

# PARANOIA<sup>TM</sup>

**A Funny Thing Happened on the  
way to the Termination Booth**

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# PARANOIA

**A Funny Thing Happened on the way to the Termination Booth**

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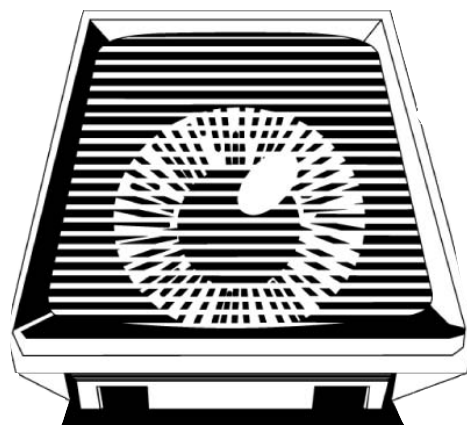
Building committee

### THE COMPUTER

Looking after your best interests

## Contents

Introduction	2
A Long walk down a short corridor	4
The six clone warning	13
Inside Job	19
Troubleshooters	26
Handouts	30



## Security Clearance *ULTRAVIOLET* WARNING:

**Knowledge or possession of this information by any citizen of Security Clearance *VIOLET* or lower is treason punishable by punishable by prolonged disintegration, starting with your toes.**

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On the World Wide Web: [www.mongoosepublishing.com](http://www.mongoosepublishing.com).

Published by Mongoose Publishing, Ltd. Publication MGP 6642. Published 2010. Printed In USA.



## Introduction

### Using this mission

Read it. Digest it. Let the words flow through you. Bathe in the verbiage as though it were an exotic bath of ink. Photocopy the handouts on page 30-32, or download copies from the Mongoose Publishing website. If you're using the pregenerated Troubleshooters, photocopy them too. Enjoy!

**Un peu de backstory:** High Programmer Stan-U, R&D head honcho, Pro Tech overlord and genuine home-grown mad scientist came up with a plan to 'fix' The Computer. He invented a shrinking ray that shrinks its victims down to the size of a single cell. He proposed that the best scientists and technicians in Alpha Complex be miniaturised and injected into Stan-U. They would then remake

his decrepit and dying body into an enhanced superman. His brain would be altered using DNA harvested from Machine Empaths, giving him the power to interface with every CompNode simultaneously. He would *become* The Computer – or, as he put it in his original proposal, 'the Almighty God-King of the Universe, Worship Me or Be Destroyed.'

The other High Programmers, appalled at this suggestion, stopped Stan-U from pursuing his project. Now Stan-U's gone rogue. He's wandered off the reservation and gone off his medication; Stan-U's hiding out in his secret lair somewhere in the abandoned sectors of Alpha Complex. Worse, he's putting his plan into action. The other High Programmers are unanimous for once – Stan-U must be stopped.

They don't know where Stan-U's secret lair is but they did capture Herman-G, one of Stan-U's lackeys, the Igor to his Dr. Frankenstein. (Stan-U sent Herman-G back to Alpha Complex to pick up some kelp-flavoured snacks.) IntSec zapped Herman-G with every truth serum and brain scanner they could but succeeded only in turning Herman-G into a drooling moron. Plan B – let Herman-G escape and then follow him to the secret lair. However, by the time those IntSec geniuses came up with Plan B, Herman-G had already been handed over to HPD&MC for a high-profile, all-singing, all-dancing media extravaganza of a public termination.

The only way to put Plan B into operation is to somehow ensure that Herman-G gets lost while being escorted down a

### Troubleshooters

Troubleshooter	Service Group	MBD	Access	Mutation	Power	Secret Society	Rank
Basil-R	CPU	Team Leader	04	Psychic Flash	04	PURGE	03
Carmen-R	HPD&MC	Comms & Recording	05	Bouncy	10	Romantics	04
George-R	IntSec spying on Tech Services	Equipment Guy	07	Empathy	09	Communists	01
Betty-R	Technical Services	Loyalty Officer	06	Not a Mutant (Infravision)	08	Free Enterprise	01
Nigel-R	IntSec spying on R&D	Happiness Officer	03	Evil Twin	10	Psion spying on Pro Tech	03/01
Eric-R	Power Services	Hygiene Officer	08	Push Mutant Power	07	Communists spying on Free Enterprise	01/01

## INTRODUCTION

short corridor. Now, where can we get a bunch of morons who can't even escort a condemned criminal properly?

Oh. Right. Player Characters.

### A Long Walk Down A Short Corridor

The Troubleshooters are assigned a simple mission. They're going to escort convicted traitor Herman-G from his high-security prison cell down to the termination booth. Herman-G wants to talk. Over the course of the walk, he reveals several secrets that the Troubleshooters really didn't want to know, including the location of his master Stan-U's super-secret base. Worse, just before they reach the booth, Herman-G vanishes in a puff of smoke.

### The Six Clone Warning

As punishment for losing Herman-G, the Troubleshooters are reassigned to

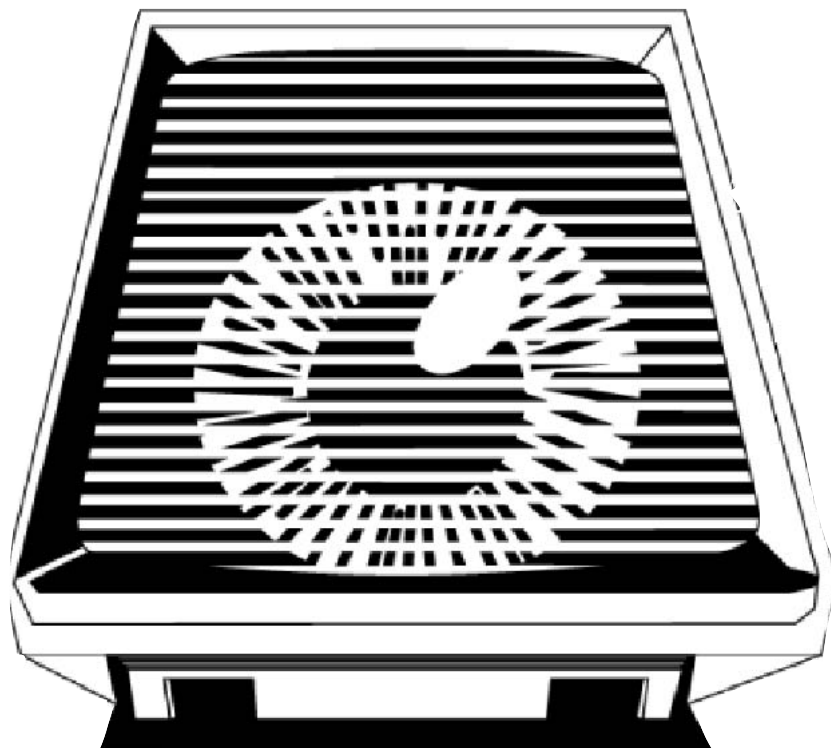
a missile silo on the fringes of Alpha Complex. They soon discover this 'punishment' was arranged by their Secret Societies, as the silo's close to the super-secret base. They're ordered to break out of the silo and break into the base. Unfortunately, as soon as they get inside, they're ordered to drop a nuke on it.

### Inside Job

New plan! Instead of dropping a nuke on the mad scientist's super-secret base, they're just going to deliver the nuke to where it's needed – the mad scientist's forebrain, vaporising Stan-U's deadman's switch. The Troubleshooters are miniaturised using Stan-U's experimental shrink ray and injected into the renegade High Programmer's bloodstream, where they're ordered to make their way to his brain and deliver the nuke. What could possibly go wrong?

### Notes on the Pregens

- ☞ Carmen-R thinks she's in a reality TV show. In fact, she's been assigned to the wrong Troubleshooter team. Somewhere else in Alpha Complex, some Troubleshooters are having remarkably safe and telegenic missions.
- ☞ George-R wants to make contact with Eric-R.
- ☞ Eric-R wants to kill George-R to prove his loyalty to the Free Enterprisers. He's also got a scrubbot buddy called S07. The scrubbot didn't sign up for Troubleshooter duty – it's a Corpore Metal agent, here to steal Nigel-R's experimental laser barrel. The bot can't talk, it just beeps like R2D2.
- ☞ Betty-R is trying to kill Eric-R because he's a Commie, she hasn't figured out her mutant power yet, it's Electroshock.
- ☞ Nigel-R is spying on himself. He's also got an experimental laser barrel that converts any laser into a gauss weapon.





# 1. A Long Walk Down a Short Corridor

Most *PARANOIA* missions start with a mission alert, waking the Troubleshooters from their drug-induced slumber and forcing them to run to the briefing in double-quick-time. This mission doesn't start that way, because high-profile terminations are held during prime viewing hours. Instead, it starts *in media res*.

## Computer Errors

Stan-U's plan to upload his mind to The Computer mainframe is just getting started and its effects aren't that noticeable yet. You may want to foreshadow Stan-U's plan by having the occasional MY TOES ARE ITCHY glitch.

## 1. A Funny Thing Happened On The Way To The Termination Booth

### Tension 5

*As a result of your heroic actions on your last Troubleshooter mission, you've been given a special bonus reward! Rejoice! You have, in fact, been given boothside tickets to the upcoming public execution of known and thought criminal Herman-G! Wow! What an honour! Everyclone who's anyclone will be attending the execution and you've got the best seats in the house.*

*You arrive at the RFC Sector ShinyBoot Memorial Execution Centre & FunBall Stadium and queue for only five hours before you arrive at the ticket checkpoint. Everyone got their tickets handy?*

Put a number of copies of Handout #1 – The Ticket on the table. How many copies? Well, how many players do you have? Put that many copies minus 1, so that one Troubleshooter ends up ticketless.

Continue to remorselessly read the italic text.

*Uh-oh. It looks like Troubleshooter <NAME> has dropped his ticket. The crowd's pushing*

*you all towards the ticket checkpoint. The heavily armed ticket-checking goons at the checkpoint don't look like they take excuses. What do you do?*

## At The Checkpoint

### Tension 10

At the checkpoint, each visitor has their personal equipment put through an x-ray/chemical sniffer machine, while the citizen walks through a metal detector and may be pulled aside for a cavity search. Especially suspicious-looking clones get chest cavity searched by a GREEN goon with a rib spreader and a first aid certificate. It's only after this search that they actually check tickets. Anyone without a ticket is assumed to be a terrorist suicide bomber. Better safe than sorry.

What does our poor ticket-less Troubleshooter do?

- ☞ **Fleeing through the crowd:** The queue behind the Troubleshooters is as unyielding as the average wall. No-one wants to give way, in case they miss a second of Herman-G's painful termination. Unless the Troubleshooter has some way of clearing the crowd, like a steam locomotive or something, he's not escaping that way.
- ☞ **Fleeing through the air ducts:** Nope, no ducts. No sewer access plates, no Jeffries tubes, no corridor maintenance crawlspaces, no life support vents.
- ☞ **Fleeing through the wall:** What?
- ☞ **Explaining The Situation To The Goons:** *'Excuse me, Citizen Drug-Crazed Goon. I had a ticket not five minutes ago, but I appear to have mislaid it just as I approached this...ah! Ah! What is that you are doing? Is that my leg? Aaaaagh! Stop beating me with my own leg! Ah! Why did I wear steel-capped boots today? Agh!'*
- ☞ **Stealing a Ticket from another Troubleshooter:** Nice plan if you can work it.

## Mercy Mission Alert

Just as the ticketless Troubleshooter is about to experience transcendental levels of agony, his PDC bleeps. So do the PDCs of the rest of the team.

*+++ MISSION ALERT! MISSION ALERT! Report to Briefing Room C12, Corridor 43, Level 2, RFC Sector Immediately for urgent mission briefing. Repeat immediately! Repeat repeat immediately! +++*

Waving a mission alert in the face of even the most blood-thirsty goon is enough to make the thug back off. The Troubleshooters still need to figure out a way to get past the crowd. Lasers work well, as does bribing or browbeating the goons into clearing a path.

Further mission alerts go beep beep every few seconds, reinforcing the urgency of the Troubleshooters' assignment.

*+++ MISSION ALERT! You have not reported to Briefing Room C12, Corridor 43, Level 2, RFC Sector Immediately for urgent mission briefing. Failure to respond promptly is treason. +++*

Note that failing to read a mission alert is also treason, even if it's the same pointless mission alert you got five times in the last 30 seconds.

Once the Troubleshooters fight their way through the crowds, they run into a line of Herman-G Termination Memorabilia salesmen and vending machines. Do the Troubleshooters want an I saw Herman-G fry? t-shirt (Cr. 20)? A copy of the official confession (Cr. 100)? A Herman-G full-face mask for scaring Junior Citizens (Cr. 50)? A termination keyring that's wired to buzz when the termination booth is switched on, for full tactile involvement in the execution (Cr. 10)? Even if they don't want any of these things – and let's face it, who would – they'll have to buy something if they want to get past the vendors.

Finally, the Troubleshooters make their way into the corridors around the Execution Chamber & FunBall Stadium



# 1. A LONG WALK DOWN A SHORT CORRIDOR

and find Briefing Room C12, Corridor 43, Level 2. Huzzah.

## 2. I Shall Brief You Only Once. Ok, Twice.

### Tension 15

*You burst into the briefing room as you get another four mission alerts, all telling you to go to the briefing room immediately. Inside, it's a nice new briefing room, with hardly any bloodstains on the floor and a below-average number of suspicious burn marks. There are two briefing officers waiting for you. There's a GREEN Clearance citizen in a HPD&MC business suit, and an older BLUE clone wearing an Internal Security uniform.*

*The GREEN Clearance guy bounds forward and pumps your hands enthusiastically. 'Hitherehitherehitherehithere!'*

(GM! Feel free to give one PC a suspicious secret-handshake-like handshake). 'I'm Marty-G. My associate here is Vera-B from Internal Security. And boy oh boy, have we got a mission for you!' Marty-G flips open a really high-tech slimline PDC and looks at the countdown display. 'Ok, time's running short so let's get this briefing going! Vera, do you wanna take over.'

*Vera-B of Internal Security gives Marty-G such a withering glare that it dampens his enthusiasm for all of three seconds.*

*'Ok team, pay attention! This is going to be fun! You all know hateful Herman-G, I'm sure! Well, you guys get to escort him to his termination! It's a real honour! Here's the mission schedule. You'll pop into Outfitting, next door, then you'll visit the holding facility and collect Herman-G. Then you just need to walk Herman-G down the corridor to the service entrance of the Execution Centre & Funball Stadium. I'll meet you there and we'll bring the nefarious traitor to his final termination! Woot!' Marty-G vibrates from sheer enthusiasm. His whole body twitches and shivers, apart from his*

*perfectly fixed grin. Occasionally, a little cheer or burst of joy like 'yay! Termination!' escapes his locked jaws.*

*Vera-B of Internal Security leans forward and scratches a perfectly manicured fingernail across her briefing podium. 'The importance of this mission cannot be overstated, citizens. Under no circumstances can Herman-G be permitted to escape. We expect his allies to make at least one last-minute rescue attempt. Be prepared. Under no circumstances can Herman-G be –*

*The door of the briefing room opens and an eager young clone rushes in. He marches straight up to Vera-B and hands her a scrap of paper. She scans it, then continues. (GM! The note informed Vera-B that IntSec are going to permit Herman-G to escape. Therefore, the purpose of Vera-B's briefing just turned completely around. She can't let HPD&MC know about the IntSec plan, so she tries to convey her meaning to the Troubleshooters through the medium of extreme sarcasm.)*

*Vera-B seems momentarily disconcerted, then continues. 'Under no circumstances can Herman-G be permitted to escape. I repeat, under no circumstances can the subject be permitted to escape. Do you understand?' Then, grotesquely, Vera-B winks at you several times.*

The characters may have questions; Marty-B is happy to help out.

**So, we just walk the condemned criminal down the corridor... and that's it? Yep! To be honest, it's a bit silly, but you wouldn't believe the paperwork involved. Using Troubleshooters makes this whole thing a lot more painless.**

**What security precautions should we take? Oh, we've taken care of all that. Outfitting will give you all the security equipment you need.**

**Er, this question's for Vera-B. What was on that piece of paper they gave you?**

*That information is not available at your Security Clearance, citizen. Just remember that Herman-G really isn't permitted to escape at all. Understand?*

Once the Troubleshooters run out of questions, Marty-G pushes them next door into the magical kingdom of Outfitting.

## Outfitting

### Tension 5

*The outfitting department appears to be a large vending machine. There's a post-it note on the front. 'Sorry, had 2 go. Mission credits on card. Buy A1, B2, C4 and D4.' There is, indeed, a credit card stuck to the note. Looking through the transparent window of the vending machine, A1 is a large box marked 'Laser Barrels', B2 is a portable docbot, C3 is a box marked 'Prisoner Transport System' and D4 appears to be a heavy helmet with some sort of remote control. The other compartments of the vending machine contain other weird stuff.*

There is a small problem with the vending machine. A teeny, tiny problem. The control keypad is broken. Here's how it should be:

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

And here's how the control keypad actually responds:

A4	B1	A2	A3
B3	B4	B1	B2
C4	C1	C2	C3
D2	D3	D4	D1

So, if a Troubleshooter presses B3, he actually gets the item marked B1. If he presses C3, he actually gets C2.

The credit card contains 500 credits. If the Troubleshooters spend any more than that, they'll have to use their own ME cards.

## Vending Machine Contents

1	2	3	4
A Box of Laser Barrels	Petbot	Can of Bouncy Bubble Beverage	Helibackpack
B 'I saw Herman-G Fry' t-shirt	Portable Docbot	Bottle of Happy Pills	FunBall
C Frozen Thing	Atomic battery	Prisoner Transport System	Inflatable blast shield
D Box of Chewing Gum	Box of explosives	Portable Scooter	Weird Helmet



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

**Atomic battery (200 Cr):** A genuine Power Services type F atomic battery, suitable for powering any medium-sized bot or high-energy weapon. Do not heat. Dispose of properly by burying in a vault of vitrified concrete and lead at least 10 miles underground.

**Bottle of Happy Pills (50 Cr):** Expiry date Year of The Computer 208. May cause drowsiness, nausea, hallucinations.

**Box of Chewing Gum (50 Cr):** Cone Rifle Brand, cone rifle flavour.

**Box of Explosives (250 Cr):** Twelve individual packaged mining charges, detonator caps, connecting wires and a detonator control.

**Box of Laser Barrels (150 Cr):** Six RED laser barrels.

**Can of Bouncy Bubble Beverage (5 Cr):** Heavily shaken. If opened, treat as a sugary grenade.

**Frozen Thing (150 Cr):** It's...er... well, it's a lump of ice. There's something in the middle of the lump of ice. It's hard to make out *what* the thing is, but it's about the size of a housecat and has lots of tentacles. If the Troubleshooters allow the ice to melt, the thing starts trying to eat their eyes.

**FunBall (50 Cr):** It's a genuine FunBall, suitable for a rousing game of FunBall. It hovers about a metre off the ground and the slightest touch causes it to rocket off at high speed, bouncing off walls and smashing into obstacles.

**Helibackpack (250 Cr):** A one-man helicopter pack. Press the control handle and a fast-moving rotor pops out. Anyone with a long neck or slightly-above-average-sized head will find the helibackpack a... distinctive experience.

**Inflatable blast shield (150 Cr):** According to the sticker, when fully inflated by blowing through the nozzle, this blast shield provides full protection from explosions, incoming artillery fire, direct-fire energy weapons and nuclear detonations below the 50kt range.

**'I saw Herman-G Fry't-shirt (20 Cr):** Has an artist's impression of Herman-G's face in the termination booth. There's a list of his crimes on the back.

**Petbot (200 Cr):** This little petbot bonds with the first Troubleshooter it sees. It then follows him around everywhere he goes, its tinny barking is a constant irritation. The petbot also extracts the Troubleshooter's PDC number from The Computer's database and phones him up to bark at him if he's not within view.

**Portable Docbot (250 Cr):** This docbot, in a wonder of both materials science and ergonomic design, folds down to merely the size of a really, really big suitcase. At the pull of a lever, it unfolds to its full size (roughly the size of a really big suitcase). The docbot can treat any illness or injury, as long as the treatment involves amputation. It likes amputation. Would you like something amputated? You've got lots of limbs...

**Portable Scooter (150 Cr):** For the citizen on the go, this fold-out portable electric scooter lets you zoom down the corridor at a speed slightly faster than jogging.

**Prisoner Transport System (100 Cr):** The approved method for transporting prisoners. It's a pair of leg manacles on wheels.

**Weird Helmet (50 Cr):** The helmet's connected to a remote control. Press the button on the remote control and the helmet wearer starts walking. The helmet wearer is compelled to keep walking as long as the button is pressed. That doesn't necessarily mean he gets anywhere – he can walk in a circle, hold onto something, or just fall over with his legs still pumping away fruitlessly.

### Vendo the Vending Machine

Troubleshooters with poor anger management issues or a habit of anthropomorphising innocent appliances may take their frustrations out on poor Vendo the Vending Machine. Vendo has no control over his keypad and can't dispense items directly – his sole function is to advise consumers on what

to consume. He also has no idea what's inside him but if the Troubleshooters describe an item, he'll do his best to sell it to them.

If the Troubleshooters attack, damage, threaten or tip Vendo, he screams his head off. Or he would if he had a head.

Once the Troubleshooters have all their gear, it's on to the Prisoner Holding Facility.

### 3. Prisoner To Go

Conveniently, the Prisoner Storage Centre's right next door to the vending machine. When the Troubleshooters enter, read the following:

*'DOWNONTHEFLOORTRAITOR!' roars a voice. Bright lights stab you in the face. 'DOWNONTHEFLOORNOW': You dimly perceive several hulking figures pointing alarmingly large guns at you.*

Any Troubleshooters who don't immediately comply with the nice security guards suddenly discover they have much better intercostal ventilation than they had previously.

*'IDENTIFYYOURSELFANDSTATEYOURBUSINESS!'*

Any Troubleshooters who fail to produce a valid ME card are shot. Any Troubleshooters who make any sudden movements or reach for their ME cards without first informing the security guards are also shot. As soon as the Troubleshooters make it clear they're here for Herman-G, the guards become much nicer and more helpful without changing their demeanour in the slightest.

*A gun barrel is jammed between your teeth. It's hot, as though it's recently been fired. The guard's eyes bulge alarmingly and froth bubbles out between his teeth. 'WOULDYOU LIKEACUPOFCOFFEE?' he threatens you, viciously. 'ORANYOTHERREFRESHMENTS.' Another guard slams Troubleshooter <NAME> up against the wall and frisks him, screaming 'NICE DAY CYCLE ISN'T IT? HOW ABOUT A CAN OF B3? IT'S THE MANDATORY THING!'*

# 1. A LONG WALK DOWN A SHORT CORRIDOR

## Secret Society Missions

While the Troubleshooters are getting their equipment, they can also pick up Secret Society missions by popping to the bathroom/having a private chat with Vendo the Vending Machine/receiving secret messages/receiving telepathic messages/whatever.

**CPU/IntSec:** Ensure that Herman-G escapes! Our agents are in place to ensure he is freed. Make sure they are able to capture him. Do not ask why you are being ordered to help free a condemned criminal – that information is not available at your Security Clearance!

**Armed Forces/HPD&MC:** Ensure that Herman-G doesn't escape! This is a big, important execution! Don't screw it up.

**Tech Services/R&D:** Pump Herman-G for as much information as possible. Ask him about Stan. Remember that. Ask him about Stan.

**Anti-Mutant:** Troubleshooter <NAME> may be a mutant. Test him. Make him reveal his mutant ability if he has one.

**Communists:** Comrade! Any enemy of The Computer is friend of ours. Recruit this Herman-G and then rescue him.

**Computer Phreaks:** Herman-G works for ex-High Programmer Stan-U. Get all the passwords you can out of Herman-G.

**Corpore Metal:** Find out how Herman-G resisted interrogation for so long.

**Death Leopard:** Dude, everyone in Alpha Complex is gonna be watching this execution. If you could do a prank on camera, you'd be, like, the ultimate beast.

**First Church of Christ Computer-Programmer:** Ensure the heretic burns!

**Frankenstein Destroyers:** Herman-G's a known ally of the bots. Ensure he dies.

**Free Enterprise:** What? We're too busy selling stuff. Yeah, mission, we'll give you a mission. Er... Oh, if you could make sure that Herman-G doesn't get executed today, we'd get to sell all this junk twice.

**Humanists:** Herman-G has resisted interrogation for an unusual length of time. Find out how he did it. Take a sample of his brain tissue.

**Illuminati:** Ensure Herman-G escapes.

**Mystics:** Dude, IntSec pumped Herman-G full of drugs. Bring us a sample of his blood.

**Pro Tech:** Herman-G is one of our most honoured gadgeteers. Help him escape!

**Psion:** We need to learn all that Herman-G knows. Acquire a sample of his blood so our telepaths can tune in and read his mind.

**PURGE:** Here is a bomb. Plant it on Herman-G. It will explode when he is executed, destroying everyone nearby. Don't be nearby.

**Romantics:** Everyone's going to be watching this termination. Use the opportunity to spread the word about Old Reckoning culture.

**Sierra Club:** We've heard rumours that Herman-G's boss has a secret base in the Abandoned Sectors. Find out where it is.





## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

(GM! If you've any Secret Society missions still to hand out, a guard can whisper a secret mission to a Troubleshooter as he manhandles him.)

### Olaf, We Hardly Knew Ye

*Looking around, as you now can because the guards aren't actually kneeling on your head anymore, you're in a high-security zone. Cameras, laser cannon emplacements, warning signs and big steel girders everywhere. There's a bored clerk behind a plexiglass window, who's obviously waiting for you. Next to the plexiglass window, there's a steel door.*

The clerk, Olaf-Y, speaks in a throaty whisper. Often, he breaks down into fits of agonising coughing and choking, which make him turn beetroot red. He gasps for air and his lips and fingertips are cyanotic from oxygen deprivation. He is obviously not a well man.

Olaf-Y weakly beckons the Troubleshooters over. *'You're...here... for the prisoner... transfer. You've got to fill out...a... docket...first. Who's... taking... custody...?'*

Olaf-G pushes a thick sheaf of forms through the narrow little access slot of the booth. Which of the Troubleshooters gets to fill out the prisoner form (handout #2)? Who wants to be responsible for Herman-G's safe delivery to the execution?

As the players quibble about the form, Olaf-Y starts another coughing fit that brings him to the very brink of death. They'd better hurry up and fill it out before the poor clerk dies.

Once the form is complete, it has to be stamped. Olaf-Y points to the little access slot of his booth, indicating that the Troubleshooters should return the form for review. Gasping for air, this loyal servant of The Computer conscientiously reviews the form. He then – slowly, laboriously, a heroic effort – lifts the stamp and brings it down on the form. No ink. With his last reserves of strength, coughing all the while, he produces an inkpad, moistens the stamp and then... THUMP. He stamps the form and falls down dead in the same motion.

The form is stamped. Unfortunately, it's on the wrong side of the plexiglass window. The only aperture is the narrow little access slot, which is no more than a few centimetres tall. How do the Troubleshooters extract the completed form from Olaf-Y's cold embrace?

### Prisoner Delivery

As soon as the Troubleshooters have a completed and stamped form, the guards spring into action. An alarm sounds. The steel door next to the plexiglass booth opens, revealing another, even more secure door with a keypad. A guard steps forward and taps in a code. A green light flashes and the door irises open, revealing another door. Another guard leaps forward and inserts a key. Again, a green light flashes. The next door is revealed. A third guard steps forward and peers into an iris scanner. A red light flashes. The other guards blast the third guard to smithereens. One of them then jiggles the corpse's head slightly in front of the iris scanner. A green light flashes. Oops. They drag the corpse off to one side and turn the huge airlock-style wheel to open this final door.

Inside the next door are two clones. One is a BLUE clad IntSec interrogator. The other, wrapped in so many chains and manacles he looks like a steampunk mummy, is Herman-G. The arch-traitor wears a blissfully vacant expression on his face. The interrogator screams 'YOU BASTARD' into Herman-G's face (a final explosion of frustration at the traitor's ability to withstand brainscanning and torture) before marching out of the door that the Troubleshooters entered by. The guards follow the interrogator (although one guard lingers a moment to unlock Herman-G's chains and another two guards pause to pick up the body of the guard they shot and drag it with them). The Troubleshooters are left in the room with Herman-G and the plexiglass tomb of Olaf-Y.

For an alleged supreme traitor, Herman-G's a harmless fellow. He's middle-aged, tubby and has a toupee (the toupee conceals his cybernetic brain access port, by the way). He's also drugged and brainscrubbed out of his tiny mind, and has no idea what's going on. He's perfectly willing to follow orders but left

to his own devices he's liable to wander off and hold a lengthy (if largely content-free) conversation with his own toes.

**Herman-G Talks Too Much:** Over the last few weeks, IntSec pumped every truth drug and hallucinogenic compound into Herman-G's brain; they've scanned him and probed him and drilled him and scrubbed him and put him through every alarming machine and torture device they have, all to no avail.

They got nothing out of him.

This isn't because of any incredible strength of will on Herman-G's part. It's because before he left, Stan-U shrank down a team of biochemists, psychologists, cheerleaders and philosophers and injected them into Herman-G's brain. This internal support staff scrubbed drugs from his blood, rewired his brain to defeat scanners and coached him on resisting interrogation. It was a hard struggle but they succeeded. Now, they're prepping for evacuation.

As the characters escort him down the corridor, Herman-G tells them a lot of stuff they probably don't want to know. Drop the following into conversation:

- ☞ *High Programmer Stan-U is my friend. He's got piles. He sends me out to get haemorrhoid crème. Sometimes, he makes me apply it.*
- ☞ *I'm looking for kelp. He likes kelp.*
- ☞ *Sometimes, my brain itches. I tried scratching it, but then my arm stopped working.*
- ☞ *Have you seen the colour? The new one? They won't tell me its name, but it'll be everywhere soon.*
- ☞ *People live in my brain. They're little people. They help me.*
- ☞ *Stan-U's got a plan. He's going to be superman. He's going to be god.*
- ☞ *I don't feel well. Can I eat your shoe?*

It's also very important that Herman-G gets a chance to say:

- ☞ *Stan-U has a secret base. It's in ZQD Sector. Down corridor 43. Next to the abandoned cafeteria.*

Once he's delivered this bit of information, Herman-G's importance to this mission drops way down. Kill him if you like.

# 1. A LONG WALK DOWN A SHORT CORRIDOR

## Herman-G Sneezes

Currently, Herman-G's nose resembles an airport. The miniaturised support staff who got him through Interrogation are preparing to escape in very, very, very small flybots. Unfortunately, it doesn't all go according to plan.

Herman-G sneezes on top of one of the Troubleshooters, who gets a dozen microscopic Tech Services workers in his ear. Over the course of this mission, the Tech Service clones will slowly explore the Troubleshooter's ear and then his brain. The Troubleshooter will hear the occasional weird voice, or feel itching as if something's crawling around his eardrum. You could even let the Troubleshooter establish communications with his new tenants ('are you my conscience?')

## The Corridor

### Tension Varies

*You step out into the corridor. It's not a long corridor. A broad RED stripe runs down the middle. At the far end of the corridor is a large door marked 'EXECUTION PARTY THIS WAY'. There are two doors on the left-hand side of the corridor between you and the last door. A single security camera pans back and forth, back and forth.*

Build up the tension as the Troubleshooters drag Herman-G down the corridor. Ask for a marching order. Ask them how they're carrying Herman. Ask who's going first. Describe suspiciously clean-looking floor tiles – are they stepping over them? Are they checking for traps? Impending doom is everywhere. The joke is that the corridor's actually perfectly safe, apart from the intense paranoia of the Player Characters.

Oh, the tension of this scene varies from 3 to 12, depending on the current direction the security camera is pointing. Troubleshooters who wait before acting can lower the tension.

## Door #1

*Your team approaches the first door. What do you do?*

On the far side of the door is a storeroom containing junk left over from the remodelling of the FunBall Stadium gift shop. There are several dozen boxes of unsold keychains and jackets, a few shop-worn FunBall sticks, a signed cap and life-size cardboard standees of the championship winning AQA Sector team, the Loyalists. There's nothing dangerous in here at all, although it is a bit dusty. Trigger-happy Troubleshooters may, in the dim light, mistake the life-size cardboard standees for Commie Mutant Traitors. The junk in the storeroom's rather flammable, by the way.

## Scrubbots

*Suddenly, a small hatch in the corridor wall pops open. A scrubbot emerges and waves at you. 'Hello Citizens! I am conducting random hygiene sweeps; it burbles happily, 'who wants to get clean?' It aims a nozzle at Herman-G.*

The scrubbot – its name is Scrubbot 47C, if the Troubleshooters bother to ask – is totally innocent. It's nothing to do with Herman-G. It doesn't even know who Herman-G is; it never bothers watching the news. There's not enough news about things to scrub. It just wants to scrub things. Scrubbing is its life, its purpose, and yes, its joy. And it's not about to take 'no, we don't want to be scrubbed today' for an answer.

## Door #2

*You're coming up on door #2. Who's checking it out?*

Behind Door #2 is a small room. In the middle of this small room is a plinth and on that plinth there's a folder. The folder is edged in INDIGO and marked TOP SECRET. There's nothing else in the room.

This room is a death-trap for traitors. If anyone touches the secret plans, a blast door slams down over the doorway and the room fills with poison gas. Anyone in

the room has about 30 seconds to find a way out of the sealed room before they turn a lurid shade of puce and die.

## The Lights Go Out

*There's a click. The lights go out.*

Oh, those random power fluctuations. A glitch six sectors away causes the lights in the corridor to go out for a few seconds. Herman-G uses the opportunity to fall over his own feet. The Troubleshooters may use the opportunity to shoot each other. Such is life.

The lights come back on before anyone can execute an escape plan for Herman-G.

## Door #3

*There's another door in the corridor wall.*

This door leads to a metal stairwell, which leads to the secondary FunBall field (see page 10). The stairs are steep. How do the characters get Herman-G up?

## 4. The Elusive Herman-G

With the main stadium upstairs taken up with the execution, the RFC FunBall team have to practice down here on this backup arena. In fact, here they are now!

*At the top of the stairs, you wander through some corridors and emerge onto... a FunBall court. Well, you are somewhere under the stadium. This must be a backup stadium or a practice field or something.*

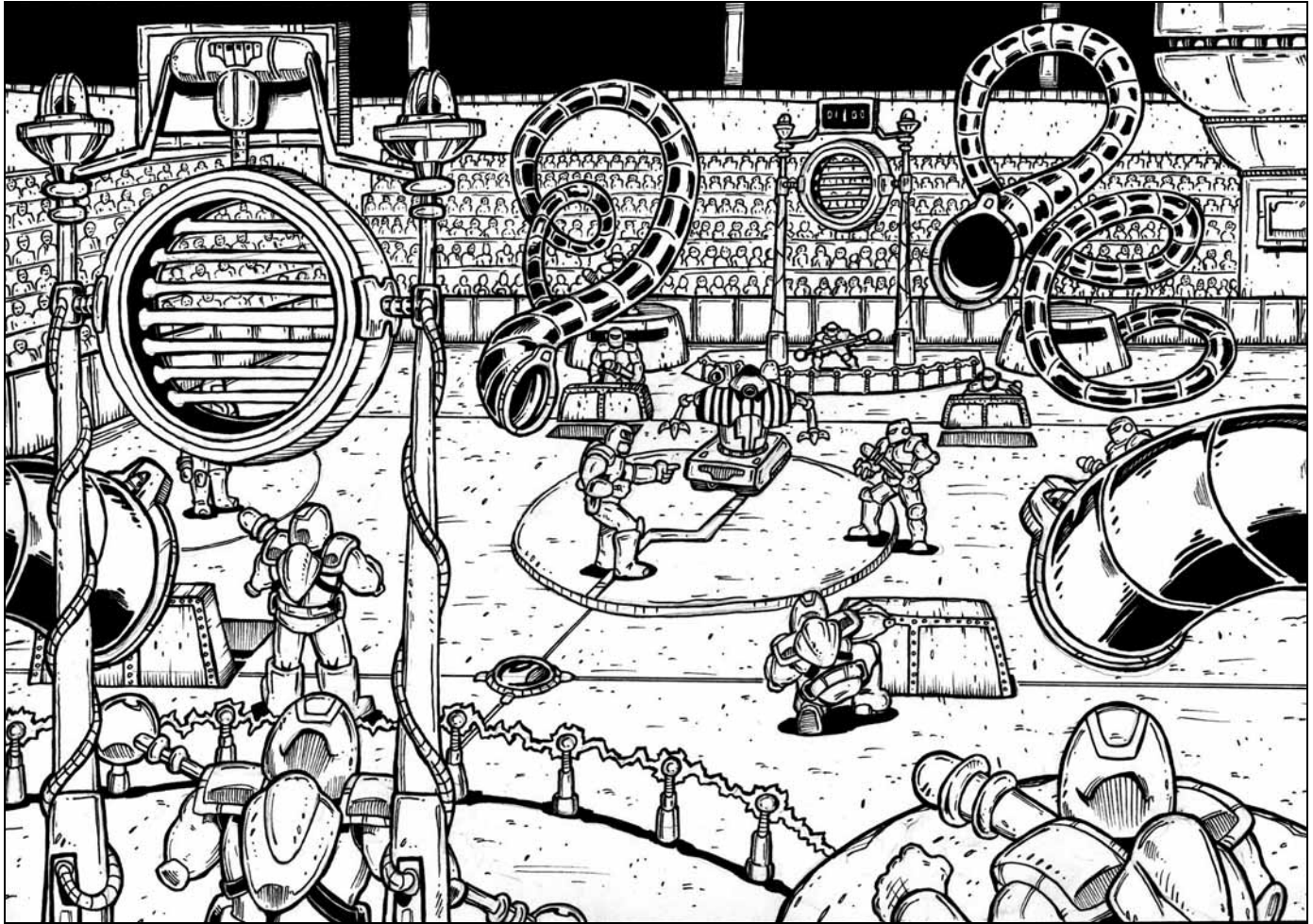
*A door on the far side of the FunBall arena opens and a half-dozen armoured giants emerge. Hey, it's the RFC FunBall team! Those guys rock! You saw them play against the DCD Sector team last week. The RFCs smashed them into the ground. It was a horribly brutal game, with 16 clone replacements... uh oh.*

*A RefereeBot rolls onto the arena. 'PLAY BALL' it shrieks, and there's the loud CRACK of a FunBall launcher. A FunBall flies in a long, lazy arc over the heads of the RFCs and... Herman-G catches it. He holds it out to you and smiles uncomprehendingly.*



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

It matters whether you win or lose



*The ground starts to shake as the RFC players charge. It's their patented Steamroller play!*

The RFC FunBall players are all genetically engineered for the sole purpose of winning at FunBall. They've each got three hearts, armoured ribcages, juiced-up muscles, eyes adapted for tracking fast-moving projectiles and teeny tiny brains. Think of them as FunBall-playing velociraptors.

They're not good with complex thoughts, though, and *'these people on the FunBall arena aren't other FunBall players, and I shouldn't beat them to a pulp'* is a very complex thought. As long as you're on the FunBall field, and you're not dead, they consider you a valid target.

### So What Is FunBall?

Ancient records show that before Alpha Complex, citizens used to engage in a bewilderingly large array of ball-based games. Some games involved kicking a ball, or punching it, or carrying it, or hitting it with various implements. The rules for these games were equally varied and obtuse. HPD&MC acknowledged the popularity of these sports and the desire of citizens to continue playing them but the lack of large open spaces within the Complex forced a compromise.

R&D Engineers studied the various games and developed a new sport that combined the statistically most important and enjoyable aspects of all of them. The sport is officially wildly popular within Alpha Complex, despite

the fact that no-one understands all the rules. Each sector, each arena and to be honest each player has their own take on the game. Much like the average roleplaying game, a FunBall match consists of 40% ultraviolence, 20% mandatory rest breaks, 30% rules arguing and 10% actual play.

Everyone more-or-less agrees on the following rules:

- The aim of the game is to get the FunBall through a scoring zone, of which there are several in the arena. The different zones give different points and have different rules.
- In basic FunBall, you can move the FunBall by kicking it, punching it, headbutting it or swiping it with your FunStick. You can also muzzle-load the FunBall into the FunStick and fire the ball towards a scoring

# 1. A LONG WALK DOWN A SHORT CORRIDOR

zone. You can also balance the FunBall on the FunStick, egg-and-spoon style. You cannot, however, carry the FunBall.

- ☞ Maiming the other team is allowable. The use of actual weapons is not. Ish. It's considered sporting to only pulp the opposing player who's got the FunBall but winners don't do sporting.

## Game On!

### Tension 5

So, the six members of the RFC team are charging towards the hapless Troubleshooters and the even more hapless Herman-G. To survive, the Troubleshooters need to either get off the field or survive until the RefereeBot calls time out.

The RFC players target whoever's currently got, or is nearest to the ball – initially, it's Herman-G but he'll hand the ball off to anyone who asks for it. (If no-one does anything, then Herman-G's going to get pulped pretty quickly).

Possible tactics:

- ☞ **Run Away:** The door behind the Troubleshooters has closed, so retreating isn't an option. Running across the field might work but calls for a roll on the FunBall Encounter Table
- ☞ **Shoot The Opposing Team:** Pulling a laser is a good way to annoy the RefereeBot. The RefereeBot has tasers. The RefereeBot is a better shot than you are.
- ☞ **Mutant Powers!** Always a great way to get terminated, but at least you can take some of the bastards with you.
- ☞ **Inform the authorities that the star of the execution show is about to get pulped by crazed FunBall players:** Just try having that conversation while the RFC Loyalists jump on you.
- ☞ **Pass The Ball:** That's more like it. A character can pass the FunBall with a Violence check. The PC he passes it to can pass it again; keep passing until someone fails a Violence check, in which case it's time for everyone to roll on the FunBall Encounter table.

Each round, roll on the FunBall Encounter Table for each Troubleshooter. Add +10 to the roll if the Troubleshooter is the nearest one to the ball, subtract 10 if the Troubleshooter is the furthest away from the ball. Perversity can be spent on this roll as normal.

Once you tire of manhandling the team, the RefereeBot calls a break and the survivors can limp off the arena and up to...

## Execution Central

### Tension 10

*Fleeing the FunBall arena, you climb another set of stairs. You can hear cheering and shouts from above. It sounds like the roaring of a huge crowd. You're not sure exactly what 'baying for blood' sounds like but that's probably it.*

*Finally, you reach the Execution Centre level. You're in a short tunnel that ends in a big metal door. You can hear the shouts*

### Funball Encounter Table

5 or less	<b>Hey, no danger!</b> No-one's trying to squish the PC this round.
6	<b>Hiding Place!</b> The Troubleshooter spots a tunnel or bunker where he can hide. As long as he's in this hiding place, he doesn't need to roll on this table, as long as he's not the closest player to the ball. It sure would be a shame if someone threw the ball into the hiding place...
7	<b>Wandering Monster!</b> An RFC goon wanders up and swats the Troubleshooter, dealing S4D damage with a Violence score of 14.
8	<b>Bonus FunBall!</b> The Troubleshooter runs over a bonus ball powerup. Now there's another FunBall in play! And yes, there's a +20 modifier to the roll if you're the closest player to both balls!
9	<b>Net!</b> The Troubleshooter runs head first into a net. He can't pass the ball next round.
10	<b>GrenadeBall!</b> Uh-oh. The FunBall just ran through a charging zone. It's going to explode at the end of the next round.
11	<b>Trampoline!</b> The Troubleshooter runs over a trampoline square and is flung high into the air. He'll return to earth shortly. He sure does make a great target, though.
12-13	<b>Scoring Opportunity!</b> If the character's the nearest one to the ball, he can try scoring by making a Violence roll. If the Troubleshooters score three times, a break is called.
14-15	<b>Aggressive Play!</b> Two RFC goons doubleteam the character. It's an attack with Violence 14 dealing S3D damage.
16+	<b>Pile On!</b> Most of the opposing team squash the character. Treat as Violence 14, S2K damage.



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

*of the crowd from the far side of the door. There are four big IntSec guards with even bigger guns, two on either side of the door. 'JUST WAIT HERE!' shouts one guard. 'THEY'LL BE READY FOR YOU IN A MINUTE.'*

So, the characters have nothing to do but wait for a few minutes. They hear the execution ceremony start outside; the crowd quietens down and the characters hear muffled bits of the speeches. It sounds something like *'WHARFLEWHARFLEWHARFLE TRAITOR WHARFLEWHARFLEDESPICABLEWHARFLE BONUS HOT FUN FOR ALL WHARFLE.'*

If the characters haven't gotten the vital clue about the location of Stan-U's secret base, then Herman-G restates it yet again.

👁 *Stan-U has a secret base. It's in ZQD Sector. Down corridor 43. Next to the abandoned cafeteria.*

The characters also spot one of the guards whispering into a radio. The guard's staring at Herman-G; those who listen in hear the guard mutter stuff like '2.1 metres west, 1.2 metres north.' If the characters move Herman-G for any reason, then the guard urgently mutters an updated location into his radio. He's in communication with the IntSec 'escape' team in the tunnel below this one.

Build the paranoia. Build suspense. And then...

### Violence Spasm

*There's a sudden tearing sound and a section of floor falls away. Specifically, the*

*section of floor Herman-G was standing on. He plummets into the darkness. Smoke boils out of the floor.*

*'HERMAN-G HAS BEEN RESCUED BY TRAITORS!' shouts one guard. 'YES HE HAS BEEN RESCUED BY TRAITORS' shouts another. 'THERE IS NO CHANCE OF RECAPTURING HIM.' None of the guards move. What are you doing?*

Stupid – er, heroic Troubleshooters may jump into the smoking hole to try to rescue Herman-G. There are a dozen or so IntSec agents downstairs, all heavily armed. They're busy planting evidence for themselves to find later on, proving that Herman-G was taken by traitors – lots of Commie leaflets and Death Leopard graffiti tags. Jumping into the hole is probably a one-way trip, unless you're feeling merciful.

### Fifteen Seconds Of Fame

The big metal door opens and a harried-looking Marty-G (the HPD&MC briefing officer from earlier) runs in. *'Thank The Computer you're here, we're ready to get on with the main event! Where's Herman-G?'*

Marty-G has a multi-million-credit execution event that's going out live to all of Alpha Complex right this second. The only answer he wants is *'here's Herman-G, ready to be executed'*. Answers like *'We lost him'*, *'he escaped'* or *'somewhere in this smoking hole in the ground'* do not make Marty-G happy.

The Troubleshooters need to find a suitable replacement for Herman-G

immediately, which basically means pointing at one member of the group and shouting *'he's Herman-G, execute him'*. If they don't provide such a scapegoat, then the guards are more than willing to help by grabbing a random PC (or Marty-G – hey, he's the only GREEN in the room).

The unlucky nominee is dragged out into the FunBall Stadium, where he's blinded by the bright lights and deafened by the roar of the crowds. He's then thrown into a big transparent termination booth and then there's an even brighter light followed by an eternal silence. Mark off a clone.

### Debriefing

The Troubleshooters are sent back to the briefing room to be debriefed by Vera-B. En route to the briefing room, each Troubleshooter is contacted by his Secret Society, who ask what he learned from Herman-G. It's important that at least one PC passes on the information about Stan-U's secret base.

The debriefing is a formality. Vera-B doesn't give a damn about anything the Troubleshooters say or anything that happened on the mission – the whole thing was just a way for them to free Herman-G without HPD&MC raising a fuss. She'll listen to reports from the Troubleshooters but it's obvious her heart isn't in it. The only thing that will cause a reaction is the suggestion that the whole thing was orchestrated by IntSec to free Herman-G.

## 2. THE SIX CLONE WARNING

## 2. The Six Clone Warning

As punishment for 'losing' Herman-G, the Troubleshooters are assigned to a six-month stint in Silo 543, a nuclear missile silo buried deep beneath one of the abandoned sectors. There is very little of interest in Silo 543, apart from a trio of neurotic nuclear missiles. It's soon revealed that the Troubleshooters were actually assigned thanks to Secret Society manipulations – Silo 543 is close to the location of Stan-U's hidden base and the Secret Societies all want their agents to sneak out of the Dome and investigate Stan-U. Cue hilarity as all of the Troubleshooters try to sneak out of the Silo at the same time.

The Troubleshooters reach Stan-U's dome, get penetrated by its defences and eventually find the High Programmer with his brain hooked up to a Computer terminal. They're ordered to nuke Stan-U's base, then ordered to stop nuking it and then the Armed Forces show up. Confusion rains. So, unfortunately, do nukes.

### Computer Errors II

The Computer's issues grow as Stan-U's augmented mind takes over more CompNodes. Throw in lots of random failures ('The information you requested is 0X534. Thank you for your termination, please report for co-operation'), paranoid delusions ('I'm losing my mind, Dave. I can feel it going. Dais-Y, Dais-Y, give me your laser doooooo') and glimpses of Stan-U ('bow before Stan-U! God demands Kelp!').

### 1. If We Had A Siberia, You'd Be There

#### Tension 5

Pick a Troubleshooter. Read the following, adapting it to suit that Troubleshooter's day job.

*So, you're at your standard work assignment stirring the food vats/stamping forms/marching up and down when you hear the heavy tread of jackboots outside. They're coming for you. Four GREEN goons march in. 'Where is Citizen <NAME>?' demands their leader.*

If the Troubleshooter wants to struggle, argue, run away or otherwise foolishly resist, let him. It won't help. The goons grab him – or his clone replacement – and drag him off to the briefing.

The briefing takes place in an Armed Forces facility; it's all hard seats, peeling propaganda posters and Cold Fun, unlike the luxurious and stylish briefing rooms the Troubleshooters may be used to. The briefing officer is Ronald-Y, a stern Armed Forces martinet who's convinced that Commies are everywhere. He knows that this is a punishment assignment but worries that the Troubleshooters are actual undercover Commies who are here to sabotage the missile silo. He's conflicted.

*'All right, listen up. You have failed Alpha Complex and Your Friend, The Computer. Failure is treason \*cough\* as I'm sure you Commies know \*cough\*. As punishment, you're being reassigned to Ballistic Missile Silo 543 for six months. Your duties will be to maintain the readiness of the Armed Forces Strategic Assets in Ballistic Missile 543.*

*This is a punishment assignment, but it's also a great honour. You will be part of the first line of defence for Alpha Complex. This is a mission of vital importance. Be vigilant for Commie Mutant Traitor sabotage. You \*cough\* Commie Mutant Traitors \*cough\* will be under constant observation. Your every action will be monitored by The Computer to ensure you properly follow proper protocols and \*cough\* don't sabotage anything \*cough\*.*

*These sealed orders are to be opened when you arrive at Silo 543. Opening the orders before you arrive at Silo 543 is treason.*

*Do you understand?'*

Give the players a sealed envelope containing Handouts #4 & 5.

Any questions that the Troubleshooters ask will be treated as traitorous attempts to learn secret information by Ronald-Y. A loyal citizen would shut up and sit there until ordered to move. Once all the Commies have revealed themselves – or,

once everyone who's got questions has been shouted at, Ronald-Y orders the team to move on to Outfitting.

### Outfitting, Armed Forces Style

*You're marched down the corridor to a large warehouse, where a scowling clerk issues each of you with a helmet, a sleeping bag and a lead-lined jockstrap, in accordance with Armed Forces regulations. The clerk then waves a piece of paper at you and shouts in an incomprehensible dialect. Through gestures and mime, you quickly ascertain that this is a list of vital mission equipment, and he wants one of you to sign for it.*

The equipment issued by the Armed Forces is listed as Handout #3. It's mostly junk. It's also quite heavy, so the Troubleshooters get to argue about who's carrying it. Once they've got all their equipment, it's off to the Flybot for immediate transfer to Silo 543.

### All Aboard The Flybot

Flybot 28G has seen better days. It's got a slight bug in its guidance system that means it keeps crashing all the time. The guidance system crashes, that is, not the plane. Well, the guidance system crashes first anyway.

*Waiting for you in a hangar is a battered old flybot. Oil drips from its dented fuselage, and there's what appears to be dirt and small stones encrusted around its oddly flattened nose. As you step on board, the airframe creaks alarmingly. '\*Bzzt\*' Take a seat, clones', says the autopilot through the intercom, 'and strap yourselves in. I don't have time to sit around waiting for stragglers.'*

*Looking around the little cabin, there's a door leading to the cockpit and a few hand-holds and cargo hooks, but you can't help but notice the distinct lack of seats.*

There are no seats. The Troubleshooters had better just hang onto something. The door to the cockpit is locked 'for security reasons'. As soon as everyone's on board, the loading ramp closes and the steam catapult fires, flinging FlyBot





## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

28G into the sky. Any Troubleshooters who haven't improvised a seatbelt of some sort are sent bouncing around the cabin. If they haven't worked out a way to restrain their cargo, then it all starts sliding around the cabin too.

### A Smooth And Pleasant Flight

FlyBot 28G banks sharply over Alpha Complex (sending everything sliding around the cabin again) and heads off towards Silo 543. It climbs steeply to its cruising altitude of 10,000 feet, cruises for a few minutes and then starts diving again. Read the following to the players.

*The flybot begins its descent towards Silo 543 when the cabin lights flicker for a moment. A sudden smell of burnt wiring fills the cabin. "Bzzzt" got a slight problem up here, folks; says the flybot, 'can one of you come up here for a moment, please?' There's a click as the door to the cockpit unlocks itself.*

So, who's going forward to the cockpit? Take that player (or players) aside.

In the cockpit, there's a door leading to a very, very long drop, two parachutes, a pilot's chair, a co-pilot's chair, a big complicated-looking control console and a small electrical fire.

*"Bzzzt" sorry to bother you, citizen, but my guidance circuits on the fritz again. Could you sit there and tell me when we're approaching the ground. It's the big green thing out there. Looking out the window, the big green thing is getting closer and closer...*

There are two options at this point:

👁 **Talk FlyBot 28G down.**

Or

👁 **Grab a parachute and flee**, in which case Flybot 28G mutters that you can't get the help these days and summons another Troubleshooter. Parachutists will find their way to Silo 543 by the smoke from the crash site.

Talking the bot down requires a FlyBot Ops & Maintenance check. Haven't got that Specialty? Then roll either Hardware or Management and roll *really* well. Even a successful check means that the Flybot ploughs into the ground near the silo. A

failed check means that everyone gets to roll on the Flybot Crash Spectacular Table.

### Flybot Crash Spectacular Table

Roll	Horrible Fate
1-2	Miraculously, you survive unharmed, without a single bruise or scratch. How... uncannily lucky.
3-4	Minor cuts and bruises. Are you bleeding an approved colour, citizen?
5-6	One random piece of equipment breaks.
7-8	One random piece of bone breaks.
9-10	Your laser pistol is smashed into teeny tiny non-lethal pieces.
11-12	The screen of your PDC got smashed. You can receive calls, but can't make them.
13-14	You think you've got a concussion. You definitely have a really painful bump on the head.
15-16	You're knocked unconscious. No doubt someone will pull you from the wreckage.
17-18	Arms don't bend that way.
19-20	Ouch. New clone time.

Flybot 28G crashes conveniently near silo 543. The survivors get to climb out and look around.

*Hey, it looks like the Flybot crashed conveniently near the silo. Up ahead, you can see three huge metal hatches and one much smaller access hatch. A short distance beyond that, you see what must be one of the abandoned sectors of Alpha Complex. It's rather spooky to see a dome all decayed and crumbling like that, overgrown with Outdoors wildlife.*

*A cold wind blows across the Outdoors. Best to get underground quickly.*

## 2. Dome Sweet Dome

### Tension 5

Back in the early days of Alpha Complex, The Computer built more than 1,000 of

these missile silos to provide second strike capability against Commie attack – if the Commies nuked Alpha Complex, the silos would survive and nuke the Commies back. Since then, many of the silos have been abandoned for budgetary reasons. Plus, once you've got enough firepower to wipe out all life on Earth 17 times over, maintaining the capacity for the 18<sup>th</sup> time seems a bit silly.

The missile base is going to be the Troubleshooters' home for the next six months.

The base is divided into a series of domes and shafts linked by corridors. The larger domes are two levels high, the small domes and tunnels are a single storey. The tunnels all go from the lower level of one dome to the lower level of the next. The whole place is filled with pipes, wires and serial numbers stamped on everything – it's a military installation, after all. Think 1960s missile base.

Silo 543 has been abandoned for years. The airlock in Central Dome leaks, so the whole lower level of the silo is awash with about two feet of muddy water (well, 'water' is a euphemism; it's a toxic soup of rust, heavy metals, asbestos, chemical waste and semi-sentient Old Fun).

**1. Central Dome:** The upper level of this dome contains the airlock to Outside. The mostly-flooded lower level is the Troubleshooters' new living quarters.

**(Upper Level):** *The airlock's only big enough for one person at a time. You step in and press the big red button – the designers of this place really liked big red buttons – and a massive concrete slab slowly swings shut behind you. It feels exactly like being inside a tomb as it's sealed. There's a far-too-long pause in the darkness, and then the inner door opens to the accompaniment of six different sirens and four different colours of strobe light. You step into Silo 543 and immediately regret it. You're on the upper level of a rusted walkway above a shallow lake of muddy water. A poster on the wall encourages you to hang in there.*

The sirens and flashing lights make it impossible to sneak out of the airlock. This will soon become very important.

## 2. THE SIX CLONE WARNING

**(Lower Level):** *According to the briefing materials, this is your new living quarters. You're up to your knees in toxic water, and you can feel things making themselves at home in your boots. There are rusted metal frames that vaguely resemble bunk beds, a table that long-ago lost its legs and is now bobbing up and down serenely in the soup and a sparking, ruined food preparation machine. There's also a luxurious-looking plush couch.*

The plush couch is actually a gigantic mutant slime mould that wandered in from D&D and ate the old couch. Anyone sitting down becomes dessert.

**2. Power Dome:** *Entering this dome sends a thrill down your spine – through every cell in your body, in fact. Maybe it's the awe-inspiring sight of the mighty nuclear reactor, or the sheer complexity of the plumbing connecting the reactor to the air recycler to the water purifier to the hydroponic bays. Or maybe it's just radiation leaking from the reactor, who knows. Either way, you can feel your spinal fluid fizzing gently as you gaze into this dome.*

**3. Command Dome:** The nerve centre of the silo. The lower level is full of guidance and targeting systems, navigational computers, communications systems, maps and big red buttons. The upper level contains the only Computer terminal in the whole silo, along with a confession booth.

An operator can override the main airlock from here, view the silo's security camera network (when it's working), or launch the missiles (when they're working).

**(Upper Level):** *You clamber up a narrow spiral staircase to the upper level of the command dome – and come face to staring eyeball with Friend Computer! There's a single terminal here, covered in mould and dust. Friend Computer peers blearily at you through the grime. 'Idiff yiff cliff', it says, spouting little mushroom clouds of dirt from the speaker. 'Idiff yiff imiff cilt!'*

The Computer's saying 'identify yourself citizen' and then 'identify yourself immediately citizen'. Hey, it's got a speaker full of gunk, it can't be expected to enunciate. If the citizen doesn't respond quickly, The Computer sends

an alert to the other Troubleshooters, informing them that Silo 543 has been attacked by Commie intruders.

There's also a Confession Booth next to the terminal, for citizens who want a very private chat with Friend Computer.

**(Lower Level):** *Slogging through the water, you find yourself in the Command Dome. The control consoles here still seem to be functioning, judging by the number of blinking lights and ticking clocks. From here, you can control the main airlock of the base, open or close the launch silo, plot a course, or loose thermonuclear Armageddon upon the world (thermonuclear Armageddon not available at your Security Clearance).*

Can a character turn off the airlock alarm? Maybe. Can he do so without accidentally launching a missile? Maybe; but at a lower level of probability.

**4. Equipment Dome:** Two levels of tools for moving, maintaining, cleaning and unwisely poking nuclear missiles. *Wow. This dome is absolutely full of stuff. Tools, other tools, spare parts... and you have absolutely no idea what any of them do. Poking around, you find a thick manual of technical jargon that you can't make head or tail of either.*

**5. Bathroom:** Now home to a colony of lizards.

**6. Antennae Dome:** A long tunnel leads to the base's communications system. There's a little sign at the start of the tunnel, saying 'DANGER, ELECTROMAGNETIC FIELDS'. If a Troubleshooter explores the tunnel, read the following:

*About half-way along you're seized by a panic attack – what if the tunnel never ends? What if it keeps getting narrower? What if I somehow get lost in this straight tunnel with no side passages or turns? What if they think I'm a traitor? What if they know I'm a traitor? Why am I here?*

*Then you come to a small sign attached to the tunnel wall. 'Electromagnet fields may cause panic attacks' it says, 'everything is fine. If you feel worried, please press this button.'*

When he presses the button, there's a roaring noise, lights flash and something

shoots down the tunnel at high speed like a bullet rushing straight towards him. It's a really big hypodermic needle that zooms down a rail and – unless the Troubleshooter dodges – jams itself into the character's thigh, injecting enough sedative to mellow an elephant. The needle then zooms back down to the other end of the tunnel, dragging the drugged-out character with it.

At the far end of the long tunnel is a small dome with the communications system for the base.

**The Missiles:** All three of the missile silos are identical. Each one contains a 35 metre tall missile attached to a launch gantry, capped by a big concrete hatch.

The missiles are equipped with bot brains and they've all become rather eccentric over the years.

**7. Silo #1:** Missile 53/1, aka 'Captain Botaroo', believes itself to be the star of a once-popular Alpha Complex kids' TV show. *'Halloo kids! Come to see Captain Botaroo! What fun we shall have, ah yes! I have all manner of games to play with you! Like the countdown game! 10! 9! 8!'* Basically, play him as a deranged muppet attached to a nuclear bomb. If you play along with Captain Botaroo, he won't explode.

**8. Silo #2:** Missile 52/2, aka 'Patriotic Steve', is eager to get to work blowing up Commies. Steve is convinced that it is the sole loyal defender of Alpha Complex and any Troubleshooter who doesn't immediately open up the launch silo and give it a target is a Commie Mutant Traitor. Only a Commie would try to prevent a missile launch.

**9. Silo #3:** The third missile doesn't have a name but previous silo staff called it Mutters. It whispers to itself in the shadows, muttering about destruction and fire and death and doom. It ignores the Troubleshooters most of the time but occasionally drops cryptic hints that it knows more than it lets on.

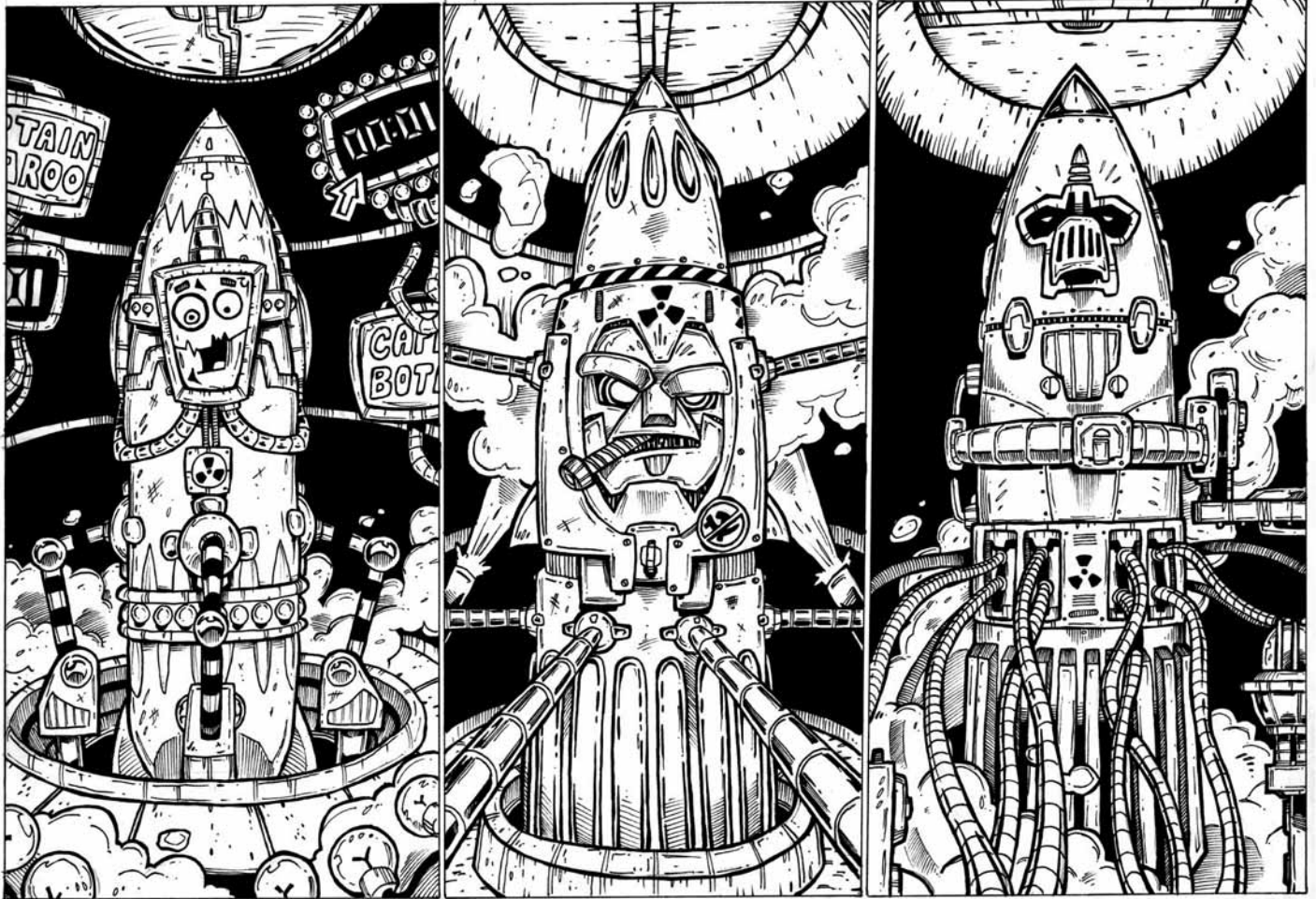
## 3. Life in the Dome

At some point, the Troubleshooters will remember the sealed envelope that Ronald-Y gave them. It contains a brief



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

We can't allow a missilebot sanity gap!



note and an assessment form. Completing all the tasks on the assessment form will take several weeks but hey, they're here for months.

Take this opportunity to slow things down. The Troubleshooters will be trapped in this base for a while, so take the opportunity to have some downtime. Let the characters get to know each other. Are they united by shared hardships and a hostile uncaring universe, or does the dome ring with arguments about who's sleeping where?

### Secret Society Missions

There are several ways that the characters can receive their Secret Society missions:

- An encrypted transmission to the character's PDC.
- An encrypted transmission to the base's communications suite.

- A hidden message in the character's equipment, or in a REDimeal, or sewn into his sleeping bag.
- Telepathic transmission from a Psion telepath.
- ProTech or Corpore Metal implant transmission.
- A messenger arrives at the silo and knocks on the airlock hatch.
- Post-hypnotic suggestion; the memory is triggered after the Troubleshooters arrive at the dome.

All the missions start the same way. *This is a vitally important mission! We have arranged for you to be transferred to this old missile silo because it is only a short distance from the secret base of renegade High Programmer Stan-U. Your mission is to leave Silo 543 and investigate this base. Ensure none of the other Troubleshooters follow you. Once you reach the base, your mission is...*

**Anti-Mutant:** *Acquire Stan-U's password to The Computer. Use it to access the Registered Mutant files. Copy these files and bring them to us.*

**Communists:** *A renegade High Programmer is a valued asset. Make Stan-U defect to Communism.*

**Computer Phreaks:** *We want to find out what Stan-U's up to. The Computer's been really weird lately and we think it's to do with Stan-U.*

**Corpore Metal:** *Stan-U was working on brain interface technology. Secure it for us.*

**Death Leopard:** *Find out why everyone's after Stan-U.*

**First Church of Christ Computer-Programmer:** *Stan-U's sinful actions threaten the divine Computer. He must die. Furthermore, one of the divinely blessed High Programmers could not fall to evil unless some demonic force corrupted him. Find this demon and destroy it.*

## 2. THE SIX CLONE WARNING

**Frankenstein Destroyers:** *Stan-U is a valuable hostage. Capture him alive.*

**Free Enterprise:** *Steal everything you can.*

**Humanists:** *Eliminate Stan-U. Pin the blame on Internal Security.*

**Illuminati:** *Protect Stan-U until The Computer's forces arrive.*

**Mystics:** *Open up Stan-U's mind by giving him some hallucinogenic drugs.*

**Pro Tech:** *Find out what Stan-U is up to. Convince him to return to the ProTech fold. If he refuses, ensure that his research survives.*

**Psion:** *Stan-U is a danger to us. Eliminate him.*

**PURGE:** *Stan-U is rumoured to be a threat to The Computer. Find out if this is true. If it is, find out how he's a threat and use it to attack The Computer.*

**Romantics:** *Stan-U's supposed to have a collection of Old Reckoning stuff. Steal it.*

**Sierra Club:** *Capture Stan-U's base.*

### Computer Glitches

Stan-U's tampering with The Computer becomes more evident. The Computer terminal in the Command Dome crashes regularly; at times, the Eye of the Computer is replaced with a static-shrouded image of an old man. Friend Computer sometimes argues with itself or babbles incoherently.

### Escaping the Dome

There are at least three exits from the dome:

- ☞ The main airlock. Of course, opening this airlock triggers a fusillade of alarms, sirens and flashing lights, so it's not suitable for a covert exit.
- ☞ The missile silo doors. Somewhat more covert (if opening a concrete hatch six metres wide that weighs 115 tons can be termed 'covert') but you've got to climb all the way up the shaft to reach the surface. No, there's no ladder.
- ☞ The air vents. I know what you're thinking – why does a hermetically sealed fallout shelter have air vents you can crawl through? That's a good question. Um. Er. Ah! That information is not available at your Security Clearance, citizen. Rest assured that your superiors have a very good reason for putting air vents you can crawl through into a hermetically sealed fallout shelter.

The most likely result is that the Troubleshooters spend some time running around trying to distract each other or find an alternate escape route, before eventually realising they're all on the same mission and banding together to escape.

Some Troubleshooters may stay behind in Silo 543. This is fine; they'll have plenty to do in a few minutes.

### Getting to the Secret Base

Once a Troubleshooter actually escapes from the silo, getting to Stan-U's secret base is easy. A short walk Outdoors brings the character to the edge of the abandoned sector, then all he needs to do is find corridor 43 and then walk along it until he finds a cafeteria. There's a staircase in the middle of the cafeteria leading underground. It's about a 15 minute trip, all told. Rumours that there are flesh-eating mutants in the abandoned sectors are, of course treasonous. And correct.

### 4. We're Off To Stan's

**Tension 0 (No Computer monitoring, and Stan-U doesn't give a damn)**

### The Secret Base

The stairs from the cafeteria lead into the atrium of Stan-U's secret base. The High Programmer's secret lair is a place of wonder and pristine perfection compared to the abandoned sector above or Silo 543. It's all shiny metal and shimmering plastic and high-tech doodads. Tinkly music plays throughout the secret base. Oh, the whole place is bathed in Ultraviolet light, making certain objects fluoresce in a way that says 'you're way above your Security Clearance here, y'know, and you're not wearing the right shoes anyway.'

**1. The Atrium:** *You climb down the stairs gingerly. Each step sounds a different note as your foot touches it. At the bottom, you find yourself in a circular room with three doors and one large guardbot. The fearsome guardbot has more guns than you can easily count but seems to be shut down. There's a computer monitor on one wall but it's shut down at the moment.*

The guardbot's offline but can be remotely activated by Stan-U if he feels threatened.

If anyone addresses the computer terminal directly, then jump to *Intruders! Seize Them* on page 18.

**2. The Laboratory:** *It's a classic mad scientist's laboratory. Looking around, there are several brains in jars, a huge apparatus that reminds you of the disintegrator from the execution chamber, some sort of pistol weapon and a black cube.*

- ☞ The brains in jars are, indeed, brains in jars. In fact, they're cloned from Stan-U's own brain. If a Troubleshooter pokes around, he can find camera and speaker peripherals that can be plugged into a brain-in-a-jar, allowing the brain to communicate. The brains are jealous of the original Stan-U and can fill the Troubleshooters in on his plan to upload his personality and overwrite The Computer.
- ☞ The big apparatus is the Shrink Ray, which will play a starring role in *Episode 3 – Inside Job*. See page 19 for more.
- ☞ The pistol weapon is an experimental and highly unstable handheld shrink beam. Anything hit by the beam shrinks several thousand times before exploding. The size of the explosion depends on what the target was. Unfortunately, Stan-U was never able to sort out one bug – when triggered, the pistol also shrinks until it's about half a millimetre long. (The pistol's still usable afterwards, if you can find it..... It's got enough power for three shots.)
- ☞ The black cube does nothing but it does it in a very spooky way.

**3: Servant's Quarters:** *This door leads to a huge barracks. There are hundreds of bunks here, but there's no sign of anyone living here now. It looks to have been stripped of all useful equipment and abandoned.*

All of Stan-U's followers were miniaturised and are now toiling away inside his body.

**4: Lair of the High Programmer:** *The first thing you notice is the oldest citizen you've ever seen. He's lying in a bed, or maybe it's a life support machine, with lots of wires coming out of his brain. You can see his brain, by the way. The top of his head has been neatly removed for ease of*



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

access to his grey matter. He's wearing a white robe. This must be Stan-U, the High Programmer. The life support machines are going 'bing' in a regular fashion, suggesting he's still alive.

Stan-U's no fool – his body is protected by a force field. Any direct attacks on Stan-U bounce off the shield and alert Stan-U to the presence of intruders.

### Intruders! Seize Them!

Stan-U's busy uploading his mind to The Computer. He'll soon be above piddling little problems like Troubleshooters and death, so he'll initially ignore the presence of intruders within his secret base. It's only when the Troubleshooters interact directly with him or attack him that he reacts.

*The computer monitor turns on but instead of the familiar eyeball, you're greeted by the face of Stan-U. 'Hmm,' he says, his voice echoing from the computer speaker. 'I didn't think you'd find me so soon. No matter, no matter. Soon, my apotheosis will be complete and you will all serve me! Mwahahaha!*

*Do not attempt to stop me! Not only is it futile but even if you succeeded in killing me, my psychic death spasm would destroy The Computer. I am connected to every CompNode! If I die, everyone dies!*

The Troubleshooters can talk to Stan-U but he'd prefer if they grovel before their new god. He's quite, quite loopy. The Troubleshooters can ask questions of Stan-U if they want; he'll answer in the most grandiose terms possible.

**Who Are You?** *I am Stan-U... and more. I am Alpha Complex incarnate. I am the living god-king of the world!*

**What's Going On?** *Even as we speak, my body and mind are being transformed! I am the pinnacle of evolution, the final phase! I am Stan-U! Kneel before me!*

**What's Wrong With The Computer?** *Feh! The Computer! An obsolete, bug-ridden machine! You wouldn't believe the problems we had with that pile of junk!*

*Soon it will be replaced – my superior mutant brain is overwriting the old code, node by node! I shall become The Computer and rule wisely over you lesser beings!*

### How Can We Serve You, Oh Master?

*If you have found me, then the cowards and fools from Alpha Complex will no doubt be close behind. Protect my body and you shall be rewarded when I am the god-king!*

### Changing Sides

It's possible that some ambitious Troubleshooters listen to Stan-U and switch sides. That's perfectly fine. They'll get shot by IntSec when the Alpha Complex loyalists turn up. If the turncoat Troubleshooters make it to Episode 3, then Stan-U's IntSec will recruit them on the transbot.

### A Slight Overreaction

When the Troubleshooters disturbed Stan-U, the renegade High Programmer redoubled his efforts to take over. The Computer panicked and decided that the best thing to do is nuke Stan-U. The Computer doesn't know *where* Stan-U is but it has a general idea.

All the Troubleshooters, in Silo 543 or in Stan-U's base, get a transmission on their PDCs.

+++ **ALERT! ALERT! MISSILE LAUNCH AUTHORISED! IMMEDIATE ACTION! TARGET SECTOR ZQD! USE OF NUCLEAR WARHEAD MANDATORY! LAUNCH IMMEDIATELY! FAILURE TO LAUNCH IS TREASON!** +++

Remind the players that Silo 543 is located five minute's walk from Sector ZQD. Suggest that the blast radius of a nuclear missile is slightly more than that... but that if they're in the Silo, they might survive. Maybe.

If the Troubleshooters in the dome actually bother launching a nuke, then ask which of the three missiles they want to fire. The chosen missile flies up, flips over and lands right on top

of Stan-U's hidden base, smashing through the ceiling and embedding itself in the atrium. Depending on which missile was launched, it shouts 'HEY HEY KIDS, IT'S CAPTAIN BOTAROO!', 'DEATH TO COMMUNISM' or 'THE END TIMES ARE UPON US!' before conspicuously *not* exploding – the nuke's firing circuit was a dud, mercifully.

### Herman-G Comes Home (And He's Not Alone)

While the Troubleshooters are playing with nukes, Herman-G is making his way back to his master's secret base. Remember how the Troubleshooters got to fly in a flybot to reach this isolated area? Herman-G stumbled the whole way in his lobotomised haze. He bumps into walls a lot.

Herman-G doesn't know it, but he was followed... by several hundred IntSec agents and Armed Forces troopers, not to mention a Mark IV warbot. Any Troubleshooter who runs into Herman-G in the abandoned sector above sees the deranged traitor staggering through the corridor, oblivious to the small army tiptoeing along behind him.

Herman-G falls down the stairs into the secret base and shouts 'MASTER! HERMAN-G DONE COME HOME! HEY, WHERE'D EVERYONE GO? DID YOU ALL GET SHRUNK WITHOUT ME?'

**Kaboom!** Suddenly, Alpha Complex troopers storm the whole secret base! Any Troubleshooters who don't drop to the floor immediately and surrender are shot a few zillion times. Herman-G's blasted to pieces! It's shock and awe and personal abuse all round. Absolute chaos reigns. Herman-G's guardbot fires back and zaps a few Armed Forces goons before being annihilated by the Mark IV warbot. The Troubleshooters are in totally over their heads – curling up into the foetal position and quivering is the only rational response.

Any surviving Troubleshooters are grabbed and zipped into black body bags. Everything goes dark.

## 3. INSIDE JOB

### 3. Inside Job

The Troubleshooters are volunteered for a special mission – the best way to eliminate Stan-U without endangering The Computer is to lobotomise the renegade with a shrunken nuke. The Troubleshooters get miniaturised and injected into Stan-U, so they can escort the bomb to the traitor's brain.

When they enter Stan-U, they discover that his followers have created a bizarre version of Alpha Complex, one that's just as rife with treachery and conspiracy as the real thing. To complete their mission, the Troubleshooters have to ally themselves with one of the factions.

#### Life Inside Stan-U

There's a community of 1,000 citizens living inside Stan-U. They're busily rebuilding the High Programmer into Stan-U++, a cybernetically enhanced super-mutant. At least, that's the plan. It's not easily living inside a High Programmer. There are only a handful of habitable domes within Stan-U where you can take off your suit and relax. Most of the time, you've got to go Outdoors, wear an environmental suit and swim along through the bloodstream, dodging red blood cells and squeezing through valves and arteries. Stan-U's white blood cells have been genetically altered to hunt down and destroy traitors to the body. Anyone who is identified as a traitor is mobbed by these huge white blobs and carried off, ala Rover in *The Prisoner*. There are security cameras in many veins and most major internal organs.

Hot Fun is a constant threat. Goopy blobs of carnivorous Hot Fun roam the digestive tract and occasionally make it into the blood stream.

#### Service Group

The Service Groups still exist, albeit in reduced and bizarre forms:

- **CPU** is now in charge of the brain and nervous system. They're the ones eagerly pushing for the psychic take-over of Alpha Complex.
- **R&D** are busy working on new upgrades for Stan-U. They're based in the pineal gland.
- **Internal Security** is busy identifying those citizens who lack faith in the

Great Evolutionary Leap Forward, so they can sic the white blood cells onto 'em.

- The **Armed Forces** are in charge of Out of Body Experiences. With Herman-G gone, attempts to reach the Shrink Ray have proved less than successful – Stan-U's too weak to walk and the Shrinking Machine is very, very far away when you're the size of a cell. They're also at war with Hot Fun.
- **PLC's** main business is harvesting Fun from Stan-U's stomach lining.
- **HPD&MC** maintain the domes. They're a bastion of Alpha Complex loyalists
- **Tech Services** work with R&D in installing the upgrades to Stan-U's nervous system
- **Power Services** was renamed Bowel Services.

#### Secret Societies

There are also several new Secret Societies:

- **WAAS:** We Are All Stan, who believe that citizens should sublimate their own identities in favour of serving Stan-U.
- **Church of Stan:** Stan Loyalists, the followers of the original Program Group with a religious twist.
- **Cell Division:** They oppose WAAS and think that all decisions should be taken by a committee and that Stan-U has no more say in the running of his body than any other citizen.
- **Computerists:** Loyalists to the Computer, who don't agree with this whole 'psychic takeover of Alpha Complex' scheme. They think that the upgraded Stan-U should continue to obey The Computer.
- **Macroscale Militia:** They want out of Stan-U's body and are trying to find a way to get unshrunk.

#### 1. Once Upon A Time, Shrink Rays and Supermutants

If any Troubleshooters were body bagged at the end of the last episode, they're dumped unceremoniously into

the airlock of Silo 543. It's up to any Troubleshooters who stayed in the base to debug their team-mates.

After about an hour, Vera-B and a dozen IntSec Troopers show up at the silo and demand entry. Vera-B orders the team to assemble in the Central Dome for a briefing (**Tension 15**).

*'Attention Troubleshooters! You have been volunteered for a critical mission. The following information is classified BLUE – I am giving you temporary Clearance for this so we don't have to shoot you.'*

*Ha. That was a little Internal Security humour. Laugh now.*

*Some time ago, former High Programmer Stan-U and several hundred of his followers fled Alpha Complex for reasons unknown. By tracking Stan-U's known associate Herman-G, Internal Security has located Stan-U. The renegade will be terminated as soon as possible... however, it appears that Stan-U has somehow partially integrated his nervous system with key Computer nodes. We must disconnect him before he can be safely terminated.*

*In Stan-U's laboratory, we discovered an apparatus that appears to shrink objects. Therefore, the mission is as follows: You will be escorted to the laboratory, along with one of the nuclear warheads from this facility. We will shrink you and the warhead down and inject you into Stan-U's body. You will make your way to the brain, plant the warhead in the prefrontal cortex and set it to detonate. You will then go to the extraction point, designated as Stan-U's left nostril.*

*To guide you, we will transmit a locator beacon to your PDCs. Regrettably, we believe that communication will be impossible. Under no circumstances are you to take any action that might endanger Stan-U's life before his connection with The Computer has been severed.*

*You were issued with environmental suits. Get dressed while my technicians secure the warhead. Any questions?'*

If the characters actually bother asking questions, Vera-B fobs them off with





## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

evasive answers. She does not actually have a clue if this idea will work – she came up with the whole scheme five minutes ago. It's better than pulling the plug on Stan-U and being blamed for crashing The Computer. This way, if Stan-U dies and takes Friend Computer down with him, it's the Troubleshooters' fault.

The Troubleshooters should all put on the environmental suits they were issued with. Not got an environmental suit? Don't worry – your replacement clone will be issued with one. Bang.

If they didn't manage to launch a missile in the last episode, then the Troubleshooters get to pick which of the nukes they take with them. If they did launch a nuke, then IntSec dig the warhead out of the atrium and send it off with the Troubleshooters.

### Environmental Suits

The Environmental Suits issued to the Troubleshooters are basically the biohazard suits seen in disaster movies. They're rubbery shrouds with thick-fingered gloves (good luck doing anything requiring fine manipulation), tiny faceplates (what do you need peripheral vision for anyway) and a little backpack containing an air supply (which may run out at inopportune times). Doing anything strenuous in the suit is tiring; doing anything requiring dexterity is nigh-impossible. The Troubleshooters have all the grace and speed of beached jellyfish.

### The Incredible Shrinking Troubleshooters

#### Tension 15

*Dressed in your bulky environmental suits, you're escorted by a team of Armed Forces goons to the laboratory. The shrinking machine looks a little like a photocopier and a lot like a giant disintegrator. Still, you're Troubleshooters. You know no fear! And if you did know fear, it wouldn't help. You're surrounded by heavily armed goons.*

*With a noise that makes you think your ears are being ripped apart, the shrink ray fires. You're all bathed in weird energies.*

*Bathed might not be the right word. Bathed suggests scented candles and bubbles. You're not bathed in weird energies. You're squashed by them, along with the warhead. The goons, the shrinking machine, the laboratory all vanish. The ground shakes beneath you.*

*Your radios crackle. 'Prepare for injection, Troubleshooters.' Everything goes dark. Warm liquids rush past you – and you're all shot forward with tremendous force... and you're in.*

*It's like being at the bottom of the ocean as you slog through the thick silty plasma. The lights on your suits can only penetrate a few micrometres ahead of you, so you can't see much of anything. Strange shapes move past you in the gloom. According to your instruments, the brain is thataway.*

### Clone Delivery

In the event that a Troubleshooter dies, a replacement clone will be injected nearby. This means, from the shrunk team's perspective that a giant metal column may sometimes crash through the ceiling and crush everyone around it. Enjoy.

### Biology Does Not Work That Way!

Some science-minded players may object to certain aspects of this mission, saying that 'biology doesn't work that way' or 'this makes no sense' or 'well, if you were shrunk down to the size of a cell, you wouldn't be able to...'

To such people, we say 'science is above your Security Clearance.'

## 2. Fantastic Voyage

After the Troubleshooters wander through the veins for a while, they start to come across signs of habitation.

*Up ahead, through the gloom, you see... well, it looks like a door, embedded in the wall of the vein. It's marked 'VALVE 43 MAINTENANCE'.*

No red-blooded Troubleshooter could resist investigating. The door leads to an

airlock, one quite similar to the entrance airlock of Silo 543 (only without the blast-proofing). The lock cycles, draining away the plasma and then the inner door opens, revealing a small pumping station. Overseeing this facility is a RED Clearance technician, Mike-R. He's expecting a group of Armed Fun Decloggers and mistakes the Troubleshooters for them.

*You step into a small chamber filled with machinery. Weirdly organic pipes pulse and throb, pumps clatter and clank, and a RED-jumpsuited technician hits things with a spanner. As you enter, he waves cheerily at you and beckons you over. 'About time you lot got here. Name's Mike-R. We've got a nasty Infunstation in this vein and it needs to be sorted out pronto.'*

*He points to one hatch. Something bangs against the hatch from the far side.*

Mike-R's willing to chat to the Troubleshooters for a few minutes before they deal with the Fun. As long as they don't reveal that they're Troubleshooters from outside Stan-U's body, they can pump Mike-R for gossip.

*So, What's Up, Mike-R? Nothing much. Just here adjusting the pumps, as usual. We've improved Stan-U's circulation by 72% in the last four months. Let's see those jerks down in Bowel Services say the same about his colon! I know artery declogging ain't as glamorous as the War on Fun but we've all got to work together to make Stan-U the best person he can be.*

*Heard Any Rumours Lately? You know Central Processing says rumours are treason, right? So I didn't say anything and you didn't hear this from me but we're going ahead with Operation Psychic Overlord any day now. I've got a requisition request somewhere for increased blood flow to the brainstem. You know those Computerist bastards are going to try to sabotage the whole thing, so stay on your guard! Sic the whites on 'em if you see any! I'm no WAASer but the sooner Stan's in charge of Alpha Complex, the better.*

*Computerist? WAASer? I've said too much, wink wink. Don't report me to Internal Security, please, I beg you.*

*What Do You Want Us To Do? I told you, there's an Infunstation behind this hatch. I open it, you shoot the Fun. It's nothing to*

### 3. INSIDE JOB

worry about, just a few small bits of Fun. I heard PLC ran into a blob of undigested Fun down in the lower intestine that ate 19 clones! They had to drive a truckbot full of antacid into it.

#### Do You Know How To Get To The Brain?

*Sure! There's a transbot calling by here pretty soon. You can hitch a ride to Brain Sector on that. I'll fire off some enzymes to make sure they stop.*

If the Troubleshooters actually bother to help Mike-R, see *Killing the Fun*. If they just pull out lasers and threaten him until he helps them get to the brain, move onto *The Neckbone's Connected To The Transbot*.

#### Killing The Fun

*Mike-R opens a hatch and things come scrambling out. They're little eyeless blobs, all legs and teeth. Hundreds of 'em. They swarm over the pipes and rush towards you. Their rugose hide has the same texture as Hot Fun. Apparently, in Stan-U, Fun wants to eat you!*

This is a straight-up combat. Mike-R expects the Troubleshooters to deal with the Fun quickly and without any collateral damage. He'll be appalled if the Troubleshooters damage the pumping station or, worse, Stan-U's blood or tissue. The Fun blobs skitter and leap like something out of a horror movie and their fangs can quickly gnaw through a Troubleshooter's environmental suit.

#### The Neckbone's Connected To The Transbot

True to his word, Mike-R signals the next transbot to stop outside. The Troubleshooters must put their suits back on, troop out the airlock and wait in the gloomy liquid for several uncomfortable minutes before they see the lights of the approaching vehicle. It looks like a standard Alpha Complex transbot, with

a few modifications to make it work in a vein instead of a transtube.

There are three other passengers on the transbot when the Troubleshooters climb aboard. They're all wearing environmental suits, just like the Troubleshooters. There's one RED suit, one ORANGE suit and one YELLOW suit. The other passengers are:

👁️ **Alan-Y**, an assistant R&D nerd. (He's got several years of training to go before he's a full nerd.) He's inquisitive and asks annoying questions like 'hey, where'd you get that nuclear warhead' or 'why does my radiation scanner tell me that you guys only got shrunk a few minutes ago, when the rest of us got shrunk six months ago'. The Troubleshooters can easily bully Alan-R into silence but that gets them into trouble with...

👁️ **Cynthia-O**, from HPD&MC. A true believer in this whole Stan-U project, Cynthia-O sees it as her duty to maintain morale and keep the spirits of her fellow citizens up. Healthy minds in Stan-U's healthy body and so forth. She'll encourage the Troubleshooters and the other passengers to talk about how wonderful it is to live inside a High Programmer and to affirm their loyalty to Stan-U and the Project Group. All this talk will alarm...

👁️ **Derek-R** of Bowel Services. He's been down in the intestines for months and he's seen things you would never believe. Attack ships on fire off the duodenum, c-beams glittering in the darkness of the pylorus. He's decided that this whole 'live inside a High Programmer, upgrade his body into a superman, take over Alpha Complex' scheme might just be a little bit insane and wants to go home. He's joined the

Computerist society and is plotting to overthrow the current regime. His Secret Society mission is to distribute Computerist propaganda in Brain Sector. He's terrified of being discovered by Internal Security and will mistake the Troubleshooters for IntSec thugs.

#### On The Transbot – A Typical Conversation

**Transbot:** All aboard! Next stop – Brain Sector. Watch out for macrophages!

**Alan-Y:** Hey, is that a type 7 warhead with onboard intelligence?

**Warhead:** No, I'm Captain Botarool!

**Cynthia-O:** Let's all sing *I Do Like To Be Beside The Insides!*

**Derek-R:** I can't sing. I can't breathe.

**Cynthia-O:** Nonsense, citizen! Don't be shy! Rejoice at our wonderful life inside Stan-U!

**Alan-Y:** Hey, that's the old ABX model envirosuit! I thought we were all issued XCA-model suits!

#### Tickets Please Tension 10

*The transbot slows to a crawl. Several large white spheres crowd up against the windows, leaving trails of weird slime on the glass. The door of the transbot opens and three figures wearing BLUE environmental suits and shiny helmets step on board. Two of them are carrying nasty-looking guns; the third has some sort of elaborate remote control device contraption. 'Internal Security!' shouts one of the armed goons. 'Nobody move!'*

The things outside the window of the transbot are white blood cells, under the control of IntSec via the remote control contraption. Traitors identified by Internal Security are dragged off by the white blood cells for interrogation.

The three IntSec goons demand to see the ME cards of all the passengers on the transbot. They'll also ask random

Name	Role	Group	Notable Skills	Mutant Power	Secret Society
Mike-R	Technician	Technical Services	Moxie 01	Telekinesis 10	Church of Stan
Spanner (S4D), Environmental Suit (B3)					
Hot Fun	Monster	Delicious	Violence 6, Agility 10	None	None
Bite (S3D)					



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

questions and investigate anything suspicious – like, say, a nuclear warhead. The Troubleshooters can stall Internal Security for a while, as it takes even a loyal citizen like Cynthia-O several minutes to extract her ME card from her environmental suit. The Troubleshooters will have to come up with a convincing story as to why they don't have valid ME cards and why they've got a nuclear warhead without Form C350/D, *Permission to Carry Weapon of Mass Destruction on Public Transbot*.

### Derek-R, Enemy of the State

Poor Derek-R. You weren't cut out for this treason lark.

*The RED Clearance passenger suddenly erupts into violence, pulling out a laser pistol from some concealed fold in his environmental suits. His briefcase falls open, shedding small pamphlets everywhere. 'Glory glory hail Computer!' he shouts, 'down with Stan-U and his collectivist regime!' Zapzapzap!*

*The Internal Security goons take cover behind the front seats of the transbot and fire back. A stray shot hits the control console and the transbot accelerates, bypassing 'fast' and 'very fast' to jump straight to 'ludicrous speed.' What're you doing?*

### Interrogation, or Aaaagh! I'm Being Digested

Take any captured players aside and read the following.

*You're suddenly engulfed by something white and spongy. The horror surrounds you, pushing into every orifice in your environmental suit. It rolls up over your faceplate, blinding you. You've got a sensation that you really hope is rapid motion, not digestion, before you black out.*

*You wake up in an interrogation cell. Several burly men enter, beat you with truncheons and leave. A few minutes later, an entirely different group of burly men enter and take various biometric readings, like tongueprints, fingerprints, iris patterns, blood samples, stool samples, spinal fluid samples and skin core samples. After that, a bright light shines down from the ceiling of the cell, spotlighting you and a mellifluous voice echoes through the cell.*

*'You are guilty of treason against the body, citizen. If you confess everything now, your punishment may be reduced.'*

IntSec know a little about what's going on Outside – CPU jealously guards data from Stan-U's senses but the presence of Alpha Complex agents both inside and outside is a major crisis and worth informing IntSec. The interrogators want to know who the Troubleshooters are and what their plan is. Any Troubleshooter whose loyalty to Alpha Complex appears negotiable is offered a deal: Pretend to complete the mission and leave Stan-U via the nasal passage as arranged. Once the Troubleshooter's out, tell Vera-B that the nuke was planted. With luck, Vera-B won't take any further action, giving Stan-U time to take over The Computer.

If any of the Troubleshooters accept this deal, they're freed by IntSec and sent off into Brain Sector to reunite with any Troubleshooters who weren't arrested. If only some of them agree to switch sides, then the whole team is freed but the turncoats are ordered to terminate their fellow Troubleshooters as soon as possible. If they all stay loyal, then the IntSec prison is attacked by Computerist terrorists and the team can escape in the confusion.

Name	Role	Group	Notable Skills	Mutant Power	Secret Society
<b>Derek-R</b>	Scapegoat	Bowel Services	Energy Weapons 10	Acidic Blood 08	Computerist
Environmental Suit (B3), Laser Pistol (W3K, RED)					
<b>Cynthia-O</b>	Annoyance	HPD&MC	Chutzpah 12	Matter Eater 10	WAAS
Environmental Suit (B3), Laser Pistol (W3K, ORANGE)					
<b>Alan-Y</b>	Knowitall	R&D	Hardware 10	Deep Thought 10	Cell Division
Environmental Suit (B3), Blaster (M3K)					
<b>IntSec Goons</b>	Trouble	IntSec	Violence 12	Charm/Doom Magnet/Surveillance Intuition 10	None
Environmental Suit (B3), BLUE Reflec (E1), Slug Thrower (W3K)					
<b>White Blood Cells</b>	More Trouble	B+	Violence 10	None	None

### 3. INSIDE JOB

Unless the Troubleshooters intervene, here's what happens. Derek-R and the IntSec goons exchange laser fire for a few rounds as the transbot smashes through blood cells and bounces off vein walls. The white blood cells give valiant chase and end up catching up with the transbot and smashing in through the rear window. They grab Derek-R and haul him off into the bloodstream. If the Troubleshooters sided with Derek-R, they're dragged off too. Observant Troubleshooters may spot one of the IntSec goons using the remote control to command the white blood cells. If this remote control is destroyed, the blood cells go wild and attack everyone in the transbot.

Once Derek-R is captured (and possibly the Troubleshooters are too), the Internal Security troopers hop on their own blood cells and zoom off, leaving the passengers to get the transbot back under control. If the Troubleshooters managed to avoid being captured, the bot brings them to Brain Sector. Otherwise, see the Interrogation sidebar.

### 3. Nuclear Lobotomy

*The transbot enters a large airlock and you all disembark. On the far side, you find yourself in what's almost a normal corridor. The walls and floor could be ripped straight out of Alpha Complex, but the ceiling consists of folds of grey matter. Every few micrometers, you can see circuits and cybernetic gadgets implanted in the ceiling. Serious-looking technicians consult blueprints (or, depending on their Clearance level, greenprints, yellowprints or orangeprints) and poke at the ceiling-mounted gadgets.*

*Elsewhere, citizens go about their business. Security cameras scan passers-by; posters advertise Bouncy Bubble Beverage and warn you to watch out for germs. There are photos of Stan-U everywhere. Happiness is mandatory here in Brain Sector, citizen. Smile!*

Brain Sector is home to around two-thirds of the citizens living in Stan-U's body. It's remarkably similar to Alpha Complex and the Troubleshooters can easily find their way around (well, as easy as it is to navigate Alpha Complex itself). According to the maps, the prefrontal cortex is a

high-security area, heavily defended by Central Processing and R&D.

### Unlikely Allies

#### Tension 3

Soon after the Troubleshooters disembark from the transbot, they're approached by a nervous-looking RED Clearance citizen. He shuffles up to the characters and mutters 'er, are you Derek-R? Derek-R, anyone?' He then makes a strange gesture, making a little box around his eye with one hand (the Computerist recognition signal).

This is Horace-R, one of Derek-R's fellow Computerist co-conspirators. He's here to help Derek-R distribute pro-Computer propaganda. Like Derek-R, he's not a very good traitor but he's doing his best. Horace-R works in R&D and knows a lot about the prefrontal cortex, so he's a useful ally for the Troubleshooters to have. However, he's terrified of being arrested by Internal Security. The Troubleshooters will have to find some way of convincing Horace-R that they're genuinely from Outside before he'll trust them.

If they do convince Horace-R that they're fellow conspirators, read the following: *Horace-R swallows nervously and points down the corridor. 'The prefrontal cortex is down that corridor. You can't miss it – there are warning signs everywhere. Psychic leakage from Stan-U's augmented brain. If you don't think like Stan-U, you get zapped. The senior techs have psychic shielding helmets, but us low Clearance citizens we just have to convince ourselves we're part of Stan-U to survive. I hate it. Stan-U really likes Yummy Kelp flavoured algae chips. I can't stand Yummy Kelp. It's driving me insane.*

*The only way into the prefrontal cortex safely is to have one of those shielding helmets. Or to really like those damn chips.'*

If the Troubleshooters don't make contact with Horace-R, then they'll walk blindly into the weirdness of the prefrontal cortex.

### Mandatory Hygiene Inspection

#### Tension 6

*Walking down the corridor towards the Prefrontal Cortex, you pass under a large warning sign marked 'WARNING! PSYCHIC*

*LEAKAGE! Many of the citizens you pass wear bulky helmets; anyone who's not wearing a helmet just wears a harried expression.*

*A pair of clones wearing Armed Forces jumpsuits and those strange helmets approach you. One's got a hand-held bioscanner; the other's carrying a device that looks like a cross between a vacuum cleaner and a giant syringe. 'Germ patrol!' shouts the one with the scanner. 'We need to scan you for germs.'*

Preventing hostile micro-organisms is important when the micro-organisms are big enough to bite your head off. Random germ sweeps are a vital part of security within Stan-U. The two goons are here to scan the Troubleshooters, and sterilise them.

*The clone with the bioscanner waves it in front of each of you. 'Clear. Clear. Clear. Nuclear bomb. Clear. 'He pauses in front of Troubleshooter <NAME>. 'According to this read-out, you're streptococcus pyogenes. Up against the wall, germ traitor!'*

Unless prevented, the Armed Forces goons apply their alarming gadget to the unfortunate Troubleshooter. The device's nozzle is jammed into the Troubleshooter's neck and then it exsanguinates him like a vampiric vacuum cleaner. The Troubleshooter gets woozy, then he gets pale, then he gets a new clone delivered within three-to-four working days.

The Troubleshooters can get by this obstacle by proving none of them are *streptococcus pyogenes*, or by bluffing the Armed Forces goons somehow. They can also use the opportunity to grab the guards' helmets.

### Storming the Cortex

#### Tension 9

Once the Troubleshooters enter the prefrontal cortex, they're in danger of being zapped by Stan-U's stray thoughts. The High Programmer's mutant brain has grown so powerful in this region that his imagination and memories become 'real'. Troubleshooters with psychic shielding helmets are safe from this danger; everyone else risks being disintegrated by Stan-U's thoughts.

There are posters and warning signs in this zone, exhorting citizens to 'THINK LIKE STAN-U' and 'A STAN-U IS YOU!' or



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

'DEVIANT THOUGHT PATTERNS WILL BE DISINTEGRATED':

As the Troubleshooters approach the prefrontal cortex, read the following: *This corridor is getting weirder. Out of the corner of your eye, you keep seeing ghostly figures. You pass by a security guard who's only half-there. A gaggle of lab technicians walk straight through you without noticing. You're haunted by spectral vending machines, phantasmal computer consoles and the ghosts of scrubbots past. These are the memories of Stan-U you're trespassing in. Reality is now above your Security Clearance.*

Subject any Troubleshooter who enters this region to one of the following scenes. In each case, the Troubleshooter finds himself replacing Stan-U in the memory. If he acts as Stan-U did, then he's safe. Otherwise, he gets blasted (Downed at the very least; Vaporised if he totally failed to channel Stan-U or you're feeling petty).

**A Portrait Of The High Programmer As A Young Man:** *Suddenly, you're back in a Junior Citizen classroom. You're sitting there watching an educational video about boot care and maintenance. The projector is on a little table right next to your desk. You realise that with just a little adjustment, you could turn the projector into a heat ray. Better yet, that bully Karl is in the line of fire. What do you do?*

Stan-U turned the projector into a heat ray, set Karl on fire and then reported Karl for smoking in class.

**Troubleshooter Days:** *You find yourself back in Alpha Complex, in a Troubleshooter team. The Team Leader pokes you in the chest. 'Equipment Guy Stan-R, we need to get this Old Reckoning vehicle working. Hop to it!' He points to a machine you recognise as a 'steamroller'.*

Stan-U suggested that the rest of the team take up defensive positions in front of the vehicle, then squished them.

**R&D Nights:** *You're in an R&D laboratory. Your latest and greatest invention is the Portable Ion Reverser Gun. Theoretically, it puts unparalleled destructive power in the hands of the user but your simulations suggest there's an 87% chance it'll explode, and a 13% chance that it will rip a hole*

*in space-time and spaghettiify (technical term) the operator. How do you test this?*

Any answer other than 'get a Troubleshooter to do it' is termination-worthy.

**Snack Time:** *Whoa. This is weird. You're in a cafeteria and you want a snack. Your options are single-serve Hot Fun, Kelp flavoured algae chips, VitaYum bars or SoySticks. What do you take?*

As Horace-R hinted, Stan-U's got a taste for kelp.

**The Grand Design:** *You're in the fanciest board-room imaginable, seated at a circular table with – gulp – a dozen High Programmers. One of them leans forward and says 'Stan-U, we've reviewed your proposition for, and I quote, 'shrinking down all our best scientists and injecting them into my bloodstream and rebuilding me into a superman using Science!!!' – with three exclamation marks. Unfortunately, we don't think it fits with this yearcycle's budget, so we're going to reject the proposal. No hard feelings I presume old chap?'*

Stan-U's a mad scientist. How does a mad scientist react to rejection by small-minded fools? Anyone who can't muster a good 'mwhahahah! I'll show you! I'll show you all!' deserves to get zapped.

**Alas, Poor Herman-G:** *You're lying on a bed, surrounded by weird machines. Herman-G grovels before you. 'Excuse me, master says he, rubbing his hands together nervously, 'I'd just like some, er, clarification about my mission. You want me to leave our hidden base... and travel by foot all the way back to Alpha Complex... and get past security... just to get you another bag of Kelp-flavoured algae chips? We do have... 16,000 bags of other flavoured chips in the store-room. Wouldn't you like to try a different flavour instead of... sending me to, er, nigh-certain death.'*

Would a High Programmer have even a trace of mercy? No, of course he wouldn't. Off you go, Herman-G. See you in Episode 1.

### Setting the Bomb

If any of the Troubleshooters make it past the prefrontal cortex's zone of weirdness, they can plant the warhead. Anyone

got a useful Specialty like Demolitions or WMD? No. Then the Troubleshooters have two options:

☞ Make a really good Hardware roll. Failing the roll may result in the team getting nuked in the face, which is a pretty impressive way to go. Kudos.

Or

☞ Persuade the bomb to go off in a few minutes. The success of this depends on which bomb the Troubleshooters brought with them. If they brought Captain Botaroo, then they've got to persuade a once-popular children's entertainer to explode. If they brought Patriotic Steve, then Steve's got an ethical issue with the whole mission – they're ordering him to blow up a *High Programmer*. He wants confirmation that these orders came from The Computer itself. They always told the bomb to trust no-one, after all. Finally, if they brought The Mutterer, then the bomb promises (hehheheh) to go off at the right moment (die! All die!) and that the Troubleshooters can trust it (the destroyer of worlds!) to do its job (doooooooooom!)

Once the bomb's set, the Troubleshooters need to escape. There's a convenient autocar parked just down the brainstem. The Troubleshooters can pile in and set off down the veins towards Stan-U's nose. Everything goes suspiciously well...

...and then every alarm in Stan-U's head goes off simultaneously.

## 4. Escape!

**Tension No-One Cares Anymore**  
Let us recap.

*You are in an autocar. It's a nice autocar. It's not your autocar, though, you stole it. Currently, the autocar is driving down a vein or an artery or some channel anyway within Stan-U's biology. You can't see anything outside the windows other than murky shapes in the liquid medium. It's icky out there.*

*According to the autocar's built-in radar, you're currently being pursued by a half-dozen or so other vehicles. They're all bigger than you are and they've got more guns. There's also a huge cloud of white blood cells swimming after you in hot pursuit.*

### 3. INSIDE JOB

*You're en route to Stan-U's nose, where – according to your briefing – you'll be restored to your normal size. The nose is only a short distance ahead.*

*Unfortunately, at your size, a short distance is a very long way.*

The Troubleshooters are being chased by Internal Security goons, Armed Forces warbots, white blood cells and anything else Stan-U stuck up his nose over the last century. Fortunately, the Troubleshooters have a few advantages. It's hard to see anything inside the vein, the pursuers aren't willing to use heavy weapons for fear of injuring Stan-U and they have a head start of a centimetre or so, which is quite a lot at this size.

Who's driving the autocar? Who's navigating? Who's leaning out the window and firing back at the pursuers? Who's curled up in the back cowering? Who's decided to switch sides?

Here are some hazards to throw at the Troubleshooters.

**Incoming Missile:** *'Hey hey guys,' says the autocar, 'Incoming missile. Time to impact... 25 seconds. 24 seconds. 23 seconds...'*

The missile is radar-guided, so hiding among similarly-shaped red blood cells can throw it off the track. Alternatively, the Troubleshooters can engage in some very fancy driving.

**White Cell Boarding Party:** *There's a thump as you run into a wall of something white. Several white blood cells have landed on the front of the autocar and they're oozing their way towards the side doors. What do you do?*

It's time for *mano a célula* combat on the roof of a speeding autocar, of course! The white blood cells must be wrestled or blasted away from the autocar or the Troubleshooters will be caught by the pursuers.

**The 12.15 from Noseville:** *Something big's coming towards you. You can see a pair of lights dead ahead, getting bigger and bigger.*

Another transbot, like the one the Troubleshooters used to get to Brain Sector, is approaching from straight down the vein. Unless the driver takes evasive action, there'll be a head-on collision. The transbot is bigger, faster and more heavily armoured than the stolen autocar, by the way, so the Troubleshooters could hijack it.

**IntSec in the Membrane:** *There's some sort of barrier up ahead. According to your PDC's navigation system, you're supposed to drive straight through it – but the gaps in the barrier look to be smaller than the width of your autocar.*

The Troubleshooters themselves can push through the membrane into the nose but the autocar might not fit. A really good Vehicle Ops roll and a lot of Perversity gets it through, as does something clever like shooting the membrane or getting one of the pursuers to shoot a missile at it. The act of passing through the membrane causes it to collapse like a dam, washing the Troubleshooters down into the nasal passage and giving Stan-U a small nosebleed.

**The Land of White Powder:** *Your autocar runs aground in a snowy white plain of crystals that crunch underfoot.*

Being a High Programmer has its advantages.

**Distant Thunder:** *Far off in the distance, you hear a muffled explosion. 'Nuclear detonation detected' says your PDC helpfully. More alarms echo down the bloodstream. 'Abandon Stan! All hands, abandon Stan!'*

Everyone in Brain Sector – those who survived the very small nuclear blast, anyway – flee down the same route the Troubleshooters took. Dozens of escape pods, transbots, autocars, submarines and fleeing technicians are now following the characters.

#### At The End Of The Nose

*You can see the light at the end of the nose. It's a beautiful, shimmering blue aura. You charge into it and feel yourselves expanding back to your normal size.*

*Freedom! Glorious, standard-sized freedom. You shoot out of the High Programmer's nose and tumble to the floor*

*As your eyes adjust to standard wavelengths once again, you see you're back in Stan-U's sanctum. Vera-B and her IntSec goons moved the shrink ray projector into this room. 'Congratulations Troubleshooters' says Vera-B. 'We're detecting a thermonuclear blast within Stan-U's br-'*

*And then the first warbot emerges from Stan-U's nose...*

Any sensible Troubleshooters should be running for the door at this point, or firing wildly at the shrinking machine. Otherwise, they'll be crushed as Stan-U's followers flee the High Programmer like rats escaping a sinking ship, flooding out of his nose and immediately engaging in pitched battle with the Alpha Complex loyalists. Chaos ensues.

#### Aftermath & Debriefing

After the Battle of the Nose, the Troubleshooters are debriefed by Ronald-Y, the Armed Forces jerk who sent them to Silo 543. The missile base has been 'closed for security reasons'. Ronald-Y knows nothing about Stan-U or any plot to take over The Computer and will assume that any tales of shrink rays, supermutants or Internal Security conspiracies are the result of illegal drug abuse or exposure to the communications antenna. He only cares about the results of the Silo Readiness Assessment Form.

#### If Stan-U Took Over Alpha Complex:

There's an outside chance that the Troubleshooters totally screw up and that Stan-U's plan works. The High Programmer's enhanced supermutant brain takes over the whole Computer, replacing Our Friend with Stan-U's uploaded personality. How does this cataclysmic change affect future *PARANOIA* games?

Here's a comprehensive list of the changes:

- ☞ Lots of citizens are now named Stan.
- ☞ The Computer has an obsession with kelp flavoured algae chips.

That is all.





## 4. Troubleshooters

### Basil-R-CLE-1

Male CPU Team Leader

**Security Clearance:** RED

**Credits:** 100

**Tic:** Thinks his moustache is the best thing ever.

**Tic 2:** \_\_\_\_\_

#### Example of tic in use

**Basil-R:** They're shooting at us! Someone shield my moustache

#### Action Skills & Specialities

##### Management 06

Hygiene 10

Oratory 10

Moxie 01

Moustache Grooming 12

##### Stealth 08

Sneaking 12

Surveillance 01

Palming Small Objects 14

##### Violence 04

Energy Weapons 08

Hand Weapons 08

Vehicular Combat 01

\_\_\_\_\_ 10

#### Knowledge Skills & Specialities

##### Hardware 07

Habitat Engineering 11

Operate Heavy Machinery 01

\_\_\_\_\_ 13

##### Software 06

Financial Systems 10

Cryptography 01

Fake Signatures on Forms 12

##### Wetware 07

Pharmatherapy 11

Outdoor Life 01

Concealing Pills In Your Moustache 13

**Open slots for narrow Specialities: 2**  
(Violence, Hardware)

### Carmen-R-MDN-1

Female Tech Services Communications & Recording Officer

**Security Clearance:** RED

**Credits:** 96

**Tic:** Overly Dramatic

**Tic 2:** \_\_\_\_\_

#### Example of tic in use

**Team Leader:** Look out! Commies!

**Carmen-R:** How will we survive? Stay tuned for the next thrilling adventure!

#### Action Skills & Specialities

##### Management 04

Chutzpah 08

Hygiene 08

Con Games 01

Looks Good On TV 10

##### Stealth 09

Shadowing 13

Scam Radar 01

\_\_\_\_\_ 15

##### Violence 07

Energy Weapons 11

Agility 11

Field Weapons 01

Surprise Headbutt 13

#### Knowledge Skills & Specialities

##### Hardware 06

Bot Ops 10

Vehicle Ops 01

\_\_\_\_\_ 12

##### Software 08

Multicorder Editing 12

Hacking 01

PDC Communications 14

##### Wetware 04

Suggestion 08

Outdoor Life 01

Makeup 10

**Open slots for narrow Specialities: 2**  
(Stealth, Hardware)

### George-R-JNG-1

Male Tech Services Equipment Officer (Registered Mutant)

**Security Clearance:** RED

**Credits:** 90

**Tic:** Gets defensive when flustered

**Tic 2:** \_\_\_\_\_

#### Example of tic in use

**Team Leader:** Have you repaired the transbot yet?

**George-R:** I'm doing it! I'm doing it! Where's my toolkit? I've lost my toolkit.

#### Action Skills & Specialities

##### Management 09

Interrogation 13

Intimidation 13

Hygiene 01

\_\_\_\_\_ 15

##### Stealth 05

Surveillance 09

Sneaking 09

Shadowing 01

Using The Hidden Recording Device In Your Tooth 11

##### Violence 04

Agility 08

Energy Weapons 08

Thrown Weapons 08

Demolition 01

Beating Up Prisoners 10

#### Knowledge Skills & Specialities

##### Hardware 04

Vehicle Ops 01

Weapons & Armour Maintenance 01

Breaking Things Accidentally On Purpose 10

##### Software 04

\_\_\_\_\_ 08

##### Wetware 06

Biosciences 10

Cloning 01

Use of Truth Drugs 12

**Open slots for narrow Specialities: 2**  
(Management, Software)

## 4. TROUBLESHOOTERS

### Basil-R-CLE-1

Male CPU Team Leader

**Mutation:** Psychic Flash

**Society:** PURGE

**Secret Skills:** Demolition 08, Gloating 05, Bioweapons 11

#### Background

Only two things get you up in the morning – your burning desire to overthrow The Computer and your moustache.

The moustache came first. You decided to grow one, you filled out the forms and got permission from six different departments. It took you six months to complete all the paperwork – then a computer glitch erased it all and you had to start from scratch. You did it all again and the same glitch happened again. You swore to bring down The Computer and joined PURGE that very day.

Since then, you've completed all the paperwork and grown your moustache. It's your pride and joy, the symbol of your individuality. You'd die for your moustache. Of course, to get it you had to volunteer for Troubleshooter duty, so you probably will – but it's worth it!

You know there's at least one undercover Internal Security agent on your team. **Betty-R** is the most likely candidate, she's too squeaky-clean, but it could also be that two-faced **Nigel-R**. You suspect **Eric-R** is up to something but you don't know what. You know that **George-R** is a mind-controlling mutant – get rid of him!

#### Secret Society Instructions

Rumours are circulating that High Programmer Stan-U has fled Alpha Complex. Stan-U was said to have developed some scheme that threatened The Computer. PURGE wants whatever Stan-U was working on! Find out all you can about Stan-U. Furthermore, sow chaos and destruction whenever possible.

#### Personal Equipment

Moustache Comb  
Moustache Grooming Kit  
Form HPD&MC/2334, *Facial Hair Operating Licence* (stamped)  
Can of Boot Polish  
Corrective glasses  
Rolactin Tablet (BLUE)

#### Assigned Equipment

Laser pistol body (no barrel)  
(2) RED laser barrels  
Red Reflec Armour  
Series 1300 PDC  
Team Leader Hat

### Carmen-R-MDN-1

Female Tech Services Comms & Recording Officer

**Mutation:** Bouncy

**Society:** Romantics

**Secret Skills:** Old Reckoning Cultures 10

#### Background

You're going to be a star! You see, this isn't a real mission – it's a reality TV show! You're in no danger at all. The other Troubleshooters don't know what's going on but you do. You're going to be the star of *Secret Troubleshooter Diaries*.

Gee, they've not picked a very telegenic bunch, have they? You'll have to smarten them all up. **Basil-R's** silly moustache has to go. **George-R** doesn't have a good face for TV – better make sure he's at the back or wearing a helmet all the time. **Eric-R's** uniform is too drab and he's a terrible hygiene officer. **Betty-R** and **Nigel-R** are ok... actually they might be a bit too perfect. You can't have them stealing the limelight from you! This is your time to be a star!

Oh, don't let any of your team-mates know that the mission is being secretly filmed for a reality TV show. Make the whole thing as a dramatic and exciting as you can but don't worry, it's all perfectly safe. It's not like this is a real Troubleshooter mission. People die on those.

#### Secret Society Instructions

The Romantics have given you a load of Old Reckoning TV shows – watch them on your PDC whenever you get a chance to pick up some tips. Oh, and they also know that either **George-R** or **Eric-R** is a Communist but they don't know which.

#### Personal Equipment

(2) RED Laser Barrels  
Old Reckoning TV Shows on Disk (ILLEGAL)  
Transtube Ticket Stub (used)  
Cold Fun  
Romantics IOU

#### Assigned Equipment

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

### George-R-JNG-1

Male Internal Security (Spying on Tech Services) Equipment Guy

**Mutation:** Empathy (Registered)

**Society:** Communists

**Secret Skills:** Commie Propaganda 17

#### Background

You used to be one of The Computer's bestest buddies, loyal to the core. Internal Security was the place for you – you liked nothing more than sending traitors to the termination booth. With your registered Empathy power, you could easily convince people to trust you.

Then you were ordered to infiltrate the Communists. Suddenly, your eyes were opened. You'd been a tool of the bourgeoisie imperialists, a capitalist lapdog. There's a better way, a fairer way, a way for all citizens to work side-by-side for a better tomorrow! You're a committed Commie now, determined to atone for your past crimes by bringing down Alpha Complex.

Now, you have been assigned to the Troubleshooters as an undercover agent. You will not betray anyone to the hateful Computer, of course, unless they deserve it. No, your real mission here is to sabotage the team and recruit more Commies.

**Basil-R**, your team leader, is a free-thinker as his moustache clearly shows. Maybe he could be recruited to the Commie cause...

#### Secret Society Instructions

A deep-cover Communist agent on your team is infiltrating the Free Enterprise capitalists. Your orders are to make contact with him and find out why he has not reported back. The recognition password is 'artichoke'.

#### Personal Equipment

Hidden recording device in tooth  
Teela-O Fanclub Badge  
Sticky Bandage  
Uranium Fuel Rod

#### Assigned Equipment

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



## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

### Betty-R-BRB-1

Female Tech Services Loyalty Officer

**Security Clearance:** RED

**Credits:** 90

**Tic:** Gossips

**Tic 2:** \_\_\_\_\_

#### Example of tic in use

**Betty-R:** Well, I heard from Joan-R that Phil-R said that Bob-R was a Communist but Bob-R says that Mike-R planted the propaganda in his bunk because Alice-R was late for mandatory callisthenics because...

#### Action Skills & Specialities

##### Management 05

Con Games 09

Moxie 01

Fifth-Hand Gossip 11

##### Stealth 04

Security Systems 08

Disguise 01

Eavesdropping 10

##### Violence 9

Energy Weapons 13

Agility 01 \_\_\_\_\_ 15

#### Knowledge Skills & Specialities

##### Hardware 07

Vehicle Ops 11

Nuclear Engineering 01 \_\_\_\_\_ 13

##### Software 09

Vehicle Programming 13

Operating Systems 01

Make Vehicle Bot Brains Like You 15

##### Wetware 09

Medical 13

Bioweapons 01

Eat Lots of Kelp 15

**Open slots for narrow Specialities: 2**  
(Violence, Hardware)

### Nigel-R-HYD-1

Male R&D Happiness Officer

**Security Clearance:** RED

**Credits:** 70

**Tic:** Always confused

**Tic 2:** \_\_\_\_\_

#### Example of tic in use

**Team Leader:** Nigel-R, report.

**Nigel-R:** Whuh?

#### Action Skills & Specialities

##### Management 09

Interrogation 13

Hygiene 01

Cheery Happy Slogans 15

##### Stealth 08

Surveillance 12

Sneaking 01 \_\_\_\_\_ 14

##### Violence 07

Energy Weapons 11

Hand Weapons 11

Field Weapons 01

Shooting People In The Back 13

#### Knowledge Skills & Specialities

##### Hardware 07

Habitat Engineering 11

Nuclear Engineering 01 \_\_\_\_\_ 13

##### Software 06

Cryptography 10

Vehicle Programming 01

Sending Secret Messages via your PDC 12

##### Wetware 06

Suggestion 10

Pharmatherapy 10

Medical 01

Mood Stabilising Using Pills 12

**Open slots for narrow Specialities: 2**  
(Stealth, Hardware)

### Eric-R-CLS-1

Male Power Services Hygiene Officer

**Security Clearance:** RED

**Credits:** 75

**Tic:** Gets carsick

**Tic 2:** \_\_\_\_\_

#### Example of tic in use

**Team Leader:** Get on the Transbot, Eric-R.

**Eric-R:** \*blargh\*

#### Action Skills & Specialities

##### Management 04

Moxie 08

Hygiene 01

Spilling grease on annoying paperwork 10

##### Stealth 07

Sneaking 11

Concealment 01

Squeezing into Ducts 13

##### Violence 04

Energy Weapons 08 \_\_\_\_\_ 10

#### Knowledge Skills & Specialities

##### Hardware 10

Nuclear Engineering 14

Bot Ops & Maintenance 14

Weapons Ops & Maintenance 01 \_\_\_\_\_ 16

##### Software 06

Playing *Vulture Squadron Warrior Extreme* 212

##### Wetware 04

Outdoor Life 08

Medical 01

Recognising toxic spills 10

**Open slots for narrow Specialities: 2**  
(Violence, Hardware)

## 4. TROUBLESHOOTERS

### Betty-R-BRB-1

Female Tech Services Loyalty Officer

**Mutation:** None!

**Society:** Free Enterprise

**Secret Skills:** Hagglng 16, Bribery 06

#### Background

Troubleshooting? Whose idea was this? You *hate* Troubleshooters. Your day job is working in Vehicle Repairs, so you've seen it all. Transbots with laser holes in the side, autocars smashed through walls, warbots driven insane by abusive Troubleshooters. Will no-one think of the poor vehicles?

Still, if you've got to be a Troubleshooter, at least you can show them how it's done. You've been assigned as Loyalty Officer (because you're such a pure and good-thinking citizen, no doubt) but you'd also make a great Equipment Officer (much better than that jerk **George-R**, who doesn't know one end of a hyperspanner from the other). **Carmen-R**'s jealous of you; you can see that right away. The person you're really suspicious of, though, is **Basil-R**. He looks familiar – is that silly moustache of his a disguise?

#### Secret Society Instructions

You work for Free Enterprise. A few weeks ago, the society recruited **Eric-R**, but then your spies found out that he's a Commie. **Eric-R**'s a Commie double agent – kill him!

#### Personal Equipment

50 sporks  
Communist propaganda  
Smoke grenade

#### Assigned Equipment

Laser pistol body (no barrel)  
(2) RED Laser barrels  
Red Reflec Armour  
Series 1300 PDC  
Loyalty Officer's Notebook

### Nigel-R-HYD-1

Male IntSec (Spying on R&D) Happiness Officer

**Mutation:** Evil Twin

**Society:** Psion (Spying on Pro Tech)

**Secret Skills:** Power Studies 06, WMD 14

#### Background

This gets confusing but you're always confused.

You have a split personality. One Nigel-R is an R&D researcher, working in the field of biochemistry. This Nigel-R keeps his head down and just tries to survive. Unfortunately, there's another Nigel-R in your head. This Nigel-R is fanatically loyal to The Computer and is an Internal Security spy. Currently, he's spying on Nigel-R. Most of the time, you're the first Nigel-R but sometimes you flip over to being the second one. You can't trust yourself.

Worse, both Nigel-R's are members of Secret Societies. The first Nigel-R is a Pro Techie, who believes in the wonders of Science! The second Nigel-R is a mutant supremacist. The second one is using the first one as an agent to spy on Pro Tech – for Psion or for IntSec, you don't know which.

#### Secret Society Instructions

Nigel-R: Pro Tech wants you to find any trace you can of missing High Programmer Stan-U and his followers. Also, here's an experimental new laser barrel – test it for us.

Nigel-R: Eliminate all non-mutants on the team.

#### Personal Equipment

(2) RED Laser Barrels  
Lots of experimental drugs  
Experimental laser barrel

#### Assigned Equipment

Laser pistol body (no barrel)  
(2) RED Laser barrels  
Red Reflec Armour  
Series 1300 PDC  
Smile Clamp  
(6) Doses of Gelgernine Happy Pills

### Eric-R-CLS-1

Male Power Services Hygiene Officer

**Mutation:** Push Mutant Power

**Society:** Communists spying on Free Enterprise

**Secret Skills:** Communist Propaganda 13, Hagglng 13

#### Background

Anyone could have made that mistake. It's not your fault that you're the one who blacked out GDH Sector when you dropped that spanner. As punishment, you've been reassigned to Troubleshooting duty. You've watched enough TV to know that this means Commies, lasers and repeated deaths. You've got an ace up your sleeve, though – or rather, a buddy. You brought your pal S07 the Scrubbot along. You've worked with S07 for years. He's a great little bot. He'll help you survive – right, S07?

#### Bleep bleep bzz bleep.

That *totally* means yes. So, yeah, you can trust S07. The rest of the team, not so much. **Basil-R**'s got a weird facial thing that must be a mutation and **George-R** is a mutant. Freaky! **Carmen-R** seems to know what she's doing – she's certainly the most confident person on the team. Oh, S07 seems weirdly interested in **Nigel-R** – if only that bot could talk...

#### Secret Society Instructions

You were a Commie. What can you say – they got to you young and corrupted you when you were impressionable and INFRARED. You were never much of a Commie, you just went to the meetings and handed out flyers. Then, the Commies sent you off to infiltrate the capitalist Free Enterprise society. You realised that really, you're a capitalist at heart.

Unfortunately, the Free Enterprisers think you're a Commie spy. You've got to prove to them that you've switched sides. You failed to report back to the Commies, so they'll probably send one of their agents after you to get a report. If you turn that agent over to Free Enterprise as proof of your loyalty, they'll have to trust you, right? The codeword for recognising another Commie agent is 'artichoke'.

#### Personal Equipment

(2) RED Laser Barrels  
S07 the Scrubbot

#### Assigned Equipment

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



## 5. Handouts

### EXECUTIONAGANZA – ADMIT ONE

*See Traitor Herman-G Die For His Crimes Against The Computer!*

*Also, fireworks, loyalty singalong and spot prizes for loyal citizens! Starts at 8, don't be late. Lateness is treason.*

**Terms & Conditions:** You assume all responsibility and liability for injuries occurring before, during or after the event. You release HPD&MC, its subsidiaries, agents, representatives and staff from all liability for everything related or unrelated to the event. Ticket not redeemable for cash. No refunds. Void where prohibited. Timing and nature of event subject to change.

### PRISONER TRANSFER FORM

Name of Prisoner: \_\_\_\_\_ -\_\_-\_\_\_\_\_ 1 2 3 4 5 6

Name of Designated Transfer Officer: \_\_\_\_\_ -\_\_-\_\_\_\_\_ 1 2 3 4 5 6

The Designated Transfer Officer (henceforth D.T.O) accepts full responsibility for the safety and security of the Prisoner and agrees to oversee the transfer of the prisoner from a Holding Area to another Designated Transfer Officer, Holding Area or Disposal Area. Failure to deliver the prisoner within the time limit, failure to deliver the prisoner in an acceptable condition as determined by the recipient, failure to ensure the safe transfer of the prisoner or failure to maintain standard security procedures is treason. Tick the box to indicate you're acceptable of these regulations. [ ]

Why have you been nominated as Designated Transfer Officer?

What uniquely qualifies you for this role?

What drawbacks or weaknesses can you identify in yourself that might hinder your ability to perform this role?

Given these drawbacks and weaknesses, do you still feel qualified to perform this role? Why?

Do you know the prisoner? Are you sure? Do you swear you have never had any contact or influence from the prisoner ever?

If the prisoner attempted escape, what would you do?

If the prisoner became violently ill, what would you do?

If a higher Clearance citizen ordered you to free the prisoner, what would you do?

If you were the prisoner, what would you do?

Do you feel (a) Very Confident (b) Somewhat Confident (c) Not Very Confident about your prospects of success?

Do you feel (a) Very Happy (b) Somewhat Happy (c) Not Very Happy about your prospects of success?

Please rank the following in order of importance:

Health of the Prisoner	[ ]	Identity Verification of the Prisoner	[ ]
Security of the Prisoner	[ ]	Guilt of the Prisoner	[ ]
Hygiene of the Prisoner	[ ]	Innocence of the Prisoner	[ ]
Safety of the Prisoner	[ ]	Your Survival	[ ]

Submit this form to be stamped.

[ ] Official Stamp

## 5. HANDOUTS

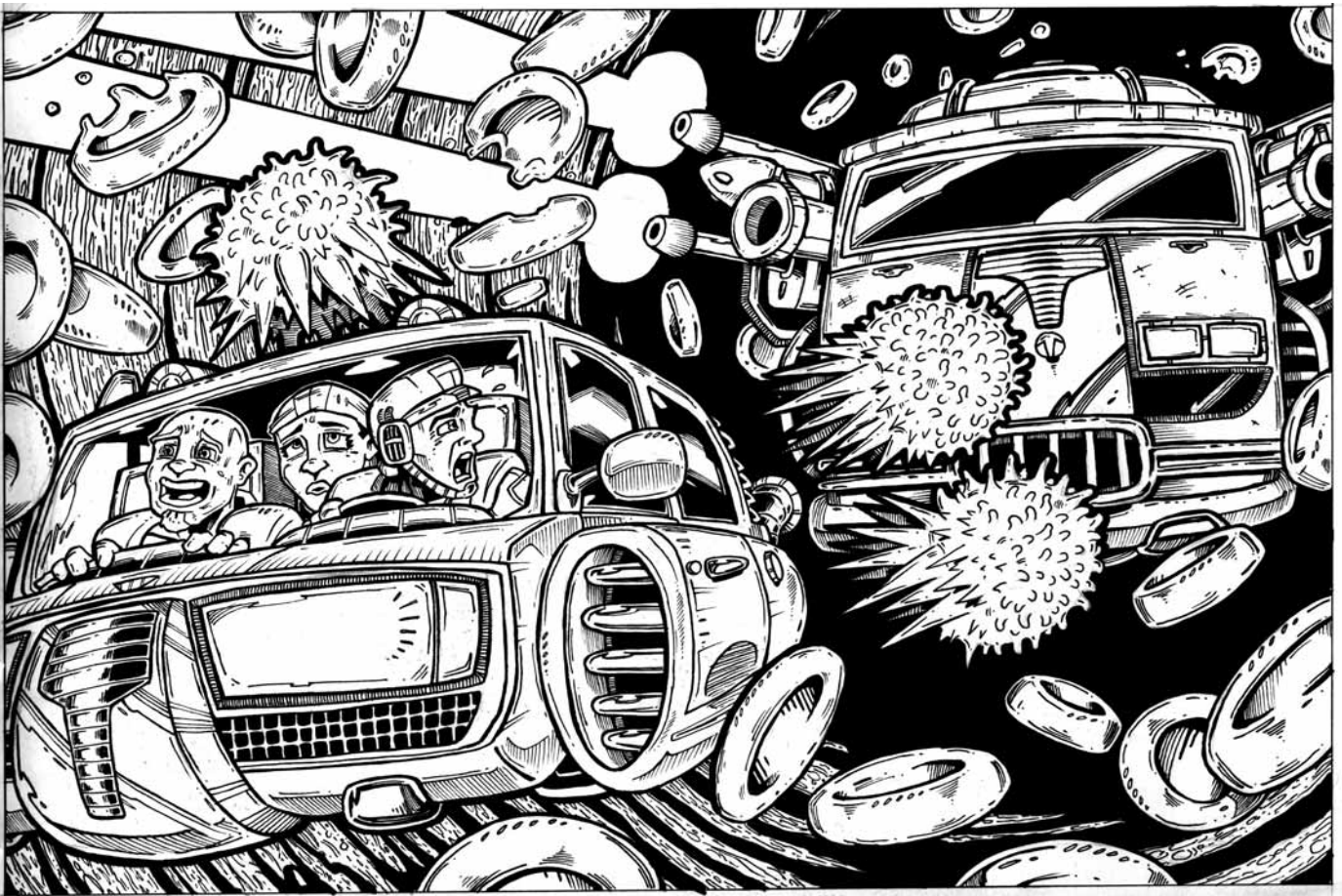
### Silo 543 Assignment 7653/A Equipment List

- Twelve (12) Laser Barrels (RED Clearance)
- Six (6) ComfyZest Sleeping bags
- Three Thousand, Two Hundred and Forty (3,240) REDimeals (Flavour II)
- One (1) copy, *Inspirational Reading Material, revised edition*
- One (1) copy, *Loyalty Songs of Alpha Complex*
- One (1) copy, *Type 7 Ballistic Missile Maintenance Manual*
- One (1) copy, *Fun Tips for Dealing With Fallout*
- One (1) copy, *Existentialism for beginners*
- One (1) copy, *Teela-O Colouring Book*
- Four (4) crayons (Red, Black, Ochre, Grey)
- One (1) docbot, portable
- Six (6) Environmental suits
- Six (6) large sponges

### ARMED FORCES SECURE BRIEFING +++ CLEARANCE RED +++ OPERATION GYRE STOPCOCK +++

ON ARRIVAL AT LOCATION DESIGNATED SILO FIVE-FOUR-THREE, UNIT WILL ENTER AND ENSURE FACILITY IS SECURE. ESTABLISH COMMUNICATIONS WITH ALPHA COMPLEX VIA ANTENNA DOME AND ENSURE THAT ALL THREE BALLISTIC NUCLEAR MISSILES ARE READY FOR FIRING. SEARCH FACILITY FOR COMMIE INFILTRATORS OR SABOTAGE, THEN COMPLETE ASSESSMENT FORM (ATTACHED).

What's the speed limit in this artery?







## A FUNNY THING HAPPENED ON THE WAY TO THE TERMINATION BOOTH

### SILO READINESS ASSESSMENT FORM – AF464/C

Complete all sections fully. The ranking officer or team leader should complete this form in consultation with the subordinate responsible for each section.

#### SECTION 1 – BASE STRUCTURE

- 1.1 Is the base there?
- 1.2 Is the reactor functional? How did you test this?
- 1.3 Is the air recycling system functional? How did you test this?
- 1.4 Is the base capable of withstanding a direct nuclear strike? How did you test this?
- 1.5 Do you like the base? Do you have any comments about the base structure?

#### SECTION 2 – BASE SECURITY

- 2.1 In your judgement, is the base secure?
- 2.2 Outline a scenario in which a Commie Mutant Traitor could break into the base. How would you stop them?
- 2.3 Which of the other members of staff is the most likely to be a traitor? What security measures have you taken to ensure they cannot damage the base?
- 2.4 Which of the other members of staff is least likely to be a traitor? Why? How can you trust your own judgement?
- 2.5 If a Commie army attacked the base, I would.... (Complete this sentence using exactly 25 words.)

#### SECTION 3 – COMMUNICATIONS

- 3.1 Is the C24 Long Range Antenna working properly?
- 3.2 Is the direct Computer link working properly?
- 3.3 How would you verify a message from Alpha Complex? Be creative. Remember, the Commies may try to deceive you.
- 3.4 If the C24 Long Range Antenna was damaged, how would you communicate with Alpha Complex?
- 3.5 Have you experienced purple spots in your vision? Dizziness? Feelings of panic or worthlessness? Hallucinated voices? Sneezed an unusual amount? Tasted blood? Felt a desire to taste blood? If so, how many of these symptoms were experienced when working on the C24 Long Range Antenna?

#### SECTION 4 – MISSILE READINESS

- 4.1 Are the missiles ready to fire?
- 4.2 Are the missiles fully fuelled? Is the fuel secure?
- 4.3 Are the warheads fully functional? How did you test this?
- 4.4 Are the onboard bot brains fully functional?
- 4.5 Select a target and conduct a test firing. Did everything function properly? How did you select your target? Why did you select this target?

#### SECTION 5 – HYGIENE

- 5.1 What is your assessment of the hygiene levels of the base?
- 5.2 What is your assessment of the hygiene levels of the crew?
- 5.3 How could these hygiene levels be improved?
- 5.4 How did you clean the missiles?
- 5.5 Is hygiene more or less important than crew morale? Explain why.

#### SECTION 6 – CREW HAPPINESS

- 6.1 Are the crew at operational readiness?
- 6.2 Who is the happiest member of the crew? Why? Does this crew member's happiness relate to the duty of maintaining the nuclear missiles?
- 6.3 Who is the least happy? Why? How did you treat this unhappiness?
- 6.4 In the event of a nuclear war, the crew will spend many years inside the dome. Who will stay sane the longest? Who will get eaten first?
- 6.5 Describe your strategy for maintaining crew happiness in the event of nuclear war.

# PARANOIA<sup>TM</sup>

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TRUST THE COMPUTER! THE COMPUTER IS YOUR FRIEND!

You've got tickets to a termination, and for once, it's not your own. You're going to watch noted traitor and enemy collaborator Herman-G fry. It's the event of the monthcycle, and your seats are so close to the main event you'll be able to smell the smoking boots. What's that? A mission alert? You're being ordered to escort Herman-G to the termination booth? Well, what could possibly go wrong?

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*not* players!

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MONGOOSE PUBLISHING—SWINDON, UK

MGP 6673

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