

YOU ARE PART OF THE MAJESTIC X KEYWORDS: ISOLATE, EXPLORE

YOUR BELIEFS:

The Computer and High Programmers are not real. It's all part of a Grand Conspiracy to control citizens and keep them ignorant of the Truth(TM). What is



the Truth(TM)? No one is sure yet, but it's out there

YOUR GOALS:

Uncover lies. Look behind corners, open hatches, and never trust the system. Recruit new members.



YOU ARE PART OF THE 2D610

KEYWORDS: DIVERSIFY, EXPLORE

YOUR BELIEFS:

Your consciousness dies unless it is backed up on media so the Computer can "remember" you. By recording many interviews, you ensure



citizens will live forever. You're not wasting data or bandwidth; you're granting immortality!

YOUR GOALS:

Subtly interview citizens (especially Troubleshooters). Ask as many questions as possible. Upload recordings to the cloud. Recruit new members.



YOU ARE PART OF THE BUDDY SYSTEM

KEYWORDS: DISORDER, EXPLORE

YOUR BELIEFS:

Why choose only one life? Bring your other clones online now and enjoy knowing you have a family. Plus, they make great alibis when you need to do something treasonous.



YOUR GOALS:

Activate your other clones. Keep them a secret. Help each other succeed. Recruit other members.



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YOU ARE PART OF THE INFORMANT'S GUILD

KEYWORDS: ORDER, DIVERSIFY

YOUR BELIEFS:

IntSec informants shouldn't gather together, but you do to share tips, frame enemies and sell sensitive data (including names of other informants) to anyone.



YOUR GOALS:

Get paid to inform on others. Get paid to not inform on others. Gather more dirt. Don't get found out. Recruit new informants.