

INTRODUCTION

Introduction

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This product is Alpha Complex Nights 2.

Instructions for Use

Don't bother reading this introduction. Instead, read either of the two missions – there's *Viva La Revolution* on page 38, and *The Communist Cafeteria Conspiracy* on page 07. Both take the semi-radical step of giving the Troubleshooters a considerable amount of influence and authority, then making them exercise it, and finally judging them on how they screw up. It's rather like handing a child a live hand grenade, sending him out to play in the garden, and then complaining about how hard it is to mow the lawn when it's covered in...well, actually, that's a horrible simile, but the point is that having authority and power isn't necessarily at odds with the essential powerlessness of *PARANOIA*.

In addition to these two fine missions, there are six pregenerated Troubleshooters on page 2, suitable for immediate use.

Viva La Revolution

The Troubleshooters find themselves trapped in YUC Sector when a revolution overthrows The Computer. To survive, they must adapt to a strange new world where The Computer is the enemy, traitors are the good guys, and...well, that's actually the full extent of the changes, apart from the greater incidence of food shortages and public executions. You never appreciate Friend Computer until it explodes in a shower of sparks...

The Communist Cafeteria Conspiracy

A sector-wide panic over a Commie Mind Control Ray and the machinations of an ambitious INDIGO combine to give the Troubleshooters control over a prestigious cafeteria. They're supposed to use it to track down the nefarious Commie Mind Control Ray, but they get caught up in the usual problems of running a cafeteria – assassins, artillery emplacements, mutant uprisings... you know, the usual.



ALPHA COMPLEX NIGHTS 2

Roland-R-AND-1

Male CPU Team Leader

Service firm: Pockomatic Pockets
Service firm type: Pocket Protector Refurbishers
Security Clearance: RED
Credits: 540
Tic: Always states things dramatically and poses as if he's the hero in an action movie
Tic 2: _____

Example of tic in use

Troubleshooter 1: We've got to take the transbot to FUD Sector.

Roland: Yes! But! Can we make it...in time!?!

Troubleshooter 1: Sure, it's the next stop.

Roland: Or! Is! It!

Action Skills & Specialities

Management 04

Bootlicking 08
Oratory 01
Writing unintelligible things on forms 10

Stealth 09

Sleight of Hand 13
High Alert 1
_____ 15

Violence 10

Energy Weapons 14
Unarmed Combat 14
Vehicular Combat 1
Posing Dramatically For The Camera 16

Knowledge Skills & Specialities

Hardware 09

Weapons & Armour Maintenance 13
Nuclear Engineering 1
Tailoring & Uniform Repair 15

Software 07

Data Analysis 13
Data Search 13
Financial Systems 1
_____ 13

Wetware 05

Pharmatherapy 09
Medical 01

Open slots for narrow specialities:
2 (Stealth, Software)

Harry-R-ISP-1

Male Armed Forces Equipment Officer

Service firm: ThreatWatch
Service firm type: Threat Assessors
Security Clearance: RED
Credits: 205
Tic: Always responds to a question with another question
Tic 2: _____

Example of tic in use

Troubleshooter: Do you have any spare laser barrels?

Harry-R: What makes you think I do?

Troubleshooter: You're the equipment officer!

Harry-R: Why did you use up all your barrel's charges?

Action Skills & Specialities

Management 04

Intimidation 08
Moxie 01
_____ 10

Stealth 05

Security Systems 09
Disguise 01
Faking Security System Footage 11

Violence 08

Energy Weapons 12
Field Weapons 12
Projectile Weapons 01
Hand Weapons 12
Really Cool Trick Shots 14

Knowledge Skills & Specialities

Hardware 07

Vehicle Ops & Maintenance 11
Chemical Engineering 01
Kicking Things Until They Work 13

Software 06

Bot Programming 01
C-Bay 10
Security System Hacking 12

Wetware 04

Outdoor Life 08
Suggestion 01
_____ 10

Open slots for narrow specialities:
2 (Management, Wetware)

Nigel-R-RIP-1

Male R&D Happiness Officer

Service firm: Alpha Complex Progressive Bots
Service firm type: Bot Processing
Security Clearance: RED
Credits: 301
Tic: Ends most sentences with the name of the person he's talking to
Tic 2: _____

Example of tic in use

Roland-R: Nigel-R, do you have your PDC handy?

Nigel: I sure do, Roland.

Roland-R: Can you use it to call The Computer?

Nigel: I'll get right on that, Roland.

Roland-R: It's nice to have someone who obeys orders on the team.

Nigel: I've got your back, Roland.

Action Skills & Specialities

Management 05

Con Games 09
Hygiene 01
Forging Sindy-R's signature 11

Stealth 04

Concealment 08
High Alert 01
Scavenging damaged bits of equipment 10

Violence 06

Energy Weapons 10
Agility 10
Field Weapons 01
_____ 12

Knowledge Skills & Specialities

Hardware 06

Bot Ops 10
Electronic Engineering 01
_____ 12

Software 08

Financial Systems 12
Hacking 01
Bot Programming 12
Bot Sabotage 14
Wetware 07
Biosciences 01
Medical 11
Holding your breath when you spray aerosols 13

Open slots for narrow specialities:
2 (Violence, Hardware)

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Janine-R-UIL-1

Female Tech Services Comm & Recording Officer

REGISTERED MUTANT

Service firm: Poke-It-With-A-Stick-Incorporated

Service firm type: Slime Identification

Security Clearance: RED

Credits: 102

Tic: Pokes things with sticks as her first approach to any problem.

Tic 2: _____

Example of tic in use:

Roland-R: Is that a bomb?

Janine-R: I'll poke it with a stick!

Nigel-R: What if it's got a tamper-sensitive switch?

Janine-R: Ok, I'll poke it *carefully* with a stick.

Action Skills & Specialities

Management 09

Bootlicking 13

Interrogation 01

Accidentally spilling liquids onto important paperwork 15

Stealth 04

Shadowing 08

Security Systems 01

10

Violence 10

Energy Weapons 14

Fine Manipulation 14

Thrown Weapons 01

Poking things with sticks precisely in the right place 16

Knowledge Skills & Specialities

Hardware 05

Chemical Engineering 09

Habitat Engineering 09

Electronic Engineering 01

Use of industrial cleaning chemicals in non-standard ways 11

Software 04

Bot Programming 08

Vehicle Programming 01

10

Wetware 10

Biosciences 14

Cloning 01

Slime Sample Identification 16

Open slots for narrow specialities:

2 (Stealth, Software)

Yancy-R-OCK-1

Male HPD&MC Loyalty Officer

Service firm: Bureau of Post-It-Note Review and Censorship

Service firm type: Semantics Control

Security Clearance: RED

Credits: 455

Tic: Really really likes Bouncy Bubbly Beverage

Tic 2: _____

Example of tic in use

Troubleshooter: Ok, we've got to sneak up on those Commies! Be quiet!

Pssst!

Troubleshooter: What was that?

Yancy-R: I opened a can of B3. *glug glug glug*

Troubleshooter: Fine, finish that and then we'll sneak over.

Yancy-R: Okay, okay. *glug glug glug*

Troubleshooter: And...go! Quietly! *sneak sneak sneak*

Yancy-R: *burp*

Action Skills & Specialities

Management 04

Con Games 08

Moxie 08 Bootlicking 01

Handwriting Analysis on Post-It Notes Only 10

Stealth 07

Surveillance 11

Sneaking 01

Concealing B3 cans about your person 13

Violence 09

Energy Weapons 13

Fine Manipulation 13

Projectile Weapons 01

15

Knowledge Skills & Specialities

Hardware 04

Mechanical Engineering 08

Chemical Engineering 01

Encyclopaedic Knowledge of Glues & Solvents 10

Software 08

Data Analysis 12

C-Bay 01

Secretly Sending Text Messages From Your PDC 14

Wetware 09

Suggestion 13

Biosciences 01

15

Open slots for narrow specialities:

2 (Violence, Wetware)

Sindy-R-SIN-1

Female PLC Hygiene Officer

Service firm: Official Fun Food Additive Logistics (OFFAL)

Service firm type: Food Vat Control

Security Clearance: Red

Credits: 327

Tic: Pretends to be very clumsy

Tic 2: _____

Example of tic in use

Troubleshooter: Sindy, hand me that highly explosive and very unstable chemical canister

Sindy: Oops.

Action Skills & Specialities

Management 09

Interrogation 13

Moxie 01

Screaming Arguments With Superiors That Annoy Them So Much They Punish Everyone 15

Stealth 07

Sneaking 11

Surveillance 01

13

Violence 04

Energy Weapons 08

Agility 08

Demolitions 01

Knowledge Skills & Specialities

Hardware 08

Habitat Engineering 12

Vehicle Ops & Maintenance 01

14

Software 10

Hacking 14

Vehicle Programming 01

Hiding One Window With Another When Using A Computer 16

Wetware 08

Bioweapons 12

Medical 01

Identifying Food Additives By Taste 14

Open slots for narrow specialities:

2 (Stealth, Hardware)



ALPHA COMPLEX NIGHTS 2

Roland-R-AND-1

Male CPU Team Leader

Mutation: Polymorphism

Society: Sierra Club

Secret Skills: Wild Lore 13, Birdwatching 8, Bioweapons 16

Background

You've always known that you were destined for greatness. You know with total certainty that you are going to be remembered for all time as a Hero of the Complex, as a champion of the people and a legendary Troubleshooter! You've made it to RED clearance, but that's just the first step on the ladder! Get a few missions under your belt, and you'll zoom up the security clearances until you reach the ranks of the exalted!

The problem, though, is jealousy. Everyone, from the other junior citizens in the crèche to your co-workers at Pockomatic to your fellow Troubleshooters, tries to hold you back and denies your glorious destiny! You must overcome their jealousy and weakness so you can fulfil your infinite potential!

You especially mistrust **Harry-R-ISP** and **Janine-R-EAS**. He's after your job as Team Leader, and she's a filthy mutant!

Secret Society Instructions

The Sierra Club has been having a lot of trouble lately with Internal Security spies. The society's an easy target for infiltration by IntSec spies, because we're so nice and open. Therefore, if you could get Internal Security to focus on another bunch of traitors, say those technological madmen at ProTech or Corpore Metal, that would help a lot. They say that **Nigel-R** is in ProTech – get Internal Security to focus on him!

Personal Equipment

One pocket lint vacuum cleaner
One grenade (RED)
(12) Pocket Protectors (Used)
(4) real apples from Outdoors
(2) RED laser barrels

Assigned Equipment

Laser pistol body (no barrel)
Red Reflec Armour
Series 1300 PDC
Pocket Protector Measuring Kit

Harry-R-ISP-1

Male Armed Forces Equipment Guy

Mutation: Slippery Skin

Society: Psion

Secret Skills: Power Studies 14, Comic Book Trivia 20, Twitchtalk 08

Background

You were raised not in a standard crèche, but in a secret Psion breeding program designed to produce the ultimate mutant. It didn't work, so they snuck you back into Alpha Complex society to serve as a Psion agent. Your credentials are all faked, though, and anyone looking into your background too closely may find out that there's something odd and treasonous about you. Your social skills are also poorly developed.

Fortunately, your cover role as a Threat Assessor means that most people are more scared of you than you are of them, and you can deflect questions by interrogating the questioner.

Of your teammates, you mistrust **Yancy-R** – he hates mutants. **Roland-R** is a great leader, though – just like in the vidshows. Stick close to him, and you'll be fine.

Secret Society Instructions

Your primary mission is to protect the Psion society by carrying out the instructions of Control. They will inform you of what you need to know.

A more personal project is registered mutant and fellow Troubleshooter **Janine-R**. Recruit her to the mutant cause!

Personal Equipment

(100) mylar comic protectors (empty)
(20) back issues of Old Reckoning Comics in plastic protectors
A copy of the *Alpha Complex Etiquette Guide*
(3) Laser barrels

Assigned Equipment

Laser pistol body (no barrel)
Red Reflec Armour
Series 1300 PDC
Toolkit
(2) Laser barrels

Nigel-R-RIP-1

Male R&D Happiness Officer

Mutation: Empathy

Society: Pro Tech

Secret Skills: Experimental Equipment Repair & Maintenance 07, Video Games 15, WMD 12

Background

This isn't good at all. You were happily working away in your little niche in R&D, refitting bots with experimental gadgets, when your boss handed you a handful of forms – Troubleshooter aptitude forms. You filled them out without thinking, and suddenly you were being volunteered for Troubleshooter duty. On one hand, promotions, benefits and access to experimental weapons. On the other, near-certain repeated and painful death. You suspect your boss knows this. He's never liked you.

You want out of the Troubleshooters, but generally the only way out is in six identical body bags. There are two other possibilities. One, you do so well that you get promoted up a few security clearances, outrank your boss, cancel his orders and get *him* assigned to Troubleshooting duty instead. Option two is ensure that your group screws up so badly that no-one ever trusts you with a mission again, and you're sent back to the labs fulltime.

Of the rest of your team, **Roland-R** the team leader seems like a parody of a Troubleshooter. Someone that determined to impress has to be hiding something. You also know there's at least one undercover IntSec officer in the group – it's probably **Yancy-R**, **Sindy-R** or **Harry-R**. You've worked with Sindy-R before back in the bot company – she's really clumsy, and you suspect she's a drug addict, maybe even one of those Mystics.

Secret Society Instructions

Your contact tells you: 'ProTech is currently locked in a feud with the other two other technology-driven societies – the hacker Computer Phreaks and the freaky bot fetishists at Corpore Metal. Your mission, which you don't have any choice in choosing to accept, is to gather ammunition against Corpore Metal and the Computer Phreaks. Steal or capture their stuff so we can use it as leverage over them.'

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Oh, also, we've got a few gadgets left over that we haven't field tested. You're a Troubleshooter now, you're probably doomed anyway, so you may as well risk pressing the buttons.'

Personal Equipment

Toolkit

- (10) illegal technological blueprints tattooed onto your body
- (2) laser barrels
 - (1) experimental overcharged laser barrel (theoretically boosts weapon damage output significantly)
 - (1) spare bot brain
 - (1) black box with a button
 - (1) white oblong with a button
 - (1) glowy greeny thing with a button

Assigned Equipment

- Laser pistol body (no barrel)
- Red Reflec Armour
- Series 1300 PDC
- Gelgerine aerosol (Happy Gas!)
- (2) Laser barrels

Janine-R-UIL-1

Female Tech Services Comm & Recording Officer

REGISTERED MUTANT

Mutation: Toxic Metabolism

Society: Communists

Secret Skills: Demolition 14, Tractor Maintenance 10, Communist Propaganda 08

Background

There you were, working away at your not-especially-fun and not-especially-safe job in Slime Identification, poking slimes with sticks and so on, when a rotting valve in a food tank burst and flooded the chamber with mutagenic gunk. They tested you for mutation after that, found out about your toxic metabolism, and suddenly you've got an ugly yellow stripe down your sleeve and a permanent black mark on your record. As a registered mutant, you're doomed never to get promoted; you'll be the butt of every practical joke and the scapegoat for every disaster.

Therefore, you volunteered for the Troubleshooters. It's not like it's any more dangerous for you than not being a Troubleshooter. People try to shoot mutants everywhere, and maybe you've got a growing unconscious death wish anyway. You've also

joined the Communists – if Alpha Complex society is going to look down on you and mistreat you, then you may as well throw your lot in with the enemy. You don't really believe in Communism, but you're a bitter, bitter little woman and are willing to work with anyone who screws over the authorities. Hey, they *said* you were a dangerous genetic deviant – you're only conforming to expectations.

Your immediate priority is working out which of your fellow Troubleshooters is going to try to kill you first. **Yancy-R** keeps making snide comments about you, and **Roland-R** is such a gung-ho Troubleshooter that he'd probably shoot you to make a point. The real danger, though, might be **Harry-R**, who keeps watching you.

Secret Society Instructions

Comrade! You are valued member of Communist society. Is good, yes. Communism makes great strides with your aid! Day of glorious establishment of new society certain to be soon, yes. But, Internal Security watching Communist society closely. We can do nothing while capitalist runningdog spies are dogging our every move! Your mission, then, is to make contact with Internal Security and volunteer to become informant. You will be double agent, feeding false information to Internal Security and winning their trust. Tell them whatever you wish, as long as it is all lies.

Personal Equipment

- (12) long sticks
- (1) sharpened stick
- Collection of interesting toxic slimes
- Collection of Communist pamphlets
- (1) Laser Barrel
- (1) Pocket blaster pistol (ORANGE)

Assigned Equipment

- Laser pistol body (no barrel)
- Red Reflec Armour
- Series 1300 PDC
- So You're A Mutant* informational pamphlet
- Multicorder
- (2) Laser Barrels

Yancy-R-Rock-1

Male HPD&MC Loyalty Officer

Mutation: Deep Thought

Society: Mystics, spying on Anti-Mutants

Secret Skills: Power Studies 08, Comic Book Trivia 10, Twitchtalk 12

Background

You used to be a boring, persnickety, officious citizen, obsessed with filling out forms and rotas and quotas and rulebooks. You hated traitors and Commies and mutants and obeyed everything Friend Computer told you.

Then, a few months ago, you won a free can of Bouncy Bubbly Beverage in a competition. It was spiked with something... wonderful. Your mind opened and unfolded and woke up and burned brightly all at once. You were at one with the universe, and all its secrets were revealed to you. It was more than the perfect high – it was perfection in all forms. You'd do anything to experience that high again.

After that, returning to a life of form filling and bureaucracy seemed impossible. It would be much too dull. You arranged to have yourself transferred to the Troubleshooters. There's a problem, though – your psychological profile (which you managed to steal a copy of) states clearly that you're a boring, persnickety, officious citizen, and if your observed behaviour deviates too far from this profile, you'll be identified as a traitor and terminated (your handwriting analyses have doomed hundreds of citizens, so you know whereof you speak). You'll need to appear dull and boring while searching for any high to equal that magic, magic can.

Secret Society Instructions

You joined the drug-obsessed Mystics so they could help you find enlightenment, but they've sent you to spy on the Anti-Mutant society. You don't have a big problem with mutants, but you've got to pretend you do.

Your Mystic contact says: 'We need to know what the Anti-Mutants are doing – we think they're trying to destroy mutagenic chemicals that we need for experiments. Find out what they're up to and report back. Bring drugs.'

Your Anti-Mutant contact says: 'Beware! Our spies report there's a powerful mutant in your Troubleshooter team, one bred by the hated Psion cult to be the ultimate mutant. Find it and kill it!'

Personal Equipment

- (12) cans of B3
- B3 fan club membership card
- B3 branded hat with two B3 holders
- (1) packets of 100 post-it notes (GREEN clearance borders)
- (1) dose of Thymoglandin combat drug



ALPHA COMPLEX NIGHTS 2

(BLUE)

(1) dose of Zybenzaphrene suggestion drug
(ORANGE)

(6) doses of Geglernine happy drug (RED)

Assigned Equipment

Laser pistol body (no barrel)

Red Reflec Armour

Series 1300 PDC

Official Loyalty Officer armoured notebook
with lock

Official Loyalty Officer armoured notebook
key

Official Loyalty Officer armoured pen

(3) packets of 100 post-it notes (RED clearance
borders)

(2) laser barrels

Sindy-R-SIN-1

**Female IntSec agent spying on PLC
Hygiene Officer**

Mutation: X-Ray Vision

Society: FCCC-P, spying on Frankenstein
Destroyers,

Secret Skills: Demolition +, Screwdriver
Ops & Maintenance 12, Bot Programming +

Background

They're out there, you know. The bots.
Heartless, soulless machines, who wouldn't

blink at ripping you to pieces. They can't even
blink, you know. No eyes, just watchful, sinister
cameras.

You're not sure when you first became aware
that the bots were out to get you. Probably
when you were assigned the stressful job of
spying on Production, Logistics and Conspiracy
– er, Commissary. Being an undercover agent
is hard work, and you took to popping pills to
stay awake and focussed. Your religion, your
absolute faith in the Holy Computer and the
First Church of Christ Computer-Programmer
was a great support to you in this hard time.
But the bots started watching you, and you
realised that the church was wrong – the bots
were not created by Friend Computer to help
humanity, they are evil emanations of the hated
AntiComputer, and must all be destroyed! You
joined the Frankenstein Destroyers to fight
against the bots, but your fight is at heart a
holy crusade!

Of the other Troubleshooters, your Internal
Security training tells you to mistrust **Roland-
R** – he seems a little *too* loyal. Also, you've
worked with **Nigel-R** before, when reviewing
the bot company he works for. You pretended
to be clumsy so you could sabotage the hated
bots when they were weak and vulnerable!
He's a horrible bot lover.

Secret Society Instructions

Your FCCC-P contact says 'child, the enemies
of the Holy Computer are everywhere.
You must smite them! Especially the hated
Communists! And PURGE! And the Humanists!
Smite them all!

Oh, and one of our spies informed us that
there's something odd about **Harry-R**'s CPU
record. Keep an eye on him.

Your Frankenstein Destroyer contact informs
you that bots are evil and should be smashed.
So what else is new?

Personal Equipment

FCCC-P holy symbol

Lump hammer

(1) Laser barrel

Assigned Equipment

Laser pistol body (no barrel)

Red Reflec Armour

Series 1300 PDC

Hygiene kit

Skin Core sampler

(2) Laser barrels

PARANOIA™

The Communist Cafeteria Conspiracy

Special duties for special troubleshooters

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Looking after your best interests

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Security Clearance ULTRAVIOLET

WARNING:

Knowledge or possession of this information by any citizen of Security Clearance VIOLET or lower is treason punishable by a long spell of Armed Forces latrine scrubot maintenance duty.

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On the World Wide Web: www.mongoosepublishing.com.

Published by Mongoose Publishing, Ltd. Publication MGP 6642. Published August 2006. First printing September 2008. Printed in USA



THE COMMUNIST CAFETERIA CONSPIRACY

Introduction

Have you ever noticed that a lot of *PARANOIA* missions have really long titles? *Vapours Don't Shoot Back?* *Yellow Clearance Black Box Blues?* And now *The Communist Cafeteria Conspiracy*.

It's not that longer titles fill more space, we swear.

And the editors wouldn't let me call this one *The Communist Cafeteria Conspiracy Constitutes A Clear And Calamitous Concern To The Computer!*

The following is absolutely not true in the slightest: The Communists, dastardly enemies of Alpha Complex, have built a dastardly and evil machine, a Communism Ray! This insidious beam alters the brainwaves of any citizen exposed to its baleful influence, causing them to betray Friend Computer and give into their deepest, most secret, most traitorous impulses! Unless this machine is destroyed, the Communists will continue to warp the minds of the citizens of Alpha Complex! You, an elite team of troubleshooters, must spearhead our efforts to find and destroy the Communism Ray! Good luck!

The following is wholly accurate and truthful: Some poor schmuck of an INFRARED named Joe was hauled in for questioning by Internal Security after he was caught on a restricted level of the VitaYum Unified Citizenry Food Pyramid Court. When asked to explain his traitorous actions, he panicked and claimed that some mysterious external force affected his mind and forced him to behave treacherously.

This would have been the thinnest excuse in history, if it were not for IntSec case officer Toni-G. For years, she's fostered her own paranoid delusion that the Commies were working on mind control techniques to subvert the loyal citizens of Alpha Complex. When

she read the transcript of Joe's interrogation, she seized upon it as clear evidence that the Commies had indeed perfected a Communism Ray.

She escalated the report and soon every Service Group was concerned with the spectre of the Commie Ray. Rumours began to spread about the Ray's capabilities and influence. Soon, others began to 'fall victim' to the Ray, consciously or unconsciously using the rumour of the Ray to enable their own traitorous behaviour. Treason becomes permissible if it is not your fault...

The whole Commie Ray situation was seized on by Dominic-I. He wants to humiliate his rival INDIGO Section Supervisors, to ensure his promotion to VIOLET. By deliberately arranging a four-way train crash of initiatives, he can shame the other service groups.

Mission Overview

The *Communist Cafeteria Conspiracy* revolves around something that does not actually exist but everyone thinks it does. Therefore, the Troubleshooters had really better come up with some sort of Commie Ray and someone to blame. The mission consists of a series of increasingly desperate attempts to find the Ray, coupled with increasingly bizarre derangements caused by belief in the Ray.

Episode 1. The Briefing War: The Troubleshooters are briefed by a group of six briefing officers, representing five different service groups, each of which has their own mission for the Troubleshooters. Everyone in Alpha Complex wants to deal with the Commie Ray Crisis. The compromise is that the Troubleshooters will co-ordinate multiple attempts to locate the ray, starting with ground zero for the Communism outbreak – the cafeteria.

Episode 2. Cafeteria of the Damned:

The Troubleshooters are sent to the VitaYum Unified Citizenry Food Pyramid Court, a massive cafeteria in the affected sector, to watch for signs of treachery. It turns out that the whole cafeteria is filled with traitors but none of them are anything to do with the Commie Ray.

Episode 3. This Will Solve The Problem:

After getting to grips with the food service industry, the different service groups begin their plans to find the Commie Ray. The Troubleshooters need to balance the plots of the Armed Forces, Internal Security, HPD&MC and R&D, while keeping PLC's cafeteria running smoothly (for a sufficiently rough definition of smooth).

Episode 4. This Did Not Solve The Problem:

The four plans escalate. The effects of the Commie Ray get worse. It's all blamed on the Troubleshooters. Furthermore, they learn that they're about to play host to a prestigious dinner for high-clearance citizens.

Episode 5. Food Fight:

The four plans start interfering with each other. Dominic-I tries using the dinner, the Troubleshooters and the preceding fiascos to humiliate the other INDIGOs but he's killed by a PURGE assassin.

Episode 6. The Commie Ray Job:

R&D develop their own version of the ray but it is stolen by an awful lot of traitors. The characters have to chase it across the cafeteria as it beams genuine traitorous thoughts into the minds of passing citizens. Then it explodes.

Episode 7. Triumph of the Tinfoil Hat Brigade:

Debriefing, wherein the Troubleshooters apply what they have learned.

INTRODUCTION

Dramatis Personae

Name	Role	Quirk	Treachery
Joe	The INFRARED who started the Commie Ray rumour	Dead	Trespassing
Karl-R	Hulking mutant warehouse manager	Speaks...hurr... slowly	PSION mutant
Kevin-R	PURGE conspirator/diner	Pontificates	PURGE
Morris-O	Stressed floor manager	Always stressed and whiny	Frankenstein Destroyer
Bert-Y	Belligerent Armed Forces thug	Shouts a lot	Sierra Club
Herman-Y	Debriefing officer	Bored all the time	None
Mike-Y	Food Pyramid Security Officer	Gruff	None, tending towards Communism
Alice-G	Perky equipment manager	Always cheery	Death Leopard
Larry-B	Armed Forces briefing officer	Violent	FCCC-P
Krystal-G	HPD&MC briefing officer/yoga instructor	Airhead	Romantic
Toni-G	IntSec briefing officer	Ice queen	Insane
Alphonse-B	Snooty chef	French	PURGE/Romantic
Chet-B	PLC Restaurant manager/briefing officer	Friendly	Free Enterprise/fraud
Victor-B	R&D Briefing officer	Mad Scientist	Pro Tech
Dominic-I	CPU Briefing officer/responsible for this glorious disaster	Avuncular good guy	Illuminati
Ingrid-I	Cannibalistic restaurant supervisor	Eats people	Anti-Mutant
Mathias-I	IntSec Section Supervisor	Hates people	Unknown
Rhonda-I	R&D Section Supervisor	Accountant	Humanist
George-I	Armed Forces Section Supervisor	Tells boring war stories	Sierra Club
Kenny-I	Tech Services Section Supervisor	Dead	Being dead
Ann-I	Power Services Section Supervisor	Says nothing.	Illuminati

A Trio of Killer Robots

A Trio of PURGE assassins

Guards, Warbots and Artillery Pieces

Diners, Cannibals, Mutants, WaiterBots in full chorus

And no communists whatsoever.

1. The Briefing War

Episode Summary: Six mission alerts, one briefing, no waiting.

The Alerts, The Endless Mission Alerts

Tension 10

Read the following to your players:

It is another perfect day in Alpha Complex under Friend Computer's benevolent, omnipresent watchful cameras. You are all happy in your assigned service firms, working away at your assigned fun jobs, when your PDCs bleep and you receive a mission alert. How fun!

It reads: 'TROUBLESHOOTER! You have been assigned to a fun and challenging mission. This mission is designated HIGH PRIORITY by Troubleshooter Dispatch. You are

to proceed immediately to Briefing Room 2910, Level 87, Sector FOG for a briefing by Internal Security Case Office Toni-G-TLD. This message is classified RED clearance. Further details are not available at your security clearance.'

You stand, proud to have another chance to serve Alpha Complex as an elite Troubleshooter. Your co-workers stare at you as you leave. Something is different this time, though. Normally, the eyes of the other citizens in your service firm are filled with a mixture of jealousy, fear and pity when you get a mission alert. This time, they are nervous and jumpy, as if they cannot wait for you to leave or maybe they just really need to go to the bathroom.

No time to worry about that now, though! You just got another mission alert!

'ARMED FORCES INTERNAL OPERATION, CODENAME 'TEAL YOGHURT', CLASSIFICATION RED EYES ONLY. You are ordered to report to Briefing Room 2910, Level 87, Sector FOG for a briefing by Lieutenant Larry-B-OMB. This order has been designated SUPER HIGH PRIORITY by Troubleshooter Dispatch.'

A Funny Thing Happened On The Way To The Mission

Tension 10

The characters all meet up at the local transtube station, an ugly grey lump of concrete, semi-feral scrubbots, empty vending machines and security cameras. As they wait for the transtube, they get another mission alert.

'Attention, Troubleshooter. You are scheduled for a meeting in Briefing



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Room 2910, Level 87, Sector FOG with HPD&MC Briefing Officer Krystal-G-RMS. Estimated briefing time is twenty-nine minutes. This message is security clearance RED and has been designated ULTRA HIGH PRIORITY. Thank you for your attention. Have a nice daycycle.'

While reading this third mission alert, a dishevelled looking INFRARED shuffles up to the characters. He plucks the sleeve of a random Troubleshooter to attract his attention. 'Hey buddy,' he asks, 'got any drugs? Good stuff, right?' He asks this question right in front of a security camera, which should sound alarm bells in the brain of any paranoid Troubleshooter. This wannabe Mystic (Horace) has heard that you can do any traitorous stuff you want, as long as you 'blame it on the rays'. Of course, the characters haven't yet heard this rumour, so Horace is likely get severe demerits if not termination for his impromptu drug dealing.

Once they've dealt with Horace, the transbot arrives to whisk the characters away to FOG Sector. The transbot that arrives is out of keeping with the grimy transtube station – it's a brand-new and very shiny bot, all streamlined and clean. FOG Sector is a wealthy and prestigious sector, a showcase for new technologies and initiatives, the pride of Friend Computer.

On the transbot, the characters get another two mission alerts. The first comes as they're boarding the transbot:

'Troubleshooters. Briefing at Briefing Room 2910, Level 87, Sector FOG with R&D Chief Field Testing Co-ordinator Dr. Victor-B-RSQ! Immediately! Priority DOUBLEPLUSULTRA.'

The second message comes as they enter FOG Sector. It's a breathtaking sight, as the transbot emerges over a vast multi-level canyon. The bot is suspended over this abyss by a narrow magnetic rail; below them, the characters can see level after level of meeting rooms, shopping malls, offices and confession booths, all shiny white with newly-painted colour-coded clearance stripes.

'This message is sponsored by VITA-YUM CHOCCO BARS! Now

with added Chewy Bits! VITA-YUM – THEY'RE YUMMY.

Attention, consumer! There's a special offer on briefings right right now at Briefing Room 2910, Level 87, Sector FOG. Your briefing officer is Chet-B-BQU, VitaYum Unified Citizenry Food Pyramid Court Supervisor and he'll be glad to instruct you on your assigned mission. This has been designated PRIORITY ZERO by Troubleshooter Dispatch. Have a great daycycle!

Mention the code BARGAINS BARGAINS BARGAINS for a special offer on Troubleshooter equipment!'

The transtube follows a path through the tangle of magnetic rails before eventually depositing the Troubleshooters in a corridor that's open to the main concourse on one side. (There's a fragile railing; standard Death Star architecture.) As they walk along the (oddly sticky) corridor outside the briefing room, they get a sixth and final mission alert.

'MISSION ALERT. Estimated reading time for this alert is 32 seconds. You are instructed to travel to Briefing Room 2910, Level 87, Sector FOG (standard Troubleshooter travel allowances, ref CPU/4232/trans/3120/B) for a briefing chaired by CPU Administrator-Citizen Dominic-I-FOG. This message is security clearance RED (see 'Security Clearances & You! Revised Citizen's Guide) and priority ZEROPLUSPLUS (see CPU Report 'Misleading and Confusing Priority Codes in Troubleshooter Dispatch').'

From inside the briefing room, the Troubleshooters hear what sounds like a heated argument.

Briefing, Plural

Tension 10

Briefing Room 2910 is airy and spacious, with a one-way window offering a view over the balcony and a selection of abstract art decorating the walls. It's got a wide table

with built in computer interface, a stylish minimalist podium and matching comfortable chairs for Troubleshooters being briefed.

Unfortunately, all of the chairs are occupied already and the room is crammed with two dozen aides, flunkies and bodyguards. Six briefing officers ignore you as you enter. At the podium, dozing slightly, is an elderly citizen in INDIGO with a long white beard. He's wearing a CPU badge and is using a large stack of reports as a pillow. Around the table are another five citizens, all GREEN or BLUE. They're all arguing with each other.

The argument continues until one of the Troubleshooters say something (if none of the Troubleshooters say anything, then wait a minute, then have Larry-B the Armed Forces officer whirl around and demand to know why the Troubleshooters didn't announce their arrival – don't they know the urgency of the mission?), at which point Larry-B spins around and snaps **'What? How dare you interrupt! You will stand to attention, Troubleshooters, and you will wait until we are ready to deal with you!'**

The Briefing Officers

So, who are these six briefing officers?

Larry-B-OMB, Armed Forces: Loud, abrasive, gung-ho, Larry-B believes that the biggest threat facing Alpha Complex is Communism and the only solution are guns, lots of guns. He despises civilians, he despises traitors and he especially despises anyone who does not think the Armed Forces are the best and most loyal servants of The Computer. He's wearing a formal dress uniform with a big 'Vulture Warriors' pin on his lapel and a non-standard but very impressive slug thrower strapped to his belt.

Toni-G-RTE, Internal Security: A cold, pale blonde female citizen, Toni-G is almost ghost-like. She moves completely quietly and only raises her voice when furious. She's immensely paranoid and is convinced that absolutely everyone else in Alpha Complex

THE BRIEFING WAR

is hiding something (and they usually are). Her especial fear is that Communists will find some way to infect her mind, so she always wears thick black scrambler glasses that cover her eyes with a grey haze of static (and theoretically block viral thought patterns and other brain-infecting propaganda).

Krystal-G-RMS, HPD&MC: Krystal-G used to work in the crèches with Junior Citizens, until her Uncanny Luck mutation manifested itself and she found herself promoted from INFRARED to GREEN in a few weeks through a clerical error. She's absolutely clueless about everything, so she falls back to using the same techniques that worked on Junior Citizens – hugging them, talking to them in simple words with a sing-song voice and pumping the little brats full of drugs when their backs are turned. She's a fluffy pink marshmallow but a fluffy pink marshmallow with a dangerously powerful mutation.

Victor-B-RSQ, R&D: Is your standard issue mad scientist, prone to breaking into bouts of cackling. He's got a cybernetic arm that he keeps tinkering with; his arm occasionally flails wildly or makes insulting gestures until he takes the battery out and resets it.

Chet-B-BQU, PLC: Chet-B's a smarmy manager, with a fake grin plastered onto his

face and a habit of grabbing your hand and shaking it for the duration of the conversation. He's also a Free Enterprise gangster who has skimmed thousands of credits from the Food Pyramid accounts. He's using the Troubleshooters' intrusion as an excuse to flee FOG Sector with his ill-gotten gains, a plot that will become apparent in Episode 5.

Dominic-I-FOG, CPU: A canny old clone, Dominic-I is very much aware that success in Alpha Complex is not defined as 'completing your mission' but by 'being able to pin the blame on everyone else'. His primary goal, therefore, is to ensure that everyone else screws up in such a way to cripple themselves but leave him unscathed. He's carefully cultivated a reputation as a wise, genial and slightly dodderly old bureaucrat, while he's actually capable of sending his own clone brother to the termination booths with a smile and a cheery wave.

The Briefing

When the briefing properly begins, it's Larry-B who takes charge initially. The Troubleshooters barely get a word in edgeways.

Larry-B: 'Troubleshooters, the threat we face is COMMIE MIND CONTROL! Those Commie bastards have developed some

sort of mind control ray that causes loyal citizens to turn traitor. We are deploying an immediate armed cordon around the afflicted zone that-'

Toni-G: interrupting 'You wouldn't know about the Communism Ray if it wasn't for my research, you dolt. It was I who identified its deleterious effects on the populace. This is clearly a matter for Internal Security's agents to deal with.'

Krystal-G: 'It's, like, mind control and I'm, like, in Housing...Housing...what's the P stand for again? Anyway, we also do mind control. That's one of our bits. So, I should, like, do this briefing.'

Victor-B: 'Ha! A form of remote brainwave manipulation, undetectable by the most sensitive of instruments, with no physical transmitter or liminal signal? HPD&MC dreams of such a technology! You have no more understanding of this situation than a scrubbot does of anything other than scrubbing! This will require SCIENCE to unravel!' *His artificial arm flails wildly.*

Chet-B: flashing the Troubleshooters a 'it's not my fault, I barely know these people' grin 'Look, I'm the manager of the premier cafeteria complex in this sector, the VitaYum Unified Citizenry Food Pyramid



Left to right – Larry-B, Toni-G, Dominic-I, Krystal-G, Victor-B, Chet-B



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Court. It's got multiple levels for different security clearances. A customer went up the wrong stairs-'

Toni-G: *interrupting* 'And IntSec swooped in and arrested the Troubleshooter! I mean, troublemaker. We interrogated him and do you know what his defence was? "I don't know what made me do it!" MADE ME DO IT! He was COMPELLED by an OUTSIDE FORCE to commit treason!'

Larry-B: 'That's why I'm saying we must take a stand against Communism! A forceful stand! We secure the whole sector with disciplined Armed Forces troops whose stronger minds will resist Commie mind control! Meanwhile, the Troubleshooters investigate the source of the Commie ray and-'

Victory-B: 'These Troubleshooters, find the transmitter? Ha! Unthinkable! If the ray is as I believe it to be, it will require the use of the most advanced and experimental technologies available to us! We must immediately field test our own psychotronic devices! We cannot afford a mind control gap with the Communists!'

Krystal-G: 'Look, the important thing to do is to warn people to stay alert, so they'll know not to give into Commie mind control if the Commies try to mind control them. I've got some pamphlets and educational materials here...'

Toni-G: 'Informing the common citizenry is not an option. The Troubleshooter mission requires strict information control. The Commies cannot know we have discovered their ray!'

Victor-G: 'You have not discovered the ray! You have only surmised the existence of the ray from observation of its effects!'

Chet-B: 'Look, guys, it's getting close to dinner time and I've got a cafeteria to run. We need to make a decision about the course of action. You know that as long as the PLC targets are hit, we will co-operate fully with any investigation -'

Larry-B: *interrupting* 'Military action!'

Krystal-G: *interrupting* 'Educational campaign!'

Victor-B: *interrupting* 'Field testing!'

Toni-G: *interrupting* 'investig- oh, you said that one already.'

Chet-B: 'Ok, co-operate fully with any investigation, military action, field testing or any other initiative, *as long as we meet our sales targets*. And we're not going to do that while we sit here arguing over who gets the Troubleshooters.'

Larry-B: *interrupting* 'Armed Forces!'

Krystal-G: *interrupting* 'HPD&MC!'

Victor-B: *interrupting* 'R&D!'

Toni-G: *interrupting* 'IntSec.'

Dominic-I: *awakening suddenly* 'Aaagh!'

Everyone stops and waits for the INDIGO citizen to speak.

Dominic-I: 'Hmm...you all make excellent, excellent cases. I need to consult privately with the Troubleshooter team for a moment. Please wait in the ante-room, all of you.'

Everyone troops out except for Dominic-I, the Troubleshooters, and Dominic-I's bodyguards.

Dominic-I: 'Please, sit down. Sit, sit. Let's get this briefing started properly.'

The Actual Briefing

Dominic-I explains that the actual problem – locating and destroying the source of the Commie Ray that turns ordinary citizens into traitors, apparently – has become a departmental hot potato. Every service group – well, apart from Power and Tech Services – has an interest in the case. Therefore, to avoid a bureaucratic logjam, Dominic-I suggested they call in Troubleshooters, who are outside the service group structure.

The mission is to take control of the Food Pyramid, which seems to be the primary target for Commie Mind Control, probably because it's a newly-built facility and therefore a high-profile target. Then, they must locate and destroy the Commie Ray, by implementing the various service group plans. The Troubleshooter team members should each oversee one of the plans (pairing into teams if there are more than five Troubleshooters, taking multiple plans each if there are less). One of the plans should

be the solution to the problem and by having an external party oversee the execution of the plans, it ensures that the service groups can work smoothly together.

Dominic-I presents this in a conspiratorial tone of voice, suggesting that the Troubleshooters are his allies in this bureaucratic end run around the other groups. Let the players decide which of them will oversee each plan. Dominic-I then instructs the Troubleshooters to go and get a private briefing from the appropriate officer – so, the character who's going to co-ordinate security goes to see Larry-G, the character who wants to run field testing goes to Victor-B and so on.

Take each Troubleshooter aside and present the appropriate briefings individually. None of the briefing officers are happy with Dominic-I's compromise but are each determined to be the one who solves the threat of the Commie Ray. All the briefings end with the officer promising the Troubleshooters full and absolute support but don't call us, we'll call you.

IntSec Briefing

Toni-G's briefing is short and to the point – the Communists exist as part of the traitorous underground. All the characters need to do is infiltrate one or more secret societies and follow them back to the Commies. The Food Pyramid is a large, public venue and Internal Security suspects that it is full of society message drops and secret meetings. The first step is to reduce the obvious security presence, encouraging traitors to act more openly within the Food Pyramid. Then, once they have learned of secret society meetings, infiltrate the meetings and find the Commies.

Armed Forces Briefing

Larry-G fills his briefing with military jargon and codes. The 215th Infantry is standing by at Fort Insurmountable, ready for insertion into the mission zone. Once deployed, the 215th will secure the area and be ready to strike against the Commie foe. Civilians, Larry-G proclaims, have weak minds, untempered by military discipline. The Troubleshooters' mission is to co-ordinate deployment of the 215th and ensure the civilians 'don't get in the way'.

THE BRIEFING WAR

HPD&MC Briefing

Krystal-G informs the characters handling the HPD&MC liaison that she wants to educate the common citizens about the dangers of the Commie Ray. A HPD&MC documentary team will be sent to meet the characters at the Food Pyramid and the characters are to design an informational video on the dangers of the Commie Ray. They must also ensure that the population are kept happy, reassured and informed of what they're cleared to know – remember, higher-clearance citizens on the upper levels of the Food Pyramid deserve to know more about the ongoing crisis.

R&D Briefing

Victor-B laughs and reassures the R&D liaison that he is taking a *personal interest* in the Commie Ray Crisis. Already, his lab technicians are working on new and grander devices that will detect, counteract or maybe even reverse the effects of the Commie mind control beam! All the Troubleshooters need to do is ensure that these devices are installed correctly by precisely following the instructions that Victor-B will send along with them.

PLC Briefing

Chet-B is quite optimistic. He'll give the Troubleshooters a tour of the Food Pyramid before handing the keys over to them and the cafeteria has a skilled staff who basically run the place anyway. The only thing the characters need to worry about are the targets – the Food Pyramid needs to make 100 Consumption Tracking Metric Units per daycycle (incorporating breakfast, lunch, dinner and mandatory snack breaks), so the Troubleshooters need to ensure that the efforts to stop the Commie Ray don't interrupt the business of serving food to the citizens.

Consumption Tracking Metric Units

The CTMUs used by the Food Pyramid are based on the simple principle that feeding a high-clearance citizen is worth more than feeding an INFRARED. A CTMU is a complex metric derived from both the income from food sales and credits for completing your assigned duties of feeding the masses. You get one CTMU for every:

- 256 INFRAREDS
- 64 RED/ORANGE
- 8 YELLOW/GREEN
- 1 BLUE OR HIGHER

The number of CTMUs earned by the Food Pyramid is determined by a random roll, modified by the level of chaos in the cafeteria. The tables for CTMU earnings are given in Episodes 4, 5 and 6. The characters need to earn 100 CTMUs per daycycle. Earning few or excess CTMUs will cause problems for the Troubleshooters.

Consumption Tracking Metric Unit Tracking

CTMUs	Result
50 or less	Food Court has dropped below starvation levels; higher-clearance citizens authorised to eat lower-clearance ones. Troubleshooters get called to account for themselves by Chet-B's vicious supervisor, Ingrid-I. She doesn't need authorisation to eat people. See page 28 for more on Ingrid-I.
51-74	Food Court food budget severely overstretched. CPU auditors called in. They discover Chet-B's embezzling but blame the characters. The characters need to somehow refill the budget by earning 125-149 CTMUs.
75-89	Food Court is running dangerously low on credits. The Troubleshooters are instructed to earn more credits – or else. Fined 250 credits
90-99	Below optimum CTMU earnings. Shape up. Fined 100 credits each.
100	Optimum CTMU earning! Well done!
101-110	Above optimum CTMU earning! Have a bonus 100 credits!
111-125	Well above optimum CTMU! You earn an extra 250 credits each. Also, supplies are running low.
125-149	Supplies massively overstretched, especially drug supplies. Populace is now longer in a happy druggy haze. Chance of food riots, spontaneous mutant power use, raids on upper levels.
150+	Biblical level disaster. INFRAREDS like a plague of locusts, eating everything. Doom, doom.



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Secret CPU Briefing

Once all the other briefings have been carried out, randomly select one Troubleshooter. Dominic-I contacts that Troubleshooter and summons him to a meeting. There, the INDIGO informs the Troubleshooter that his secret mission is to observe the others and report everything he sees to Dominic-I. Further instructions may be issued later.

We're Off To See The Food Court

Tension 5

Finally, once all the briefings are complete, Chet-B collects the characters and brings them to the VitaYum Unified Citizenry Food Pyramid Court...

Secret Society Missions

After the briefings, the Troubleshooters each receive a secret society mission. If one of the briefing officers matches the secret society

of a Troubleshooter, then that officer gives the mission; other missions are given by anonymous clones in the corridors.

Anti-Mutant: Karl-R, the stores manager in the Food Pyramid, is a filthy mutant scum. Get him killed if you can.

Communists: Er...we don't have a mind control ray. We've no idea what's going on. Some of our propaganda was confiscated last week by the Food Pyramid's security service – get it back or destroy it.

Computer Phreaks: We've hacked the guest list for the dinner in the Food Pyramid in two days time. Mathias-I of IntSec is on that list. Terminate him!

Corpore Metal: We have received reports that there is a Frankenstein Destroyer in the Food Pyramid, mistreating our Botty Brothers. Find and kill the machine hater. (It's Morris-O)

Death Leopard: Dude! There's a Death Leopard in the Food Pyramid called Metal Noise. She's done nothing cool lately. She must be down – find her and motivate her. (Alice-G is Metal Noise.)

FCCC-P: There is a stack of Church leaflets hidden behind a false wall on the third shelf in the third locker in the third giant walk-in refrigerator downstairs in the storage section of the Food Pyramid. Retrieve them and pass the good news out to the INFRAREDS.

Frankenstein Destroyers: One of our allies, Morris-O, works in the Food Pyramid. Promote him if you can.

Free Enterprise (Chet-B): Listen to me, friend! I'll make you rich; just keep the Food Pyramid going as long as you can.

Humanists: We've learned that a group of high-clearance citizens are meeting for dinner in a few days in the Food Pyramid. We want you to capture the Commie Ray and use it on them, thus spreading treason at the highest levels of Alpha Complex and sowing the seeds of The Computer's destruction!

Illuminati: We need a warbot. Don't ask why. We will arrange to have one delivered to the cafeteria. Somehow, get it out of there and leave it in the corridor outside, unwatched, with the engine running.

Mystics: Dude! Here's a packet of...well, green goop. There's a dinner of high-clearance citizens in the food pyramid in a few days time. Mix this stuff into their food and they'll be tripping, man!

Psion: Our agent Karl-R works in the Food Pyramid. Do not be deceived by his brutish demeanor – he is a valued asset. Promote him!

Pro Tech (Victor-B): We must capture this Commie Ray for ourselves!

PURGE: Our agents led by Kevin-R will be meeting in the cafeteria. Find them, join them and aid their mission.

Romantics (Krystal-G): Hi! Wow, it's great to be working with you! I don't have a secret mission for you, but let's be best friends!

Sierra Club (Larry-B): I'm sending you one of my best men, Bert-Y. He's one of us. Protect him!



Listen carefully, I will say this only once.

2. CAFETERIA OF THE DAMNED

2. Cafeteria of the Damned

Episode Summary: The Troubleshooters are put in charge of one of the largest and most prestigious cafeterias in Alpha Complex. This proves to be a mistake. Chet-B takes them on a tour of the cafeteria and introduces them to his four underlings, all of whom are traitors in their own way.

What, The Troubleshooters Are In Charge?

Yep. We're giving the Troubleshooters actual authority over higher-clearance citizens. They get to make decisions and have some level of control over the course of events.

This is exactly like giving a man enough rope to hang himself.

There's also what looks like another dining level above the BLUE one, sectioned off from the lower levels by tinted windows. It looks to diners below like there are noble high-clearance citizens dining *in the very same building* as them. What a grand gesture of brotherhood and unity! In fact, behind the tinted window are mobile human-shaped dummies with head-mounted cameras, observing the citizens below.

Level 0 - INFRARED
Level 2 - YELLOW-GREEN
Level 3 - BLUE
LEVEL 4 - ULTRAVIOLET
Level -1 - Stores
INVERTOWER

Of course, they really do not need these cameras – the literal centrepiece of the

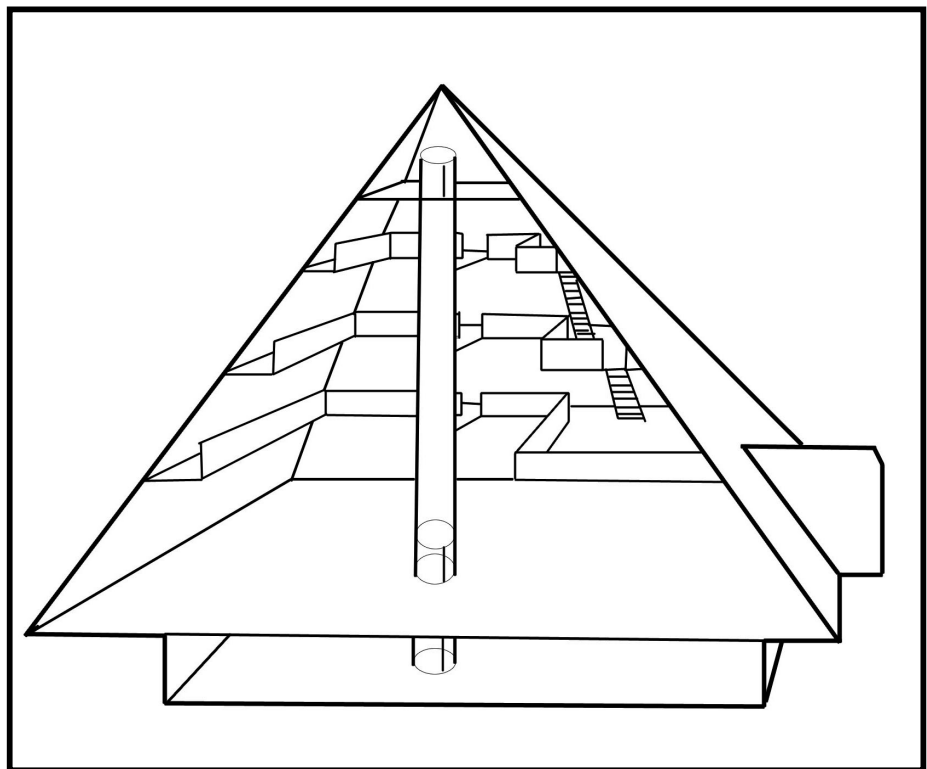
VitaYum Unified Citizenry Food Pyramid is the VitaYum/Complex Dynamics Security Invertower. It looks rather like the offspring of a many-eyed, many-limbed giant mutant tarantula that had sex with a giant many-eyed, many-limbed chandelier; the offspring then got a advertising fast-food. It's a huge mess of screens, cameras and cables hanging from the apex of the pyramid and reaching almost to the ground floor. On the inside of the Invertower are the management and security offices of the Food Pyramid.

Around the walls of the various levels are food preparation areas, restrooms, storerooms, bot maintenance facilities and so forth. Beneath the Food Pyramid is a cavernous series of storerooms and warehouses along with dedicated Food Vats.

The VitaYum Unified Citizenry Food Pyramid Court

The VitaYum Unified Citizenry Food Pyramid Court is the grandest, most exciting advancement in Alpha Complex Commissary Food Deployment since the Fun High-Speed FunInjection Nipple. It's a huge pyramid-shaped room in the heart of FOG Sector, eight levels high and capable of serving up to 800 citizens at once. The whole building is a pristine, wipe-clean sparkling white, with more colour-coded stripes running everywhere. The stripes on the walls designate the security clearance of the area; the stripes on the floor guide patrons to different sections of the Food Pyramid.

The whole floor level of the Food Pyramid is INFRARED clearance. Above that, the walls slope inwards and the diners eat on wide balconies overlooking the floors below. The next level is RED clearance and serves RED and ORANGE citizens, then a YELLOW clearance level for YELLOW and GREEN citizens and finally a BLUE clearance level for BLUE and higher citizens. Levels are connected by escalators and elevators.





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Food Service By Level

Level 0 (INFRARED): Upon entering the cafeteria, pass through the metal detectors and swipe your ME card through the ME card reader. If you do not have enough food credits for a meal this daycycle, enter the line for Synthetic Nutrient-Free Stomach-Filling Fibre-Foam. Otherwise, enter the line for the food dispersers. Take a tray and receive servings of the barely edible slop of the day, plus a handful of tranquilisers and happy pills. Sit at one of the hundreds of identical black counters with your fellow drones. Eat, then drop your tray on one of the tray collecting robots and leave the counter area before the automated chemical purge wash cycle begins for that counter zone.

While eating, watch the stream of propaganda reports and inspirational videos on the Invertower's thousand screens.

This Week's Special: NutraGoop, Stomach-Filling Fibre-Foam

Level 1 (RED/ORANGE): Upon entering the cafeteria, pass through the metal detectors and swipe your ME card through the ME card reader. Stride past the cow-eyed INFRAREDS and proudly climb the stairs to your exclusive RED level. There, choose from up to half a dozen different food counters, then take your food and sit at a table with a chair that appears to have been designed for some sort of lizard.

If ORANGE, you don't need to bother with queuing up for food – just sit down in the marginally comfier chairs and wait for a WaiterBot to roll up and take your order.

While eating, watch the stream of propaganda reports and inspirational videos on the Invertower's thousand screens, unless you're lucky enough to be sitting at one of the few tables with its own TV set, in which case you can turn it to the Teela-O channel.

This Week's Special: Hot Fun, VitaYum Bars

Level 2 (YELLOW/GREEN): Upon entering the cafeteria, pass through the metal detectors and swipe your ME card through the ME card reader. Stride past the cow-eyed INFRAREDS and climb the stairs to the RED level, holding your nose at the smell. Hop on the high-speed escalator to the YELLOW level and sit down on one of the comfy seats. Immediately, a WaiterBot zooms over to you and takes your order. Real food is available regularly and special high-price dishes are served by human waitstaff.

While eating, you can watch TV on the unit installed at each table.

This Week's Special: Duck in YELLOW sauce

Level 3 (BLUE+): You don't take the common entrance to the cafeteria – there's a BLUE-only entrance on a higher level. You sit in your private booth and a human waiter (or bot, if you request privacy) comes over to take your order. You exit via the same exclusive access corridor. While eating, check your stock portfolio or access The Computer via the console built into every seat.

This Week's Special: Beef in VIOLET sauce

Hi, We're In Charge

Tension 10

Read the following to the players.

Chet-B leads you through a twisty maze of corridors, all alike to a door marked Invertower Access. It opens into a glass-walled elevator. Once you're all inside, the elevator descends into a vast pyramidal chamber. You're travelling down a thick knot of cables hanging from the apex of the pyramid (get it? It's an Inverted Tower!) All around the walls of the pyramid, you see tier

after tier of cafeterias and seating areas, coded by clearance level. The tinted windows of the upper level, the luxurious BLUE private couches and fine restaurants, the high-quality dining for YELLOW citizens, the queues for the RED vending machines, and the food troughs for the INFRAREDS.

The elevator passes into a tangled complex of cables and screens that hangs in the centre of the open space. With a loud DING, you arrive in a small cluster of rooms at the very heart of the Food Pyramid.

'From here, you can oversee every aspect of our operations. We'll

come back here at the end of the tour' says Chet-B, pumping the hand of [TROUBLESHOOTER] three times, then making an odd gesture with his thumb.

Chet-B then introduces a YELLOW clone, Mike-Y, who is the chief of security for the Food Pyramid. Mike-Y is a grizzled gruff citizen who absolutely exudes competence and toughness, the ideal security chief. He's dressed in battle armour and carries a slug rifle everywhere he goes. Unfortunately for the characters, Mike-Y confiscated a few pages of Commie propaganda off a traitor in the cafeteria last week and he read it instead of burning it. Now, that Commie propaganda has stuck in his head and really makes sense to him...

2. CAFETERIA OF THE DAMNED

Mike-Y-JKE-4

Management 4
Bootlicking 1
Stealth 8
Sneaking 12
Surveillance 12
Security Systems 12
Violence 6
Energy Weapons 10
Projectile Weapons 10
Unarmed 10
Hardware 4
Weapons & Armour Maintenance 8
Software 4
Data Analysis 8
Wetware 4

Armor: Kevlar (I3), YELLOW Reflex (E1)
Weapons: Slug Thrower (I, W3K)
Mutant Power: Rubbery Bones
Secret Society: None

Next, Chet-B takes the characters on a tour of the Food Pyramid, starting with Level 0 (the INFRARED area).

Level 0/1

‘We call this the factory floor. Here’s where the INFRAREDs get their slop. Slop dispensers are over by the walls; it’s all pumped up from the storage tanks and food vats underground. We’ll get to them later, too. Upstairs is RED and ORANGE dining.

This whole section is run by my good buddy, Morris-O. Hey! Morris! Over here!’

Morris-O is a small knot of nervous stress on legs and drugs. He has not slept in months and despite working in a restaurant, he has not been able to keep food down in months either. He subsists on drugs, protein supplements and water. He secretly hates Chet-B, believing that his supervisor is incompetent and careless. Morris-O covets Chet-B’s job or at least he would if he had time to think. He also hates Alice-G the bot technician upstairs and his hatred of her has spilled over into full-blown Frankenstein Destroyer beliefs. Morris-O’s sole delight is in working the few bots in his

Morris-O-NOE-6

Management 8
Oratory 12
Organising Hundreds of Diners 14
Stealth 4
Violence 6
Hardware 4
Unclogging Food Troughs 10
Bot Abuse 10
Software 4
Bot Programming 8
Wetware 4
Biosciences 8

Armor: None
Weapons: Laser Pistol (W3K)
Mutant Power: Levitation
Secret Society: Frankenstein Destroyer

domain to death and the bots on the RED level are severely under-maintained and prone to failure. To top it off, Morris-O will hate the characters too as soon as he’s introduced to them – they’re being *handed* Chet-B’s job, whereas he *deserves* it.

Level 2

Chet-B reaches the foot of an elevator to the YELLOW clearance level above, then stops and glances back at you. ‘Oh, don’t worry. Since you’re getting my job for the duration of the crisis, you’re all getting temporary promotions to BLUE clearance, effective only within the confines of the Food Pyramid. That will let you into all security-sensitive sections of this cafeteria. Well, almost – there’s a VIOLET dining experience up there that even I don’t get into.’

Upstairs, you’re led into a wonderland of comfort and luxury beyond your dreams. Immediately, a waiterbot rolls over to you and cheerfully burbles ‘welcome, sir! Our special today is roast duck in YELLOW sauce. May I take your order?’

Chet-B gestures at the bot with one hand while shaking the hand

of [TROUBLESHOOTER] twice and giving him a thumbs-up. ‘Bots are the absolute foundation of the lower three level’s workforce. All our bots are maintained by Alice-G and her staff. Bot, run off and get Alice, please.’

‘Sure thing Mr. Chet-B’ says the waiterbot, which spins around and zooms off. A few moments later, a young citizen in a GREEN jumpsuit bounces up to you. She’s got all sorts of gadgets and spare parts hanging from her belt, stuffed into her pockets and even stuck behind her ears.

Alice-G-NGH-2

Management 4
Chutzpah 8
Stealth 4
Concealment 8
Violence 4
Energy Weapons 8
Agility 8
Hardware 8
Bot Ops & Maintenance 12
Software 8
Bot Programming 12
Wetware 4

Armor: GREEN Reflex (E1)
Weapons: Laser Pistol (W3K)
Mutant Power: Mechanical Intuition
Secret Society: Death Leopard

Alive-G is a sickeningly positive and enthusiastic technician, responsible for maintaining the bots. She spouts technobabble in response to every question she’s asked. Secretly, she’s a Death Leopard (codename: Metal Scream) who uses her position to build homemade killer robots. She’s got a secret workshop on Level 2, where she’s assembled a trio of misshapen monsters made from waiterbot and mixerbot parts. She hates Morris-O for abusing her bots and hates Alphonse-B because he’s exactly the sort of stuck-up twit that Death Leopards loathe.

Level 3

Upstairs again, and into an almost unimaginable level of luxury. This



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whole level is BLUE-clearance. Fountains tinkle musically between tables of something Chet-B calls 'mahogany'. The chairs look incredibly comfortable, something that definitely isn't B3 sparkles in crystal glasses and the sample dishes on the menu are absolutely mouthwatering. This surely is how the elite of Alpha Complex dine.

The one fly in the ointment is the tall, thin BLUE citizen with a chef's hat stalking towards you. He looks unhappy.

The third key member of the staff is the Cordon BLUE chef, Alphonse-B. He is a terrible, terrible snob who cares about nothing but serving the finest, finest food to the finest, finest citizens. He speaks with a ludicrously exaggerated French accent and looks down his nose at anyone without the requisite clearance or breeding to appreciate his food. Alphonse-B is secretly a member of the PURGE society, who planned to use his position to assassinate certain high-clearance citizens with discrete poisons but he never had the nerve. He's also an avid Romantics member, using their connections to dig up old recipes and techniques.

Alphonse-B

Management 8
Bootlicking 12
High-clearance savoirre fare 12
Stealth 8
Sneaking 12
Violence 6
Hand Weapons 10
Hardware 4
Software 4
Wetware 10
Cooking 16

Armor: None

Weapons: Power Whisk (M4K)

Mutant Power: Supercooking

Secret Society: PURGE/Romantics

The Sublevel

Chet-B points up at the tinted windows at the top level of the pyramid. 'Sometimes, you'll see people moving around up there. The upper dining level is VIOLET clearance and it's all automated. You don't need to worry about it.

Anyway, come with me. Let's go behind the scenes, to where the

magic happens.' He presses a button and a hidden panel opens revealing an elevator. You all crowd in and it zooms down to the sublevel beneath the Food Pyramid. While you're descending, Chet-B grabs the hand of [TROUBLESHOOTER] and shakes it from side to side while tapping his other hand on the 'DOOR CLOSE' button.

After two-thirds of a cheery elevator song about how nice it is to be in an elevator, the doors open into a cavernous chamber. In the dim light, you can make out the hulking shapes of food vats, storage tanks and piles of crates. You can also make out the hulking shape of a huge RED clone.

'This is Karl-R' says Chet-B, with a slight quiver in his voice. 'He runs things down here.'

'KARL-R' says the giant, slapping his chest. 'KARL-R!' You can't help but notice the bright yellow registered-mutant stripe running down his sleeve but it seems impolite to mention it.



Hot Fun is not Haute Cuisine.

Karl-R is indeed a giant hulking mutant who rules the sublevel with an iron fist. He has a staff of pale, grub-like INFRARED slaves who skulk between the food vats. He's not a moron, though – his speech patterns are an affectation. He's a Psion agent who adds mutagens to the already-mutagenic food additives. He speaks like a giant idiot so people underestimate him.

Karl-R-XAV-4

Management 4
Intimidation 8
Stealth 4
Sneaking 1
Shadowing 8
Violence 10
Energy Weapons 14
Unarmed Combat 14
Hardware 4
Software 4
Wetware 4

Armor: None

Weapons: None

Mutant Power: Adrenaline Control, Mental Blast

Secret Society: Psion

2. CAFETERIA OF THE DAMNED

Back to the Invertower

Finally, Chet-B brings the Troubleshooters back to the Invertower. There are several rooms in this little complex – there’s the manager’s office, the security office, the food vat control office and the executive bathroom. He waves vaguely at the latter three and says that they’re all pretty self-explanatory and that nothing can go wrong. He then ushers

the Troubleshooters into his office and serves them a generous helping of genuine booze.

‘Well, that’s the Food Pyramid. It’s all yours now, guys. I’m being temporarily reassigned to FUN Sector for a break – but here’s my personal number so you can call me if anything goes wrong. I’m sure you’ll track down this Commie Ray in no time! Good luck!’ Chet-B takes a heavy suitcase from

behind his desk with one hand and vigorously shakes the hand of [TROUBLESHOOTER] with the other. He pumps it twice, then swaps the briefcase to the other hand and shakes it twice again. ‘Cheerio’ he says and vanishes from your lives.

The number Chet-B gives is, of course, fake. He’s running away with his ill-gotten gains.

3. This Will Solve The Problem

Episode Summary: The four cunning plans to locate the Commie Ray are put into operation. This too proves to be a mistake.

There’s one section in this episode for each of the four plans. In each section, the Troubleshooters have to implement the first section of the plan, as described by the liaison for that section. If the Troubleshooter who, say, was responsible for the HPD&MC part of the plan cannot remember what Krystal-G told him to do in the last section, then the Troubleshooters still have to find some use for a documentary film crew. When implementing the plans, assume there are lots of staff in the cafeteria but all orders must be given directly or filtered through Morris-O, Alice-G, Alphonse-B or Karl-R.

The plans are:

Internal Security: The Troubleshooters are to decrease the security presence in the Food Pyramid, to encourage traitors to show up there.

HPD&MC: The Troubleshooters get to star in their own educational video about the dangers of Commie Rays.

Armed Forces: The 215th Interview show up and want dinner and a place to stay.

R&D: Victor-I has a giant MRI that he wants the Troubleshooters to scan diners with.

This episode is supposed to take one daycycle. At the end of it, the Troubleshooters must calculate how many Consumption Tracking Metric Units they have earned.

Internal Security – Enabling Treason

Tension 10, probably dropping

According to the instructions given by Toni-G, the first step is for the Troubleshooters to lower the security level of the Food Pyramid, making it more attractive for Commie Mutant Traitors to meet there. Toni-G’s undercover IntSec agents will then identify and trace these Commie Mutant Traitor meetings, opening up a path to the treasonous underworld and from there to the Commie Ray. At least, that is the theory.

To disable some of the security systems in the Food Pyramid, the Troubleshooters need to either order Mike-Y the security chief to do so, switch the security systems off themselves from the security office or else sabotage the physical cameras and table microphones throughout the Pyramid.

Persuading Mike-Y

Mike-Y is adamant that turning off the security systems would be a bad idea. A Really Bad Idea. He absolutely refuses to do it unless they directly order him to do so and if they put their order in writing and if there’s an undeniable paper trail a mile wide that directly connects the Troubleshooters with the Really Bad Idea and completely absolves Mike-Y of any wrongdoing. If the Troubleshooters do this, then Mike-Y will take great joy in pinning the ensuing problems on them. The Tension drops to 5 if the characters take this option.

Day Planner, Day One

0600	Wake-Up	1600	
0700	Breakfast – Meeting with Mike-Y re: Security system, turning off	1700	
0800	Breakfast	1800	Dinner – Premier of video
0900	Breakfast	1900	Dinner – Armed Forces arrive
1000		2000	Dinner – R&D Gadget arrives
1100	Supplies Arrive	2100	Dinner
1200	Lunch – Meeting with HPD&MC Film crew	2200	Cleaning
1300	Lunch – Making the video	2300	Cleaning
1400	Lunch	2400	Cleaning
1500			Nightcycle



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Switching Off The Security Systems Themselves

Well, first they need to get Mike-Y out of his office, which isn't that hard. Then they need to switch off the security system. The security system control panel is like looking into the howling face of absolute madness, as interpreted through the medium of buttons and levers.

There's a large and tempting OFF switch that switches off ALL security throughout the Food Pyramid. Pressing this is a Really, Really Bad Idea, even worse than the Really Bad Idea of turning off some of the security systems. If they turn off all the security systems, then the Tension throughout the Food Pyramid drops to 0.

They can also try to work the controls. This requires a Security System roll or random button pressing. A successful roll lets them set the Tension to whatever they want. If they risk random button pressing, roll on the Security System Catastrophe table.

permission to send in his guards to arrest the saboteur. The 'saboteur' is actually Jerome-R, an Internal Security agent working for Toni-G, who is spying on Commies.

If the guards try to arrest Jerome-R, he assumes that he's been identified as an Internal Security agent by Commie Mutant Traitors and fights back. A standoff quickly develops on Level 1 between the guards and Jerome-R, who takes shelter behind a waiterbot that's loaded with highly flammable (inflammable? Whatever. Call it explosive) Hot Fun. Unless the characters intercede when the lasers start zapping, they end up with a big boom that takes out a chunk of Level 1.

Anarchy (Tension=0)

If the characters have reduced the Tension to 0, then a riot breaks out in the INFRARED section. Without security systems, it is impossible to tell who started it but rumours insist that the Commie Ray swept through the cafeteria.

From this point on in the mission, the Tension score in the Food Pyramid is equal to whatever the Troubleshooters just set it to.

HPD&MC – Video Killed The Commie Star

Tension There's A Guy With A Camera Staring At Us

Krystal-G promised the Troubleshooters that she would send a documentary team to help them produce an educational video about the dangers of the Commie Ray. Unfortunately, she made a slight mistake when filling out the work order. Instead of assigning the documentary team to work *for* the Troubleshooters, she assigned the team to work *with* them – meaning the Troubleshooters will be starring in the documentary. The work order is signed by Krystal-G's INDIGO-clearance supervisor, Reginald-I, so there's no way to get out of it.

Roll	Effect	Final Tension
1-4	System entirely shut down.	0
5-8	Fire Suppression System activated. A group of GREEN citizens on a dinner party are very, very wet and very angry.	5
9-12	Overdose of tranquilisers added to Hot Fun. Level 0 is suddenly filled with dozens of quietly slumbering INFRAREDs.	10
13-16	Alerts sent to Internal Security, informing them that the Food Pyramid is under Commie attack. A heavily armed strike team shows up with hostage negotiators in tow, to ensure the safety of the high-clearance citizens on level 2.	5
17-20	System goes wild, showing sparks everywhere.	1d20

Disabling The System Themselves

If the Troubleshooters *want* to wander around smashing security cameras, they can. Mike-Y will have words for them or for the debriefing officer at the end...

The IntSec Situation (Tension >0)

If the Tension is anything other than 0, then a rather tricky problem arises. Mike-Y contacts the Troubleshooters, informing them that he's noticed a rather suspicious person on Level 1 that he suspects is a saboteur. He wants

HPD&MC Edufotainment Video Team Work Order

Form HPD&MC/542/7/b/2

Description of Video: Informational video on the effects of the Commie Ray, to be displayed on video monitors throughout Food Pyramid and FOG Sector

Minimum Run Time: 3 min **Maximum Run Time:** 5 min

Security Clearance of Video: INFRARED

Approved Assets: VitaYum United Citizenry Food Pyramid Court, assorted ad hoc props and locations up to security clearance ORANGE

Subjects: (Troubleshooters)

TICK ALL THAT APPLY:

Supervisor: (blank)

dramatic music

simulated violence

Authorisation: Reginald-I-HJK

subliminal messaging

B3 consumption

adult situations

mental stimulation

flashing lights

DVD extras

simulated treachery

Teela-O

3. THIS WILL SOLVE THE PROBLEM

The Troubleshooters need to script and act out a short film, educating the citizens about the effects of the Commie Ray. The documentary team consists of two citizens, a director and a camera-man.

The director is **Lucius-O**, who is more used to making dramatic Troubleshooter action movies like *Heroes of the Complex* and *Commie Zapping Action Hour!* He's got the attention span of a gamer and is shallower than a monofilament looking glass. He wants more *action* and *drama* and *passion* at every step! He's also got suppressed Mystic tendencies, as drugs are about the only things that slow him down.

The cameraman is **Donna-R**; she rarely speaks and obeys all of Lucius-O's commands silently and competently. She's an Internal Security spy and her multicorder has a signal splitter so it automatically transmits a copy back to Internal Security. She's also a secret FCCC-P fanatic.

Our Fifteen Minutes Of Fame

The Troubleshooters need to decide on a script and what sort of message they want to send to the common citizenry. How do they convey the (still-hazy) threat of the Commie Ray? What should a loyal citizen do when he feels traitorous impulses well up from within? Lucius-O will push for the most dramatic interpretation possible, while Donna-R silently observes and watches for treason. If the characters deviate from the work order, then she speaks up.

After the video is complete, Lucius-O and Donna-R run back to HPD&MC to edit it, put in a dramatic voice over, music and subliminal messaging and attend the wrap party (they don't invite the Troubleshooters). They then come back to the Food Pyramid and hand over a copy of the video to the Troubleshooters, then hang around the Food Pyramid filming events

for another documentary, *The Cafeterias of Tomorrowcycle!*

Informing the Populace

Once the video is complete, the Troubleshooters must display it on the screens in the Food Pyramid. Pay very close attention to the contents of the video that the players came up with – this will determine the initial attitude of the citizens in the Food Pyramid to the Commie Ray. Rumours are already circulating that there's some sort of Commie Mind Control ray out there; the video made by the characters will determine the level of psychohypochondria that runs rampant in the sector.

Armed Forces – Send in the Troops

Tension Depends On What The Troubleshooters Just Did

According to Larry-G's plan, the 215th Infantry is being deployed to the Food Pyramid to secure the area and watch for traitors – and, as promised, the 215th Infantry shows up at the entrance to the Food Pyramid. There are 500 heavily armed Armed Forces grunts, led by Bert-Y. They've just marched from their base Outside through six sectors to FOG; they're tired, sweaty, hungry and looking forward to getting into the billets that they've been told will be waiting for them. The Troubleshooters have sorted out accommodation for 500 soldiers, right?

Right?

Bert-Y is a short, officious and annoying career soldier. He's red-faced, balding, bellicose and would be a joke if not for the 500 soldiers and

the heavy firepower backing him up. Secretly, Bert-Y wants to be a Sierra Clubber – his time in the Armed Forces has given him an appreciation for the natural world but he hasn't dared to indulge his desires for potted plants and topsoil.

Bert-Y demands the Troubleshooters provide the following:

- ☞ **Somewhere For His Men To Sleep:** They've got sleeping bags and tents but need space.
- ☞ **Food:** He's not going to pay for it or anything. This is a contracted mission for the Food Pyramid, so any living expenses should be bourn by PLC.
- ☞ **A Tactical Briefing:** He has no idea what he or his men are supposed to be doing but they got ordered to march here this morning and isn't happy about that either.

Bert-Y-OID-4

Management 4
Interrogation 8
Intimidation 8
Shouting Orders 10
Stealth 4
Violence 8
Energy Weapons 12
Projectile Weapons 12
Hardware 4
Weapons & Armour Maintenance 8
Software 4
Wetware 4

Armor: Kevlar (I3), YELLOW Reflex (E1)

Weapons: Laser Rifle (W3K)

Mutant Power: Electroshock

Secret Society: Sierra Club

Armed Forces Grunt

Management 2
Bootlicking 6
Intimidation 6
Stealth 4
Violence 6
Energy Weapons 10

Armor: Kevlar (I3)

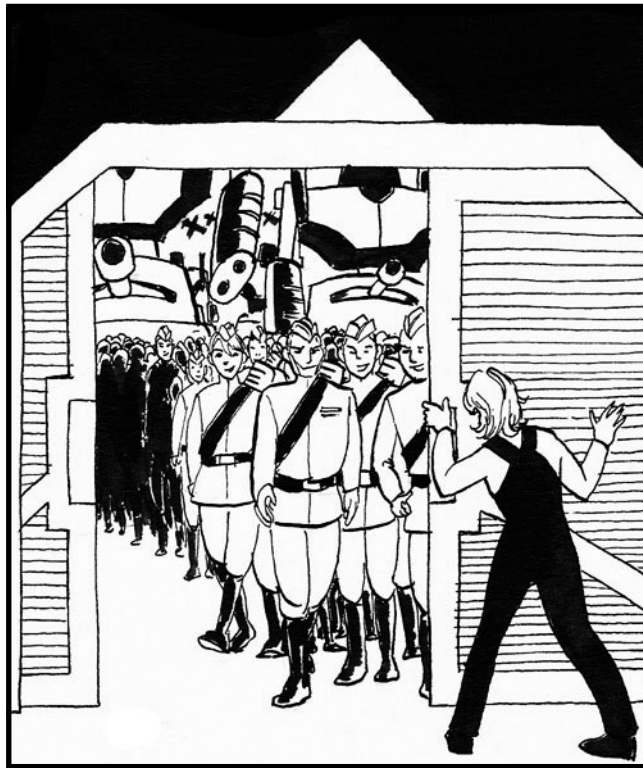
Weapons: Laser Rifle (W3K)

Mutant Power: Varies

Secret Society: Varies



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Guess whose army is coming to dinner...

Accommodation

The Troubleshooters have two options – they can section off part of Level 0 for the soldiers or they can stick them down in the bowels of the storage levels. Bert-Y favours the former option but this will cut the cafeteria’s ability to serve INFRAREDS in half. He strongly disapproves of exiling his men to the dank under-basement.

If they stick the soldiers on Level 0, then the Food Pyramid rapidly turns into a sprawling campsite, with underwear drying on washing lines, Solyent RED cooking on capefires, tanks rolling around patrolling the perimeter and the occasional random outburst of gunfire. Higher-clearance citizens look down disapprovingly from the balconies above and the INFRAREDS are crammed so tightly in the non-militarised sections of the ground floor that there’s a real

danger of being crushed or trampled. Still, it all works well for now.

If they put them in the subbasement, then Bert-Y complains that the food vats are leaking and Karl-R complains that soldiers are stealing his supplies and getting lost in the maze of twisty corridors and cellars. It also means there is no real way for the soldiers to respond to traitors showing up and attacking the Food Pyramid, unless the Troubleshooters want to try organising a rapid deployment via the dumb waiters.

Feeding The Five Hundred

So, what do you serve 500 hungry hungry soldiers? If the Troubleshooters just let them run wild in the INFRARED food lines, then this will severely impact the Food Pyramid’s CTMUs for the day.

Also, if the troops are stationed on Level 0 and they’re allowed to run wild in the food troughs, then violence erupts when a civilian INFRARED takes the last packet of Algae Crisps. Suddenly, a huge fistfight erupts on the lowest level. There are far too many soldiers for Mike-Y’s Food Pyramid security team to deal with – what do the characters do?

If the Troubleshooters *don’t* authorise the Armed Forces troops to have free reign of the food troughs, then there’s an awful lot of grumbling but no penalties... yet.

A Tactical Briefing

Bert-Y wants to know what his soldiers are going to be doing. He’s got 500 armed thugs who need to shoot something regularly or at least burn off some of their combat-drug-fuelled energy, then things will get violent quickly. What do the Troubleshooters want to do with their army?

R&D – MRIs For All

Tension Inside The MRI: 20

Mad scientist Victor-B promised he would send the Troubleshooters technology to deal with the Commie Ray and the first bit of this technology shows up in the evening of the first daycycle. It’s a huge packing crate, marked ‘THIS WAY UP’ (it’s upside-down) and weighing many tons. It’s delivered by a surly truckbot that zooms off after dropping off the crate.

Stuck to the side of the crate is a note from Victor-B. ‘*Set this up in the entrance to the Food Pyramid and scan all incoming citizens. Victor-B.*’ When the crate is opened, inside the Troubleshooters find a giant self-powered magnetic resonance imaging scanner. It’s the size of a jet engine. There are steps at either end and friendly little diagrams show that the citizens are supposed

3. THIS WILL SOLVE THE PROBLEM

to troop through the scanner on their way to the cafeteria. The MRI also includes a transmitter to send data back to Victor-B's laboratory.

The Sound of Impending Doom

There's one problem with this gadget – when activated, it creates a very strong magnetic field over the whole Food Pyramid. This pulls the following items strongly toward the MRI machine:

- ☞ The metal cutlery and plates used on Levels 1-3
- ☞ The metal escalators and banisters
- ☞ The metal vending machines and food troughs
- ☞ The metal scrubbots and waiterbots
- ☞ The metal guns and armour worn by the Armed Forces
- ☞ The metal screens and cameras of the Invertower
- ☞ The metal girders in the walls

Switching on the MRI for more than five seconds at a time causes severe disruption to the smooth running of the cafeteria (and will draw angry complaints from Alice-G, Morris-O and Alphonse-B). Leaving it running for 30 seconds or more will cause severe structural damage. It takes five seconds to spin up or to spin down and it takes another five seconds to scan a citizen.

In short, it's a big giant useless piece of metal. (Oh, the MRI also attracts itself). If the Troubleshooters do not send data back to Victor-B, then they get an angry message from

the scientist demanding they implement his data gathering technology! Without a baseline for the squishy brains of the diners, how can they trace the effects of the Communist Mind Control beam?

PLC – Cashing Out On Day One

Tension Impending Doom

At the end of the daycycle, it's time to work out how many CTMUs the Troubleshooters earned. Roll 1d10x5 for each of the three major mealcycles (breakfast, lunch, dinner) to determine the number of CTMUs earned. Perversity can be spent on this roll.

The roll is also modified by events in the Food Pyramid. Apply the modifiers to, well, whatever rolls you feel like to be honest. This is *PARANOIA*, after all – be as inconsistent and cruel as you wish.

Armed Forces

- ☞ Armed Forces detachment has taken up residence on Level 0: -5
- ☞ Armed Forces given free reign in the food troughs: -5
- ☞ Armed Forces forced to pay full price for food: +5

Internal Security

- ☞ Tension is between 1 and 5, making the cafeteria a great place for conspirators to meet: +5
- ☞ Tension is 0, resulting in anarchy and violence: -5

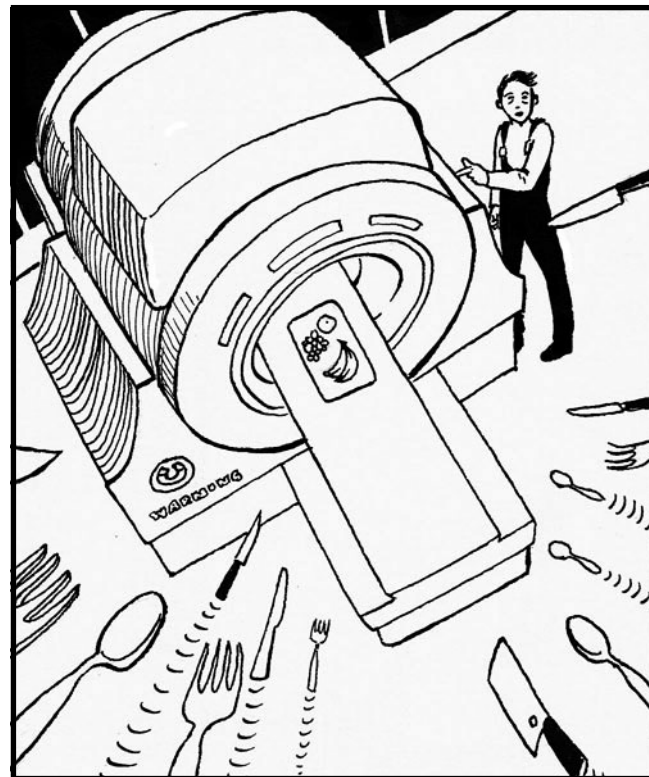
HPD&MC

- ☞ Video is especially entertaining: +5
- ☞ Rumours of Commie Mind Control are greatly exaggerated: -5

R&D

- ☞ They actually use the MRI: -5

Finally, add up the number of CTMUs earned and compare it to the table on page 31.



The off switch, ironically, is made of plastic.



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4. This Did Not Solve The Problem

Episode Summary: The various plans advance. This really doesn't help. Meanwhile, as knowledge of the 'existence' of the Commie Ray becomes common, everyone starts using the Commie Ray as an excuse to commit treason.

Armed Forces: The 215th fortifies their position as treason takes hold of the cafeteria.

Internal Security: The Troubleshooters are sent to infiltrate a secret society meeting in their own cafeteria.

HPD&MC: As the panic over the Commie Ray grows, Krystal-G has a whole new initiative to solve the problem.

R&D: Victor-B sends new and even more disturbing gadgets to the Food Pyramid.

PLC: Chet-B's supervisor Ingrid-I shows up.

Again, this episode is supposed to take place over one daycycle. At the end of it, the Troubleshooters must again calculate how many Consumption Tracking Metric Units they've earned.

It's Not My Fault, It's The Ray

Tension Whatever It's Currently Set To

As the Troubleshooters return to the Food Pyramid the next morning, they spot an unusual amount of graffiti spray-bombed on the formerly pristine walls of FOG Sector.

There's an odd prickly feeling in the air, as if the local nuclear reactor was being twitchy. All the citizens the Troubleshooters pass seem nervous.

Near the entrance to the Food Pyramid, the Troubleshooters come upon an odd scene. There's a RED citizen sitting in the middle of the corridor, napping. There's a pair of GREEN goons standing on either side of him, directing foot traffic around him. The RED clone is stretched out, his head pillowed on a thick folder entitled '*Directives for the Efficient Auditing of Type I Screw Washers in Type II Screw Washer Storage Facilities*' and appears to be fast asleep. If the Troubleshooters ask why this RED citizen is allowed to keep on sleeping in the middle of the morningcycle, one goon grunts that the matter is classified. From behind the grunting GREEN goon, the Troubleshooters hear the sleeping citizen mutter '**I can't help it... the ray... making me soooooo sleepy. I must...lie down and sleep... not my volition... Commies... making me sleepy... with their Ray... mmm... just like on the informational video.**'

As the RED citizen is not responsible for committing treason (ok, not even in Friend Computer's most fevered crossed circuits is sleeping on duty considered full-fledged treason but it's still a severe misdemeanour), he is not being punished. Anyone blaming their treacherous impulses on the ray is given special dispensation – it's not your fault if you're mind controlled, after all.

The Troubleshooters discover this when they arrive at the Food Pyramid and Morris-O walks

up and punches the lead Troubleshooter in the face.

Crisis at Breakfastcycle

Morris-O is always full of hate but the disruptions caused by all the different plans to save the cafeteria from the Commie Ray really annoyed him. With all the rumours circulating about using the Commie Ray as an excuse, Morris-O decided to take a swing at his boss and blame it on the Commie Ray.

Morris-O's surprisingly solid fist connects very solidly with [TROUBLESHOOTER]'s nose. There's a distinct wet snapping noise and a gush of low-clearance fluids mixed with a few mid-clearance GREENs come pouring out. It's really painful.

Morris-O grins widely (it's the first time you've seen the man smile since you met him yesterday), then suddenly snaps to attention and salute. 'Sorry', he says, 'the Commie Ray made me do it! I was suddenly overwhelmed by the desire to punch you in the face, sir! Obviously, the Commies are so scared of you that they're trying to make innocent citizens attack you!'

The Troubleshooters can discipline Morris-O as they wish, but he's technically in the right, as they discover when they get to their office in the Invertower, where Krystal-G is waiting for them.

Day Planner, Day Two

0600	Wake-Up	1600	
0700	Breakfast – <i>Encounter sleeping citizen</i>	1700	
0800	Breakfast – <i>Meeting with Krystal-G</i>	1800	Dinner
0900	Breakfast – <i>Yoga classes start</i>	1900	Dinner – <i>Ingrid-I arrives</i>
1000	<i>Yoga continues throughout the day</i>	2000	Dinner – <i>PURGE meeting</i>
1100	<i>Supplies arrive</i>	2100	Dinner
1200	Lunch – <i>Meeting with Bert-Y</i>	2200	<i>Cleaning</i>
1300	Lunch – <i>Lots of Armed Forces stuff arrives</i>	2300	<i>Cleaning</i>
1400	Lunch – <i>Visit from Toni-G</i>	2400	<i>Cleaning</i>
1500	<i>Box of helmets arrives from R&D</i>	Nightcycle	

4. THIS DID NOT SOLVE THE PROBLEM

Opportunities for Treachery

With rumours of the Commie Ray in full swing, every suppressed treasonous impulse

HPD&MC – Relaxing Time

Tension Leeching From Your Body

‘Hi guys!’ says Krystal-G perkily. ‘I loved you in that video, it was just super! It really taught the common citizens about how those Commies are using mind control to make people commit treason and it’s no-one’s fault at all! Except the Commies, of course!’

Anyway, my boss was looking at the happiness report for this sector and it’s really good. The one thing is the stress index is kinda high, I guess ‘cos everyone’s worried about being hit by the Commie Ray. So, we need to get people to relax.

This nice citizen on the transtube handed me these leaflets and I thought I could use it to get people to relax. This Food Court’s a nice big venue – I’m going to show people how to relax the natural way.’

She drops a badly-printed leaflet on your desk and wanders out. The title of the leaflet is ‘YOGA SECRETS OF THE ANCIENTS—LEARN THE TRUTH ABOUT NATURAL HAPPINESS. SAY NO TO THE COMPUTER’S ARTIFICIAL CONTROL OF JOY! BROUGHT TO YOU BY THE ROMANTICS SOCIETY!’

The Troubleshooters have just been *ordered* to help distribute treasonous propaganda to the diners in the Food Pyramid. The leaflet contains a mix of basic yoga techniques and Romantic propaganda, so it’s not that treasonous but still very questionable, especially as it advocates stuff like chanting ‘*Omm... The Computer is not my Friend*’ while wrapping your legs around your head.

Krystal-G heads down to Level 1 with a megaphone and starts showing the INFRAREDS on the floor below how to do

yoga and chant treasonous phrases. The INFRAREDS are a bit confused but willing to follow the orders of a higher-clearance citizen. Krystal-G will continue to teach yoga for the rest of the daycycle unless stopped or terminated. If the Troubleshooters come near her, then she tries to get them to join in. Krystal-G is absolutely oblivious to anything else, and will keep teaching yoga even in the middle of a firefight.

Krystal-G

Management 4
Con Games 1
Hygiene 8
Chutzpah 8
Stealth 4
Violence 4
Hardware 4
Software 4
Wetware 4

Armor: None

Weapons: None

Mutant Power: Uncanny Luck

Secret Society: Romantics

Random Yoga Instruction Table

Roll	Part 1	Part 2	Part 3	Part 4
1-2	Put your left leg...	Behind	Your left leg	Gently
3-4	Put your right leg...	Over	Your right leg	Slowly
5-6	Put your left arm...	Under	Your left arm	Tenderly
7-8	Put your right arm...	Through	Your right arm	Quickly
9-10	Put your neck...	Beside	Your neck	Sharply
11-12	Put your spine...	Around	Your back	Strongly
13-14	Put your head...	Twisted Around	Your shoulder	Repeatedly
15-16	Stretch your body and put it...	Folded Into	Your head	Immediately
17-18	Take your partner’s hand and put it...	On Top Of	Your thighs	Forcefully
19-20	Take your partner’s head and put it...	Between	Yours whole body	Violently

Roll once on each column to generate an instruction.



THE COMMUNIST CAFETERIA CONSPIRACY



Yoga is possibly the only time you actually want the rubbery bones mutation.

Armed Forces – Fort Food Court

Tension Rising

The Armed Forces commander Bert-Y contacts the Troubleshooters. **‘My troops have been attacked by citizens under the effect of the Commie Ray’, he says, ‘no casualties thus far but I want to take steps to protect the Armed Forces assets attached to this operation. I have therefore requested some additional fortifications from Armed Forces command. As this is your food court, it’s up to you to locate and install these fortifications. They’re waiting on truckbots outside the main entrance.’**

True to his word, Bert-Y has brought in a load of extra Armed Forces stuff. Waiting on trucks outside the Food Pyramid are the following items:

- ☉ Four (4) watchtowers with searchlights and machine guns.
- ☉ Two (2) security checkpoints with barriers, sandbags and ME scanners.
- ☉ Two (2) anti-aircraft guns.
- ☉ Four (4) artillery guns.

- ☉ Sixteen (16) portable nuclear strike-proof bunkers.
- ☉ Ten (10) kilometres of two-metre high flat-pack wall segments.
- ☉ Twenty (20) kilometres of electrified, poisoned and self-repairing barbed wire.
- ☉ Two hundred (200) anti-personnel mines.
- ☉ Enough laser rifles to outfit a battalion.
- ☉ One (1) WarBot (Shadow Mark II).

The Troubleshooters need to find places to stow all of this stuff. The easy option is to throw it all the subbasement with Karl-R but this will come back to hurt them later in the mission. They can also just stack the stuff on the floor of the Food Pyramid. It’s the material like the barbed wire, walls and minefields that will cause the most disruption (what a strange world to live in, where the WarBot isn’t the thing that causes the most disruption).

Bert-Y will offer helpful suggestions if the Troubleshooters ask but he wants to build a combat-ready fortress, not serve Hot Fun to INFRAREDs or hunt down a mysterious Commie Ray. This section is mainly an excuse for the players to play Interior Decorator with military gear but will also be an important factor in later sections of the mission, so keep track of what goes where.

Internal Security – The Meeting

Tension Mounting

Toni-G the Internal Security liaison is the next to contact the Troubleshooters. Her spies have determined that PURGE are going to be holding a meeting in the Food Pyramid on Level 1 during dinner this evening. The Troubleshooters will be able to recognise the PURGE conspirators by their secret eating technique – no matter what the PURGEs are eating, they use a fork three times, and then a spoon twice.

The Troubleshooters’ mission is to infiltrate this PURGE meeting and somehow push the discussion towards the Commie Ray. As PURGE are known to be allies of the Commies, no doubt the PURGEs will know where the Ray is. This mission is top secret and must only be undertaken by the Troubleshooters.

They do have several hours to prepare for this undercover assignment, of course.

R&D – These New Stylish Helmets

Tension The Doom of Fashion

Another giant crate arrives on the doorstep, delivered by R&D. Inside this one are one dozen bulky metal helmets. There’s also a large manual entitled ‘PROPER DEPLOYMENT AND USE OF PROTOTYPE MENTAL ADJUSTMENT HELMET MK 1’. Every page in the large manual is blank except for the words ‘TEXT GOES HERE’.

The metal helmets are really heavy and painful to wear. Each helmet has a large red LED that glows when the helmet is switched on. There’s a power stud at the back of the neck. Inside, the padded interior is lined with little silvery wires that feel painful to the touch, like the stingers of a jellyfish. A few of the helmets have sticky notes on them. Each sticky note bears the name of a particular Troubleshooter and it’s obvious that one helmet is meant for each player character.

If a character puts on a helmet and switches it on, he feels... different. He can’t put his

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finger on exactly what's different, but there's definitely something different. Roll on the Mental Adjustment Table for each character who puts a helmet on.

Roll	Effects
1-2	Subject becomes colour blind
3-4	Subject unable to move his right hand
5-6	Subject believes that everyone in Alpha Complex is a lizard in a human suit
7-8	Subject can no longer perceive the number 'seven'
9-10	Subject's mutant power rating doubles
11-12	Subject unconsciously removes all clothing
13-14	Subject obeys all commands given to him
15-16	Subject can see electronic signals
17-18	Subject's sense of taste becomes incredibly sensitive
19-20	Subject becomes immensely hungry all the time

Using The Helmets

The Helmets are designed to block the effects of the Commie Ray but seeing as the Commie Ray doesn't actually exist, the helmets just screw with the brainwaves of the wearer randomly. However, everyone else believes that anyone wearing a helmet is immune to the Commie Ray's effects. The Troubleshooters therefore cannot avoid penalties for treason by blaming the ray for their actions as long as they're wearing these troublesome helmets.

PLC – the Tour

Tension Rising

Read the following to the players:
Dinnercycle has finally started and things seem to be going as smoothly as can be hoped. Morris-O is a little orange blur on the ground floor, dealing with a dozen crises at once. Alice-G's fleet of waiterbots zip around the Food Pyramid, bringing food to hungry clones. Far above, Alphonse-B shows the wine list to the two BLUE-clearance citizens eating here this dinnercycle. You're almost prepared to breathe a sigh of relief.

Then you hear a commotion at the main entrance. A group of heavily armed GREEN goons push their way through the crowd, shielding someone very clearly VIOLET in their midst. A voice – shrill, painful,

furious – cuts its way through the buzz of the crowd. 'CHET-B?! Where are you, you incompetent vatslime!'

The visitor is Ingrid-I, Chet-B's superior and the Chief Cafeteria and Commissary Operations Coordinator for this whole sector. She rose to this exalted position over the literal corpses of her foes; Ingrid-I is secretly a Matter Eater and a cannibal, who picks her teeth with the bones of failed cafeteria managers. Her teeth, sharp and glistening, are by far her most prominent feature. Her eyes are the eyes of a shark.

Anyway, she just popped into the *most prestigious and high-profile cafeteria*

in the sector for a brief chat with Chet-B, in advance of the very important dinner tomorrow that's being held on Level 3. She expected Chet-B to be waiting her, ready for the inspection. Instead, she's met by a scruffy group of clueless Troubleshooters and a cafeteria that looks (depending on the Troubleshooters's actions) like a warzone, an armed camp, a yoga class or a giant ball of twisted metal. She is, to put it mildly, not happy.

'I am, to put it mildly, not happy' Ingrid-I growls. **'I have no idea why Chet-B put you in charge without my permission but rest assured that you will suffer along with him for any failings. The annual meeting of Sector Section Supervisors is on here tomorrowcycle and it's too late to cancel.'**

We're going to take a little tour of this cafeteria. Anytime I see something I don't like, someone loses a finger. Understand?'

Another Tour

Ingrid-I then orders the Troubleshooters to take her on a tour of the cafeteria, starting with Level 0.



Ingrid-I. She is not your friend.



THE COMMUNIST CAFETERIA CONSPIRACY

Ingrid-I

Management 10
 Intimidation 14
 Hygiene 14
 Stealth 8
 Violence 12
 Unarmed Combat 16
 Hardware 10
 Software 12
 Data Analysis 16
 Financial Systems 16

Wetware 10

Armor: INDIGO Reflec (E3)

Weapons: Teeth (M3V)

Mutant Power: Super matter eating

Secret Society: Anti-Mutant

Level 0: 'I don't care about the damn INFRAREDS! And keep that Morris-O away from me, he annoys me.'

Fingers lost for:

- ☞ Anyone committing treason nearby.
- ☞ Armed Forces troops messing up her nice cafeteria.
- ☞ Armed Forces equipment cluttering up her nice cafeteria.
- ☞ That MRI still running.
- ☞ Citizens wearing non-standard uniforms, like the R&D helmets.

Her GREEN goons remove the fingers with a handy pair of wirecutters and put them into a bag for Ingrid.

Level 1: 'Yes, yes, REDs, who the hell cares? They're just INFRAREDS with ribbons on top.'

Fingers lost for:

- ☞ Ongoing Yoga classes.
- ☞ Damaged or malfunctioning bots.
- ☞ Damage to the cafeteria.

While the Troubleshooters are accompanying Ingrid-I through the RED level, they spot four REDs clustered conspiratorially in a corner. They're all eating with a fork and spoon, even though they've only ordered drinks so far. It's the PURGE meeting the Troubleshooters are supposed to be infiltrating! Ingrid-I and her

entourage sweeps onto Level 2 and won't entertain suggestions of stopping. (Saying 'two minutes! We need to attend a PURGE meeting' just gets them shot by her bodyguards.) See Purge Meeting, below.

Level 2: 'Oh, by the way, Chet-B ordered in the finest ingredients for the dinner tomorrow. Check with that monster in the basement to ensure they arrived. We spared no expense for the Sector Section Supervisor's Dinner!'

If a Troubleshooter checks with Karl-R, he discovers that the ingredients have been ordered and should arrive tomorrow.

Level 3: 'Alphonse! My darling, do they still have a chef of your genius working in this hellhole? You should be upstairs! But I'll forgive it all if you excel tomorrow! Where is the menu?'

Alphonse-B and Ingrid-I are old friends. He gives her a copy of the menu and hands the Troubleshooters another copy. It is interesting reading.

Ingrid-I stabs a thin finger at the menu. **'Make sure that Alphonse has everything he needs! The guests**

**VitaYum Unified Citizenry Food
 Pyramid Court
 Sector Section Supervisors Annual
 Yearcycle-End Banquet**

MENU

By the incomparable Alphonse-B

*Mushrooms in Glazed Honey
 Genetically Engineered Soup
 Beef Surprise in VIOLET sauce
 Vegetables of the Hydroponic Seasoncycle
 Iced Caramel Mousse
 Café Noir*

Guest List:

*Dominic-I (CPU), Ingrid-I (PLC),
 Mathias-I (IntSec), Martha-I (HPD&MC),
 Rhonda-I (R&D), George-I (Armed Forces),
 Kenny-I (Tech Services)
 & special guest*

[[[NOT AVAILABLE AT YOUR SECURITY CLEARANCE]]]

will be arriving tomorrow evening – this place had better be spotless and running smoothly by the time they get here! And get me some ketchup for these fingers!'

Intsec – PURGE Meeting

Tension Rather High, Probably

If the Troubleshooters make it back to the secret PURGE meeting, they can try to infiltrate it. There are four burly traitors here, all RED-clearance. The lead PURGE traitor is Kevin-R. The tables on either side of the PURGE meeting are all full of loud and hyperactive Power Services technicians who just finished overhauling a sewer pump station, and are trading heroic and manly tales of waste pipes and sump overflows, so eavesdropping on the PURGE meeting without electronics or mutant powers is impossible.

If the Troubleshooters sit down at the PURGE table (there are free seats), the PURGErs draw laser pistols and point them at the Troubleshooters under the table. Kevin-R demands to know who the characters are and if they don't come up with a good cover story or reason for being there quickly, the PURGErs open fire. Sitting down with a plate of food and mimicking the PURGE fork/spoon recognition code will work.

Secrets of the PURGE brotherhood

Once he trusts the Troubleshooters, Kevin-R launches into a conspiratorial rant:

'Fellow enemies of The Computer, be happy! The regime of the enemy is in disarray! Ever since the hated Communists began testing their mind control weapon, many have risen up against The Computer! This chaos and terror can only benefit the cause of PURGE!'

Our spies have searched for the Commie mind control ray, so that we might seize it from them and use it to control the common clones, using them as unwitting agents of

4. THIS DID NOT SOLVE THE PROBLEM

PURGE. I am glad to inform you that we have indeed located the mind control device – or, more accurate, we know where it is going to be. I will tell you where that is soon but first we have another mission!

There is another PURGE agent in this cafeteria, a deep-cover agent who has spent many years moving into a position where he can strike a significant blow against the state! He has contacted us, asking for certain supplies that I have here with me. Once one of you volunteers to deliver them, we can move onto our plans to secure the mind control ray!

None of the actual PURGE members are willing to volunteer, so it'll have to be one of the Troubleshooters. If one of them agrees to the mission, Kevin-R hands that character a small vial and whispers instructions to him secretly. **'Our agent is one of the staff of this cafeteria. This vial contains a deadly poison, which will be added to the food. Place the vial on the third shelf in the third locker in the third giant walk-in refrigerator downstairs – our agent will collect it from there. Do you understand?'**

Once the Troubleshooter has assented that he will commit treason in the name of PURGE and writes a receipt for Kevin-R's poison on a napkin, Kevin-R continues.

'We have learned that the mind control device is being moved and we will intercept it, seize it and use it! Tomorrowcycle, brothers, the new order begins! For the greater glory of PURGE! Death to The Computer and its lackies!'

Unfortunately, Kevin-R and PURGE are mistaken – they haven't found the (non-existent) Commie ray, their spies have discovered the third and final R&D gadget, a prototype mind control ray built by Victor-B. Kevin-R had no further information about the mind control device but he promises to contact the new PURGE recruits when he knows exactly when and where they'll be seizing the Mind Control Ray.

Cashing out

Again, the Troubleshooters need to determine how many CTMUs they've earned this daycycle. Again, it's 2d20 for each meal, modified by Perversity and the fickle whims of the Gamemaster.

Armed Forces

- ☞ Cafeteria lines blocked by fortifications: -5.
- ☞ Cafeteria lines mined: -10.
- ☞ Armed Forces detachment has taken up residence on Level 0: -5.
- ☞ Armed Forces given free reign in the food troughs: -5.
- ☞ Armed Forces forced to pay full price for food: +5.
- ☞ Watchtowers in dessert aisle, armed guards clamp down on shoplifting: +5.

Internal Security

- ☞ Tension is between 1 and 5, making the cafeteria a great place for conspirators to meet: +10
- ☞ Tension is 0, resulting in anarchy and violence: -5

HPD&MC

- ☞ Yoga classes make citizens hungry: +10

R&D

- ☞ They actually keep using the MRI: -10

5. Food Fight

Episode Summary: Day three in the Food Pyramid and it all goes to hell. Preparations for the Sector Section Supervisor Banquet prove troublesome when Chet-B's embezzling comes to light, not to mention the fact that the chef is a PURGE assassin.

Day Planner, Day Three

0600	Wake-Up	1600	
0700	Breakfast – <i>Krystal-G's fun mental fitness routine</i>	1700	
0800	Breakfast	1800	Dinner
0900	Breakfast	1900	Dinner – <i>Guests arrive for dinner</i>
1000			<i>R&D bring in the mind control ray</i>
1100	<i>Supplies don't arrive</i>		<i>Everyone tries to steal the mind control ray</i>
1200	Lunch – <i>The Armed Forces come back</i>		
1300	Lunch		
1400	Lunch – <i>Alphonse-G goes looking for poison</i>		
1500	<i>Morris-O is murdered</i>		



Krystal-G's Fun Mental Fitness Routine

Tension Not As Much As What's Coming

Following the success of her Yoga program, Krystal-G comes back to the cafeteria the following day with a new plan. She's worried about the level of stress caused by having all those soldiers hanging around the cafeteria. Her proposal is that she take most of Bert-Y's troops off to a nearby hall and teach them yoga. The Troubleshooters will probably be quite happy to allow this, as it gets the troublesome troops out of the Food Pyramid for a few hours.

The first step is persuading Bert-Y to hand his troops over to Krystal-G. He's convinced that he's a heroic defender of Alpha Complex's freedom and is preventing a Commie ray takeover by his mere presence. He's also unwilling to leave the fortifications undefended. The Troubleshooters will have to assure him that the Armed Forces equipment will be safe and secure even if some of his 500 troops are missing.

Once that's done, a large number of troops march out of the cafeteria to be bounced at by Krystal-G. The stress level in the Food Pyramid drops noticeably.

The Heartbreak of Missing Supplies

Tension Stress-headache

The Troubleshooters are contacted by Karl-R, the brutish overseer of the storage vaults below the Food Pyramid. **'Supplies have not come'** he reports, **'delivery firms say, our account with them empty.'** It's an hour before lunch and the storeroom is nearly empty.

Contacting The Supplier

All of the Food Pyramid's food supplies are supplied through one service firm, OmniEats Incorporated Food Deliveries. Calling them up

get the Troubleshooters through to Darina-R, a very bored and argumentative receptionist who stonewalls the Troubleshooters at every turn. She insists that according to OmniEat's records, the Food Pyramid account is empty – the deliveries yesterday cleaned it out and until more credits are put into that account, OmniEat won't be delivering and neither will any other food delivery company.

Threats won't affect Darina-R, nor will bribes or orders. Not giving the Troubleshooters any food deliveries until the account is in credit is the very foundation of her being.

Checking The Account

Looking at the computer in Chet-B's office (or asking Friend Computer) reveals that the VitaYum Unified Citizenry Food Pyramid Court has over 100,000 credits in its account and there shouldn't be any problem transferring credits to the OmniEats delivery company.

A quick Financial Systems, Hacking or other skill check, though, quickly uncovers the treachery. Someone has hacked the system so that the display reports that the account is full but if you try to withdraw money from it, the system rejects the transaction as the account is actually empty. Digging through logs reveals that the account was nearly emptied three days ago (by Chet-B).

Chet-B is long gone and his ill-gotten credits with him. The Troubleshooters have two problems – firstly, they need to raise 10,000 credits just to buy the basic food supplies for the daycycle. Secondly, the exotic ingredients requested by Alphonse-B cost another 5,000 credits on top of that.

The Food Pyramid Garage Sale

So, how do the Troubleshooters earn the money or feed the citizens? Some suggestions:

- ☞ Raise prices throughout the Food Pyramid immediately. Your average INFRARED can expect to spend 1 to 5 credits on a meal at the Food Pyramid, depending on how hungry and rich he's feeling. Raising prices to, say, 10 credits a meal will help earn money. They can also squeeze the higher-clearance citizens for more cash.

- ☞ Sell off some of that nice shiny Armed Forces equipment. I mean, you've got tanks and artillery sitting around the cafeteria floor. It's like free money.
- ☞ Alternatively, put the Armed Forces to work looting the OmniEats warehouse.
- ☞ Kidnap a high-clearance citizen and hold him for ransom.
- ☞ Make what little food they have left stretch to feed the thousands upon thousands of citizens who will soon be arriving at the Food Pyramid for lunch.

Alphonse's Ingredients

Alphonse needs honey, mushrooms, soup mix, beef, vegetables, caramel and real coffee, all of which are clearance BLUE at least and cost 5,000 credits. If the Troubleshooters cannot raise the cash to buy this food, then they will have to substitute ingredients from the cheap low-clearance food. Alphonse-B will raise a huge fuss but because his belief in the Commie Ray has given him the confidence to be a PURGE assassin, he doesn't mind using substandard ingredients. The main problem will arise later, when the high-clearance citizens complain.

Hungry Hungry Armed Thugs

Just as the Troubleshooters are sorting out the ingredients problem, the soldiers taken away by Krystal-G return and they're starving after a morning of energetic yoga. If there is not a full meal waiting for them when they arrive, they get violent and use the Commie Ray as an excuse for looting the cafeteria's lower levels. A riot breaks out – how do the Troubleshooters stop it?

Alphonse Goes Looking For Poison

Tension Rising

If the Troubleshooters completed the mission for PURGE last night, then there should be a lethal vial of something on the third shelf in the third locker in the third giant walk-in refrigerator downstairs. At any rate, would-be PURGE assassin Alphonse-B heads down to the sub-level, ostensibly to berate Karl-R

5. FOOD FIGHT

about the ingredients for the banquet. In fact, he's there to get the vial of poison. Once he obtains it, he heads back upstairs to his kitchen and continues his cooking. He liberally adds the contents of the vile vial to the main course, the Beef in VIOLET sauce. (Anyone eating the food suffers M3K biological damage.)

It's possible the Troubleshooters might stop Alphonse-B from cooking the meal or report him for treason or execute him. If they do so, bring in Ingrid-I as a big stick. She refuses to believe that Alphonse-B could be a traitor and demands that the Troubleshooters get him back by any means necessary and convince him to cook dinner. If there isn't an Alphonse-B meal ready, then someone's going to get terminated.

Morris-O is Murdered

Tension Messy

Just before dinnercycle begins, Morris-O goes upstairs to the RED level to check on the status of a damaged waiterbot, and accidentally walks in on Alice-G's secret laboratory of killer Frankenbots. The killer Frankenbots live up to their name and Morris-O is blended chopped up. To hide the corpse, Alice threw the remains into the Soylent RED stew.

This would be fine – 'Solent RED is people' isn't a terrifying revelation, it's a marketing slogan – but it's unusual for whole chunks of citizen to show up and some poor RED clone got a whole Morris-head in his stew. Furthermore, Morris-O has no spare clones, so there's no-one running the lower levels of the Food Pyramid.

Almost instantly, the Troubleshooters start noticing problems cropping up. Waiterbots run into tables, queues get tangled, troughs run out of food, things catch on fire and explode.

Solving The Murder

The chance of the Troubleshooters having time to *care* about Morris-O's death, let alone investigate it, is fairly slim. Still, on the off-chance they bother to look into the murder, the facts are these:

- ☞ Waiterbot #56 suffered a failure of its drive shaft on day one. It crawled around the cafeteria floor for every hour, mewling in pain and dragging itself forward on its tray

collecting arms, while Morris-O laughed at it. (He's Frankenstein Destroyer, remember).

- ☞ On the morning of day two, Morris-O sent an angry email to Alice-G, demanding she repair Waiterbot #56 immediately.
- ☞ Waiterbot #56 was collected by Alice-G's staff on the afternoon of day two.
- ☞ With no sign of the replacement waiterbot, Morris-O went upstairs to see Alice-G. On the stairs, he met Alphonse-B and the two had a heated argument (Morris-O accused Alphonse-B of conniving with Chet-B in defrauding the Food Pyramid; Alphonse-B called Morris-O an ugly little clone who would not know good dining if it served itself to him with a side salad and glass of B3).
- ☞ Morris-O went into Alice-G's bot garage, and was never seen again (he found the secret passage, confronted Alice-G, and was killed by the Frankenbots).
- ☞ His body ended up in the stew (delivered by a repaired Waiterbot #56, reprogrammed by Alice-G).

If anyone mourns Morris-O, this famous game designer will eat his hat.

Cashing Out

Tension Not That Bad

As the whole Food Pyramid is about to descend into absolute chaos, we'll resolve the cashing out cycle now.

Again, the Troubleshooters need to determine how many CTMUs they've earned this daycycle. Again, it's 2d20 for each meal, modified by Perversity and the fickle whims of the Gamemaster.

Chet-B's Financial Evils

- ☞ There's No Food At All: -10
 - ☞ There's Food, But Prices Have Gone Up: -5
- #### Armed Forces
- ☞ Cafeteria lines blocked by fortifications: -5
 - ☞ Cafeteria lines mined: -10
 - ☞ Armed Forces detachment has taken up residence on Level 0: -5
 - ☞ Armed Forces given free reign in the food troughs: -5
 - ☞ Armed Forces forced to pay full price for food: +5
 - ☞ Watchtowers in dessert aisle, armed guards clamp down on shoplifting: +5
 - ☞ Armed Forces go on yoga class, get hungry, come back for a full and healthy meal: +5

- ☞ Armed Forces go on yoga class, get hungry, come back, riot and smash things: -5

Internal Security

- ☞ Tension is between 1 and 5, making the cafeteria a great place for conspirators to meet: +10
- ☞ Tension is 0, resulting in anarchy and violence: -5

R&D

- ☞ They actually keep using the MRI: -10

Guess Who's Coming For Dinner?

Tension Hopefully Terrifying

Well, the Troubleshooters know exactly who's coming to dinner – a group of INDIGO supervisors, movers and shakers in this prestigious sector. The question is, what sort of dinner is waiting for them?

Before the dinner, the Troubleshooters need to ensure:

- ☞ Alphonse-B is alive, mentally competent and believes that his cunning PURGE plan to poison the meals will work.
- ☞ Alphonse-B has ingredients of some sort.
- ☞ The upper level of the Food Pyramid is not on fire, or collapsed or overrun by Commie Mutant Traitors or anything.

Anything beyond those three requirements is something of a bonus.

The First Guest – Ingrid-I

The fearsome, ogre-like... well, that's a misnomer. She actually does eat the bones of children. Let's start again.

The fearsome ogre, Ingrid-I, is the first to arrive. She stalks into the Food Pyramid, bodyguards in tow and casts a withering eye around the Pyramid. She demands the Troubleshooters account for any unfed citizens, damage to the cafeteria, undue stress to her poor dear Alphonse-B and any other problems you wish to castigate them for. If possible, work Ingrid-I into a towering fury and make the Troubleshooters fear for their lives, only to be saved by...



THE COMMUNIST CAFETERIA CONSPIRACY

The Second Guest – Dominic-I

Kindly old Dominic-I strolls into the Food Pyramid and interrupts Ingrid-I just as she is about to devour the Troubleshooters.

‘Ingrid, my dear, why are you punishing these poor Troubleshooters? Why, I was at the very meeting where Chet-B volunteered to transfer the Food Pyramid to their control as part of the ongoing War on Communism. It was an act of patriotism – motivated by his own treacherous greed, yes but it was still patriotic. These Troubleshooters are working to discover the Commie Mind Control Ray – they don’t have time to bother with petty little concerns like your dinner party.’

Ingrid-I scowls and stalks off to talk to Alphonse-B. Dominic-I continues to chat to the Troubleshooters about their mission in the most affable fashion possible.

If the Troubleshooters confess that they’re no closer to finding the Commie Ray, then Dominic-I coos and suggests that the fault doesn’t lie with them – it lies with the support they’re being given by the other service groups. Why don’t they mention that during the dinner?

If, on the other hand, the Troubleshooters lie and proclaim that they’re hot on the trail of the Mind Control Ray, then Dominic-I is momentarily confused, then asks them to identify which of the service group’s plans was the *least* helpful. He also tries – in a kindly, avuncular fashion – to completely destroy any confidence the Troubleshooters have in their ability to find the Commie Ray. Dominic-I wants to present a massive cluster of incompetence at the dinner, not a successful mission.

As the other guests arrive, Dominic whispers **‘trust me. Just tell the truth, and I’ll take care of you afterwards! Come with me and stand nearby.’**

The Rest of the Guests

The other INDIGOs arrive at the Food Pyramid in a shiny limobot, escorted by a sizeable bodyguard presence. The guests are:

- ☞ **Mathias-I (IntSec):** Relatively young for his exalted position in Internal Security, Mathias-I is the current record-holder for both the FOG Sector IntSec 10-kilometre FunRun *and* the ‘Most Citizens Sent To The Termination Booths’ for this accounting cycle. He’s got a thin moustache which he is immensely proud of.
- ☞ **Martha-I (HPD&MC):** is middle-aged and wears an electronic monocle connected to her PDC. She’s always wired into the HPD&MC mainframe, making minute adjustments to the zeitgeist of Alpha Complex.
- ☞ **Rhonda-I (R&D):** Rhonda-I isn’t a scientist, she’s a bureaucrat. Her great talent is keeping massively ambitious R&D projects within budget. Her instinctive answer to any question at all is **‘NO!’**
- ☞ **George-I (Armed Forces):** A grizzled veteran of many, many entirely fictional wars and an inveterate liar. Talking to George-I for more than ten seconds means getting told a lengthy and self-aggrandizing war story about how George-I single-handedly saved Alpha Complex with a toothpick and sheer grit.
- ☞ **Kenny-I (Tech Services):** An entirely forgettable senior technician. So forgettable, in fact, that Kenny’s actually dead. He’s wheeled in by an aide and wheeled out again after the meal. Mentioning Kenny’s deceased status is treasonous.
- ☞ **Ann-I (Power Services):** Power Services is even worse than Tech Services for getting noticed or promoted. This suits Ann-I (a senior figure in the Illuminati) just fine. She’s content to sit back, steeple her fingers and watch everything...

The Final “Guest”

The final guest doesn’t actually exist. Remember the mobile human-shaped cameras behind the tinted glass on Level 4? The ones that look to observe below like the outline of a VIOLET or even a High Programmer looking down? Conveniently, one of those cameras moves to observe the Sector Section Supervisor Dinner, so it appears to the diners that they’re being watched by a superior (and perhaps they are, remotely). Dominic-I addresses all his comments and speeches to this glass ceiling.

I Have Called You All Together To Insult You

As the first course of dinner is served, Dominic-I stands and speaks to his fellow INDIGOs, listing the failures of this entire operation as poor of the incompetence of their subordinates and hence of the INDIGOs’ failures as supervisors. He calls on the Troubleshooters to contribute supporting evidence for all his claims.

PLC:

He starts by eviscerating Ingrid-I: **‘I’m sure most of you will have noticed the rather shabby state of this once-magnificent showcase cafeteria. The fault lies, you might say, with the cafeteria managers – these Troubleshooters who stand before you! But you would be wrong! Chet-B, Ingrid-I’s trusted subordinate, transferred control of the cafeteria as part of a joint task force to deal with a security problem. Now, what did the Troubleshooters find when they took Chet-B’s job?’**

Dominic-I looks expectantly at the Troubleshooter who was the PLC liaison. If the Troubleshooter talks about Chet-B defrauding PLC and the generally chaotic state of the cafeteria, Ingrid-I squirms and stares daggers at the Troubleshooters while the other INDIGOs look angrily at Ingrid-I.

5. FOOD FIGHT

IntSec

Next, Dominic-I moves onto Internal Security. 'The security problem, though... that's another story. It stems from a report by one Toni-G – I believe she's one of your officers, Mattias?'

Mathias-I looks up with a start and snaps 'she's delusional, useless. I ensured she'd never have any influence.' Dominic-I smiles sadly and replies 'well, Mathias, you should keep better tabs on your own agents. Toni-G was able to convene a multi-group task force to address the problem. Troubleshooter, can you fill us in on Toni-G's contributions towards finding the supposed traitor?'

Again, he expects the Troubleshooter to skewer Toni-G, and through Toni-G, Mathias-I. Again, if successful, the other INDIGOs shun and condemn the incompetence of Mathias-I.

The other three service groups follow in similar fashion:
Armed Forces: 'You know Lieutenant

Larry-B, don't you General George-I? I believe you last spoke to him three days ago, when you said, and I quote "I can't be bothered going to that meeting, you go". Now, the proper Armed Forces support for a covert investigation would be, say, a few Vulture Warriors or a combat detachment. Troubleshooter, what did Larry-B send to support your covert investigation?'

HPD&MC: 'Martha-I, we've all wondered why you'd promote someone as incompetent as Krystal-G – but before you explain, let's hear what Krystal-G contributed to the team?'

R&D: 'Rhonda-I, we've admired your fiscal stranglehold on R&D's budgets in this sector – but are you aware that under CPU Directive 453-332, Emergency Budgetary Processing for Joint Task Force Support Crash Research, a scientist working for a joint task force can bypass your account controls, but you're still liable for any costs? No? Well, I'm

sure Victor-B didn't spend too much money. Tell me, Troubleshooter, what did R&D send you?'

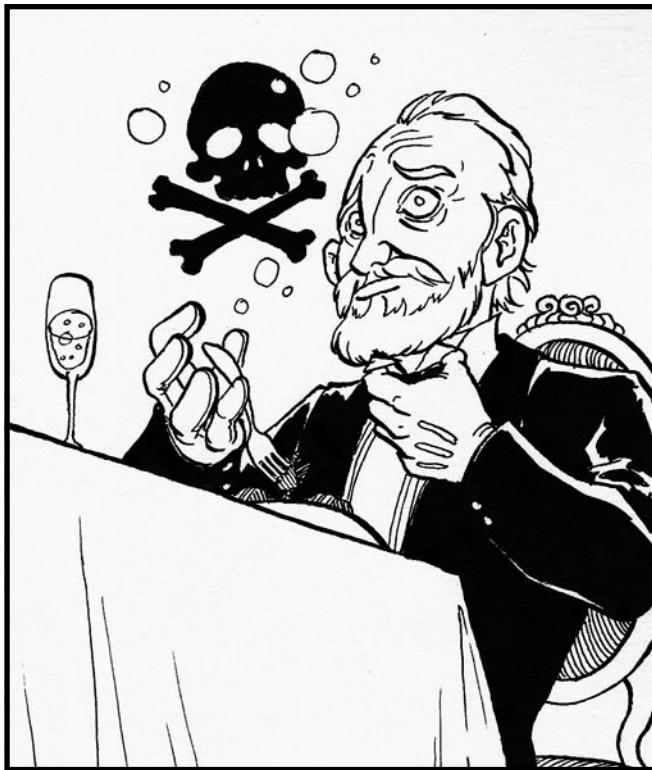
Just Desserts

By the time Dominic-I has finished eviscerating all the other INDIGOs, Alphonse-B is serving the main course of poisoned beef. The Troubleshooters have only an instant to act before Dominic-I launches into his last speech.

'Fellow INDIGOs, the level of incompetence you have demonstrated is simply shocking. All the service groups involved in the joint task force have shamed themselves. I was, of course, not involved, as the official record shows clearly that the whole problem was handed over to Troubleshooter Dispatch instead of CPU. I think we all know who's going to get this year's promotion. Mwahaha!

Oh... I see you've all lost your appetites! More for me, then!'

And with that, Dominic-I pops a forkful of poisoned beef into his mouth, then keels over dead.



If you enjoyed your meal, why not fill out a comment card?

If The Troubleshooters Don't Sing

If the Troubleshooters don't support Dominic-I's story, then the old clone becomes increasingly angry as his plans for shaming the other INDIGOs collapse. The Troubleshooters have made an enemy for life – but before he can start making their lives hell, the mind control ray shows up and the cafeteria descends into anarchy anyway. He'll be back to screw them over at debriefing.

If The Troubleshooters Save Dominic-I

Then he owes them twice over – so much debt, in fact, that he decides it would be best if they were all terminated, and turns against them in debriefing.



THE COMMUNIST CAFETERIA CONSPIRACY

6. The Commie Ray Job

Episode Summary: Victor-B arrives at the Food Pyramid with his prototype Mind Control Ray. Everyone tries to steal it, until it explodes.

The Ray

Tension 5

There's a shout of triumph from the ground floor of the Food Pyramid. Looking down, you see Victor-B running through the crowd, holding something small and shiny over his head. He's shouting something but you can't make out his words until he's running up the stairs to Level 1.

'I've done it! I've cracked it!' he shouts, 'a working mind control ray! With this, we can AAAAAAAGH splutch!'

He doesn't say 'Aaagh, Splutch!'. That's the sound you make when an three-metre-tall robot that appears to have been made out of spare parts and blenders suddenly smashes through the wall and punches through your chest with a potato masher. The bot scoops up the mind control ray and throws it... to Alice-G, who's standing on the balcony nearby.

'Death Leopard rules!' she screams, and presses a button on the mind control ray...

Before dealing with the result of Alice-G's actions, let's talk about (the late) Victor-B's invention. It's a small hand-held gadget, about the size of a torch. It's got two buttons on it, a microphone at one end and a projection crystal at the other. You hold down one button and speak a command into the microphone. Then, you point the projector end and press the other button. The command you entered into the microphone becomes an irresistible compulsion for anyone in the ray's field of fire. The beam goes through most barriers and has a range of several kilometres. In short, press the button and half of Alpha Complex dances to your whims.

There are a few drawbacks. Firstly, as Victor-B found out, everyone wants it and you generally

get killed if you hold it too long. Secondly, it's absolutely unique, as Victor-B only invented it by accident and it will never be replicated now he's terminated. Thirdly, it uses a battery that's technically thermonuclear and every time the button is pressed, it gets closer to meltdown. There's a little yellow warning label on the side testifying to this.

The Ray uses the Energy Weapons skill. The Ray ignores armour. Attacks from the ray start at Irritating Desire and advance one row on this table per 3 points of margin of success.

Irritating Desire: The Troubleshooter feels the desire to obey, but isn't compelled to. The effects wear off after one round.

Long-lasting Desire: As above but the effects take hours to wear off or until the Troubleshooter is hit by the ray again.

Strong Compulsion: The Troubleshooter wants to obey and will fulfil the command of the ray if able and if not stopped. The effects wear off after one round.

Long-lasting Compulsion: As above but the effects take hours to wear off, or until the Troubleshooter is hit by the ray again.

Overwhelming Desire: The Troubleshooter will do anything to obey.

The Chase

Anyway, every possible group in the cafeteria is now after that little silver ray. When each group gets hold of the ray, they start firing it randomly into the crowds, hitting the Troubleshooters each time as they chase after the ray generator. If the Troubleshooters don't seem inclined to go after the ray, one of the INDIGO dinner guests orders them to take control of the situation.

Just because one of these antagonists loses the mind control ray doesn't necessary mean that encounter is over. Everyone keeps chasing the ray until it explodes. This is basically a Benny Hill scene with a nuclear bomb.

Alice-G (Death Leopard)

Alice-G's plan is a simple and suicidal one – she is Death Leopard, after all. She puts the order 'JUMP' into the ray, then runs around the balcony of Level 1 firing wildly. Her three frankenbots follow her around, protecting her from as much hostile fire as they can. Her initial shots hit hundreds of INFRAREDs

in the crowd below, causing them to jump up and down vigorously. It's like a series of earthquakes, shaking the foundations of the Food Pyramid.

Alice-G's real target, though, are the higher-clearance citizens on the level above. She wants to command them to hurl themselves over the balconies, falling like a multicoloured rainbow of INDIGOs and BLUEs and GREENs that all turn red at the end. Troubleshooters hit by the ray who are near the balcony will feel an urge to jump over.

Stopping Alice-G: The main obstacle to stopping Alice-G is the three bots accompanying her.

Frankenbots
Violence 8
Agility 12
Hand Weapons 12
Armor: 3
Weapons: Blenders (W3K)

The Military Response (Sierra Club)

Having seen Alice-G murder Victor-B and use the mind control ray, Bert-Y takes charge. He orders his troops to fire on the balcony. A barrage of fire destroys one section of Level 1, causing it to collapse. If the Troubleshooters were on Level 1, then they fall to Level 0 along with Alice-G and any surviving bots. Alice-G is stunned or at least killed by this blast.

Escorted by a few grunts, Bert-Y rushes over to the debris and plucks the mind control ray out of it. He looks up at the higher clearances, then a wicked grin spreads over his face. He sets the ray to 'appreciate nature' and spins around, blasting his own troops with it. Suddenly, dozens of troops are taking a keen interest in fungi. Bert-Y continues to stalk through the Food Pyramid, firing wildly.

Stopping Bert-Y: Actually, the longer the Troubleshooters wait before stopping Bert-Y, the easier it gets. Each of Bert-Y's shots turns several of his troops from hardened killers into eager gardeners. Attacking Bert-Y immediately means that dozens of soldiers open fire to defend their commanding officer. Attacking him a few shots later means that a scant handful

6. THE COMMIE RAY JOB

of troops open fire and a lot of fungi fanciers ignore his horrible death.

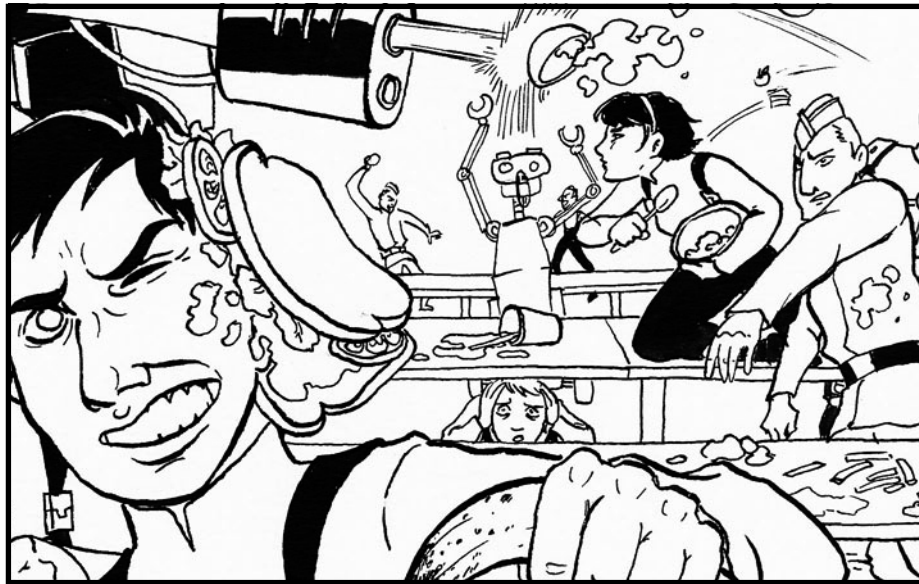
Rise of the Undermen (Psion)

For many years, Karl-R the Psion mutant and his followers have been plotting to rise up from the underworld and conquer the genetically pure. Now, bolstered by the courage of the false Commie Ray and drawn by the lure of the real Mind Control Ray, they seize the daycycle. The floor of the Food Pyramid shatters and pale, wan mutants wriggle out of the gaps and cracks.

Remember back in Episode 5, when the Troubleshooters had the option of sticking a load of Armed Forces equipment in the sublevels? Well, if they did, then they've got a bigger problem. The pale, wan mutants are carrying all the weapons stowed in the depths by the Troubleshooters. A hail of laser fire cuts through the cafeteria.

The giant Karl-R heads straight for the mind control ray. Once he gets his beefy hands on it, he switches it to 'mutants! Use your powers proudly!' and starts blasting the crowds.

Stopping Karl-R: Karl-R is fairly tough (see page 18) and has his potent mutant abilities. His servants are weak and easily dealt with, unless they have Armed Forces weapons.



Everything goes

Ingrid-I (Anti-Mutant)

After the banquet, Ingrid-I gathered her bodyguards and headed down to the lower levels to retrieve the ray. If a Troubleshooter gets his hands on the ray, then Ingrid tries to pull rank and demands the Troubleshooter hand it over. If a traitor has the ray or if Ingrid doesn't like the Troubleshooter, then she bites his head off and then takes the ray. See page 28 for Ingrid's statistics.

She grabs the ray, sets it to 'Kill the Mutants' and fires it in a large arc around her. Everywhere, ordinary citizens start fighting Karl-R's mutants.

Unfortunately, she also zaps her bodyguards, who may have just seen her distend her jaws and eat a Troubleshooter. If so, the bodyguards attack her.

Stopping Ingrid: Unfortunately, she's an INDIGO. Shooting her in the face may be the most expedient solution but it's not very acceptable in Alpha Complex society.

PURGE (Gee, Maybe PURGE?)

Remember those PURGE conspirators led by Kevin-R? They're still around the cafeteria, waiting for their chance to grab the ray. They

will try to contact the Troubleshooters if they believe them to be fellow PURGE agents and help them in grabbing the ray.

If Kevin-R gets hold of the ray, he sets it to 'attack servants of The Computer' and starts, yep, firing into the crowd.

Stopping Kevin-R: What, you need permission to shoot PURGE agents in the face?

The Waiterbots (Corpore Metal)

There's another conspiracy in the cafeteria, one invisible all through this mission. The waiterbots are all Corpore Metal spies, trading secret messages in binary chatter and in the pattern of stains on the dinner trays. Now, they're going after the Mind Control Ray. If the Troubleshooters get hold of the ray, the Waiterbots close in like oblong sharks of the cafeteria floor, crushing their victims before scooping up the ray and firing 'obey the demands of bots' mind control rays.

Stopping the Bots: They don't actually have hands, so a Troubleshooter can just grab the ray from a tray easily.

The Ray Goes Boom

Tension 0

Once you tire of running around and blowing chunks out of the Food Pyramid, then it's time to stop running around and just blow the whole thing up. The Mind Control Ray begins to overheat. It's patently obvious that the thing is about to explode but the various groups keep fighting over it. The Troubleshooters should flee the scene or take cover before the ray goes boom.

When it goes boom, it goes boom very, very well. A huge and quite pretty shower of green-blue sparks shoot out of it before it flares into a miniature sun. The resulting thermonuclear blast wrecks the cafeteria, causing the upper levels of the Food Pyramid to fall down around the Troubleshooters' ears.



THE COMMUNIST CAETERIA CONSPIRACY

7. Triumph Of The Tinfoil Hat Brigade

Episode Summary: The Troubleshooters wake up and are debriefed. This probably leads to termination.

Debriefing on the Threshold

Read the following to the players:
You wake up.

It hurts.

As you wipe the dust and smoke from your eyes, you see you're no longer in the ruins of the Food Pyramid. You're in a small office, sitting across from a citizen in a YELLOW uniform. He's in the middle of filling out a lengthy form when he notices you're awake. He picks up a stack of clipboards and hands one to each of you.

'Please sign here, here, here, here, initial there, tongueprint there, sign there and DNA sample there' he says, pointing at the appropriate blank spaces on the clipboard forms. 'Standard waivers and releases, relinquishing your temporary BLUE clearance within the cafeteria and so on. Fill those out and we can get on with debriefing.'

The debriefing officer is Herman-Y-ESH, a rather dull bureaucrat. He's uninterested in the Troubleshooters' testimony and just wants to fill in answers to the following questions on his debriefing sheet.

What was the nature of your mission?

Were you able to complete this mission successfully?

If not, why not?

What was the single greatest obstacle in completing the mission? Why?

What was the next greatest obstacle in completing the mission? Why?

What was the next greatest obstacle in completing the mission? Why?

What was the next greatest obstacle in completing the mission? Why?

Which team member contributed the most in completing the mission? Why?

Which team member contributed the least in completing the mission? Why?

Once the team has answered those question, Herman-Y picks up another piece of paper and reads:

'Official CPU Report on Incident FOG/214/66/BLUE, Section 12 – that's RED, by the way, that section so I can read it to you -, is as follows:

"The VitaYum Unified Citizenry Food Pyramid suffered severe structural damage following the detonation of an illegal nuclear-powered device. Numerous citizens in neighbouring subsectors were affected by dangerous psionic beams emanating from the Food Pyramid. Estimated damage is..." well, that bit is classified but it's a very large number of credits.

Hmm... termination of multiple citizens, destruction of multiple bots, conspiracy to assassinate an INDIGO citizen, colluding with secret societies, theft of Armed Forces property... it's a long list.

Can you explain any of this? Hmm?'

The only good answer to Herman-Y's questions is 'Commie Mind Control Rays'. Soon, the whole Commie Mind Control Ray paranoia will be washed away by some new, more sinister threat and citizens will no longer be able to escape punishment by claiming the ray got them but right now, the Troubleshooters can use it as a defence. If they don't, then Herman-Y ticks the 'terminate' box on his form and the Troubleshooters are dragged away to be shot.

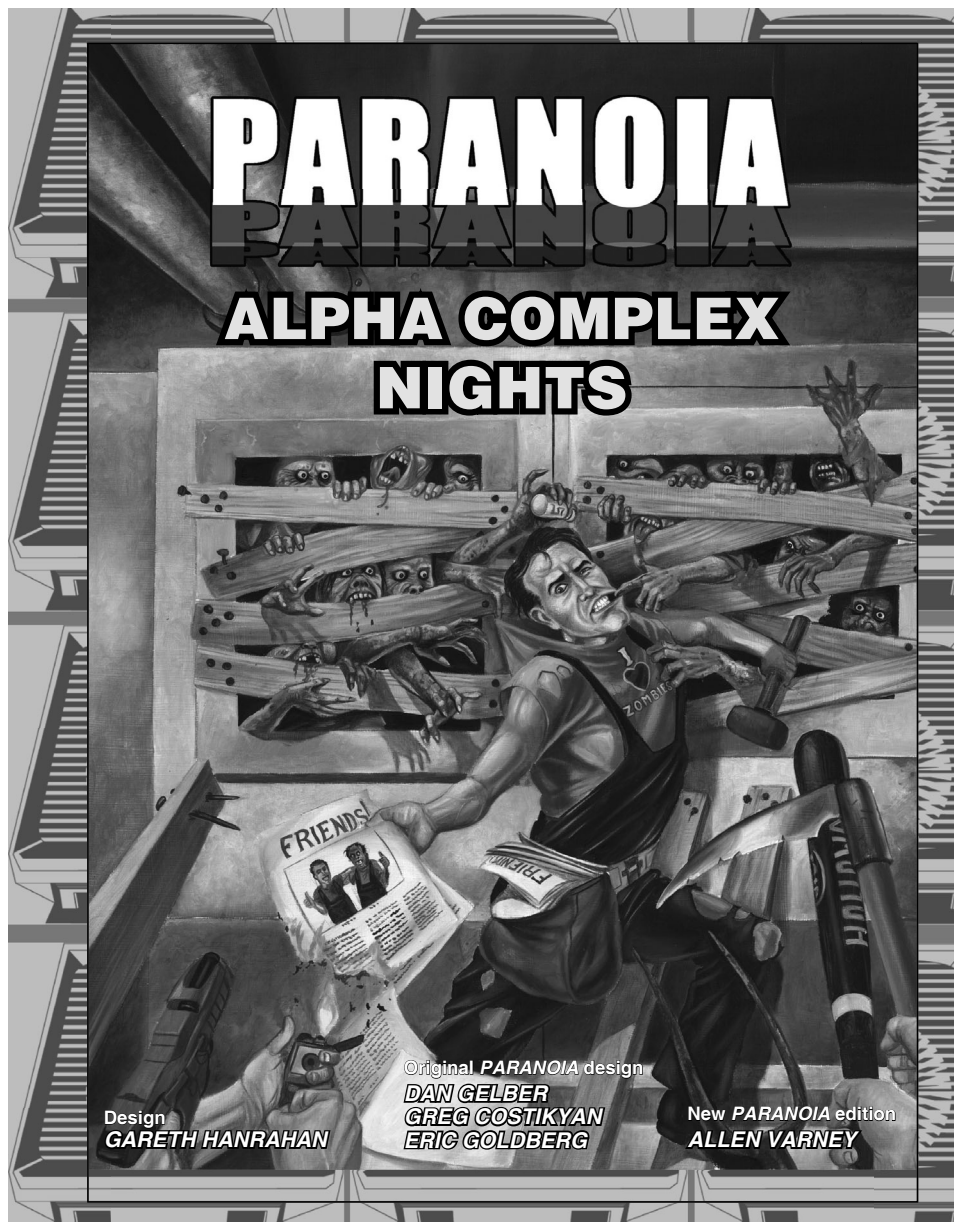
The INDIGOs

If the Troubleshooters helped Dominic-I screw the other Sector Section Supervisors, then they've earned the personal hatred of Ingrid-I, Mathias-I, George-I and Rhonda-I. All four INDIGOs will launch individual attempts to punish the Troubleshooters. If they didn't help Dominic-I and he wasn't poisoned, then he tries to get them too.

However, if the Troubleshooters helped Dominic-I AND saved his life, then he gets promoted to VIOLET and owes them a favour. It might even be enough to save their lives when the INDIGOs come after them...



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Security Clearance ULTRAVIOLET WARNING:

Knowledge or possession of this information by any citizen
of Security Clearance VIOLET or lower is treason punishable by a
long spell of Armed Forces latrine scrubot maintenance duty.

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On the World Wide Web: www.mongoosepublishing.com.

Published by Mongoose Publishing, Ltd. Publication MGP 6642. **Published August 2006. First printing September 2008. Printed in USA**

INTRODUCTION

Introduction

The Computer: THIS IS YOUR FRIEND, THE COMPUTER.

A Citizen: Oh! Hail, Friend Computer! How are you?

The Computer: EVERYTHING IS JUST FINE, FRIEND CITIZEN. WE ARE, AFTER ALL, IN ALPHA COMPLEX, THE BEST AND HAPPIEST OF ALL POSSIBLE PLACES. EVERYTHING IS PERFECT UNDER MY BENEVOLENT ADMINISTRATION.

A Citizen: Well....

The Computer: DO YOU FEEL UNHAPPY, FRIEND CITIZEN? HAPPINESS IS MANDATORY. FAILURE TO BE HAPPY IS TREASON. TREASON RESULTS IN TERMINATION.

A Citizen: Of course I'm happy! Happy as the daycycle is long, Friend Computer! I'm filled with joy! It's just that I've heard rumours about traitors and commies who want to overthrow your benevolent rule! And that worries me...in a happy way, of course. Did I mention I'm happy?

The Computer: THERE IS NO NEED TO WORRY, FRIEND CITIZEN. THERE IS NO CHANCE OF A TRAITOROUS UPRISING TAKING CONTROL OF ALPHA COMPLEX. INTSEC IS EVER VIGILANT. EVERYTHING IS UNDER CONTROL.

(KABOOM!)

A Citizen: What was *that*?

The Computer: THAT WAS NOT AN EXPLOSION. EVERYTHING IS FINE. DO NO PANIC.

(BOOM! BLAM! ZAP!)

The Computer: EVERYTHING IS UNDER CONTROL. EVERYTHING IS FINE. REMAIN HAPPY.

(BLAM! BOOM! AAAGH!)

A Citizen: Friend Computer, what's going on?

The Computer: SYSTEM ERROR, PLEASE STAND BY.

A Citizen: Friend Computer?

Enter A Revolutionary.

A Citizen: Who are you?

Revolutionary: The People's Glorious Revolution has taken control of this Sector! The Computer's lickspittle minions will be executed!

A Citizen: Uh-oh.

Revolutionary: You're not one of The Computer's lickspittle minions, are you?

A Citizen: If I was, I'd be executed, right?

Revolutionary: Yep. On the spot.

A Citizen: Then I'm a supporter of the People's Glorious Thingy! Power to whoever's in power!

Viva La Revolution!

This mission is designed to turn Alpha Complex on its head. The Computer is a traitor! Traitors are the good guys! Up is down! Good is bad! The main aim is to force the players to actually think about loyalties and survival for a change, instead of parroting the usual platitudes of utter loyalty to The Computer when talking to The Computer and spouting secret society propaganda when dealing with their secret societies.

The Plot, Which Is About Several Plots

The Day of Revolution is at hand!

Well, actually, it's not so much *the* revolution, as *a* revolution. The rebels aren't going to overthrow the regime across Alpha Complex. Instead, the revolution will be contained within a portion of a single sector. The rebels are called the People's Glorious Revolutionary Committee and most of their supporters believe the Committee to be an alliance between the Humanist secret society and politically active agents from the more moderate secret societies – the Romantics, Sierra Club, Pro Tech and so on.

The PGRC – Revolution One

Their plan is to bomb key locations and CompNodes across YUC Sector. The Computer will respond by sealing YUC Sector off and sending in the Armed Forces but the PGRC has its own forces who will rise up and man the barricades. Soon, the other sectors will be inspired by their example and rise up to join the revolution!

At least, that's the plan. It's an absolutely doomed one, as the PGRC don't have the firepower or numbers to hold off an attack.



The Computer Is Dead, Long Live The Revolution!



VIVA LA REVOLUTION

If Revolution One was all that was going on in YUC Sector, then it would all be over in a few minutes.

Operation FLUSH – Revolution Two

Internal Security's spies were monitoring the PGRC's activities and reported the incipient revolution to their superiors. One of these superiors, Terence-I-QUI, decided to *let* the revolution happen. When YUC Sector is taken over by the PGRC, all the traitors would rise up and fight for the new regime. In one fell swoop, Internal Security would be able to identify *every* traitor and enemy agent in the whole sector! It would be the greatest traitor-hunting coup in many years. It would be known as Operation FLUSH.

IntSec agents in YUC Sector were therefore ordered to support and aid the PGRC's plans for revolution, to better prepare the ground for the purges that are to come.

The True Enemy – Revolution Three

Unfortunately, Internal Security isn't, er, internally secure. PURGE double agents within Internal Security reported that IntSec's Operation FLUSH was going to covertly support the PRGC revolution. PURGE decided to seize the opportunity to turn IntSec's fake revolution into a real one. By the time The Computer's forces realised that YUC Sector was really out of control, instead of only appearing to be out of control to encourage the traitors to pop their heads out and be shot, it would be too late. PURGE would have seized control of the whole sector and struck a blow against The Computer!

The master of this PURGE plot is Phineous-I-ZED – once a trusted Troubleshooter, now a twisted madman!

Counterrevolution!

Minutes before the PGRC's revolutionary schemes begin, just as the mission begins, a PURGE agent is captured by Internal Security. The captured agent reveals that PURGE has infiltrated Operation FLUSH and that the supposedly-under-control-fake-revolution is actually a real revolution. In desperation, IntSec signals any agents it can contact that the revolution must be stopped!

Warbots, Gotta Have Warbots

The other element of *Viva La Revolution* are the T-34 Urban Combat ComBots that have just been assigned to YUC Sector. A gang of Computer Phreaks have managed to hack the ComBot network via a control console. As the revolution proceeds, the T-34s rapidly become the deciding factor in the clash between the PGRC forces and The Computer's own.

This central command console is right next to the People's Glorious Revolutionary Committee's Subcommittee for Mental Hygiene & Terminatinon.

Or, to put it another way, where the player characters will be spending most of the mission...

Mission Synopsis

- 1. Brief Encounters:** The Troubleshooters are summoned to YUC Sector and briefed by Arthur-Y, one of the most irritating briefing officers in all of Alpha Complex. They also get barraged by secret society messages.
- 2. The Easiest Mission Ever:** The mission turns out to be, literally, in the room next door. The characters' victory dance,

though, is interrupted by a T-34 combat who escorts them back for debriefing.

- 3. Debriefing With Violence:** In the middle of the debriefing, several very loud explosions are heard. The revolution has begun! Only the characters don't get to do much.
- 4. The People Want You To Shoot People:** Two senior revolutionaries, Terrence-I and Phineous-I, show up and inform the characters about who's in charge now. Oh and the characters have just been nominated as the firing squad for the people.
- 5. Bring in the Prisoners!** A succession of enemies of the people are brought in. The characters get to decide who gets to live and who gets to be terminated. It's revenge fantasy time!
- 6. Revolutionary Developments:** Meanwhile, the war between the Computer loyalists and the PGRC forces continues apace. The characters are far from the front lines but there is still lots of conspiring to do. If the characters want to dare leaving their nice committee room/firing squad, they get to be shot at by lots of interesting people.
- 7. The Committee Wants You:** Phineous-I pops round again and reviews the characters' termination decisions so far. He recruits the most bloodthirsty to sit on the Committee for Public Safety, as he's had the rest of his co-conspirators executed. High security clearances and other perks come with the job.
- 8. IntSec Inside:** The other characters – the ones who didn't get promoted – get contacted by Internal Security and have a chance to bring down the revolution by hacking the T-34 combat control console next door.
- 9. Viva La Revolution!** The YUC Sector revolution is either brutally crushed or brutally upheld. Either way, it's business as usual.

1. BRIEF ENCOUNTERS

1. Brief Encounters

Episode Summary: The Troubleshooters receive a mission alert, summoning them to a briefing in YUC Sector. En route, they are contacted by their secret societies or by Internal Security, warning them of upcoming events in YUC Sector. After a painful briefing by their briefing officer, Arthur-O-PHB, they are sent off on their mission... to next door.

1. This Mission Will Self-Destruct

Each character receives the same mission alert from The Computer.

YUC Sector is a distant and obscure section of Alpha Complex, requiring a series of transtube changes. The stations get progressively grimmer; the faces of the other passengers grow more gaunt and desperate. The walls start out covered in brand-new posters advertising new products or encouraging citizens to be happy; by the time the characters reach YUC Sector, the walls are scarred with graffiti and bloodstains.

The Long and Traitorous Road

Tension 3

En route to YUC Sector, each character is given a mission, either by their secret society or by Internal Security. There are two Internal Security missions, which should be given to different Internal Security-affiliated characters. If you don't have two IntSec agents, then IntSec will grab the most suitable (i.e. apparently loyal) Troubleshooters.

Secret Society missions come in a number of forms – PDC messages, notes stuck under transtube seats or handed over by other passengers, subliminal messages in advertisements, whispered conversations in bathrooms and so on.

Anti-Mutant: We've heard that there's something big going down in YUC Sector – there's going to be a riot or protest or some other disturbance. Use the chaos to get as many of those damn mutants as you can.

Communists: Comrade! The people of YUC Sector groan under the oppressive

*** MISSION ALERT *** MISSION ALERT
*** MISSION ALERT *** MISSION ALERT

Troubleshooter <INSERT NAME HERE>, you have been selected for an exciting mission, tailored to your skills and talents. This fun opportunity starts with a fun briefing in Room #32, Corridor 281, Level 5, YUC Sector. You are to report there within 49 minutes of receipt of this mission alert. Remember, <INSERT NAME HERE>, your contribution to the security of Alpha Complex is vitally important! Stay Alert! Trust No One! Keep Your Laser Handy!

*** MISSION ALERT *** MISSION ALERT
*** MISSION ALERT *** MISSION ALERT

burden of capitalism! Here's a bunch of pamphlets – pass them out and inform the people of the virtues of Communism!

Computer Phreaks: LOL! WIREHED+BLIB+VATFACE@YUC HAKED A HI PRO'S !SECURE SERVER. NOW THEY'VE GONE OFFLINE. FIND OUT WHAT HAPPENED 2 THEM + WHAT THEY FOUND.

Corpore Metal: YUC Sector is the testing ground for the new series of T-34 combots. The Frankenstein Destroyers are no doubt plotting to destroy these wonderful new friends. Protect the T-34s.

Death Leopard: There's some huge riot coming in YUC Sector! Burn the world when it starts!

FCCC-P: Brother, we have been instructed by the blessed agents of The Computer to aid an upcoming revolution in YUC Sector! Be not alarmed! This is a wise stratagem by the blessed agents of The Divine Computer. The traitors will reveal themselves and they will be destroyed in the blessed fire of his terminating wrath! You will be among the saved, if you wear a red scarf.

Frankenstein Destroyers: YUC Sector is in the steel grip of the hated machine! There are T-34 combots everywhere, oppressing the natural-born people! Destroy these cursed bots!

Free Enterprise: Look under your seat and you'll find a box of VitaYum bars. We've got 50 crates of 'em, and the people of YUC Sector are hungry. Sell 'em the bars. If you don't sell all the bars, we break your legs.

Humanists: Rejoice! The time of revolution is at hand! In YUC Sector, we have allied with several other secret societies to form the People's Glorious Revolution! Soon, our forces will seize this whole sector and bring about a new order! Be ready to man the barricades, brother!

Illuminati: You are instructed to ensure that citizen Judy-G-ZAT is not terminated. She must not be harmed.

Mystics: Dude, a bunch of us Mystics in YUC are allied with the Humanists and some other societies to, like, throw off the shackles of The Computer. They're going to have a glorious revolution and stuff and everything's going to be awesome after that. Anyway, I just wanted to invite you to the post-revolution party in Dave's place. We're going to hand out drugs and get everyone high and stuff.

Psion: The people of YUC Sector are desperate and in their desperation they turn on mutant-kind. Protect any mutants you encounter and punish those who would try to hurt the mutants. Oh, our psychics also picked up a code word. We don't know what it means but the word 'socks' is very important to someone.

Pro Tech: We are working with the Humanist society in an exciting new initiative – the People's Glorious Revolution - to reformat YUC Sector. Be prepared for some big changes very soon but don't be alarmed – we're the ones in control, for Science!

PURGE: Pay attention. The Humanists and several other minor secret societies are planning a revolution in YUC Sector. This revolution would be doomed but Internal Security is going to let it happen, so they can mop up the traitors who reveal themselves. We are going to take control of this revolution



VIVA LA REVOLUTION

when it happens, eliminating the IntSec agents and making the false revolution into a real one. Be prepared to fight for PURGE against The Computer's minions!

Romantics: Soon, our allies in the Humanist movement will launch the People's Glorious Revolution, freeing YUC Sector from the control of The Computer! After the revolution, we will bring back ancient culture and art and rebuild the joyous, free society of our ancestors! Support the new regime when the revolution comes!

Sierra Club: Soon, our allies in the Humanist movement will launch the People's Glorious Revolution, freeing YUC Sector from the control of The Computer! After the revolution, we will all move Outdoors to live in harmony with nature! Support the new regime when the revolution comes!

Internal Security (1): Attention! A cabal of nefarious secret societies have allied together to foment a revolution in YUC Sector. Your instructions are to SUPPORT this revolution – our plan is to contain the revolt and use it to draw out all the traitors and dissidents in one fell swoop! This is Operation FLUSH and it will be glorious! Your instructions are to support this revolution and take notes about who else supports it. You will know other undercover Internal Security agents by the codephrase 'as fun as fresh socks'.

Internal Security (2): Attention! Emergency! Oh Vatslime! A cabal of nefarious secret societies have allied together to foment a revolution in YUC Sector. IntSec knew about this and Operation FLUSH was launched. It was supposed to be a revolt under our control! We were going to use the revolution to spot the traitors and sweep 'em all up, but something's gone wrong! Someone's infiltrated FLUSH and it's going to be a *real* revolt! Warn our agents! You will know other undercover Internal Security agents by the codephrase 'as fun as fresh socks'.

Something YUCcy At The Station

Tension 5

Eventually, the characters arrive at the YUC Sector transtube station. It's crowded with INFRAREDS and other desperate citizens, all pushing and shoving to get on board. Paranoid characters may notice bulges or

other signs of covert weapons being carried. There's a strange buzz in the crowd, a sense of suppressed anxiety or stress.

At the exit from the station, there's a robot checking ME cards. It's a T-34 Combob model, a hunched machine with guns for arms and more guns for guns. Three eerily bright cameras focus on different parts of the character's face when the robot talks to a Troubleshooter. The T-34 moves around on huge rubber treads and is capable of hunkering down and transforming into a sort of miniature tank the size of a small car.

After filling out the form, the characters can head onto Room #32, Corridor 281, Level 5. Corridor 281 turns out to be a very long corridor lined with doors. As the characters pass the room next door to the briefing room, they hear laughing and muttering about some technical jargon. Their priority, though, should be....

2. The Briefing from Hell

Tension 15

Briefing Room #32 contains a conference table, a few chairs, a Computer monitor and a podium with side-mounted briefing cannons. There's a large metal box on the table. The walls are gunmetal grey and the illumination is provided by irritating spot lights in the ceiling.

Standing at the podium is a BLUE-clearance citizen, who sniffs and ticks a box on a form as soon as you enter. His nametag reads 'I'm Arthur-B-PHB and I'm pleased to meet you!'.

He is obviously not pleased to meet you. 'Sit down', he snaps, 'and let's get this briefing started.'

Arthur-B is the most annoying, persnickety, bureaucratic and vengeful boss imaginable. If the characters took more than 49 minutes to get to the briefing, he ticks a box. If they fail to salute and report their names, he ticks a box. If they fail to hand over their mission alert for verification, he ticks a box. If they don't ask for a receipt, he ticks a box. Every time Arthur-B-PHB ticks a box, he sighs, shakes his head and gives the distinct impression that

the Troubleshooters have wounded him deeply and personally.

Arthur's also violent and vengeful. Any backtalk or inattentiveness gets a tick. Any hint of treason or disloyalty gets a taser shot or laser blast from the side-mounted discipline guns. Arthur-B doesn't officially take pleasure in shooting Troubleshooters, but the joy is reflected in his eyes.

Oh, the Computer monitor next to Arthur-B's podium is currently inactive. If the characters have questions for Friend Computer, Arthur-B will switch it on with a sigh.

Your Mission

Arthur-B-PHB tells the characters **'your mission, Troubleshooters, as follows:**

Firstly, take your assigned special equipment, contained in storage box A.

Secondly, check your assigned special equipment, denoted items A through E

Thirdly, travel to the designated mission area, designated YUC Sector, Level 5, Corridor 261, Room #33.

Fourth, effect entry into the designated mission area.

Fifth, locate the targets designated target one, target two and target three.

Sixth, terminate all three targets, taking care to minimise collateral damage.

Seventh, secure all equipment and other assets.

T-34 Urban Combat Combob

Management 0
Intimidation 10
Stealth 0
High Alert 10
Violence 12
Projectile Weapons 16
Crushing People With Its Mighty Metal Fists 16
Hardware 7
Software 7
Wetware 7

Armor: 4

Weapons: Autocannon (W3K)

BRIEF ENCOUNTERS

YUC SECTOR TRANSIT VERIFICATION CARD

Issued by YUC Sector Transit Authority. Please fill out this card fully before exiting or entering YUC. Failure to complete this card may result in loss of travel privileges or further delays.

Section 1: PERSONAL DETAILS.

YOUR NAME: _____ **CLEARANCE:** IR R O Y G B I V UV **HOME SECTOR:** _ _ _

CLONE NUMBER: 1 2 3 4 5 6 7+

Service Group

Tick all that apply:

- I am more loyal than the average citizen
- I am a member of one or more secret societies
- I did not pack all my bags or make all my clothing myself
- I am carrying more than 5cc of liquid in my body
- I am carrying one or more lethal weapons
- I am easily stressed by queues or crowds/loud noises
- I feel unusually hot or uncomfortable/my skin feels prickly/I see unusual colours
- I have consumed one or more cans of Bouncy Bubble Beverage today

Who are you traveling with?

Please list all items carried: _____

Do you have clearance to carry all these items? YES NO. If not, why not?

Do you have receipts for all these items? YES NO. If not, why not?

Do you need all these items? YES NO. If not, why not?

Which items do you need the least? Why?

Why were these items assigned to you if you don't need them?

If ARRIVING in YUC Sector, please fill out Section 2.

If LEAVING YUC Sector, please fill out Section 3.

Section 2: ARRIVING IN YUC SECTOR

How are you arriving in YUC Sector? Transtube Autocar
 Walkway Flybot
 Access tunnel Other

What is the purpose of your visit to YUC Sector?

Do you think this is a good reason to visit YUC Sector?

Why were you in particular assigned this task?

Would you like to be reassigned to YUC Sector?

If yes, why are you unhappy with your original sector?

If no, what's wrong with YUC Sector?

How long will you be staying? 0-5 minutes 6-60 minutes
 1-12 hours 13-48 hours
 2-7 days 7 days+

Where are you staying in YUC Sector? Please list all locations (non-transitive).

Section 3: LEAVING YUC SECTOR

How are you arriving in YUC Sector? Transtube Autocar
 Walkway Flybot
 Access tunnel Body Bag
 Emergency exit Other

Do you have A valid transit voucher A bathroom receipt A checkpoint waiver
 A medical cert A psych eval cert A medication cert
 A valid export license A weapons permit A packed lunch

Where are you going now? Why?

Please tick any that apply. I enjoyed my time in YUC I feel nauseous
 I am in a hurry to leave I visited a commissary on Level 2
 YUC Sector scares me I have urgent business elsewhere
 I am wearing fresh socks I think bots are following me

Section 4: INTERNAL USE ONLY

Traveler: H PT R SC M OT IS Citizen Action: A B C D E. VLR!



VIVA LA REVOLUTION

Eighth, report your situation to me using the assigned special equipment, unit E.

Further instructions will be issued later.'

YUC Sector, level 5, Room #33 is next door to the briefing room. If the characters have any questions, Arthur-B just reads the instructions again and ticks more boxes on his forms. If they press him, he either unleashes withering sarcasm or laser beams.

3. Equipment!

Once he's satisfied that the characters understand their mission, Arthur-B points to the box on the table. **'When you open the box, you will find inside special weapons and equipment that Friend Computer has assigned to make your task easier and more fun.'**

Arthur-B pauses. If any Troubleshooters move towards the box, he aims the lasers at them and threatens to shoot them for disobeying orders. After a moment, or if no-one moves, he says *'you may now open the box'*.

Inside the box are six laser rifles, a remote control marked *'Hostile Code Countermeasure Generator'*, a big silvery grenade, a pair of helmets linked by a wire and a small radio handset. Arthur-B has no idea what any of the gadgets do or which of them is Item E and will mutter something about it being an initiative test if the Troubleshooters ask.

The gadgets

The **laser rifles** are just that. They've got three RED laser barrels each.

The **Hostile Code Countermeasure Generator** is a remote control with one big button. Pressing it instantly deactivates any 'friendly' computer systems nearby to prevent them from being attacked by hostile code.

Arthur-B-PHB

Management 12
Ticking Forms In Such A Way To Convey The Message That He Despises You And All You Stand For 18
Stealth 8
Sneaking 12
Violence 6
Hardware 4
Weapons & Armour Maintenance 1
Weapons & Armour Permission Checklist Chesting 10
Software 10
Data Analysis 14
Wetware 7
Pharmatherapy 11

Armor: Blue Reflec (E1)

Weapons: Blaster (M3K)

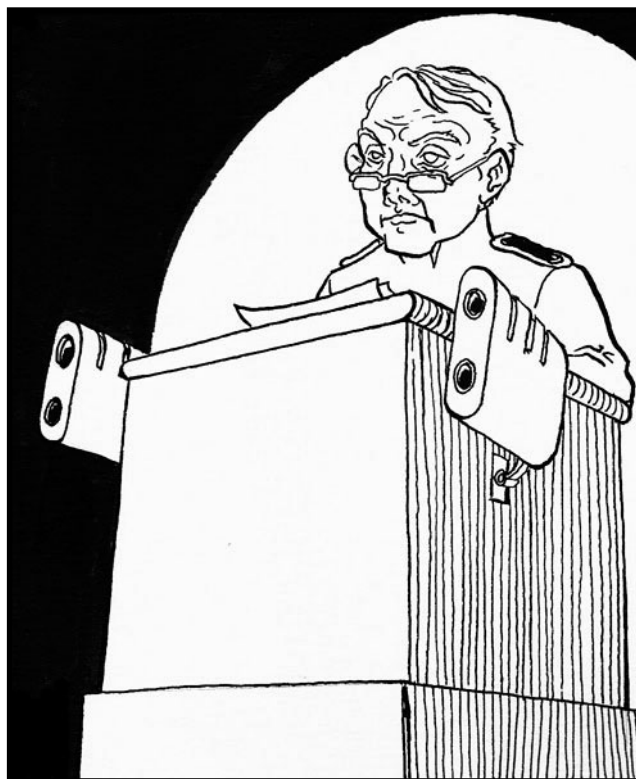
The **big silvery grenade** becomes incredibly bouncy when activated. Flubber with a high-explosive core, basically. It explodes for M3K damage with a blast radius of 5 metres.

The **linked helmets** are an experimental telepathic device. If two people wear the helmets, they must both roll 1d20. The higher roll can control the movements (including speech) of the lower roll for a few moments. If both roll the same amount, the feedback loop causes their heads to explode. There's absolutely no reason for these helmets to be included in the mission equipment; they were dropped in there accidentally by a stoned R&D technician.

The **radio handset** is a special long-range communicator. There's a button to push to talk and a volume control that ranges between 'pretty loud anyway' and 'very loud indeed.'

In short, it turns off all the Troubleshooter's weapons and equipment, as well as those of anyone within one metre of him. Pressing the button again will turn them back on (please allow a few minutes for rebooting).

Arthur-B insists that all the characters perform a detailed check on their equipment, perform an inventory of gear and sign his equipment check-out sheet before letting them out the door.



Arthur-B-PHB demands your respect.

2. THE EASIEST MISSION EVER

2. The Easiest Mission Ever

Episode Summary: The Troubleshooters walk next door and shoot some unarmed nerds.

1. Room #33

The 'designated mission area', aka Room 33, is next door to the briefing room. There's one entrance, through the front door, which is closed but not locked. Adventurous characters can also gain entry through crawlspaces and air vents. It's Alpha Complex, there's always a back door.

Inside Room 33 are the following items:

- ☛ One giant computer control console, a big tower made of servers and circuits lashed together. It's wired to...
- ☛ Three computer terminals, covered in Post-It notes and little Computer Phreak stickers. These terminals are being used by...
- ☛ Three Computer Phreak geeks, named Henry-R, Ubi-R and Will-R. They're all pretty much identical. I'd make a crack about pasty computer-geek complexions but they live in Alpha Complex, where everyone is paler than a cave grub. Anyway, these three script kiddies have lucked into a security hole in the T-34 Combot Network, which they think will allow them to issue orders to the Combots remotely. The geeks have been hiding out here for some time, surviving on...
- ☛ A giant clone-family sized bottle of B3 and...
- ☛ ...enough Cold Fun and Algae Chips to put you off food for life.

Anyway, the three geeks are wholly unarmed. They'll throw computer bits and Cold Fun packets at the characters in a desperate last-ditch stand but they can be zapped easily

The Three Nerds

Management 4
Hygiene 1
Stealth 4
Security Systems 8
Violence 4
Thrown Weapons 8
Hardware 4
Bot Ops 10
Electronic Engineering 10
Software 10
Bot Programming 14
Hacking 14
C-Bay 14
Spurious Logic 16
Wetware 0

with one shot each. Negotiating with the geeks is futile – partly because they'll use the time to try to hack the combot network and send giant killing machines after the characters but mainly because the geeks talk entirely incomprehensible jargon. This encounter is like shooting fish in a barrel, where the fish are distracted by a really intense game of Tetris.

It's A Giant Computer Console, Let's Mess With It

Tension 1

Once the geeks are dead, the characters can examine their computer system. It's largely incomprehensible to anyone without Hacking and Electronic Engineering but there is one nice big clue – the main screen displays scrolling text that seems relevant.

It's clear that the three hackers were trying to access the combot control network and that they possibly succeeded. The actual interface for controlling the bots is less clear but the characters can fruitlessly press buttons if they want.

The next step, according to the mission plan, is to contact Arthur-PHB via the radio (well, via Assigned Special Equipment Unit E but that's the radio). If they do so, then he sends in the T-34. If they don't do so, then he sighs, ticks a form and sends in the T-34 anyway.

It's Mr. ComBot

Tension 8

A T-34 smashes through the rear wall of Room #33 and levels its guns at the characters. **'I AM COMBOT T-34/101' it announces in a loud, tinny voice. 'YOU ARE INSTRUCTED TO RELOCATE TO YUC SECTOR, LEVEL FIVE, CORRIDOR TWO EIGHT ONE, ROOM THIRTY-TWO FOR IMMEDIATE DEBRIEFING BY CITIZEN ARTHUR-B-PHB. MOVE, MOVE, MOVE.'**

The T-34 waggles its guns suggestively and follows the characters as they leave Room 33 (smashing its way through the doorframe to make room). It takes up a guard position outside the door of Room 32. Any character who doesn't immediately move to be debriefed is encouraged to move with laser fire. Despite this, the T-34 is quite friendly and chatty in a giant killing machine sort of way.

```
>SocketOpen(AFAC/CMN/YUC/T34CCC/PUB/65554)>MySoc  
Connection Opened.
```

T-34 URBAN COMBAT COMBOT COMNET.

To Serve, Protect and Terminate Where Necessary

```
>RunAllHackRunning...Attempting to subvert Combots...Failed
```

```
Retrying...Attempting to subvert Combots...Failed...
```

```
Retrying...Attempting to subvert Combots...Failed...
```

```
Retrying...^c >!probeSec(MySoc)
```

Working... This hacking tool brought to you by CRUDDY. Send me credits!

14,216 security errors found...CRUDDY SEZ: What do you call a Mystic who hacks code?

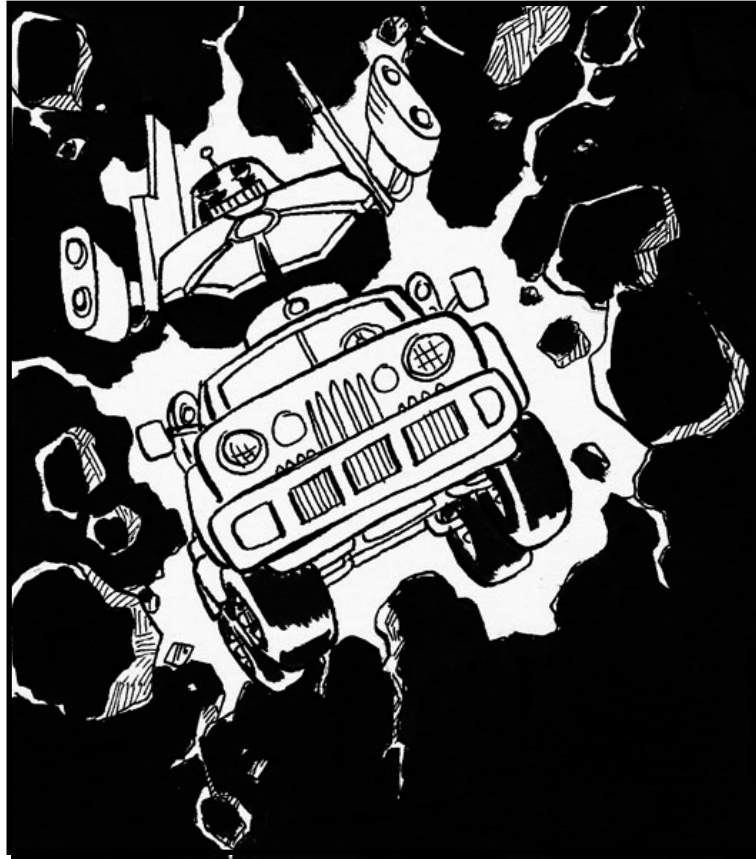
Identifying likely backdoor candidates...CRUDDY SEZ: A High Programmer.

```
Viable backdoor found...0x533268>RunAllHack(0x533268)Running...Attempting to subvert Combots...
```

```
Connection closed!
```



VIVA LA REVOLUTION



HEEEEEERE'S T-34!

3. Debriefing With Violence

Episode Summary: Arthur-B-PHB debriefs the characters with all the grace and charm one could expect from a very annoying debriefing officer. Then the sector degenerates into a chaotic civil war, which is actually a relief under the circumstances.

Traitors Among Us

Tension 8

Arthur-B-PHB is waiting for the characters and he's not happy. Despite the briefness of their mission, he still has a dozen pages of notes and criticisms. He marks them down for any deviation from their instructions or any mistakes or excess damage they caused. He berates them again for their lack of cleanliness or proper bearing. In short, he gets right up their noses.

Once you tire of insulting the characters and going through their multicorder footage (they did specify they were taking multicorder footage

of the whole mission, right, in accordance with the official Mandatory Bonus Duty of the Communications & Recording officer, yes? The whole mission was supposed to be carried out in full accordance with Alpha Complex Total Quality Assurance Initiative 214, hmm?), then Arthur-B reaches down, pulls a thick report out of his briefcase and shows the title page to the characters.

It reads '*CPU Report On Non-Sanctioned Opinions and Affiliations Within Troubleshooter Teams*'. Patronisingly, Arthur-B-PHB explains that the contents of the report are clearance BLUE and therefore he cannot show it to the team but the clear conclusion is that the average Troubleshooter team harbours 1.84 traitors. Therefore, there are 1.84 traitors within the players' Troubleshooter team and no-one is leaving this briefing room until these traitors have been identified!

Arthur-B-PHB sits back and lets the players

point fingers and shout at each other for a while.

The Sound of Distant Revolution

Tension 0

Distantly, echoing down the long corridor, the characters hear the sound of an explosion.

Then, there's another boom and the harsh chatter of automatic weapons fire. There's shouting and cheers and cries of '*viva la revolution!*' or '*down with The Computer!*'.

If any of the characters respond in any way, then Arthur-B-PHB frowns and snaps 'debriefing is not concluded, Troubleshooter! Sit back down! Whatever's going on out there has nothing to do with our meeting!' If they

3. DEBRIEFING WITH VIOLENCE

do anything stupid like trying to leave, he fires a warning shot from his podium. 'Pay no attention to whatever nonsense is going on out there.'

The explosions and shouting gets louder and the lights flicker. There's the sound of running feet just outside the briefing room. Arthur-B rolls his eyes and then orders the Troubleshooters to stay put while he sorts

this mess out. He then walks over to the door and leaves.

The lights flicker again and the sounds die away.

If the characters try to leave, they find that a T-34 combat is standing outside the door. The bot says that it has been ordered by citizen Arthur-B-PHB to ensure that no-one leaves

Briefing Room #32 and that they should return to their assigned seats and wait. Beyond the bot, the characters can see gun battles and fire down the corridor.

Back in the briefing room, the Computer monitor flickers to life, displaying the Eye of the Computer for a moment. The Eye is panicked and fearful. It then dissolves into static.

The Revolution has taken control of YUC Sector.

4. The People Want You To Shoot People

Episode Summary: Two of the leaders of the People's Glorious Revolutionary Committee pop in to inform the characters that the revolution now rules their lives and they've been assigned to be the firing squad for the people who don't accept the revolution.

The Dark Before The Storm

Tension 0

Give the players a few minutes to sweat. The lights in the briefing room come back on but there's an acrid tang in the recycled air. The characters' PDCs aren't working and the Computer terminal is still just a screen of jumbled static. Occasionally, it mutters something like 'SYSTEM OFFLINE - PLEASE STAND BY FOR FURTHER INSTRUCTIONS' or 'ERROR - NETWORK NOT FOUND' or 'PLEASE REPORT...PLEASE REPORT... PLEASE REPORT'.

There's no easy way out of the briefing room. If the characters try to do something like climbing out of the air vents, then move onto the next scene at the most embarrassing moment possible. (*'No, friend citizen, we're not trying to climb into the air vent... we're, er, doing exercises.'*) T-34 is doggedly obeying the orders of the vanished Arthur-B-PHB and refuses to let the characters out of the room.

Meet The New Bosses

Tension 15

Then, the characters hear the sound of marching outside and the grinding noise of T-34 rolling back from the door. The briefing room door opens and two INDIGO-clearance clones enter, along with a squad of heavily armed revolutionaries. The two INDIGOs are Terrence and Phineous. Terrence is short,

rotund and kindly. He's also an undercover IntSec officer who has seen thousands of clones to the termination booths. He really, really likes terminating people (he also really, really likes the perks and privileges that come with being high-clearance and believes that Operation FLUSH is his ticket to VIOLET).

Any IntSec Troubleshooters will know he's their boss because of the code signal he'll give them.

His companion is Phineous-I. Tall, thin, wild-eyed, Phineous is a nutcase who wants to destroy Alpha Complex. He used to be a successful Troubleshooter but constant deaths and paranoia have driven him mad and now he wants revenge. Phineous is a PURGE member but the PURGE goals of turning the fake revolution into a real one are only a stepping stone to Phineous's real goal - going down in a hellish, Jonestown-esque massacre that inflicts as much damage as possible on The Computer.

Their guards, the People's Glorious Revolutionary Guards, are all equipped with Vulture Warrior gear and armour. Perceptive characters will notice that the Vulture Warrior gear doesn't fit very well, as the People's Glorious Revolutionary Guard don't have the superhuman drug-pumped physiques of a Vulture. The gear was looted from the bodies of dead Vultures.

Glory to the PGRC

Terrence introduces himself. **'Good day, fellow citizens! The most glorious of all days, in fact! Today is the first day in the People's Glorious Complex! The People's Glorious Revolution has seized control of this whole sector, and soon**

the oppressed proletariat of the other sectors - inspired by our example - will rise up and join our glorious cause! Glory to the People's Glorious Revolution!'

Phineous and the People's Glorious Revolutionary Guards join in at this point, shouting **'GLORY TO THE PEOPLE'S GLORIOUS REVOLUTION! HAIL THE PEOPLE'S GLORIOUS REVOLUTIONARY CENTRAL COMMITTEE'** They look expectantly at any Troubleshooters who don't join in the chant.

Terrence then says **'I am Central Committee Member Terrence-I, and this is Central Committee Member Phineous-I. We are both members of the Central Committee of the People's Glorious Revolution, and we have the honour of being your interim leaders until free and fair elections are held, to better reflect the collective will of the people. These heavily armed fellow citizens are part of our People's Glorious Revolutionary Guard, here to protect both us and you from minions of the hated enemy Computer. Down with The Computer and its regime!'**

Again, there's a chorus of **'DOWN WITH THE COMPUTER AND ITS REGIME! GLORY TO THE PEOPLE'S GLORIOUS REVOLUTION! HAIL THE PEOPLE'S GLORIOUS REVOLUTIONARY CENTRAL COMMITTEE'** from Phineous, the guards and the player characters if they know what's good for them.

With a kindly smile on his wide face, Terrence-I then asks the players to swear loyalty to the People's Glorious Revolutionary Committee.



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Anyone who does not swear loyalty is an Enemy of the People and must be terminated by firing squad. Any characters who swear loyalty are given a warm handshake by Terrence and a bony, clammy handshake by Phineous. Anyone who doesn't swear loyalty is dragged away (see Enemies of the People).

The People's Subcommittee For Mental Hygiene & Termination

Tension 15

Assuming that there are still a few Troubleshooters left, Terrence-I explains that the citizens of YUC Sector are being assigned new duties and positions in the new, better society. The player characters have been selected as the People's Subcommittee For Mental Hygiene & Termination. A selection of suspected enemies of the people will be presented to them and it is up to the characters to decide who lives and who dies. All they need to do is root out internal dissent, to ensure that the roots of the People's Glorious Revolution remain strong! Rooting out for the good of the roots! Does this sound like a fun and worthy assignment? It really had better. Terrence-I

Enemies of the People

So, what happens to a character that doesn't smile and salute and embrace the People's Glorious Revolution? They're dragged out into the corridor by two of the People's Glorious Revolutionary Guards and beaten up a bit before being thrown into a holding room. Fill out a Writ of Termination for the traitorous player and have him brought in as a prisoner before the firing squad as soon as possible. Let his fellow players judge him.

If freed, the character is conveniently reassigned to the People's Glorious Subcommittee for Mental Hygiene and Termination. If terminated, the character's next clone is conveniently reassigned to the People's Glorious Subcommittee for Mental Hygiene and Termination.

announces that it will be *'more fun than fresh socks'*. He pronounces this as clearly and obviously as possible, trying to spot the reactions of any Internal Security characters.

The characters may ask what the situation as outside Room #32. Terrence tells them that the People's Glorious Revolution has taken control of the whole of YUC Sector and is fighting with Computer loyalists at the sector edges. Soon, the Revolution will spread to neighbouring sectors!

Anyway, they're going to be the firing squad for the revolution. Terrence says that T-34 will send traitors in and the characters will judge them. It's all a bit ad hoc but that's how the People's Glorious Revolution rolls. Terrence-I holds up a sample form, a Writ of Termination and tells the characters that each traitor will be accompanied by a Writ of Termination outlining their crimes against the people and the suggested punishment for these crimes. The characters will have to interview these criminals and decide which penalty is the most appropriate. Punishments will be assigned by the committee. Importantly, each character must initial the punishment they vote for, to ensure that proper records are kept.

Phineous-I leans in at this point, speaking in a weird screechy voice. *'Beware! There are agents of The Computer everywhere! Better that you terminate a thousand innocents than let a single enemy of the people survive!'*

Terrence-I smiles slightly nervously at his fellow Committee Member and informs the characters that as a reward for their service to the People's Glorious Revolutionary Committee, they will be promoted one security clearance level. As soon as the remains of certain Enemies of the People are cleared out of the Guest Sleeping Quarters of the People, then the characters will be assigned housing and bathroom privileges in YUC Sector. For the moment, they must remain here in Room #32.

He claps his hands and a team of INFRAREDs run in and replace Arthur-B-PHB's podium with a stand for an accused prisoner. They also paint a white line parallel to one wall, where the firing squad can stand.

After a final wild threat and cackle from an obviously loony Phineous, the committee and their goons troop out and T-34 sends the first traitor in.



Meet the New Bosses.

5. BRING IN THE PRISONERS

5. Bring In The Prisoners

Episode Summary: A succession of prisoners are brought before the Subcommittee for Mental Hygiene & Termination. The characters get to vote on who lives and who dies.

This section of the mission consists of a parade of prisoners who are brought before the Subcommittee. Each prisoner gets the chance to plead for his life. The characters then get to fill in a Writ of Termination for that prisoner. Each Writ lists the prisoner's crimes and a few suggested punishments. The players must vote for their preferred punishment by writing their character's initials next to that punishment. The punishment or punishments with the most votes is then ticked. Make sure that all the writs are filled in fully – they'll come into play again in Episode 7. You can photocopy the writs from page 60 or download them from the Mongoose Publishing website.

The characters may then have to carry out the punishments listed on the writs or just hand the prisoner back over to T-34 for disposal. There's a break of several minutes between prisoners, enough time for Troubleshooters to run off on private missions or try desperately to scrub the blood from their hands.

Note the small print on the Writs. The composition of the Committee changes as Phineous executes his rivals. By the time the last prisoner is brought in, Phineous will have control of the whole revolution.

Prisoner Zero

Tension 0

This section only matters if one of the Troubleshooters didn't support the People's Glorious Revolution and was dragged away by the guards. The Troubleshooter – bloodied and bruised by his punishment beating – is pushed back into the room by the T-34 combat and made to stand in the prisoner's dock.

Fill out a Writ of Termination for the character but make sure that none of the punishments are erasure – the worst should be termination and the others should be humiliating forfeits or amusing tortures. They'll probably vote for termination, so have the replacement clone assigned to the Subcommittee to keep the group together.

Prisoner One – In The Wrong Place

Tension 0

The first guest on the Subcommittee for Mental Hygiene & Termination is Bob-YUC, a poor INFRARED who was in the wrong place at the wrong time. A gang of revolutionaries smashed their way into the barracks Bob-YUC shares with 100 other INFRARED drones, grabbed him at random and asked him if he supported the People's Glorious Revolution. He stammered something about being loyal to Friend Computer, just like the subliminal messaging that plays constantly during the nightcycle told him to do. The revolutionaries picked him as an example to the other INFRAREDs and took him away.

The T-34 drags Bob-YUC into the briefing room and throws him into the prisoner's dock. Bob-YUC's a dumpy middle-aged INFRARED with bleary eyes. He's got a black hood over his face, which the bot removes before exiting, leaving Bob-YUC blinking in the harsh light.

Bob-YUC has no real idea what's going on, what he's done wrong or what this whole revolution thing is about. He just wants to get out of here alive but all the happy drugs in his system are making it hard to think and he's not that bright at the best of times. Play Bob-YUC as a genial idiot. His only real purpose in the scenario is to show the players how the Writs work.

Bob-YUC

Management 4
Stealth 6
Stealing Food from the Food Vats
Without Being Seen 10
Violence 4
Hardware 8
Food Vat Operation 12
Software 2
Wetware 2
Correctly Adding The Right
Additives To Food Vats 6

Secret Society: None
Mutation: Pyrokinesis (Power 4)

Judging Bob

Bob's crimes are:

- ☞ **Consorting with the enemy** (the most generic charge ever)
- ☞ **Not being sufficiently loyal to the People's Glorious Revolution** (ditto)
- ☞ **Looking suspicious** (he's, er, dressed in black.)
- ☞ **Not knowing the words to the People's Glorious Anthem** (no-one does, yet)

His suggested punishments are:

- ☞ **Stern telling off.** The characters will have to deliver the telling off and it had better be stern.
- ☞ **Mandatory singing lessons:** The characters will have to teach Bob the words of the People's Glorious Anthem and make him sing at least one verse.
- ☞ **Medication:** If the characters choose this option, then a docbot will roll into the room and deliver a large glowing syringe to the characters. Anyone injected with this syringe becomes incredibly loyal to the first thing they see after being injected with the goop.
- ☞ **Termination:** The characters get to put Bob-YUC up against the wall and shoot him with their laser rifles.
- ☞ **Erasure:** As above, only Bob-YUC's whole clone line is erased and he never comes back again.

Prisoner Two – Rudy the Spy

Tension 0

The second prisoner is Rudy-Y-ANC. He's a weasel-faced citizen dressed in a yellow jumpsuit; his cover identity was as a CPU clerk. Unlike Bob-YUC, he's been treated quite well and walks into the briefing room with a barely concealed smirk on his face. Rudy-Y is an IntSec spy¹, part of Operation FLUSH. He knows that there's a revolution underway in YUC sector and he believes that everything is under control. According to his superiors in IntSec, the Subcommittee for Mental Hygiene & Termination should be under the control of



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1: *There once was a clone named Rudy-Y/
He was an Internal Security spy/
Now Operation FLUSH's on the rocks/
It's not as fun as his fresh socks/
And Rudy-Y is going to die.*

other IntSec agents. Rudy-Y expects to get asked a few easy questions for show and then given a slap on the wrist or other light punishment.

Rudy knows the 'as fun as fresh socks' recognition code and will drop it into conversation as soon as possible. He might say that his job in YUC Sector CPU wasn't as fun as fresh socks or wonder about the Troubleshooters' uniforms and idly wonder out loud if their footwear is both newly refurbished and remarkably exciting. He also initially denies any involvement in spying or treason and certainly denies the existence of Operation FLUSH.

As soon as it becomes clear to Rudy-Y that the Subcommittee aren't going to let him off easily, Rudy-Y switches demeanour instantly. He goes from cocky denials and assuredness to absolute terror as he realises that Operation FLUSH has gone wrong. He admits that Internal Security knew about the People's Glorious Revolutionary Committee and *arranged* for the revolution to happen. He admits that there are IntSec agents in the very highest echelons of the People's Glorious Revolutionary Committee. He'll even admit that the recognition code used to recognise other IntSec agents is 'as fun as fresh socks'.

In short, *'oh no, oh no, please don't execute me, I'll do or say anything to save my skin.'*

Judging Rudy

Rudy's accused of:

- ☞ **Being a spy for The Computer.**
- ☞ **Spying on the People's Glorious Revolution.**
- ☞ **Spying on the People's Glorious Revolutionary Committee**
- ☞ **Betraying the People's Glorious Revolution to the hated Alpha Complex.**

His suggested punishments are:

- ☞ **Ordered to pass on false intelligence to Alpha Complex** (It's up to the characters to decide what intelligence is passed on)
- ☞ **Held in a secure area for further interrogation** (basically, spare his life and stick him in a closet)
- ☞ **Public execution** (they'll need to find a public area in YUC Sector; see page 43 for life outside the briefing room during the revolution)
- ☞ **Appearance on 'Traitor Zapping Hour TV show'** (which doesn't actually exist yet and it'll be up to the players to design it. If they pick this option, Phineous-I and the People's Glorious Revolutionary Guard call in and deliver a television camera to the characters. They then insist that to raise morale in the People's Glorious Revolution, the deaths of enemies of the people must be suitably impressive and theatrical.
- ☞ **Erasure:** No more Rudy.

Post-Rudy

This is a good time to run some of the optional encounters in Episode 7, especially if the players are getting tired of judging people.

Prisoner Three – Cash or Death

Tension 0

The third person brought before the Subcommittee is Judy-G, formerly an up-and-coming PLC executive. She's used to privilege and bossing other citizens around and is not coping with the revolution very well, especially as the People's Glorious Revolutionary Committee looted her service firm and confiscated all her stuff for the good of the revolution.

Judy-G's rather mercurial and unstable in her current state and will alternate between threatening the characters, trying to bribe them with her stashed credits and craven servility promising absolute loyalty to the People's Glorious Revolution. If you ever get stuck, roll on the Random Way For Judy To Dig Her Own Grave Table.

Rudy-Y

Management 8
 Chutzpah 12
 Annoying Confidence 14
 Stealth 10
 Sneaking 14
 Surveillance 14
 Violence 4
 Energy Weapons 8
 Hardware 4
 Software 4
 Wetware 2

Secret Society: ProTech

Mutation: Hypersenses (Power 4)

So, what can Judy-G really offer the characters? She does indeed have around 50,000 credits stored in a secret account under a false name, as well as a meagre amount of influence in the cutthroat industry of Hot Fun Packaging, Storage and Containment¹. She's also a Free Enterprise member and will sponsor characters for membership into the society.

1: The containment bit involves lead-lined vaults deep beneath Alpha Complex.

If it comes to it, she's got a spare kidney she's not using, too. She'll cling to life with every fibre of her being and say whatever she thinks will get her out of this mess.

Judging Judy-G

Judy-G-ZAT is accused of:

- ☞ **Lack of loyalty to the People's Glorious new regime**
- ☞ **Spreading dissent**
- ☞ **Hoarding Hot Fun, Cold Fun and other foodstuffs**
- ☞ **Not being sufficiently enthusiastic about the new regime**
- ☞ **Suspicious behaviour**
- ☞ **Looks like a traitor**

Her suggested punishments are:

- ☞ **Reassignment to reactor shielding duty** (death)
- ☞ **Termination** (death)
- ☞ **Public execution** (death)
- ☞ **Erasure** (or death)

5. BRING IN THE PRISONERS

Random Way For Judy To Dig Her Own Grave

Roll	Phrase
1	Don't you know who I am?
2	I have friends in high places. They'll be angry if you hurt me!
3	Don't try to mess with me, little clone – I can buy and sell your whole line!
4	I'm GREEN clearance, you're not. YOU will listen to ME!
5	You don't have the right to do this and you certainly don't have the guts.
6	I can make you very wealthy. Just let me go!
7	I've got creds stashed in a secret account. I'm not poor...
8	Look, how much are they paying you to shoot me? I'll pay you twice that to not shoot me.
9	You'll never get ahead in Alpha Complex if you don't make deals. Let's make a deal.
10	This revolution will end soon. When it does, you'll need a friend with some real access. I'll help you if you help me!
11	Please! I was only following orders!
12	I never spread dissent! I love the revolution! Down with The Computer!
13	I wasn't hoarding food! I run a food packaging plant!
14	I have no idea how that Hot Fun ended up in my Hot Fun storage warehouse!
15	The last guy you had in here was called Rudy, right? It's a clerical error. They meant you to kill him, not me!
16	Ok, this was really a test to see if you were paying attention. I'm not a traitor, now let me go!
17	I've got scary mutant powers! If you try to kill me, I'll turn into a monster and eat you all! Don't make me angry!
18	Look behind you!
19	If they really wanted to terminate me, they'd have done so already. So, they want me to live. So, if you kill me, you'll anger them.
20	Roll again twice and combine the two results.

Judy-G

Management 10
 Oratory 14
 Stealth 4
 Violence 4
 Hardware 4
 Chemical Engineering 8
 Food Vat Operation 10
 Software 6
 Data Search 10
 Wetware 6
 Biosciences 10
 Pharmatherapy 10

Secret Society: Free Enterprise
Mutation: Matter Eater (Power 10)

In short, the Magic Hate Ball says 'outlook looks bleak for Judy-G'. If the characters do want to spare her life, then they will have to sneak her out of the briefing room without the T-34 seeing her.

Prisoner Four – Every Troubleshooter's

Dream Job

Tension 0

In this section, the Troubleshooters get to do what they've always really wanted to do – execute their briefing officer. Yes, Arthur-



Everyone Else Is First Against The Wall When The Revolution Comes.



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B-PHB is back, only this time he's dragged into the briefing room in chains, with his face bruised, his shiny jumpsuit torn and grimy and his supercilious attitude completely shattered. As he's brought in, he's screaming at the T-34 to let him go and to obey his orders but the bot ignores him. For this scene to work, the Gamemaster will have to have made Arthur-B-PHB the most annoying and hateful boss ever. The players should be eager to terminate him.

After leaving the briefing room earlier, Arthur-B tried to find out what all the disruption and noise was. He discovered a whole sector full of Commie Mutant Traitors and – being a surprisingly brave briefing officer – he drew his laser pistol and charged into the fray. He was shot and killed by revolutionaries within seconds. His replacement clone woke up in the revolutionary-held clone bank in YUC Sector under armed guard; they brought him back to the briefing room to be judged by the Subcommittee for Mental Hygiene & Termination.

When he's brought in, Arthur-B has no idea that his former Troubleshooter team are now the revolutionary subcommittee responsible for his fate and he will initially assume that they too have been captured by the Commie Mutant Traitors, which is *absolutely typical* of the characters' utter incompetence. How could they let themselves be captured without inflicting significant casualties on the enemy? Nonetheless, they are all loyal citizens together and must stay brave during this interrogation. Now, where's this Commie Mutant Traitor committee?

Judging Arthur-B

He's accused of:

- ☞ **Attempted resistance to the Glorious Revolution**
- ☞ **Illegal use of weapons**
- ☞ **Traitorous thoughts & deeds**
- ☞ **Passing on treasonous badthought and Computerist propaganda**

Suggested punishments are:

- ☞ **Demotion** (to the security clearance of the characters' choice)
- ☞ **Reassignment to reactor shielding duty**
- ☞ **Termination**
- ☞ **Public execution**
- ☞ **Erasure**

If it's looking like the Troubleshooters are going to condemn him, then Arthur-B launches into a rant about how their decision making system is flawed and does not conform to Alpha Complex Committee on Committee Codes, Best Practices and Mediation Complex-Wide New Initiative (revised).

Oh, take a look at Arthur-B's writ of termination. Note that Terrence-I no longer appears in the list of names of Central Committee members.

Prisoner Six – It All Comes Tumbling Down Tension 0

Outside the briefing room, the characters hear more shouting and chanting. A crowd is gathering in the corridor outside Room #32, baying for the execution of the prisoner. T-34 has to force its way through the crowd, rolling over toes and pushing demonstrators aside with huge sweeps of its guns. Finally, the prisoner reaches the door of the briefing room and is thrown in.

It's Terence-I, erstwhile Central Committee member. Despite the blood-thirsty crowd outside, he's uninjured. His jolly demeanour has vanished, replaced by desperate cunning.

Terence-I gasps that Phineous-I has gone insane and seized control of the whole Central Committee. He's had the rest of the Committee killed or demoted and is now the sole master of YUC Sector. The war is going badly; Computerist forces are storming the barricades a few levels away. Phineous-I has abandoned the Revolution's aims and is plotting some final devastating attack on Alpha Complex that will destroy both sides. Attempts to raise the proletariat in other sectors failed dismally. Soon, either Phineous-I's plan will kill everyone in YUC Sector or they'll be executed as traitors once The Computer's forces seize control again.

Terence-I's eyes narrow and he looks around suspiciously. He drops his voice and whispers to the characters. *'I can ensure your safety when the Revolution falls. I am an Internal Security double-agent, on a mission to foil the traitorous revolution. Spare my life, hide me somewhere and when the Vulture Warrior stormtroopers come smashing*

through the barricades, I'll ensure that they don't terminate you! This is your only chance to survive!'

Judging Terrence-I

He's accused of:

- ☞ **Passing information to the hated enemies of the people**
- ☞ **High treason**
- ☞ **Betrayal of the Central Committee**
- ☞ **Abuse of public trust**
- ☞ **Very high treason**
- ☞ **Being an Intsec spy**

And the only acceptable punishment, apparently, is Erasure of the whole clone line.

If the characters choose to erase Terrence-I, then they've just terminated an INDIGO IntSec agent. That's really not the sort of thing you want on your resume next to *'Completed basic food vat stirrer engine maintenance'* or *'avid BotSpotter'*.

If they choose not to erase Terrence-I, then they need to get a rather fat man out of the briefing room and past both the T-34 combat and the crowd of frothing revolutionaries who want to tear Terrence limb from limb. He won't fit in the air vents and there are no other exits. If they're stalling too long, then a messenger arrives to inform them that a Central Committee member is coming to visit the Subcommittee for Mental Hygiene & Termination and they should make ready to receive the honoured Committee Member.

Terrence-I	
Management	12
Oratory	16
Con Games	16
IntSec Files	18
Stealth	10
Surveillance	14
Disguise	14
Violence	8
Energy Weapons	12
Hardware	4
Software	6
Data Search	10
Wetwork	4
Secret Society:	None (Ex-Communist)
Mutation:	Charm (Power 8)

6. REVOLUTIONARY DEVELOPMENTS

6. Revolutionary Developments

Episode Summary: The Troubleshooters run the Gamemaster off his module and explore a sector in chaos. Things shoot them.

YUC Sector Under The New Management

It's unlikely that the characters will ever leave Room #32 for long in this mission. For one thing, there's a giant combot standing outside the door with orders not to let them leave. If they do, though, then they find that life in YUC Sector really hasn't changed that much in the areas of the sector that *aren't* under direct attack. INFRAREDS are still stirring the food vats, officious bureaucrats are still officious bureaucrats, the scrubbots keep on scrubbing and so forth. There are widespread shortages and power brownouts, the communications system has partially crashed (they're using runners and wire telephones instead) and everywhere there are Computer monitors filled with static. There are also lots of new posters, with slogans like:

- ☉ ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION!
- ☉ THE PEOPLE'S COMMITTEE IS ALL-KNOWING! TRUST THE COMMITTEE!

- ☉ THE PEOPLE'S GLORIOUS REVOLUTIONARY COMMITTEE ARE YOUR FRIENDS!
- ☉ REPORT ENEMIES OF THE PEOPLE AND TRAITOROUS ACTIVITY TO THE PEOPLE'S GLORIOUS REVOLUTIONARY GUARD!
- ☉ FOOD HOARDING BETRAYS THE PEOPLE!
- ☉ LOYALTY TO THE PEOPLE IS MANDATORY!
- ☉ THE NEW ORDER IS ALL! DO NOT RESIST THE NEW ORDER!
- ☉ YOU ARE FREE, CITIZEN! CONTACT THE PEOPLE'S GLORIOUS REVOLUTIONARY COMMITTEE FOR YOUR NEW WORK ASSIGNMENT AND FIND GLORY IN YOUR FREEDOM!
- ☉ COMPUTER LOYALISTS ARE EVERYWHERE! STAY ALERT!

If the characters venture to higher-clearance areas, then they do see more signs of change. Almost every citizen above BLUE has been terminated by the rebels and there are signs of heavy fighting at the entrance to every high-clearance sector. (The high-clearance citizens were warned of Operation FLUSH but didn't know about the PURGE involvement.) Rapidly, though, the empty slots in the social pyramid are being filled. With so many

terminations leading to so many openings, there's promotion hyperinflation. Instead of being promoted to RED for betraying a friend, an INFRARED can expect to be promoted to RED for almost any meritorious conduct. Pick up some trash, have a promotion! Salute in the corridor, have a promotion! Of course, because of the food shortages and chaotic situation, there's no real benefit to a higher clearance but the regular promotions have made the PGRC rather popular among the proletariat.

Fighting is still raging at the edges of the sector, where the People's Glorious Revolutionary army is battling against the Armed Forces. It's rather confused – according to Operation FLUSH, the attacks on the other sections should be little more than a feint to draw the traitors in YUC Sector out, not a huge attack. There are barricades blocking the corridors and battalions of T-34 combots heading out to war.

Escaping YUC Sector

All the exits from YUC Sector have been either welded shut by Revolutionaries or else barricaded with office furniture, bunk beds,

Random Encounters In The Revolution

Roll	Encounter
1	Scrubbot scrubbing blood off a corridor
2	INFRARED clones wandering around lost and confused
3	Trashed Vending Machine
4	RED Poster team putting Revolutionary posters over Computer posters
5	Food collection truck gathering supplies for the barricade fighters
6	Newly-promoted ORANGE revolutionary parading around proudly
7	A group of citizens celebrating their new freedom by singing the People's Glorious Anthem
8	T-34 Combot looking for trouble
9	YELLOW Revolutionary Guard bossing citizens about
10	Trashed confession booth
11	GREEN Revolutionary Guards looting the corpse of a Vulture Warrior
12	Leaking water pipe. The corridor is half-flooded.
13	Newly-promoted BLUE revolutionary shouting propaganda to anyone who listens
14	Broken Computer monitor with a smiley face drawn on it
15	INDIGO Central Committee member surrounded by an adoring crowd
16	Battle-damaged T-34 wandering randomly
17	A documentary team making a movie about the glorious heroes of the revolution
18	The aftermath of a public execution
19	A looted and burning shopping mall
20	Roll again twice and combine the two results.



VIVA LA REVOLUTION

vending machines and the bodies of fallen clones. A character who spends a lot of time searching for an exit can eventually find an air vent, abandoned transtube or other hole in the wall. On the far side is a waiting team of IntSec agents, who point an impressive range of lethal weapons at the would-be defector. If the character doesn't flee, then IntSec grab him and tell him that he's now an undercover IntSec agent, with orders to spy on the proceedings of Operation FLUSH. Give him one of the IntSec briefings from Episode 1, then turn him around and send him back into YUC.

Room #33

Clever Troubleshooters may try to visit Room #33 and its computer console. The console is almost completely incomprehensible but a character with Bot Programming, Hacking or Operating Systems could try to mess with it. Interrupt them with Revolutionary Guards if you have to.

Looting & Pillaging

Troubleshooters can obtain all sorts of Stuff in YUC Sector, despite the sector's economic deprivation. Any GREEN or lower clearance equipment can be obtained, although black-market prices have risen by 1,000% due to the war. Fortunately, it's easy to get promoted (especially when Phineous-I promotes half the Troubleshooters to the Central Committee) and hence get paid more credit. Let's hear it for hyperinflation!

Secret Society Stuff

If a Troubleshooter wants to contact his secret society, he can do so. Most Secret Societies are confused and alarmed by the state of the Revolution.

Anti-Mutant: You're on the firing squad? Good! Make sure that all the muties are executed!

Communists: We are plotting our own counter-revolution! We will terminate the Central Committee and seize control! We need you to locate the Central Committee's meeting place – our agents will then bomb them!

Computer Phreaks: Ok, so the hackers are dead. Break into Room #33 and try to download a copy of the code they were using.

Corpore Metal: The T-34s fighting at the barricades are taking heavy casualties! Go to the war zone and salvage any intact bot brains you can find!

Death Leopard: It's the end of the world! Burn everything!

FCCC-P: We are all damned! The Computer has abandoned us! Only by openly proclaiming our devotion can we be redeemed! Tell everyone of your faith!

Frankenstein Destroyers: Hah! The robots are being smashed in the war. Prolong

this conflict between YUC and the rest of Alpha Complex for as long as possible.

Free Enterprise: Have you sold those VitaYum bars yet?

Humanists: Ok, the revolution isn't going quite as planned but that's 'cos there aren't enough Humanists in charge! Get promoted as quickly as you can!

Illuminati: You are instructed to ensure that citizen Judy-G-ZAT is not terminated. She must not be harmed.

Mystics: I don't know where Dave's place is. Do you?

Psion: You're working on the firing squad? Good. Ensure that all mutants are spared.

Pro Tech: Ok, the revolution isn't going quite as planned but that's 'cos there aren't enough Pro Tech in charge! Get promoted as quickly as you can!

PURGE: Everything is going according to plan. Continue.

Romantics: Ok, the revolution isn't going quite as planned but that's 'cos there aren't enough Romantics in charge! Get promoted as quickly as you can!

Sierra Club: Ok, the revolution isn't going quite as planned but that's 'cos there aren't enough Sierra Clubbers in charge! Get promoted as quickly as you can!

7. The Central Committee Wants You!

Episode Summary: Phineous-I returns and reviews the characters' decisions so far. He then recruits half of the Troubleshooters to the Central Committee to help him guide the revolution. On the bright side, it means promotion and power beyond the wildest dreams of most Troubleshooters. On the other hand, certain death.

From this point on in the scenario, there'll be an upswing in player-vs-player violence and plotting, above and beyond the normal *PARANOIA* conspiring. The players won't even be pretending to be on the same side any more.

Our Glorious Leader

Tension 15

Read the following aloud to the players.

From outside, beyond the sound of the crowd who were shouting for Terrence-I's blood, there's the sound of jackboots marching. Then there's the sound of jackboots booting and heads being clubbed and then there's an awed hush. 'ALL HAIL THE CENTRAL COMMITTEE' shouts someone.

The door opens and it's filled with Revolutionary Guards. Four of them try to jam through the door at once and their People's Glorious Revolutionary Shoulderpads get stuck for a moment. With a loud pop, they tumble into the briefing room and take up position around you. More guards pour in and then the gaunt figure of Phineous-I appears. He stalks over to you like a preying mantis approaching a particular tasty thing that a preying mantis might like to eat.

' Subcommittee Members,' he intones in sepulchral tones, 'today

THE CENTRAL COMMITTEE WANTS YOU

has been a great day for the People's Glorious Revolution. We have purged traitors from our midst and thrown off the oppressive shackles of The Computer and your subcommittee has played a key part in our triumph – but there is more work to do.

'My friends, the Central Committee needs you.'

Phineous-I asks for the completed Writs of Termination that should have been filled out by the characters. Look at the writs and identify the half of the players who have been the most bloodthirsty and voted for the lowest option on each list of punishments. This group of players (which should be roughly half the group) are going to get promoted.

There should already be a split in the party, between those who were briefed by IntSec at the start of the mission and were aware of Operation FLUSH and those who had no idea about the revolution and have been going with the flow all along. In an ideal world, the Phineous-I split should be orthogonal to that split, as in you end up with four types of player characters – revolutionaries in the Central Committee, IntSec agents in the Central Committee, revolutionaries left behind and IntSec agents left behind. This will maximise player confusion and carnage. Of course, this is not an ideal world, no matter what Friend Computer insists and you may just have to rely on the natural propensities of players to provide confusion and carnage on their own initiative.

Once he's found his candidates, Phineous-I points at them with long, bony fingers. Observant players notice a distinct trigger-finger callous on both hands. Phineous informs the 'lucky' Troubleshooters that they are hereby promoted to clearance INDIGO and are being reassigned to the Central Committee. They must accompany him immediately to the Central Committee Pleasure-Dome.

The unlucky characters are to remain here; another prisoner will be with them shortly. Run Episode 8 – IntSec Inside for those characters.

The Central Committee

Tension 5

Phineous-I and his – well, now technically their Revolutionary Guards lead the characters down the corridor a short distance to yet another anonymous door. A hastily hand-written sign declares this to be 'CENTRAL COMMITTEE HEADQUARTERS.' Phineous mutters something about the original pleasure-dome being destroyed by Computerist forces, so this is the temporary replacement. He apologises for the poor quality of the facilities.

Inside, though, the room is surprisingly luxurious. It's still a RED-clearance chamber but it's been stocked with furniture, decorations and supplies looted from a dozen high-clearance apartments. The floor has carpets stacked on carpets, the chairs are incredibly plush, comfortable and massage-feature-rich, there are multiple giant television screens and the tables are heaving with food and drink – real food and genuine alcohol.

Phineous-I has the characters sit down at the central table. An antique robotler emerges from a closet and serves the characters whatever drinks they desire, before Phineous calls the meeting to order. His speech starts out inspiring and then flies right off the ramp to crazy-town. The tone of this speech should be very much Hitler-in-the-bunker.

'Fellow Central Committee Members, the People's Glorious Revolution faces a dire crisis. The people have not been informed of this fact but you now have the clearance to know the truth. Enemy forces are breaking through our

barricades everywhere and despite our hopes, the other sectors have not risen up to join us.

There is hope – hope that we can prevail against the enemy. The T-34 combots that are the backbone of our defence have proved so effective that The Computer is deploying more T-34s to the front. **If we can seize control of the enemy T-34s remotely, we can turn the enemy forces against themselves and prolong our glorious struggle.**

Our spies in the enemy Complex discovered that a group of hackers managed to gain control of the T-34 bot network just before the revolution began. This backdoor into the bot net is proof of the righteousness of our cause! We shall use the very Computer our enemies serve to destroy them!

I proposed this plan to the older members of the Central Committee but they turned on me! Terrence-I was an Internal Security double agent and his nefarious influence had spread to the rest of the Central Committee. They had to be purged. Now, with a new, pure Central Committee free of Internal Security taint, we can put my plan into operation.

Internal Security is watching us, though. You can't just march back to Room #33 and use the hackers' computer to control the T-34s – the IntSec agents would assassinate you. We must be cautious and clever. You will return to the Subcommittee and find some way of making it next door to the computer console. There, you will insert this control disk, giving you



VIVA LA REVOLUTION

control over the T-34 network. Order all the bots to attack the Computerist forces, and our victory is assured!

Think of it, brothers! A new order in Alpha Complex! The dream of the revolution fulfilled!

If the Troubleshooters ask for specifics on their new mission, then Phineous-I insists that the best strategy is to return to the Subcommittee, then sneak next door and activate the hackers' computer. He is immensely paranoid about Internal Security agents and is convinced that everyone from the Revolutionary Guards on down is an IntSec assassin out to kill him.

Phineous will keep spinning tales of how glorious life will be in the new order. The players will be his acolytes in the Alpha Complex that is to come and everything will be shiny and happy and wonderful. He also may mention, if pressed, that he has a cunning backup plan for the revolution if the combat strategy fails.

Fighting Phineous-I

Ambitious Internal Security agents or players who have realised that Alpha Complex is going to win may want to try to terminate Phineous-I right here and now. If they attack, then the robotler emerges from the closet again brandishing a concealed cone rifle, while Phineous runs out via a secret passage.

Back to the Briefing Room

Once the characters have finished listening to Phineous' insane ramblings, he opens the secret passage and vanishes down into the darkness. Meanwhile, the characters are sent back to the briefing room in the company of four Revolutionary Guards. Two of the guards are indeed IntSec agents, the other two are loyal revolutionaries. The Troubleshooters may notice the occasional Significant Glance from one escort to another but unless the characters do something silly, they won't get caught in a firefight between their bodyguards.

7-CGAL Robotler Who Also Kicks Ass

- Management 8
- Bootlicking 12
- Table Manners 14
- Stealth 10
- Sneaking 14
- Concealment 14
- Violence 8
- Projectile Weapons 12
- Hardware 4
- Software 0
- Wetware 4

Armour: 2

Weapon: Cone Rifle with AP shells (W3K)

Now, run Episode 8 for the players who were left behind in the briefing room.

8. IntSec Inside

Episode Summary: The Troubleshooters who weren't promoted to the Central Committee get saddled with the worst execution subject ever. As they're trying to shoot the unshootable mutant, they get a call from IntSec demanding they use the hackers' computer to hack the revolutionary's T-34s. Everyone's getting sent next door...

Gary The Mutant

Tension 0

The final subject for termination by the Subcommittee for Mental Hygiene & Termination is Gary-R-SEL. He's a singularly powerful mutant with the Energy Field mutation. He's virtually immune to both impact and energy weapons.

The door opens once more, and T-34 pushes a young citizen into the room. You notice a distinct bright flash when the bot shoves him. The RED-clearance clone hands you his Writ of Termination and you notice a bright yellow stripe running down

his sleeve. 'I'm Gary-R-SEL' he says with a big grin, 'I'm a mutant.'

Gary-R-SEL is one of the nicest, most helpful clones you're ever likely to meet. He's cheery, relaxed and genuinely ready to help. He's also a condemned mutant. A gang of Anti-Mutant members used the cover of the revolution to drag Gary-R out of his quarters and then tried to beat him to death. Then they tried to shoot them. Then they tried strangling him. Finally, they tried a grenade and that killed all of them but left Gary-R only slightly stunned. Gary-R feels a bit bad about that.

Judging Gary-R

Gary-R's sole purpose in this scenario is to be a speed bump for the players. His guilt is clear - he's a mutant - and the only problem is actually finding a way to kill him that works.

As the characters will have a lot of trouble getting rid of Gary, he's going to hang around the briefing room until the end of the scenario

or until terminated. This means he's probably going to overhear any conversations with Internal Security or see any conspiring or backstabbing. Gary's not especially loyal to the People's Glorious Revolution (they are trying to execute him, after all) but he's not a big fan of Friend Computer's regime either. He's also pretty much immune to termination by anything other than suffocation or exotic weaponry. If the characters are going to conspire in Gary-R's presence, they'll need to somehow cut him in on the deal.

Gary-R

- Management 4
- Stealth 6
- Violence 4
- Hardware 2
- Software 2
- Wetware 2

Secret Society: Psion

Mutation: Energy Field (Power 20)

8. INTSEC INSIDE

The Call of Computer Tension Gary

At this point in the scenario, the characters are contacted by a Computer-loyal agent. If he's still alive, then the characters are contacted by Terrence-I. If he's been terminated, then Terrence-I's loyal henchman Morris-B. We'll refer to both these scions of Internal Security as IntSec.

Remember that good old assigned special equipment, unit E, also known as the radio given by Arthur-B to the Troubleshooters at the end of their first briefing? If it's still around, it crackles into life. (If it's not still around, then the PDCs of the Troubleshooters in the briefing room receive the message.) It's IntSec calling.

The message is a simple one. **'Attention, Troubleshooters. This is Internal**

Security. If you are loyal to Friend Computer, then please signal your loyalty by singing the Alpha Complex anthem – NOW.'

One verse of 'Glory, Glory Hail Computer' later, the message continues. **'The traitorous rebellion will soon be crushed by the Armed Forces of Alpha Complex and all traitors will be executed. The only thing that is stopping the onward march of our forces is the T-34 combots that are defending the entrances to YUC Sector. The T-34s must be disabled.'**

Thanks to a report filed by Arthur-B (now a Hero of the Complex) seconds before his termination, we know that there is a computer console in Room 33 that's connected to the T-34 network. This radio terminal/PDC has a computer uplink. Just plug it into the console

and our programmers will use the hacker's backdoor to shut down the YUC Sector combots.

Complete this mission, Troubleshooters and the insurrection will be put down within minutes.'

Immediately after this message ends, the characters hear the tramp of boots outside in the corridor yet again, as the characters who were promoted to the Central Committee and their Revolutionary Guard escorts arrive. The Revolutionary Guards are immediately called away by a radio message from Phineous-I, leaving all the Troubleshooters together again.

It's like one big happy family, reunited, only they're all trying to get Granddad's fortune which he's stuffed in the old clock upstairs. (For the purposes of this metaphor, Granddad is a trio of dead geeks, the fortune's a backdoor into the T-34 network, the clock's a computer console, and upstairs is next door.)

9. Viva La Revolution

Episode Summary: Both sets of Troubleshooters head next door to Room 33 to either doom the revolution, Alpha Complex, or for their own personal gain. Meanwhile, Phineous-I puts his apocalyptic master-stroke into action.

Suddenly There Are Lots of Bathroom Breaks

Tension 0

So, both sets of Troubleshooters want to go to Room 33 but (presumably) don't want the other set to know what they're doing there. So, this section of the mission will probably involve the Troubleshooters sitting around the briefing room, trying to come up with reasons to leave and then shooting each other. There's a map of the briefing room on page 11, by the way.

Things The Troubleshooters Might Do

Ask the T-34 outside: The bot's mission is to deliver prisoners to the Subcommittee and

ensure they are judged. It's not ordered to do anything else. It doesn't give any extra weight to orders from Central Committee members. So there.

Calling the Revolutionary Guard: They're all busy fighting Alpha Complex forces.

Calling in the Alpha Complex Forces: They're all busy fighting the Revolutionary Guard.

Get the Invulnerable Gary-R-SEL to bring either Phineous-I's computer disk or IntSec's radio transmitter next door: Actually, this one's a kind of a workable plan. The trick will be convincing Gary to play along. Watch the players get into a bidding war in an attempt to gain Gary-R's services.

Hacking the Bots

Assuming one or more Troubleshooters make it to Room 33, they can insert Gadget A (the disk or the transmitter) into Slot B (the computer console) to initiate Massacre C (down the hall). The T-34s will follow the commands of whichever side's gadget is plugged in, so it's possible that there'll be a sort of Benny-Hill-chase-in-heavy-armor as

the disk and transmitter get swapped in and out by fighting Troubleshooters.

If the disk is inserted for, oh, say a few rounds, then the Revolution 'wins'. If the transmitter's inserted for a few rounds, Alpha Complex wins. If the computer console is destroyed, then the bots go nuts and start shooting everyone. No-one wins.

Alpha Complex Wins

The barricades fall. The Armed Forces march in. There's an awful lot of shooting down the corridor. If the characters hang around and haven't arranged some deal with Internal Security for their safety, then they're included in the general purge of all Revolutionaries. They're shot and terminated.

The Revolution Wins

The Armed Forces are driven back from the borders of YUC Sector and the Revolution lives to fight another day. Unfortunately, food supplies are running low and there's no sign of Phineous-I. The protestors therefore turn to the Central Committee for guidance... and if the players can't find food and water for everyone, the protestors start calling for a new revolution. The characters are likely to find themselves



VIVA LA REVOLUTION

in front of the New Subcommittee for Mental Hygiene and Termination...

No-One Wins

YUC Sector descends into chaos and carnage. Lots of people are shot, including the Troubleshooters, unless they sneak out of the sector and lie low for a few days.

Optional: Phineous' Masterstroke

Tension 0

PARANOIA missions usually end with a return to the status quo. No matter what wacky high-jinks and jolly totalitarian nightmares happened during the mission, everything ends up with the Troubleshooters being debriefed and quite possibly demoted or terminated. The Computer's online and all's right with this most perfect of Alpha Complexes.

Therefore, if you want to return to the status quo and wrap the whole mission up neatly, run this optional encounter. On the other hand, you can leave the vile traitor Phineous-I as a dangling plot thread, to be taken up in a later mission.

YUC Reactor Core One

Remember that secret passage leading from the new Central Committee room? It leads to Reactor Core One, the primary power generation facility for YUC Sector. Phineous-I's backup plan for the revolution is to overload the core, causing it to explode. The resulting blast will destroy YUC Sector, not to mention a large chunk of the neighbouring sectors.

The characters might end up being sent after Phineous-I for several reasons:

- ☞ They want to catch the arch-villain themselves, as a bargaining chip.
- ☞ They are captured by Armed Forces troops and sent down the dark secret passage to the core.
- ☞ They are fleeing the Armed Forces and think that a dark secret passage is a good place to hide.
- ☞ They interrogate the robotler in the Central Committee room as to Phineous's whereabouts.

The route to the core consists of three sections:

The Dark Tunnel: It's a dark tunnel, winding its way from the Central Committee room to the core. It's lined with pipes and tubes and ancient warning notices. Despite its foreboding appearance and claustrophobic

qualities, it's safe. Except when the core is going into overload, in which case it may be randomly flooded with radioactive exhaust gases.

The ComBot: At the end of the corridor is a narrow bridge over a chasm and patrolling on the far side is another T-34. The behaviour of this bot depends on what happened with the hacker's console. It might be attacking Alpha Complex Armed Forces or revolutionaries or anyone and everything. The chasm is 20 metres wide, the bridge is two metres wide and offers only minimal cover. Who's going first?

Reactor Shielding: Finally, before the core proper are the reactor shielding rooms.

What, you thought 'reassigned to reactor shielding duty' was just a euphemism? The corridor leads past a series of cells, which may or may not contain a condemned citizen depending on the punishments chosen by the characters earlier in the scenario. These poor doomed citizens call on the Troubleshooters to free them or just hurl insults and chunks of scalp at them (background radiation is rather high here even when the core isn't overloading).



The People's Committee expects that every citizen will do his part for the Revolution! (Your part may include dying horribly).

9. VIVA LA REVOLUTION

Phineous' Manifesto of Doom

Roll	Phrase
1-2	I was terminated a dozen times in the service of The Computer! It never ends!
3-4	The people build Alpha Complex! It is ours! We must retake it!
5-6	Join me, and we can spread the doctrine of revolution to all the other sectors!
7-8	If there is hope, it lies in the proles!
9-10	I'll burn this whole sector to the ground rather than let The Computer destroy my dreams!
11-12	Trust no-one! Internal Security is always watching and waiting! They want to kill you!
13-14	This day shall be remembered forever! This is the day the dream of revolution became a burning beacon to all of Alpha Complex!
15-16	Join me, and we can lead the Complex forward into a new and glorious era!
17-18	This is all part of my grand plan!
19-20	You'll never take me alive!

Things Start Overloading

If Phineous does start to overload the core, then the lights throughout YUC Sector start flickering. A siren begins to wail in the distance and an automated message repeats (*not* in The Computer's voice) 'CORE OVERLOAD IN PROGRESS. WITHDRAW TO A MINIMUM SAFE DISTANCE IMMEDIATELY'. Seconds later, radioactive steam starts to vent from pipes in every corridor. Things get progressively more doom-filled (the ground shaking, flashing lights, more sirens, random fires and explosions) until they are positively doom-ful and the sector explodes.

Confronting Phineous-I

The corridor ends in a control room, filled with dials, levers, big red buttons and one deranged ex-Troubleshooter and revolutionary. He's got a cone rifle and a lengthy manifesto, both of which are equally lethal in their own unique way. As the characters approach, he will launch into a lengthy recital of the evils of The Computer's regime, how Alpha Complex is a totally flawed and doomed state and how only a single strong leader – himself – can stem the tide and save humanity from destruction.

Throughout the inevitable firefight, Phineous will spout lines from his manifesto.

Phineous-I

Management 12
Oratory 16
Con Games 16
IntSec Files 18
Stealth 12
Surveillance 16
Sneaking 16
High Alert 16
Violence 12
Projectile Weapons 16
Agility 16
Hardware 8
Software 10
Operating Systems 14
Wetware 4

Secret Society: PURGE

Mutation: Telekinesis (Power 10)

Armour: ArmourAll (4)

Cone Rifle with AP Shells: (W3K, AP)

Debriefing in the Ruins

After the mission, any surviving Troubleshooters are escorted to a briefing room very, very similar to Room 32. There's a committee of five anonymous citizens there. One of the committee members has a document that's clearly a Writ of Termination. The

Troubleshooters can't make out the text but there is one charge (it's 'Knows about the YUC Sector Incident) and two options for punishment ('None' and 'Termination').

The committee chairman leans forward and asks '**do you have any knowledge of any unusual events in YUC Sector?**

If so, what were those events?

What does Operation FLUSH mean to you?

Is the name Phineous-I-ZED known to you?

What is the People's Glorious Revolution?

Who were the members of the Central Committee of the People's Glorious Revolution?

The only safe answers to all these questions are, respectively, 'not a clue', 'nope', 'nothing', 'no', 'I don't know' and 'I don't know'. The whole YUC Sector Incident is being made into unhistory and only those who betray no knowledge of it whatsoever will be spared...



VIVA LA REVOLUTION

Writ of Termination

WRIT OF TERMINATION FOR _____

We, the people of YUC Sector, under the benevolent guidance of the People's Glorious Revolutionary Central Committee, do hereby request and require that the People's Subcommittee for Mental Sanitation and termination do convene in solemn judgement of _____ who is accused of the following crimes against the people:

THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

[] _____ : _____
[] _____ : _____
[] _____ : _____
[] _____ : _____
[] _____ : _____
[] _____ : _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE PEOPLE'S GLORIOUS REVOLUTIONARY COMMITTEE AND OUR BRAVE AND NOBLE LEADERS TERRENCE, PHINEOUS, ALISTAIR, GOLDSTEIN AND THURSDAY! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!

Writ of Termination

WRIT OF TERMINATION FOR: BOB-YUC-1

We, the people of YUC Sector, under the benevolent guidance of the People's Glorious Revolutionary Central Committee, do hereby request and require that the People's Subcommittee for Mental Sanitation and termination do convene in solemn judgement of Bob-YUC-1 who is accused of the following crimes against the people:

Consorting with the enemy, not being sufficiently loyal to the People's Glorious Revolution. Looking suspicious. Not knowing the words to the People's Glorious Anthem.

THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

[] STERN TELLING OFF: _____
[] MANDATORY SINGING LESSONS: _____
[] MEDICATION: _____
[] BRAINSCRUB : _____
[] TERMINATION : _____
[] ERASURE: _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE PEOPLE'S GLORIOUS REVOLUTIONARY CENTRAL COMMITTEE, AND OUR BRAVE AND NOBLE LEADERS TERRENCE, PHINEOUS, ALISTAIR, GOLDSTEIN AND THURSDAY! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!

Writ of Termination

Writ of termination for: Judy-G-ZAT-2

We, the people of YUC Sector, under the benevolent guidance of the Central Committee do hereby request and require that the Subcommittee for Mental Sanitation and Termination do convene in solemn judgement of Judy-G-ZAT-2 who is accused of the following crimes against the people:

Lack of loyalty to the people's glorious new regime
Spreading dissent
Hoarding hot fun, cold fun and other foodstuffs
Not being sufficiently enthusiastic about the new regime
Suspicious behaviour
Looks like a traitor

THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

- REASSIGNMENT TO REACTOR SHIELDING DUTY: _____
- TERMINATION : _____
- PUBLIC EXECUTION: _____
- ERASURE: _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE CENTRAL COMMITTEE AND OUR BRAVE AND NOBLE LEADERS TERRENCE, PHINEOUS, SMITH AND JASPER! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!

Writ of Termination

Writ of termination for: Rudy-Y-ANC-4

We, the people of YUC Sector, under the benevolent guidance of the People's Glorious Revolutionary Central Committee, do hereby request and require that the People's Subcommittee for Mental Sanitation and termination do convene in solemn judgement of Rudy-Y-ANC who is accused of the following crimes against the people:

Being a spy for the Computer, Spying on the People's Glorious Revolution, Spying on the People's Glorious Revolutionary Central Committee, Betraying the People's Glorious Revolution to the hated Alpha Complex.

THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

- ORDERED TO PASS ON FALSE INTELLIGENCE TO ALPHA COMPLEX: _____
- HELD IN A SECURE AREA FOR FURTHER INTERROGATION: _____
- PUBLIC EXECUTION: _____
- APPEARANCE ON 'TRAITOR ZAPPING HOUR TV SHOW: _____
- ERASURE: _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE CENTRAL COMMITTEE, AND OUR BRAVE AND NOBLE LEADERS TERRENCE, PHINEOUS, SMITH, GOLDSTEIN AND THURSDAY! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!



VIVA LA REVOLUTION

Writ of Termination

Writ of termination for: Arthur-B-PHB-3

We, the people of YUC Sector, under the benevolent guidance of the Central Committee do hereby request and require that the Subcommittee for Mental Sanitation and Termination do convene in solemn judgement of Arthur-B-PHB-3 who is accused of the following crimes against the people:

- Attempted resistance to the glorious revolution
- Illegal use of weapons
- Traitorous thoughts & deeds
- Passing on treasonous badthought and computerist propaganda

THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

- DEMOTION: _____
- REASSIGNMENT TO REACTOR SHIELDING DUTY: _____
- TERMINATION : _____
- PUBLIC EXECUTION: _____
- ERASURE: _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE CENTRAL COMMITTEE AND OUR BRAVE AND NOBLE LEADERS PHINEOUS, RINDLE AND JASPER! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!

Writ of Termination

Writ of termination for: Terrence-I-YUC-6

We, the people of YUC sector, under the benevolent guidance of the Central Committee do hereby request and require that the Subcommittee for Mental Sanitation and Termination do convene in solemn judgement of Terrence-I-YUC-6 who is accused of the following crimes against the people:

- Passing information to the hated enemies of the people
- High treason
- Betrayal of the committee for public safety
- Abuse of public trust
- Very high treason
- Being an intsec spy

THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

- ERASURE: _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE CENTRAL COMMITTEE AND OUR BRAVE AND NOBLE LEADER PHINEOUS! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!

Writ of Termination

Writ of termination for: Gary-R-SEL-1

We, the people of YUC sector, under the benevolent guidance of the Central Committee do hereby request and require that the Subcommittee for Mental Sanitation and Termination do convene in solemn judgement of Gary-R-SEL-1 who is accused of the following crimes against the people:

Being a mutant

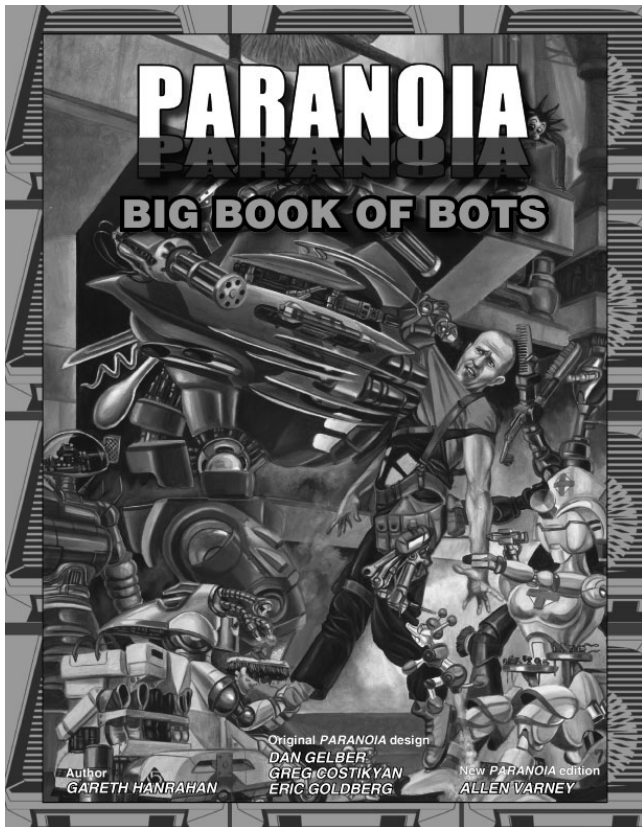
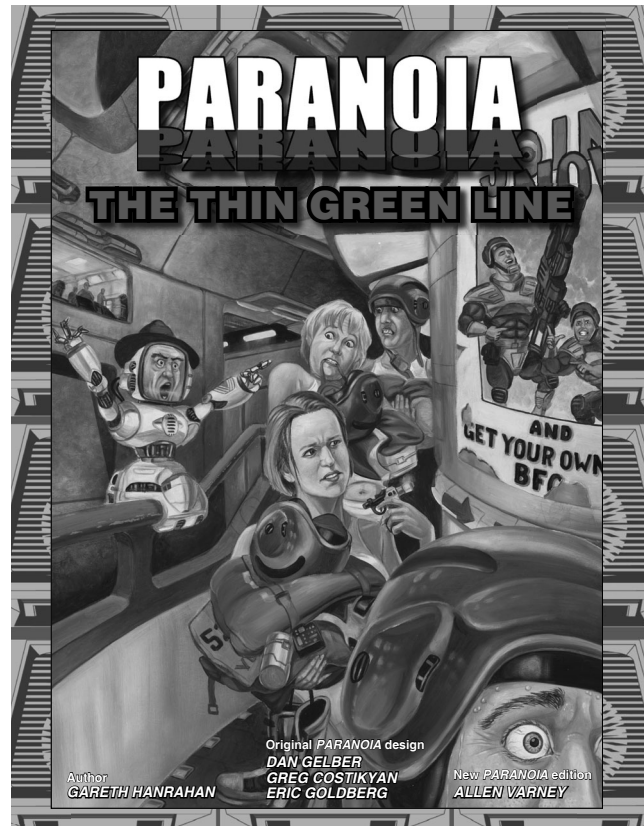
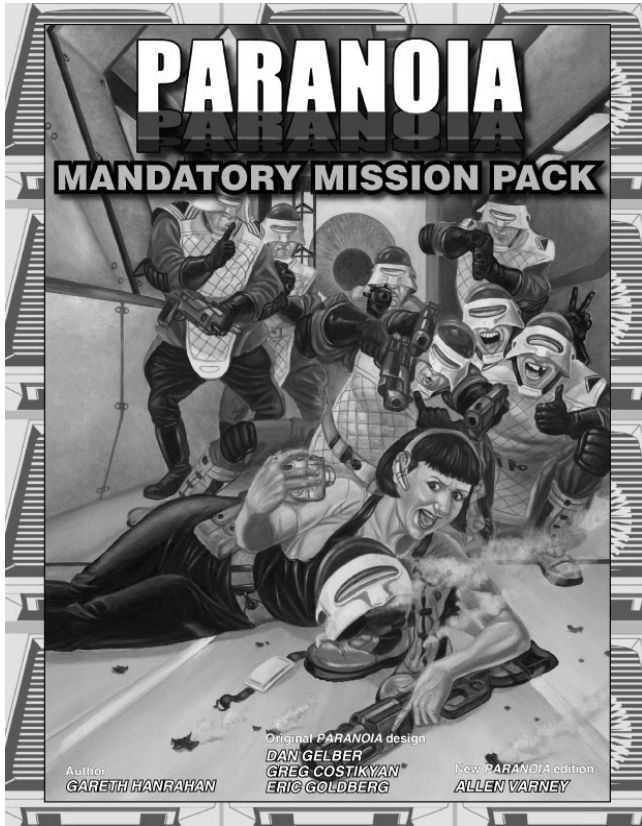
THE FOLLOWING PUNISHMENTS ARE ACCEPTABLE FOR SUCH A HEINOUS CRIME AGAINST THE PEOPLE AND THE GLORIOUS NEW REGIME:

[] TERMINATION : _____
[] PUBLIC EXECUTION: _____

THE PEOPLE'S GLORIOUS REVOLUTION WILL BE STRENGTHENED BY THIS JUDGEMENT! ALL HAIL THE PEOPLE'S GLORIOUS REVOLUTION, THE ALL-WISE CENTRAL COMMITTEE AND OUR BRAVE AND NOBLE LEADER PHINEOUS! DEATH TO THE COMPUTER AND ITS LACKEYS! DEATH TO ALPHA COMPLEX!



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