector, where you will be assigned your first official duty as an Infrared citizen. If there is no glowing arrow in your in-eye display then follow the Infrared citizen carrying an arrow sign to your destination. On the way, please revise the key skills package that has been installed in your Cerebral Coretech: Basic Mop Functionality. It is also available in pamphlet form for your convenience.

Welcome to Alpha Complex! Enjoy your life here. Non-enjoyment is an indicator of terroristic tendencies.

BOT RECOGNITION GUIDE [L-R]: SCRUB-BOT, JACKOBOT, WARBOT, DOCBOT
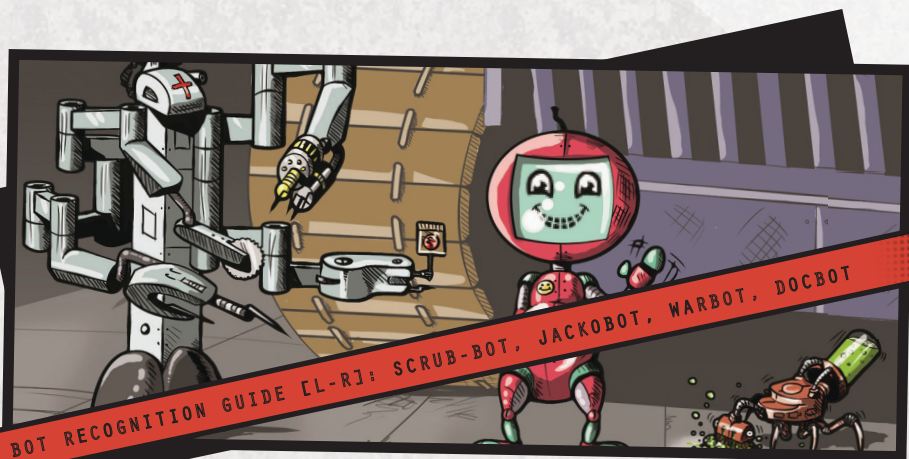
SO YOU'VE
REACHED RED LEVEL
SECTION O-2

Congratulations on reaching Red-level security clearance, citizen! You have worked hard in the service of the Computer and your dedication has been rewarded. Take a moment to feel the elevated happiness levels that can only be caused by the gratitude of Alpha Complex and your fellow citizens.

Moment ended; please resume your normal happy mental state. But notice this Red-level mental state is clearer and more alert than your previous Infrared mental state. This is because the drugs used to keep Infrared citizens working at maximum efficiency on tedious and unstimulating jobs are wearing off already. Thank the Computer for undowngrading you!

As well as being broadcast from every speaker within ten metres, this announcement is also being uploaded directly to your AugMem, part of your Cerebral Coretech, for later retrieval and reference. If the upload system is inactive due to terrorism then you will be reading this from a tablet, or possibly a booklet, or a Security Clearance Upgrade Technician will be reciting it from memory. Please do not interfere with the Security Clearance Upgrade Technician.

A new Red-clearance uniform is on its way to you via the clone delivery tubes. As soon as it arrives you should put it on and experience the attendant 7% increase in respect from your fellow citizens. Remember that

not recycling your old uniform and equipment is treason. You will receive directions to your Red-level accommodation and your existing possessions, if you have any, will be transferred to your new locker.

A full list of the benefits and augmented life experiences available to Red-level citizens is available by blinking on the 'Clearance' submenu in your in-eye display, or turning to page 66 in the Players Handbook, or asking the Technician to tell you about them. Do not interrupt the Technician or ask them to talk more slowly: they are on a schedule.

Additionally, appropriate software upgrades are being uploaded to your Coretech. This upgrade will take [$timenotfound] minutes. Do not be alarmed by any loss of consciousness while your Coretech reboots.

During this upgrade process, take a moment to consider what Red-level career path you would like to follow. As a trained and experienced member of [$servicedivisionnotfound] you are eligible to select any of the careers on the list below:
Choose wisely!

- TROUBLESHOOTER

Now enjoy your upgraded time as a Red-level citizen of Alpha Complex. Your Cerebral Coretech will restart in 4... 3... 2... 1... 0... -1... -2... -3... -4... -5... -6... -7... -8... -9... -0... -00... -000... -0000...

SO YOU'RE A
TROUBLESHOOTER

SECTION 0-3

Thank you for volunteering for the Troubleshooters, citizen, and welcome to the ranks of Alpha Complex's lowest elite force.

This manual is designed to teach you, the novice Troubleshooter, how to be a Troubleshooter in Alpha Complex – because there's a lot more to the job than finding trouble and shooting it! (True for values of 'a lot' estimated at [$lotnotfound]%).

The Troubleshooters are the first line of defence of the last home of humanity. You're all that stands between us and terrorism. Every daycycle our Complex is beset by traitorous scum who are frightened by the freedoms that the Computer offers and you're in charge of stopping them. While IntSec runs long-term investigations and keeps the peace in high-clearance sectors, and Armed Forces protect us from [REDACTED], you're Alpha Complex's rapid-response team, answering directly to the Computer itself. At the first sign of terrorism, you're the ones who are sent in to solve the situation before it gets out of control. Additionally, you may be asked to deal with any unclassifiable problems, threats and dangers that do not fall into the remit of any of the other Service Groups.

This briefing is being uploaded to your mind via Coretech update, tablet, booklet or Troubleshooter Initiation Operative's voice, as normal. Please do not try out your new Red-level laser pistol on the Initiation Operative; it will adversely affect their happiness levels, and subsequently yours.

BEING A TROUBLESHOOTER

The life of a Troubleshooter is filled with excitement and danger. The motto of the Troubleshooters is 'Stay Alert! Trust Nobody! Keep Your Laser Handy!'. To understand that motto is to understand the essence of being a Troubleshooter.

STAY ALERT!

A Troubleshooter is constantly vigilant against threats of all kinds. A Troubleshooter is never off duty, even when they are asleep. This means you should probably sleep in your uniform for enhanced efficiency on waking.

TRUST NOBODY!

A Troubleshooter trusts nobody because they know they are potentially surrounded by the Computer's enemies: mutants, terrorists, members of Secret Societies and people and items of equipment infected with Deviant AI Viruses. Many of these people look just as normal as you and your colleagues. A Troubleshooter also knows that there are XP points available for identifying all of these enemies of freedom and bringing them to justice.

KEEP YOUR LASER HANDY!

While it is optimal to arrest mutants, terrorists and members of Secret Societies so that they can be gently interrogated by the Computer into revealing information about the Computer's enemies, this is not always practical due to reasons. So a good Troubleshooter understands that while a live suspect is better than a dead one, sometimes a dead threat is better than a live one. Particularly if the threat also has a laser pistol.

LIFE AS A TROUBLESHOOTER

You will now be stationed in Troubleshooter-exclusive accommodation pods, living and sleeping alongside the other Troubleshooters of your squad. Directions to your new abode have been uploaded to your Coretech and any personal possessions you may have acquired may be waiting for you when you get there.

As a Troubleshooter your life will no longer have the predictable routine of your previous Service Group job. Troubleshooters must be ready to undertake critical missions in the service of the Computer at any time of the day or nightcycle. You must also be ready to be reactive in case of terrorist activity, suspected terrorist activity or any other activity in your vicinity or within your Troubleshooter group, and you must be proactive in spotting terrorist, suspected terrorist or potential terrorist activity before it occurs and preventing any occurrences from occurring.

The most important thing to assimilate is [REDACTED] and if you ever feel like you're in over your head, simply report to [$Intsecnotfound] using the emergency [REDACTED] [REDACTED] DAIVs [REDACTED] protocol and a team of friendly and heavily armed rescue operatives will be dispatched to your position within minutes. The situation should be rectified to almost normal almost immediately.

HIGH VISIBILITY

The high visibility of Troubleshooters is an important reminder to the citizens of Alpha Complex that the Computer is working to protect them. Troubleshooters are easily recognised by less fortunate, less happy citizens, who react with cries of excitement and fleeing when they spot Troubleshooters in action.

This is for two reasons. Firstly, Troubleshooters are hard to miss as they sprint down the corridors and through work zones and food service areas of Sectors in pursuit of mutants and terrorists, laser pistols in hand and laser-bolts flying past and sometimes through their heads. Who would not react at such a spectacle?

Secondly, footage recorded from the iBalls of operatives on the most exciting and successful Troubleshooter missions is shown each nightcycle on *Terrorists And Mutants Are Hunted Down And Summarily Executed By The Brave and Expendable Troubleshooters Of Alpha Complex*, the sixth most watched holovid show on the compulsory channels. An appearance on *Brave & Expendable* will earn a Troubleshooter bonus XP points and the adulation of several Alpha Complex citizens.

EQUIPMENT

You have a Red-level laser pistol. Keep it handy at all times – you never know when a mutant or terrorist may be sitting next to you. Do not discharge your laser at anyone or anything that you are not reasonably certain is an enemy of Alpha Complex. Failure to discharge your weapon at an enemy of Alpha Complex, or failure to not discharge your weapon at someone who is not an enemy of Alpha Complex, is an offence that may result in summary execution, via discharge of a weapon, as an enemy of Alpha Complex.

You have also been issued with a set of Red-level uniform body-armour. Please note that in the context of this body-armour, 'armour' is a technical term used to describe the style and appearance of the garment, not its function. Red-level body-armour is unlikely to protect you from laser weapons fired by clones of a higher security clearance, kinetic weapons, shock weapons, psych weapons or many other kinds of weapon, as well as long drops, short drops, heat, cold, [REDACTED], [REDACTED], [REDACTED] due to [REDACTED] or cramp. However it is stylish, made of high-visibility fabric, commands respect and must be worn at all times.

Additional equipment may be assigned to your group at the start of a mission, or requisitioned during a mission, or purchased at any time by individual Troubleshooters by spending XP points. Equipment issued to Troubleshooters on a temporary or permanent basis is the responsibility of the Troubleshooter to whom it is issued. This may be the individual Troubleshooter or it may be the Equipment Officer of the group. Failure to properly maintain or return equipment is treason, terrorism or sometimes both.

MISSIONS

Missions are at the heart of every Troubleshooter's work: carrying out the Computer's instructions and directives and keeping Alpha Complex safe. You will be working with a group of your fellow Troubleshooters who will come to be your most trusted friends. Here are some of the missions that

clones in YOUR SECTOR have undertaken recently with a success rate of greater than 37%!

– Guarding a Blue-clearance manager while she visits factories, making sure her needs are met and ensuring that she does not come under threat from terrorist scum.
– Reclaiming prototype equipment lost by less-efficient, dead Troubleshooters on a previous mission (that was successful, of course) and returning it safely to R&D.
– Investigating the known terrorist [REDACTED] and bringing him/her/it to justice; also surprise-testing the fire-prevention capabilities of the mission sector and finding that, doubtlessly thanks to insidious terrorist influences, they were found wanting.
– Filming a promotional video to encourage others to sign up to be a Troubleshooter whilst taking part in an exciting underwater mission.
– Field-testing a newly developed weapon for R&D.
– Recovering classified weapons technology from an R&D lab destroyed by a massive terrorist explosion.

MISSION STRUCTURE

A standard Troubleshooter mission will follow the following standard Troubleshooter mission structure:

MISSION BRIEFING issued in a designated Mission Briefing Room by a designated Mission Briefing Operative. You will be given the details of your Mission, the specific Mission Objective the XP point reward for correctly carrying out your Mission Objective, and any Achievements that you may be able to achieve along the way. Mandatory Bonus Duties will also be assigned to you.
EQUIPMENT ASSIGNMENT by a designated Equipment Quartermaster, who will issue you with any specialist equipment that you will need to carry out your mission.
R&D TESTING. You may be asked to take some experimental equipment on your mission, to be tested and evaluated. Bonus XP points are available for this work.
TRANSPORT. You will either be issued with a MultiSector travel pass or a mission-specific form of transportation to convey you to the designated location where your mission will begin.
MISSION. [$missiontextnotfound]
EQUIPMENT RETURN. Return all equipment to the Quartermaster and to R&D. Complete all necessary paperwork.
DEBRIEF. Your Mission Objective Operative and the Computer will congratulate you on a job well done and assign XP points to surviving Troubleshooters.

MANDATORY BONUS DUTIES

The Computer may entrust you and your team with Mandatory Bonus Duties. These team roles are algorithmically selected to match up with the best Troubleshooter for the role – whether it's someone with proven experience in the field, aptitude for the role shown in testing, something that aligns with your previous Service Group, or a can-do attitude that the Computer feels can best be brought out with a challenge.

Performing well at your Mandatory Bonus Duty can earn you on-the-spot XP points; failure to deliver results can result in Treason Stars. So don't let the Computer down, Troubleshooter!

SCIENCE OFFICER

The **SCIENCE OFFICER** is in charge of monitoring data, hygiene and the physical health of the team, so if the squad has been issued health packs, the Science Officer is the clone who'll get to hold them during the mission and decide on their use. If they have been issued with mops, the Science Officer gets the mop.

Typical Science Officer equipment:
analysis equipment, medpacks, heavy-duty wet-wipes, duct tape.

HAPPINESS OFFICER

The **HAPPINESS OFFICER** is in charge of the squad's mental wellbeing and happiness, because a happy clone is an efficient clone. They're often issued with a variety of stimulants and happiness-reinforcing substances to use in moments of sadness, confusion or boredom.

Typical Happiness Officer equipment:
Hapills – The Pills That Cure All Ills, stim-paks of Cheeroxin, music player loaded with inspirational tunes, flip-book of suggested jauntiness exercises, whoopee cushion or kazoo.

LOYALTY OFFICER

The **LOYALTY OFFICER** is responsible for the loyalty of the team as a whole and ensuring that proper protocol is followed at all times. They're the watchful eye of the Computer, right there on the mission, making sure that everything is done in an efficient manner as physically possible. (We should clarify: watchful eyes of the Computer are everywhere. Thanks to the Cerebral Coretech, your iBall implant is a watchful eye of the Computer. Not looking out for treason is treason.)

Typical Loyalty Officer equipment: selection of miniature wireless cameras, hardback copy of Guide to Proper Protocol (version 345.116, The Computer et al.), explosive collar and remote detonator.

COMBAT OFFICER

The **COMBAT OFFICER** is in charge of combat; when and where to do it, tactics, weaponry, infil and exfil and so on. If the situation gets violent, the Combat Officer is the clone to trust.

Typical Combat Officer equipment: grenades, laser rifle, reflec shield.

TEAM LEADER

The **TEAM LEADER** is the arbiter of decisions on the mission and ultimately carries the responsibility for whether the mission succeeds or succeeds only partially. As Team Leader, you're not permitted to give orders to other Troubleshooters – that would go against your security clearance protocol – but they are encouraged to listen to what you say, because strong leadership is a proven cause of efficiency, and disobeying the team leader is a sign of treasonous intent.

Typical Team Leader equipment: megaphone, laser pointer, easily identifiable hat.

EQUIPMENT OFFICER

The **EQUIPMENT OFFICER** is responsible for the safe use and maintenance of the squad's equipment, as well as reporting on inefficient uses of equipment by other Troubleshooters. They're in charge of all kit that's issued to the squad, rather than to an individual Troubleshooter, too.

Typical Equipment Officer equipment: toolbot, diagnostic hardware, clipboard.

RANKS

You are a Red-level Troubleshooter, which means you are a Regular Troubleshooter. If you move up a Security Clearance while a member of the Troubleshooters then you will be given a number of additional career choices, as well as remaining a Troubleshooter. Troubleshooters at higher security clearances are known as Superior Troubleshooters (Orange clearance) or Elite Troubleshooters (Yellow clearance).

Superior and Elite Troubleshooters may be given a wider range of exciting missions to increase the overall happiness rating of Alpha Complex. This may...

[MATERIAL CLASSIFIED AT THIS SECURITY CLEARANCE].
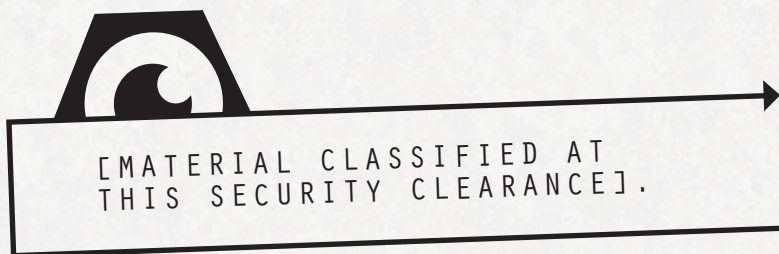
Your future as a Troubleshooter is going to be full of surprises.

YOUR ENEMIES

Alpha Complex is under constant attack. Terrorists, mutants, Secret Societies and AI viruses are all at work to undermine and destroy the structure of our very existence while we sleep. There is no solution to this problem except constant vigilance. Constant vigilance does not mean never sleeping: that has led to unacceptable performance drop-offs among Troubleshooters, particularly the ones who died.

Your enemies will fall into one or more groups:

TERRORISTS

Nobody knows why terrorists terrorist. Why would anyone attack the fabric of the perfect society that is Alpha Complex, attempting to change or destroy it? Many terrorists have been interrogated about this question but all their answers have been wrong.

Anyone may be a terrorist. Terrorists look just like you but they do not think or behave like you. Look for signs of antisocial or terrorist activity such as:

– Not being happy.
– Refusal to undertake missions when instructed by a superior
– Destroying the Computer's property.
– Shooting people (unless the people are terrorists, mutants, members of Secret Societies or have been infected by a DAIV).
– Blowing things up.
– Involvement in the Gehenna Incident in sector THA, which did not occur.

A full list of terrorist activities can be found under the 'Dangers to Alpha Complex' menu of your Cerebral Coretech, which you should memorise. (Estimated reading time for document: 327 hours.)

MUTANTS

You might have heard about mutant powers – strange abilities exhibited by terrorists who use them to fight against loyal Troubleshooters and destabilise the perfect society created by the Computer. Not all mutants are necessarily terrorists but the two are often found close together, frequently in the same sentence, so you must regard them as an equal threat.

If you find a mutant, make sure to neutralise them at the earliest opportunity. Great XP point rewards are in place for bringing a mutant to justice so that their replacement clone, which will have no treasonous mutant powers, can serve the Computer with loyalty and honesty. But be careful: there are unconfirmed rumours that you may be contaminated by contact with a mutant, resulting in mutant cooties, extensive decontamination and termination.

To help you identify mutants that you may encounter in the course of your missions, here is a list of all known mutant powers:

[THIS INFORMATION IS CLASSIFIED AT YOUR SECURITY LEVEL. ASKING AGAIN MAY LEAD TO TERMINATION.]

WHAT IF I HAVE A MUTANT POWER?

The odds that you, Troubleshooter, have a mutant power are incredibly slim. Hiding a mutant power is treasonous, although, so if you suspect that you are afflicted, report to the nearest Mutant Bureau Office (part of IntSec) to undergo non-lethal testing and register as a Registered Mutant.

Registered Mutants have declared their mutant powers to the authorities and wear a special yellow-and-black striped badge on their jumpsuit to let other clones know that they are a potential threat. At this point, although, they are free to use their mutant power in service of the Computer to their fullest ability.

To ensure that they can be brought to swift justice if they ever act against the Computer or if their power gets out of their control, each Registered Mutant has two permanent Treason Stars marked on their record at all times.

SECRET SOCIETIES

Secret Societies are unauthorised assemblies of Alpha Complex citizens for purposes unaligned with the best interests of the Computer. Membership of a Secret Society is punishable by termination; recruiting members for a Secret Society is punishable by involuntary termination. A full list of known Secret Societies follows:

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[THIS INFORMATION IS CLASSIFIED AT
YOUR SECURITY LEVEL. ASKING AGAIN
MAY LEAD TO... HAHA DEATH LEOPARD
RULEZ!!!!!!!]
```

DEVIANT AI VIRUSES

Deviant AI Viruses (DAIVs) are [REDACTED] programs that exist [REDACTED] of your friend the Computer. They can [REDACTED] not properly screened, including [CLASSIFIED] [REDACTED] [REDACTED] and even the latest [$unassignedvariable]. They are enemies of Alpha Complex and must be terminated on discovery.

Information on DAIVs is highly classified and issued on a need-to-know basis. Asking for information on DAIVs that you do not need to know is treason. Make sure you keep all security programs on your Cerebral Coretech updated. If you suspect that any citizens, including your fellow Troubleshooters, has been in contact with a DAIV in their Cerebral Coretech then report it to the Computer immediately and handle it the same way you would handle any malfunctioning technology: turn it off.
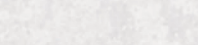
OTHER THREATS

There are too many other potential threats to Alpha Complex to list here. Alphapedia will be kept updated with the latest updates but if in the course of your duties you feel threatened then there is likely to be a threat nearby and you should eliminate it, unless it can later be shown not to have been threatening, in which case you will be deemed to be a threat and your treason rating will be adjusted accordingly. Act belligerently with caution, citizen and cautiously with belligerence.

LOYALTY RATING

Your Cerebral Coretech will display the Loyalty Rating of any citizen in your field of view, visible as a line of stars ('Treason Stars') above their heads. Most citizens have a loyalty rating of zero and therefore no stars. Treason stars have the following meanings:

1 star	⭐☆☆☆☆	Infringement. Treat with suspicion.
2 stars	⭐⭐☆☆☆	Antisocial. Treat with great suspicion.
3 stars	⭐⭐⭐☆☆	Disloyal. This rating usually indicates someone who is wanted for interrogation or questioning, but it can also indicate citizens with an important job to do, who cannot be replaced at the present time.
4 stars	⭐⭐⭐⭐☆	Threat. Arrest and await further instructions.
5 stars	⭐⭐⭐⭐⭐	Enemy of Alpha Complex. Your number one priority is to find this person and stop them doing whatever they are doing by any means necessary.

XP POINTS AND OTHER REWARDS

As an Infrared citizen you were earning a small number of XP points for fulfilling your daily duties. Now as a Troubleshooter you can earn XP points in new and exciting ways, and the range of things you can spend them on has increased almost exponentially.

XP points cannot be transferred between citizens. You may not spend XP points on behalf of another citizen or cajole another citizen into spending their XP points to benefit you. Both activities are regarded as mildly treasonous.

In the event of you dying during a mission or at any other time where XP points may be awarded, any XP points you would have received as a result of actions caused as a result of your death will be passed directly to your next clone. This also applies to Achievements.

FURTHER INFORMATION

If you need to know more about how to be an effective Troubleshooter then consult Alphapedia or ask a Troubleshooter of a higher rank. Warning: [$warningnotfound]

Good luck, citizen! If there are any other meaningless platitudes that would make you feel better about your hazardous new career, ask your Happiness Officer. If you are the Happiness Officer then ask the Computer to download a situation-appropriate helpsheet, such as the ones that follow.

YOU SEEM TO BE ASSUMING YOU HAVE A CHOICE

SO YOU'VE IDENTIFIED AN ENEMY OF ALPHA COMPLEX

SECTION 0-4

Good work, Troubleshooter! But before you draw your laser pistol and unleash the justice of summary execution on their traitorous freedom-hating body-parts, you should run through this handy checklist to make sure you're doing the right thing.

[THIS IS CHECKLIST CR214-89-0776/4A. IT SUPERSEDES CHECKLISTS CR214-89-0775/4 AND CR214-89-154/MQ WHICH HAVE BEEN REMOVED FROM USE. INACCURATE USE OF SUPERSEDED CHECKLISTS IS A PUNISHABLE OFFENCE PUNISHABLE BY PUNISHMENT.]

The Computer uses a complex algorithm to work out how likely it is that someone is an enemy of Alpha Complex. (Fun fact: it runs this algorithm all the time! It's already checked you while you've been reading this! And again just then!) However humans, who are not as clever as the Computer, are not capable of running algorithms like this so instead you will have to gauge someone's likelihood of traitorous guilt by balancing the factors on page 30.

- How sure are you that they are an enemy of Alpha Complex? The Computer trusts the instincts of a Troubleshooter, except when those instincts are wrong. If you are VERY SURE that someone is an enemy of Alpha Complex, that is better than only being FAIRLY SURE. Strongly held opinions are good.

- Do you have evidence of their traitorism? Evidence is good. Have you used your Cerebral Coretech to record video or audio of them enemying around Alpha Complex? Do you have physical or mental objects that they have sabotaged? Can you prove they have links to other traitors, terrorists, mutants or unwanted? Have they completed any forms incorrectly or have they correctly completed any incorrect forms? All of these are evidence of traitorish traits.

- What is their security clearance? The higher their clearance, the less likely they are to be an enemy of Alpha Complex. That the Computer only promotes the best and most trustworthy clones to higher security levels is self-evident.

- Have you asked the Computer if the Computer considers them an enemy? The Computer will be happy to tell you whether it considers someone a traitor.

- Do they have a number of Treason Stars greater than zero? Does their name or face appear on holovid news updates declaring them a traitor? Are they behaving in a manner that clearly demonstrates they are an enemy of Alpha Complex? Have they said anything that indicates they hate freedom and the Computer? Are they carrying a bomb? Have they asked you to join a Secret Society? Are they being chased by Troubleshooters, IntSec members and/or Armed Services? Are they attempting to spread a DAIV? All these things may indicate that this clone is a traitor.

WHAT SHOULD YOU DO NEXT?

If you are VERY SURE that this clone is an enemy of Alpha Complex, you have three options:

1. Alert the Computer. The Computer will check your evidence and, if it agrees, will put an XP bounty on the head of the clone for the first person to apprehend or shoot them.
2. Apprehend them.
3. Shoot them.

Apprehending an enemy of Alpha Complex is brave and heroic and one of the reasons that the Computer has issued you with multiple clones. Enemies of Alpha Complex tend to be heavily armed (and in the case of some mutants, multiple-armed) and twitchy. We salute your sense of fair play in trying to take a traitor alive but we also remind you that the problem with live prisoners is that they can attempt to prove their innocence. In most cases dead prisoners cannot do that and this speeds the wheels of justice and helps to keep the Computer's case-loads and cell-blocks unclogged.

If you shoot a suspected traitor, you may well be asked – by the Computer or by members of your own squad – to prove that they were as traitorish as you claim. This is where your evidence will come in. If you can prove their traitorism then an XP bonus is likely to be yours.

WHAT IF THE TRAITOR IS A FELLOW TROUBLESHOOTER?

This almost never happens. The only thing that Troubleshooters have in common with Traitors is that their names begin and end the same way, they're both heavily armed and they are both convinced of the innate rightness of their purpose. In all other ways they are completely different. Rest assured, Troubleshooter, that we all have the best interests of Alpha Complex at heart and those interests usually involve a great deal of firepower.

CARE AND MAINTENANCE
OF YOUR CEREBRAL CORETECH

S E C T I O N   0 - 5

Many citizens believe life would be better if they understood their Coretech. They are wrong. What's important is that their Coretech understands them.

Cerebral Coretech is a suite of hardware and software augmentations installed in the head of every citizen of Alpha Complex, allowing instant, constant two-way communication between the individual and the Computer. Thanks to Cerebral Coretech, user-relevant information including your health status, number of XP points, loyalty rating, mission-relevant data and the names and security clearances of citizens around you appear in your in-eye display field and are constantly updated.

Your Cerebral Coretech contains no user-serviceable parts and consists of the following core modules:

– BioBIOS – information on BioBIOS is classified Violet level.
– Human-Machine Operating System (Hum-OS) – information on Hum-OS is not classified but is boring.
– Omniskill – a generic set of memories and basic skills installed into all clones so they remember how to eat and speak, and don't enter a state of catatonic fear the first time they encounter a bot. Do not delete your Omniskill files. Do not delete your friend's Omniskill files. It is not funny.
– SenseSay – allows direct communication with the Computer. The Computer can 'speak' directly to your aural sensors and you can talk back by sub-vocalising words without saying them aloud.
– CitizenTxt - lets you send a short message instantly to any citizen anywhere in Alpha Complex. This message may be spoken or typed and up to 150 characters in length. (At times of rationing the length of

ALPHAPEDIA

SECTION 0-6

If it's not in Alphapedia, you'll be executed for knowing it...

BOTS

Bots – also known as robots, plastic pals, metal mates, clunky chums and the Organically Deficient – are here to help you. Many of the bots of Alpha Complex are just as smart as the average citizen and just as willing to lend a hand to help when the Computer needs it! Bots come in all shapes and sizes, from the hand-sized Data Drones (here to broadcast useful information, assist citizens and listen for terrorism) to scrub-bots, clone-sized combots and guardbots (patrolling Alpha Complex for your protection and always listening for terrorism) to the massive Transbots (transporting clones from sector to sector in tubes and always listening for terrorism) and Warbots (who [REDACTED] for terrorism). Reports of bots that have become self-aware and are acting against the Computer's wishes are not true, so if you encounter a bot behaving this way then report it for operating while false.

CEREBRAL CORETECH

All clones have a Cerebral Coretech implant in their heads to enhance their inputs and outputs. For more information consult your Cerebral Coretech.

THE COMPUTER

The Computer is your friend. The Computer oversees all activity within Alpha Complex and governs the clones that live within, making sure they lead

happy, healthy and efficient lives. The Computer is always on the lookout for terrorism, treason and mutants – and uses teams of Troubleshooters made up of clones like you to hunt them down! Disobeying Friend Computer is treason. You can speak to the Computer from any public terminal or via the direct link in your Cerebral Coretech. The Computer can speak to you however it wants.

CLONES

Every citizen of Alpha Complex is created with five back-ups. However, only one clone is activated at a time: the others are kept in deep storage and will only be awakened if something terminal happens to the active clone. Do not attempt to locate or modify your inactive clones. In exceptional cases the Computer may allow exceptional citizens to acquire additional clones, so if you see someone with a clone number above 6 do not shoot them on sight: (1) there is probably a good reason for it; (2) they probably have additional clones; (3) high-level citizens are not noted for tolerating errors. Do not refer to stored clones as 'extra lives' – what do you think this is, a video game?

CLONE VATS

You – and every other clone in Alpha Complex – were cloned to adulthood in a clone vat to better serve the Computer. You might remember your clone vat but seeing as your brain was only half-formed and your eyes had yet to learn to focus, your memories may be hazy and not relevant! Did you know that before clone vats humans made more humans by [REDACTED]? It's true! Sometimes folks would even [REDACTED] because of [REDACTED]! Pretty gross and inefficient, eh? Thank the Computer that nobody has to do *that* any more.

THE CLOUD

All of the data in Alpha Complex is stored in the Cloud, a wireless network of data-sharing programs stored on massive hard drives in [REDACTED] sector. Fun fact: the Cloud used to float around in the air and drop water on people! Be glad that the brave citizens of R&D have tamed it for our use. Your Cerebral Coretech can interface directly with the Cloud. Key services include:

– Alphapedia – your helpful guide to everything you're authorised to know about Alpha Complex.
– Citizen-Filer – every citizen has a publicly accessible profile page on Citizen-Filer. Here you can show people your favourite pictures and video

clips, a personal message, the holovids you most enjoy, how many Treason Stars you have, how many XP points you have and more. Citizens with higher security clearances can access classified background information on other citizens here. You can also send a message to any citizen via their Citizen-Filer page or using the CitizenTxt service.

– Treason Beacon – for reporting any citizen or behaviour you believe to be treasonous and uploading any anti-Alpha Complex data or evidence you may have acquired.
– Documentation Station – a repository of manuals and operating, maintenance and repair procedures for almost every piece of Alpha Complex's infrastructure and equipment, with the exception of [REDACTED]. Search for the item name and a manual will be dispatched to your location immediately.
– News Updates – news from around Alpha Complex, using a smart algorithm to prioritise the news that's closest to you. Includes schedules of all scheduled activities, including maintenance cycles, authorised queues, society meetings, and key holovid broadcasts.
– Today's Menus

DAIVS

[REDACTED], also known as DAIVs, are [REDACTED] that can exist parasitically in many [REDACTED], including [REDACTED], [REDACTED], [REDACTED] and [REDACTED] but not the Computer, which is pure and unaffected by anything. All DAIVs are enemies of Alpha Complex and liars. If you come into contact with a DAIV, do not believe anything it tells you, alert the Computer immediately and stay exactly where you are for a special XP point bonus.

DARK ZONES

Dark Zones do not exist. Knowledge of Dark Zones is punishable. If you encounter a Dark Zone, please (a) note it does not exist, (b) move out of the Dark Zone, (c) report its exact location to the Computer for an XP point reward and (d) report for voluntary mind-wipe and termination.

FASHION

Alpha Complex has a dress code: you must dress. Beyond that, clones may wear clothes and apparel from any approved source as long as the dominant colour matches their security clearance and does not interfere with the safety and ongoing business of other citizens of Alpha Complex. Certain classes of clone such as Troubleshooters are required to wear their approved uniforms whenever they are on duty, which is always.

HEALTH

Your health is important to the Computer, so make sure you perform regular exercise and eat right. Thanks to our wide array of Mandatory Wellness holovid programmes on the compulsory channels (including *The Teela-O-MLY Exercise Hour, Musclebusters, The Hernia Crew* and *Move It, You Pig-Eyed Scum!*) and the fact that your food and energy inputs and outputs are monitored at all times by the Computer, being unfit is Simply Not A Choice You Can Make!

HIGH PROGRAMMERS

High Programmers, who are all Ultraviolet-level citizens, are the most respected clones of all because they program the Computer to make sure it stays just as perfect as it is now. If you're lucky, perhaps a High Programmer will visit your sector one day! (Do not speak to or look directly at any visiting High Programmers. If you accidentally look at a High Programmer, please report to your nearest Confession Booth for readjustment and replacement eyes.) Suggestions that the High Programmers are merely interested in furthering their own agendas and manipulate power-blocs within Alpha Complex to achieve their shadowy goals are filthy rumours started by terrorists.

Well-known High Programmers include Ander-U-MAC, Lord-U-BER, Taij-U-YAP, Liz-U-CRO and Psyk-0-KOW, who is so clever that he has reprogrammed his security clearance. Hail the brilliance of the High Programmers!
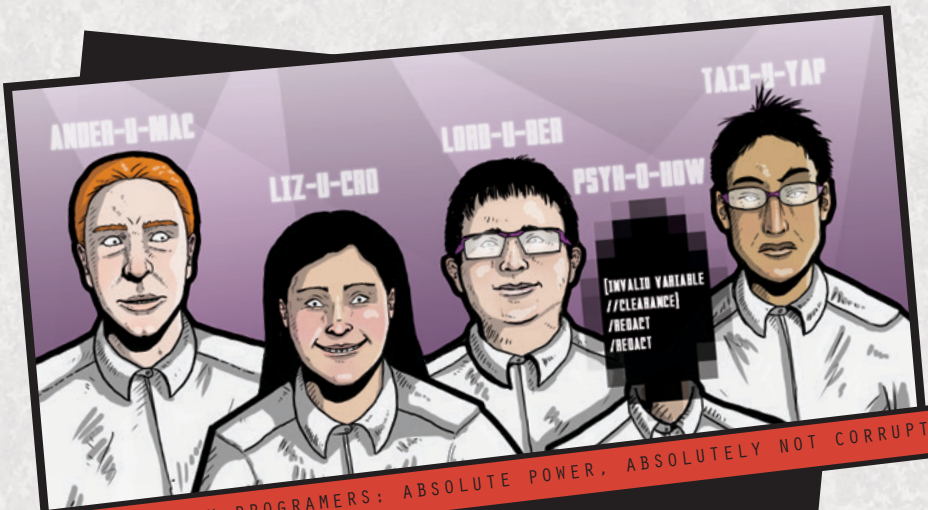
THE HIGH PROGRAMERS: ABSOLUTE POWER, ABSOLUTELY NOT CORRUPT

HISTORY

Alpha Complex was founded back in 214 and it has existed all the way up to this, the year 214. Next year, 214, holds great promise for all the clones within. Further information is above your security clearance. You do not have enough XP points to reach the clearance necessary to learn more about History. Do you wish to crowdshare 50% of your hand-eye co-ordination to earn extra credit?

HOLOVIDS

Holovids are fantastic recreations of reality that are beamed directly into your brain via your Coretech. Experience beautiful vistas! Feel the heart-pounding thrill of drama! Explore the outdated concept of romance! Grin, enraptured, as the full gamut of human experience, the glory of existence, is yours for the taking! Holovids on the compulsory channels are broadcast on screens in the larger dormitories, in food halls, recreation zones and other places of public gathering. Other, more personal holovids can be downloaded from the XP point catalogue and enjoyed in the comfort of your own iBalls.

INTERNAL SECURITY

If Troubleshooters are the first line of defence against terrorism, then Internal Security – or IntSec – are the last line. Using a wide variety of undercover identities and advanced spoofing software, the brave boys and girls at IntSec are present at every level of society, keeping an eye out for treason and insurrection, and stamping down hard on it when it rears its ugly head. Why, the clone sitting across from you right now might be an IntSec agent in disguise! Doesn't that make you feel safe, citizen?

MUTANTS

Mutants are clones whose cloning has been corrupted for unknown reasons. They appear to be normal humans but they possess supernormal powers that are not understood by the Computer and are therefore dangerous. All mutants except Registered Mutants are enemies of Alpha Complex, even if they don't realise it themselves. The XP point bonus for mutants is higher if you bring them in them alive so they can be tested.

If you discover you are a mutant, please report yourself immediately to the Computer. Depending on the nature of your mutation you may become a Registered Mutant or you may find you have volunteered to be involuntarily terminated.

Luckily it is rare for all clones in a batch to display the same mutation. If Holly-I-VEE-1 is discovered to be a Machine Empathist then she will be immediately terminated but the chances of Holly-I-Vees-2–6 also being Machine Empathists is below [$invalidvariable] percent.

OUTSIDE

Some terrorists and traitors want you to believe that there is another reality besides Alpha Complex. Some say that human beings originally came from Outside, some say it is a place of eternal happiness and pleasure, and some say that it is possible for a clone to go there. This is not true. 'Outside' was a fictional plot-device invented for the popular holovid drama Clone And Away in the year 214. It is not real. Believing in Outside or attempting to go Outside is foolish and punishable by summary execution.

SECTOR

This information was given to you as part of your Clone Orientation Package on page 14. Please report whether you have lost this information, as losing any of the Computer's valuable resources is punishable by loss of XP points and some non-critical organs.

SECURITY CLEARANCES

There are nine security clearances: Infrared, Red, Orange, Yellow, Green, Blue, Indigo, Violet and Ultraviolet. Your current security clearance is [$clearancenotfound]. Further information is above your security clearance.

SOCIETIES

You should join a Society to make you happier, healthier and more efficient. Information on Societies can be found... but this is beyond your security clearance.

SECRET SOCIETIES

A Secret Society is a society that is not registered and approved by the Computer. All Secret Societies are traitorous. If you are approached to join a Secret Society, you should immediately report this to the Computer for bonus XP points. Information on Secret Societies does not exist, so do not search for it using any of the following search terms: 'Secret', 'Communist', 'Death Leopard' and 'The Gehenna Incident'. Any information that you do find should be regarded as treasonous and ignored.

YOU ARE
REACHING
THE [END]
OF MY INFINITE
PATIENCE

TEELA-O-MLY

Alpha Complex's number one celebrity and action superstar of premium holovid content. Teela-O-MLY is dashing, charming, deadly and loyal to the end. Although she often gets in some pretty hot water when she's fighting terrorist scum, she always comes out on top. Fun fact: Teela-O used to be a Troubleshooter before an appearance on *Brave and Expendable* catapulted her to Complex-wide stardom. All citizens of Alpha Complex love Teela-O-MLY almost as much as they love the Computer, which is good.