PARANOIA

WEST END'S ROLEPLAYING GAME OF A DARKLY HUMOROUS FUTURE

With Jumpsuit, Badge, and Laser IV:
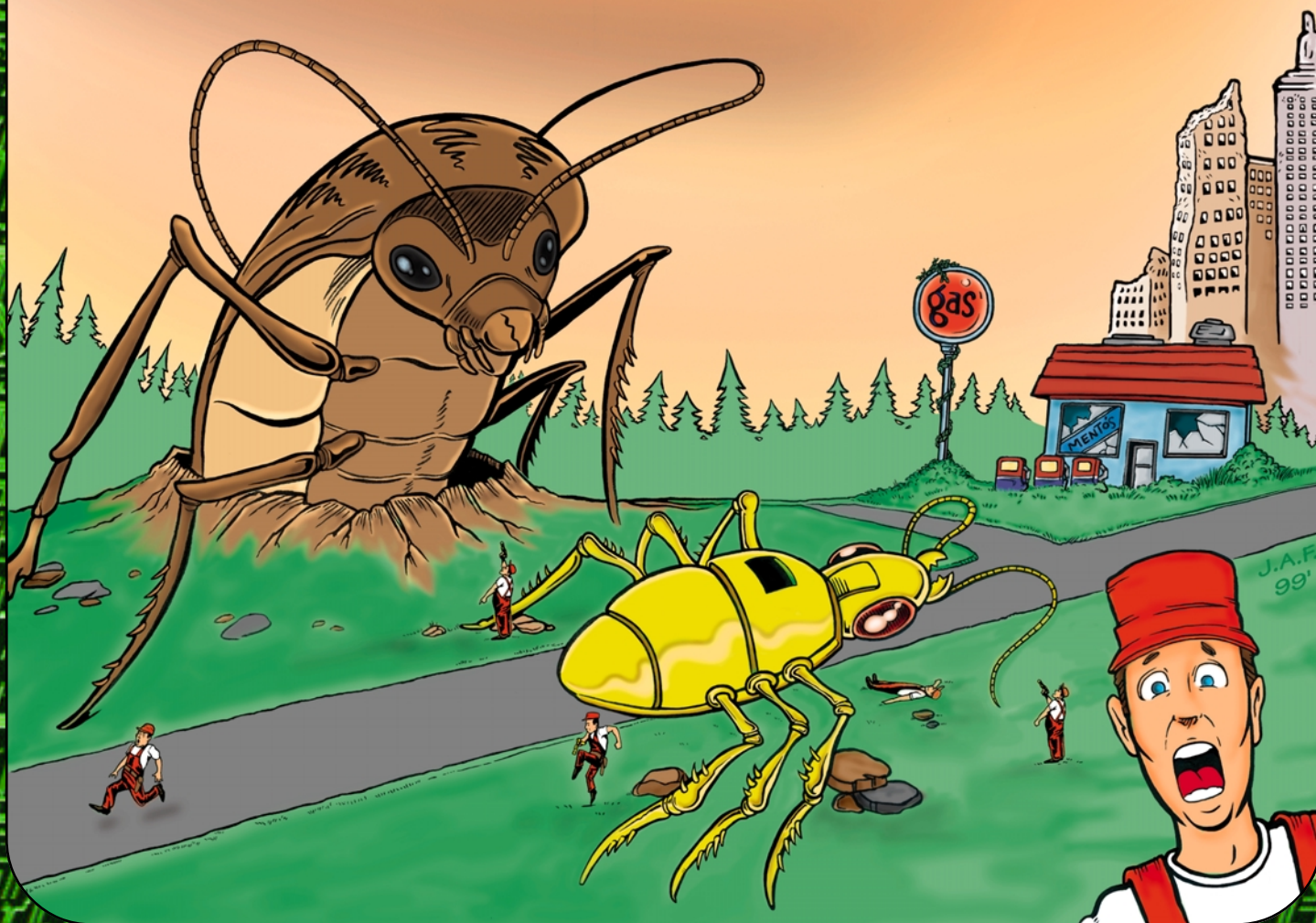## The EverCandy Story

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The EverCandy Story

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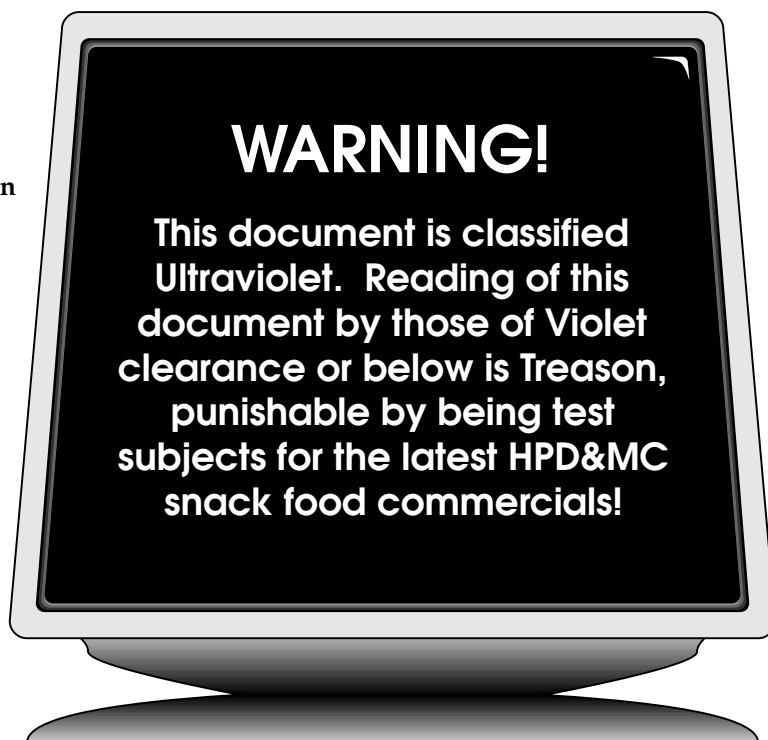
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WARNING!

This document is classified Ultraviolet. Reading of this document by those of Violet clearance or below is Treason, punishable by being test subjects for the latest HPD&MC snack food commercials!

Typical Silly *Paranoia* Introduction™

Greetings, Citizen! Congratulations on downloading this fine Adventurelyke document. While I'm not one of the High Programmers from Honesdale, hopefully you will enjoy this mission as much as I've enjoyed creating it.

If any of you still reading are less than Ultraviolet clearance, shame on you! Turn yourself in right now at that confession booth across the way. Get a move on! Hup, 2, 3, 4, hup, 2, 3, 4. That's a good clone.

The "With Jumpsuit, Badge, and Laser" series of adventures have been run at Con of the North for the last four years. Here's to a much longer run than that.

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0. *Introduction*

0.0   Welcome!

Welcome back to the wonderful, wacky world of *Paranoia*, Honored Citizen! This adventure is designed to fit within a four hour time slot at most conventions, or a six hour slot with some time to spare for breaks, secret dealings, and other such typical *Paranoia* happenings.

This document is not intended for use alone; you will also need the pack of handouts found at the same place you found this one. They include the forms for use in the adventure, plus form data from Parody-U-MAN-4 and the MAN sector clones, in case you don't want to use your own set of briefing officers, R&D techs, and flunkies.

They also include a list of suggested props for use during the adventure. Props make every adventure more fun, right? You may notice the lack of weapons in the list. The convention I've run this at doesn't allow weapons or weapon-like objects (keeps down on the potential liability claims, that sort of thing). Besides, they're easy to add.

0.1   Backstory

Fifthday Evening, 18-02-209 AC: A High Programmer (Clean-U-MAN) in HPD&MC found a cache of information about the Old Reckoning device known as an "Automatic Car Wash". The description of the device lead him to believe that it could easily be adapted to serve Infrareds, increasing their Hygiene statistics tenfold.

Sixthday Morning, 19-02-209 AC: An Armed Forces Vulturecraft is sent out to find a building matching the description given by Clean-U. After a couple hourcycles of flying around Alpha, they find one. The Vulture reports back to base.

Sixthday Afternoon, 19-02-209 AC: A mission was formed to adventure out into the Outdoors to that site and bring back any knowledge of the "Automatic Car Wash". Instead, they find a few rolls of Mentos, which have absorbed radiation for years and have become the EverCandy. Eating one bestows extreme power upon the clone who does (or maybe death, but that's not that unusual for pills in Alpha).

Sevenday Morning, 20-02-209 AC: Two clones return from that mission glowing Ultraviolet. They appear to be immune to weapons, and they have strange powers over the Citizens of Alpha Complex.

0.2   The Adventure

This leaves us at the adventure, which proceeds as follows:

Section 1: Breakfastcycle at Tiff-I-ANY's.
The Troubleshooters are sent home after a long Sixthday of working. Waking up the next day, they can eat or go to a Computer Rally, then are called in for another mission. They then survive getting to the subsector they are sent to.

Section 2: R&D Surprise
Having arrived at the subsector, they must figure out how to get in, assign MBDs without killing too many clones, and escape the Complex before amassing many multiple millions of mandatory monetary fines.

Section 3: Another Bad Trip
Outside the Troubleshooters encounter Big MICs, Infrared roads, two tribes reliving past glories, and finally the Stop 'N' Rob®. Inside the Stop 'N' Rob® they find some Mentos, dead clones, their equipment, and other fun items. On their way back, they can try out new weapons against another Big MIC or whatever is left of the tribes.

Section 4: Hostile Takeover
Upon returning to Alpha, the Troubleshooters discover that the two clones they saw before are leading a mob towards CPU Central. Hopefully they will have figured out what to do and can stop the traitors with a minimum of destruction to The Computer's valuable property and Citizens. Yeah, right.

Section 5: Debriefing and Exeunt
Finally, the Troubleshooters are brought back to Troubleshooter Headquarters and are questioned about their mission. Hopefully they brought back everything they left with.

1. Breakfastcycle at Tiff-I-ANY's

1.1   Morning

As always, Bold Text is for reading to your players.

"What a daycycle," you think to yourself as you stumble back to your Red dormitory and collapse into your bunk. Your team spent the entire daycycle chasing Commies around a heavily-trafficked PLC shopping area, only to have them caught by Blue Troopers. They were gracious enough to allow you to fill out all the paperwork, though. It's good to be back in your nice bunk, and you quickly drop into slumber.

(Get your group to make sleepy-sleepy noises of different types. Once they have a nice loud snore chorus going, continue on with the text.)

Ahh, Sevenday. Every Citizen loves Sevenday because it is the daycycle clones are given time to relax, watch some Live-Action Commie Combat, and go to the mandatory Serve the Computer rallies. Friend Computer even gives Clones the option of sleeping in on Sevenday for almost 10 whole minutecycles!

(Egg your players on to ooh, ahh, and praise the wisdom of The Computer. Scribble some on a notepad while looking sternly at anyone not participating.)

The only bad thing about this Sevenday is that you were randomly assigned "on call" status, in case there's some kind of emergency. Nothing much to worry about there, as you've never been called in on your daycycle off.

At ten minutecycles after your normal Wakey-Wakey time...EHHHNT! EHHHNT! EHHHNT! The Wakey-Wakey alarm goes off. A tape of Teela-O-MLY, beloved symbol of all of Alpha, fires up as it does every daycycle.

"OK Citizens, time for your morningcycle Troubleshooter Calisthenics! Everyone out of bed and on your feet! Arms up! Index Finger Out, and Curl, 2, Two, 2, Three, 2, Four, 2, Five, 2, Six, 2, Seven, 2, Eight, 2, Nine, 2, Ten, 2! All right! Now shake those hands out and prepare for Laser Draw practice! Hands at your sides, ready, and, Draw, 2, 3, 4, Again, 2, 3, 4, That's right, 2, 3, 4, Last time, 2,

3, 4, and rest! Have a great day, Citizens!"

Before we continue, I need to know if your Troubleshooter is going to:

1. Go eat first, then hit a Serve the Computer rally, or

2. Have fun at the rally, then have breakfast.

Troubleshooters who go to the rally first won't get breakfast. Troubleshooters who go eat will be penalized at the debriefing for not going to the mandatory rally. You may also have some wise Troubleshooters who sneak out on the way to check Secret Society messages. There's a sidebar at the end of this section for them.

After your Troubleshooters decide where they're going, break them up into two groups and run them through their respective encounters:

1.1.1   Breakfast

Heading out early to the Red level cafeterias is always a good idea on Sevenday, as they fill up fast with clones coming from the Serve the Computer rallies.

As usual, it's pretty busy. The food line stretches out of the Cafeteria a ways. After a wait, you get your food and sit. Munch munch munch.

(Hand out the breakfast cereal packets and watch them eat like good little clones.)

Mmmmmm, good. As you're cleaning your hands, you notice something written on your hygiene packet.

Hand each of the Troubleshooters one of the prefab notes from their Secret Society. Then tell this group to wait while you continue with the other group.

1.1.2   Serve the Computer Rally

Friend Computer is always appreciative of clones who go to the mandatory Serve the Computer Rallies on Sevenday. You sit down in one of the benches and open the Songbook to today's song.

Strange...inside this book is a note.

(Hand out more prefab notes)

The music begins to play from every loudspeaker in the area, and you all begin to sing:

I recommend the song from the back of the 2nd Edition GM Screen, which is also in the Red Ready Reference Sheets. Whatever you give them to sing, near the end of the song continue to Section 1.2.

1.2 Interruption!

Wherever the Troubleshooters are, they receive a page. Of course, an Alpha Complex Com Unit page goes something like:

"ALERT ALERT ALERT ALERT ALERT"

at the top of its electronically-generated voice. The page tells them to report to a confession booth for a private message, and gives them the mission code MAN-WJBL.IV.

All the clones around them are looking at them funny for disturbing their breakfastcycle or song. Hopefully the Troubleshooters back out gracefully and head to the nearest confession booth. Convincing Friend Computer that you don't have anything to confess may be an interesting experience.

Eventually they'll report in and give the mission code from their Com Units. Continue on with:

Upon giving the code shown on your Com Unit, Friend Computer says "Please wait."

A minutecycle or so later, a High Programmer's image appears on the screen. There is a ton of interference, and every so often the picture blinks to static and back, like a transmission from a damaged ship on Star Trek:The Next Generation.

"Troubleshooters, thank you for responding quickly to my message. I am Parody-U-MAN-4, Head of Troubleshooter Operations for MAN Sector. This is a mission of the utmost importance and urgency."

At this point the screen changes to show two other clones dressed as Troubleshooters. However, they have Ultraviolet jumpsuits and seem to be glowing Ultraviolet. Even their lasers are squeaky clean, and glowing. A team of Blue Troopers is huddled behind a barricade. They have cone rifles, laser cannons, and some larger weaponry you've never seen before.

Parody-U-MAN continues: "These two clones were Rule-R-ALL and Lame-R-GUY. They were part of an expedition sent to the Outdoors to obtain information about a device rumored to [freeecx garble formbale bleck] which would be a boon in the Infrared quarters. We are unsure what happened to them as their mission unfolded, as we do not have their mission records available. We do know that the other four members of the mission team have had replacements activated, so something did happen out there."

Now the Blue Troopers open fire. Ordinance of all types flies at the two, who stand there waiting. You're not sure, but before explosions fill the hall you think you can see a cone rifle shell bounce off one of them. Your view of them and the troopers is blocked by smoke as he continues.

"These two returned to Alpha as you see them. They have been walking through Security checkpoints with very little trouble. I need your team to go out and see what it was that this group found, and find some way to stop it. On this end, we shall do what we can to slow them down before they threaten all of Alpha Complex."

The smoke has cleared enough to see what remains of the two. You gasp to see that the entire Blue Trooper squad has been reduced to smoking boots, while the two glowing clones continue down the corridor.

"There is a vehicle awaiting you at subsector TBG-WNO-HGB. You will also find a map and whatever equipment we can get there in time. Unfortunately, there's not enough time for a run to PLC and R&D. There should be a mission summary sheet printing from your booth now. Good luck, Troubleshooters! All of Alpha Complex is relying on you!"

Said mission summary sheet does print out from all the confession booth's printers. Make printing noises and hand each Troubleshooter one. However, the last one gets caught in the printer. Rip it in half before handing it to the Troubleshooter.

Troubleshooters now have an opportunity to leave messages with their Secret Societies on the way to the mission. Once they're (un) happy with the situation, proceed to Section 2.

1.4   Secret Society Notes

Throughout most of this mission, the Troubleshooters are pressed for time. Thus, they only have time to drop off and pick up notes from their Secret Societies. Each time they find a way to check in, they get a new note and have a minute or two to write a new one.

Before getting breakfast or going to the rally, they have no reason to contact their societies (explain to them they already have the nightcycle before).

No matter what, all the Troubleshooters receive a message at their early stop: Troubleshooters who go eat will find a note written on the wrapper of their post-eating hygiene packet; those at the rally will find one stuck in their sing-along pamphlet. These are printed in the handouts file.

Those who stop after the mission briefing, but before continuing to Section 2, can leave a note. Hopefully they'll remember to check back when they come back from the Outdoors.

GS   Parody-U-MAN-4
Head of Troubleshooter Operations, MAN Sector

Stats: All 15s sounds good, except Power: 20

Mutant Powers: Machine Empathy, Mechanical Intuition

Secret Societies: Computer Phreaks, Illuminati

Service Group: Troubleshooters

Armor: ALL30* Plot Contrivance Force Field, UV Reflec (L6), Friend Computer

Weapons: UV Laser

* This really does mean All; even a Tac-Nuke drops by 30.

Parody-U-MAN-4 is a youngish clone. Unlike most of his High Programmer peers he wears an Ultraviolet version of the standard Troubleshooter uniform, complete with Laser. He is hated by many people for seemingly caring about the performance and fates of his inferiors, and has made a few enemies during his rise.

Parody is the highest-ranking member of the Computer Phreaks in MAN Sector. Parody-MAN was actually his handle that he took as his UV name upon ascension to that lofty status. Friend Computer knows of this "mildly treasonous" activity but also knows that Parody "would never betray Alpha Complex". He has ties to a few higher-ranking members of the Illuminati; it's rumored that they owe him favors in trade for services rendered.

Note that this character is hugely overpowered, as befits most *Paranoia* High Programmers; the fact that it also happens to represent the Game Master is beside the point.

Parody-U-MAN-4 is included for completeness, but feel free to replace him with some other HP of your own devising.

2. R&D Surprise

2.0 Introduction

The Troubleshooters arrive at the designated subsector, get their stuff, and head out into the wild Outdoors. (Oooooo!)

2.1 MBD Argu...err...Handout

Once they arrive at subsector TBG-WNO-HGB, read this:

You arrive at the designated subsector. This is the end of a very large corridor, large enough to let three tankbots drive alongside each other. There are two large doors that almost fill the end of the hallway. These doors were covered with Research and Development markings; Now they also have laser scores, bullet marks, and other signs of recently being fired upon.

A guard stands in a booth on the left side of the corridor. Upon seeing you approach, he says "Halt in the name of the Computer! Show your authorization to be in this subsector, Citizens!" (This is Eye-G-OUG-3.) **The guard is training a tripod-mounted repeating cone rifle at you.**

Assuming the Troubleshooters figure out they have to show their Mission Summary Forms (and they haven't used them to write notes on or something stupid like that), the guard hands them a box. (Note that the Citizen won't get his/her Mission Summary Form back.) Eye-G-OUG says "You are to read the information contained within the box."

Inside the box is a set of Mission Badges, a handheld Multicorder, a pillbox, a small tool kit, a Notepad Mark II, a cleaning kit, a map of the area, and a note: "You are to assign yourselves mission duties in an orderly fashion The secret password for this mission is 'The Jig is Up'. Tell this to the guard at the gate to continue."

Wait for them to assign duties. Watch as they argue about who gets to be Team Leader or Hygiene Officer. See if they walk up to the door and yell out their secret password. Eventually (assuming they follow directions) Eye-G-OUG will open the door...

2.2 Sp-Y-DOR's Lair

Slowly the doors open to reveal a huge room, which resembles nothing more than an airplane hanger. Banks of processing equipment line one wall, with R&D techs swarming around fiddling with things. Another set of double-doors is closed opposite where you came in.

Standing in the middle of the room, with spotlights shining down upon it, is...THIS!

(Brandish picture of Funbot from Send in the Clones or other appropriate, possibly-known-to-your-players-as-a-hosejob bot or piece of equipment. Pause for a few seconds and watch their reactions. Laugh Evilly. Anyone who displays knowledge of the Funbot is, of course, being a bad clone.)

Waiting next to that is a large transbot. Its metal gleams like your teeth after a Hygiene Inspection with Squeeky-Kleen (what a sheen!). Its turret and attached weaponry looks prime and ready for a fight. Its wheels are covered with fresh syntherubber, and its entrance door is open, with a stairway attached for the occupants to enter.

Next to THAT is one of the strangest transbots you've ever seen. It has a single mounted weapon on top, with no turret to protect the firer. It's clean, but there's some rust in a few places. The windshield has a crack in it. It looks like it's barely standing on its 6 legs. An extension ladder leads to the doorway, and a Yellow-clearance citizen is climbing down it right now.

He walks over to you and says, "Hello, Citizens! I'm Sp-Y-DOR-5, currently in charge of this Field Testing facility. I assume you're here for a transbot."

He holds out his hand toward whoever is Team Leader. That person should hand over their Mission Summary form. Note that they won't get it back.

"Right, the urgent mission. I'm glad you're going out there, because you're going to be the first Troubleshooters to test my latest invention: the WebCrawler Mark I All Terrain Vehicle!" He leads you over to the 6-legged transbot as he continues, "Apparently, the Outside was once covered with something called "World Wide Webbing", and

there were many battles fought between various vehicles that traveled upon it. They were called things like "Navigator", "Jimmy", "Explorer", and "Outback". Unfortunately, I was sentenced to execution for knowledge of these things, can you believe it? Like a good Citizen, I promptly shot myself after I received the notice. Of course, I was demoted four times for killing an Indigo clearance citizen, then promoted for shooting a traitor." He shrugs and continues, "Ah, well, such is life." He waves you all up into the WebCrawler.

The cockpit is covered with a number of gauges and lights. A joystick sits in front of the pilot's chair. A hatch leads upward to the gun mount. There are four other seats inside the cabin.

A box marked "Mission MAN-WJBL.IV. Do not open until outside subsector TBG-WNO-HGB." sits in the rear of the bot.

Sp-Y-DOR gives you a quick rundown of how the bot works ("Move the stick."), then leaves you to exit the Complex.

After they assign themselves seats, they can move out. More than likely they will crush the Funbot in the process and gain themselves huge piles of fines.

The Sp-Y-DOR Webcrawler Mark I

Speed: OK
Arms: Laser Cannon I (front), Mount (top)
Armor: ALL10 for those inside

The Webcrawler looks like a six-legged insect from the Age of Peace, but blown all out of proportion. It's a lot like a Cootie or GRMC.

The interior is utilitarian, with a bench seat for three clones, a ladder going to the weapon mount on top, a cockpit for two clones, and a storage area. The exit is on the middle of the right side. All seats have seat belts, but the clones in the back may have to dig around for them. Woe betide any Citizen not wearing his or her seat belt when the vehicle is in motion (I3 or the Vehicular Accidents/Falling from Great Heights table).

The armor is fairly decent, but comes with a catch. Transmissions to and from Alpha Complex can't happen from inside the Webcrawler; they have to get out to call home.

The top mount point fits a Cone Rifle or other larger weapon. The bot's pretty sturdy except for the legs. It shouldn't die unless the clones really try to make it die, or you feel like asking them for a marching order.

How the Joystick Works

Hopefully you were able to procure a joystick for your players, one of the PC FlightSticky kind. The joystick I'm using has four buttons (a trigger and three on the top of the stick), a point of view hat, an on/off switch for autofire, two centering dials, and a throttle.

Here's how it maps for the Troubleshooters:

The **On/Off Toggle Switch** turns on and off the autopilot. The autopilot only accepts commands like in Zork (or Logo, if you prefer). Thus, your Troubleshooters will be saying things like "Go North, North, Turn Right 45 Degrees, Go forward 150 meters." If the autopilot is engaged, then the rest of the stick does nothing.

If the Troubleshooters say anything while the autopilot's turned on that the autopilot doesn't understand, it says "Part of that sentence was not understood. Awaiting directive." Practice saying that until you can rattle it off quickly with the same intonation every time, because it makes a nice effect.

On manual, the **Stick** controls forward, backwards, and sideways movement for the selected legs. The **Three Buttons** on the top of the stick control left, right, and combined movement. To turn the bot, hold only one of the left or right buttons down and push the opposite way. To move, hold down the middle button and push the stick the way you want to go. Pushing forward or backward with only the left or right button (or all three buttons) held down is bad: grinding noises, repair rolls...

The **Throttle** determines how fast the thing goes. The **Other Dials** alter the headlight and interior lighting levels.

The **Trigger** fires the front-mounted Laser Cannon I, until it runs out of juice.

If you don't have a joysticky thing then use the control panel from the Second Edition book, or make something up.

3. *Another Bad Trip*

3.0 Introduction

There's three events we have designed for you, along with the inevitable backstabbing, arguing, and such. They eventually make it to the Stop 'N' Rob® and find a collection of mission equipment and the former team.

3.0.5 The Mission Equipment

This could happen at any time during this part of the adventure. Once someone looks over the trunk carefully, read this:

The box is a large trunk with an electronic lock on one side. Stenciled on it are the words "R&D Mission Equipment Storage Device Mark XVII. Insert Mission Summary Form to claim equipment." Near the lock there's a note that says "Mission MAN-WJBL.IV. Do not open until outside subsector TBG-WNO-HGB."

Inside the box they find two cone rifles, 20 mixed cone rifle shells, 10 grenades, two laser rifles, many Red laser barrels, a slugthrower (no bullets), a mount to attach a cone rifle to the firing seat on top of the transbot, a Red Pad, and a clipboard. All the items are standard except for the Red Pad (see below) and the clipboard.

The clipboard has the "42-23/5 List of Mission

Equipment" form on it. There's a sticky note attached: "Sign, date, and lay on red pad after following the instructions for the red pad."

Assuming they do so, the Clipboard disappears, to hose them in the debriefing if they didn't get some clarification. (There's no Slugthrower shells or scope for the laser rifles.)

3.1 The Outdoors

Slowly the double doors open to reveal something you've never seen before. There's no ceiling overhead, just a blue dome. In front of you is a transbot lane covered in brown filth, and to either side of that is a Green-clearance carpeting material. Brown poles, some of which have Green coverings attached, are everywhere.

Yup, it's the Outdoors. Remember to penalize anyone who mentions words like Tree, Leaves, Sky, Grass, or Squirrel. They should dig out their Map at this point and follow it.

3.2 Where the Rubber Meets the Road

The Brown poles stop at this point as you approach a wide Infrared-clearance transbotway. Both sides of the transbotway are bordered in Ultraviolet, and a Yellow clearance dashed line runs

GS The Red Pad

When they first look at it, read this:

The Red Pad is approximately a meter long and half a meter wide. One side is covered with a red cloth material, the other is a squishy black substance. You can feel something's inside it because the pad is stiff.

There's a sticky note on the Red side: "Lay on floor of transbot. Place red side upright. Do not otherwise touch the Red Pad."

The Red Pad is an experimental Clone Replacement Transporter, which will allow

clones to appear right on top of their pad. Presumably, this means they will be safe inside the transbot, in case a fight is still going on.

However, bad things happen if someone is already on the Red Pad when another clone replacement is sent in. If more than one clone dies at nearly the same time (say, within a round of each other) have each clone involved make a Luck (Power) roll. If only one clone fails the roll, that clone may have some quirk from the experience (changed/added mutant power or stats, for example). If more than one clone fails they're all teleported in as a monstrosity with two arms, two legs, an extra-wide body, the head of each clone that failed, and a low life expectancy.

down the middle. There are breaks in both lines and the transbotway itself seems poorly maintained.

The Troubleshooters have a moral dilemma on their hands: should they break security clearance and cross the Ultraviolet line to get to the nice, flat former highway, or should they trundle down the side of the road? Either way, they need to cross the road when they get to the other dirt path, so they're just delaying the inevitable.

3.3 Cockroaches, Again?

Have whoever's in the top seat make a Chutzpah check to see when they notice the Big, Mutated, Irradiated Cockroach (Big MIC) coming up from behind, and change the readaloud as needed:

You're bouncing along in the Webcrawler, wondering if you're going to miss the Sevenday Afternooncycle episode of Teela-O-MLY's Spotlight on Traitors, when you hear a rumbling sound from behind the WebCrawler. (Off in the distance/Nearly right behind you) you see something that resembles your transbot, except it's Infrared colored and it's (catching up with/ready to smash you)!

The Big MIC has fallen in love with their Webcrawler. This Big MIC is smaller than the GRMCs described in the Second Edition book, but slightly larger than the Webcrawler. Unfortunately, it doesn't know clonespeak, so the Troubleshooters will have to either shoot it (not a great idea, as it's pretty strong) or figure out some way to stop it before it gives the Webcrawler a hug.

GS The Big MIC

Armor: ALL8
Weapons: Claw/Claw/Bite 10 (I14/I14/I15)
The Big MIC is a cockroach grown huge, and now it can strike back at the humans that have tortured its brethren throughout the centuries. If you've ever seen Starship Troopers, you'll know what to do with these guys.

Big MICs can have a tough time hitting something clone sized, so give to hit penalties as you feel fit to keep the adventure going well.

3.3.5 Hungry?

Give each of the Troubleshooters who went to the Rally a handout from the Hunger Handout sheet. Unless they have a supply of food, they take a -2 penalty to all die rolls. See what happens when you don't have your daily drug doses?

Clone Replacements of these clones have had their meals, and thus don't have the penalty.

3.4 The War

As your transbot climbs up over a hill, you see a strange battle commencing. There are two groups lining up: one group has Violet shirts and horns on their heads, while the other has Green shirts and Yellow triangles on their heads. One of the Violets steps back and (throws something brown/kicks something round) at your windshield. Quick, what are you doing?

The Troubleshooters have come upon a rivalry that has lived on despite the Oops: Football. (I recommend you swap out these two teams for a pair known to your group.)

The brown oblong-shaped object (or UV/IR spotted round object) will do absolutely no damage to the Webcrawler. The two groups will ignore the Troubleshooters unless they do something stupid like walking their bot through the middle of the game or take the ball. Helping one side causes a fight; interfering will cause them both to try to capture the WebCrawler bot.

3.5 The Stop 'N' Rob®

According to the map, you are almost at the place with an X through it. It should be just around this corner. (Clomp, clomp, clomp, clomp.) Yup, as you round the bend, you see a building of some sort. It has a few metal boxes sitting out in front of it. There's two doorways on the side you can see, and a large transbot door on the left side.

This is a gas station. The metal boxes have no gasoline in them after this time. Feel free to let them set up creative camera angles, plot out strategy, and prepare for the worst (build up this by asking them exactly everything they're doing). However, the clones will eventually venture inside. When they do:

This building may once have been some kind of PLC pickup area, as storage racks are everywhere. One wall has a run of glass doors, most of which have been shattered. It also appears that there was a fight, as two clone bodies are lying right in front of you. One of them was cut in half, and the other has a laser burn. There's a counter on your right blocking your view of the other half of the building.

When they walk around the counter, they see:

Two clone bodies lie here. They are both reaching towards a small stand which still has some rolls of something in it. One of the two bodies is clutching one of those rolls. The other one is holding a standard-issue Multicorder. Both have laser burns.

If they examine the stand:

This stand apparently contained two variations of something called "Mentos". One of them is a "Mint" flavor, and the other is a "Fruit" flavor (whatever fruit is). All the Mint ones are gone, but there are still a few rolls of Fruit.

...and if they play the mission tape:

The tape starts off with the normal Troubleshooter shenanigans, so you fast forward it to the good part. The Team Leader boldly leads his team into the building (after sending in the Hygiene officer to make sure it was safe). As they explored the area, they found the candy stand. One of the rolls is knocked onto the floor, and a number of white pills roll out. The Happiness officer grabbed one of the two rolls of candy (Mint) and ate one. He started glowing UV, upon which the other clones started shooting and attacking him for emitting a color over his security clearance. The Team Leader, seeing that many weapons were bouncing off, grabbed some too. The other clones died. They fought each other for a bit, then came to an agreement to share. The record cuts off at this point.

Hoo boy, that was a lot of readalouds for an empty room, wasn't it?

There's a GameStuff box with information on the experimental equipment on the next page.

3.6   Time to Head Back

Once they load up the bodies of their comrades, (if they remember to) it's time for the Troubleshooters to head home. If there are any of the Tribespeople left, they may attack again. Also, the mate of the Big MIC may be waiting around for the Troubleshooters to test their experimental equipment on...err...get revenge for its fallen "significant other".

GS   **Experimental Equipment**

FF7 Super Laser Rifle: Basically a laser rifle with four slots for gems. Assorted gems are in a box nearby. Firing it without gems does very little damage (UV L2). Firing it with gems causes weird things to happen. Some examples: looks like a flamethrower, looks like a wave of water, dragons fly from the sky breathing on whatever it was pointed at, and a giant yellow creature falls from above, crushing the target. After the special effect, a number pops out from underneath them. This does L6 damage of a random color from whatever color gems are in the gun. Gems just happen to look like shiny, painted cone rifle shells. (This is a special effects gun for making missions look more exciting.)

Handheld BBB Synthesizer: Dump water in top, out comes BBB (in one of four flavors: Classic, New, Diet Caffeine Free, and "The UnBeverage"). Classic BBB has been used up. There's a big red button on the back that causes the mini-fusion generator inside to explode after d20 secondcycles (treat like Tac-Nuke shell).

Fire & Ice Gun: A combination ice and fire thrower. You can fire one, the other, or both at once. Firing both at once can create any one of a number of undesired effects, and in addition on a malfunction it fills the room with heated steam, damaging everyone without Field armor. Other fun mishaps: Fire melts Ice ammo, turning it into a water pistol; gun end shatters from freezing and heating...

James-B-OND Laser Pen: A pen that can be a pen or a one-shot laser gun. Hopefully they're not pushing the wrong way when putting it back in their pocket. Ouch!

Force Nunchaku: A set of nunchuks with one side that acts like a force sword. This is the Mark II variation, with an on/off switch that works (occasionally). Just remember, don't miss!

Portable CD Thrower: A cross between a laser rifle and a CD player, this one shoots CDs at enormous speeds. Unfortunately, it takes a round to warm up between shots, and while in use it plays horrendous tunes from the past, like Garth Brooks, Alanis Morissette, and AOL.

Name	Code	Damage	Type	Radius	Range	Ammo	S/A	Malfunction
FF7SLR	FRFL	UVL2/?L6	L	-	50	-	-	16
HBBBSynth	BBBS	-/20	F	-/160	200	1	A	19
F&I Gun:Fire	F&IG	10	F	-	20	10	S	17
F&IGun:Ice	F&IG	8	P	-	50	10	-	17
Laser Pen	JBOP	8	L	-	25	1	-	20
Force Nunchaku	FNCH	12	E	-	Melee	-	-	15
CD Thrower	PCDP	10	P	-	50	8	-	18

4. *Hostile Takeover*

4.0 Introduction

The group returns to find MAN Sector in a shambles. They get a call from Troubleshooter Headquarters to find out how the mission went. They are then sent to capture the traitors and stop them from taking over CPU Central. Much destruction of public property commences.

4.1 The Triumphant Return

Your battered, bruised, and tired bodies protest as the Webcrawler makes its way back up the hill towards Alpha Complex. The security cameras film you as you approach the doors to Subsector TBG-WNO-HGB, and they part for you.

Sp-Y-DOR-5 is directing you to park the Webcrawler back where you found it. After a minor mishap involving a tool rack or two, you manage to park it where he's pointing.

(when they climb out)

A Red-level clone (Cou-R-IER-1) runs up to your group and says "I...gasp...have a message... wheeze...for mission MAN-WJBL.IV...gasp."

Cou-R-IER will only take an Official Mission Summary Form as proof of who they are. They won't get it back. Once someone gives him a form, give them the Message from Parody-U-MAN-4.

After reading it, they should then contact Parody-U-MAN-4, who will ask them if they found out what was wrong. If they did, great, send them on. If they didn't, he will give them a chance to suggest a plan. Otherwise he will start grilling them about the equipment, eventually telling them to watch the tape. (Said tape will then be eaten by the tape viewer and the Troubleshooters will be docked at the debriefing for letting important evidence be destroyed. Shows them for not investigating enough.)

Eventually, Parody-U-MAN-4 will order them to head to CPU Central and stop the traitors.

4.1.5 Shady Dealings

Some Troubleshooters may decide that this is a good time to hit the bathroom, clean their guns in the closet, whatever. If any of the Troubleshooters go "looking for a message", they get a response from their previous question (if they asked one), and there's a society-wide note for them:

1. Illuminati and PURGE: Do whatever you can to aid the member with the Ultraviolet Mentos. Do not reveal yourself unless there is no other choice.

2. Everyone Else: We must have a supply of that candy! Acquire some at all costs!

Less-intelligent players may catch on after a couple conferences, or may not catch on at all. Afterwards, everyone heads on over to CPU Central.

4.2 The Final Battle

You step out of the corridor to a magnificent sight. A Red-Clearance walkway leads up to a Green archway labeled "CPU Central". An empty guard station sits nearby. A tunnel leads off from the archway, through which you hear a large group of clones talking.

(The Troubleshooters can walk right in if they want, but they should get a brevet from HQ. Asking for the brevet will cost them another Official Mission Summary Form, but prevent premature clone activation during the debriefing.)

The archway leads to a Green-clearance rotunda. A large group of Citizens of many clearances has gathered around the steps leading into the main CPU Central building, which is where the two traitors are standing. One of them is making a speech, while the other is guarding him.

Time to get out your M&Ms, Skittles, and other colored items and run the Mass Battle!™ Hopefully the characters will have some Mentos to help them through the tempest to come.

When the characters distinguish themselves (Troubleshooters are pretty obvious when compared to normal Citizens. Most people aren't carrying

around Cone Rifles, Icethrowers, etc.), the two traitors will take a fresh Mint Mentos. Rule-R will continue to speak and spur the Citizenry to attack the Troubleshooters, while Lame-R will head over to the most dangerous-looking Troubleshooter and attack.

What the Troubleshooters should try to do is weaken the shield around the two and get their Mentos supply off of them. They can rally loyal Citizens against the evil ones, shoot lasers at them until sheer mass of artillery wears the enemy down, or try to go to hand-to-hand.

4.3   Resolution

If the Troubleshooters lose, either Deus ex Computorae happens via means of a hearing-protected Vulture Squadron armed with SubMachineLasers, or part of Alpha is taken over by the Illuminati for their nefarious purposes--which may not wind up any different from the real Alpha Complex.

If the Troubleshooters defeat the traitors, the remaining Citizens will wake up from their Charming and wander off. The Troubleshooters are told to report to Troubleshooter Headquarters. They can take "side trips" along the way (but are docked for being late.)

GS   The Power of Mentos

Mentos, in its radiation-altered form, is an insidiously evil candy that provides a shield against most attacks but also attacks the user psychically to alter their brain.

When taken, the user's security-clearance badges and clothing changes to the color of Mentos taken. Also, a glowing shield of the appropriate color appears around them. This shield initially provides protection from all attacks as listed on the chart below, with one exception: lasers of a higher security clearance ignore the shield.

Every time a shield takes a hit, roll a d20: if the number rolled is greater or equal to the current rating, the rating drops by one.

Mentos Color	Armor Rating
Orange	ALL8
Yellow	ALL10
Violet	ALL18
UV (Mint)	ALL20

Also, anyone who is under the effects of any form of Mentos gains the Charm mutant power temporarily. This special Charm only works on Citizens of their Mentos color or below, and can only be used if they are making a speech. When they try to Charm, have them make an Oratory skill check, with a bonus of whatever shield factor they may have remaining, plus a bonus or penalty for any role-played speech they make. Figure some number of citizens are affected based on the result. (Yup, they may hate him even more!)

One unfortunate side-effect from the ingestion of Mentos is the annoying theme that starts playing every time someone eats one. Playing or singing this theme repeatedly may drive players nuts.

Also, feel free to bounce a d20 when players take one, and if it's the number that clone's taken today or less some horrid interaction happens.

5. *Debriefing and Exeunt*

5.1 It's the End of the World as We Know It

Ahh, the Debriefing. Here your Troubleshooters can die horribly while fingering each other.

The Green clearance guard leads you into one of the many debriefing rooms of MAN Sector Troubleshooter Headquarters. This one is in reasonably decent condition: the chairs still have some upholstery (but many laser burns), the equipment drop location doesn't look like it's taken a Tac-Nuke lately, and there's even some lighting in the section where you sit.

Behind an UltraGlass wall sits Parody-U-MAN-4, Sp-Y-DOR-3, and someclone you haven't seen before whose name is Tiff-I-ANY-5.

Parody-U-MAN, Sp-Y-DOR, and Tiff-I-ANY will walk them through the adventure, asking about every little detail. Tiff-I-ANY is there to answer any questions about the food fight (if one happened) or near the end.

Here's a summary of things Friend Computer, Parody-U-MAN, or Sp-Y-DOR may ask the Troubleshooters about:

Not going to Breakfastcycle.
Not going to the Mandatory Rally.
Being Late to the Briefing.
Destroying various R&D properties, including:
    "The Funbot"
    Computer Equipment
    Large Transbot
    Doors

    Webcrawler
    Devices picked up from the previous group.
Not completing mission orders.
Not returning various R&D Devices at the debriefing.
Not turning in an Official Mission Summary Form when Parody-U-MAN asks for one.
Letting their tape be eaten by the R&D tape player (not figuring out what happened on the mission on their own).
Entering CPU Central without getting a Brevet allowing such travel.
Not saving Alpha Complex without Deus ex Computorae.
Destruction of CPU Central, including:
    Various clearance Citizens.
    Various CPU Central Buildings.
Not handing over all Mentos left, if found out.

If they saved Alpha Complex on their own, that's probably worth bumping a bunch of Reds to Orange (even if they died a couple times from mutual fingering at the debriefing). If they lost most of their equipment and had to be rescued at the last minute, send them to HPD&MC Sweetityme Candy testing.

5.2 Last, but not Least...

After you've done everything else, I recommend you have each player go through and say who they are (Secret Society wise) and what they did throughout the adventure. Also tell everyone how their Secret Society contacts made out.

AN A Note from the Author

Wow! It was a lot more work than I expected to take the normal set of scribbled notes and pregen characters and turn it into a "published adventure". I hope you enjoy reading it as much as I enjoyed making this, because it's been a blast.

If you enjoyed this, or if you have any constructive criticism to give about it, please send it over to parody@io.com.

Michael Jay Miller

July, 1999

With Jumpsuit, Badge, and Laser IV:
The EverCandy Story

by Michael Miller

The Fruity Flavor of Treason

Two strange, glowing clones have returned to Alpha Complex after failing their mission, and now they aren't following the orders of Friend Computer! I'll give you one guess as to who gets to stop them from destroying the way of life of all clones in Alpha.

Yeah, I was hoping it was Teela-O too.

I TOLD YOU TO WATCH THOSE BETWEEN-MEAL SNACKS!

Tell me, Citizen, are you looking for--

Action? Like watching Troubleshooters avoid death by Outdoors Monsters, Commies, and each other?

Adventure? Like seeing the intrepid Team Leader boldly stride into the black depths of the unknown building, surrounded by loyal teammates?

Romance? Something so far outside your security clearance you should have shot yourself by now?

Look no further than the adventure you hold between your sweaty palms right now! Bring it up to the counter and buy it before it's too...oh, wait...we're giving this away for free, aren't we? Never mind.

This adventure contains:

16 Pages of fun, fun, fun!

6 Player characters who will die, die, die!

8 pages of handouts, including almost useful forms-forms-forms!

1 props list so your players can be hosed-hosed-hosed!

...and more-more-more!

This product is not authorized by West End Games (but don't tell Friend Computer!)

ESG Labs

http://www.io.com/~parody/

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