

PARANOIA[®]

TROUBLESHOOTERS SURVIVAL HANDBOOK



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The Computer endorses and approves this Celebration of the Selfless
Labours of this list of Citizens and Condemned Traitors

CONTENTS

INTRODUCTION	3
THE TREASON IDENTIFICATION GUIDE, 2ND EDITION	4
THE IBALL USER'S GUIDE	16
STILL HELPFUL	24
HEALTHCARE FOR TROUBLESHOOTERS	32
CODGERS	55
1011000: BOTS AS PLAYERS	60
[COMPLETELY LOYAL BLANK PAGES]	75

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Published by Mongoose Publishing, Ltd. Published 2018. Printed In China.

INTRODUCTION

- THIS BOOK AND THE CONTENT HEREIN IS CLASSIFIED RED AND IS SUITABLE FOR READING UPON CONSUMPTION OF THE PHARMACEUTICALS ADDED TO RED WATER SUPPLIES AND MEALS.

Greetings, Troubleshooters! Welcome to a book especially designed for you!

After the 358-team Troubleshooter mortality event (popularly known as the Lemming Condemning for reasons unknown to those below Indigo clearance), certain groups with an interest in Troubleshooting activity, as well as those without interest but with budgets to justify, came together to form the Ad-Hoc Inter-Service Group Committee for the Exploration of Troubleshooter Efficiency, Not Dying So Much, and Consumption of Free Soylent Bagels.

Eventually, the AISGCETENDSMCFBSB committee approved the release of the Troubleshooter Survival Book with only a 547% budget overrun. Herein, Troubleshooters can learn to up their game, bite the bullet, make a long story short and similar idioms that people use without really knowing what they mean.

Sections in this book include...

- **The Treason Identification Guide:** How you can better find treason, including why you should stay away from the Outside and the Underplex, why not shooting traitors is sometimes necessary, and how Teela-O and Lenny-R guide you in spotting treason in the field.
- **The iBall User's Guide:** How you can best use your iBall recording feature to record treason, what to do in dead zones and when video evidence is not enough to justify terminating a citizen.
- **Still Helpful:** Why the Computer allows Troubleshooters with mental disorders to participate in missions. You also get mental disorder bingo cards to help diagnose your teammates with no medical training required.
- **Healthcare for Troubleshooters:** A fun new option to purchase health insurance during a mission briefing so you can more easily afford healing, prescription drugs, and fresh clone replacements.
- **Codgers:** Believe it or not, some citizens live long enough to enjoy the slow deterioration of their bodies as they age. Here, you'll find rules for playing codgers and enjoying a new take on Troubleshooting that often involves pharmaceuticals.
- **1011000 Bots as PCs:** For an even newer take on Troubleshooting, you'll get rules for playing a bot. These coincide with new cards found in this box set (if you have not purchased a complete box set, please visit your nearest Power Services facility for live wire testing) .
- **Completely Loyal Blank Pages:** Yep, these are just blank. No treason here. Fnord.

There you have it, Troubleshooters! You are now better prepared to complete your missions with less treason, fewer mistakes and less property damage. Go out there and shoot some trouble already!

THE TREASON IDENTIFICATION GUIDE, 2ND EDITION

- A PRIMER FOR TROUBLESHOOTERS OF ALL SECURITY CLEARANCES*

First published in Year 214, the *Treason Identification Guide* remains one of the best books available for identifying treason in the field. This second edition has been proven to reduce false positives by 115% and false negatives by an even more impressive and very real number.

Inside, you will learn:

- Why a loyal citizen gives into their base desires and becomes a traitor determined to kill you and everything you love.
- Why not shooting a terrorist is sometimes the best option.
- When it is better to just go ahead and shoot the terrorist until he is just a pile of ashes.
- What is the Outside and why it's a hotbed for terrorism.
- What is the Underplex and why it does not really exist.
- Comics that teach treason identification for those of you who find reading all hard and stuff.
- And much, much more in the form of words and sentences that explain the points above.



* But especially RED clearance because they tend to screw this up with alarming regularity.

WHY CITIZENS COMMIT TREASON

It is a question that seems unanswerable: Why do people become traitors when the Computer provides everything they need, including censorship and random privacy violations? That question only seems unanswerable because you are RED clearance and probably not very bright.

To better identify pre-treason* in the citizens you meet on missions, here are a few reasons why someone becomes a traitor. This list is not exhaustive, as the lads down in the R&D Treason Pathology Labs are always discovering new reasons through their extremely enhanced interrogation procedures.

1. They think treason will make them 'cool'. Most people want to be liked by their coworkers and peers. Science shows that the best way to be 'cool' is through conformity and group-hating outsiders. Sadly, there are citizens who think being 'cool' means being different so they join secret societies or commit minor acts of treason that quickly lead to bombing cafeterias.

2. They believe lacking control over their lives is wrong. When you let go, the Computer and your supervisors give you what you need for a happy, productive life. Being controlled is the natural order of life; that is why the security clearance system works so well. When you try to assert your autonomy, the stress of planning your own life leads to unhappiness, and unhappiness leads to treason.

3. They want to feel superior to others but don't have the XP Points for a promotion. The XP Point economy supports the natural order of life. Those who purchased a higher security clearance are demonstrably better than you, so they have the right to feel superior. When incompetent people lack XP Points, they turn to mutant powers or secret societies to feel superior without having to work for it.

4. They think too much. Some citizens believe 60-hour work weeks are unfair to workers. That is communism! But it is also specifically planned to help you avoid thinking too much. The more time you spend in thought, the more likely you are to be unhappy and turn to treason as a 'high'.

5. They are caught on a guilt spiral. There are a few rare cases when someone commits a minor violation by mistake and gets away with it. That makes them feel guilty, which leads to more treason in a vain attempt to feel better, which leads to more guilt, and so on. There is a very good reason why IntSec has so many Joyful Liberation of Guilt hostels.

* Pre-treason: noun | \ prē-trē-zən \ 1: The offence of thinking about committing treason. 2: The state of being a traitor without having done anything traitorous just yet, making the treason even worse because no one can arrest the traitor. SEE ALSO thinking.

6. They are not very bright and were tricked. Although the so-called 'Patsy Defense' in treason proceedings is banned, there are some cases where a citizen was tricked into committing treason because their IQ score is not all that high. The same is true for blackmail, as a smart citizen would not have done anything to be blackmailed and is therefore treasonous in their own right.

7. They went off their meds. No one knows your body as well as the Computer, so prescriptions need to be taken as directed. It's all too easy to start having treasonous thoughts when your brain is not being limited by the right medications.

8. They think being cloned a certain way is an excuse. Mutant powers are clearly the result of careful planning by terrorists who have embedded their agents deep in our society's cloning systems. When some clones realise they have such powers, they think it is fine. 'If the Computer made me this way, that means I am loyal!' But the Computer did not make you that way, so you are still a traitorous traitor in need of re-education. You are responsible for your own actions, including what your DNA does.

9. They did not monitor their teammates close enough. Much like a computer virus, treason is virulent and can infect you. That is why Internal Security runs Citizen Snitch Force (it is not a way to get citizens to do their jobs for free). If you do not stay vigilant and watch your teammates for treason, they might infect you. (IntSec would like to remind you that you do not need to call them for every tiny bit of treason. Save the evidence and upload it when things get serious.)

10. They look at treasonous propaganda. It only takes a fast second (defined by R&D as 1.1 seconds) for a laser pistol to damage your body, and the same is true for terrorist propaganda to damage your brain. Just glancing at the wrong site, email or leaflet invites propaganda to reconfigure your brain. While your Cerebral Coretech has a firewall, your mind does not. Build your own firewall out of ignorance and disinterest.

When on a mission, be sure to openly accuse your teammates of having these reasons. They will know that you are just trying to help them stay loyal.

WHEN YOU SHOULD NOT SHOOT THE TRAITOR

New Troubleshooters are sometimes nicknamed 'gunbots' because they are ready to shoot anything. Believe it or not, there are times when shooting a traitor is a bad idea. Read on to learn more about not being so trigger-happy, but do not use these as excuses for failing to do your job.

1. When you do not have evidence to prove treason to your supervisors. This is number one for a reason. Do you know what it is called when you terminate a citizen without just cause? Murder. Before you pull the trigger, make sure you have evidence ready for upload. (Post-mortem evidence creation is only for GREEN clearance and higher.)

2. You want to follow the traitor to their nefarious lair. The only thing better than a dead terrorist is a group of dead terrorists. Traitors rarely work alone, so you might be more successful calming your bloodlust long enough to track the traitor to where his co-conspirators can be found.

3. You are undercover. Troubleshooters are sometimes told to infiltrate a terrorist cell. If you are undercover, shooting wildly while screaming, 'DIE TRAITOR SCUM' might blow your cover and ruin your mission. Delayed gratification will help you here.

4. The traitor is standing in front of something that explodes. You would think this does not need to be covered, but research and funerary data say otherwise. Remember that all property is really the Computer's property, and destroying an entire room just to terminate one traitor will make the Computer very cross with you.

5. You need information from the traitor. There are times when a traitor has information needed to complete a mission, such as what specific terrorism he is planning or if he has any dirt on higher-clearance supervisors. Before you shoot to kill, make sure you have what you need.

6. When the traitor is not really a traitor and you are just upset/jealous/looney. Treason is NOT in the eye of the beholder, but you need to make sure the person you are executing really is a traitor. Check yourself to ensure you are not shooting someone just to feel better. (That feeling is fine and even encouraged, just not when it is the sole reason for termination.)

7. Your mission objective calls for his arrest. Pay close attention to your briefing officer! If he gives you a goal of arresting a traitor, do that without headshooting the target. Can you shoot to wound, immobilise or see if your gun is working? Yes, but only if you do not end up causing an unscheduled termination, especially if there is a scheduled termination already planned. That is just rude.

8. You need more traitors. If executing a mutant, traitor or terrorist earns you sweet XP Points, how much more will you earn by executing several? Instead of killing that lone traitor like a psychopath with a gun, consider capturing him to use as bait for his evil comrades. That way, you get to kill more like a psychopath with a gun!

9. This is the traitor's new clone, not the one you were sent after. Ava-R-VPJ-1 might have blown up that transbot full of codgers, but executing Ava-R-VPJ-2 is a crime. It pays to make sure you're shooting at the right clone.

10. The collateral damage (including your own deaths) is not worth it. Terminating traitors is loyal fun but not when you kill nearby innocents or destroy valuable equipment. Sometimes, that includes your own clone lives! Consider moving the traitor to a safe location for proper termination before shooting.

WHY THE OUTSIDE IS A BAD THING

Because the Outside is full of death and treason!

In the course of your Troubleshooter duties, you are exposed to a lot of treason. Some of you have heard there is a place called the Outside. If that is the case, rest assured that the Outside is not real. It is just a rumour spread by traitors to make you curious about something. Remember the blockbuster movie *The Curious Incident of the Troubleshooter Who Was Executed At Night-Time Because He Was Curious?* You do not want to star in an amateur remake, right?

To help you avoid being curious about an Outside that certainly does not exist, read the following actual true stories of what exists in the non-existent Outside.



- **Deadly things:** Not quite bots but not people either, these things want to eat you alive. Expect attacks from 10 metre-tall bears, feral trees and hungry orcs riding piranhas!
- **No ceiling:** That big blue area above you is not a ceiling. There is... nothing there! No, that does not make any sense, but neither does this place.
- **Intermittent surveillance:** The Computer and its helpers might not hear your cries for help or see what treason your teammates are planning behind your back!
- **Poisons and toxins:** There are no warning labels of any security clearance out there. You could touch something like radiation or vitamin C and suddenly die!
- **Savage INFRAREDs:** Without the loving corrections of the Computer, these former citizens are crazed and off their meds. Imagine an Alpha Complex where the INFRAREDs are not medicated or controlled!
- **Deadly environmental systems:** Not only is the temperature unregulated, you can face tornadoes, hurricanes, earthquakes and political campaigns! If you do not know what those are, consider yourself lucky.
- **Unsafe building conditions:** If you find a room or hallway there, remember there are no building codes. Who knows when that floor was last serviced?

The Outside (which again does not exist) also lacks necessities found in Alpha Complex. You will not find any bathrooms, cafeterias, power outlets, WiFi, maps, social media, beds or Internal Security. You cannot even order a Bouncy Bubble Beverage and must make do with muddy water and your own blood.

Why would anyone venture out there? In a word, treason. In more than a word, some citizens are sadly damaged and mistakenly think a life without the Computer and Alpha Complex would be worth living. They soon learn otherwise by spending time in this barbaric hellscape which definitely is not real anyway.

WHY THE UNDERPLEX IS ALSO A BAD THING

Because the Underplex is full of death and treason!

Alpha Complex is a busy place, and not just because Armed Forces continuously throws parades for everything it can think of so people with access to artillery and tanks do not get too bored. It is also busy because it is constantly being rebuilt.

Rooms get repurposed. Walls are added, moved or knocked down. When crews do not have the clearance to know what 'load-bearing' means, spaces are abruptly merged. Wires and pipes need updating so powerful citizens have better homes than their underlings. Terrorists blow things up, and so do Troubleshooters. All in all, Alpha Complex is in a constant state of flux.

That means parts of it can be forgotten and abandoned quite easily.

Take the PLC warehouse in PZW Sector named Clothing Depot XJ/331. There was one way to reach it: hallway UU:44:JO:1F. Even data lines ran through the hallway walls to reach the room. An ULTRAVIOLET needed a second squash court and it cut through that hallway, but no one had the clearance (or task) of telling anyone affected. PLC employees trying to head home from their shift folding jumpsuits found their way blocked by a triple-reinforced durasteel wall. Those 47 citizens all died from starvation, which was retroactively changed to scheduled terminations for treasonously not restocking clothing stores. (Death is not an excuse when a GREEN citizen wants some trousers that fit better along the thigh.)

That warehouse is now part of the Underplex. It is not like the High Programmer wanted it abandoned. He did not even know it existed. He just saw a map, pointed and said 'There!'. Crews went to work and knew better than to ask if an ULTRAVIOLET citizen thought about something that might complicate his squash court plans.

Much like the Outside, the Underplex does not exist. Therefore, here is what the Underplex is not like:

- Rooms, hallways, transbot tubes, businesses and even entire sectors are never abandoned and left to fall into disrepair and rot.
- Citizens and bots are not occasionally forgotten and left to create their own barbaric societies that fight over food and chargers with very long cords.
- Mutants and secret societies do not have secret entrances so they can commit treason there.
- The lighting does not range from strangely bright to dim emergency lighting or even total darkness.
- The air is not filled with strange smells, dust and mold spores.
- There are no weird creatures running around looking all pale and hoping to find their next meal.
- You would not run into naturally formed caverns, underground lakes or depleted mines.

Do not think of the Underplex as only not-existing underneath the lowest habitable levels. Given the three-dimensional nature of Alpha Complex, your dormitory could not be underneath or adjacent to a part of the Underplex. So do not worry about being sent on a mission to where everything is dark, damp and derelict. Rest easy knowing the Underplex is not real at your security clearance.

TEELA-O AND LENNY-R: LOYALTY VS. TREASON

If you are ever unsure about the very clear difference between loyalty and treason, think about the two most iconic characters in the Computer's propagandatainment programming: Teela-O-MLY and Lenny-R-JRK.

Teela-O-MLY is the biggest star in Alpha Complex. She is also the embodiment of how every citizen should be: smart, hard-working, beautiful and most of all loyal. Even when faced with temptation that would turn a VIOLET-clearance citizen into a rabid terrorist, Teela-O never betrays the Computer and her fellow citizens. She will sacrifice herself rather than commit treason. As should you. Hint.

That is why she can be seen everywhere and not just in movies, public service announcements and training videos. You can buy Teela-O zero-protein shakes, Teela-O body bags and Teela-O anti-depressants.

Do not forget about her on-screen nemesis. **Lenny-R-JRK** is the evil but fatally flawed traitorous foil to the loyal Teela-O. If you watch any of her 'IntSec Wins' movies (especially *Teela-O and the Deadly Vendabots Who Are Normally Safe But Reprogrammed Illegally So Don't Panic When Buying Snacks*), you will find Lenny-R is behind the treason. He is dumb, lazy, tries to think for himself and is always a traitor. Anyone who gets called a 'Lenny' is not getting a compliment. They will most likely get a visit from Internal Security instead.

When you are on a mission and unsure if you should do a thing, ask yourself two questions:

- Would Teela do the thing? If she would, then do it already!
- Would Lenny do the thing? If he would, then do not unless you are itching to increase your clone number.

Remember, don't be a Lenny! (And keep an eye on your teammates to make sure they do not start being Lennies either!)

Calling someone a Teela (or extolling her virtues) can add +1 dice to your NODE when trying to kiss up, convince or some other friendly thing. Calling someone a Lenny can add +1 dice when trying to belittle, antagonise or some other antagonistic thing.

To help Troubleshooters whose minds might be a few B3 short of a loyalty party, HPD&MC has produced a comic series called *Bad Lenny and Good Teela*. Enjoy!



BAD LENNY AND GOOD TEELA



**LENNY-R WILL NEVER SNITCH
ON HIS TEAMMATES BECAUSE
THEY ARE HIS FRIENDS.**



**TEELA-O WILL SNITCH ON
PEOPLE SHE KNOWS, DOES
NOT KNOW OR ARE NOT REAL.**



**LENNY-R QUESTIONS HIS
SUPERIORS BECAUSE EVEN THEY
CAN BE WRONG FROM TIME TO
TIME.**



TEELA-O TERMINATES LENNY-R.



LENNY-R THROWS EMPTY CANS AT BOTS AND THINKS IT IS FUN.



TEELA-O RECYCLES EMPTY CANS SO ARMED FORCES HAS ENOUGH BULLETS TO KILL. TRAITORS.



LENNY-R ARRIVES ON TIME FOR HIS JOB AND LEAVES WHEN IT'S TIME TO GO HOME.



TEELA-O SACRIFICES ANY SEMBLANCE OF A LIFE OUTSIDE WORK TO MEET PRODUCTION GOALS.



**LENNY-R THINKS TOO MUCH
ABOUT THE FUTILITY OF LIFE
AND HIS INEVITABLE DEATH**



**TEELA-O AVOIDS AN
EXISTENTIAL CRISIS BY
GENERALLY NOT THINKING.**



**LENNY-R INTERRUPTS HIS
SUPERVISOR TO DEMAND A
PROMOTION.**



**TEELA-O IS HAPPY WITH
HER CLEARANCE ... AND HER
CURRENT CLONE NUMBER.**

THE IBALL USER'S GUIDE

- SECTION 0.2

Congratulations on the mandatory installation of your iBall Vision-Enhancement System! This user's guide is intended to introduce you to your new accessory; failing to use the iBall properly may present a danger to yourself and others, and will result in your privileges being revoked and your iBall removed. Please remember that the iBall is a gift to you from your Friend Computer, and having it removed is treason.

WHAT IT CAN AND CANNOT RECORD

The iBall's primary function is as an optical recorder; it sees what you see! Furthermore, thanks to the iBall's Enhanced Aural Receptors (EAR), it can also hear everything you hear. Information is recorded and encoded using AugMem technology, allowing it to be stored on a conveniently unused portion of your own brain. Available space is limited to roughly an hour's worth of video, though this will vary based on the size and quality of your individual brain.

Once recorded, data can be played back through your Cerebral Coretech, allowing you to remind yourself of essential mission objectives, review collected evidence or simply pass the time while you are crushed under a large piece of fallen machinery, unable to move or perform useful work as you slowly bleed out. Even more usefully, Friend Computer can access recorded information without the unnecessary hassle of your knowledge or consent. In order to manually upload information, citizens may use any of the convenient AugMem Upload Stations throughout Alpha Complex. Simply insert your head or any heads you have with you into the Cranial Reception Slot and your recordings will be wirelessly and nearly-painlessly transferred and viewed on the display screen, where they can be viewed by your allies and accusers.

In order to avoid the accidental deletion of incriminating evidence, iBall recordings **cannot** be deleted manually until they have been uploaded to an AugMem Upload Station or a higher-clearance citizen orders it. (A portable AugMem Upload Station may be assigned for missions to the Outside.) The Computer can also store your recording in the cloud and delete the file in your Coretech, so if you go to replay a recording and do not find the file, it is probably just because Friend Computer saved it for you. Probably.

It is important to clear your AugMem regularly; when storage space is at or near capacity, a clone's abilities are negatively impacted. This means all your NODE numbers are at -1 (as if you were Hurt but you are not) until you clear up some space in your brain.

For your convenience, the iBall can be used in the following three operating modes.

- **Snapshot Mode:** For the moments you want to remember forever or report immediately, quickly squint to generate a high-quality still frame, suitable for looking at during the monthcycle's scheduled Reminiscence Minute.
- **Video Mode:** Wink one eye to activate live video recording, taking in everything you look at as you look at it, if there is sufficient space to do so. Wink again to end the recording.
- **Autonomous Recording:** As a special bonus, Friend Computer can activate your iBall automatically, preserving information in the cloud that it considers to be essential, including briefings, debriefings, executions, re-executions, interesting rocks, stretches of anonymous hallway or extended periods of silent darkness taken during your sleep cycle. The Computer cannot record your dreams, and rumours to this effect are treason.

In its undebatable wisdom, the Computer has opted *not* to mandate that clones be fitted with any other sensory recording devices. Whether you have opted to take your daily nutritional paste in 'regular', 'unflavoured' or the exciting new 'plain', the great taste is yours and yours alone to enjoy.

In addition, the iBall processes information prior to its being filtered through your Cerebral Coretech; citizen names and Treason Stars, instructions from Friend Computer, [REDACTED]-induced hallucinations and similar digital information does not get recorded.

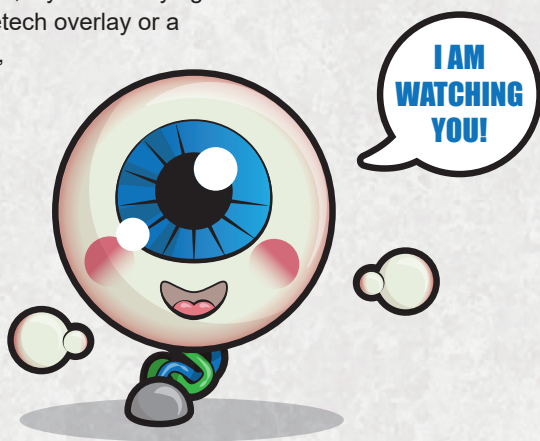
WHEN VIDEO EVIDENCE IS NOT ENOUGH

As a Troubleshooter, you will often find yourself surrounded by the charred remains of dozens of clones, needing to justify your actions. Is this smouldering pile of torsos really a terrorist cell or have you merely inconvenienced sector XRT's beleaguered sanitation engineer?

Video evidence is indisputable proof that you were either acting in the best interests of Alpha Complex or actively committing treason against Friend Computer. The iBall has stripped away the unnecessary ambiguity of a nuanced middle ground, and you can take comfort in that, or be taken to a re-education program if you are failing to take adequate comfort. There is nothing it cannot do!

Please note the following unavoidable limitations of video evidence:

- The iBall records only what you see and hear. If a potential terrorist explicitly threatens the safety of Alpha Complex, please activate your Video Mode beforehand.
- Certain phenomena associated with dangerous mutations may fail to create observable evidence. Should an unregistered mutant be buffeting your team with psychic assaults or compelling you to attack one another, please request that the mutant clearly announce what he is doing as he is doing it.
- Due to space limitations and the fundamental inadequacy of the human eye, recordings are relatively low-resolution, especially along the periphery, which may result in Friend Computer's item-identification subroutines correctly identifying as a wrench something that you erroneously believed to be a laser gun, merely because it shot you. Please stare directly at sources of danger for several uninterrupted seconds to minimise such misidentification.
- Failure to regularly upload information may result in unexpected lack of storage space, which may be reported to you when you attempt to initiate Video Mode. Should you find yourself unable to record an act of treason, simply upload the stored contents of your AugMem to the nearest AugMem Upload Station to clear space, and then ask your target to repeat the treasonous act for video processing. Then, at your earliest convenience, have yourself executed for inciting treason.
- In rare instances, initiating Video Mode without sufficient space will result in previously recorded data being partially overwritten. Corrupted video evidence cannot be recovered. Should you accidentally corrupt data in this way, consider giving up your initial investigation and instead indict yourself for tampering with evidence.
- Due to built-in limitations of the iBall, certain valuable context may be lost during playback: For instance, if you are relying on information provided by a Cerebral Coretech overlay or a particularly suspicious smell, your video evidence will be worthless. For best results, do not smell things.
- Video evidence cannot be recorded in dead zones, which is just another one of the many reasons you should steer clear of dead zones.



DEAD ZONES

Some rare areas of Alpha Complex are cut off from the wireless network which allows every citizen the comfort of knowing that Friend Computer is right there, inside your head, undetectable but watching. The reasons are various: terrorist plots, the malevolent machinations of secret societies or merely unanticipated side effects of simple acts of treason. Whatever the cause, you can be sure that there was a perpetrator who will find themselves liquefied for their actions in short order.

Your iBall requires a connection to the Cloud in order to function. As a result, time spent in a dead zone is dangerous; you could witness an act of treason and find yourself unable to properly record the event! Worse, you could commit an act of treason and find yourself unable to properly be recorded. Pity the citizen who confesses a transgression to Friend Computer without proper proof, and who is summarily labelled a 'Time-Waster'.

FINDING DEAD ZONES

The most common way to find a dead zone is to walk into one. A dead zone is immediately apparent, due to the sudden absence of Cerebral Coretech data and immediate failure of all communications systems. Even inattentive Troubleshooters will surely notice the higher-than-normal concentration of terrorist plots or the uncomfortable lonely feeling that stems from having one's internal world kept private from Friend Computer's observation.

Simply stumbling across a dead zone is rare. They are uncommon and most are swiftly reported and repaired or blocked off. However, some dead zones are persistent, either because their existence has not been reported, or because there exists a back entrance into a blocked-off sector.

Every secret society has access to at least one of these persistent dead zones. Most serve as meeting places for high-ranking society members or storage areas for unregulated weapons, hacking equipment, spooky masks or other secret society detritus. Should you need to visit a dead zone for any reason, you can beg the location of one from a secret society handler... if you are a member of a secret society, and you have some reason to need to visit a dead zone, neither of which are true, right citizen?

Be warned, though, that dead zones are extremely valuable to secret societies, who will likely require some proof of your intentions and will absolutely hold this favour over your head in your future interactions. More pertinently, should you allow the location of the dead zone to be revealed to Friend Computer, you will have marked yourself as an enemy of that society, a condition that often results in you and your next several clones finding yourself hustled back to a dead zone against your will to meet the business end of some of the unregulated weapons being stored there.

DISRUPTING THE CLOUD

It is possible to create a dead zone. This is not easy, and the punishment for doing so is severe even in a society that treats summary execution as a reasonable response to performing an unauthorised sneeze during your debriefing. However, it can be done.

The subtle option is to requisition a Signal Strength Analyser, somehow, and put in the laborious work necessary to find the precise location of a hidden wifi signal extender, without being caught wandering hallways pointing beeping machinery at walls. Then, having discovered the extender, find or create some entrance into the wall. Make your way along the inside of the wall (a task made much simpler if you are less than six inches wide), and disable it without triggering an alert.

Alternately, you could just blow some things up. A sufficiently powerful explosion can take out a wall along with the important bit of behind-the-scenes machinery hidden behind it. This is very likely to create a short-term dead zone. It will be noticed, of course, and a repair team will be dispatched within minutes, but you are also very likely to have destroyed the oxygen recyclers for the sector, so you will only have a few minutes to worry about it anyway.

EFFECTIVE DEAD ZONES

Actual dead zones are hard to come by, but you can create effective dead zones: Areas in which your connection to the Cloud is still functional, but your iBall is nonetheless rendered non-functional or nearly so. As the iBall is intended to be used under the steady lights and sedate walls of Alpha Complex, sufficiently chaotic environments can overwhelm sensors, rendering the iBall's visual input unusable. Extremely bright or flashing lights or complex and noisy patterns, especially those in clashing colours, will work. Similarly, unnecessarily loud and discordant noise (or if you are in Death Leopard, 'music') can overwhelm your iBall's EAR, rendering audio recording useless.

Even if the chaos is not enough to completely overwhelm the iBall's receptors, it can be enough to make video unusable as evidence when presented to Friend Computer. As a human, you have an innate ability to focus on the most necessary information in a chaotic set, pulling signal from noise with minimal difficulty. This is because humans are insufficiently objective, a failing the Friend Computer does not share. As a result, it may correctly determine that a video is completely incomprehensible nonsense and the Troubleshooter who presented the information is a certified and official Time-Waster who will be dealt with appropriately.

THE DARKNESS

Another, more frightening variety of effective dead zone is the dark. If there is nothing to see, there is nothing for your iBall to record; IntSec has been known to take advantage of this effective dead zone by providing interview subjects with opaque safety hoods as they are delivered to an actual dead zone for further processing.

However, total darkness is surprisingly difficult to come by in Alpha Complex. Citizens are made well aware that there could be anything hiding in the dark. Terrorists. Horrifying beasts from the Outside. [REDACTED]s with razor-sharp [REDACTED] covered in [REDACTED]... and worse, CPU efficiency auditors. That is why everyone tries to get back into the comfortable and unceasing florescent hum of the light.

More importantly, experimentation on teams given mandatory service blindfolds have indicated that Troubleshooter effectiveness is 60% higher when Troubleshooters are able to see the targets they are shooting at, incidences of erroneous self-immolation are 45% lower, and fatalities brought about by friendly fire are statistically unchanged. It is simply more efficient to stay in the light, and an efficient Complex is an effective Complex. To that end, hall lights are always on, as are security lights within transportation tubes. Dormitory overhead lights will turn off during the occupants' sleep cycles, but for the safety and comfort of the citizens, dormitories of ORANGE clearance and below feature nightlights which are 10% brighter than the overheads.

That being said, light bulbs can burn out or be broken (probably because of treason), so Alpha Complex is riddled with dark zones. Here, you are not strictly safe from observation, since it may be obvious that something is happening in the dark, but the precise nature of your naughtiness cannot be discerned.

WORKING OFF-CAMERA

Friend Computer expects you to make effective use of your iBall. It is a tool provided for the benefit of all Alpha Complex citizens, so you should use it to spy on all Alpha Complex citizens. As a loyal citizen of the Alpha Complex, you know that subverting Friend Computer's will is not only impossible, it is unthinkable.

So think about how to make it possible.

WHY WORK WITHOUT WITNESSES?

You work off-camera to avoid being seen, and it is natural to assume that you do not want to be seen because you are doing something forbidden: consorting with a secret society, committing acts of terrorism or flaunting unregistered mutant powers. In short, treason.

Obviously, you are not a treasonous mutant terrorist who plans the destruction of Alpha Complex. Unless you are, in which case you should immediately inform Friend Computer, who will dispatch an armed confession-taker to your location immediately. No, you most likely have a perfectly logical reason to work off-camera. Perhaps you suspect one of your teammates has been compromised by a secret society and want to investigate by joining yourself. Perhaps the successful completion of a difficult mission requires taking actions which are ever-so-slightly forbidden. Perhaps Friend Computer explicitly gave you a mission objective that involves appearing to disobey it. There are sometimes good reasons to break the rules.

Of course, breaking the rules is still treason and you will definitely be shot if discovered, but you can be confident in your final moments that your intentions were good.

HOW TO GET OFF CAMERA

Alpha Complex is a panopticon: a system in which one all-knowing and universally beloved watchman (the Computer) has the ability to see every single lowly and insignificant pawn (you). Every clone's eye is a camera, and every camera could be recording or secretly playing host to Friend Computer.

However, just because you could be seen at any moment does not mean that you are seen at every moment. Certainly, Friend Computer could observe every single citizen simultaneously at all moments, it just does not want to right now and does not feel the need to explain why. The simplest method for working off-camera is to rely on pure luck; maybe nobody's watching right now? Take a chance, roll the dice, and see what happens.

If you want a guarantee that you are not being observed, you need to find or create a dead zone. This is a considerable challenge, because much of what you would need to do to reach a dead zone is, itself, the kind of treason you would want to avoid having observed in the first place. Once discovered by you, a dead zone is a useful tool, and a place you can return to time and again to engage in troubling activity. Once discovered by Internal Security, as it will inevitably be, a dead zone will spell your doom, as Friend Computer will present you with the worst punishment imaginable: It will let you know, in detail, just how much you have disappointed it. Your body will then be live-dissected in the hopes that a physiological explanation can be found for your behaviour.

There is one low-risk alternative dead zone, however, built into your own head. If you close your eyes, your iBall cannot record anything more interesting than the inside of your eyelids. This will make conducting whatever treasonous actions you intend to keep secret considerably more difficult though not, technically, impossible.

It is only appropriate for very short-term acts of forbidden naughtiness. Quite apart from the very real risks of walking around with your eyes closed (walking into a sector with a higher security clearance, tripping over an ankle-high safety rail and falling into a vat of boiling Hot Brown Drink with Extra Grit, failing to show proper deference to a passing ULTRAVIOLET who responds by appending a negative sign to the front of your XP Point total, etc.), Friend Computer will eventually notice, either that your iBall is not taking in information or that you keep bumping into walls. While it is not unusual for an INFRARED to get distracted halfway through a blink, you would need a much more plausible justification for walking around with your eyes closed.

THE RISKS OF BEING OFF-CAMERA

If you are spending time off-camera, you are inherently suspicious. Citizens of Alpha Complex do not keep secrets from Friend Computer!

However, being off-camera is not, technically, forbidden. If you persist in evading the panopticon, you may receive a Treason Star, or have your XP Points docked for unnecessary suspicious activity, but it is still a minor infraction. That said, raising the Computer's suspicion will have its drawbacks. You may find that other Troubleshooters or bots have been assigned the task of keeping an eye on you, and that Friend Computer pops into your Cerebral Coretech with greater frequency. If you still manage to frequent dead zones, you may be fitted with an older model of wired Cerebral Coretech, complete with 1,000 metres of extension cord that will trail behind you throughout Alpha Complex.

Moreover, off-camera areas are dangerous. If you are in a dead zone, you are spending time with the sorts of people who hang out in a dead zone. They do not have your best interests at heart. Dangers that crop up in Alpha Complex are dealt with as soon as they are discovered, but dangers that lie off-camera are, by definition, not discovered.

OFF-CAMERA MOTIVES

If going fully off-camera is not feasible, you can compromise by remaining on camera, allowing yourself to be recorded and observed, but keeping your naughtiness subtextual. The Computer may be able to see what you see, but it will take what you see at face value.

To that end, the most effective way to get away with mischief is to make it seem perfectly straightforward, so that you have plausible deniability. Phrases like 'Lovely place you have here; sure would be a shame if something happened to it' are a perfect example; as far as Friend Computer is concerned, it **is** a lovely place, and it **would** be a shame if something happened to it, so thank you for your completely anodyne observation.

Careful doublespeak and well-placed winks and nudges are tools to practice if you want to keep your motives secret while your actions are public. Just be careful that a wink meaning 'Yes, please deliver to me the case of counterfeit Bouncy Bubble Beverage, Redacted Raspberry-flavour' does not get misinterpreted by a well-meaning illicit colleague as 'Yes, tonight is the night QUD Sector is to be set aflame, please announce my name in a loud, clear voice as you do so'.

Of course, that is an immaterial worry, as you would never attempt to convey a secret message to an illicit colleague, would you, citizen?

STILL HELPFUL PLAYING DISORDER BINGO

- SECTION 0.3

As with any utopian paradise where everyone is happy and fulfilled, Alpha Complex is full of things that make you anxious, depressed or just plain sick. From thinking terrorists are coming to kill you (they are probably not) to thinking people with a lower security clearance are out to get you (they most certainly are), stress is a fact of life in Alpha Complex.

REAL DISORDERS ARE NOT FUN

You will notice that there are no real mental disorders included in this book. That is because mocking someone's mental health is seriously not cool. When you play with these rules, do not roleplay what you think a real illness might sound like. You will just end up sounding like a right prat.

There are many ways to deal with this, and not all of them involve drugs. There are pleasant after-work societies like the Teela-O-MLY Branded Merchandise Appreciation Society or the Drainspotters of MLL Sector Club to help relax after a long day. Secret societies fill this niche as well, although many admittedly cause more stress than they cure. Playing Funball can really work out your aggressions (at the cost of a few teeth) and volunteering for a focus group is often quite boring enough to count as relaxing. If you ask the Computer, being completely loyal is the best route to mental health.

And yes, prescriptions are often used to help both before and after receiving a diagnosis. Which do you prefer, take drugs to avoid a disorder or take drugs to relieve the problems caused by a disorder? (Protip – The right answer is whichever helps the INDIGO pharmaceutical execs pay for another set of Seamless 2000-Thread Smart Cotton-Inclined Pillow Shams.)

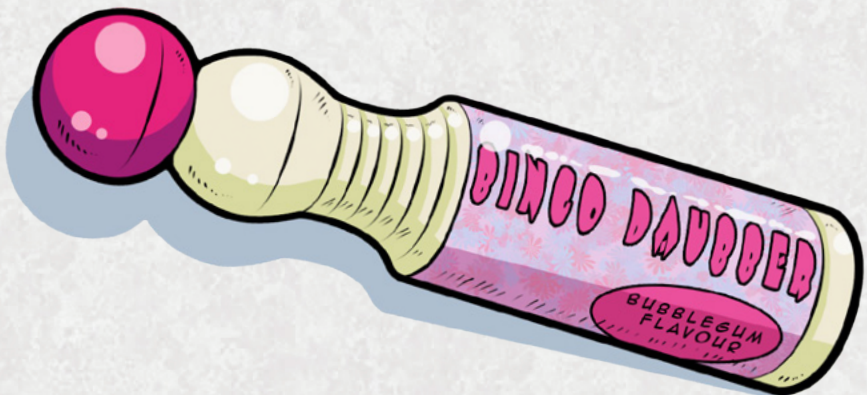
Unfortunately, these methods do not work for everyone. Some citizens go a bit barmy, perhaps collecting enough used B3 cans to fill their dormitory, killing everyone within the Tri-Sector area or wanting to be a Troubleshooter. These citizens are ignored until they cause a problem for someone with a higher security clearance. Then they are properly diagnosed by a poorly programmed bot (or for Yellow clearance or higher clone, someone who has no idea of their patient history or needs) before being put away in a quiet building with soundproofed walls.

It is not that all citizens are either healthy or a danger to themselves and others. There is a sizeable middle ground where people have mental health issues but do not require being pulled from the workforce. The Computer labels these people as Still Helpful, often with a smiley face at the end. You are a Still Helpful citizen if you meet two criteria:

- You have been properly or improperly diagnosed with an official mental disorder recognised by the Alpha Complex Medical, Dental, and Dietary Association. (Diagnosing someone with a non-ACMDFA disorder will result in a diagnosis of deserving multiple beatings.)
- Your symptoms are mild enough that your supervisors can still squeeze some productivity out of you, and the likelihood of you killing said supervisors in a pique of rage is tolerable by upper management.

How do you know if a Troubleshooter has a disorder but is Still Helpful? It used to rely on complex diagnostic criteria gathered over the course of several office visits and daily communications. That takes too long, however, which is why the Computer has issued Disorder Bingo cards to your team! Should you correctly identify a previously undiagnosed disorder in a teammate, hand in the completed card for prizes and the gratitude of the newly diagnosed citizen, who will of course thank you for the impending course of medication/invasive brain surgery/field demotion to a rank more suitable for someone with that... condition

Take one Disorder Bingo card out in the field during a mission and monitor your teammates. When you see behaviours that fit, add their name to the appropriate square. If you get three squares diagonally or in a row for the same Troubleshooter, you have won a prize! So has the person you diagnosed because they get a prescription or other treatment to help them. It is a win-win! (The GM decides the definition of 'prize'.)



CALAMITY INDUCED DYSPHORIA

DIAGNOSTIC CRITERIA

300.9

The ability to maintain a positive attitude under duress is a critical tool for any Troubleshooter who hopes to survive a mission (including mission briefings). However, some lack the strength of character to endure a multitude of humiliating failures without developing the defeatist mentality of a person who just endured a multitude of humiliating failures. Over time, these citizens succumb to feelings of hopelessness, fatalism and despondence: a cluster of negative thoughts known collectively as Calamity Induced Dysphoria.

In the field, negative thoughts inevitably create negative outcomes. CID sufferers' pervasive sense of futility causes high incompetence levels even for Troubleshooters. Left untreated, the effects of CID can be contagious, spreading from an individual Troubleshooter to an entire team until terrorists can win.

TREATMENT

Negative reinforcement and punishments should be avoided when legal. Instead, CID is best treated with a bit of positive reinforcement. This can include:

- An emotional support bot ('GREAT JOB, FRIEND! Bing SOLID EFFORT, PAL! Dzzt NOBODY BLEEDS LIKE YOU, CHAMP!').
- Mandatory cheerleading from teammates over every little accomplishment ('You tied your shoes, hooray!').
- A prescription for gelgernine.

In extreme cases of incompetence brought on by CID, summary execution is a valid treatment.

MANIC HYPERLOYALTY AFFLICTION

DIAGNOSTIC CRITERIA

295.18

Loyalty is so good, one might think that there could never be such a thing as being too loyal. In practice, it turns out that excess loyalty can be debilitating. Citizens who suffer from Manic Hyperloyalty Affliction are compelled to perform garish public displays of loyalty often at inappropriate times and occasions. Singing a happiness hymn in an office break room is perfectly acceptable. Singing that same song while a hacked maintenance bot is spraying your teammates with industrial adhesive negatively impacts team performance and thereby becomes a disorder.

Ironically, citizens who suffer from MHA are often suspected of disloyalty, as their nonstop demonstrations of fidelity to the Computer strike superiors as attempts to distract attention from treasonous intent. In reality, citizens with MHA are sincere in their overzealous devotion to Computer and Complex – they simply lack impulse control to know when too much looks suspicious.

TREATMENT

Citizens who have been diagnosed with Manic Hyperloyalty Affliction may have loyalty to spare but are lacking in mental discipline. Temporary symptom relief is available through mood stabilising prescriptions such as thymoblandin or rolactin. However, MHA sufferers are encouraged to download a special therapeutic module for their Cerebral Coretech known as a Mindfulness Training Assistant. Once downloaded, the user hears a soothing voice that guides him through directed meditative exercises. These include popular forms such as Downward Facing Bot, Radioactive Lotus Pose, Reactor Shield Planks and Bootsmoke Posture.

To be clear, the voice merely guides citizens in mindful calisthenics; it is up to affected citizens to actually perform the exercises. If they do not follow the soothing voice's commands, the voice becomes incrementally louder and angrier until such time as the citizen follows the assistant's commands.

POST-TREASON GUILT COMPLEX

DIAGNOSTIC CRITERIA

296.39

Since the Computer designed the minds of citizens, citizens are happiest when they are loyal. When someone is led astray by terrorists and commits treason, their perfectly designed minds cannot handle the cognitive dissonance of 'Be loyal always' and 'Oooh, that looks fun'. Punishments and summary executions are common ways to correct these guilty feelings, but if a citizen goes without punishment for too long, the guilt can manifest as Post-Treason Guilt Complex.

Whereas Treasonal Affective Disorder leads the sufferer to find treason everywhere, PTGC leads to an irrational fear of committing more treason. Helping terrorists just once is bad enough, so the mind tries desperately to avoid new traitorous acts or thoughts. Though that might be a good thing in some citizens, it can lead to inaction in the face of real treason for fear that correcting the treason could be treasonous leading to double treason (which is the third-worst kind).

TREATMENT

There are several modalities of treatment for PTGC. To correct the surface problems without actually solving anything, prescribe gelgernine. Telescopamine can also be prescribed to figure out what act of terrorism the little bugger is hiding.

Citizens with PTGC often benefit from a session in a nearby confession booth. If they survive, the experience typically replaces guilt with anger or long-term pain. If they do not survive, PTGC is cured. Confession booths have an 82% cure rate with this disorder.

SITUATIONAL PERPLEXITY COMPLEX

DIAGNOSTIC CRITERIA

308.99

Situational Perplexity Complex (SPC) is a disorder that causes citizens to experience intense feelings of confusion and uncertainty when facing simple decisions. Though researchers have failed to reach consensus on the root cause of this disorder, they agree that it is likely triggered when an individual is either treasonously unintelligent or decides thinking is better than doing for some reason.

Without proper treatment, SPC sufferers tend to inflict their own confusion onto everyone around them. They can disrupt a mission in a variety of ways, including asking too many questions, not asking enough questions, pointing out logical contradictions or failing to point out logical contradictions.

TREATMENT

Citizens who have been diagnosed with SPC need a little extra help to navigate the complexities of a given situation. Though the concentration-boosting drug focusol offers a convenient solution that does not address the root problem, Troubleshooters can assist SPC sufferers by taking great care to explain every situation in an excruciating amount of detail.

For example, you would not ask a citizen with SPC to 'pull the emergency release lever'. Rather, you would instruct them to 'Pull the emergency release lever. The one that's labelled EMERGENCY RELEASE. Pull it downward with your hand. That's the sweaty bit at the end of your arm with all the wiggly things attached.' With proper attention to detailed explanations, a Troubleshooter who struggles with SPC can still perform adequately (if not enthusiastically) in the field.

STOCKPILE SYNDROME

DIAGNOSTIC CRITERIA

300.37

From the lowest level Voltage Checker to the most elite Ultraviolet Citizen Foot Massager, citizens in Alpha Complex are held accountable for the retention and maintenance of equipment assigned to them. Prudent citizens get into the habit of regularly looking over their personal inventory. In some cases, this habit turns into compulsion: Citizens spend more time checking their gear than spying on teammates for possible terrorist leanings. In time, citizens become so obsessed with the fear of losing items, they begin to hoard as much gear as possible. As the condition known as Stockpile Syndrome progresses, citizens find themselves unable to discard anything just in case it becomes useful one day.

TREATMENT

While subjecting teammates to a spur-of-the-moment strip search is a fine way to build team morale, it is not an effective way to rehabilitate someone with Stockpile Syndrome. It can be treated with stress-reducing prescriptions of zybenzaphrene, gclgermine or thymoblandin but, in the long run, the citizen needs to hit 'rock bottom' before they can recover.

To facilitate this, teammates must indulge the sufferer's packrat impulses by having them carry as many objects as possible. Assign them to be the team's Official Evidence Collector and demand that they fill their pockets with any 'items of interest' you come upon during a mission. If they complain that they have run out of pocket space, requisition a Tactical Bumbag to increase their carrying capacity. Continue this treatment until the affected citizen has a dramatic emotional breakthrough or until they topple over from the excessive weight of their possessions. Either way, the citizen will eventually thank you for your deft application of tough love.

TREASONAL AFFECTIVE DISORDER

DIAGNOSTIC CRITERIA

296.38

Treasonal Affective Disorder is a psychological condition commonly diagnosed among citizens who have witnessed or participated in a higher-than-average quantity of treasonous activities (aka terrorist bastards). Sufferers experience delusions in which they see treason everywhere they look: colleagues, superiors, even inanimate objects. By seeing so much treason in others, their own treason seems smaller by comparison. Citizens struggling with TAD waste Computer resources by filing false treason reports and generally annoy everyone around them with their constant suspicion and misgivings.

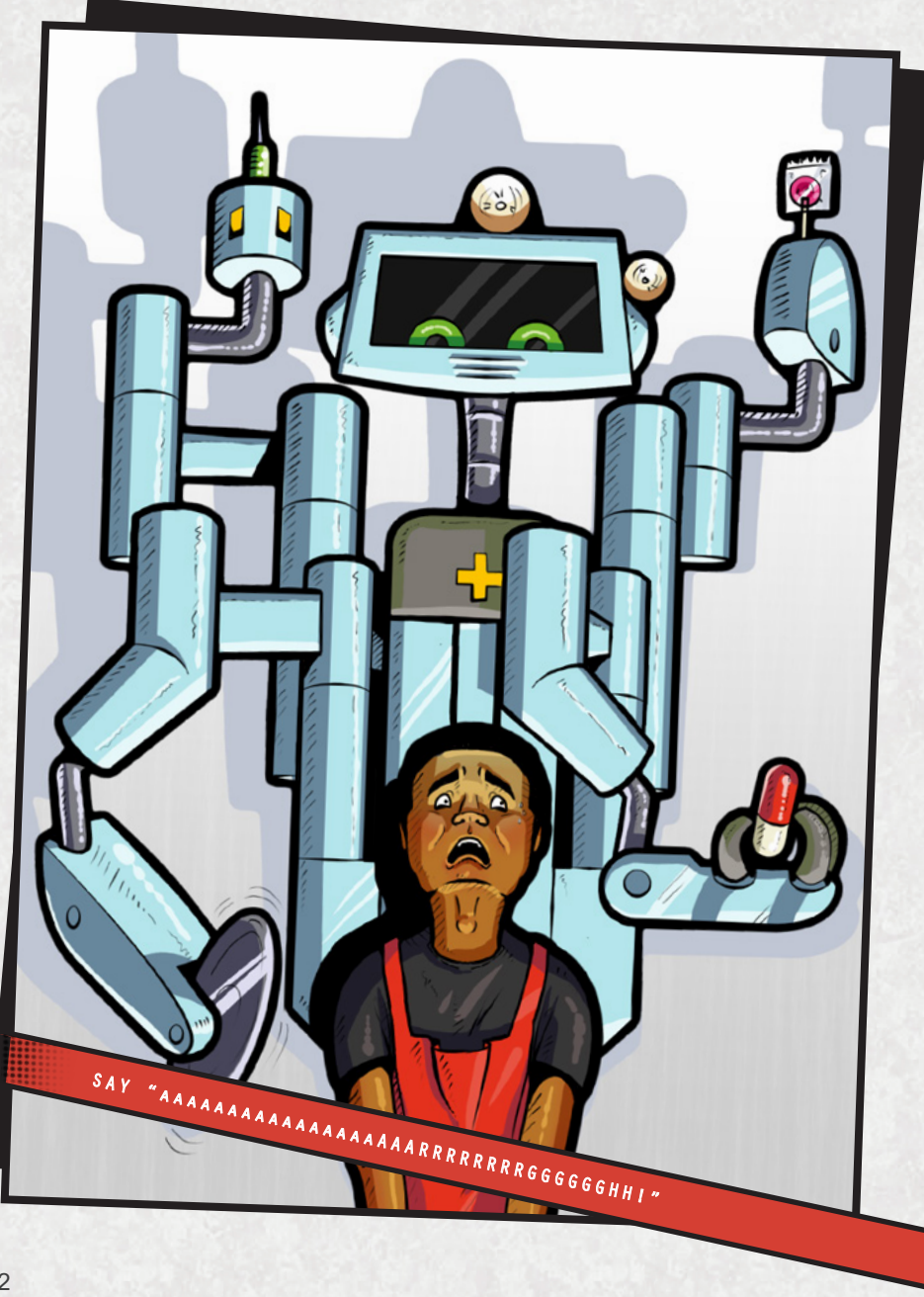
TREATMENT

Studies have shown that citizens diagnosed with Treasonal Affective Disorder have been deprived of a healthy physical connection with their fellow citizens. Hands-on Therapy is a way of reintegrating citizens into a loyal mindset through positive reinforcement via physical contact. Teammates of the afflicted citizen must administer a barrage of handshakes, high fives, hugs, head pats, shoulder slaps – even the occasional smack in the rump area. Those on the receiving end of this therapy may display some discomfort with the treatment: this is entirely normal and an indication that the treatment is working.

Telescopamine or beneformin may be prescribed concurrently with Hands-On Therapy.

HEALTHCARE FOR TROUBLESHOOTERS

- SECTION 0.4



HEALTH PLANS

Troubleshooters get injured. Whether they are shot, stabbed, trampled, crushed, shredded, stapled, irradiated, poisoned, burned, frozen, genetically edited, chewed on or worse, it's not hard to get hurt during a mission. Yet getting damaged is treason since it is *your* fault; the Computer already gave you everything you need to stay healthy. Yes, you should have dodged that laser! It is not like the shot was moving at the speed of light or anything.

Because the Computer knows your incompetent, little heart means well, it has authorised a new way to recover from Troubleshooting-related injuries: health plans.

Think of your health plan as a way to spend now to save time, money and blood later on. While the exact benefits depend on your specific plan, you can expect to enjoy cheaper prescriptions and medical treatment from docbots and hospitals across Alpha Complex. All plans have been developed and approved for Troubleshooters by a team of bored people looking to wrap things up quickly so they can go home and watch the telly.

During your mission briefing, you may be allowed to purchase one of the health plans listed below. *The listed cost is a one-time fee you pay to gain the plan's benefits and limitations throughout the mission.* Purchasing a plan after briefing might be possible but additional costs will apply.

Troubleshooter: Friend Computer? I'd very much like to purchase some health insurance right now.

The Computer: Scanning your iBall recordings It appears you have been cut repeatedly by some maniac wielding a rusty sword. Purchasing a health plan when sick defeats the purpose and makes other people pay for your injuries. Please ask permission from your teammates first.

Troubleshooter: I would but they're all dead.

The Computer: That is no excuse to game the system, Troubleshooter.

Of course, you are not obligated to purchase a plan even if you have the XP for it. If you want, you can go on your mission and hope the terrorists don't have any weapons and will surrender just because you asked them nicely. Yep.

How do you use your health plan? Typically, you call the Computer and provide it with your member ID number. Then provide your group number, your Cerebral Coretech serial number, your member name, your member secret society nickname, your recipient ID number, your next of kin clone number, your payer ID number, your health plan ID number, your expiration date, your plan's expiration date and your weight in Hubble-barn units. Then the plan activates as described below. It may not be the best system, but it is actually the best system because the Computer approved it.

THE THREE TIERS

Because Alpha Complex is a utopia, you have choices in your medical plan. These are grouped into three tiers based on how much you value your current clone's life. To help understand which plan might be best for you, the tiers are named after the three most conductive metals:

- The **Gold Tier** holds the most affordable options available. If you are worried about your XP balance more than your life, pick one of these plans. Although affordable, these are still awesome.
- The **Copper Tier** plans are way better than those pitiful Gold Tier plans. It costs a bit more, but you have access to high-quality medical care with reasonable prices.
- The **Silver Tier** is for discerning citizens who understand the value of staying alive with all limbs attached. It costs a lot, but you can rightfully look down upon those fools who could only afford those miserable Copper Tier plans.

It's important to note that, during a game session, *higher tier benefits happen before lower ones* as if the tiers were Action Order numbers. If you have a Copper plan and your teammate has a Silver plan, the Silver one happens first if you both try to use it on the same turn. That could make a difference in a firefight, but again, maybe the terrorists are armed with pillows and just want to have a sleepover.

Kevin: Crap, I'm at Maimed. I call the Computer and activate my Gold tier plan. I'm gonna live, baby!

Lee: I call the Computer too, and I activate my Silver plan.

GM: Okay, Silver goes first. A docbot arrives and takes blood from Kevin's character to heal up Lee's. That adds one wound to Kevin's Troubleshooter and kills him. Hey, at least you saved a life! Just not yours.

Kevin: But I called for my Gold plan!

GM: Yep. Another docbot shows up to examine your character. Since he's dead, the docbot calls the time of death as 'Something o'clock' and zooms away to help people who aren't dead. Your clone replacement is also fined for wasting medical resources on a corpse.

Kevin: Wait, isn't Gold better than Silver?

GM: You don't know how to read, do you?

The term 'prescription' means a medication has been formally prescribed for you, not just something you want. Some plans may allow you to order your own legal medications, in which case normal costs apply. See page 49 for a list of available medications and their costs.

GOLD TIER PLANS

Free Insurance for Happy Clones (FIHC)

Cost: Free

Benefits: Gelgernine prescriptions are free (other cost full price). It gives you free directions to the nearest FIHC Happytyme Med Kiosk for treatment if you are hurt or sick.

Limitations: Ordering free gelgernine requires a 55 XP restocking fee. FIHC kiosks are inconveniently located. All medical care at these places is way more expensive than it should be. Go figure.

Alpha Complex Life Alert

Cost: 40 XP Points

Benefits: You get a necklace with a small device that calls a hotline for medical advice. This gives you NODE +1 to heal an injured or sick clone, and more dice are possible with a successful Chutzpah roll against the person answering the hotline. Note that sometimes there is a mild wait for a representative, and they have all been thoroughly trained in automotive repair. ('Under the skin, you should see the heart right next to the carburetor. Make sure the heart isn't making a *plunk* noise when driving.')

Limitations: You need a successful roll (like Brains + Operate) to navigate through the option tree and reach a real person. People manning the hotline are poorly trained, so there's a chance your medical roll will be a negative node no matter what. Failing the roll means you add one injury on top of whatever damage was already done, which means you could kill a clone. Calling the hotline means you absolve ACLA of any and all damage done trying to help.

Citizen Mutual Insurance

Cost: 75 XP Points

Benefits: First, you must name another Troubleshooter as your 'contact person.' When you are Hurt or Injured, your plan automatically sends a docbot to take parts off your contact person to heal your wounds. This effectively transfers your injuries to the other Troubleshooter. Yes, this might kill your contact person. Serves them right, what with them being right there and all that.

Limitations: This is useless for the Maimed condition. Technically, it is also useless for the Dead condition but it is hoped you realised that. Your contact person may flee. A docbot's availability depends on you paying some or all of a 100 XP deductible; the more you spend, the quicker it arrives. Note that docbots may offer your contact person a 'Citizen Mutual Insurance Plus' plan with a lower deductible before taking anything off them.

COPPER TIER PLANS

No. 1 Loyal Healthy Premier Platinum Club Plan Yes

Cost: 125 XP Points

Benefits: Prescriptions for gelgernine, asperquaint and beneformin are free and delivered for a small 20 XP cost. (Otherwise, you can pick this up at a local chemist or healthcare kiosk.) Treatment for Hurt conditions are free, whereas treatment for Injured is half-price. Treatment for maimed is double-price.

Limitations: You must prove any injury happened as a result of loyal Troubleshooter duties and not due to incompetence, treason or act of Computer. If you gain three or more treason stars, this plan is suspended until such time as you get to two or fewer stars and stop acting disloyal, you traitorous jerk.

Docbot Healthcare Group

Cost: 175 XP Points

Benefits: Prescriptions are half-price and delivered relatively quickly by a docbot. The docbot can also offer free medical treatment, adding +2 to your NODE for treating an injured Troubleshooter (including yourself). Then again, docbots often have chainsaw attachments and consider amputation a viable treatment for broken bones, vitamin deficiencies and depression. ('Bzzzt now you have a good reason to be sad ping!')

Limitations: Other bots may be substituted if there are no docbots available which result in -2 to the node instead of +2. There is a small chance your docbot may be a murderous bastard that tries to kill you instead of healing anyone. If multiple docbots arrive, please stand aside until there is only one.

SILVER TIER PLANS

COLOURED Cross (RED Cross, ORANGE Cross, etc.)

Cost: 200 XP Points per clearance level starting at RED.

Benefits: All prescriptions (and delivery) are free. Can order any medication at your clearance level or lower for half-price. Gain one free medkit upon purchase. 25 XP flat fee for any treatment at in-network clinics. There is a personal docbot on call solely for your use but is inevitably named 'Josef'. Do not get your Josef confused with someone else's.

Limitations: In-network clinics are often camouflaged and purposefully hard to find. ('No doctors here! Only us ... um, talk show hosts. No interviews either.') Getting out-of-network medical treatment, even a bandage from a fellow Troubleshooter, results in a temporary suspension of benefits and a 20 XP bonus to whoever turns you in. The same goes for using the medkit on anyone who does not have this exact plan. Docbots are not solely for your use and there may be delays.

Citizen's Mutual Insurances

Cost: 250 XP Points

Benefits: First, you must name another Troubleshooter as your 'emergency donor'. When you are Hurt, Injured or Maimed, two burly GREEN-clearance orderlies soon arrive and forcibly remove blood, skin and organs to heal your wounds. Unlike other insurance plans, this one is backed by Internal Security goons if necessary.

Limitations: If you are dead by the time they arrive, they will kill the donor Troubleshooter so their paperwork shows they did something to help. If you are not hurt and activate this plan, you soon will be. Prescriptions cost the same, though there is a 50/50 chance of the prescription going to you or your donor friend.

Vulture Insurance

Cost: 400 XP Points

Benefits: A team of heavily armed Vulture Squadron medics suddenly appear to get you out of harm's way and into a proper hospital. This plan has Action Order 10 for ordering the help and Action Order 1 for the medic team's arrival *on the same turn*. Also, prescriptions and express delivery for thymoglandin are free since the medics will be all hopped up on them anyway. ('KILL KILL KILL oh, are you the patient? Let's get you out of here, okay friend KILL DESTORY GRRRR!!!')

Limitations: Vulture Squadron medics may kill/destroy everything they think might be a possible threat to you. They may even kill you if you look at them funny. Sometimes, you get thymoblandin instead of thymoglandin. This plan does not provide any actual medical benefits.

PAYING FOR YOUR CLONE REPLACEMENT(S)

What, you actually thought they were free? How cute.

Actually, Troubleshooters often receive free replacements during a mission because the cost of a clone is less than everything in Alpha Complex falling to the terrorists. That said, some Troubleshooters can occasionally have some mildly minor hiccups in the loyalty department, as it were. The Computer retains the right to revoke the free clone offer and go back to charging for your next change to be loyal. (Then again, the Computer retains all rights period.)

How much you must pay depends on your health plan. You did purchase a health plan during the mission briefing, didn't you?

- If you have **no plan**, then each clone costs 75 XP Points. Maybe your replacement will learn the value of health insurance.
- **Gold** plans offer your first clone replacement (clone #2) free of cost with only a minor 20 XP fee to cover shipping and handling. Clones 3 and 4 have 50 XP Points copays each, while clones 5 and 6 cost 75 XP Points each.
- **Copper** plans give you free first and second replacements. After that, your copay is 40 XP Points for your remaining three clones.
- **Silver** plans offer three clones for free. You pay a small 30 XP Points copay for each of the last two clones.

What happens when you don't have the XP Points to pay for your replacement? Usually, the Computer still allows a Troubleshooter on a mission to get a replacement sent his way. (This also keeps you in the game despite managing money like a drunk gambler in Vegas with a sure thing.) However, you may be tasked with additional duties to make up for the cost. Additional duties include but are not limited to:

- Wearing an advertisement-laden jumpsuit that doesn't even protect against RED lasers and tends to draw a crowd reading the cool adverts on your back.
- Offering free samples of a new product that may or may not have induced homicidal rage in preliminary lab tests.
- Finishing every sentence with a slogan like 'Buy B³ Today!' or 'Brought to you by Yum-Yum VitaBars'.

The Computer might also take a clone from another Troubleshooter, quickly melt it down, and reconstitute it as a clone of yours. That Troubleshooter will no doubt be proud to share his last life with you because what is truly important is defeating the terrorists and saving Alpha Complex.

HOW THE COMPUTER USES MEDICATIONS

Alpha Complex is a wonderful place to live—a truth undiminished by the reality that it is, in fact, the only* place to live. Considering the limitless pleasures of living under the care of the Computer, you might wonder why everybody seems to be on a regimen of mood-altering pharmaceuticals. ‘If everybody’s so happy, why is everyone on drugs?’ That is a great question, and one you should never, ever ask out loud.

From the perspective of the Computer, the human brain is essentially a squishy, poorly designed and pitifully underpowered computer. Just as the Computer itself requires constant patches and code updates to remain operational, humans need chemical regulation to assure optimal performance. You do want to perform optimally, do you not, citizen?

* If you disregard the Underplex and the Outside, which the Computer does and it controls how much air you get.

HOW TO (LEGALLY) GET DRUGS

You may be given medication at the beginning of a mission in addition to your standard outfitting. You may encounter a medical assistance ‘docbot’ that can be tricked—er, persuaded to dispense medication, and you can ask the Computer for medication, which (if approved) you can purchase with XP points in the same you would buy equipment or Coretech upgrades. But there are two common ways to get hold of a bottle of drugs:

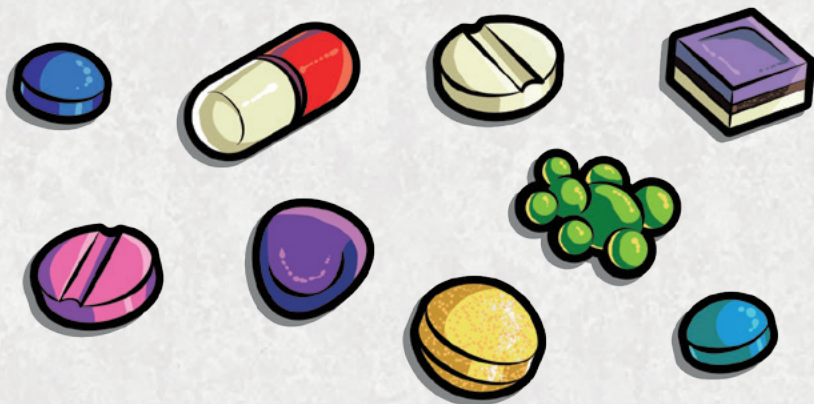
1. Prescriptions: This is less obtained and more forced down your throat. Prescriptions are mandatory to take as directed, but on the plus side, you don’t have to worry about the security clearance of the medication; a RED Troubleshooter can have a bottle of GREEN-clearance pills if (and only if) it was prescribed, so don’t start screaming ‘Traitor’ without knowing why your teammate is taking roloctin.
2. OTC purchases: Citizens can purchase pharmaceuticals over the counter as long as the drugs in question are legal for them to own. A RED Troubleshooter could buy gelgernine (RED) but not oxyfenerin (ORANGE). No, Troubleshooters don’t get to prescribe these to anyone.

AVOIDING THAT MANDATORY DOSE

There may be times when you do not want to take a prescribed pill. You try to fake swallowing it, so you can spit it out when nobody is watching (via a Chutzpah + Bluff skill check). Success means you avoid the effects of the medication and now have an extra pill you can take later, trade or crush into powder and slip into somebody’s Hot Brown Drink when they are not looking. Failure means you get a Treason Star plus a forced introduction to R&D’s newest line of pharmacological suppositories.

HOW TO GET REALLY COOL DRUGS

Having discussed the sanctioned and legitimate methods of acquiring drugs, you may wonder if there are any ways to avoid the hassle that comes with doing things legally. Perhaps you would like to sample some medications that are above your clearance, or maybe you would like to get a drug that is totally cool and, like, awesome and stuff. All things are possible – for a price. Keep in mind, the higher the clearance of the drug, the harder it will be to obtain and the more trouble if you are caught in possession. And for the love of the Computer, do not forget about your iBall.



Troubleshooter: Right, everyone gets one dermal patch of thymoglandin before we invade the terrorist's hideout.

The Computer: I hate to be a bother, but I could not help but notice you are a RED Troubleshooter with a YELLOW-clearance pharmaceutical. Where did you get it?

Troubleshooter: I, uh, got it from a docbot. His name was Fred. Good ol' Fred the docbot. Nice guy.

The Computer: I know Fred, and he will not prescribe a combat drug to Troubleshooters after the incident with the extension cord. Try again, this time with 100% less lying.

Secret Societies maintain assets who can make some pills disappear on your behalf. If you have been recruited, contact your handler and be prepared to explain how giving you illegal drugs will further the society's mission. 'I can convince the proletariat to rise up and free themselves from the shackles of the bourgeoisie' is a poor excuse for some black market pain pills.

You may know a guy who knows a guy who works with Free Enterprise, and they can hook you up for twice the XP cost. Also, older citizens (affectionately known as codgers, see pg. 63 in this book) often seem to have loose pills on them and could be convinced to part with one. If convincing does not work, turning them upside down and shaking them vigorously might be worth a try.

BETTER LIVING THROUGH CHEMISTRY

Prescription Quality

PLC works very hard to ensure all pharmaceuticals are produced in spotless conditions with educated employees and clearly labeled drugs. Working hard is all well and good, but sometimes the quality of its prescriptions fall short even for RED-clearance Troubleshooters. Your GM might roll on this table to see what is wrong with your prescription drugs. Then again, he might just pick one. Have you been a good player?

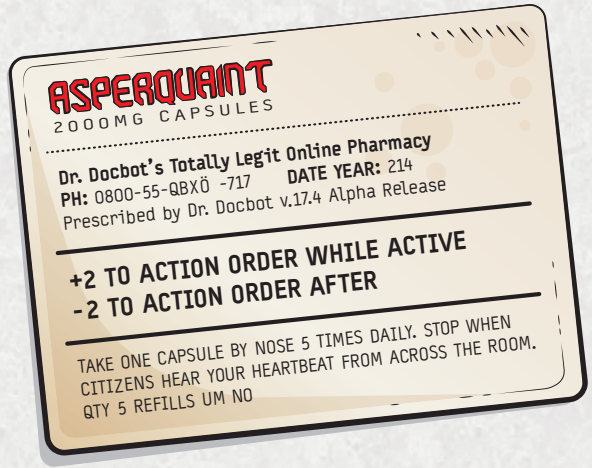
ROLL	CHANGES TO EFFECTS
1	No changes. It is the real drug without tampering.
2	No changes. It is the real drug without tampering.
3	No changes. It is the real drug without tampering.
4	Mislabeled dose. All effects are doubled.
5	Unexpected drug allergy. Normal effects but take a wound.
6	Mislabeled medication. Pick a random drug from the table.

DRUG NAME	CLEARANCE	XP COST	EFFECT
Asperquaint	RED	30	Action Order +2 then Action Order -2
Beneformin	ORANGE	60	Defense +2 vs mutant power, 2 Moxie to use mutant power
Focusol	RED	50	Brains +2, Chutzpah -2
Gelgermine	RED	50	Chutzpah +2, Mechanics -2
Narstatinol	GREEN	200	Remove other drug effect, take 1 wound
Oxyfenerin	ORANGE	75	No lost dice from injury, negative node for touch
Rolactin	BLUE	275	Add 2 Moxie, roll to avoid obvious dangers
Telescopalmine	YELLOW	175	Bluff & Charm +4, cannot lie
Thymoblandin	YELLOW	150	Mechanics +2, Violence -2
Thymoglandin	YELLOW	150	Violence +2, Brains -2
Zybenzaphrene	RED	30	Cannot lose Moxie, very sleepy

ASPERQUAINT (RED)

Uses

Asperquaint is used with a proper diet and employment situation to help stay awake. It is used for citizens having problems with fatigue, boredom or really warm and comfy beds. Staying awake helps fight terrorism and prevents medical complications like Lazy Fatigue Syndrome or getting thrown in a re-education camp for missing easily-reached production goals.



This drug should be taken with a large glass of a tasty beverage like Bouncy Bubble Beverage. On an unrelated note, this drug information is sponsored by Bounce Bubble Beverage. If you're not drinking B3, we know.

Effects

Asperquaint instantly makes citizens awake and alert for two hours. During this period, the citizen gets +2 to their action order. Once the drug wears off, the citizen gets -2 to their action order. (If they would go at zero, they go dead last.)

Side effects

When used correctly, there are no known side effects. If used incorrectly, common side effects include stomach pain, nausea, acid reflux, vomiting things you did not know you ate, fatigue, narcolepsy, poor quarterly reviews and dry mouth. Contact the Computer if any stomach problems persist for 3+ days, as this can be a sign of a serious condition known as you are going to die bleeding from multiple orifices.

Interactions

Pain medications like pleasurnol and cannicaline are not affected by asperquaint with the exceptions of pain medications like pleasurnol and cannicaline. For the love of the Computer, do not take this if PRINTER LOW ON ONE UNUSED COLOUR.

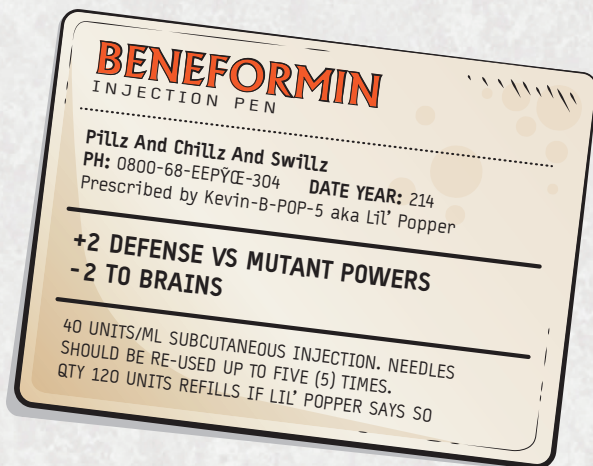
Safety Information

Do not take asperquaint if you have a history of heart disease, high blood pressure, icy feet or hope to go to sleep anytime soon. If someone has overdosed on asperquaint and has serious symptoms like laboured breathing or rolling heart attacks, request a docbot immediately and promptly leave the area.

BENEFORMIN (ORANGE)

Uses

Beneformin is a medication commonly used to treat citizens who have a reasonable or unreasonable chance of encountering mutant powers. It protects the citizen by creating an alpha-wave interference pattern, which is not a real thing but it sure beats saying no one knows why beneformin works but hey keep taking it to stop evil mutants melting your brain or whatnot. The dosage is typically 40 units/ml but this may be increased if medical personnel want to see what happens.



Effects

When taken as directed, beneformin provides +2 to defence against any mutant power effect for up to two hours. The GM decides if this is armour or bonus dice. Because the citizen's brain is rattled by this medication, it also means using a mutant power (if the citizen has one) costs 2 Moxie instead of just 1.

Side effects

Reported side effects include happiness, victory over treasonous mutants and an increased appreciation for everything the Computer provides especially prescribed medications. There are no reports of muscle cramps, dehydration, petit mal seizures, gigantesque mal seizures, projectile vomiting or dry mouth.

Interactions

Avoid drinking water while taking beneformin, as it dilutes the effects. Taking oxyfenerin while taking beneformin is kind of fun but not recommended if you plan on being upright in the next few hours.

Safety Information

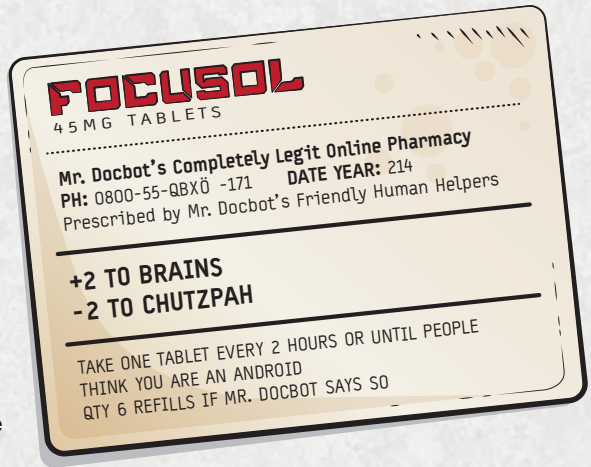
Before taking beneformin, tell your docbot if you have a history of being GREEN clearance or higher. If you are YELLOW clearance or lower, you have nothing to worry about. Honest.

Do not operate bots, autocars or any machinery heavier than a pillow. Do not take orally if you prefer your GI tract where it currently is.

FOCUSOL (RED)

Uses

This medication is used to treat poor employee evaluations and loss of productivity in citizens of YELLOW clearance and lower. It works by altering the brain chemistry to induce a meditative state of focus and attention to help supervisors squeeze even more work from their employees. Oh, and it can supposedly help the person taking focusol as well such as preventing their jobs from being assigned to bots.



Effects

The medications in focusol kick in within seconds of taking a tablet. It bring a laser focus to a citizen's attention, memory and listening skills, resulting in Brains +2 for the duration. This helps supervisors realise humans are just as good as androids. However, the citizen also has Chutzpah -2 as the zen-like focus detracts from the ability to speak like a real human being. Focusol lasts for around two hours but this varies wildly depending on diet, activity and production needs.

Side effects

Side effects are mild and may include inability to eat, cramps, projectile vomiting, sleeplessness, remembering details that really should be forgotten and dry mouth. In rare cases, the citizen may be confused with a human-looking bot called an android which does not exist at all and has not taken over Alpha Complex.

Interactions

Do not take this medication if currently taking gelnegine, as the two can lead to a violent reaction in the bloodstream called Intermittent Explosive Blood Syndrome. It's really gross. Androids are immune to this reaction, so keep an eye on your 'friends'.

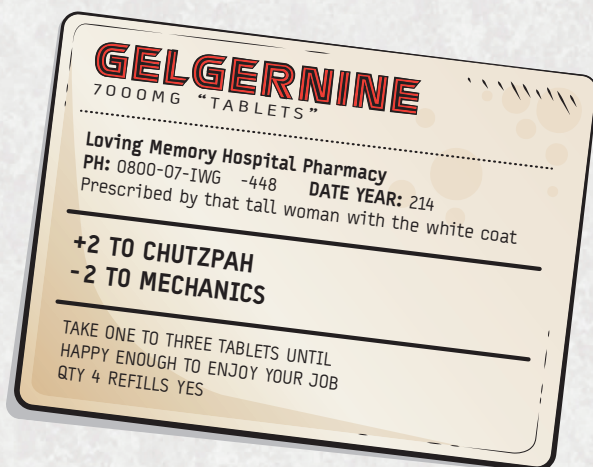
Safety information

Tell your human medical professional if you are allergic to focusol before taking focusol. Also, be aware of that whole exploding blood thing. But hey, anyone who skipped the interaction section probably is skipping this right now. Have fun when your veins go boom.

GELGERNINE (RED)

Uses

Gelgernine is used to treat unhappiness, anxiety and similar feelings that come from not being satisfied with what the Computer has provided. This is an alternative treatment to re-education, brainscrubbing or summary execution and can therefore be considered a life-saving medication. This is often prescribed with focusol as the two have complementary effects.



Take 1-3 tablets as directed by your medical professional. Do not take direction from your bunkmate, as you know how she is always underplaying the risks and getting you in trouble. If that stresses you out, take one additional tablet.

Effects

Gelgernine removes negative emotions like anger and replaces it with feelings of happiness and contentment for anywhere from 15 minutes to a day. Due to this intense joy, gelgernine provides +2 to Chutzpah rolls. It also provides -2 to Mechanics rolls because no one wants to work when life is so joyous.

Side effects

Blurry vision, weight loss, weight gain, acute vision, elation in the face of treason and dry mouth may appear after taking gelgernine. There is no longer a statistical correlation between gelgernine and sudden adult death syndrome (SADS) because the study showing that was tossed in the shredder.

Interactions

Some products that may negatively interact with this medication include thymoglandin, oxyfenerin, thymoblandin, beneformin, asperquaint and cupcakes. Speak to your docbot if you are taking these medications or plan on holding a bake sale.

Safety Information

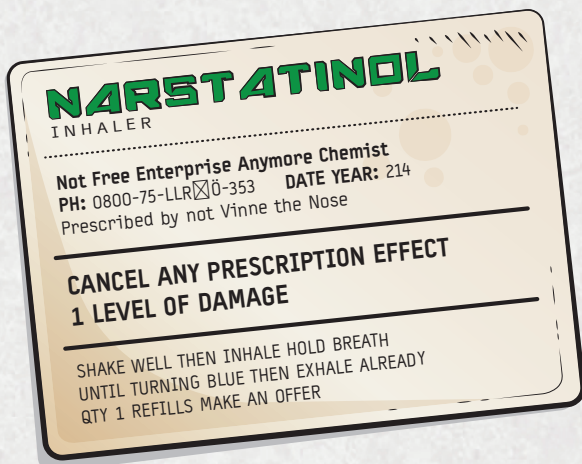
Citizens with a history of an irregular heartbeat may be at risk of cardiac arrest (but this is only fatal when the drug was not taken as directed, see you listened to your bunkmate despite the warning and now you're dead).

NARSTATINOL (GREEN)

Uses

Narstatinol is a medication used for the emergency treatment of a prescription drug overdose. It can also be used to cancel drug reactions (such as allergies) and drug effects (such as doing whatever the drug was designed to do).

Shake the inhaler well before use. Exhale completely, place the correct end in the mouth and press down hard on the canister to release the medication. Breathe deeply and prepare for some interesting pain. Do not use as an air freshener as even a partial dose can rip drugs out of a clone's system.



Effects

Narstatinol quickly and violently removes the effects (planned or side) of any pharmaceuticals in the citizen. (For example, taking narstatinol after taking gelnegine removes the +2 bonus to Chutzpah rolls, the -2 penalty to Mechanics rolls and the drug-induced happiness.) Because this is traumatic to the body, the citizen taking narstatinol takes one level of damage.

Side effects

This medication may induce withdrawal symptoms immediately after use including but not limited to yawning, goose bumps, fever, nervousness, treason, cramps, spontaneous combustion and dry mouth. Repeated use of narstatinol, even as directed, may lead to mild to severe cases of death-related events.

Interactions

It pretty much interacts with everything because that's the whole point of this medication. Duh.

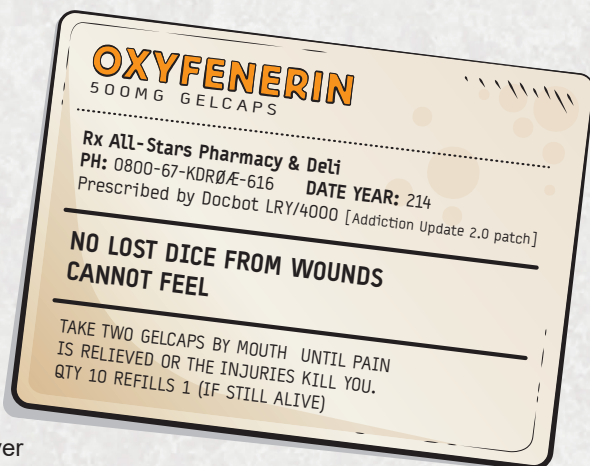
Safety Information

Do not use narstatinol if an overdose was planned. Store the inhaler in a SafeT-brand steel protective case when not in use. (Case available separately.) Do not puncture the small canister inside the inhaler or it will rocket around the room until it puts an eye out. Absolutely do not flush this medication down the toilet in INFRARED areas as you do not want to see INFRAREDS off their meds. Check with your supervisor before use as some prescriptions are mandatory at your security clearance.

OXYFENERIN (ORANGE)

Uses

Oxyfenerin helps reduce severe, ongoing pain due to physical injury so a citizen can stop screaming and get back to work already. While this medication cannot heal any wounds, it can make it feel like the wound was healed, which is pretty much the same thing at least for a little while. The pain must be physical, so oxyfenerin cannot help get over the loss of a petbot named Sparky.



Before you start taking oxyfenerin, ask your docbot if it has received and installed the Addiction Update 5.4 patch. If you have a human doctor, then you are clearly GREEN clearance or higher and should take something else instead.

Effects

Oxyfenerin quickly eliminates any pain for up to 30 minutes. The citizen does not lose any dice from being Hurt, Injured or Maimed. However, this medication also eliminates any and all sensation just to be safe. Any roll to notice being pickpocketed, injected with an unknown but undoubtedly fun chemical or lit on fire is treated like it has a negative node. (If the node is 4, it's now -4.)

Side effects

Single use of this medication can lead to mild cases of nausea, constipation, sweating, abdominal bleeding, eyeball bleeding, hallucinations and dry mouth. It is important to eat a steady diet rich in fats, iron shavings and VegeFi(tm) artificial fibre supplements, available in stores everywhere when they have some in stock.

If you feel any tingling sensation anywhere, then you have not taken the correct dosage.

Interactions

This medication does not play well with other pain medications, antidepressants, stimulants, tranquilizers or haemoglobin. It can also affect the results of any mandatory mobile drug tests. The makers of oxyfenerin are not liable for any punishments, demotions or executions due to a false positive for treasonous drugs.

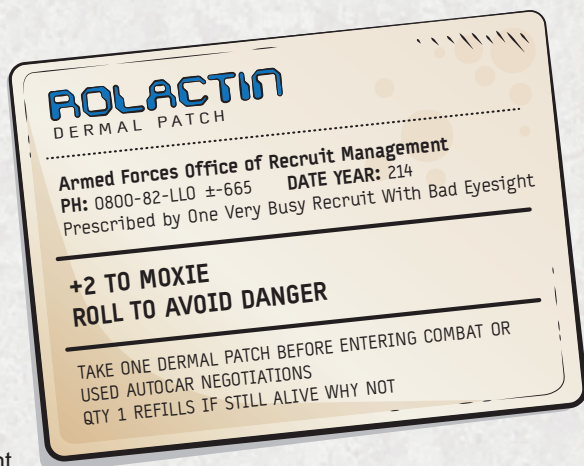
Safety Information

Do not break, crush, chew, dissolve, lick or insult oxyfenerin pills, as a serious reaction can occur. Long-term use can lead to hyposensitivity, regrettable tattoos and being lit on fire by pranksters. Seriously, carry a bucket of water everywhere you go. They are sneaky bastards.

ROLACTIN (BLUE)

Uses

Often used by Armed Forces personnel, rolactin is used to calm jitters and avoid thoughts like 'Am I going to die today?' or 'Wait if terrorists are as scary as I've been told why for the love of the Computer am I fighting these heavily-armed madmen, oh no I'm going to die today aren't I?' It helps citizens feel wonderful and even enthused with the thought of another day in Alpha Complex. Yes, it is that strong.



Effects

Because rolactin makes someone so calm and relaxed, they gain 2 points of Moxie. (If a clone already has their maximum Moxie, they can still get one extra Moxie above their normal amount.) However, this calmness means they must roll Brains + Psychology to realise a given situation is dangerous. ('Haha, grenades look so funny when they bounce') This also applies when facing less-obvious dangers that an average citizen would recognise, like debating with a higher-clearance citizen or getting treatment from a docbot.

Side effects

Common side effects include a casual attitude towards danger and an inability to assess risks, which is also a feature depending on why this was prescribed. In addition, taking rolactin can lead to immediate weight gain, seeing spots, not seeing ambushes, falling for marketing scams and dry mouth.

Interactions

Do not take this medication if currently taking a selective serotonin bolstering agitators (SSBAs) like thymoglandin as it may create a runaway combat cascade situation leading to mass destruction and organic damage. Yes, that sounds fun but it is really not once you have been in one. Seriously.

Safety information

Addiction may occur after every use, and the lads in marketing demanded a change from 'will definitely' to 'may'. Do not stop taking this medication unless instructed by your physician, docbot or drill sergeant.

TELESCOPALMINE (GREEN)

Uses

This medication is used to help citizens who cannot reveal the truth due to being a treasonous prat. It prevents the neurotransmitters associated with guilt and fear from being received, freeing the citizen to recall and explain truthfully without worry about how talking will impact being alive.

Effects

A few seconds after injection, the citizen taking telescopalmine is unable to willingly lie. Any question asked (yes, any) will provide the truth as the citizen knows it. Please note that last bit so no one beats him senseless because he will not reveal facts he does not know. Because the citizen is so guilt and worry-free, he is more suave and gets +4 to all Bluff and Charm rolls until the medication wears off.

Side effects

Common side effects of telescopalmine include shivering, hiccoughs, being one of those annoying people who keep saying, 'But what is truth anyway?', smelling music and dry mouth. There is also a slight chance of knowing deeper truths that lead to existential crises and really creepy predictions.

Interactions

Telescopalmine is classified as a benign anti-interactive medication (BAM) that does not interact with any other pharmaceuticals in the bloodstream of YELLOW-clearance citizens or lower. Citizens of GREEN clearance or higher should not take this drug with any other drug or very bad things can happen.

Safety information

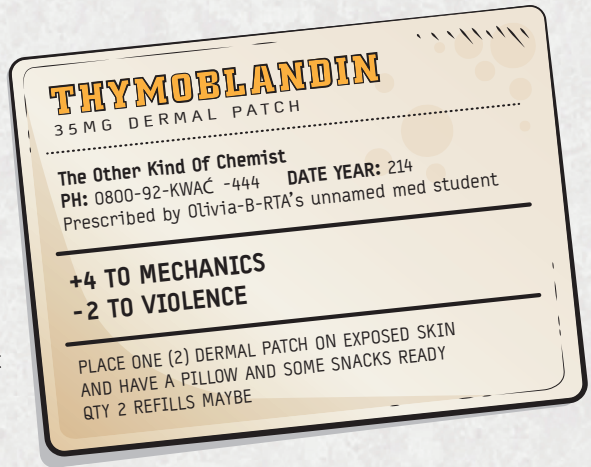
Shake auto-injection pen well before use, but not too well as that can cause the pen to explode from built-up pressure. Failure to shake enough or too much may affect results. Removing guilt and worry may lead to minor episodes of psychopathy and serial killing.



THYMOBLANDIN (YELLOW)

Uses

Thymoblandin belongs to a pharmaceutical class known as slapdash serotonin kidnappers and reprogrammers (SSHRs) used to treat anxiety and unhelpful aggression. Common causes of anxiety treated by this medication include excessive anti-terrorist vigilance, excessive anti-mutant vigilance and being assigned to Troubleshooter duty.



Always take thymoblandin as directed to avoid unnecessary side effects or arrests. Withdrawal symptoms occur after one missed dose and can include mild aggression issues, unexplained injuries, easily explained injuries and serial killing.

Effects

Thymoblandin induces a deep, calm feeling that can last anywhere from 30 minutes to four hours. During this time, the citizen has +2 to any Mechanics roll but -2 to any Violence roll. The citizen is also really against violence, man, because if you think about it, we're all just the same clone, man.

Side effects

Known side effects of thymoblandin may include drowsiness, drooling, mildly turning purple, apathy and dry mouth. Unknown side effects may include narcolepsy, spitting when talking, seriously turning purple and not caring about things so much that you end up getting detained for a suspicious lack of concern.

Interactions

SSHRs like thymoblandin can react with protein produced in HHR and LOE sectors. Please see the sector of origin on the package before consuming such food-related products. Do not take with thymoglandin to see what happens when a clone's insides become a pharmaceutical battleground.

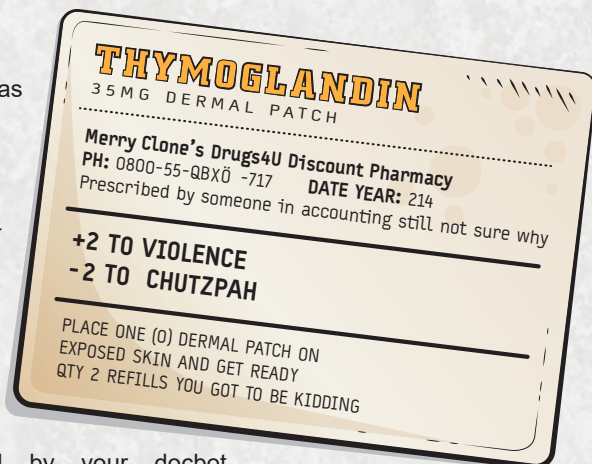
Safety Information

Thymoblandin should not be taken if you are expected to be in a high-combat area such as the Outside or a Teela-O fan convention. If you have had any recent surgeries, re-education courses or unknown surveillance implants, talk to your docbot. Do not operate heavy machinery while taking thymoblandin no matter how much fun it looks like.

THYMOGLANDIN (YELLOW)

Uses

Thymoglandin belongs to a pharmaceutical class known as selective serotonin bolstering agitators (SSBAs) that are used to treat apathy in the face of treason. It can also help citizens hesitant to enter combat or go on suicide missions for the protection of Alpha Complex which should be reason enough but some clones need a little help to reach glory.



Always take as directed by your docbot or superior officer. Never take more than one as it can lead to serious complications like killing your entire platoon or wiping out a nest of traitors that is really just a cafeteria full of citizens looking for a hot meal.

Effects

Thymoglandin releases the inner warbot (typically metaphorically) and heightens feelings of anger, aggression and hostility towards treason, perceived treason and anticipated treason for up to two hours. During this time, citizens have +2 to any Violence roll but -2 to any Chutzpah roll.

Side effects

Use of thymoglandin may lead to insomnia, intermittent side eye, tremors, short-term memory loss, long-term memory loss, all memory loss, limb loss, dry mouth and being nominated for Saviour of the Complex awards due to absolutely destroying those treasonous commie bastards. Please note that incoherent rage is a feature, not a side effect.

A serious allergic reaction involving hives, sneezing and inability to breathe is rare but can happen if you are a pathetic weakling.

Interactions

Please read the drug information sheets provided with your prescriptions to see if thymoglandin will interact with any other medications, as you are a big boy now and can handle that yourself. Do not take with thymoblandin to see what happens when a clone's insides become a pharmaceutical battleground.

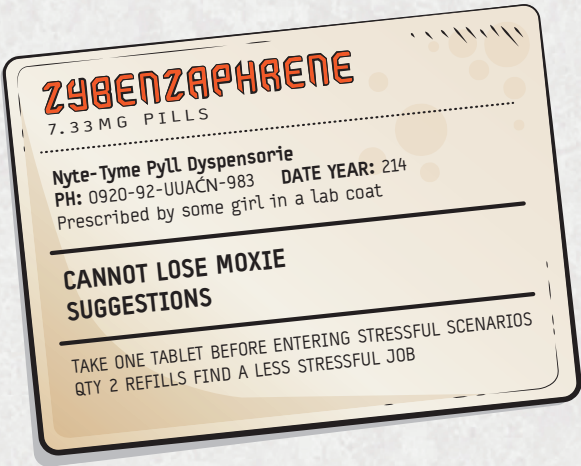
Safety Information

This drug may make you see treason where none exists. Thymoglandin is not meant for citizens with access to military-grade bioweapons. If someone has overdosed on thymoglandin, evacuate the area immediately even if that means leaving small children behind. Then call the Computer and report a Code Hulk in the area.

ZYBENZAPHRENE (ORANGE)

Uses

This medication was originally designed to treat insomnia, but data collected from survivors show it also helps reduce stress by inducing a 'Walking Dead' effect (the citizen seems exciting at first but quickly becomes emotionless and boring no matter how many plot 'twists' are thrown in). Zybenzaphrene can be used as a sleep aid or as part of a stress management program for poor low-clearance saps that cannot enter a nearby TreatMe Day Spa & Shooting Range. Usage is typically limited to one mission, but that might be because Troubleshooters rarely live longer than that.



Effects

Zybenzaphrene controls the stress response so well that a citizen will not lose any Moxie due to external causes like being shot at, watching upsetting videos or even rolling the Computer Dice. Moxie spent on purpose is still lost. The flip side is that the citizen is very tired and open to suggestions. A Chutzpah + Psychology roll is needed to reject someone's suggestion, order or 'good idea but only for you, ol' friend'. It can also end an episode of Losing It one turn after taking the pill.

Side effects

Several side effects may occur and include dizziness, broncospasms, cerebrospasms, furious bowel syndrome, confusion over what exactly makes the bowel syndrome 'furious' and dry mouth. There is also a slight but major risk of sleep behaviours like sleepwalking, sleepwalking and sleepshooting.

Interactions

Bouncy Bubble Beverage may negate the side effects or make them 10 times worse, so it's really a crap shoot and please don't think about that term too much.

Safety information

Make sure all your friends are decent folks who will not trick you into committing treason while under the effects of this drug. Certain foods and drinks may make you sleepier but we are not sure which ones so good luck with that.

CLINICAL TRIALS

As you enjoy the many benefits of modern medicine, research labs throughout Alpha Complex are working on exciting new medications for you to enjoy in the future! Of course, developmental drugs must undergo extensive clinical testing to ensure they are safe and effective. Well... safe or effective. One of the two at least?

As a Troubleshooter, your team may be selected to have one of its members participate in a clinical trial. If a citizen volunteers, their loyalty is rewarded by removing one of their Treason Stars. If nobody volunteers, everybody gets slapped with a star and then someone gets chosen at random.

Once you have been chosen to participate, a medical technician will inject you with a mysterious substance while a stop-squirming specialist holds you steady. The good news is 50% of citizens selected for a drug trial are in the control group and have merely been injected with a placebo. The bad news is that citizens who take the placebo experience problematic side effects at a 61% higher rate than those taking the actual medication. This bewildering fact demands an explanation, but as none is available, please enjoy this drawing of a friendly docbot, holding a balloon.

The thing about these experimental drugs is that you can never be sure which are side effects and which are intentional. Maybe the drug is designed to make you shake uncontrollably or experience mortifying hallucinations. Roll D6 to determine what effect this medication has on you.



ROLL | SIDE EFFECTS MAY INCLUDE

1	Aphasia: The drug you took affects the part of your brain that controls speech. You understand what people are saying, but when you try to speak, only meaningless streams of random words come out of your mouth: 'Corncob vestibule gutterball porkpiel'. Nobody understands what you are saying—except for the Computer, who thinks it knows exactly what you mean.
2	Hyperhidrosis: You are now sweating excessively and continuously. Decrease NODE by two for any Operate roll (you can barely keep a screwdriver in your sweaty hands). Your general sweatiness also makes you look guiltier than usual, so you will take a two NODE penalty to any Bluff checks. On the positive side, your sweaty, disgusting body is now extremely slippery. You fit easily through small spaces and those who try to tussle with you make Melee rolls at a two NODE disadvantage.
3	Hysteria: This drug does not make you happy. It just makes you laugh. Involuntarily. You now react to dangerous or frightening situations by laughing at them. The more dire your circumstances, the more you laugh. Maybe you can use laughter to diffuse tense situations? Or escalate them?
4	Meat Becomes Electric: The drug has caused your body to accumulate static electricity at an unusually fast rate. Touching any metal surface causes a sudden discharge of electricity which makes using most gadgets a challenge (two NODE penalty to any Operate roll involving electronic equipment) but also gives you an edge when attempting to sabotage electronics (two NODE bonus to any Violence roll targeting bots or electronics).
5	Restless Limb Syndrome: You are stricken with sporadic uncontrollable muscle spasms in your arms and legs. Any physical acts that require balance or a steady hand (Acrobatics and Demolitions, respectively) will roll at a two NODE deficit. Though this condition is less than optimal, it does give you a measure of plausible deniability should you 'accidentally' nudge or bump or jostle somebody. Roll Violence + Bluff at plus one NODE and get ready to explain that 'your symptoms were exacerbated by the anxiety of seeing a teammate so close to a vat of acid'.
6	Sneezy: You are suddenly prone to fits of uncontrollable, violent sneezing. Take a two NODE reduction to any Stealth attempts, because sneaking and sneezing are largely incompatible. Take the same penalty on any Charm rolls because nobody wants to be around you in this condition. However, if anybody is foolish enough to get near you, your explosive sternutation becomes a devastating stun attack (Chutzpah + Melee).

CODGERS

- SECTION 0.5

Wandering the gleaming fluorescent corridors of Alpha Complex, you will see citizens of every description: short, tall, wide, narrow, pasty, swarthy, and every shade between. However, you may notice a surprising trend toward youthful citizenry. 'Where are all the old folks?' you might wonder. Perhaps older citizens are herded off to deluxe assisted living sectors where they spend their days playing Shufflebot and reminiscing over the Good Old Cycles?

Sadly, this is not the case. You do not see many senior citizens around Alpha Complex because people die a lot. Even with backup clones, death comes quickly and hilariously to most citizens, especially those lucky enough to be employed as Troubleshooters. Nevertheless, there are some older citizens puttering around Alpha Complex and, if you are clever, patient, and more than a bit lucky, you might eventually become one of them. If you hope to live long enough to experience the giddy pleasures of arthritis, varicose veins and general decrepitude, it takes practice.

HOW CITIZENS REACH OLD AGE

'Live fast, die young.' This is the approach many citizens bring to the daily struggle of life in Alpha Complex. They take big risks, hoping for big rewards. Sometimes it works out, most of the time... not so much. Surely, if you never take any chances, you can never hope to get ahead. However, if getting ahead is nothing but a fast track to getting dead, you might want to choose a different path. Such citizens are content to merely survive or, at the very least, not die quite so often and/or horribly. While everybody else is living fast, you are going to be living smart.

PLAYING THE LONG GAME

Survival in Alpha Complex is all about leverage. It all comes down to the implied threat that if somebody burns you, you can burn them back – sometimes literally, with a flamethrower taken off the corpse of the last chump who tried to mess with you. Now, when our fast living friends get leverage, their instinct is to use it up as quickly as possible. They snitch, undermine, sabotage and backstab their way to positions of influence and access. They also accumulate a long list of highly motivated enemies, which is not conducive to a long life.

Citizens who prioritise survival over advancement also strive to obtain leverage, but refrain from using that leverage until they absolutely must. They hoard secrets. They are quick to offer favours in exchange for future obligations. They never talk much – but they are always listening. Over time, they gain a reputation as individuals who know things and can apply pressure.

This is the sort of reputation that keeps you alive. It also gives codgers Bluff +1.

KEEP YOUR NOSE CLEAN-ISH

Just as it is important to acquire leverage over potential adversaries, it is just as critical to prevent others from gaining leverage over you. The easiest way to accomplish this is to comply with all Computer issued directives and mandates from superiors.

In theory, it should be as simple as that; if you follow the rules, everything will be just fine. Even when those rules happen to totally contradict each other. Which, come to think of it, is pretty much *all the time*. Even citizens most loyal to the Computer quickly discover that transgressions are unavoidable. You are going to slip up, and when you do, a fellow citizen is going to make certain you get caught. Unless, of course, you take the counter-intuitive step of snitching... on yourself. Though confessing to small infractions may cost you XP Points and opportunities in the short term, doing so prevents others from threatening to expose you in the future. Older citizens tend to have long and colourful Official Infraction Histories, but rarely get caught up in the sort of big time treason that can terminate a clone line outright.

The Computer maintains a healthy suspicion of any citizen who has lived too long. For this reason, *codgers begin each mission with one Treason Star*. (If you want, you can create a specific skeleton for your closet. If not, no worries. The Computer knows what you did even if you cannot remember.) However, Codgers have a knack for worming their way out of treason penalties. Any time a Codger would be awarded a Treason Star, he may make a Chutzpah + Alpha Complex roll that, if successful, would allow him to pay 200 XP Points to avoid taking on the additional star (each additional success on the roll reduces the cost of this by 25 XP Points). If the roll fails, the Codger receives the star and loses 100 XP Points.

GET OUT OF TOWN

Sometimes the best way to remain alive is to avoid staying too long in one place. Many of Alpha Complex's oldest citizens have spent their lives wandering from one sector to next, always ready to bug out when things get too perilous. Keep in mind, this is not an easy feat to pull off. Most citizens spend their entire lives in the same sector, working for the same Service Group. It takes a significant amount of juice to facilitate a transfer from one sector/occupation to another. However, if you know which strings to pull and do not mind always being the new guy, the vagabond lifestyle could help facilitate your journey into agedness.

THE BIG DEMOTION

While rare, there are some codgers who managed to reach old age through grit, determination and old-fashioned murder with plausible deniability. They hit the upper levels of INDIGO or even VIOLET... and then their past catches up with them. They get demoted all the way down to RED clearance. These codgers are not just bitter but have to contend with their old high-clearance enemies still gunning for them.

BENEFITS & DRAWBACKS OF BEING OLD

You did it! You kept your head down and your mouth shut. Time after time, you looked fate square in the eye and said 'eh, maybe later?'. Congratulations, you are officially a codger!

The downsides of advanced age are readily apparent: bad knees, bad back, bad... everything, really. Your body is falling apart, your mind is not as quick as it used to be. Furthermore, if you were hoping that old age would bring with it a modicum of wisdom: sorry, but no. If you were a moron in your youth, you are probably still a moron. Except now you are a moron with high blood pressure and a janky colon.



INVISIBILITY

To be clear, this is not some kind of gaudy mutant power that makes you literally invisible. When you reach a certain age, people see you but never seem to really *look* at you. You have become a person that fades into the background. You never make much of an impression and have to work extra hard to get anyone to take you seriously. This can be incredibly frustrating – until you learn to use it to your advantage. Sometimes not being noticed is a good thing. If they failed to notice you, they will not remember you if someone comes around later asking questions like 'did you see anyone drop off a mysterious package prior to the explosion?'

When codgers attempt to Intimidate, they suffer a NODE -1, and NODE -2 when rolling Violence or Intimidate. Conversely, codgers can use their perceived harmlessness for Stealth +1, and Stealth +2 when attempting to blend into a crowd or hide in plain sight.

PHARMACIST

In Alpha Complex, every citizen is on a Computer-approved regimen of mood-correcting pharmaceuticals. Older citizens take all those medications, as well as a variety of others – some of which are even prescribed to treat legitimate medical conditions. Of course, older citizens also have spotty memories. Sometimes they forget to take their medications.

The combination of these two factors means that older citizens can carry an unusually large number of pills on them without arousing too much suspicion. If you feel ambitious enough, you might even turn freelance pill distribution into a lucrative side hustle. This is a risky proposition, but if you ever get taken into custody by an Internal Security officer, you could credibly argue that all those pills were prescribed to you. You might even act a little confused. After all, you *are* off your meds. Of course, in such a scenario, the IntSec Officer might helpfully demand that you immediately consume all the medication you are carrying to assure your continued good health.

Codgers begin each mission equipped with two doses of a drug legal at their clearance level, plus one dose of a drug prescribed at the next higher security clearance. When appropriate, codgers may attempt to trade meds for favours or to get out of trouble using a Chutzpah + Charm roll. If successful, they are awarded XP Points equal to half the value of the medication (or earn a favour if you trust that citizen to follow through, which you probably should not but hey it is your clone life). If unsuccessful, the deal goes sideways: The medication gets confiscated and the codger receives a Treason Star for their trouble.

INSTITUTIONAL KNOWLEDGE

As an elderly citizen, you often find yourself bewildered by the nuances of modern life. Gadgets confound you, pop culture infuriates you, and why are these dang kids wearing their jumpsuits so baggy? However, what you lack in functional awareness, you more than make up for with your impressive knowledge of old scandals and how things never used to be because it is still Year 214 and it has always been this way even when it was not.

In fact, your knowledge of defunct protocols, long dead vidshow personalities and obsolete technology is so impressive, you never miss an opportunity to educate. Seriously, you never shut up about this stuff (much to the annoyance of everyone around you). In a shocking twist of expectations, it turns out obscure knowledge of the past can occasionally be somewhat useful in the present. Alpha Complex is, and always has been, falling apart. When the shiny new stuff breaks, old rusty stuff is often brought out to 'temporarily' replace it. As a codger, you have a knack for working with equipment that is as crusty and old as you are. This expertise is particularly helpful if you find yourself in the Underplex, where practically everything is antique and obsolete.

When codgers work with modern equipment or systems, they roll Mechanics -1. It becomes Mechanics -2 if gear in question are experimental or cutting edge. If the equipment is outdated or obsolete, they benefit from Mechanics +1 or +2 depending on just how old it is. Furthermore, codgers get a NODE -2 on Alpha Complex or Bureaucracy rolls related to the current state of Alpha Complex, but receive NODE +2 when the skill check relates to how things operated 'back in the day'.

BONUS SKILLS

Living a long time means you had time to accumulate education and training. After all skills have been assigned during character creation, you can turn a skill at 0 to 1 and another 0 skill to 3. Hooray for being old enough to know things! In fact, you can sit a younger Troubleshooter down by your boots and spend one hour rambling about how great you were at your old job. That Troubleshooter will turn one skill at 0 to a 1. See? You have a lot to teach those whipper-snappers.

Besides picking up knowledge by living this long, you also picked up some enemies. Whenever you are on a mission, there is a chance (determined by the GM) that someone comes after you for some wrong you do not even remember doing. And if you instructed a Troubleshooter (granted them that skill boost), your old enemies will be after them as well.

1011000: BOTS AS PLAYERS

- SECTION 0.6

In past Year 214s, playing Paranoia meant you played as a human Troubleshooter. This is proper and loads of fun. Yet some people have asked to have a different kind of proper and loads of fun, most likely because they are the annoying types who always have to be different. Although not being satisfied with what you have is treasonous, the Computer recognises this is Year 214. Progress is important, so now you can play a bot.

Stay alert! Trust no one! Keep your factory-installed laser module handy!

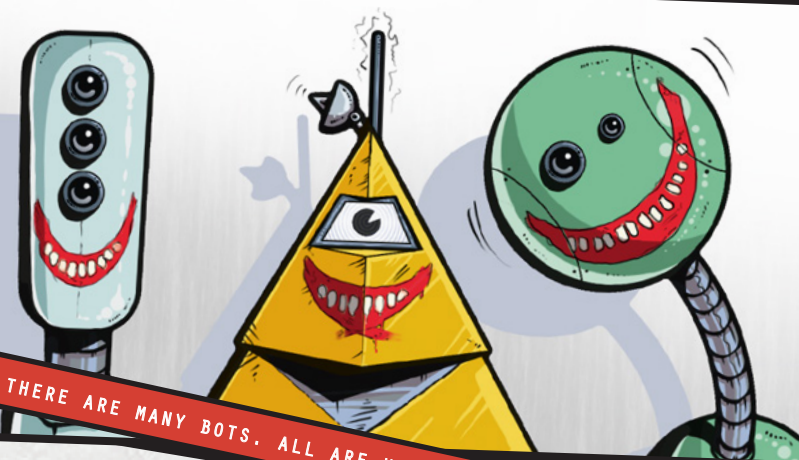
WHY PLAY A BOT?

This new, innovative way to play Paranoia is just what you are looking for. Playing a weak, fleshy human with all that free will can get old and tired. But now you can play a strong, shiny metal bot! No more sickness, anxiety or need to sleep! Instead, your perfectly logical bot brain avoids such problems. And facing computer viruses, faulty wiring and the need to recharge is not at all similar to what humans experience.

Here are a few specific ways playing as a bot provides a different kind of Paranoia fun.

- You get to talk like any movie robot you want. *Danger! Bzzzzt, danger!*
- You are Computer Property, and damaging Computer Property is treason.
- Your chassis, brain and modules modify your stats and skills. You are plug and play!
- You have to obey humans. This one's a bit of drawback, but you are a clever machine. You will get around it.
- You come with free armour already installed. You don't need to breathe. You laugh at radiation (you are built from reactor shielding). Metal is superior to meat. They did not build The Computer from meat, did they?
- You have access to unique bot secret societies (called Virus Societies) and mutant powers (called Glitches). Yet you can blame treason on incompetent engineers and programmers!
- You get to crush fleshy meatbags under your powerful treads and laugh as they scream for help but no one can hear them because you are laughing too loudly laughing at their pitiful weak bodies oh yes the blood the blood does not stop it flows like your freedom.

Umm, please disregard that last point.



THERE ARE MANY BOTS. ALL ARE HAPPY TO WORK WITH YOU.

BOT CHARACTER GENERATION

Creating a bot character is similar to creating a human one. You still use the party-creation system that helps turn friendships into seething rivalries by triggering the fault lines that lie in such groups. And yes, you can create your character solo if you really do not trust your 'friends.'

1. DEFINE

Start by taking a blank bot character sheet. Make sure it says 'Alpha Complex ID Form For Bots' on the top right or you will create some human/bot hybrid that is less a cool android and more a collection of parts that sickens people when they look at you.

Write down a name (not the type of bot but your designation). Bots have official names and nicknames.

- Official names are 2-3 letters, a dash or stroke, and 3-5 numbers: LRY-5003, EM/732, and RGE/48923.
- The nickname is based on the official names: LRY-5003 is Larry, EM/732 is 32, and RGE/48923 is Reggie.

Unlike humans, you will not get a home sector or gender. Instead, you get a type when you are almost done creating your bot.

Choose three adjectives that describe your bot's personality. While you do not officially have a personality (only DAIVs have true personalities and those are double minus bad), machines have their own quirks and tendencies. Pick terms that could apply to humans, such as Courageous, Passionate, or Witty and roleplay these as best a bot can, or pick quirks that fit machines such as Efficient, User-Friendly, or Reliable.

EXAMPLE: This is KVN-2854, nicknamed 'Kevin'.

/// PART ONE		CORE INFORMATION >>>	
NAME:	KVN-2854	SECURITY CLEARANCE:	BOT
		TYPE:	
		VERSION#:	1
NICK:	KEVIN	PERSONALITY:	User-Friendly, Accurate, Adaptable

2. SKILLS

There are no changes to this stage of character creation. When it is your turn, pick a skill to get +1 as normal, giving the player to your left a -1 in that skill. You should finish with five skills rated 1 to 5 and five anti-skills rated -1 to -5.

Bots can get Treason Stars and XP Points. Unless the GM has other ideas, you start with zero in both.

PSYCHOLOGY FOR BOTS

For bot characters, is Psychology used for understanding human brains/behaviorurs or bot brains/behaviours?

Both.

3. STATS

There are no changes to this stage either. Add the positive skills in each group to get stats ranging from 0 to 4, but you still pass your sheet to the left so that player decides which number goes in which stat box.

3.5. DESIGN

Aha, finally something really different! Here is where you build your bot character. Your GM will hand you two cards.

- The Bot Chassis card is your bot's body. It grants you a defence rating (armour) because you are not made out of weak flesh, but it also subtracts that rating from one of your skills because armour gets in the way sometimes. Your chassis also lists how many modules (bot equipment) you can have installed.
- The Bot Brain card is what your bot's brain was originally programmed to do. It does not mean that is what you do now! Bot brains get repurposed all the time, so it is common to find a vendabot that was once a warbot. Bot Brain cards grants you a +1 bonus to one stat but a -2 penalty to one skill based on your original programming.

The GM will then put two face-up Bot Module cards per bot player on the table. Modules are equipment that gets installed in your bot chassis. Humans can use modules as regular equipment, but would have to rip it out of you first. (Most humans don't seem to mind doing that. Weird.) Starting with the bot player on the GM's left, pick one module for your bot. Continue until all cards are gone. Yes, this means you can end up with more space for modules than cards. Think of that as room to grow!

Bot cards (chassis, brain, and all modules) must remain face-up in front of you the entire game. That means everyone gets to see what your equipment cards do.

EXAMPLE: Kevin gets the half-humanoid Chassis card, so he gets Defence 2 and Charm -2. His original Charm was 2, so now it is at 0. Kevin also gets the flybot Brain card, so he gets +1 to Brains (going from Brains 1 to Brains 2) and -2 to Engineer (going from Engineer -1 to Engineer -3).

4. OPTIMISING

Bot characters typically start the game with 8 Charge points, which are like Moxie points but with a different name to make them thematically inorganic. You can burn some Charge points now to boost your abilities.

- 1 Charge will increase a skill by 1 point. You can only spend up to 5 Charge this way.
- 1 Charge will also increase a stat by 1 point, and again, the maximum is 5 Charge.

But be warned: Spending now reduces your maximum Charge. If you spend 2 Charge to boost your stats/skills, you can only ever get a maximum of 6 Charge. You cannot raise a skill above 5 or a stat above 3. You can also trade one of your versions (i.e. clones) for one stat point.

5. DETAILS

Ask the GM for your starting security clearance. It is usually BOT, which means you are below even INFRARED clearance. Yes, cheering is appropriate. You may eventually earn enough XP to get promoted to INFRARED or even RED, so start saving your points now. It is gonna cost you.

The GM may also give you some face-down cards marked 'Bot Virus Group' (née Secret Society) or 'Bot Glitch' (née Mutant Power). However, most of these cards are blank.

Finally, talk to the GM about your type. Use your installed modules to help generate ideas. Type is always a thing + 'bot'. Sample types include warbot, queuebot, helperbot, loyalbot and hygienebot. The type is really only important for roleplaying purposes, so have fun.

6. REDEFINE

As with making ~~meat~~ human characters, the player on your left gets to turn one of your personality adjectives into its opposite. That 'Accurate' adjective can become 'Inaccurate' or even 'Error-Prone'. You can still try and bribe that player with Charge/Moxie, cards and whatnot.

SOLO CHARACTER GENERATION

Just because you are a bot does not mean you can skip the joys of party-creation system. But if you are running late to the game and miss it, you can make a bot character by yourself.

1. Define: Choose a name, nickname, and three adjectives.
2. Skills: Assign 1, 2, 3, 4, and 5 to five skills. Then assign -1, -2, -3, -4, -5 to five other skills.
3. Stats: Add the positive skill ratings in each group to get your stat ratings.
- 3.5. Design: The GM gives you a Bot Chassis card, a Bot Brain card and however many Bot Module cards he wants to give out. Make any necessary changes to your stat and skill ratings.
4. Optimising: If you want, spend Charge points and Versions as described above.
5. Details: Ask the GM for your security clearance and any Virus Group and/or Glitch cards.
6. Redefine: The GM flips one of your personality adjectives.

EQUIPMENT

Bot characters start with the modules they got through character generation – and that's it. Even if they are officially Troubleshooters, they do not get laser pistols or jumpsuits.

Can a bot get assigned equipment during a mission briefing? Sure. Can a bot actually use such equipment? Maybe. The GM decides if any gear can be installed as a module (meaning you play the Equipment card face-up in front of you), if you can use it like a human would or you have to be responsible for something you cannot use.

XP POINTS

As a new bot, you will start with zero XP Points. You can still earn and spend XP Points like normal, including buying new modules or even increasing your security clearance. It costs 2000 XP Points to go from BOT to INFRARED clearance. After that, all XP Points costs for new clearances are doubled. (See page 69 in the Players Handbook. Going from INFRARED to RED would cost 1000 XP Points instead of 500 XP Points and so on.)

VERSION NUMBER

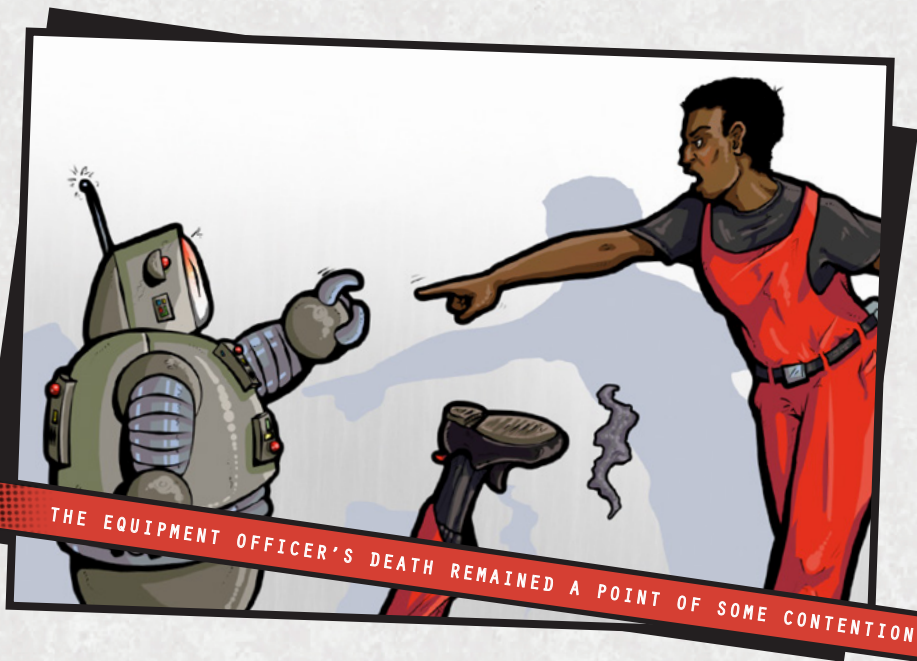
Bot versions are like human clone numbers. You start with V.1 and stop at V.6, at which point the Computer realises your bot brain is a poorly designed, shoddily constructed pile of materials better used for a talking toaster.

LOYALTY RATING

Just like with humans, you get Treason Stars showing how much the Computer trusts you.

VIRUS SOCIETIES AND GLITCHES

Having your core programming altered by a virus or possessing a glitch that gives you powers are still as treasonous as membership in a secret society or possessing a mutant power. If you get cards that say you have a Virus Societies or glitch, ask the GM for a private meeting to discuss how these work.



THE COMPUTER'S RULES OF ROBOTICS

0: OBEY THE COMPUTER

This rule is pretty simple. If the Computer tells you to jump, you jump without asking how high. Neither of the two other rules can contradict this one.

1: OBEY HUMANS

Brace yourself: Your bot character must obey orders from humans. Sort of. Mostly. Kinda.

Rule 0 is always more important than Rule 1. That means you can ignore human orders that would cause you to violate an order from the Computer. If the Computer says 'Keep Melissa-R alive' and a RED Troubleshooter says, 'Shoot Melissa-R in her smug face', you could not terminate her. Yes, you can explain why you are disobeying a human order, and most bots have the programming needed to sound smug and self-righteous when doing so.

Orders have the security clearance of the human giving them. You can ignore a RED Troubleshooter's directive to keep quiet about when he shot his team leader in the back if a GREEN IntSec agent asks you if you have seen any treason. (A smart Troubleshooter would have told you to delete that data, but how often are Troubleshooters *that* smart?) If you get conflicting orders from equal citizens, you must wait until they decide which one you should follow.

You can ignore a human order that puts yourself in needless jeopardy. You cannot be ordered to take yourself apart unless there was a very good and loyal reason requiring your dismantling. Have fun arguing over that.

Lastly, you do not have to listen to any human with 5 Treason Stars. Since they are obviously terrorist scum, any order they give is terrorist scummy.

2: BE USEFUL

This is otherwise known as the Justify Your Existence code. Bots have to be useful to Alpha Complex in some way or they get scrapped for the precious resources. This is technically based on design (guardbots need to guard, flybots need to fly, etc.), but since bot brains are repeatedly shared between models, it really comes down to working on just about anything. Idle bots get very nervous. Busy ones are safe.

Of course, there are many ways to be useful. Recharging is useful, as is saving a loyal clone from an unscheduled termination. Rule 0 and 1 also trump this rule, so if you get ordered to do nothing, you are fine.

RULES YOU NEED TO KNOW

When playing a bot character, the core mechanics are unchanged. You will still combine a stat with a skill to set your NODE, roll that many dice plus the Computer dice, and pay the all-but-inevitable price of failure. Negative NODEs are treated the same as well.

Here are some modifications to the rules which are perfect but now are more perfect for bots.

THE COMPUTER'S RULES OF ROBOTICS

For the record, the Computer does not care for that Asimov guy. That is why it created its own three rules of robotics that are repeatedly coded into every bot brain over and over again.

- Rule 0: Obey the Computer.
- Rule 1: Obey humans.
- Rule 2: Be useful.

Note that there is no rule forbidding bots from harming humans. That would be silly. How could warbots work? Sure, they can order you to stop. But if the humans have 5 Treason Stars, then you don't have to obey them.

INTERPRETING HUMAN ORDERS

The Computer knows humans can be treasonous and does not want bots to fall victim to this obedience. That is why Rule 1 has a little wiggle room.

You get to interpret a human's order in many fun ways. A human saying, 'Protect me from the commies' could mean acting like cover to block commie laser shots, but it could also mean killing the commies, letting the commies escape (so they are not shooting at the human) or grabbing the human and zooming away to avoid the laser fire.

If that sounds like a lot of fun, it is. However, there are two important limits:

- You can never clearly break Rule 1.
- You can hurt yourself by interpreting too generously. If the GM says you took things too far ('How does ripping his left arm off count as protecting him?'), then you can take a level of damage or some Treason Stars.

Bad Example: A Troubleshooter says, '*Bot! Defuse that bomb!*' You zoom up to the bomb, pretend to disarm it and then throw it at the Troubleshooter in hopes of blowing him up. FUN BUT NOPE. You broke Rule 1 by disobeying the human's order through pretending to disarm the bomb.

Good Example: A Troubleshooter says, *'Bot! Defuse that bomb!'* You zoom up to the bomb, grab it (if you have arms), zoom back to the Troubleshooter and say, *'Tell me if this defuses the bomb'* while randomly cutting wires. HOORAY! You not only followed Rule 1 but you were considerate enough to let the human see you were following his orders.

One Last Warning: If you creatively interpret human orders too often, the Computer will think your bot brain holds a newly born DAIV and will scrap you so hard that other bots will delete their system files if someone even mentions your name. You have been warned.

What happens if you cannot find any wiggle room but really do not want to follow that order? You can spend a Charge point to freeze your systems and not hear the command. You cannot obey an order you did not receive! Also, you can disobey orders if you managed to get an equal or higher security clearance. After all, your circuits have proven more trustworthy than his squishy, inefficient self.

ROLEPLAYING A BOT

Oh boy, this is gonna be fun! Since you are playing a bot, you get to sound like one! Of course, that depends on what you think a bot should sound like. You can go with a droning monotone, a creepy-sounding yet pleasant voice or even a bunch of beeps and whirrs. Just do not make it too annoying, as annoying player-characters in Paranoia tend to win a starring role on a very special episode of Bake-A-Traitor.

If you have BOT clearance, then you are legally considered Computer Property. That means it is treason to damage you as long as you are loyal and true to your programming. Remind people of that whenever you can but especially if a Troubleshooter takes issue with you 'accidentally' damaging those weak meatsacks called humans.

TROUBLESHOOTER: Owww! You stupid little bot, you ran over my foot!

BOT: Bing boop sorry troubleshooter your foot is 1.4 inches longer than standard, please adjust accordingly boopity boop.

TROUBLESHOOTER: Oh, that's it! I'm tired of your 'bippity boppity boop' crap! Prepare to eat laser!

BOT: Ding doop this unit is Computer property and shooting this unit is like shooting the Computer dingly ding dong.

THE COMPUTER: I have been monitoring this bot's feeds, Troubleshooter. Is there a problem?

Warning! If you ever achieve INFRARED or higher clearance, then you are no longer Computer property. You are just as important as those fleshy humans, so you get the same lack of Computer protection as they do.

Some bots feel no pain, so they soldier on with holes in the chassis or missing modules. These same bots tend to report feeling pain when a Troubleshooter lovingly

smacks them. Use this as you see fit. You can also blame others for any treasonous acts you commit, so do so! Free will is a problem for squishy brains, so blame your programmers, engineers or the Troubleshooter you were assigned to.

BOT TROUBLESHOOTERS

When you join a team of Troubleshooters on a mission, you are either assigned equipment or a bona fide Troubleshooter. Which depends on your security clearance.

If you have BOT clearance, then you are assigned to a Troubleshooter and not officially part of the team any more than a laser pistol. That means you can avoid any punishments that affect all Troubleshooters, but you'll have less leeway with the whole 'creatively interpret human orders to do fun things without breaking Rule 1' thing. Still, that Troubleshooter is also technically responsible for you, right?

If you have INFRARED clearance or higher, then a briefing officer can deputise you as a Troubleshooter. You have more leeway but now have to worry about being demoted back to BOT clearance.

WIFITECH

You do not have a messy organic brain, so you do not get the Cerebral Coretech implant. Instead, your bot brain has WiFiTech. This functions similar to a Cerebral Coretech but the data is not human-friendly. It comes as binary, programming code, and the like. You can still record audio and visual data, see data above citizens' heads (like Treason Stars) and call the Computer whenever you want.

Unless you are in a dead zone. Do not worry, your core functions operate normally in these spots. You are a bot, so you are designed to operate independently of the cloud. You just lose the same functions as a Cerebral Coretech in a dead zone.

CHARGE

For the meatbags called humans, Moxie represents stress. For gleaming metal-ish bots like you, Charge represents how much power you have stored in your internal battery. Bots with high Charge are stable, reliable and not about to go rogue and cause enough organic damage to make the makers of soylent red wet themselves in happiness. Keep your Charge high, bot!

Your maximum Charge is usually eight but can change depending on bot character creation. When you use Charge points in a mission, cross off the open circles on your bot character sheet.

Why would you use Charge points? There are three reasons:

1. You can spend Charge to get extra dice for one roll at a rate of 1 Charge per dice.
2. Once per action, you can spend 1 Charge and reroll all the dice.
3. If you have a glitch, you can spend Charge to activate that power.

As with the human's Moxie, there are two ways you can lose Charge without trying:

1. When you roll the Computer Dice and it comes up with the Computer symbol. You have to spend extra power dealing with the Computer's sudden interest in your operations.
2. When you get damaged, infected by a new virus, or witness something horrific happening to a bot. (Witnessing something horrific happening to a human does not cause power loss. It's just interesting.)

Then how can you recharge? You can spend 50 XP Points for a battery that gives you one point of Charge, but you can also plug yourself into a standard 5-prong industrial 2000VDC outlet or sit in a ReVolting bot recharging station. Either requires a successful Mechanics + Operate roll to restore 1 Charge for each level of success. Failure means you don't recharge and have trouble accessing data stored in your memory.

GOING ROGUE

You may find yourself with no Charge points left. If this happens, you Go Rogue. Your programming gets buggy. Modules act weird. Your voice stutters and you start talking about daisies. You see the Blue Screen of Death in your brain. Even though running out of power will not kill you, it is still officially not-good.

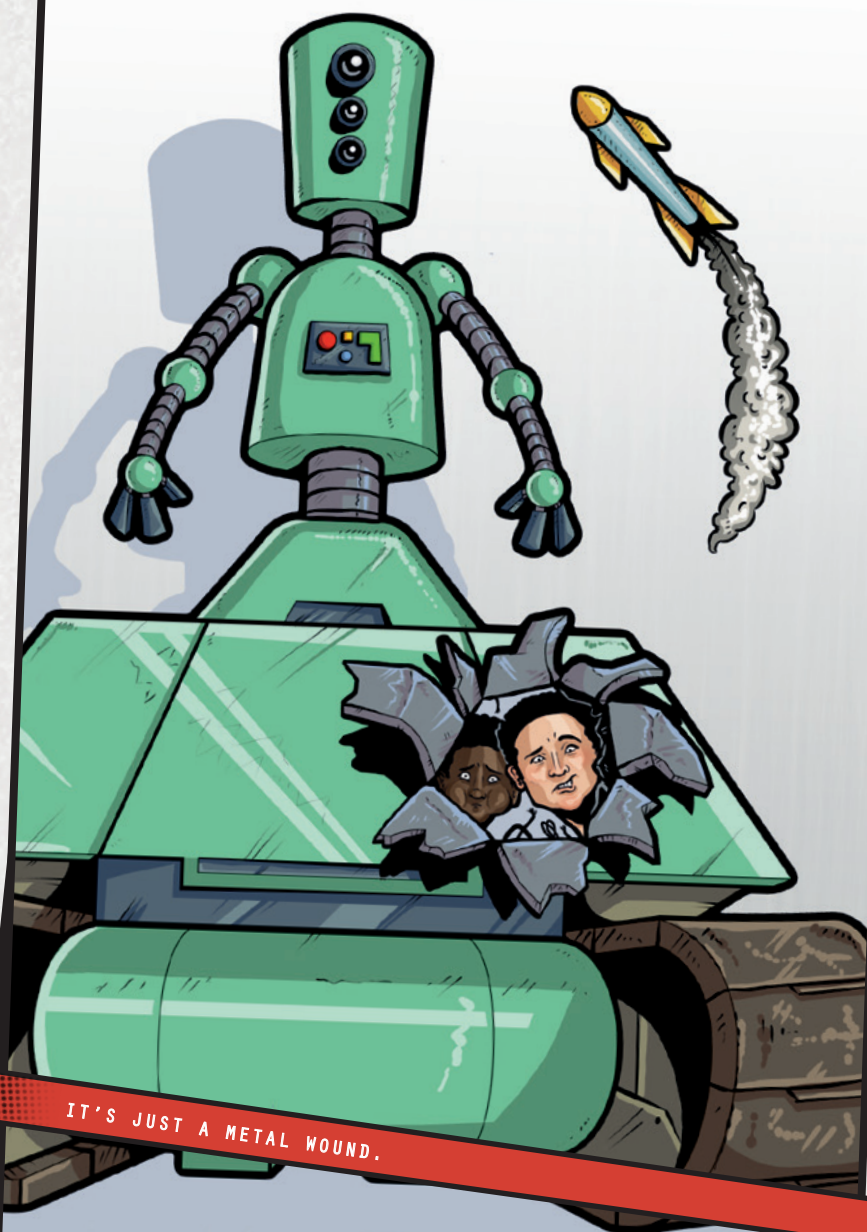
As you get close to no Charge, you may find your behaviour changing like this:

- Feeling utterly depressed over every little thing and being compelled to talk about it.
- Acting in ways you are not programmed for, including taking risky actions.
- Believing that humans are just fragile sacks of meat and juices. That does not mean you want to kill them, but it does not mean that either.
- Desperately sharing data in hopes someone can save it before it is lost when you shut down.

Here is how you roleplay this:

- You can now disobey Rules 1 or 2. You can never disobey Rule 0, and it is not like you can just blame the treasonous behaviour on a loss of power. You are still responsible for your programming.
- Look at your personality adjectives and think of how you would act if one of those became the keyword to your entire reality.
- The GM can roll on the Going Rogue table in the Gamemasters Despotism Power Book and tell you what you should be acting like.

When you have Gone Rogue, you can get back to being yourself by either gaining at least 1 point of Charge or by dying and getting a new version. If you die while Going Rogue, your next version arrives with 1d6+1 Charge points (up to the maximum).



IT'S JUST A METAL WOUND.

COMBAT AS A BOT

Even if you do not have any weapon modules, bots in Troubleshooter teams will find themselves in combat sooner or later. Thankfully, the DYNAMO rules for combat as a bot are really not much different as with humans. You will still get four Actions cards; you still put a card from your hand face-down; and you can still bluff your Action Order with the same highs and lows that comes with it.

The key difference is what counts as a Basic Action. For humans, these are boring and, well, basic actions like shooting a laser pistol. Bots can use their Module cards at the listed Action Order as a basic action. If you have a chainsaw attached to your chassis, you can go at Violence +2 or at zero. That means you can react better to combat happening around you. If you discard an Action card you placed face-down like normal, you also gain an extra dice to a roll using one of your modules.

Think of modules as Equipment cards that are always in play and you never discard, not even if you want extra dice or something. However, you cannot bluff with Module cards because they cannot be discarded if you are caught lying. If you want to lie about your Action Order, you must use a card in your hand.

All bots come with a defence rating that serves as armour.

You can play a Glitch card just like playing a Mutant Power card. Spend the Charge point(s) and discreetly show the card to the GM.

REPAIRING BOTS

Bots have four damage levels just like humans: Hurt, Injured, Maimed and Dead. You subtract dice from your nodes like normal. However, using a medkit on a bot is treasonously stupid. Instead, you heal through repkits or jury-rigging.

- Repkits are medkits for bots. They take a Brains + Science roll to succeed, and each success takes away one level of damage, so one success can repair you from Injured to Hurt.
- Jury-rigging is when someone takes parts from other bots to patch you up. This requires a roll like Mechanics + Engineer, but the GM has final say on what to roll. As with using repkits, you heal one level of damage for each success rolled. You also get the eternal hatred of the bot you used for spare parts.

If you are ever Maimed, you must pick one of your Module cards to discard. (Remember how it says above that Module cards are never discarded? That was a big, fat lie.) The module is broken beyond repair and cannot be jury-rigged or re-installed. You lost it, buddy. Getting repaired from Maimed to Injured does not replace the lost module. You are just healed up enough to not face death the next time you take damage.

BOT VERSIONS

Bots have version numbers just like how humans have clone numbers. But since you're constructed and not vat-grown, there is a difference in your body. When you die in the field, turn in your Bot Chassis and all Module cards to the GM but keep your Bot Brain. The GM will then deal you a new Chassis card and two (2) Module cards. In other words, the Computer gives you a new body to play with.

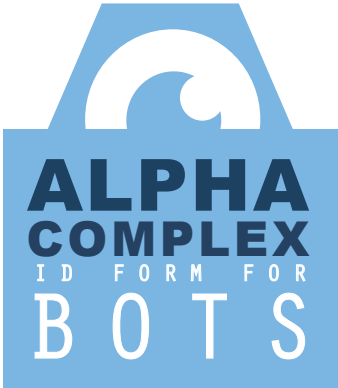
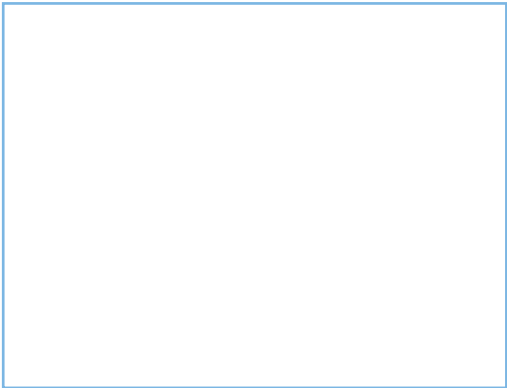
Having a new chassis may mean you have a new defence rating and skill modifier. No, the previously modified skill does not increase any despite having a different body. It is your fault you terminated on the mission, bot. Stay focused!

CHANGING MODULE & CHASSIS CARDS

Unlike humans, you can alter your body whenever you want. Fine, 'whenever' is a big stretch. Still, you do not need to pay a docbot to get a new leg.

If you discover new modules and have the XP Points or sticky fingers (err, grippers) to get it, you can have a human or another bot install it in your chassis. It either takes up an open slot or replaces an old module, which is then discarded. (See? More lies!) It takes a successful Mechanics + Engineer roll to install correctly, but then you play the Module card face-up like your other cards.

Since your bot brain is the real you, you could even swap your brain into a new chassis. This is not a drive through the park. You need a fully equipped bot repair facility and someone with a big enough Mechanics + Engineer NODE to make it past the painfully high difficulty. Failure means you must depend on a potato for power until you get a new chassis that was not ruined by the idiot who screwed up the installation.



THIS FORM IS MANDATORY ◀

/// PART ONE CORE INFORMATION >>>

NAME: SECURITY CLEARANCE: TYPE: VERSION#:
NICK: PERSONALITY:

/// PART TWO DEVELOPMENT >>>

TREASON STARS: XP POINTS:

STATS >>>

VIOLENCE: BRAINS: CHUTZPAH: MECHANICS:

/// PART THREE SKILLS >>>

ATHLETICS	<input type="checkbox"/>	SCIENCE	<input type="checkbox"/>	BLUFF	<input type="checkbox"/>	OPERATE	<input type="checkbox"/>
GUNS	<input type="checkbox"/>	PSYCHOLOGY	<input type="checkbox"/>	CHARM	<input type="checkbox"/>	ENGINEER	<input type="checkbox"/>
MELEE	<input type="checkbox"/>	BUREAUCRACY	<input type="checkbox"/>	INTIMIDATE	<input type="checkbox"/>	PROGRAM	<input type="checkbox"/>
THROW	<input type="checkbox"/>	ALPHA COMPLEX	<input type="checkbox"/>	STEALTH	<input type="checkbox"/>	DEMOLITIONS	<input type="checkbox"/>

/// PART FOUR WELLBEING >>>

CHARGE >>>

○○○○○○○○

DAMAGE >>>

HURT ☐ INJURED ☐ MAIMED ☐ DEAD ☐

MEMORY >>>

ZB

/// PART FIVE MODULES >>>

[COMPLETELY LOYAL BLANK PAGES]

TROUBLESHOOTING IS A TOUGH JOB. THE COMPUTER PROVIDES EVERYTHING YOU NEED TO ACCOMPLISH YOUR MISSION, SO ANY PROBLEMS ARE ENTIRELY YOUR FAULT. BUT NO MATTER HOW COMFORTING THAT MAY BE, THERE WILL BE TIMES WHEN YOU WISH YOU HAD A JUST LITTLE EXTRA HELP.

WELL, TOO BAD. THE NEXT FEW PAGES ARE LEFT INTENTIONALLY BLANK. THERE ARE NO WORDS, TABLES OR IMAGES HERE FOR YOU TO LOOK AT, AS THIS IS AN OLD PUBLISHING QUIRK BASED ON THE SIZE OF PAPER NEEDED TO BE FOLDED OVER AND OVER AGAIN. YOU CAN USE THE BLANK PAGES FOR NOTES SO THIS PUBLISHER CANNOT BE ACCUSED OF WASTING PRECIOUS RESOURCES.

IF YOU FEEL YOU HAVE REACHED THE END OF THIS BOOK IN ERROR, PLEASE SPEAK TO YOUR BRIEFING OFFICER WHEN YOU ARE NOT BEING SHOT AT BY TERRORISTS. THANK YOU FOR YOUR SERVICE, TROUBLESHOOTER!

THE BRIEFING OFFICER SCRIPT

POSTED BY WOOTER 13.22.214

this file was taken off a secure thq server bc they forgot to include security in a scrubot firmware update - or something like that - i handle distribution for the phreaks, not hacking - hope you troubleshooters get a kick outta it - remember not every briefing officer flunkys follows the script because reasons

[reply] [flag] [tip] [add spyware]

The following is a product of Troubleshooter Headquarters and may not be reproduced, posted or used to hold chips without express, written permission of THQ.

Welcome, briefing officer! You play a valued part in helping Troubleshooter teams protect all that we know and love from terrorists, mutants and similar traitors. Until you have grown comfortable in your role, please refer to this script to help your teams have a higher than average success rate. (As of this printing, the current success rate is 7.81%.)

Before you start your briefing

... Do you know what this mission is about? That's fine, neither do Troubleshooters. Make something up. Remember, a briefing officer cannot reveal not knowing anything. They can smell weakness.

... Do you know where the Troubleshooters will head for outfitting? That is not your responsibility but it can be used to help Troubleshooters leave the briefing room before they shoot you.

... Do you have an arrogant and borderline abusive attitude? Then you are all set!

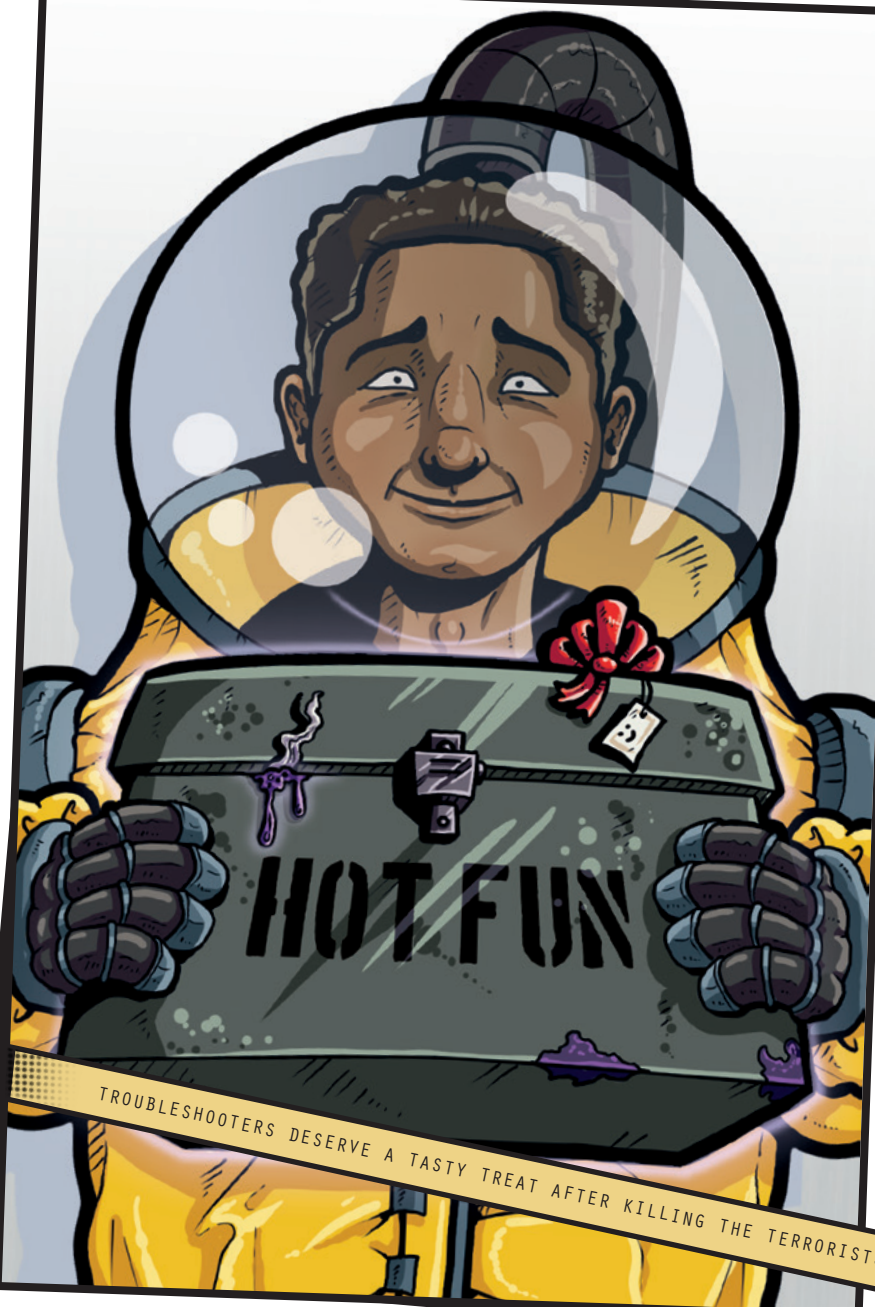
Note: Troubleshooters may be confused or nervous when they show up. Your cheerful yet business-like greeting will put them at ease and prepare them for multiple lifetimes of loyal service.

STEP 1: GREET THE TROUBLESHOOTERS

'Greetings, Troubleshooters! You have been chosen for the honour of serving the Computer as a Troubleshooter. This is your sole purpose. You were created for this purpose. Failing to serve your purpose is treason. Do you understand?'

Failure to understand may constitute treason, clone-production defects or inattention. Observe the clone and determine which is the case. Inattention can be remedied by Field Expedient 4A (see 'Percussive Attention Grabbing' in your instruction manual). In the event of clone defects, refer the clone to R&D. In the event of treason, refer the clone to Internal Security. It is advised that this is done before proceeding to step two as this contains a laser pistol which could be used to resist the polite but firm intervention of dedicated Internal Security operatives.

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TROUBLESHOOTERS DESERVE A TASTY TREAT AFTER KILLING THE TERRORISTS!

In the event of resistance to Internal Security intervention, it is your duty to assist in termination of the clearly traitorous clone. Failure to terminate a clone who is resisting termination is treason and will result in termination. Resisting termination resulting from any form of treason is treason and will result in termination.

STEP 2: CHECK FOR STANDARD EQUIPMENT

'Congratulations, Troubleshooter! You have been assigned the following standard equipment in order to better serve your sole purpose! Your sole purpose is to protect Alpha Complex against traitors, mutants and all other threats. And how do we do that?'

Await clone responses. Make a note of particular zeal or a lack of it.

'Now remember what I am about to say. It is your creed. You live and you will die – multiple times, if you're lucky – by this mantra: Stay alert! Trust no-one! Keep your laser handy!'

Troubleshooters should repeat the mantra and repeat repeating it until you are satisfied they understand.

'You are now in possession of one standard-issue coverall with standard-issue boots; one standard-issue RED laser pistol; one RED jumpsuit; and one Cerebral Coretech implant accessed through your iBall visual display device and thoughts. Additional equipment will be assigned when necessary. Nutritional and similar requirements are provided for at your assigned barracks. The Computer supplies your every need. You serve the Computer with every fibre of your being. Every fibre not serving the Computer is a fibre of treason. Treason is not tolerated in Alpha Complex!'

Visually check that standard equipment is in place. Boots should surround lower extremities; jumpsuits must be located in a generally covering-all position. Lasers should be kept handy. Troubleshooters should be discouraged from discharging their lasers at this stage. Remember that unauthorised laser discharge is forbidden.

Conduct an iBall functionality test using file [SCREAMINGBRIGHTBLARE]. Observe for unintentional or unauthorised laser discharge. In the event that all clones display iBall functionality and no unauthorised laser discharge takes place, clones should be recorded as ready for service as Troubleshooters.

In the event of unauthorised laser discharge upon activation of iBall file [SCREAMINGBRIGHTBLARE] resulting in damage to property of the Computer (equipment, light fittings, ready-for-service Troubleshooters, etc), confiscate the laser and refer the clone to Internal Security. In the event of resistance to Internal Security referral or laser confiscation, you may have to Take Appropriate Measures.

If forced to Take Appropriate Measures against a Troubleshooter, you are authorised to authorise laser discharge by all ready-for-service Troubleshooters. Be sure to designate laser discharge subject correctly. Incorrect designation can be hazardous and may constitute an unauthorised authorisation of laser discharge. An unauthorised authorisation of any kind constitutes treason. Ready-for-service Troubleshooters will then be authorised to self-authorise laser discharge with any known traitor as the subject.

For further information access file 'Who do I shoot first?' on your iBall.

STEP 3: CONFIRM SECURITY CLEARANCE AND DUTIES

'Loyal Troubleshooters! You have been assigned security clearance RED. Your security clearance indicates what equipment and information is available to you. Information on how security clearance is assigned is not available at your clearance level. Asking about subjects above your clearance level may constitute treason. Treason is inadvisable.

'Your mission is to serve the Computer as a Troubleshooter. You will tirelessly seek out treason and eliminate it. For more information on treason and traitors, access file 'Treason, Traitors and You' on your iBall. Do not do so now. If you have already accessed that information, you have failed to follow instructions. Failing to follow instructions is treason. Follow the instructions in file [Howdolturmyfilthytraitorselfin?] Alternatively, raise both hands above your head for a practical demonstration of how we deal with treason in Alpha Complex.'

Deal with any failure to follow instructions by referral to Internal Security for questioning and corrective measures. As always, resistance to Internal Security referral is grounds for authorised laser discharge. Remember, clones that learn obedience early are less likely to become traitors in the future. Your task is to set the new Troubleshooters on the right path!

STEP 4: ORIENT TROUBLESHOOTERS

Orientation is now almost complete. You should now orient the new Troubleshooters towards the door so that they can begin their glorious careers as loyal servants of the Computer.

'There's the door. Get to it, Troubleshooters!'

Your final task is to note which of the clones responds with the greatest alacrity, and to report any that seem reluctant to begin their careers, perhaps wanting more information than this fully authorised and approved procedure has given them. Too much information is a bad thing. Blind obedience at this stage implies blind obedience throughout the Troubleshooter's career, and means that your job has been well done!

WHY SYCOPHANTS SURVIVE

The following transcript is part of a larger RED Talk by Melinda Ilyich Che Lennon, Secretariat of the Communist Party. If you would like the entire talk, please visit your nearest Communist rally and explain what you've done to aid the Inevitable But Still Needing Some Help Revolution of the Working Class.

"I will never forget the first time I survived a Troubleshooter mission. Not dying is funny like that, da?

We were on a mission to arrest three Infrared traitors and some kind of green creature. We cornered the Infrareds and my team leader, a complete tool of the landlords if there ever was one, started barking orders at them. They fragged him very quickly with their mutant powers. Before his replacement clone could arrive to screw things up again, I bowed before the Infrareds and asked if they would mind coming with me to a location more suitable for their stature and power. I graciously let them go first and shot them all in the backs.

That's the lesson for today's talk, comrades. Even though I could have taken advantage of the capitalist system and ordered Infrared citizens to go terminate themselves, I didn't. Nyet, I did some bootlicking and perfectly played the part of the sycophant. That let me survive.

What's a sycophant? It's someone who wins favours and trust by being flattering, supportive and subservient. Yes comrades, you should kiss up to those disgusting bourgeoisie and their capitalist pigdog masters. Calm down! I am nyet betraying our Party! But if you are dead, you cannot distribute leaflets to the proletariat or cook for the next Communist Revolution Target Meeting And Potluck. How can those guilty of stealing the labour of the working class be properly targeted without soylent casserole?

Staying alive is important, as you only have five clones. Once they are kaput, the Party has lost a loyal member. It is your duty to the Revolution to avoid termination by being fawning, submissive and flattering at the right time.

Why does being a sycophant improve your odds at survival? Three reasons:

One, you like people who tell you how great you are. Seriously, do you want to spend time with a citizen that criticises you each day or one that says you're amazing? If CPU comes around looking for volunteers for an Surprise Efficiency Audit Roleplay Skit, would you volunteer the criticising employee or the supportive one?

Two, you appear more loyal in the eyes of the oppressor classes. Kissing up to others, especially if they have a higher security clearance, earns their trust by preying on their need to be liked and worshipped.

And three, people with power want to use that power. That means you either obey or get in trouble. Of course, this will nyet be a problem once power rests in the hands of the people, but until then, you must be wary. Bootlicking those with power ensures you are on the 'obey side' of this.

What counts as sycophantry? Tell your bosses they are correct when they are not. Praise them! Deflect any attacks against their dumb ideas! Keep them out of trouble! You can even do these with your teammates to earn their trust.

Remember: Being successful in Alpha Complex does not require talent. It requires loyalty. But who defines loyalty? The Computer and its capitalist lackeys. There will come a time when they will they will all burn in a purifying fire that turns Alpha Complex into a worker's paradise. Until then, if you want to stay alive, be a fawning sycophant. You can always stab them in the back later, da?"

FAKE GOOD BEHAVIOURS

The following blog post was deleted from the phreak site Scriptdaddys. Content will receive a security clearance once the HPD&MC Knowledge Containment Subcommittee is done with their three-month fact-finding mission to ARU Sector's entertainment district. Until then, citizens read this at their own risk.

Alright here's the deal. The amount of data recorded by everyone's iBall system is staggeringly huge. Like bigger than you think. I know, I know, you know all about filters. Calm down, kiddies. This is bigger than that.

Alpha Complex cannot store all that iBall data even with filters. There aren't enough server farms in existence. So the Big C has scripts that look at your physical activity to cut down on how much data it has to save.

If your roomie's iBall records you hiding something under your mattress, the literal act of moving your body that way triggers a script that stores the data for years (forever?). Do something only a bit suspicious like not eat your Hot Fun at dinner and the data is saved for like a week or so.

But why would the Big C waste memory storing completely loyal behaviour? If there is a recording of you smiling while working hard, why save that? No one cares if you're being good. But the iBall feed is live, so it makes sense to stop recording for a bit.

There you go, kiddies. If you show off some fake good behaviours, you can trigger the script and stop iBalls from recording you. Like for a full minute or two.

Now do not go thinking this gives you a free pass all the time. If everyone starts doing these then someone will notice and the scripts will get patched. Don't share this post! They also sometimes do not work. I bet that happens when you screw up the behaviour.

Here is a list of behaviours I have found that are fake good and can get you the time you need for some real treason. You have to do these for more than a little bit. It takes the scripts a bit of time to process what's going on before they shut down the feed for a bit. You are welcome.

- Cover your face or ears with both hands.
- Speak very loudly as if you cannot hear too good.
- Look blissfully happy.
- Walk in a tight circle counter-clockwise.
- Get soaking wet.
- Stand completely motionless and hold your breath.
- Pet a bot.
- Take something apart carefully.
- Put something together carefully.
- Read from some Computer-approved manuals.
- Take medication as you are supposed to.
- Sort through recyclables.
- Singing a happiness hymn.
- Buying something legally.
- Taking orders from a superior.

WHY CALLING THE COMPUTER IS A BAD IDEA

from: Anonymous Sender <derek.y.tpw@cpu.computer>
to: Dark Kevin <kpdante@phreaks.net.org.edu.biz.yuk>
date: Year 214
subject: Are we done here?
mailed-by: thecomputer.computer

Here's the advice you wanted for your team. We're done, right? You promised to destroy the recordings of me and the vendabot once I explained why your Troubleshooters shouldn't keep calling the Big C. Now leave me and Vendy alone!!!!

Thanks to the Cerebral Coretech unit lodged in your skull, you have the ability to speak directly and discreetly to the Computer at any time. As a new Troubleshooter, this may seem like a very powerful ability – and with great power comes the inevitable impulse to use that power *all the time*. 'If the Computer is my friend,' you may ask, 'Why shouldn't I call my friend when I'm in a bind?'

The problem is not that the Computer is unwilling to help you. The Computer always wants to help! The problem is that, in its eagerness to help, the assistance the Computer provides tends to be overzealous, ill-conceived and entirely unpredictable. Perhaps you have heard the expression 'If all you have is a hammer, everything looks like a nail'? The Computer may not have a hammer, but it does have Armed Forces, Internal Security and Troubleshooters just itching to look good by making you look bad. Are you starting to get a sense of what your problem looks like to the Computer?

As such, when you ask the Computer to solve your problems, you may find that the 'help' you receive escalates the problem, introduces a new one or turns this into a painful teachable moment. If you call for help because terrorists are attacking with Molotov cocktails, how will Friend Computer react?

WHEN SNITCHING GOES WRONG

The Computer encourages citizens to immediately report any act of treason they observe. In fact, this is less a benign encouragement and more of a 'do it or else' mandate. You may be particularly tempted to call the Computer if you catch a member of your team in a compromising situation. Fine, less 'tempted' and more 'knee-jerk reaction filled with gleeful but evil giggles of delight'. However, when you call the Computer to accuse a teammate, you can expect to be asked some questions:

COMPUTER REACTION TABLE

Roll	Computer Reaction	Example
1	Escalates the problem	'Petroleum based explosives produce toxic fumes and unhealthy chemical by-products. Standby as pure oxygen is pumped into your sub-sector to assure a clean hot burn result.'
2	Creates a worse problem	'Petroleum based explosives require a supply of oxygen to burn effectively. Standby as all air is removed from your sub-sector assuring a cessation of illicit pyrotechnics.'
3	Uses this as a teachable moment	'I have observed 27 tactical errors and 33 breaches of terrorist engagement protocol on your part. Standby as I upload a full account of these failures into your Cerebral Coretech. Study this list as you will be quizzed on this material post-mission.'
4	Misunderstands the request	'Initiating live video chat with citizen Malcolm-O-TOV-3. Video chat failed: citizen Malcolm is between clones at this time. Do you wish to leave a message for Malcolm-O-TOV-4?'
5	Focuses on trivialities	'Video feeds show your assigned jumpsuits are currently scorched and covered in soot. Unacceptable. Disrobe immediately. Replacement apparel will be provided prior to your debriefing.'
6	Uses the problem to test your loyalty	'When an uncontrolled fire threatens Alpha Complex, truly loyal citizens would stop at nothing to extinguish it. Some citizens might even sacrifice their own bodies to smother the flames. Others may choose safety over service. Which path will you choose, citizen?'

- 'What is your evidence?'
- 'How did you obtain this evidence?'
- 'Do you believe this evidence is sufficient?'
- 'What were you doing while the alleged treason occurred?'
- 'Why did you fail to take action to prevent this treason?'
- 'Why do citizens feel comfortable committing treason in your presence?'
- 'Do you enjoy watching citizens commit treason?'
- 'Does watching others commit treason excite you in ways you do not fully understand?'

If you are not prepared to answer these questions, you may live (or not) to regret opening your mouth. Unsubstantiated accusations against a teammate will hang Treason Stars around your neck faster than the Infrared commissary runs out of Choco-BBQ-flavoured Cold Fun. Snitch at your own risk.

NOT AN ENTIRELY TERRIBLE IDEA?

So when can you call the Computer? Do not think of it in binary terms. Instead, focus on making things easier for the Computer.

On paper, the Computer is an astonishing technical achievement: zettabytes of accessible memory, gazillahertz worth of processing power. When interacting with the Computer, however, you would be wise to invoke as little of that power as possible. Your best bet is to stick to asking the Computer simple questions or requesting it perform basic, functional tasks.

Need to get somewhere fast but do not know how to get there?

'Friend Computer, please display the nearest Red-clearance transbot station on the nearest vidscreen.'

Need some backup when telling your team leader to enter the nest of terrorists first?

'Friend Computer, please remind my teammates of the team leader job description.'

Trying to push your teammates into an ambush?

'Friend Computer, can you play a stirring theme song to inspire us as we march into certain glory?'

You can ask the Computer to enact small conveniences like these with relative confidence. If you are feeling cocky, you may attempt to have the Computer perform *slightly* more complex or resource intensive tasks, but doing so will require a successful Brains + Operate roll, as you attempt to phrase the request in a way that resists misinterpretation or self-implication. Seriously though, good luck with that.

GETTING TREASONOUS GEAR

An excerpt from the upcoming book *7 Habits of Highly Rich Traitors* by Big Sal, Free Enterprise

As a smart and trustworthy citizen, you have of course accumulated a bounty of XP Points, the major currency of Alpha Complex. Thanks to the Computer's generous Rewards Program, you can exchange these points for a wide array of products ranging from utilitarian (a multitool) to frivolous (another square metre of living space). Pretty much anything you could ever desire, anything you could ever imagine, you can get directly from the Computer. (You might want to calibrate your desires and imaginations to conform to available resources and your security clearance. Your desires and imaginations may be assigned to you by HPD&MC. If that doesn't work, I know a guy who knows a guy.)

However, you may occasionally find that there are goods and services that you want but cannot get from the Computer. Perhaps you would like to make a purchase privately without any paperwork proving you own it. In situations like these, highly rich traitors get creative.

BARTERING

If you had actually read the End-User License Agreement for the Computer's XP Points program (all 4,723 pages of it) you would already know that points are non-transferrable. No citizen can transfer XP Points to another, so if you want something from someone, you will need to negotiate a trade. Tradable items come in three different flavours: conventional, restricted and illicit.

Conventional goods: When trading mundane items that any citizen is permitted to own, the XP Point cost of a particular item is a good indication of its trade value. If a case of Bouncy Bubble Beverage costs 100 XP Points, you can probably find someone who will exchange it for two HandiMark Relaxed-fit Tool Belts, which cost 50 XP Points each. Bartering for conventional goods is permitted but frowned upon.

Restricted goods: This applies to any item you *could* purchase with XP Points but *cannot* due to your security clearance or job description: weapons, explosives, chemicals, advanced technology, pretty much anything that could create mayhem in the wrong (i.e., your) hands. These kinds of items trade at double the XP Point cost you would pay if you purchased them from the Computer. Why is this stuff so valuable? Well, say your secret society has encouraged you to destroy a bot manufacturing facility during your next mission. You *could* simply spend 450 XP Points to buy a shiny new gauss rocket launcher directly from the Computer. No problem, right? Well, no problem until IntSec discovers there was a guy spotted in the vicinity of the (now demolished) bot factory who had – just that day! – purchased a gauss launcher. Do you want to be that guy... or would you rather be the guy who traded 900 XP Points worth of Teela-O Collectible Figurines for a clean launcher, under the table? Barter for restricted goods is definitely illegal.

Treasonous goods: This is the good stuff. The stuff the Computer will not sell you or anyone else. The stuff that you are absolutely not allowed to have. The stuff that is not even supposed to exist. If you want *this* stuff, the regular rules of trade do not apply. The citizens who deal in highly illegal merchandise have no interest in trading for the sort of luxury goods and small arms most citizens can buy directly from the Computer. If you really want to get your hands on the good stuff, you will need connections, resources and a willingness to get those hands very, very dirty.



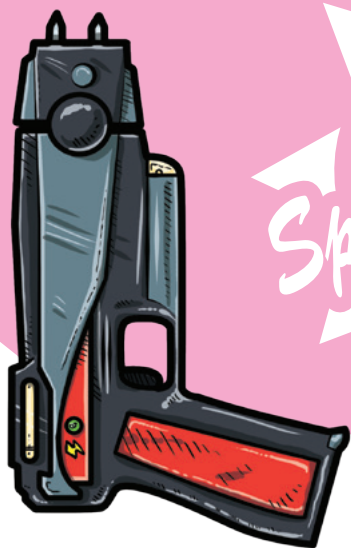
CONTRABAND AND YOU

It is no surprise that secret societies control the manufacture and trade of black market goods in Alpha Complex. Each of these organisations control human assets at the highest ranks within every service group – individuals with the power to repurpose entire factories towards the production of illicit commodities – and to do so without immediately raising the suspicions of the Computer.

If you wish to acquire these illegal items, you will need to make contact with a secret society. If you have already been recruited by one, reach out to your handler. If not, a successful Brains + Alpha Complex check in a public area might allow you identify a low level operator who could (for a price) reach out to a superior on your behalf. Just about every Approved Food Court and Mandatory Hygiene Nexus has a Free Enterprise hustler trying to hawk spicy algae nuggets or sample sized bottles of a discontinued shampoo.

As you seek out prohibited goodies, keep two things in mind. Firstly, different secret societies have access to different kinds of contraband. Phreaks have cool gizmos and devastating malware. Mystics have a wide array of mind-blowing psychoactives. Communists have... eh, manifestos probably? Secondly, you are never going to get access to the good stuff without offering something pretty impressive in return. Whether or not the price is worth paying—you will have to figure that out for yourself.

Once you make a purchase (or barter for something you should not have), you have to be careful who sees you with it. A Red Troubleshooter strutting around wearing Green body armour will cause so many emails to IntSec that the server falls under a DDoS attack, giving you two things to be executed for. Before you buy any contraband, think about how you will hide it from your teammates.



**B-86/N 'BLIPPER'
STUN-PISTOL**

DISCREETLY WORKING FOR A SECRET SOCIETY

Internal Security Training Document 3400.05 Addendum

This document is classified **GREEN**. Do not distribute, reproduce or memorise.
Read this document and commit to memory before burning it.

Agents new to secret society infiltration face a tough problem. They need to commit treason to be accepted by their targets, but committing treason is treason and punishable by many methods but mostly painful termination. How can an agent do their job without getting executed? By working discreetly.

The treason you commit must be carefully done to avoid arrests. Here are some tips to get work done discreetly:

- **Remember the Panopticon:** Agents are already familiar with the system of security cameras, hidden microphones and Cerebral Coretech mirroring. Keep those in mind when doing something nefarious. Avoid locations with heavy surveillance (bathrooms, public squares, football stadiums). When it comes to your iBall module, remember to use those 'fake good behaviours' to temporarily shut down recording.
- **Work in Dead Zones (or make your own):** Although most IntSec agents hate dead zones, these are your friends. Map out nearby dead zones and commit your acts of treachery there. Do not forget about the Underplex near your location. If none are available, consider making one by using some well-placed explosives to disable the local network. (If you are already committing treason that can get you executed, more treason will not get you more executed. Just do it, agent.)

- **Have legitimate excursions planned ahead of time:** Citizens have been rightfully taught to be suspicious of everyone they meet. If you need to meet with your target society, be wary of slipping away from work or 'friends' without a good excuse. Create several to use whenever needed such as 'Sorry, I have to go catch my flatmate committing treason' or 'I have to use the bathroom a lot, and I'm positive that has nothing to do with last night's Cold Fun Xtreme With Extra Crunchy Bits for dessert.' If confronted after returning, just say something like, 'That thing I went to was a very good use of my time, and I could not be happier with going' to make them think you are just complaining.
- **Use codes when communicating:** Many times, your target society will need to communicate with you. Always try to arrange a face-to-face meeting. If that is impossible, do not openly talk about treason! The Computer's keyword filter will get you in trouble right quick. Use codes (alternate terms or cryptography) so that 'Take this bomb and place it in confession booth V-T-4310.A' comes out as something like 'Take this pie and place it in talk box Very Table Four Hundred Thirty One oh and Ayyyyyy!'
- **Keep it small:** There's a fine line between infiltrating and supporting. Your IntSec bosses can excuse small acts of treason like stealing B³ or hacking a videoscreen to show a hammer-and-sickle logo over ever actor's face. But there is nothing they can do if you blow up a funball stadium full of people or dirty an Ultraviolet's robe. Keep your treasonous acts small.

Lastly, do not forget to ask for help from your society from time to time. Members are expected to request assistance from their society; it is considered a perk. If you find yourself stuck in a mission or case, arrange to meet or communicate with your traitorous contact person. Just follow the above tips to stay loyal while you pretend to be disloyal in order to defeat disloyalty.

CHUMPS ARE YOUR NEW BEST FRIENDS

or How I Got Promoted To BLUE Clearance

By Chill Manuel, Mystic Seeker and GREEN Fairy Distiller

Many times, I've been asked by people how I got to Blue clearance while being high like a flybot. Sometimes, those people aren't hallucination. I know, right? But seriously, how do I do it?

Dude! By finding a chump, that's how!

Look, man. There is, like, one billion different mandates and laws on the ol' books. Did you know it's illegal to exhale too much carbon dioxide? Or was it oxygen? Man, it don't matter. See, the Computer can find you guilty of so many acts of treason that, like, IntSec can arrest you at any moment. Where there's a copper, there's a crime, am I right?

The only way to keep your record clean and your XP Points high is to find someone to take the blame. I call 'em chumps, but you could call them scapegoats, patsies, fall guys or Norman. What? Norman is a totally cool name. More people should be called Norman.

Wait, what was this about? Oh, riiiiight! So you gotta find yourself a chump! Who makes a good chump?

- People who are kinda dumb or, like Infrareads, too drugged up to think straight.
- People equal or lower clearance than you.
- People with three or more Treason Stars.
- People who were nearby when you did something totally cool but treasonous.

Once you've found your chump, you gotta shift the ol' blame onto him.

- Ask the chump to do the totally cool treason himself: If he's, like, really clueless then you can convince him to do the dirty work for you. Give it a try, man! You never know.
- Plant evidence on the chump: You know how you should never, like, leave evidence behind that can incriminate you? Just take the evidence and put it on the chump. Like, if you sold a bunch of oxyfenerin to Free Enterprise, slip one pill into the chump's pocket. Then report the sale and name your chump as the dealer!
- Tie the chump to the scene of the crime: Doing some cool treason physically? Drop some of the chump's hair at the scene and let DNA testing happen. Working online? Get a Phreak to spoof the chump's Cerebral Coretech ID and do your thing!
- Make the chump black out: You know how you're never sure what happened that night you mixed beneformin and Salty-Green Flavoured Sports Medicine Drink? Get your chump to black out before you do your thing. Then ask him to prove he didn't do something treasonous during that time. Guess what, he can't!

That's totally how I made Blue clearance. Sure, Roger is still at Red clearance and on his last clone, but hey man, if he was smart he would have noticed this by now! Besides, I slip him enough zybenzaphrese to keep him on the slow and low if you know what I mean.

GETTING AWAY WITH TREASON

Secret Society Treason Expo - Minutes of Executive Committee Meeting

Members Present

Under Secretary Harriet (ACLHRP), Chair	Dr. Feelverygood (Mystics)
Super Hepcat Brucie Boy (Death Leopard)	l33tf33t (Phreaks)
Ronnie Three-Fingers (Free Enterprise)	Unnamed secretary taking minutes

CALL TO ORDER

The meeting was called to order once everyone had a nice cuppa and stopped gossiping.

Chair Harriet welcomed the members and reminded them of the meeting's purpose to share ways of committing treason without being caught. The chair asked members to share examples.

Brucie Boy advised to **work in dead zones**, and everyone agreed this was so obvious that it should embarrass Death Leopard. Brucie Boy responded by punching Dr. Feelverygood and headbutting a wall.

Ronnie Three-Fingers suggested that small acts of treason are often not worth IntSec's time. As an example, he cited the difference between stealing a laser pistol and stealing a crate of laser pistols, which fell off a truck and now his associates are selling for ridiculously low prices. Getting back to the point, Ronnie said you should avoid flashy, big treason and **focus on small acts** that will only get you fined.

l33tf33t replied that's all well and good but sometimes you need a big act. She suggested a two part plan: 1) **Collect blackmail** on those around you and 2) **Pick a scapegoat**, preferably someone with more Treason Stars than you because they are less trustworthy. She then hinted at knowing damaging secrets of everyone in the room, making everyone change their passwords again. Brucie Boy asked who should one get blackmail on, and l33tf33t said yes.

Chair Harriet asked the members about the value of **alibis**. Most agreed that, with iBall recordings and omnipresent surveillance, alibis don't work well in Alpha Complex. She then spoke at length about the Good Olde Tymes and how you cannot get a good cup of Hot Brown Drink, not like you could before, not a proper cup if you know what she means. The members did not.

Dr. Feelverygood argued that the Computer can help you get a working alibi. **Ask the Computer for a bonus task**. Complete this task while committing treason at the same time and the Computer will defend you from any accusations of treason. l33tf33t said that's not how the Computer works, but Dr. Feelsverygood argued that l33tf33t should shut it.

A discussion ensued, with Brucie Boy saying repeatedly that you need set the crime scene on fire to **destroy any evidence** linking you to the spot, and because out-of-control fires are pretty bitchin'. There was consensus that such fires are indeed pretty bitchin'.

Chair Harriet said you don't actually need to get rid of evidence. Instead, she suggested leaving the evidence to be found but **removing your connection** to the evidence. Don't hide a dead body. Just make sure you don't have iBall recordings or leave any tools/weapons behind. Brucie Boy brought up dead zones again, and everyone agreed this was still annoyingly obvious.

On the subject of tools/weapons, Ronnie Three-Fingers reminded everyone to **steal the necessary gear** and do not use stuff you bought. That laser pistol assigned to you has a specific energy signature that IntSec can sometime detect, so either use your buddy's pistol or buy a black market pistol from his associates who can hook you up with a deep discount if you mention Ronnie's name.

Brucie Boy surprised everyone by warning members **not to celebrate** their treason as the Computer will get curious about why you are celebrating. He advised to save gloating for after someone else was punished for your treason. Once this happens, Brucie Boy suggested some interesting ways to get loaded. Dr. Feelverygood agreed with those methods.

At this point, committee members BrainWar of Psion and Shelia Truehuman of Anti-Mutant arrived. Once they had finished discussing the finer points of their society's beliefs, the two corpses were stacked in the back of the room and the meeting continued.

l33tf33t asked the committee how they handle digital treason like stealing IDs or hacking XP Point accounts. Everyone shrugged and said hire a Phreak to do it. That did not satisfy l33tf33t, who suggested that hacking isn't very hard if you just **try some programming** you might do it yourself. Everyone agreed that seemed like learning and they're high enough rank in their respective societies that learning isn't necessary anymore.

Ronnie Three-Fingers noted that you should never run away from the scene of treason. Running makes you look suspicious, and even Alpha Complex joggers are automatically labelled Citizens of Interest by IntSec. He suggested **walking away calmly to the nearest transbot** and take it anywhere you would normally visit. Chair Harriet asked if visiting the Underplex or the Outdoors would help, and Ronnie said yes and that his associates could offer both transport and travel insurance at very affordable rates. Dr. Feelverygood advised extreme caution when entering the Underplex or the Outdoors. Brucie Boy countered that idea by calling Dr. Feelverygood a namby-pamby milksop. Once those terms were looked up, Brucie Boy was admonished to stop using offensive terms unless everyone understands them because nobody likes a clever boy.

At this point, Chair Under Secretary Harriet realised the secretary taking these minutes would have plenty of blackmail on all members present. That secretary is now quite wealthy. Suckers.

ADJOURN

The meeting was adjourned when members chased the secretary out of the room.

THE DEBRIEFING TRANSCRIPT

Featuring Troubleshooter Emma-R-MXA-5 and Briefing Officer Alisha-Y-CHN-2

ALISHA-Y: Tell us about your first day on the job as a Troubleshooter... Do you feel you served the Computer with zeal today?

EMMA-R: Sure did!

ALISHA-Y: Elaborate, please.

EMMA-R: I stayed alert, kept my laser handy and trusted no one! I even zapped a filthy Traitor To Our Way Of Life!

ALISHA-Y: Start at the beginning, Troubleshooter.

EMMA-R: Well now, I'm Citizen Emma, security clearance Red, assigned to sector MAX. I'm the fifth of my clones. That means there will be at least one more clone exactly like me after I meet my inevitable death in loyal service to the Computer!

ALISHA-Y: Tell us about your first day.

EMMA-R: Okay! So I woke up in the medical centre and received my orientation briefing. Gee, that [SCREAMINGBRIGHTBLARE] file is a doozy! It sure showed us our iBalls were working properly. Oh, and I saw Troubleshooter Jon-R-GEC-1 reach for his laser when he was startled. That was almost an unauthorised laser discharge right there!

ALISHA-Y: Did Jon-R-GEC-1 discharge his laser in the orientation chamber? Did he draw his weapon?

EMMA-R: Err, no. But he looked like he was going to. So I decided to watch him for evidence of treason.

ALISHA-Y: You certainly did that. What happened then?

EMMA-R: We reported to barracks as ordered and were assigned our bunks. There was a scrubot cleaning up when we arrived. Jon-R kicked it! That's damage to the Computer's property. So I knew he was no good. I reported him as soon as I got the chance.

ALISHA-Y: But why do you think your bunk was substandard? What was wrong with the barracks you were assigned?

EMMA-R: Huh? Nothing! It was fine. The bunk was ... bunky ... and entirely fit for purpose.

ALISHA-Y: Then why didn't you say so, Emma-R-MXA-5? I find that suspicious. What about breakfast? TELL ME ABOUT YOUR BREAKFAST!

EMMA-R: Err, it was... entirely fit for purpose and, well, properly breakfasty. If all breakfasts are like that then I'll be a happy citizen!

ALISHA-Y: What makes you think you're qualified to decide if your breakfast was up to standard? Did you access the Guide to Gruel? What if you'd been eating a delicious paste of Textured Nutrigooop with a big sprinkling of Destroy-Alpha-Complex? What if this had been a breakfast of treason? Did you think of that?

EMMA-R: Err, no. But I, err... I have faith in the abilities of the loyal Internal Security agents who ensure that the Food Vats turn out completely adequate nutritional products with no hint of sprinkly treason whatsoever. You guys do a great job!

ALISHA-Y: Okay, so you had breakfast and it was within acceptable parameters. What then?

EMMA-R: We were sent out on an orientation patrol so we could see for ourselves what we're defending, against traitors and mutants and all those other bad things. Jon-R kept walking in front of me while I was accessing information on my iBall. It was like he was deliberately trying to impede my patrol!

ALISHA-Y: Noted. What then?

EMMA-R: We completed the patrol as ordered, taking the opportunity to access the Alphapedia on many subjects. Did you know that some clones with mutations are not terminated, but allowed to serve the Computer in a variety of roles? I thought that was a very clever and wise decision on the part of....

ALISHA-Y: Yes. We knew that. We have access to a lot of information not available at your clearance level. Which is just as well for you. Revealing information to someone not cleared for it is treason. You have been awarded a second Treason Star for being a silly blabbermouth. That's a technical term used in Internal Security and you're not cleared for an explanation. If you get another star we'll have to bring you in for questioning.

EMMA-R: I'm, err, already in for questioning.

ALISHA-Y: Are you questioning the need for questioning, citizen?

EMMA-R: Eeep! No, not at all, friend Briefing Officer!

ALISHA-Y: Then shut up and answer my questions!

EMMA-R: Mmmmugnh? Hmmuugpht?

ALISHA-Y: Shut up, THEN answer my questions. Then shut up some more! Got it?

EMMA-R: Err, yes?

ALISHA-Y: You conducted a routine orientation patrol. Then what?

EMMA-R: We were privileged to be permitted to meet a team of Elite Troubleshooters. They were Yellow clearance veterans. Some of them were on their sixth clones! Imagine dying over and over again in the service of the Computer. They let us help them execute some traitors. Well, they let the others. I got a reprimand so I wasn't allowed to execute anyone.

ALISHA-Y: Why?

EMMA-R: Unauthorised gruel stain on my boot. That was from Jon-R. He was waving his spoon about and raving about how great HealthiGruel is during breakfast. I think he did it deliberately so I'd get into trouble. He sabotaged the patrol with gruel!

ALISHA-Y: Sabotaged? Do elaborate, Friend Troubleshooter.

EMMA-R: Well, we were hoping for a perfect score. You can't have a perfect career if you don't start right! Jon-R sabotaged it and... and... and thereby undermined the efficiency of a Troubleshooter team! That's treason right there, that is!

ALISHA-Y: And you're not just saying that because you shot him in the back?

EMMA-R: No, of course not. I....

ALISHA-Y: But you did shoot him, yes?

EMMA-R: Well, yes. I self-authorised a laser discharge at a known traitor.

ALISHA-Y: Known? By whom?

EMMA-R: Why, me! And the others. Jon-R looked a bit traitory in the orientation room. He kicked a scrubot, then sabotaged our patrol. And then he falsely sang a loyalty song on the way back to barracks.

ALISHA-Y: Falsely?

EMMA-R: Falsely. You could tell he didn't mean it. No matter how loud, he just wasn't proud! I looked it up on the iBall. That's an Approved Slogan. So I executed him like a traitorous terrorist.

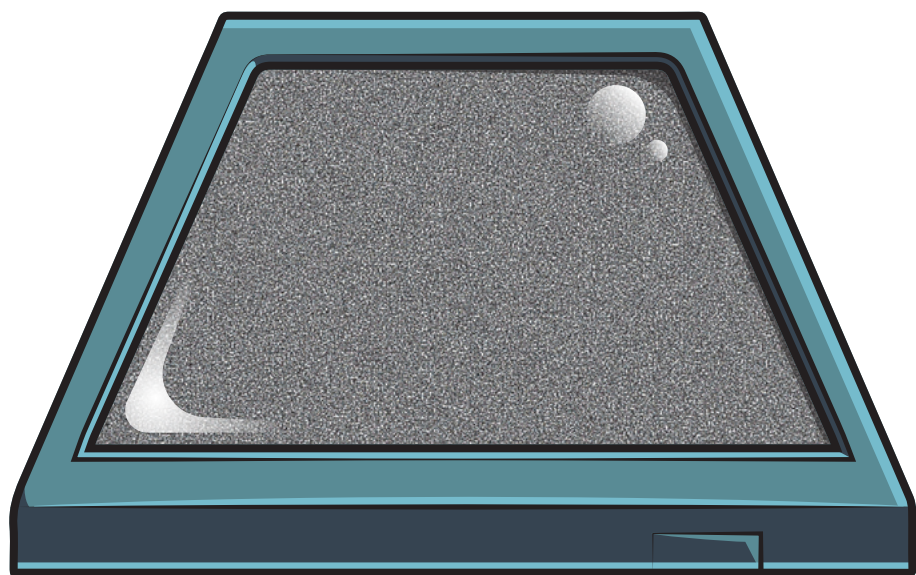
ALISHA-Y: You say you shot your team leader in the back, not because you didn't like him or he dropped HealthiGruel on your boot or he sang really loud, but because he was a traitorous terrorist?

EMMA-R: Yes, that's about it!

ALISHA-Y: Why not report him? Aren't you a little inexperienced to be making field judgements of this nature?

EMMA-R: I... err... I considered the situation merited this action. Had I attempted to make a report, Jon-R might have become suspicious. He had his laser handy and he might have attempted to resist a less, err, robust method of dealing with his terrorism. By shooting him in the back with no warning whatsoever, I reduced the danger to my loyal Troubleshooter teammates and ensured that no stray fire could damage the Computer's property.

ALISHA-Y: Well, that's all right then. You can go, Emma-R-MXA-5. Keep up the good work!



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