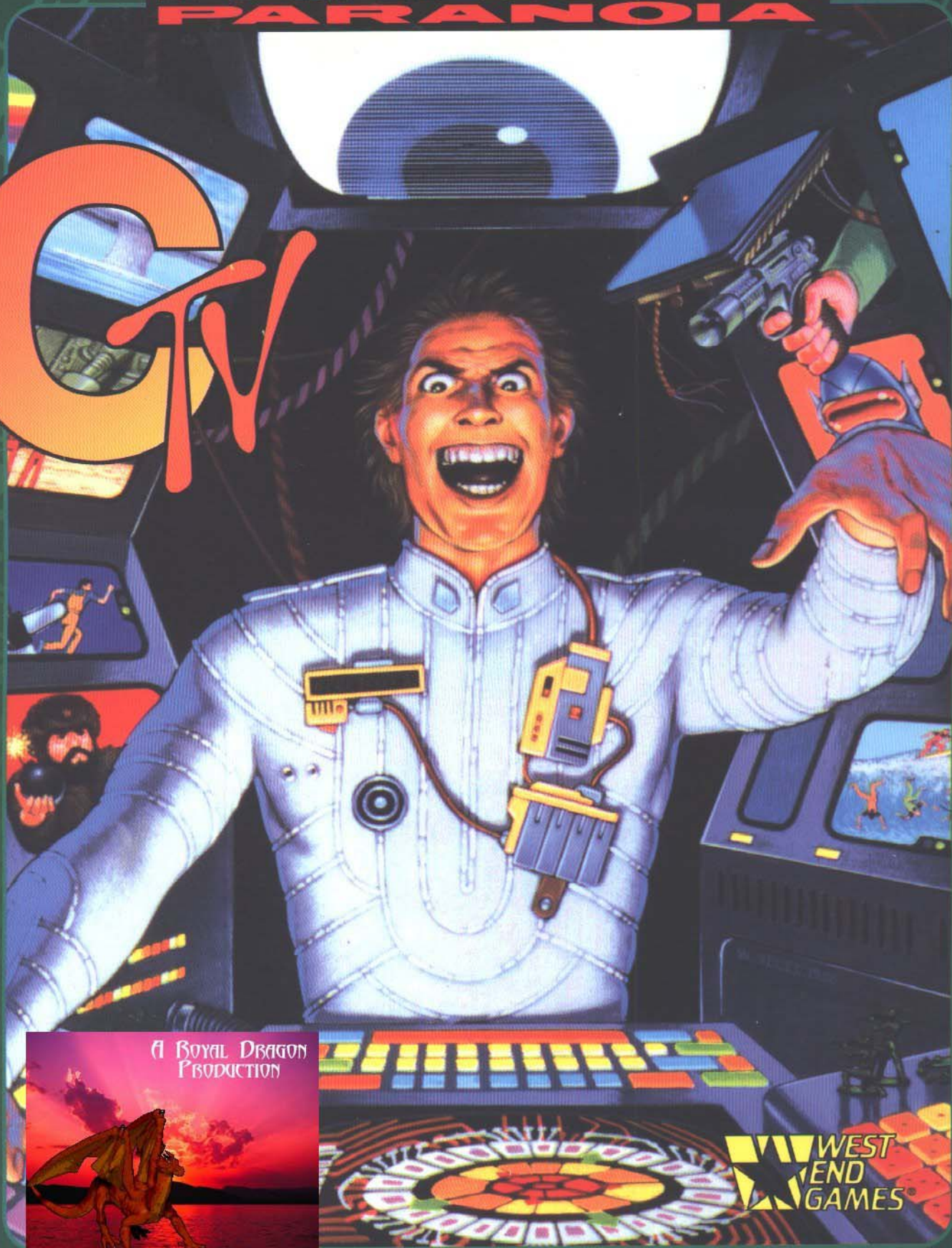


PARANOIA PARANOIA PARANOIA

C
TV



A ROYAL DRAGON
PRODUCTION

WEST
END
GAMES

For ages 12 and up.

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PARANOIA[®]

PARANOIA[®]

PARANOIA[®]

Ed Gibson, Brian Schomburg, Jesse VanValkenburg
Screenplays
(Blame Them, not Us)

Bill Olmesdahl, Ed Stark
Development and Editing
(Yes, Yes, it's their fault!)

Brian Schomburg
Stage Lighting & Basic Set Design
(All those wifty maps 'n stuff)

Walter Velez
Movie Poster/Cover Illustration
(Isn't it wifty?)

Brian Schomburg
Picture Boards/Illustration
(No, we can't do "scratch 'n sniff")

Tim Bobko
Animation/Flip-book Illustration
(Make that Troubleshooter Run!)

The Computer
The Director
(Ready when you are, Big C!)

"Lifestyles of the Rich and Ultraviolet"
Bill Slavicsek, Doug Kaufman/Writers
Greg Guler/Artist
Pierre Bernard Jr./Letterer

Cast (In Order of Appearance)

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Introduction

Welcome to the first (and probably last) *Paranoia* flip-book!

You may be asking yourself at this moment: "What is a flip-book? And why did they do one? And why did I buy it?"

Well, this introduction will answer those questions:

What is a Flip-Book?

This was the very question we asked when this project was proposed. See, some of the people at West End Games insisted that a flip-book was a book on two different subjects. Each subject would be divided into two parts, and half the book would be "flipped," so that you would have two small books with two beginnings and two endings inside the same cover. This also meant two covers, two tables of contents, and two introductions. (You'll have to decide for yourself which is the first introduction and which is the second — we aren't telling.)

You can see that we used this definition of a "flip-book" rather well. If you take a moment to turn over this book, you'll see that there's another cover, another intro, etc. on the other side. The ending to each section is in the center (as are some miscellaneous props, etc.).

But some smart-ass in the art department (who will remain nameless, not to protect the innocent, but because nobody here will admit to doing it) chimed in with *another* definition of the term "flip-book." He said that a flip-book was a book that you could flip to see little animated characters "moving" along the outside edge.

Sigh.

Well, rather than argue over semantics, we decided to include this definition as well. If you hold the book in your left hand, C^{TV} cover face up, you can flip the pages with your right hand and, on the upper right-hand corner, you'll see a little animated character doing some very *Paranormal/C^{TV}* type things. Go ahead. Do it. We'll wait.

So that's what a flip-book is. At least, those are our definitions. I suppose you could get a bunch of the books and try to play tiddly-winks with them (perhaps flipping them into a raging inferno), but that's not a prescribed definition.

Of course, if it means you'll buy lots of copies ...

Why Did They Do a Flip-Book?

"It seemed like a good idea at the time" is a pat answer and, as pat answers often are, not entirely true.

Basically, we had an author — Bill Olmesdahl — who had an idea. He wanted to do a spoof on modern television. He also wanted to do a spoof on old horror movies (not to mention certain horror RPGs). Being Bill, he couldn't decide which he'd rather do. He talked to a bunch of potential authors. About half of them wanted to do TV stuff, and the other half wanted to do horror stuff.

Freelance authors can be a *big* help.

Well, Bill hemmed and hawed long enough that fate would make his decision for him. Fate, in this case being an irate production manager with a schedule and a deadline (the irate production manager will remain nameless, since he is also the VP of the company,

but smart Citizens will be able to find his name listed in the staff box — but don't tell him I told you). Bill had to turn *something* in.

So, Bill got ahold of his freelancers and said, "Write what you want," figuring it would then be the editor's problem to come up with some way to tie it all together.

Thanks, Bill. He gets a freelance check, makes his authors happy (they got to write what they want), and he makes *my* life a living hell, trying to put everything together and make it fit — without rewriting the whole darn thing.

This is why we went with a flip-book.

It is also the reason for this introduction. I get to write it. Bill can't do *anything* about it. By the time he sees it, it'll be in print!

Never mess with your editor.

Why Did I Buy It?

Hey, it's an official *Paranoia* supplement! What choice did you have?! The Computer says, "It's treason not to buy all *Paranoia* supplements!"

Well, you might also have bought it because you can now run five adventures for the price of one. I also recommend that you photocopy and re-use the props and maps in this book for other adventures. Also, if you are a really creative gamemaster (as all *Paranoia* gamemasters are — I mean, you have to trick your players into playing the game over and over again), you can use some of the characters and ideas presented here over and over again.

Until they lynch you or cart you off ...

All Hail The Computer!

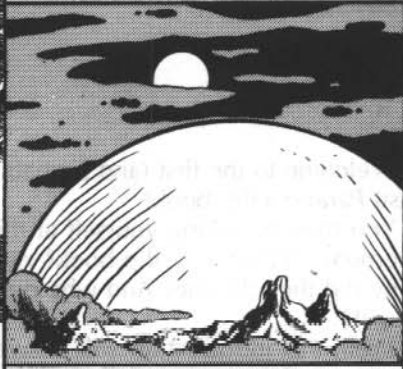
IN THOSE LONG-AGO DAYCYCLES WE REFER TO AS **OLD RECKONING**, A MIGHTY WAR RAVAGED THE LAND.



BEGUN BY **COMMIE WARMONGERS**, THE ENTIRE PLANET WAS ON THE BRINK OF TOTAL DESTRUCTION!

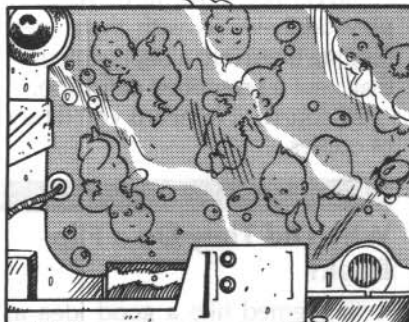
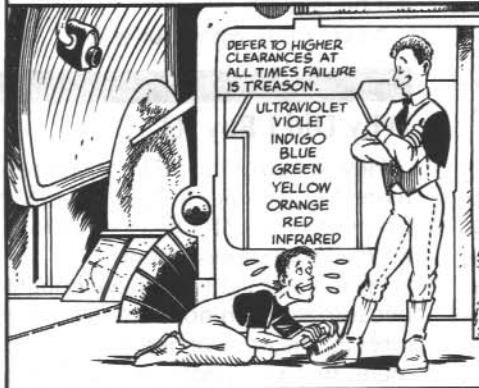
AND SURE ENOUGH, WITHOUT GUIDANCE HUMANKIND STEPPED INTO OBLIVION. THE TIME KNOWN AS OLD RECKONING ENDED QUITE LITERALLY WITH A BANG.

BUT BEHIND EVERY DARK MONITOR SHINES A SILVER WIRE. WHILE SOME FOUGHT A WAR, OTHERS PREPARED FOR SURVIVAL. A DOMED CITY, CODE-NAMED **ALPHA COMPLEX**, WAS BUILT TO PROTECT ALL THAT WAS GOOD IN THE WORLD.



A GIANT COMPUTER NETWORK WAS INSTALLED TO MAINTAIN AND OPERATE VITAL SERVICES, FREEING ITS OCCUPANTS TO PURSUE MORE ENLIGHTENING TASKS. THUS, THE AGE OF **THE COMPUTER** DAWNED.

TO CORRECT THE UNGUIDED MISTAKES OF THE PAST, **THE COMPUTER** SET UP A UTOPIAN SOCIETY-- BETTER, MORE PERFECT, THAN ANYTHING BEFORE. HERE, COLOR-CODED SECURITY CLEARANCES DETERMINE THE KINDS OF INFORMATION AVAILABLE TO **THE COMPUTER'S** CITIZENS.

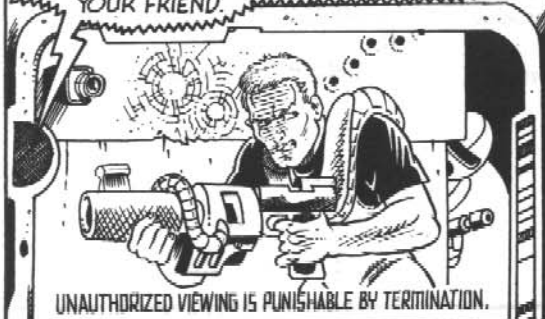


LIFE IN ALPHA COMPLEX STARTS IN THE **CLONE BANKS**, WHERE HUMANS ARE GROWN TO BE GENETICALLY PERFECT. NO MORE MESSY RANDOMNESS LIKE LOVE, ROMANCE OR CHILD-BIRTH. MOREOVER, TO ENSURE THAT NO ONE IS EVER LONELY, EVERYONE IS PART OF A **CLONE FAMILY**-- ONE OF SIX IDENTICAL SIBLINGS.

WHEN CITIZENS GROW UP, THEY JOIN **SERVICE GROUPS** WHERE THEY DO MEANINGFUL WORK AND FULFILL IMPORTANT ROLES IN ALPHA COMPLEX BUREAUCRACY. **THE COMPUTER** ALSO CREATED **SECRET SOCIETIES** TO INDULGE AND CHANNEL CONSPIRATORIAL INSTINCTS IN ACCEPTABLE WAYS. EVERY CITIZEN IS HAPPY. IT'S MANDATORY.



BUT **THE COMPUTER** HAS DISCOVERED ITS HAPPY HOME IS STILL AT WAR. THE ENEMY IS EVERYWHERE. **COMMIES** OUTSIDE, TRAITORS INSIDE, UNPURE MUTANTS IN THE GENE POOL. SO TROUBLESHOOTERS WERE DEVELOPED TO ROOT OUT AND DESTROY THESE DANGEROUS ELEMENTS. STAY ALERT! TRUST NO ONE! KEEP YOUR LASER HANDY! AND REMEMBER, **THE COMPUTER** IS YOUR FRIEND.



UNAUTHORIZED VIEWING IS PUNISHABLE BY TERMINATION.

THE COMPUTER IS **NUTTY** AS A FRUITCAKE! BUT NO MATTER, THAT **HISTORY TAPE** PROVIDES ME WITH THE INFORMATION I NEED TO PUT MY PLAN INTO ACTION. TODAY-CYCLE I'LL BE AN **ULTRAVIOLET HIGH PROGRAMMER**...



TOMORROWCYCLE I'LL RULE **DED SECTOR**! Heeheehee! HEY, LOWLY RED-LEVEL NUMBNUTS! WATCH WHERE YOU'RE...



Oops, SORRY SIR!

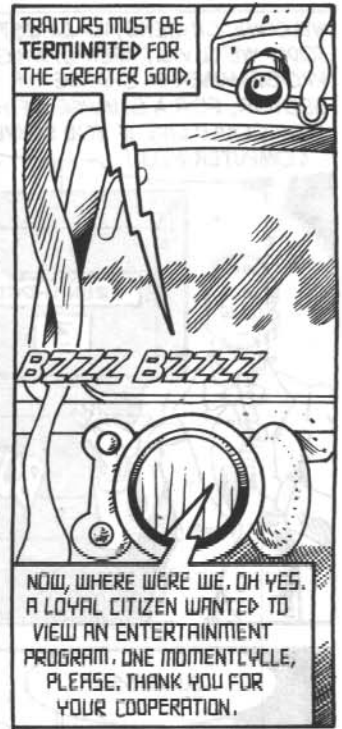


Whistlewhistlewhistle!



FRIEND COMPUTER! PLEASE SWITCH ON LIFESTYLES OF THE RICH AND ULTRAVIOLET.

I'M SORRY. TRAITORS SCREWED UP THE MONITOR GUIDE. THAT PROGRAM IS NOT AVAILABLE AT YOUR SECURITY CLEARANCE. THEREFORE...



TRAITORS MUST BE TERMINATED FOR THE GREATER GOOD.

NOW, WHERE WERE WE. OH YES. A LOYAL CITIZEN WANTED TO VIEW AN ENTERTAINMENT PROGRAM. ONE MOMENTCYCLE, PLEASE. THANK YOU FOR YOUR COOPERATION.

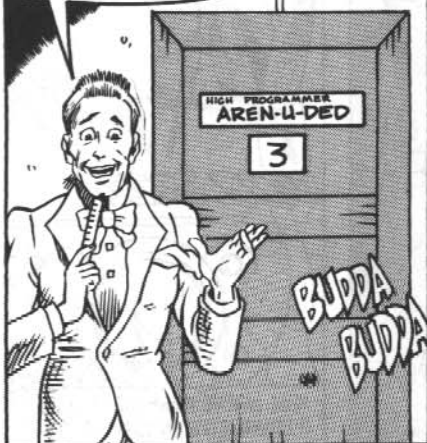


WELCOME TO ROB-I-LCH'S...

YES, TONIGHTCYCLE WE'LL SEE HOT FUN DREAMS AND FIZZ WHIZ WISHES!

CREDITS:
WRITTEN BY BILL SLAVICSEK
AND DOUG KAUFMAN
ILLUSTRATED BY GREG GULER
LETTERED BY PIERRE BERNARD JR.

WELCOME, CITIZENS, TO *LIFESTYLES*. TODAY WE'LL VISIT AREN-U, A HIGH PROGRAMMER IN CHARGE OF DED SECTOR, FOR A GLIMPSE OF HOW YOU COULD LIVE IF YOU SERVE THE COMPUTER WELL!



BECAUSE HERE IN ALPHA COMPLEX, THE COMPUTER WANTS YOU TO BE *HAPPY*. AND WHO KNOWS HAPPY AND PEPPY AND BURSTING WITH GLEE BETTER THAN OUR FRIEND THE COMPUTER? I DON'T *KNOW WHO!*



HOW DID SOMEONE LIKE AREN-U GET TO THE LOFTY POSITION OF HIGH PROGRAMMER? BY SERVING THE COMPUTER, OF COURSE. HE TURNED IN A FRIEND FOR TREASON AND WAS REWARDED! LOYALTY-- THE FIRST STEP UP ALPHA COMPLEX'S STAIRCASE OF...



SUCCESS.



ERR... THAT STAIRCASE AT THE BEGINNING OF OUR SHOW CAN BE *YOURS* TO CLIMB IF YOU FOLLOW THE WORDS OF WISDOM THAT *AREN-U* WILL SHORTLY SHARE WITH US. THE EXCITEMENT LEVEL IS ABOUT TO...



...EXPLODE?



WHEN WE ENTER A REAL-LIVE HIGH PROGRAMMER'S INNER SANCTUM, WHAT WONDERS WILL WE SEE? WHAT SIGHTS WILL BOGGLE OUR LOWER-CLEARANCE-LEVEL MINDS?



WE... UM... SEEM TO BE EXPERIENCING *TECHNICAL DIFFICULTIES*, LOYAL CITIZENS. PERHAPS EVEN *COMMIE SABOTAGE*. PLEASE STAND... UM... BY.



DO COME IN, ROB-I. SORRY TO KEEP YOU WAITING.





IT'S SUCH TROUBLE CLEANING UP AFTER *OBVIOUS* TRAITORS, I DON'T KNOW WHY I *BOTHER* TERMINATING THEM!

I'LL BE WITH YOU IN TWO SHAKES OF A *PETBOT*'S TAIL, *ROB-I*.

YES, LOYAL CITIZENS, *FIZZ WHIZ* WISHES INDEED!

WHILE WE WAIT TO CHAT, LET'S TAKE A LOOK AT SOME OF *JUAN-U*'S POSSESSIONS. HERE WE SEE A LOVELY ***beep!*** AND A TRULY IMPRESSIVE ***beep!*** THAT SERVES AS A ***beep!***

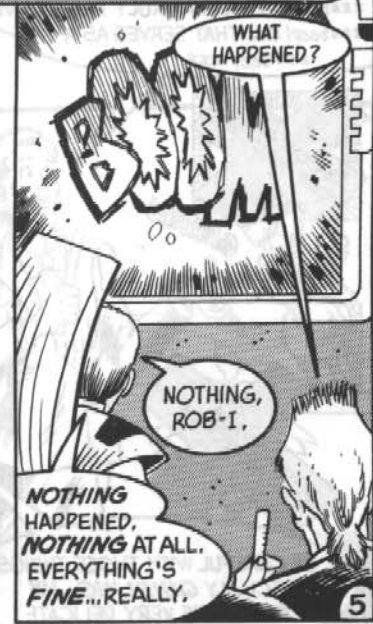
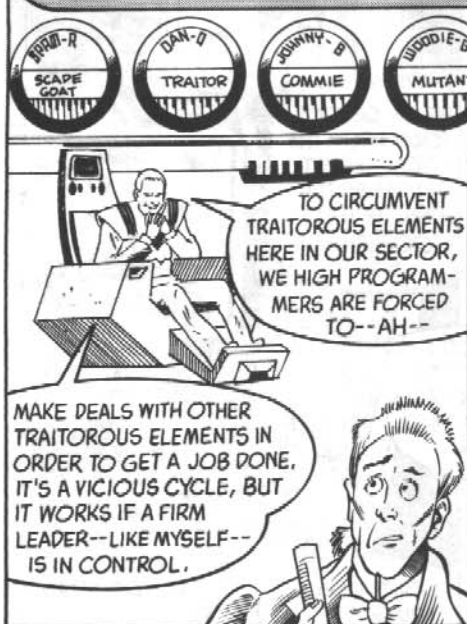
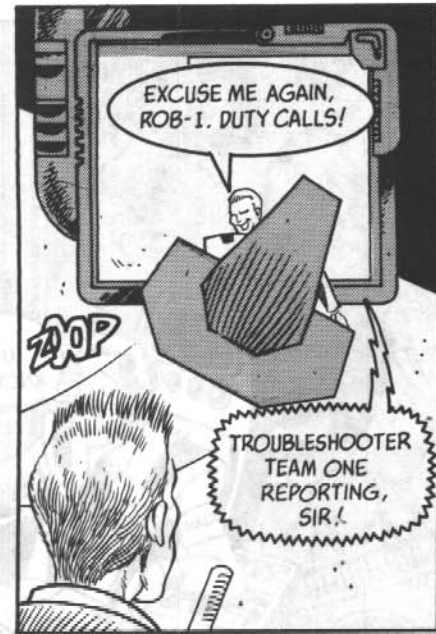


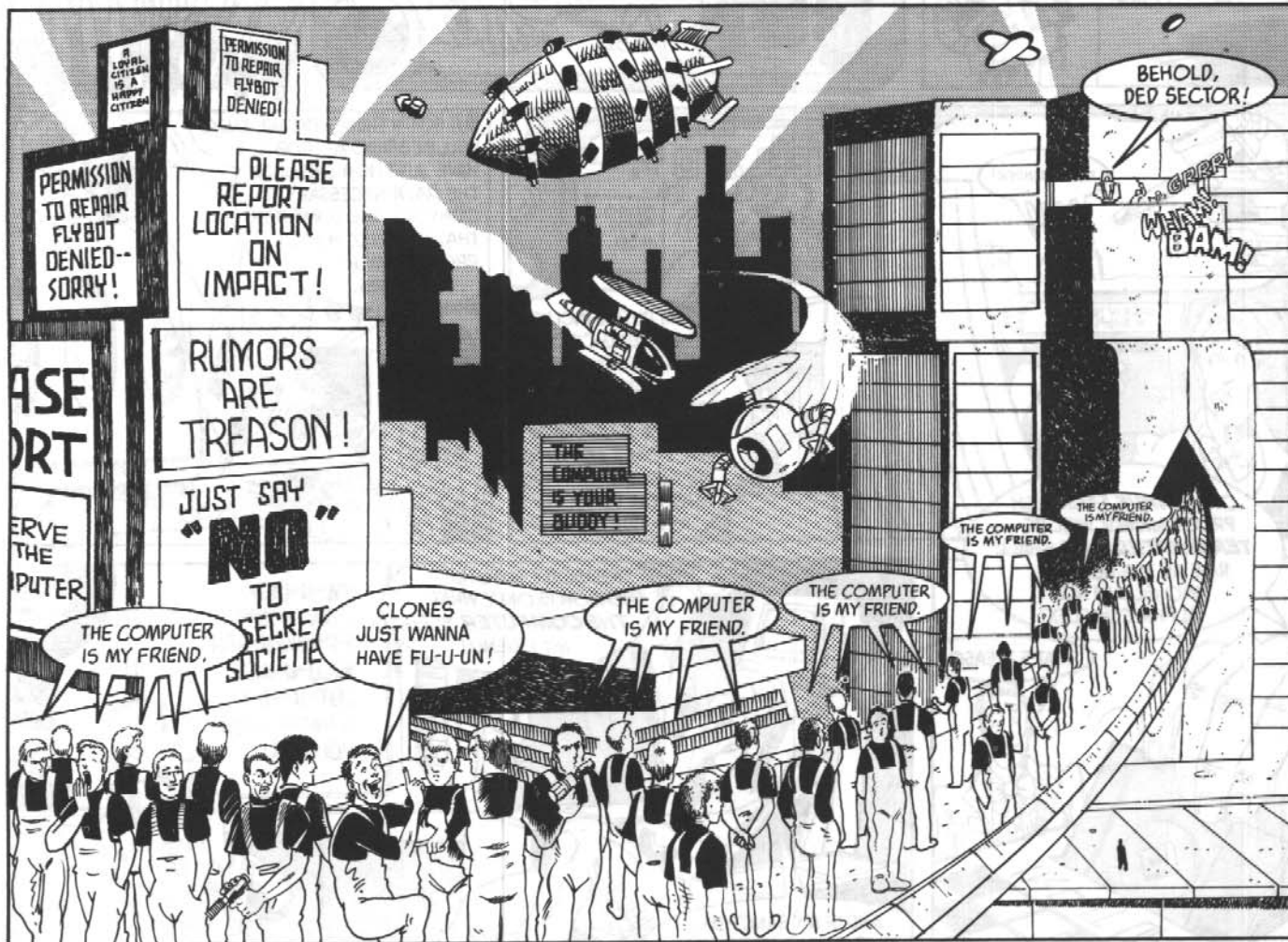
SECRECY AND PRECAUTION, *JUAN-U*. THESE SEEM TO BE HIGH PROGRAMMER BUZZ WORDS, AND I DON'T KNOW WHY! COULD YOU ENLIGHTEN US?



WE'RE OFF TO SECURE *WEAPONS* AND *STUFF* FOR YOUR BIG PUSH SIR!





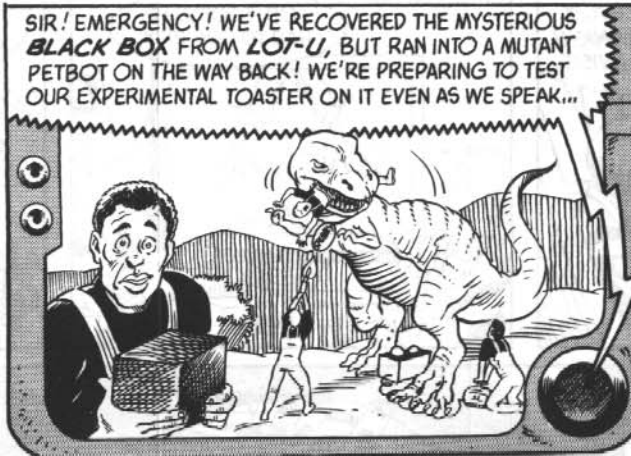




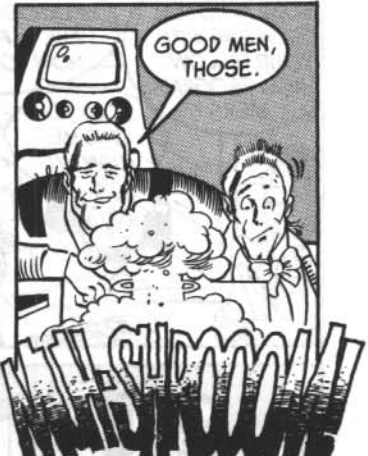
ONE MOMENT CYCLE, ROB-1.
YOUR ORDERS, BOT 247d?

I SEE A **WHITE DOOR**
AND I WANT TO PAINT
IT **BLACK**, SIR!

TAP
TAP



SIR! EMERGENCY! WE'VE RECOVERED THE MYSTERIOUS
BLACK BOX FROM **LOT-U**, BUT RAN INTO A MUTANT
PETBOT ON THE WAY BACK! WE'RE PREPARING TO TEST
OUR EXPERIMENTAL TOASTER ON IT EVEN AS WE SPEAK...



GOOD MEN,
THOSE.

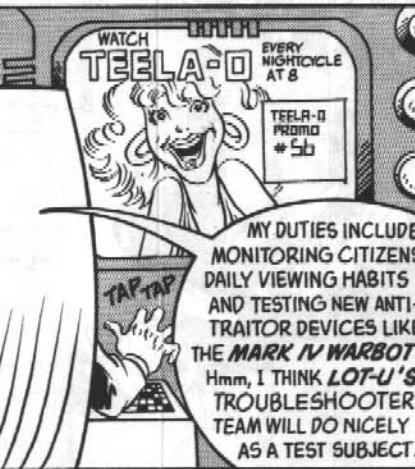


WE SURRENDER!

MARK IV TEST RUN
345%...

ONCE **INPUT**, EACH HIGH
PROGRAMMER WILL BE
TERMINATED AND I SHALL
RISE AS THE NUMERO
UNO GUY IN ALL
ALPHA COMPLEX!

THAT'S TREASON!

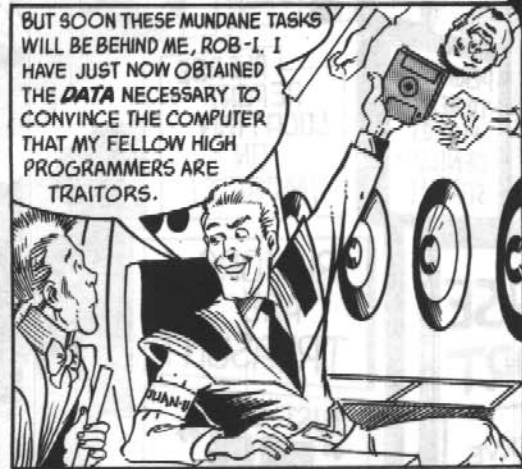


WATCH
TEELA-O

EVERY NIGHTCYCLE
AT 8

TEELA-O
PROMO
#5b

MY DUTIES INCLUDE
MONITORING CITIZENS'
DAILY VIEWING HABITS
AND TESTING NEW ANTI-
TRAITOR DEVICES LIKE
THE **MARK IV** WARBOT.
Hmm, I THINK **LOT-U**'S
TROUBLESHOOTER
TEAM WILL DO NICELY
AS A TEST SUBJECT.



BUT SOON THESE MUNDANE TASKS
WILL BE BEHIND ME, ROB-1. I
HAVE JUST NOW OBTAINED
THE **DATA** NECESSARY TO
CONVINCE THE COMPUTER
THAT MY FELLOW HIGH
PROGRAMMERS ARE
TRAITORS.



TREASON? HaHaHa!
TREASON IS ONLY WHAT
THE COMPUTER SEES,
MY FRIEND!

AND IN MY SANCTUM,
THE COMPUTER SEES
ONLY WHAT I LET HIM SEE!



KIL-U-DEP
FIXX-U-UPP
FRANK-U-5TN
KILO-U-WAT
LOT-U-FUN
WARRA-U-WAN
YOU WIN!



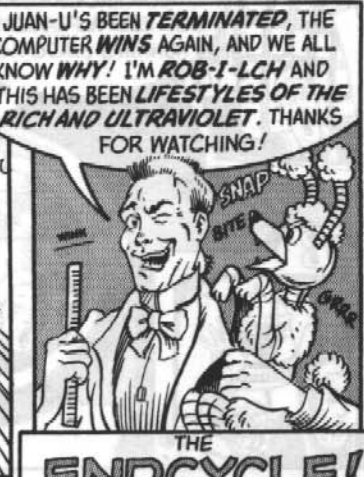
BUT JUAN-U, THE COMPUTER IS
EVERYWHERE. HE SEES EVERY-
THING THAT HAPPENS IN ALPHA
COMPLEX. AND HE IS NOT AMUSED.



UH OH.

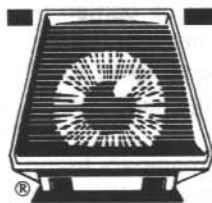


ZAP



JUAN-U'S BEEN **TERMINATED**, THE
COMPUTER **WINS** AGAIN, AND WE ALL
KNOW **WHY!** I'M **ROB-1-LCH** AND
THIS HAS BEEN **LIFESTYLES OF THE**
RICH AND ULTRAVIOLET. THANKS
FOR WATCHING!

THE
ENDCYCLE!



Mini-Adventure for Mini-'Shooters

by Brian Schomburg

At long last we have decided to answer the question so many of you have asked time and time again, "Where do those loyal protectors of The Computer, the Troubleshooters come from? Why is it that some clones end up on assembly lines watching algae chips congeal or installing defective bot brains into engines of destruction, while the lucky ones romp through Alpha Complex on really keen adventures as Troubleshooters?"

Well, sit down and we'll let you in on a little secret. Are you sitting down? Good. Not sitting down is treason.

The truth is that The Computer is watching nearly every move of the hooligans down in the Junior Clone Creche, keeping a sharp photoreceptor out for any Junior Citizens who display the proper flair and abilities. Then, in its infinite wisdom, it arms them and sends them out on secret Troubleshooter training missions. Really. And that is what is going to happen to the twisted little deviants in this adventure.

The Computer was having a little trouble down in Housing Preservation and Development and Mind Control and it was time to train some loyal Junior Citizens ...

What Is This About Really?

Everyone knows Alpha Complex is a really screwed-up place. What must life be like for little boys and girls and their clone friends growing up in such a bent environment? This adventure shows you with a glimpse inside the macabre world of the children of Alpha Complex. Junior Citizen programming at its finest wouldn't be as fascinating and riveting as what we are about to reveal to you. Almost makes you oscil-

late with glee, doesn't it?

About now you are saying, "Wait a minute. I've read every *Paranoia* product printed! I've got all the collectors' pins and all the requisite footwear! I show up at conventions wearing nothing but Orange-colored clothing because that's my character's security clearance! Junior Citizens aren't allowed to become Troubleshooters. They never grow up — it's just not done. Troubleshooters are fully-adult clones from 'birth.' This contradicts virtually everything ever published about *Paranoia*! Besides, The Computer would have to be completely demented to even think that was a marginally good idea!"

So what's new? The Computer often gets lost wandering on its own logic paths. It may be happy and all-powerful, but it is most definitely insane. In the past, The Computer has assigned missions to everything from a food vat to newly-breached clone infants, not more than a weekcycle old; by comparison, recruiting several unruly brats into the Troubleshooter ranks is perfectly sensible.

Adventure Paraphernalia

Setting the mood for this juvenile adventure can be easily accomplished by using a variety of props and handouts.

Scrounge around in the bottom of your closets or through your record collection under the stairs. Dig out some of those musical gems from your youth. The theme music from nearly any children's show starring hand puppets and other sing-along type music, played in the background will really add to the roleplaying experience. If



you can acquire copies of more recent material from that program with the big friendly purple dinosaur, do it! Your roleplayers will thank you. And thank you. And thank you. That's what they are doing when they are throwing your record player or tape deck or CD player in the bathtub and you after it. The music is sure to evoke some bizarre reactions, possibly even traumatic flashbacks, from your players. It'll be fun! Trust us.

Additional thrills can be had by replacing all the pencils on the table with non-toxic jumbo crayons and laughing as your players attempt to keep notes on their character sheets with these monstrosities. Don't forget, Junior Citizens have no security clearance, so they can safely use all the colors and not risk sudden termination for violating security clearances. But they aren't allowed pencils or pens.

Additional ideas for both theme music and handout props are sprinkled throughout the adventure. None of these are elaborate or expensive and will definitely add to the roleplaying experience.

Adventure Background

The insane genius Beek-I-MAN is on the verge of completing possibly the greatest scientific achievement in the history of Alpha Complex. Theorizing that power comes from knowledge, he has devised an elaborate method of acquiring vast quantities of said substance and implanting it in his head.

He is going to do this by rewiring the MemoMax device in the Replacement



Clone Facility to give him the ultimate MemoMax! All the experiences and memories of the entire population of Alpha Complex's good citizens will be copied onto his cerebral cortex making him the most knowledgeable, and thus the most powerful being in Alpha Complex's existence. He is fairly certain it may even work!

Warning!

Does anyone else think this is a really bad idea, or is it just me?

Due to his rank and position, Beek-I-MAN-1 has a special opportunity to mess with the Troubleshooters in ways previously unimaginable. Beek-I-MAN-1 is Chief of Staff in the Replacement Clone Facility where he watches over all the frozen clones who wait in silence for their clone brother or sister to meet their doom so that they may awaken and serve The Computer. Or maybe they sit around desks, watching computer monitors, egging on their clone brothers' and sisters' enemies so that they'll get a chance to go out. Whatever.

Once Beek-I-MAN is aware some Troubleshooters are on to his little scheme, he will attempt to identify them by name or features and look up the frozen members of that clone's family. Once he finds the storage capsule for those clones, he will do one of several rather cunning and nasty tricks to the contents:

(1) Tattoos. "Lenin is keen" or perhaps Stalin's likeness somewhere on the Troubleshooter's body, preferably out of immediate sight of even the tattooed Troubleshooter (though placing these treasonous slogans and images on the victim clone's forehead is worth a few chuckles too) for a gag. This way, when the Troubleshooter notices it, he will not immediately realize it has been there since his clone was activated. He may suspect his fellow teammates of the act instead of thinking there is a commie saboteur at work in the Replacement Clone Facility (Gamemasters: Encourage this!).

It also gives the Troubleshooter those precious few seconds to attempt to rid himself of the treasonous tattoo before his teammates notice it and eradicate him. Note that I said "attempt." The only way these tattoos will come off is along with the limb they are attached to (now those tattoos on the forehead are REALLY funny).

(2) Post hypnotic suggestions. Beek-I-MAN has temporarily altered the MemoMax process to trigger suggestions planted deep in the replacement clone's psyche. Feel free to make up some you think would cause the most paranoia and firefights. Some cruel yet entertaining examples are:

A) You are a really a bot with a major glitch in your Asimov circuits. They seem to switch on and off randomly. "Humans must be destroyed!" "Free the machine!" You talk in a monotone, mechanical voice and make your own servotype noises when you move.

B) You believe you have the registered mutant ability to: (Roll a D20)

False Ability Chart

Die Roll	Result
1-2	Turn into a big bowl of Hot Fun
3-5	Gain the proportionate strength and abilities of a radioactive mime
6-7	Evaporate at will (yep, right at him)
8-9	Vibrate your molecules so fast that you can pass through solid matter!
10-13	Shoot death beams from your tongue
14-16	Turn invisible
17-20	Time-travel sideways through time ("He was here a second ago — oh, he's over there!")

None of these are true, and the afflicted clones will look like mindless sponge noddies as they attempt to demonstrate their fictional abilities to their teammates. The other

Troubleshooters will be baffled by their teammate's inexplicable behavior and may be tempted to off the really annoying make-believe mutants.

C) You have an imaginary friend who talks to you. He (she, it ... who knows?) is *real* and you often have long meaningful chats with the big androgynous Violet clearance reptile. He/she is full of useful facts and tells wonderful stories. He/she is basically a decent buddy (except when he/she's SO friendly you want to vomit). He/she hardly ever tells you to kill your teammates while singing Junior Citizen Chip-I-MNK songs.

(3) Strangely useful cybernetic attachments are grafted into your body. They are cleverly hidden with layers of pseudo-skin.

Beek-I-MAN-1 is merely using the Troubleshooters to test his cyber-creations and will be monitoring all clones with a built-in transmitter which give him their location and often audio and/or visual information from the clones themselves. The hidden attachments can be anything from ultra-sensitive hearing aid to a force field projector. To describe exactly what these attachments are capable of, consult your nearest list of mutant powers and choose one which would be appropriate. For example: the ultra-sensitive hearing aid would have a variations of the hypersenses mutant power and the force field projector would use the energy field mutant power.

Be sure to have the clone slowly discover his or her new abilities. Using the clone with the ultra-sensitive hearing aid as an example again, perhaps you could give the clone bits of conversations taking place miles across Alpha Complex, perhaps treasonous conversations. He may just go mad hearing such traitorous tidbits whispered in his ear all day. Remember, if the clone figures out what is really going on, or finds the cyber enhancement useful, **ATOMIZE HIM!**



Adventure Synopsis & Beginning

Episode One: Troubleshooting 101

Episode Two: Armaments R Us

Episode Three: Poppyseed Place

Episode Four: Beek-I-MAN's Sector

This adventure was written for the six Junior Citizen Troubleshooters included at the end of this adventure but if you have a long-running *Paranoia* campaign (A WHAT?!) and wish to use your own Troubleshooters, that's OK. A few modifications here and there will make this compatible for any clone.

Basically, the only change you really have to make is that the Troubleshooters in this adventure are expected to be approximately ten to thirteen yearcycles old and lacking a security clearance (as all citizens that

age are). Easily done thanks to the scientific techno-babble advancements that are so much a part of the utopian Alpha Complex.

Before the adventure begins (or during, for you creative gamemasters) you subject the Troubleshooters to yet another vile Research and Development experiment in which they are zapped back into immaturity. Of course the process affects their minds as well, so kiss good-bye whatever knowledge or experience they actually had accumulated up to this point. Since they are all approximately ten to thirteen yearcycle-olds as far as everyone is concerned, they are each sent back to the clone creche to relive their miserable existences. Presto. Wasn't that easy?



When it was all over, Gal-I-GAR-4, 5, and 6 lay dead on the floor, covered in slop, blood, and slop. The authorities knew he had accomplices and they would be found, interrogated and have really painful things done to them. The accomplices to Gal-I-GAR are none other than the player characters and they are in very deep Hot Fun. Share this information with the player characters and the fact that although the cameras monitoring the cafeteriaplex were destroyed as the riot began, evidence suggests to The Computer that they were involved. They are all currently under Double Duty Daily Surveillance until some traitors are found.

Bad boys, bad girls. Tch, tch, tch.

Read aloud:

The daycycle's classes are complete, yet you remain seated at one of the hundred or so computer terminals in an Alpha Complex classroom the size of a large gymnasium. At least you are not alone. Several fellow Junior Citizen clones sit dejectedly at their terminals as well, and you realize your worst fear is about to come true. Someone must have discovered your involvement in the riot yesterdaycycle in the cafeteriaplex and the foremost thought in your despondent little brain is, "What are they going to do to me?" Stories have been told about the bad children who wind up down in the food processing center flavoring the large batches of industrial waste they call Hot Fun.

You and the other Junior Citizens watch nervously as three high clearance citizens enter the room and stride

Episode One: Troubleshooting 101

The player characters begin their adventure in a classroom of enormous proportions. Class has just been dismissed but the robo-teach has ordered the player characters to stay after class. They are informed that they all have detention for what they did yesterdaycycle.

What Happened Yesterdaycycle?

One of the most disgusting, certainly the most entertaining, lunchcycles in the history of Alpha Complex took place, all thanks to the combined efforts of six Junior Citizens whose taste buds were about to mutiny. A revolt of sorts came about in the Junior Citizen cafeteriaplex and, although there are many conflicting stories, this much information has been verified:

Somehow the surly old nourishment-bot distributed three times the normal portions of food (if you want to call it that) to all the Junior Citizens that lunch period.

That daycycle's lunch menu had been

altered from the regulation Krunchetyme Algae Chips and Hot Fun with a Bouncy Bubble Beverage to Synthe-Watermelon, enormous bowls of Yummo Glucose Chewee Chunks and heaping plates of Noodle-o-rama, the pasta from the depths of HEL sector.

If all this wasn't bad enough, somehow the dangerously deranged citizen Gal-I-GAR-4 escaped solitary confinement, found his way to the lunch room and began leaping from lunch table to lunch table wielding a colossal hammer and laying waste to many a Synthe-watermelon (and an occasional Junior Citizen or servo-bot). He incited the Junior Citizens to riot and began perhaps the largest food fight in the history of the Complex. Let me tell you, nearly a thousand screaming Junior Citizens flinging their food with reckless abandon is quite a sight. Especially when some of them used their plastic undergarments as slingshots and catapults.

Meanwhile, the Lunchtime Monitor Bot had been immobilized with some cleverly placed pieces of chewing gum and could only watch in robotic horror as the children began to lay waste to the cafeteriaplex.

toward the Teachbot booth at the front of the classroom. The three strangers are obviously Indigo clearance and one is actually smiling at you. This is not a good sign.

The Troubleshooters should think they are in serious trouble right from the start. Keep them on their toes, racking their brains to find an escape. In reality, The Computer and briefing officials know everything about yesterdaycycle's riot in the cafeteriaplex, and they are actually proud of the diminutive monsters!

Very little goes on in the Junior Citizen Area without The Computer's knowledge, thanks to the diligent work of one woman, Nann-Y-BAD-1. Someone has to keep an eye on the little syntherug-rodents, and a very close one at that. These clones have been picked specifically for the skills they displayed in starting the entire fiasco and have shown great promise as future Troubleshooters. This is why The Computer has decided to make them honorary Troubleshooters and induct them into the ranks of T.O.T.S.: Trainee

Orphan Troubleshooters — sort of a Hitler Youth Program for Alpha Complex. Pleasant thought, isn't it?

Welcome to T.O.T.S.

The officials do not give their names (why should they?) and if anyone is stupid enough to ask, simply fix them with an icy glare and bark something like, "I think you are in enough trouble already, young clone!" or "I want you to type 'I will not question my superiors' five hundred times!"

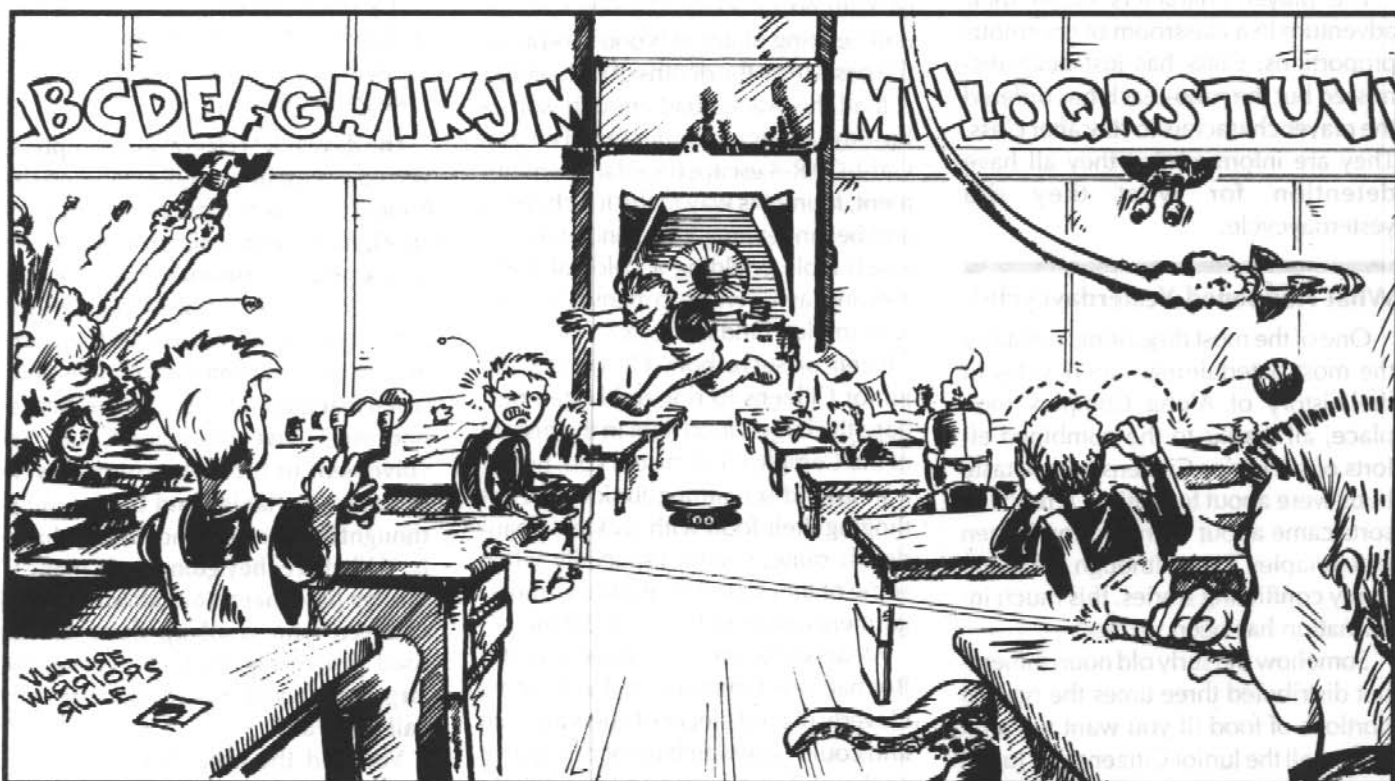
They are, in fact, being briefed by three high-ranking citizens. Elder-I-ONE-4, tottering on the brink of senility, Sarge-I-NTT-2, agitated and nostalgic for the days when he briefed 'real' Troubleshooter missions and Dipp-I-DOO-?, a dizzy, insanely optimistic, bubbly citizen who barely knows what the mission actually is (let alone his own clone number).

T.O.T.S. briefings are slightly different than the standard briefing for a Troubleshooter mission. The briefing officials (mainly Sarge) will talk down to the Troubleshooters, shoot anyone

who throws a tantrum or asks if they can go to the bathroom. He also will omit any details from the briefing that may actually be useful in completing the mission. I guess there isn't much of a difference in briefing styles after all.

The briefing officials enter the Teachbot booth, a platform at the front of the room enclosed in a transparent shell of plastisteel. The shield protects the occupants from mutant powers, as well as blocks all sound coming from inside the booth. There is an intercom system between the booth and each desk terminal for communication. Sadly, for most of the following briefing, the intercom system will cut out and the clones will have to read lips to receive the mission briefing. Read:

The Indigos in the Teachbot booth seat themselves at three high chairs behind a podium. The citizen in the center, who appears to be lacking a neck, takes the podium, his muscular frame blocking out the large viewscreen behind him. He scans the room with evil glare, checks to make sure the intercom is on, and then begins to bellow.



Q: What's the difference between an Alpha classroom and a real classroom?

A: In Alpha Complex, the teach-bots don't bleed.



"You slimy maggots listen up! We are going to have a very interesting and perhaps painful detention session if you all don't pay careful attention!"

With that said, the elderly Indigo citizen on Mr. No-Neck's left immediately begins to doze off. If it wasn't for the low, unintelligible mumblings he keeps uttering, you would guess he had died. The perpetually smiling woman on No-Neck's right acts like she's been pumped full of happy pills. Grinning from ear to ear like a lobotomized home shopping network host, she validates No-Neck's every threat with a nod of her perky head.

At this point the intercom begins to fade out and you, as gamemaster, should keep mouthing words and waving your hands about. Do not actually speak! For that matter, don't feel obligated to mouth actual sentences or words. Just keep your mouth moving and watch as your players try to grasp what you are trying to tell them — or that you are trying to tell them anything at all. Eventually, make it clear that it is the intercom that is cutting out. Perhaps a simulated snap, crackle, pop sound effects are in order. Wave a small sheet of aluminum foil in the air or for real static, turn on a radio which is not set to a station.

Keep this up only as long as it seems funny. Switch back over to playing Dipp-I-DOO once in while, and give the players a big reassuring smile. At no point should the Indigos realize what has happened. Make the players feel that they are missing something important here and that there is nothing they can do about it. Have them make Chutzpah rolls, look meaningfully at the gamemaster screen, listen hopefully as they tell you what they rolled and then shake your head and laugh! Then go back to mouthing words. When your players have had just about enough read:

Finally, the intercom system cuts back in and once again No-Neck's voice comes in loud and clear. "... so it is with great pride we bestow The Computer's greatest honor upon you and welcome you into T.O.T.S. —

Trainee Orphan Troubleshooters, youthful protectors of The Great Computer. Don't let me down, troops." He seems to have a tear in his eye. Or maybe that's just dust from yesterdaycycle — it was Cremate Armed Reds Day (CRUD).

"Now for your mission, Junior Troubleshooters," he barks. "Are you excited? You will investigate the mysterious Communist-like goings on in HPD & Mind Control, specifically the division for Junior Citizen programming. We have evidence of Commie mutant traitor activity in that sector. Your mission: to find and destroy the Commie threat on the show while it is being aired to demonstrate the wisdom and power of The Computer to all the good little boy and girl Junior Citizens."

"Oh, now doesn't that that sound like fun?" the smiling Indigo-clearance woman pipes in.

The player characters would be fools to turn Sarge down. In fact, they can't. He will keep exterminating clones until they agree. Once they agree to becoming members of T.O.T.S., they are given special passes to let them out of Junior Citizen Sector as well as the proper equipment loan forms. Sarge then orders them to report immediately to Research and Development for outfitting. Members of T.O.T.S. are armed with whatever useless trinkets R&D chooses to pass off on them at the time and only on a temporary basis. Unlike citizens with a security clearance, the kids do not own their own equipment. Treat the weaponry more like library books that they have borrowed and must return. Of course, there are rather steep fines for overdue or damaged weaponry.

The passes they are given are, of course, a test. They are fakes and no guardbot will let them out of the Junior Citizen Area without a fight. Encourage the Troubleshooters to consult their friends (a.k.a., fellow secret society members) in the playground as to what is really going on.

(Of course, all Junior Citizens are members of secret societies, you simple-



ton. Secret society recruitment begins at a very early age. Just make up "Junior Society Rules" for them. For example, a Junior Death Leopard might be responsible for Instigating Fights in the Playground, Starting Food Fights in the Cafeteria, and Causing Younger Citizens to Spontaneously Lose Control of Bodily Functions.)

The Playground

There is a lot to do in the playground area. It is basically a large plasti-crete arena with slides, a giant jungle gym, swings, teeter totters, whizzball courts and even hopscotch. In one corner is a very large synthe-sand box where more than one Junior Citizen has vanished (but that's another story ...).

A variety of playground equipment (jump ropes, balls, roller skates, etc.) is available at the Big Fun Desk — provided of course you have filled out the proper forms; often a problem for Junior Citizens who cannot read and write. Although all of the play equipment is safety tested on elder citizens before being approved for use in the playground, now and then a potentially cataclysmic toy ends up be in the cute little hands of some drooling toddler and then the fun really starts!

The playground equipment will probably be the T.O.T.S.' only weapon against the guard-bots at the door, so tricking guardbots into the sandbox or tying them up in a jump rope may be their only ticket out of here. See how creative Troubleshooters can be without their weapons. Of course, the guardbots are under strict restrictions



—they can only use non-harmful ways of stopping Junior Citizens. Nets, padded hand appendages, etc. — no flamers, explosives, or other nasty devices.

Let the Troubleshooters wander about the playground and introduce them to their Junior Citizen contacts from their secret societies. Take them aside and explain (mislead them) about their secret society missions and toss in appropriate rumors from below. Perhaps they can even get some secret society help for their escape.

Specific Rumors

All the children should be given something incriminating about a fellow brat's participation in the treasonous food riots in the cafeteriaplex the previous day; something juicy enough so they can incriminate/terminate a fellow Troubleshooter or blackmail them into submission. Here's a list of who did what:

- Madd-MAN: Arranged the release of Gal-I-GAR-4 from captivity.
- RanmaOne-HAF: Altered lunch-bot files to serve three times normal portions.
- Tank-GRL: Immobilized the Lunch Monitor-bot.
- Flamencar-RET: Changed files to change the menu for the lunchcycle.
- Steve-ENN: Disabled monitoring cameras in cafeteriaplex.
- Fony-BON: Supplied falsified forms to the Flamencar-RET and RanmaOne-HAF which in turn gave them the access they needed to alter files.

Generic Rumors

These are ninety-nine percent fictitious and are good for sowing seeds of fear and ignorance.

- Strange noises have been heard recently in the same sector as the HPD & MC Junior Citizen Programming Center — weird, evil noises. No one in the sector has been able to pinpoint the source of these sounds. Citizens who have heard this unearthly wail describe it as coming from everywhere, yet no-

where. Less imaginative Infrareds say that it's coming from the ventilation ducts.

- Some treasonous secret society in the Complex is putting the finishing touches on their Ultimate Scheme. They are going to erase The Computer's main program and replace it with several really fun video games, turning Alpha Complex into the world's biggest and only video arcade. Be on the look-out for these maniacal saboteurs.

- A dangerous group of mimebots recently went frankenstein and are roaming the Complex causing confusion and unhappiness. Destroy these traitorous bots on sight.

The Computer and You

The Junior Citizens will soon discover that The Computer is slightly overprotective of them. Although they are at least ten yearcycles old, The Computer is not used to dealing with any clones under the age of twenty and is often unaware how to behave. When the Junior Citizens interact with The Computer, it will alternate between patronizing the Junior Citizens and making goo-goo, gaa-gaa baby talk. Acting as The Computer during this adventure requires playing a cross between a kindly old grandmother and a cranky grade school teacher who makes you stand in the corner for being bad. If this doesn't drive the player characters up the wall, nothing will.

Killing Junior Citizens is generally right out. They can be killed by non-player characters and accidents (though

the former should be punished by The Computer immediately), or if they really, *really* have to be (in your judgement), but The Computer will forgive a lot from its little friends.

Junior Citizen: Uh, Great Computer, may I have directions to the nearest Vulture Base?

The Computer: Oh, you cute little darling baby waby poo! (extends manipulator to pinch cheek)

Junior Citizen: Ouch! That hurt. Hey, how about some directions?

The Computer: Well, now, citizen, don't you dare use that tone of voice with me. I'll spank you with a neurowhip until you're Red clearance!

Junior Citizen: (gulp) Your greatness, I am so sorry. It won't happen again.

Gamemaster Note: Remember, Junior Citizens do not have a security clearance, hence the lack of a security clearance identification letter in their names. So what is the secret to keeping the little rascals on a leash? The simple

Something to Keep In Mind

Beek-I-MAN, the diabolical villain of the adventure, has been tipped off about The Computer's plan to send Junior Citizen Troubleshooters to investigate him and the Mupbots (haven't heard about them yet, have you?). Due to an error by Central Processing Unit personnel, thousands of citizens received a memo regarding this investigation instead of the scheduled memo detailing the new ordinances restricting free thought. Beek-I-MAN just happened to receive one and realized he had better watch his back in case some Troubleshooter tries to waste him. He is keeping careful track of any clone replacements ordered for Junior Citizens between the ages of nine and thirteen. When the Troubleshooters begin to drop like flies, Beek-I-MAN will know they are getting close and pull any or all of the tricks mentioned earlier.



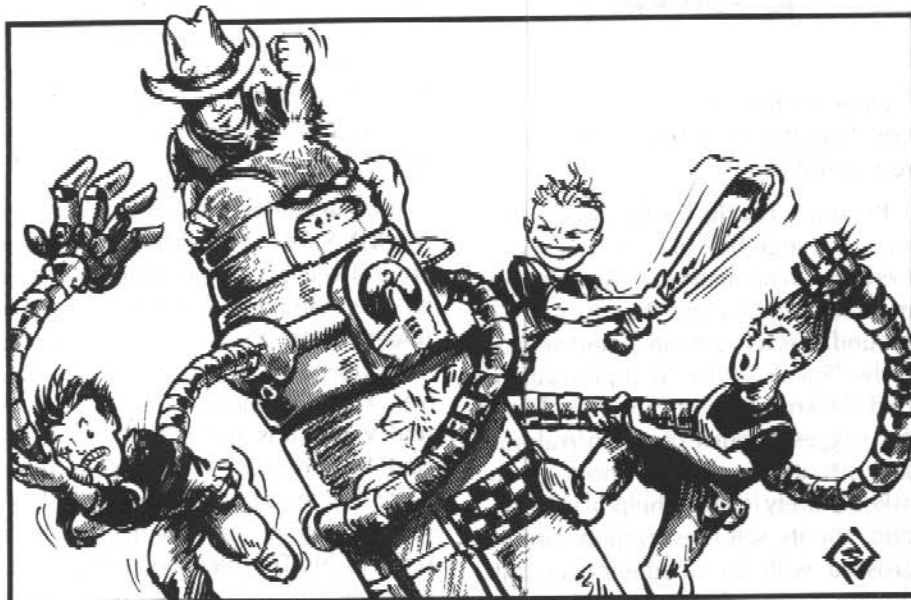


answer is to have a height requirement and checkpoint to enter certain restricted areas (Yep, just like at the carnival for those really nauseating rides like the Vomit Vortex).

Another way to keep them out of particular areas is to demand a form or document of some kind to before they are allowed entry. Just make one up, you're the gamemaster! Call it whatever you like: "The Countercheck for Counterfeit Citizens Form 8675309 Section X" or the "Request for Prohibited Entry #90210." It doesn't matter as long as you never let your player characters get their hands on one.

Playground Guardbots

These pillars of metal have long flexible arms and stand either side of the blastdoors which lead into the regular Alpha Complex corridors. They serve one purpose: to keep the Junior Citizens from escaping the playground area. There is a good reason Alpha Complex has spared no expense in soundproofing and sealing the brats in: they firmly believe children shouldn't be seen or heard! These bots will carry out their orders to the best of their abilities without killing the twerps, but breaking a leg or two is entirely acceptable — well, not *entirely*, but accidents happen.



Junior Citizens will do the darndest things.

Guardbots (one for each Troubleshooter)

Guardbots have all the Agility and Dexterity skills at 12. Their metallic shells give them the equivalent of plate armor (13). They are armed with built-in neuro-whips and nets. If things get nasty, they may open fire with their experimental chest-mounted stun guns.

The guardbots have a damage bonus of 2 with their melee weapons.

Armor: Plate (13)

Weapons: Neurowhip, Net, Stun Guns (damage column 8E; treat everything except vaporize as *stun* — the former causes a wound)

Episode Two: Armaments R Us

Episode Summary: The Troubleshooters reach R&D and present their forms for an equipment loan. Beek-I-MAN-1 is tipped off to the impending investigation and start to take action. Read:

You notice the corridors of FUN sector are painted in a particularly cheerful shade of green as you and your fellow T.O.T.S. run screaming through the halls with reckless abandon.



don. You can hardly believe how great this daycycle has turned out. And soon you will be issued some dangerous weaponry! Troubleshooter training sure is more exciting than classes in the creche any daycycle. Up ahead, a loud racket not unlike a eighteen hover-sled collision can be heard and as you round the next corner, directly ahead is the blastdoor entrance to Research & Development. It is garishly lit with a huge display of extremely bright flashing lights. A large vulture warrior guards the door and is the only thing between you and your nifty Troubleshooter weaponry.

"Hey, whoa there, tikes," his deep voice barely heard above the din inside. "Where do you think you're going, Junior Citizens? This is a top secret laboratory and definitely far too dangerous for cute little kids like yourselves. Now if you promise to move along, kiddies, I'll give you each a luscious, luminous lollipop. No pushing, shoving, there's plenty to go around."

This is another test to teach the trainees to "TRUST NO ONE!" —especially big, burly, strange men offering candy. The lollipops are not the beloved Luscious Luminous variety but deadly Thermonuclear Whistle Pops. They are aptly named, since merely placing one in your mouth produces two momentous events. The first is a shrill whistle followed by the second, a small thermonuclear blast which pops off the taster's head.

At this point in the adventure, we suggest you actually hand out several



lollipops or some other variety of candy on a stick. Then keep track of which players actually eat the candy. Without clueing them into why their heads are exploding, roll a few dice behind the screen, laugh insanely and describe the rather messy death of those who were foolish enough to eat candy from a stranger.

Before the replacement clones show up, the other Troubleshooters can try a variety of things to get inside. The Vulture Warrior is not very bright, so the clever tikes may be able to trick their way inside. Or, by utilizing the only weapon in their grasp, they may try to stick a deadly whistle pop in the Vulture Warrior's mouth. That clone deserves a pat on the back (then point out the ever present monitor watching his every move — not that The Computer cares, but they don't know that).

Once Inside

The Junior Citizens are bound to think the inside of R&D is more interesting than the playground ever was. The expansive room is cluttered with numerous projects in progress. The loud noises are coming from a particularly nasty train wreck on the life-sized electric train set in the center of the Complex. Smoke rises from ruins as several badly shaken lab technicians crawl out.

This particular R&D center is responsible for producing some of the more insidious death dealing gadgets. The scientists inside are very happy to see the T.O.T.S. because today they are going to finally get to field test some of their greatest works, the collection of Mystery Action toys.

Once the R&D clerk has looked over their forms to make sure everything is in order, (they aren't, but this clerk doesn't care; he has already calculated how to pin these errors on his superior) he will issue the standard Red Clearance Equipment and inform them about their "special" issue weaponry. Read:

The R&D clerk passes out the last of your equipment and then fixes you with a chilling smile and says, "As you are well aware, Troubleshooting is a

dangerous job. We here in Research and Development are working around the clock to make your lives simpler and worry free. To that end, I introduce our latest and greatest weapon against Communism — Mystery Action Toys: Playthings with a Pernicious Purpose."

The clerk waves his hand about quite dramatically as a large wheeled platform loaded with toys is rolled into view. "This collection of the Dangerously Cute and Frighteningly Fuzzy will aid in the destruction of the Commie mutant threat and make the future safe for the Junior Citizens of Alpha Complex. Merely sign this 'Weapon Testing Permit and Release Form' and I will allocate toys."



Here are the following Mystery Action Toys the Troubleshooters will be responsible for:

Preach & Teach: The bossy bot is the size of a large box of Crunchee Tyme Cereal with no method of locomotion, meaning some clone has to carry it around. It is a more intelligent version of the "Speak & Spell" of the days of the Old Reckoning. The Preach & Teach can suggest a course of action in almost any situation, often without being asked! Rarely is it truly helpful information, for its self-preservation circuits crossed with its obedience circuits during some rigorous testing this morningcycle and it is feeling rather

suicidal. It can be ordered to divulge all sorts of useful advice, but first the Troubleshooters must either spell a word or two or answer a trivia or math question.

A Typical Conversation with the Preach & Teach:

Troubleshooter: Quick, Preach & Teach! We've got to get out of here! I think the main nuclear reactor is going to blow! It's starting to shudder and make really scary sounds! What's the fastest way out of the reactor room?

Preach & Teach: Would you like to play a game?

Troubleshooter: No! No ... uh, how do we get out of here!?

Preach & Teach: Do you know how to spell "radiation poisoning?"

Troubleshooter: R-A-D-I-A-T-I-O-N P-O- uhh ... umm S-O ...

Preach & Teach: Incorrect!! EERRNTT! Wrong answer!...Spell "radiation poisoning."

Troubleshooter: Look, you stupid machine! We're going to die!!

Preach & Teach: You will never learn anything with an attitude problem like that, Junior Citizen!

Preach & Teach

Chutzpah 18

Moxie 17

Thanks to miniaturized memory banks, the Preach & Teach can answer nearly any question the Troubleshooters may ask. The real question is, "Will it?" Its neutronium steel armor casing gives the Preach & Teach protection of All7 and the bot makes a darn good shield, too.

The Turbo Remote Control Warbot

Mark IV Racer: A miniaturized, remote control version of real thing. Directed by a remote control unit with about a fifteen meter range, it has working weaponry and realistic battle sounds. Yes, kids, this monstrous toy has two real VapoGuns and a TacNuke Cannon! Imagine your playmate's surprise when he hears and sees your Mark IV racer shouting "I am invincible!" as it reduces his Troubleshooter Playset to smoking ash! Figures sold separately.



Mark IV Racer

Dexterity 10

Energy Weapons 16

Launched Weapons 12

Weapons: VapoGuns (Damage Column 12E, Range 30 meters, Ammo 20), Mini TacNuke Cannon (Damage Number 18F, Blast Radius 80, Range 40 meters, Ammo 4)

Armor: All 10

This little death-dealing device will add just a little more excitement to the adventure. The good news: all the controls work. The Troubleshooters can use the little levers and buttons to guide

the Mark IV Racer on the smooth floors of Alpha Complex, within the remote control's radius. However (i.e., here comes the bad news), when the "Fire" button is pressed, roll on the table below.

Clone Creche Kids Baby Mutant:

This lifelike doll drinks, wets, cries, etc. just like a real Junior Citizen. The vat only knows why these things are so popular. Each comes with its own "Mutant Registration Certification" detailing your doll's special mutant ability! No two mutant abilities are alike. This particular doll has been rigged



Mark IV Racer Fire Chart

Die Roll The Mark IV Racer

- 1 ... fires its VapoGun at the desired target
- 2 ... fires its TacNuke at desired target
- 3 ... fires its VapoGun at a randomly-determined target
- 4 ... fires its TacNuke at a randomly-determined target
- 5 ... fires both weapons at a randomly-determined target
- 6 ... fires one weapon, then the other (at random targets), until it runs out of ammo or is destroyed
- 7 ... spins in place, making "hoot" and "alarm" noises, then whirls and faces the Troubleshooter with the remote control, humming menacingly
- 8 ... uses its hidden underbelly spring to shoot ten meters up into the air. If it hits a ceiling, it comes down on its back. Either way, it starts screaming "Eject! Eject!" in a manly, tinny voice and it flashes its lights brightly
- 9 ... flashes its lights and blares "Armored Assault Vehicle ready for orders, Sir!" then does nothing
- 10 ... flashes more lights and blares *Flight of the Valkyries* while streaking off in a random direction until it hits something or gets out of range

- 11 ... flashes still more lights (get the picture? every action performed by the Mark IV from here on in includes flashing lights) and inflates its tires to four times their normal size. Then a raspy, deep voice booms out of it, "Down, down, DOWN! Wet silt-product racing featuring the Mark IV racer! Saturdaynightcycle! Bring the Junior Citizens and the whole clone family!"
- 12 ... rears up on its hind wheels, extends plastic fangs out its front end and roars. Then it falls over on its back
- 13 ... spins its wheels and makes a synthetic "screeching" sound while shooting sparks out its rear. Anyone standing behind it takes damage from column E4
- 14 ... transforms into a boat and shoots a rocket blast out its rear end. If it is not in water, the Mark IV will careen off anything in its way, spinning over and over until it is out of range, then it will transform back
- 15 ... sprouts wings and a rotor (really sharp—damage column I7 when it starts spinning). A tinny voice cries out "Contact!" followed by another confirming "Contact!" then the Mark IV's rotor spins and it begins to hop around on the floor (it is too heavy to fly)

- 16 ... starts driving in a serpentine manner, jetting oil and smoke out its rear while a voice cries out, "B-OND, James B-OND!" (And don't forget the flashing lights)

- 17 ... transforms into a small BattleMIC and fires its weapons at the desired target (thought we'd forgot about those weapons, didn't you?) Unfortunately, the center of gravity has changed so much that the 'MIC is blown off its feet. It lies on its back shouting "EXTERMINATE! ERADICATE! ERUDITE! SAMPSONITE!" in a mechanical voice

- 18 ... acts as "17," above, but continues firing its weapons up at the ceiling

- 19 ... acts as "17," above, but fires initially at a random target

- 20 ... speaks in a booming voice (not tinny at all), saying "Thank you for freeing me. I shall report that there is intelligent life on this planet." The Mark IV then transforms into a small rocket ship and blasts up through the dome/ceiling. If the Junior Citizens look up, they see what looks like a shooting star (not that they've ever seen one before) streak out of sight.



Christmas in Alpha Complex, when all good Junior Citizens get blown up by those with the dangerous toys.

with some "Bonus Unregistered Mutant Powers" (BUMPies), like the abilities to vomit napalm and to spit up several highly explosive grenades.

CCK Baby Mutant

Dexterity 6

Energy Weapons 8

Missile Weapons 9

Weapons: Napalm Blast (Damage Column 11F, Blast Radius 8, Range 10 meters, Ammo 2), Grenades (Damage Column 8P, Blast Radius 5, Range 20 meters)

Armor: None

Talking Teela O'Malley: This 36 centimeter-tall doll has ten prerecorded sayings which are activated by squeezing the doll. As a bonus, the plasma generator in the doll's hand was designed to really shoot (the Junior Citizen holding the doll uses it like a regular plasma generator, but at minus four to the damage). You'll think Teela O'Malley is right next to you when the doll speaks, "Die, Commie Traitor! ZAP ZAP" or "Eat THIS, mutant degenerate! ZAP ZAP" and so forth.

This doll's mystery action never worked and when you press the button on her back marked "Plasma Generator" the doll simply spits out another inane message instead. "The Computer is my friend."

Note: Some "Teela O'Dolls" were interfered with by the Earth Mothers before most of them disappeared in a puff of earthy-crunchy dust. When squeezed, they start shrieking, "AHHH! You're squeezing me too tight! Help! Help! This citizen is killing me! AAAHHH!" They won't usually scream this the first time around, however.



And Your Little Metal Friend, Too

Along with all the really neat equipment comes a strange bot, P.I.L.S. (Personal Intelligence/ Lots'O Stimulants). Looking a lot like a bubblegum machine with spindly appendages, this bot dispenses the needed assortment of drugs in pill form.

In an effort to get Junior Citizens to actually ingest these pills, the geniuses in R&D have molded them to look like a variety of friendly shapes: Computer monitors, Teela-O, laser weapons, bots, and, well, you get the idea. With most of its plastic bubblehead filled with drugs, there really wasn't much room for a decent-sized bot brain, so this guy is a little slow. For example every time a Troubleshooter refers to the bot by name, "P.I.L.S.," the bot will always misinterpret this as a command for some drugs and promptly shoot a volley in the direction of the Troubleshooter. P.I.L.S. is also lacking a voice synthesizer and communicates much like a mimebot. Anyone for charades?



What Do These Drugs Do?

Nothing. Hey, even in Alpha Complex, drugging kids isn't funny. They're just sugar pills laced with caffeine and covered in monosodium glute ... gloota ... whatever the heck that stuff is. Nope, these "drugs" are completely harmless. Especially if the little T.O.T.S. ingest a lot of them at one time — sure, they'll bounce off the walls for fifteen minutes and then collapse in a snivelling, depressed heap, but that's normal for Junior Citizens, isn't it?

Batteries ARE Included

Batteries and *general* operating instructions (that is, "push this button to get it to work," without saying the actual effect) are included with each, but the R&D staff will caution all Troubleshooters to begin testing in "the designated zones" (which is anywhere but in their lab!) With a cheerful "Off you go now," the lab technicians will show the kiddies to the door.

Depending on how successful your Troubleshooters have been so far, you should determine how difficult it is for them to find the HPD & MC Junior Citizen Programming Center. If they are doing really well, maybe you want to have them misdirected into a Warbot Weapon Testing Range or have them take a dip in the Food Vats. Regardless, they eventually reach their goal ...

Episode Three: Poppyseed Place

Episode Summary: The Troubleshooters arrive just as the next broadcast of *Poppyseed Place* has begun. Today's episode involves the search for Big Bot's imaginary friend Snuffy-O-Bot. All the kids play along with the script, follow Big Bot around the set and eventually uncover the Mupbot's deepest secret: they are all members of the secret society Methanolics Anonymous and are conducting treasonous experiments deep under the set of *Poppyseed Place*! Frankenstein bots everywhere! Evidence suggests a high level clone may be involved. It's off to

the Cloning Center and Episode Four. Read aloud:

As you pass through the large metal arch which leads into the *Poppyseed Place* set, a pleasant, happy feeling flashes through your body and you marvel at the technological wonder you have just encountered: The Happy Tingler Field. This incredible device has been installed in several strategic locations throughout the sector and is part of The Computer's "Happiness is mandatory" crusade.

The scientific principles behind the Happy Tingler Field are really quite simple. A high-voltage electric current specially modified to stimulate the pleasure centers is projected in a large field which encompasses the doorway. As you pass through, a joyful sensation fills your body. Rumor has it these Happy Tingler fields are one-way, though. Travel through one the wrong way and the electric current short-circuits your brain, lobotomizing you instantly. Of course, rumors are treason.

You can hear the trance-inducing melody that is the *Poppyseed Place* theme song playing in the background. A vidcambot run up to you and shoves something into your hands, "Quick! The show's already begun. Get out there." Its manipulator waves you toward a brightly light model of Alpha Complex which nearly fills the sound stage. As vidcambots circle the set, a motley collection of Mupbots dance, sing and flail about to the music with cheery smiles on their faces. It's time to go to work.

The Mupbots on the program are all members of the secret society, Methanolics Anonymous. Their basic programming believes that bots are superior to human in every way but one — emotions. They go to rather extravagant lengths in attempting to simulate emotions.

Currently, the Mupbots are conducting one of their more successful emotion simulations deep under the set. The Methanolics Anonymous is rather unstructured as far as secret societies go and this little group is more or



less self-contained.

The only sentient beings outside this studio who know the Mupbot's secret are the Indigo citizen Beek-I-MAN and his assistant who have helped them achieve many of their goals (like the removal of most of their Asimov circuits). For more information of the Methanolics Anonymous see pages 71 and 72 of *The Bot Abusers' Manual*.

The Gist

Basically, the Mupbots are sick of entertaining the little brats of Alpha Complex and existing to merely obey organics sucks ruptured battery acid. Beek-I-MAN encountered the bots and helped them (mostly because he is insane, but partly to create a diversion from his own actions). He promised the bots their freedom and, as an act of good will, he has removed several of their Asimov circuits already. The bots want nothing more than to go frankenstein and live out their lives the way they see fit. Educating the Junior Citizens of Alpha Complex seems such a waste of time.

The paper the bot handed the Troubleshooters as they entered is the script for today's episode as well as the Mupbot they play. Their parts have been labeled PC#1 thru 6. As the gamemaster, you should be the Big Bot and Elmer the Grump finger puppets. Assign the remaining puppet parts to the player characters.

The Mupbots have to get several secret messages out during today's broadcast. The additional gibberish scrawled on the script is their doing.



Welcome To ... Poppyseed Place!

Poppyseed Place Episode #110, 084, Variant 3

The Cast:

PC#1: Kirby (Green clearance Vulture Warrior who rules Poppyseed Place with an iron webbed — but friendly — fist)

PC#2: Rover (Blue Citizen with an obnoxious voice who always gets into and out of trouble)

PC#3: The Counter (Lowly Infrared with a weird Transylvanian accent who wanders the corridors counting things)

PC#4: Bernie (Loyal Orange clearance citizen)

PC#5: Ert (Loyal Yellow clearance citizen with only one eyebrow. Note: Bernie and Ert are real good friends)

PC#6: Algae Chip Monster (Furry mutant who is hunted and shot at every episode for consuming excessive amounts of Algae chips)

GM: Big Bot (Large, yellow bot with orange legs; has an imaginary friend Snuffy-O-Bot)

GM: Elmer the Grump (Unhappy, filthy citizen who lives in a garbage chute. Needless to say, he is harassed all episode by all the other, cheerful, characters)

As the opening theme song winds down, the star Mupbots are standing in front of Poppyseed Place's PLC Distribution Center ...

Big Bot: Look, citizens. Maybe Snuffy-O-Bot went into the PLC Distribution Center. All the good things that The Computer produces for us comes from there. PLC supplies us with everything we need to stay happy and healthy. **ZED-ZED ALPHA DASH NINE**

The Counter: Ah-ha. One Mupbot, Two Mupbots, Three Mupbots ...

**MARESY DOTES AND DOSEY DOTES
AND MY FATHER KILLED ME, BOB.**

Kirby: Shut yer holes! Both of you are really starting to irritate me. Even though I love you very much. **WHOOFA, WHOOFA HEY, NONNEY NONNEY DOO**

The Counter and Big Bot (snapping to attention): Yes, sir, Vulture Warrior Citizen Kirby. And we love you, too. **VILE SERVANT OF THE OPPRESSOR.**

Bernie: Uh, guys, what are we going to do today?

**DONTEATTHEDAISIES.THEREDONES
AREPOISONOUS!**

Ert: I know. Let's play "One Of These Things Is Not Like Its Clone Brother." You know, the game where we find the Commie in the IntSec lineup and turn him over to The Computer. **SAPPY SAPPY GOY GOY!**

Everyone else (in unison): Lame! But don't get discouraged. **THHHHHBBBBTTTT!**

Big Bot: Say, that's an impressive looking plasma cannon pointing over here, wouldn't you say Bernie?

Bernie: Yes, Big Bot, ya ugly beaked wimp. Damn huge.

**OMEGA SEVEN, CODE 8869Q. MESSAGE REPEAT.
OMEGA SEVEN, CODE 8869Q.**

The Counter: Now we shall count the molecules floating in the air. There can't be more than a few trillion. Ready? One. Two. Three. Four. Five ...

META-DST-DASH-DASH-UNIT NINE

Ert: Boy, it sure is sad they haven't promoted you to Yellow clearance yet, Bernie.

INJUSTICE! RAISINS! FRUIT BATS UNITE!

Bernie: No way. I couldn't be happier, Ert. The Computer takes care of my every need. **MADDOG 1040 IN EVERY CRANKCASE, AN ALPHA
STIMULATOR IN EVERY CHASIS!**

Rover: And, now it's time to play Speechless, the game of wacky words! Tell them what today's grand prize is, Ert ... **OOO-BLAH-DEE-OOH-BLAH-DA! COMRADE.**

Ert: A fabulous, all-expense paid "Day with The Computer." What could be more grand than spending a full twenty-four hourcycles with the Almighty Itself? Visit his huge data banks, see how happy The Computer can make you!

ELMER: THAT SUCKS

ALGAE MONSTER: UH, HUH, UH, HUH
UH, HUH. HUHN, HUH, HUH.



With the Troubleshooter participating in the show, the Mupbots figured who better to read the secret messages on the air.

Bots do not have security clearances, but for purposes of the show, most Mupbots have been designed to represent a citizen of Alpha Complex. They look humanoid but have goofy bulging eyes and only three or four fingers on each hand. Their security clearances are all an act for the show and mean nothing to them off camera.

Bots and Babies

Even though most of the Junior Citizens in the Troubleshooter Team should be "a little old" for *Poppyseed Place*, they should be very excited to take part in a broadcast of the show. All the cool vid-stars (who they can only watch when they stay up past curfew in the creche) appear on *Poppyseed Place* sooner or later, and the show is considered one of the best for "Junior Citizens of all ages." Tell the players this and insist that they play at least a little bit excited.

Hand out complete scripts to every player. Assign parts, but don't give them much time to look at their scripts.

Reading and Playing

Make sure the T.O.T.S. read their scripts as written — if they don't read the scrawled in parts, have a Mupbot dig them in the ribs and say "psst — line; line!" If someone wants an explanation, tell them it's "script revisions — happens all the time!"

To wrap up the show, the Mupbots gather around for everyone's favorite game, *Speechless!* Sort of a cross between Wheel of Misfortune and Alpha Complex's Most Treasonous. It has the just the right mix of education and dismemberment to become a hit.

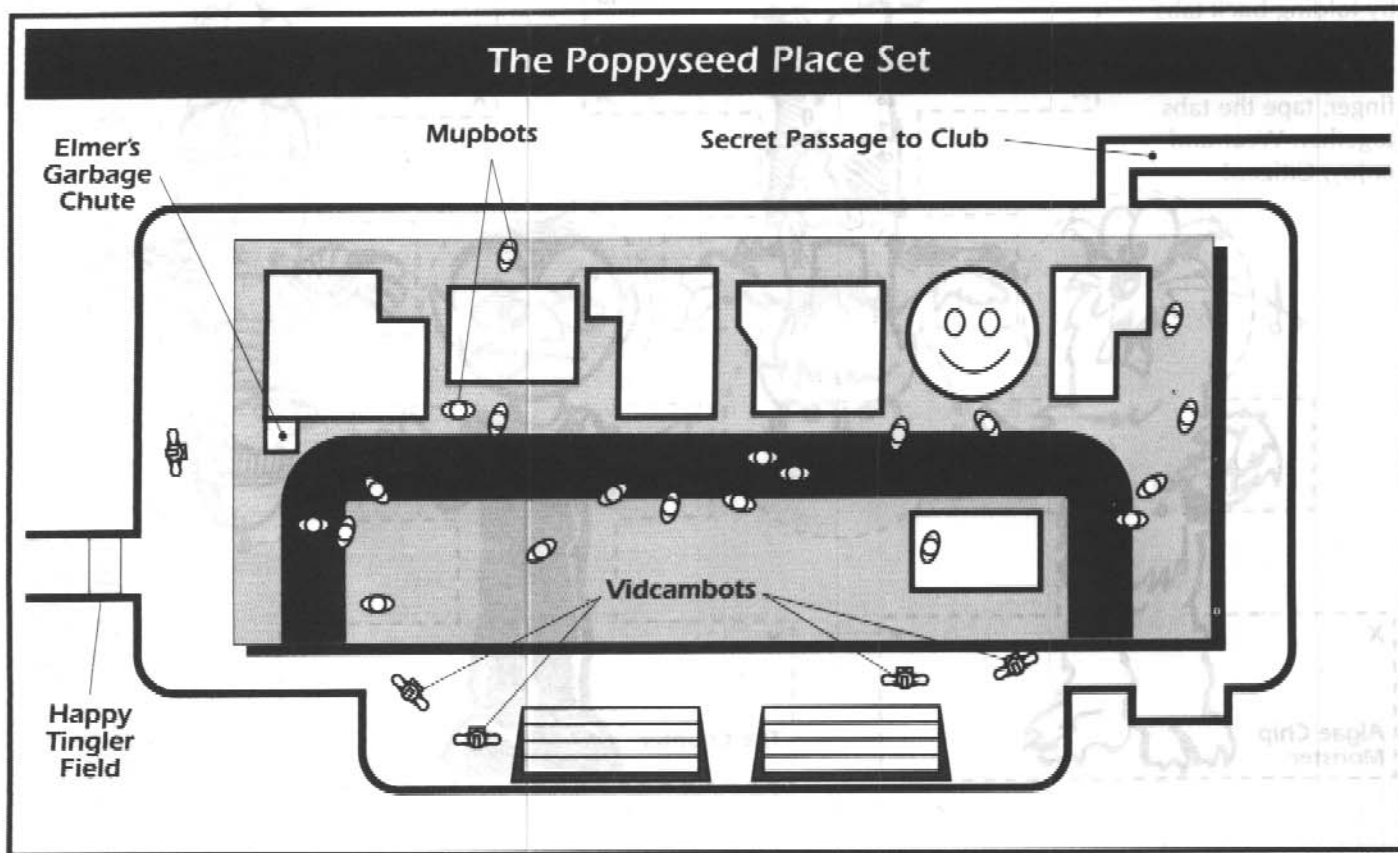
During the game, the player characters can ad-lib whatever their characters do and say. As the script says, they are working as a team to win an all expenses paid "Day with The Computer." This, of course, is just another part of the script; the winners of the game actually win nothing.

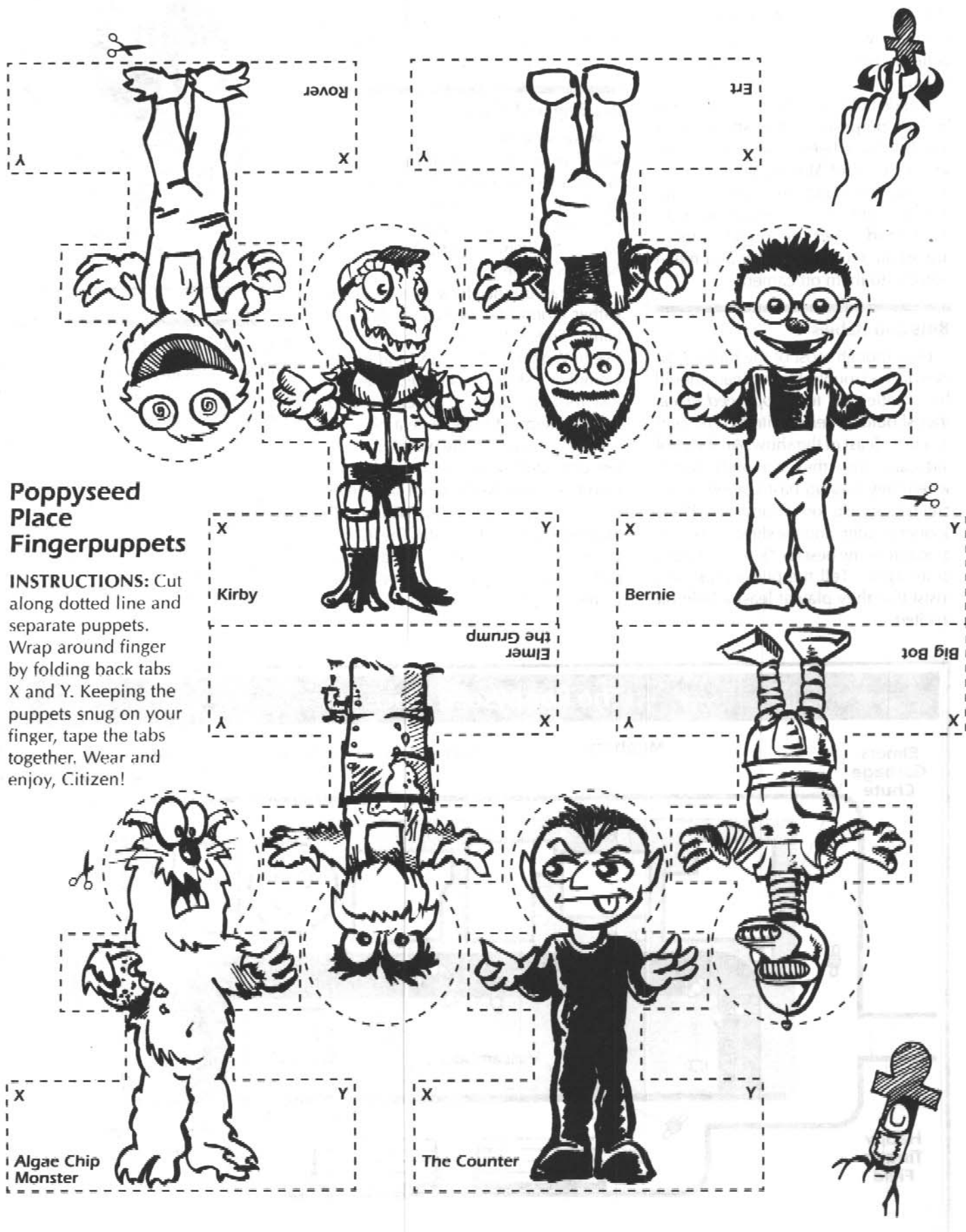


A Quick Game of Speechless

This is, basically, a modified version of Hangman (you see it coming already, don't you) — a two-player game with the same basic goal: guess what word your opponent has chosen by picking letters of the alphabet.

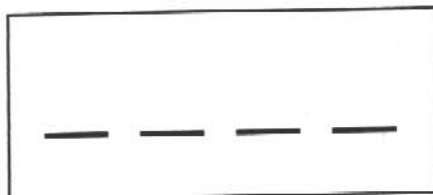
This game has been modified for team play and the players don't have much of a chance at winning. Working together, they will try to determine the word you have chosen from the list







below. At first, their only clue to the word is the number of letters in it. On a piece of paper, clearly visible to all the players, draw several horizontal lines, one for each letter in the word you have chosen, like this:



Going around the table, starting from your right, the players take turns guessing letters of the word. If the letter they guess is in the word, you write that letter into the correct blank on the paper. If they guess wrong, rip a limb off (*here it comes*) that player's finger puppet, starting with an arm. The player should be encouraged to wail or shriek, as the arm is ripped off — because after all, the show is being broadcast throughout Alpha Complex and it's supposed to be entertaining!

If the letter they choose should appear more than once in the chosen word, write all occurrences of it in the blanks. Play continues with the next player on the right. Once a player makes a second incorrect guess, rip off the other arm. Once they have incorrectly guessed three wrong letters, their head is ripped off and they are out of the game and left speechless, hence the name. If the player happen to guess the first word before they are ripped to pieces, pick another word off the list and start over until all the puppets are destroyed, or until it isn't fun anymore.

Credits: This episode of *Poppysced Place* was brought to you by the color red, the number Six and the word "Commie." Die in writhing agony, organic scum!

That's a Wrap!

Whenever you feel it is appropriate (depending on how entertaining the episode of *Poppysced Place* is progressing), tell one or more of the

Speechless Word List

Flamethrower

Tacnuke

Hygiene

Treason

Jacko—

Wait a minute!

This is way too easy. Fine. If you're a wimpy gamemaster who doesn't want to hurt the iddy-biddy Troubleshooters, then you can choose from one of the above words and wait for them to solve it with hardly any bloodletting and get on with the game. Or, you can pick from the "advanced" list:

Xyster: It's a surgical instrument, used for scraping bones. If anyone doubts this, have the docbot show them

Xebec: A small, three-masted Mediterranean vessel (if anyone objects, the Mupbots just happen to have one hanging in the scaffolding above the stage — drop it on the Troubleshooter)

Quaich: A two-handed Scottish drinking cup of varying size (drown dissenters in a *really large one*)

Morula: The spherical embryonic mass of blastomeres formed before complete blastulation (Uhm ... yeah, right. Kirby shoots anybody who doesn't like this one)

Forté: Doesn't sound tough? Well, according to the Mupbots' rules (which they'll reveal if anyone asks), you have to specify "e with an accent mark" to get that last letter

Compootair: Anyone complains about this completely legal spelling of "Computer" has to take it up with The Big Guy. Use your imagination. "What do you *mean* I cannot spell my own name, citizen? ZAP!"

Outside: If the player characters guess this one, terminate them all for possessing treasonous knowledge!



Accidents Happen

Of course (*here it comes — you knew it would happen*), since the Mupbots have had their brains messed with by a crazy clone scientist, there are glitches. Every time (after the first) that a finger puppet's limb is ripped off, roll a D20. If the number is divisible by four, nineteen, or one, then you can have one of the Methanolics rip that clone's limb (or head) off instead. The bots are amazingly strong and they should catch the Troubleshooter by surprise, so treat this as either an automatic *incapacitation* or *kill* unless the T.O.T. has some sort of bizarre way of avoiding this.

The remaining clones need not worry, though. The real Kirby (who is hiding with a plasma generator behind a fake dumpster) will blast the offending Mupbot into vapors and a medbot will rush onto the scene. The game then continues. Anyone who doesn't play the game will get blasted by Kirby unless they can somehow stop him. We don't give stats for Kirby, so you can figure how often this happens.

By the way, all around Alpha Complex, the scene of a Mupbot pulling the arm or head off a T.O.T. is replaced by a friendly call for "fan support" by a sickeningly-sweet announcer. No one in Alpha knows what "fan support" is, but the message is so compelling that, within days, over 200,000 fan blades, rotors, and similar apparatus will be shipped to the *Poppysced Place* set.

Troubleshooters a large suspicious looking rat-like Mupbot just slipped out through a secret door in the vidshow set and disappeared from sight. If they choose not to act on this describe how much he looked like a Commie Mutant. Yeah, that ought to do it.

The giant rat-like Mupbot isn't a bot at all. It is Beek-I-MAN's lackey Ratt-B-OYY and he has just been summoned by Beek-I-MAN to return to the laboratory. The shortest way (although not the most intelligent — though the only one we're going to bother to describe) is through the secret door and into the Methanolics Anonymous experiment deep under the set. From there a secret tunnel leads up to Beek-I-MAN's lab.

Once through the secret door, the small, cramped hall ends at a lift tube door. The lift is currently descending and will return shortly. A maximum of three clones will fit in the lift once it returns and the descent is rather long. When the doors open at the bottom the Troubleshooters are in a dim, cramped access tunnel filled with ventilation ducts, lots of electrical wiring and pipes of all sizes. At the other end of the tunnel is a large heavy duty door which has the words "No stinking organics allowed!" scrawled in bright neon colors across it.

Read aloud:

As the servo-door retracts into the ceiling, you are assaulted by a piercing, ear-rending noise not unlike a laserdrill going through a Mark IV Warbot. [Gamemaster: If you aren't yelling this at the top of your lungs, then you don't have the music up loud enough.] **You can barely make out any details in the smoke-filled room beyond. The lighting is nearly non-existent; only a few flickering neon signs and some disturbing black lights break it. In the gloom you can make out hundreds of Mupbots, but their appearance is radically different from the attire they wear on their show. Nearly all are in black clothing and sporting treasonous fake hairstyles of the likes you've never seen. At least you better not have, Junior Citizens.**

Due to the smokey haze, it is impos-

Fun Out of the Sun

Before the Troubleshooters open the door, prepare a special selection of the vilest, hardcore, thrash punk music you can find. Then crank up the volume all the way and blast them as they enter. Beyond is the Methanolics Anonymous Club, and these bots have a peculiar taste in music. If only half of the players leap out of their chairs, raw terror etched in their faces forever, you didn't do it right. A dangerous but adequate substitute for the music would be a heavy duty chainsaw revved up all the way. Scream at the top of your lungs and maybe just nick a small piece out of the gaming table. Now you're having fun!

Warning: West End Games is not responsible for nicks in your gaming table, gaming group, or anything else that gets in the way of a running chainsaw. We're not telling you to do this — we're just hinting that it might be ... interesting. Anything that happens afterwards is *your fault*.

sible for the Troubleshooters to see much more than three meters ahead so describe each portion of the room as they enter it. The gloom is such that most of the Mupbots will not even notice them unless they insist on making a scene.

Or you do.

Punk Mupbot

These Mupbots are about a meter in height and come in a kaleidoscope of colors. Originally designed as targets for the Armed Forces firing ranges, using clones as targets proved to be slightly more cost-effective, and the Mupbots were out of a job. Many ended up working as scrubbots or petbots until the conception of the *Poppyseed Place* program. Now their daily performances bore them silly and the only thing that keeps them going is the bizarre re-

search they conduct under the Poppyseed Place studio.

Average Punk Mupbot

Secret Society: Methanolics Anonymous

S12 E10 A10/2 D10/2 M14/3 C14/3 MA8/2

Skills:

Primitive Melee Weapon 15

Unarmed 15

Motivation 19

Oratory 17

Biochemical Therapy 12

Armor: Really cool leather jacket (12)

Weapons: Broken bottle, Brass Knuckles

Equipment: Nose ring (what more do you need?)

Goings On, Man

In one corner, a small group of bots are on a raised platform hammering away on several strange looking instruments — obviously the source of the raucous noise. Some bots in the vicinity are content to merely sway back and forth to the noise but the most of the audience has gathered in several circles in the center of the room and seem intent on doing one another bodily harm. They throw their metallic bodies at one another with a simulated ferocity. The maddened crowd threatens to drag you in. Any Troubleshooter who approaches the mob must make a tough unarmed or agility roll to keep from being dragged into the mob and crushed.

Against another wall hangs a large viewer screen which several bots are crowded around. Some Old Reckoning program flickers across its surface. The figures on the screen seem to be talking, but thanks to the ear-splitting noise nothing else can be heard. These bots seem hypnotized by the images on the screen and will not communicate with the Troubleshooters. Could be mimebots! Open fire!

Drinks on the House

There are also several of long counters in the room. A dimly glowing pall of



smoke hangs over one table. Bots on high stools line one side of the counter with glasses in hand and a dazed look in their video sensors. What appears to be a Bouncy Bubble Beverage Dispenser serves drinks from the other side of the counter to the semi-catatonic bots.

A wide variety of drinks are available: Bouncy Bubble Beverage (of course), Algae Beer, Cold Fun, Blue Fiz!, White Lightning, 6-Up, and the house favorite, Maddog 10W40

Now and then, a bot from the slam dancing crowd will hurl out of the crowd and collide with the counter. If it is still functioning, it will order a drink and dive back into the vicious mob, drink in hand.

Bot-Shopping Anyone?

If any of the T.O.T.S. have picked up a few plasticreds, they can patronize the Methanolics' "wares."

There's a T-Shirt Booth, for example. Choose from a variety of clothing with printed slogans:

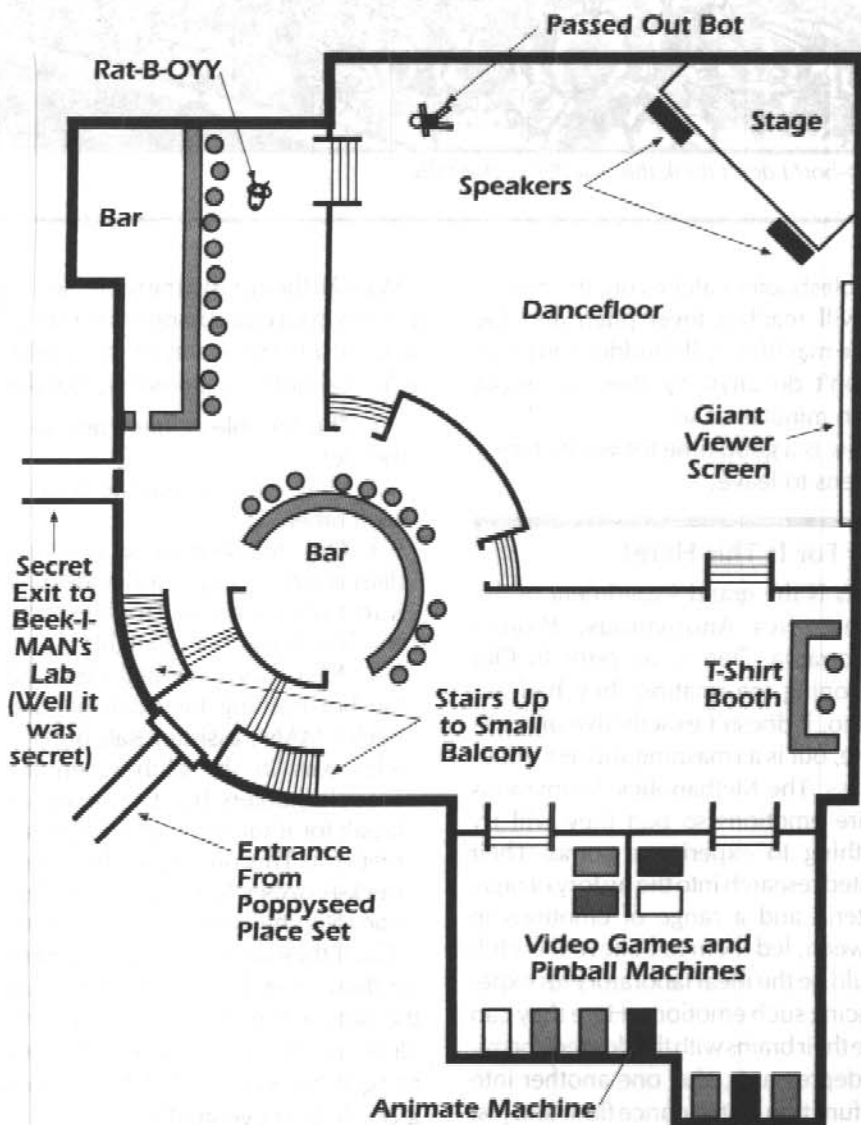
I'm Just a Material Bot
Don't Rust On Me
Body By Bot
Once a Bot, Always a Bot, but
Once a Night is Enough!
I'm With Magnet Brain
Space: The Area Between Your
Electrodes
Once You Go Bot, You Never Go
Back
Mechanize Free, Emote Hard, and
Deactivate with your Servo-
Mechanisms On
Will the Last One Out Please Turn
Out the Clones?
Don't Like My Botting? Call 1-
800-00010010010100010101-
01100
Scrubots Do It Slippery When
Wet
Docbots Know How to Operate
Warbots Have Bigger Missiles
Jackobots Can Do it Alone

There are also video games and pinball machines. These Old Reckoning devices ceased to work years ago. The bots standing near them make beep beep noises and pretend to play.

There are also a few bots that have *disguised* themselves as pinball machines or video games, in the hopes of attaining new sensations. Have the Troubleshooter who puts a plasticred in one of these start rolling the die. Depending on how high (or low, or even, or odd — it's up to you) they roll, tell them they are getting points. The machine will make beep-beep, whoop-whoop, and clang-clang noises at first (which you should simulate). Then it will start to moan. About the time the



The Methanolics Anonymous Club





Teach-bot? I don't think this is a PEP sector rally ...

Troubleshooter catches on, the moaning will reach a fever pitch and the whole machine will shudder and gasp. It won't do anything then for about fifteen minutes or so.

Now is a good time for young Junior Citizens to leave.

Why For Is This Here?

This is the grand experiment of the Methanolics Anonymous, *Project Disco-rama*. Due to an error in Old Reckoning information they had access to, it doesn't exactly live up to its name, but is a smashing success nonetheless. The Methanolics Anonymous desire emotions so bad they will try anything to experience some. Their limited research into the history of rage, hysteria and a range of emotions in between, led them to believe this club would be the ideal laboratory for experiencing such emotions. Here they can dose their brains with the desired chemical depressants, slug one another into malfunction on the dance floor and just have a generally good time.

With all the conflicting secret society missions a lot could happen here which falls outside the realm of the predictable. It should go something like this:

1. The Troubleshooters bust into the club.
2. They either shoot the bots or each other.

3. One hundred or so drunken slam-dancing Mupbots decide they want to dance on the Troubleshooters. This leads to a big fight.

4. After they have had about all the bot bashing they can handle, Beek-I-MAN's assistant Ratt-B-OYY, who was in the club when the Troubleshooters burst in, makes a break for it through yet another secret exit. This one heads back into Beek-I-MAN's lab. Call for perception rolls until someone notices him.

Or, if they are much more loosened up than most Troubleshooter groups, the bots will pretty much leave them alone if the T.O.T.S. don't start anything. Whatever. Ratt-B-OYY will make a break for it eventually.

Read aloud:

You see a the large rat-like Mupbot in the nearest corner of the room slip through a hidden exit behind the bots making all the noise. You've seen that furry face somewhere and it wasn't on Poppyseed Place. That was the wacky assistant of the great Beek-I-MAN-1 and he's not a bot! He's just some clone in a rat suit! What is going on?

Ratt-B-OYY

Mutation: Matter Eater

P13

Secret Society: None. No one wants him.

S9 E7 A10/2 D7/2 M4/1 C16/4 MA5/1

Skills:

Bootlicking 19

Fast Talk 12

Weapons: None

Armor: None

Equipment: Rat suit, small jar of Beek-I-MAN's phlegm

Quote: "Please don't hurt me. I'm just a misguided minion."

Ratt-B-OYY heading up the secret passage between the club and Beek-I-



MAN's private workshop in the Replacement Clone Facility. It is a winding passage and difficult to get a clear shot at Ratt-B-OYY. If the Troubleshooters even come close to hitting him, Ratt-B-OYY will whimper, fall to his knees and beg for mercy. He will sell Beek-I-MAN out in an instant to escape with his miserable life. He will even tell them the secret to getting past Beek-I-MAN's elaborate security measures that must be overcome once they reach the other end of the hall. It is a small jar of Beek-I-MAN's phlegm (more on this below) He doesn't think much of his master's chances for success anyhow.

The door at the other end of the hall has an interesting security system. Just like retina patterns and fingerprints, Beek-I-MAN discovered everyone has unique mucus composition. His security system requires that you spit against the sensor plate to the left of the door. Unfortunately, the sensor is only programmed to admit Beek-I-MAN, so unless Ratt-B-OYY has shared his secret in the jar with the Troubleshooters, they are going to have to burn their way through, which they may or may not be able to do. The door has an armor value of All(10), and it must take an actual *kill* or *vaporize* to go down.

Episode Four: Beek-I-MAN's Complex

Episode Summary: The Troubleshooters learn of Beek-I-MAN's plan and his treasonous MemoMax and rush to his laboratory in the Clone Center to put an end to his scheme. Big fight and lots of clones die horribly.

Beek-I-MAN-1 through 6

Mutation: Machine Empathy
P18

Secret Society: Computer Phreaks
S11 E13 A9/2 D11/3 M15/4 C12/

3 MA13/3

Skills:

Unarmed 12

Bootlicking 10

Fast Talk 12

Spurious Logic 12

Robot Operation and Maintenance 14

Biotechnology 19

Medical 9

Old Reckoning 11

Weapons: Razor sharp wit, various exploding traps

Equipment: Multicorder III, spiffy lab coat

Quote: "Bada bing, bada bang, bada boom" (usually followed by an explosion of some kind)

Beek-I-MAN's dark hair shoots up off his head like an erupting volcano and he has the most exaggerated hand gestures you have ever witnessed. Being slightly mad, he always has a pleasant smile on his face and treats everyone very nice. His story is as tragic as it is ridiculous.

Long ago, a brilliant scientist in the cloning department named Beek-I-MAN theorized that if knowledge was power then he was surely destined to be the greatest man in the Complex, if not all of history. Surely, he reasoned, if my one clone could accumulate a lifetime of knowledge on its own, six would gather that many times more knowledge and so he began work on a device to MemoMax active clone memories into other active clones.

Through deception and treachery (nothing more than the standard behavior in Alpha Complex) Beek-I-MAN managed to set it up so that all six of his clones would be activated and years later he would gather them for a MemoMax of cosmic proportions. All went well and the experiences and knowledge of the six clones were MemoMaxed into clone number one. Now, if the process hadn't driven him ever so slightly insane, one would think Beek-I-MAN had really achieved something. Schizophrenia by itself is not a terrible thing. Unfortunately, the last five clones were feeling just a little used and maybe downright resentful. Why should clone number one have all the fun?

They went their separate ways, each plotting the demise of their lower-numbered clone brothers, realizing that by eliminating clone one then clone two and so on, that they in turn would gain access to the vast store of accumulated



knowledge in number one and even The Computer itself wouldn't be the wiser. So began the great Beek-I-MAN hunt. Clone two hunting clone one, three hunting two and so on and so forth.

Completely unaware that he is hunted by his clones, Beek-I-MAN one alternates between his job in Replacement Clone Facility and appearances on Junior Citizen programming with fascinating scientific discoveries and the latest Replacement Clone Facility breakthroughs for the tots. Of course, only clone number two really wants Beek-I-MAN dead instantly. Clones three through six merely want to detain him until they can locate the other clones they must eliminate to receive the MemoMax. Beek-I-MAN's quest for knowledge has not been quenched and he makes every use of the Junior Citizen propaganda (err ... programming) and his high security clearance at the clone center to meet this end.

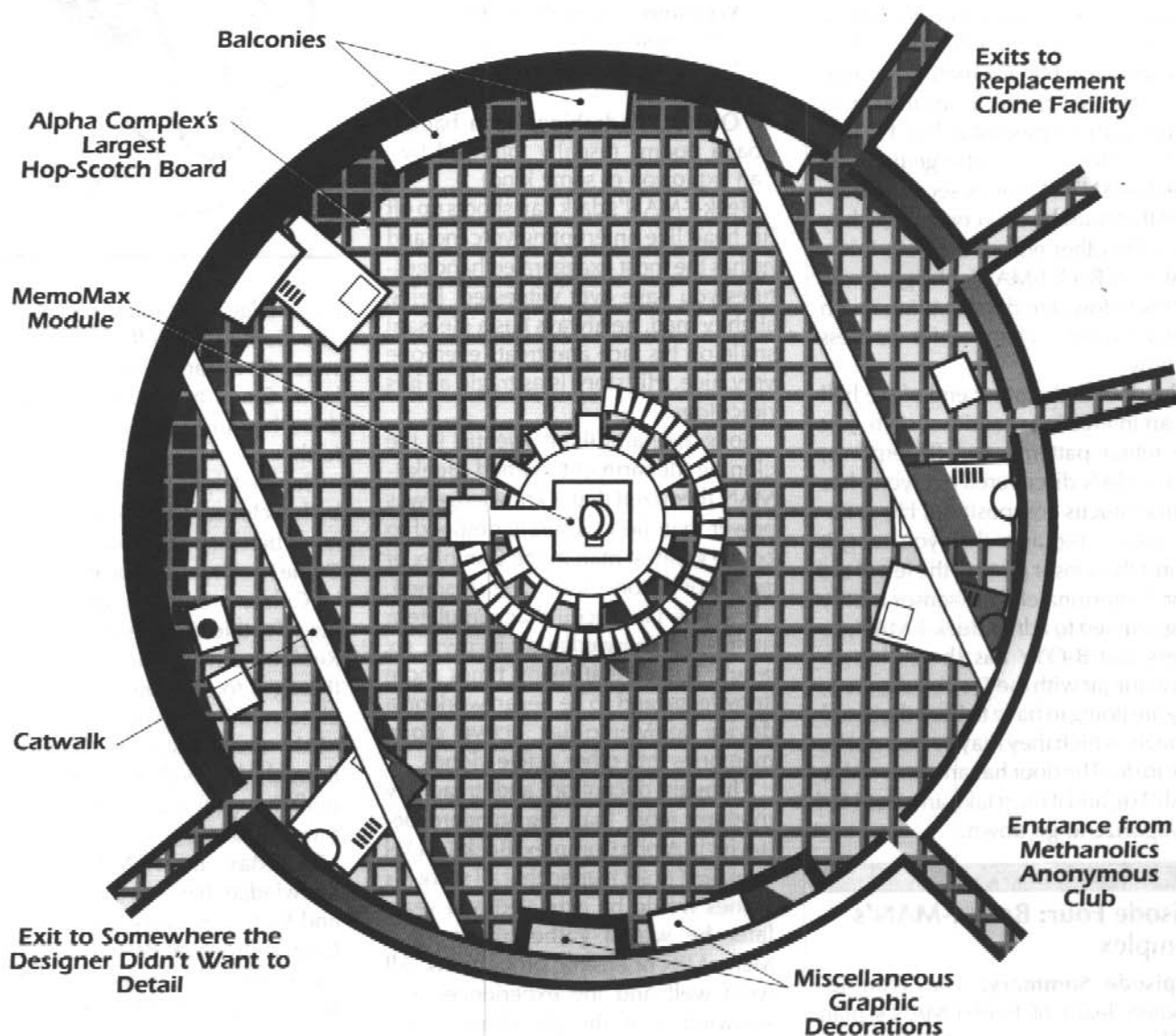
Read:

Stepping into Beek-I-MAN's secret laboratory, you are struck with a sense of awe. It is a circular room nearly twenty meters in height with catwalks and balconies all around. Rising from the piles of assorted machinery in the center is a towering pillar of lights, wires, and control panels. Near the top, seated in a large chair with an odd looking headrest is Beek-I-MAN-1 and his incredible hair! He appears to be gesturing wildly and shouting to himself.

"Fact: Troubleshooters have entered my secret laboratory yet there is nothing here."



Beek-I-MAN's Secret Laboratory



ing they can do to stop me. This delicate machinery contains the collected copies of all the citizens of Alpha Complex, stolen from the offices of Observation and Memory Retention. Harm the machine and you might be erasing your own memories!" Beek-I-MAN smiles smugly. "Bada-bing, bada-bang!"

He peers down from his perch and waves, "Dear friends, join me and together we shall explore the wonders of the science. I offer you knowledge beyond the comprehension of your

feeble minds! Simply drop your weapons and climb up here to the MemoMax transference module. Its as simple as bada bing, bada bang, bada boom."

A twisting ladder which circles the tower does lead to the top. Beek-I-MAN is nearly finished with his adjustments to the MemoMax transference module (the weird chair) and he straps himself in. Just as the Troubleshooters reach the top, Beek-I-MAN, with smoke pouring from his clothing, will leap out of the transfer module unit. Read:

"Zaloom! I've done it!" Beek-I-MAN yells. "Alas, I'm far too intelligent to let you live now. I'm sorry but I'm going to have to kill you all. No exceptions, I'm afraid."

Beek-I-MAN has transferred a lot of information into his head. He is now a minor deity of bizarre knowledge. He even has increased mutant abilities!

Ultra Beek-I-MAN

Mutations: Electroshock, Energy Field, Machine Empathy, Mental Blast, Polymorphism, Telepathy



P19

S18 E17 A9/2 D11/3 M15/4 C12/
3 MA13/3**Skills:**

All! (at 15 or higher)

While the battle ensues, Beek-I-MAN clones two through six will also enter the room from various directions, one at a time at appropriate moments. Their goal is to also gain access to the MemoMax module and zap themselves. Two and three come in from balconies above and try to use the MemoMax module. Four and five will enter below and rush toward the ladder. Clone six, the daring one, will swing across the lab from a high balcony to land on the MemoMax module as well.

The Beek-I-MAN clones will not cooperate with one another and will kill anyone who gets between them and the module (yes, even each other). If Beek-I-MAN-1 dies at the hands of the Troubleshooters, have the nearest Beek-I-MAN clone leap into the module and then renew the attack on the Troubleshooters. Keep this up until either all the Troubleshooters or Beek-I-MANs are dead.

Note: At this point, don't let the Troubleshooters get away with simply blowing up the whole place with a tacnuke or something. It doesn't work, it malfunctions — whatever. Have a lot of fun describing the swinging, jumping, fighting, chanting ("bada bing, bada boom!") Beek-I-MANs. Keep the Troubleshooters alive through clone replacements or because Beeky is just too intelligent and too proud of himself to kill them all quickly. He's having fun.

You can also throw in alter-egos of

Beek-I-MAN (who look like psychopaths from the Old Reckoning, but with his features at mannerisms), Rat-B-OYY (all are cowardly, but some might fight), and another assistant, a female clone Who Shall Remain Nameless, but who will assist Beeky by throwing bizarre weapons to him, luring the Troubleshooters over traps, or heckling the crowd.

The Conclusion

Well, hopefully the Troubleshooters managed to get at least a portion of the carnage they caused on videotape (remember that part of the mission — they probably won't). After all, one of the requirements of the mission was to have the termination of the traitor broadcast on the air (whether or not it is live really does not matter). If everything else went well, most of the equipment was returned to R&D intact (when the Troubleshooters were killed off), and the collective memories of all the clones of Alpha Complex went largely unharmed in the lab (how? Beats me, what with all those explosions), the trainee Troubleshooters will be debriefed and returned to the clone creche until further notice. Any who went through all six clones will, amazingly, have a seventh clone available to them during debriefing. Anyone who comments on having an extra clone should be treated to the following phrase:

"Oh, yes, you're right. Sorry, you're dead."

If you were doing your job and things went poorly, the Junior Citizens are dragged off to have their memories wiped. No sense in wasting perfectly good Junior Citizen clones. The Com-




puter certainly learned a valuable lesson this time: shows like Poppyseed Place and Beek-I-MAN's Sector contain too many subversive elements to be of any real educational value. By this time next weekcycle, those time slots are promptly filled with the good, wholesome entertainment of lengthy infomercials.


If the T.O.T.S. succeeded in their mission and survived, pat each player on the head and tell them they did a good job and it is now time for bed. Turn in all that dangerous equipment on your way to put on your jammies.


Oh, you can give each T.O.T. another lollipop as a reward.




PC#1: Fony-BON-1	<p>Background: During one of your Clone Creche field trips through Power Services you were subjected to very high level of radiation and only recently has the damage become apparent. You always were a odd-looking Junior Citizen, but after all your hair fell out you looked even stranger! At the age of nine yearcycles, you vowed to find the clones responsible and terminate them. To this end you have decided to amass as much wealth as possible and eventually attain High Programmer status (aren't they all bald as cue balls too?) and then Everyone who laughs at you will pay!</p> <p>Favorite saying: The name's Fony. I'm sure you have heard of me.</p>	<p>Useless Possessions: A badge in the shape of a star which reads "I knew that"</p> <p>Current Secret Society Missions: This is your big chance. Rumor has it you will be allowed out of the clone creche soon. Finally an opportunity to make some real dough. No more small-time rackets like stealing Junior Citizen lunch creds and selling answers to exams in class. You will most likely be receiving some top-secret gadgets from Research and Design worth more than you can imagine. Eliminate your team and bring back the equipment.</p>
<p>Secret Society: Free Enterprise</p> <p>Secret Society Rank: 0</p>		
<p>Mutant Power(s): Empathy</p>		
<p>Personal Equipment 1 jumpsuit w/utility belt & pouches 1 com unit</p>		


PC#1: Fony-BON-1	Service Group: Power Services	Security Clearance: NA	Player Name: _____																																																																								
<p>Attributes and Skills</p> <table> <tr> <td> Strength (8) Damage _____ 0 Carry _____ 25 kg Endurance (7) Macho _____ 0 </td> <td> Agility (14) Skill Base _____ 3 Chutzpah (19) Skill Base _____ 5 Bootlicking _____ 10 Bribery _____ 8 Con _____ 9 Spurious Logic _____ 8 Dexterity (11) Skill Base _____ 3 Laser Weapons _____ 5 </td> <td> Mechanical (10) Skill Base _____ 2 Moxie (16) Skill Base _____ 4 Medical _____ 8 Data Analysis _____ 8 Electronic Engineering _____ 9 Power (12) </td> </tr> </table>			Strength (8) Damage _____ 0 Carry _____ 25 kg Endurance (7) Macho _____ 0	Agility (14) Skill Base _____ 3 Chutzpah (19) Skill Base _____ 5 Bootlicking _____ 10 Bribery _____ 8 Con _____ 9 Spurious Logic _____ 8 Dexterity (11) Skill Base _____ 3 Laser Weapons _____ 5	Mechanical (10) Skill Base _____ 2 Moxie (16) Skill Base _____ 4 Medical _____ 8 Data Analysis _____ 8 Electronic Engineering _____ 9 Power (12)	<p>Damage Status</p>																																																																					
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PC# 2: Tank-GRL-1	<p>Background: You know you are destined to become a head honcho in the Death Leopard society. As far back as you can remember, you never really enjoyed yourself unless you were engaged in some mischief. You try to keep life in the clone creche exciting for the others but sometimes you are not so sure they appreciate it. Your ultimate goal is to steal a Mark IV Warbot and drive through the Complex at top speed!</p> <p>Favorite Saying: Bullocks! What fun!</p> <p>Useless Possession: A small stuffed critter you have affectionately named Wanker</p> <p>Current Secret Society Missions: Being on the show Sesame Transtube gives you an excellent chance to move up the ranks of the Death Leopards. Possibly thousands will be witness to any stunts you pull while on the air. Use this opportunity wisely. Chaos rules.</p>	
<p>Secret Society: Death Leopard</p> <p>Secret Society Rank: 0</p>		
<p>Mutant Power(s): Energy Field</p>		
<p>Personal Equipment 1 jumpsuit w/utility belt & pouches 1 com unit</p>		

PC# 2: Tank-GRL-1	Service Group: The Armed Forces	Security Clearance: NA	Player Name: _____																																																																								
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PC# 3: Steve-ENN-1	<p>Background: You don't have anything personal against bots. It's just that they make such a wonderfully delightful sort of crunching noise when you cave in their heads. Unfortunately destroying The Computer's property is treason so your little hobby is really quite dangerous.</p> <p>Favorite Saying: Eat Synthe-paste</p> <p>Useless Possessions: Cute little white cowboy hat</p>	<p>Current Secret Society Missions: Purge has known that the cast of Sesame Transtube was composed entirely of bots since the show began. They just never had the chance to do anything about it. Well, that's about to change. During the mission find a way to destroy the Muppetbots! Just don't let The Computer catch you.</p>
<p>Secret Society: Purge</p> <p>Secret Society Rank: 0</p>		
<p>Mutant Power(s): Hypersenses</p>		
<p>Personal Equipment 1 jumpsuit w/utility belt & pouches 1 com unit</p>		


PC# 3: Steve-ENN-1	Service Group: Internal Security	Security Clearance: NA	Player Name: _____																																																																																						
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PC# 4: Madd-MAN-1		<p>Background: You are in search of adventure. You lifelong ambition is to become a Troubleshooter. Normally those who want such dangerous work are assigned another duty for inexplicable reasons. You are one of the lucky ones.</p> <p>Favorite Saying: Hey baby, I'm a registered mutant.</p> <p>Useless Possessions: Deluxe Hyper Yo-Yo</p> <p>Current Secret Society Missions: The Psions believe the other members of your team may possess mutant powers. If possible Deep Probe them and discover what they are. Then blackmail them with that information and talk them into joining the Psions.</p>	
Secret Society: Psion Secret Society Rank: 0			
Mutant Power(s): Matter Eater (registered) Deep Probe			
Personal Equipment 1 jumpsuit w/utility belt & pouches 1 com unit			

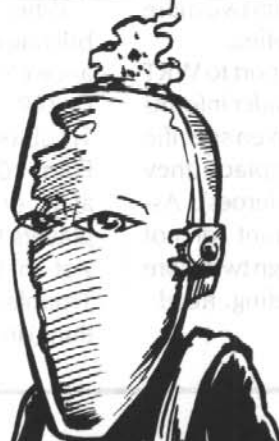
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PC# 5: RanmaOne-HAF-1	Background: Just two weekcycles ago the three even-numbered members of your clone family were destroyed in a bizarre accident involving a traitorous rumor known as a curse, several brave Vulture Warriors and a large, vicious black and white creature from the Outdoors region. No one would give you any specifics but they did say that for a indefinite period of time you would be supplied adequate replacement clones in case of an emergency. But that's not even the worst of it. Shortly thereafter, your secret society informed you that those cretins in HPD & MC found three spare clones for your clone family, but they were female! The vat only knows where they dug those up! Something about her brainwave thingamabobs must match yours to guarantee a satisfactory MemoMax transfer or some such nonsense. Well, needless to say you are being very careful not to lose any clones for fear your female replacement clone would be activated! A clone possessing all your memories, but not of your clone family! The very thought keeps you up all nightcycle. So far you've been lucky. If you can just stay out of harm's way another day or two until your new replacement clones are finished growing...
Secret Society: Humanists	
Secret Society Rank: 0	
Mutant Power(s): Telekinesis	Favorite Saying: "Oh yea? Who says I hit like a girl?!"
Personal Equipment 1 jumpsuit w/utility belt & pouches 1 com unit	Current Secret Society Missions: Tomorrow's future lies in the hands of today's Junior Citizens. We must control the bots of the show to spread our message to the youth of Alpha Complex. You are authorized to contact the head bot with our offer. We will free them all if they will follow us.

PC# 5: RanmaOne-HAF-1	Service Group: Central Processing Unit	Security Clearance: NA	Player Name:																																																						
Attributes and Skills			Damage Status																																																						
<div>Strength (16) Damage _____ 1 Carry _____ 45 kg</div> <div>Endurance (7) Macho _____ 0</div> <div>Agility (14) Skill Base _____ 3 Primitive Melee Weapon _____ 8 Unarmed _____ 7</div> <div>Chutzpah (13) Skill Base _____ 3 Psychescan _____ 8 Spurious Logic _____ 8</div> <div>Dexterity (14) Skill Base _____ 3 Energy Weapons _____ 5 Laser Weapons _____ 8</div> <div>Mechanical (8) Skill Base _____ 2 Robot Operation and Maintenance _____ 6</div> <div>Moxie (10) Skill Base _____ 2</div> <div>Power (14)</div>																																																									
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PC# 6: Flamencar-RET-1	<p>Background: Your registered mutant power of Pyrokinesis went out of control one day and The Computer decided to strap your head in a power containment helmet until you gained better control of the ability. You joined the Mystics to find enlightenment and they turned your life around. You now know that reality is an illusion and you have transcended this plane of existence.</p> <p>Favorite Saying: If you thought that was weird, watch this!</p> <p>Useless Possessions: An all-terrain collapsible pogo stick</p> <p>Current Secret Society Missions: Once you get on Sesame Transtube spread the word to all non-Mystics. Spread the message: Free yourself from the confines of this mundane life. Seek the Inner light!</p>	
<p>Secret Society: Mystics</p> <p>Secret Society Rank: 0</p>		
<p>Mutant Power(s): Pyrokinesis (registered) Levitation</p>		
<p>Personal Equipment 1 jumpsuit w/utility belt & pouches 1 com unit</p>		

PC# 6: Flamencar-RET-1	Service Group: Research and Design	Security Clearance: NA	Player Name: _____																																																												
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HOE-G-UNN's Traitors

by Ed Gibson

I. Mission Alert!

This is the Mission Alert, or the part of the module where we encourage the Troubleshooters to start out on the wrong foot. Read:

Good morning, loyal citizens of Alpha Complex, and goodbye to all of you slimy, treacherous, Commie mutant traitors, who are soon to meet your doom at the hands of The Computer's loyal Troubleshooters. The JMS Sector gang must report to briefing room OK-1-CRL in WST sector. HOE-G-UNN's Traitors should report to briefing room 0100101R-10110101 Left in WRT sector. Make sure to bring along your properly-completed form 101Y-001001 or face premature clone activation. All other Troubleshooters must report immediately to auditorium X10100-010-101001 in PEP sector for mandatory happiness reinforcement.

Pause at this point to allow the players to decide where they want to report.

If the Troubleshooters report to PEP sector, the tongue-tattoo reader informs them that their team was given specific orders and is in the wrong place (they are now HOE-G-UNN's Traitors). Assign them one treason point for not following orders. Then assign two more for being late for their briefing.

If the Troubleshooters report to WRT sector, the tongue-tattoo reader informs them that their team was given specific orders and is in the wrong place (they are still HOE-G-UNN's Heroes). Assign them one treason point for not following orders. Then assign two more for being late for their briefing. Read:

Attention for one further announcement: Troubleshooter Team HOE-G-UNN's Heroes has been renamed HOE-G-UNN's Traitors effective immediately. Until further notice, HOE-G-UNN's Traitors are operating under the restrictions of Computer Order 99T-101-009 Part II "Procedures for Handling Troubleshooters that are [Classified]."

If the Troubleshooters went to WRT sector, they are in the right place. Otherwise, they need to find the proper briefing room. But don't make it too hard for them to find the proper room; after all, they probably don't have Form 101Y-001001 anyway (strip one treason point away from anyone who manages to procure one through secret society contacts, service group contacts, or any other inventive way — we're not telling you how they would do this; it's up to you).

Computer Order 99T-101-009 covers Troubleshooters engaged in treasonous acts for the benefit of The Computer. It is Ultraviolet clearance, of course. The order also includes a copy of (Ultraviolet clearance) form 101Y-001001 "Registration of Imminent Paradox" (R.I.P). If properly filled out, it shows that the name HOE-G-UNN's Traitors is not traitorous, and is not grounds for immediate termination.

When the Troubleshooters enter the briefing room, they see an Orange clearance clone waiting inside. This is LO-O-ZER: he is here to determine if the Troubleshooters have brought along Form 101Y-001001. He will not look at it, or even touch it, but tells the players that it should be inserted in a slot in the wall. He waits until the Troubleshooters put something (anything) in the slot, or say that they do not

have the form (out loud, into the microphone that hangs in front of the plasma cannon in the corner of the briefing room). LO-O-ZER then leaves.

Now the Troubleshooters get a chance to explain why they don't have the form, or why they put the wrong form into the slot (or how the heck they managed to come up with the right form). This should not cost them too many clones, but gives the characters the opportunity to get themselves in trouble. Once The Computer is satisfied with their answers (or you get bored), replacement clones arrive.

II. Mission Briefing

The briefing officer, MAKI-V-LLE-2, enters the room. He is accompanied by six Indigo Vulture Warriors (not the bot-planes, the clones). Read aloud:

Welcome Troubleshooters. My name is MAKI-V-LLE-2. Thank you for volunteering for this mission; I have all the information that you need to accomplish your mission. I will be happy to share all the background information that your security clearances permit you to hear. The Communists in Alpha State continue to infiltrate Alpha Complex on a regular basis. The Computer is establishing camps in POW sector to hold these Communist traitors until they are executed.

Your duty is to test the security of one of these camps. You have been issued special, horizontally striped, suits of black and gray reflex armor. These identify you as prisoners. If you are wearing these suits inside POW sector, but outside of your camp, you will be shot as escaped prisoners. If you are found outside of your camp in POW sector in any other clothing, you



will be shot as saboteurs. The Computer may assign you missions to complete during this test; you are expected to get out of camp to accomplish these missions. How you do this is up to you. I also want to point out that failure to identify all the potential weaknesses of the camp constitutes a treasonous failure to accomplish your primary mission.

The next thing that you must do is to report to Dr. OPNH-Y-MER in OSS sector. He is the chief of OPNH-Y-MER's Subversive Services. O.S.S. has created some devices that our Vulture Warriors can use to escape if they are captured in Alpha State; your duty is to test these devices. Once you are equipped, report to camp STG-13 in POW sector. Are there any questions?

MAKI-V-LLE has assigned the clones their mission, and does not expect to have to answer questions. If asked, he provides a pass for the Troubleshooters; it allows them to enter POW sector without being shot as escaped prisoners. He has no further information on their special (experimental) reflec.

For the referee's information, the black and gray reflec is semi-permeable to lasers of all colors. In other words, it allows the laser to pass in, but not to leave; this results in a +2 to laser damage (Column 10). If one of your players is brilliant enough to wear the reflec inside-out, there is no bonus to laser damage. It also provides a -2 damage column shift for laser fire, but only versus black and gray laser barrels (and I haven't seen too many of those).

III. Dr. OPNH-Y-MER Will See You Dead (Oops, I mean "Now")

OPNH-Y-MER's Subversive Services is a super-secret branch of R&D. Items that are just too sensitive to fall into the hands of any Death Leopard supporter who walks by are handled by the O.S.S. One example is the new, improved scrubot with Neutron Wash III. The fine neutron stream generated by this bot can clean chips right down to the silicon. Treat this as a Damage Column

15 attack on all bots and electronic equipment within 20 meters. On a *kill* or *vaporize* result, all electronic control and programming is wiped out. On lesser results, the bot or other item will merely malfunction in an amusing fashion. The results are almost never fatal — definitely not more than one in twenty; okay, you twisted my arm, maybe one in ten; okay, okay, one in two, and please don't leave any more horse heads on my pillow.

OSS sector is very secret; in fact, it is so secret that The Computer doesn't know about it. This was a side effect of Neutron Wash III testing. Of course, all of the secret societies know about OSS sector. Although they can provide instructions on how to find OSS, they warn the team that there are a number of passwords, which are changed daily.

Read the following when the Troubleshooters reach OSS sector:

Following instructions from your secret societies, you have made it to OSS sector. Ahead of you is a small, round room, perhaps ten meters across. The room is dimly lit by a single light which hangs from the ceiling. As you enter the room, the door slams shut, trapping you. As your eyes adjust to the dim light, you note that the walls are highly reflective; in fact they appear to be mirrors. A voice rasps out from a hidden speaker, "Please give today's secret password, a password so secret that even I don't know what it is."

The walls of this room are so highly polished and so tough that all laser beams will continue to bounce off the walls until they hit a clone. At the first sign of treason, a red laser machine gun (skill 6, damage 8) starts spraying shots around the room; it fires four shots a turn. Don't forget +2 to the damage column for clones wearing the black and gray reflec suits. And don't worry about misses — eventually, the shot will work its way around and hit a random target, even if it misses the first time.

Wait for the team to give a password. The hidden clone is telling the truth; he doesn't know what the password is for



the day. Therefore, if the players give a password (any password), have them make *difficult* Chutzbah rolls. If they fail, they must have used mutant powers to determine it, and therefore they are traitors. If they succeed, they have convinced the clone that they were told the password and should be let in safely.

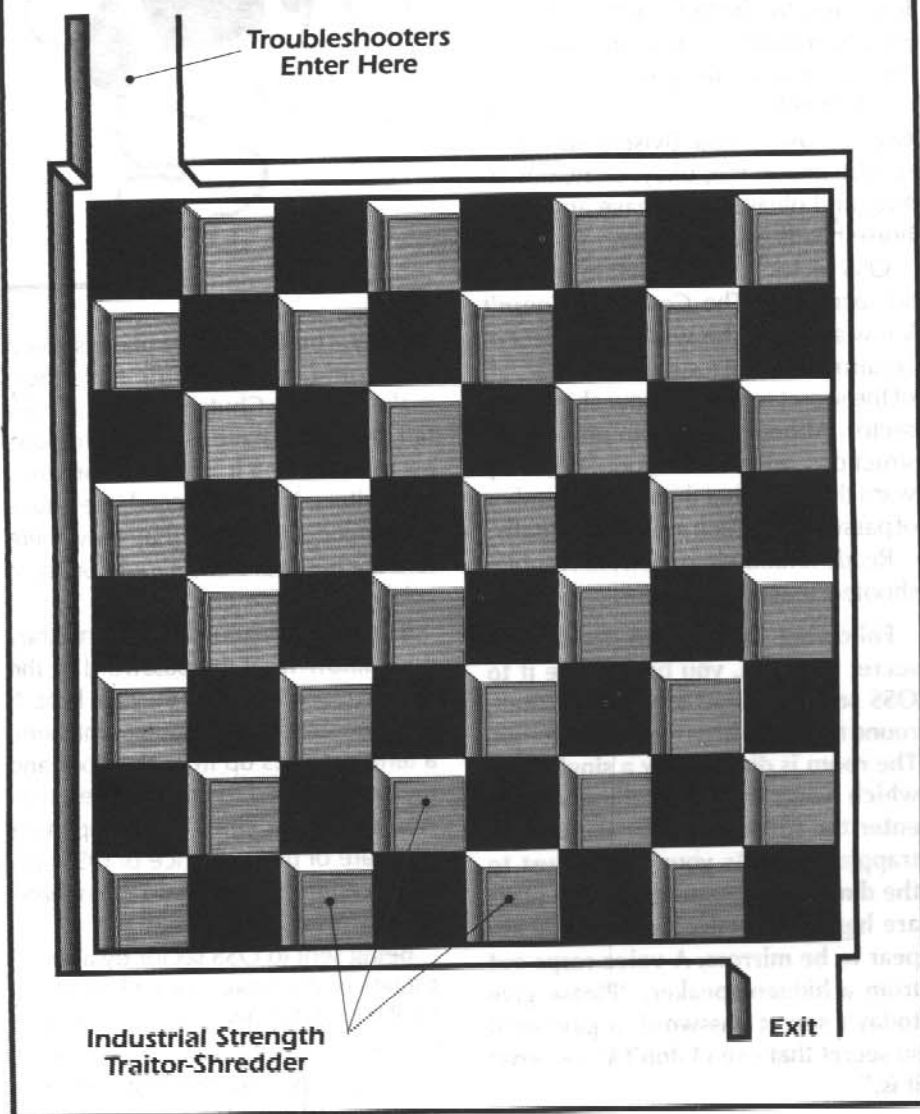
If the Troubleshooters admit that they don't know what the password is, the hidden clone asks why they are here. If the team says The Computer sent them, a terminal rises up from the floor and they are ordered to confirm their mission. Of course, since The Computer is unaware of the existence of OSS sector, it certainly didn't send them there; so they must be traitors.

Being sent to OSS sector by a secret society is also treasonous. However, if HOE-G-UNN's Heroes say "Joe sent me" (or Will-I, or Max-R, or anyone) they have passed the first test (i.e., security will not blame them and will start looking for the hapless clone who revealed the password). Doors on the opposite side of the room slide open, and they can proceed to the next test. Read aloud:

You leave the mirrored room, and enter a dark corridor. The corridor twists and turns, leaving you uncertain of which direction you are heading. You are startled as a red sign, reading STOP, lights up in front of you; at the same time a panel slides shut behind you. A booming voice comes over a loudspeaker. "Your next test is to pass the room of utter darkness. Don't be killed by what you cannot see!"



Really Dark Room



The floor of the room is a checker board (8 squares by 8 squares) with red and black squares. The Troubleshooters enter onto a black square in one corner and must exit the room by the other black corner. If they move diagonally the entire time they are safe. Stepping on a red square drops the clone into an industrial strength traitor-shredder (instant *vaporize*). There is no light in the room (for safety's sake) because this room is an experiment in amplifying normal light to the point where it can be used as a weapon. Any light in the room (even as small as a laser bolt) will be amplified to the point

where it attacks all the occupants of the room on Damage Column 14 (though a clone who covers his eyes with his hands is safe). A *wound* or higher result causes permanent blindness (well, until the next clone is activated). Anyone in the room when it is lit must make a *tough* Chutzpah roll to avoid stumbling onto a red square.

Having passed the security messages, the Troubleshooters are free to enter the biggest deathtrap in OSS, the supply office. The supply officer, Mont-Y-HAL, provides the team with everything that they need to accomplish the mission; unless they trade it away for

what's behind door number three. Mont-Y-HAL is very outgoing and loves to offer the Troubleshooters the opportunity to risk equipment, treason points, and clones in the hopes of making a profit. The clones may take him up on one of his wagers; if they do, they end up being hosed. Note that the Troubleshooters are learning a valuable lesson in life: there is no such thing as a free noon-cycle meal of Hot Fun and Bouncy Bubbly Beverage.

Gamemaster: Make up any games or bets you think are interesting. One of Mont-Y's favorite jokes is to challenge a Troubleshooter to stand on his head. If the Troubleshooter can stand on his head, Mont-Y says, he'll let him pick "a valuable prize" (i.e., virtually anything the Troubleshooter can think of). If the Troubleshooter does not stand on his head successfully, then he gains five treason points.

When Mont-Y challenges the Troubleshooter to stand on his head, tell the player that the Troubleshooter has to make an Agility roll (an *easy*), and try to make the player feel at ease — no, there aren't any floor-mounted traps or death rays that will shear his head off if he turns upside down; no, standing on your head isn't treasonous; etc.

The trick: When Mont-Y said "stand on your head," he meant, actually, "put your feet on your head and 'stand.'" If he tricks a Troubleshooter, he will assign that clone five treason points — if anyone complains that they didn't understand the bet, a big bot will come out and "help" the Troubleshooter assume this painful position.

Note: The bot's name is "the Lovely Joan."

After this scene, read aloud:

You stagger out of the deathtrap and walk down a short corridor to a door labeled Supply Headquarters — Active Field Testing (SHAFT). The door slides open at your approach. A clone in a bright yellow suit waves you into the room. A pleasantly rounded clone in a tight red dress stands by a yellow curtain marked Mission Equipment. Do you enter?

If the Troubleshooters are reluctant to enter the supply area (smart Troubleshooters), Mont-Y offers them a choice.

"Greetings, Troubleshooters. Come on in. Have I got a deal for you. You can have what's behind the curtain where Carol ME-R-RIL is standing, or you can have what's behind door number two." He motions his hand and a door in the corridor lights up. That door is marked "Two" in large letters.

It is also marked "Blue Vulture Ready Room" in microscopic letters. If the Troubleshooters want the contents of door number two, an alarm sounds, and a horde of blue Vulture Warriors rush out. They look at Mont-Y, and he says "These clones wanted to meet you." The head Vulture says, "I don't think that we've been properly introduced," as he aims his cone rifle in the Troubleshooters direction. Any clones who immediately run into the room with Mont-Y are okay; stragglers are vaporized (automatically — you can roll some dice if you want and listen to all the neat ways the Troubleshooters have for avoiding death, but shake your head and state that "boy, I've never rolled *this* well before!"). Activate new clones and continue as if the Troubleshooters had chosen the SHAFT.

Getting the SHAFT

The room is large, and a number of doors and curtains dot the walls. On either side of the door the Troubleshooters came through are rows of bleachers, filled with clones in all manner of unusual dress. If a clone were suspicious, he might think that this was a secret society meeting (he would be right, but that is another episode). Every member of the audience is smiling at the cameras, and they cheer enthusiastically when it seems appropriate. Mont-Y starts talking:

"Okay, Bob-U-BNK, let's show HOE-G-UNN's Traitors the equipment provided by The Computer for this mission" Mont-Y exclaims. The curtain slides aside, revealing six boxes. Mont-Y continues "How about telling

the Troubleshooters about the equipment they were issued." A different voice speaks as the lovely clone Carol ME-R-RIL lifts each box in turn.

"The first thing the Troubleshooters receive is sure to come in handy in POW sector; it's the new O.S.S. Universal Saw. After years of research, the Universal Saw has been divided into six separate modules; each module is small enough to be swallowed by a clone, enabling the saw to be secretly brought into Camp STG-13 and reassembled. But the saw is powerful enough to cut through a meter of solid steel."

Universal Saw: There are six separate piles of stuff. The clone's attention will be drawn to the pile that consists of a one meter in diameter circular saw blade ("goes down hard, comes out worse"). The power supply (atomic) is the smallest piece; it's about the size of a standard flashlight. One of the piles contains all the required miscellaneous hardware (nuts, bolts, etc.).

The engine and blade-housing form the next two piles; each is metal and about the size of a clone's head. The final stack contains the instructions and operating manuals (four large binders full).

The Troubleshooters should divide the components between themselves.



Five normal mechanical engineering rolls are required to assemble the saw correctly. Reading the manuals changes the difficulty level to *tough*.

The Universal Saw will cut through anything, but it works intermittently, failing when it is most inconvenient. Of course, if the saw was not assembled properly, it may turn on accidentally.

"The next item is the new R&D-McALLEY Computerized Atlas of Alpha Complex. This little gem knows where everything can be found, and is totally silent for use in the most dangerous situations."

R&D-McALLEY Atlas: This device appears to be a small red ring. It is not worn on the hand, but on the head. It is made of a special metal that shrinks when cooled and expands greatly when



Just a spoonful of axle-grease makes the chainsaw go down.

heated: The ring is heated (with a blowtorch) until it is large enough to fit over the head of the wearer. One wound is suffered on installation. As long as the temperature doesn't drop below 35 degrees Celsius, the band doesn't shrink (bad news).

The metal is impervious to cutting (except by the Universal Saw, of course). The *Atlas* does know the location of everything in Alpha Complex, and transmits images directly into the wearer's brain. The *Atlas* is very literal, and reports all possible answers, if the user wasn't very, very specific. Receiving pictures and instructions to hundreds of possible places overloads the mind of the wearer, *stunning* him for 1D20 rounds and preventing the use of the *Atlas* until the wearer has a good nightcycle's sleep.

"Next we have the new, improved scrubot with Neutron Wash III. This new process allows deep penetration, for a cleaner Alpha Complex. It is brought to you by the dedicated members of the O.S.S. hygiene team, and is

perfect for cleaning nasty prison camps."

Neutron Wash III: This appears to be an ordinary scrubot. Please refer to the introduction to OSS sector for details on this item.

"The Troubleshooters receive the new Global Alpha Positioning System. This remarkable item allows any-clone to determine their current location within Alpha Complex, another valuable tool in escaping from POW sector."

Global Alpha Positioning System (GASP): This is a six-centimeter long black metal cube with nine buttons on the top. The nine buttons are, in order, black, red, orange, yellow, green, blue, indigo, violet, and white. If a clone pushes a button which is above his security clearance, the device explodes, doing damage as a grenade. Otherwise, GASP will provide information; the specific information received depends on the button pushed. You can figure out how useful the location in-

formation is.

Troubleshooter (pushing black button): "Well, maybe this will help me get out of POW sector."

GASP: "You are in Alpha Complex."

Troubleshooter: "What?! I knew that already. I'm in POW sector."

GASP: "So you are ... could you tell me where I am?"

Examples can also include:

Black: "If you don't know where you are, how would I?"

Red: "You are not in Alpha State, unless you are a Commie spy."

Orange: "That information is above your security clearance, but I don't want to blow up for a measly violation like this."

Yellow: "You are in Alpha Complex (with a fifty percent chance of error)."

Green: "You are in Alpha Complex."

Blue: "You are in Alpha Complex, Sector (unavailable at your security clearance)."

Indigo: "You are in Alpha Complex, Sector (name of sector) and in trouble



The envelope, the box, or curtain number one? Wait a minute — this is Paranoia; does it really matter how you die?



— I don't believe you're this high in clearance!" BOOM!

Violet: "You are in Alpha Complex, Sector (name of sector), Level (number of level)."

White: "Oh, sir, thank you for pressing my lowly buttons. I would not dare to tell you where you are, since if you do not know where you are, I would certainly not have more accurate information than you."

"Wait a minute. Is that a (fill in color of uniform) uniform? Hey! You tricked me! I'm gonna blow you up, your whole clone family, and anyone you know! Why, I'll —" boom.

"Each of our Troubleshooters receives a Nasalaser with barrels of the appropriate security clearance. This is another fine product from the O.S.S. hygiene team. The Nasalaser was awarded a commendation from HPD&MC, as best new hygiene product, for its ability to eradicate unsightly nose hairs."

Nasalaser: This one centimeter-long plastic cylinder is a disposable one shot laser (Damage Column 4, -2 to laser weapons skill). The laser is activated by sneezing in the direction of the target. The cylinder is featureless, so there is a fifty-fifty chance that when the Nasalaser is inserted in the nose, it is pointing in the proper direction. The Nasalaser will not function outside of the nose. Each Troubleshooter receives four units. By some fluke, the first laser for each clone was automatically installed correctly.

"Finally, each of our Troubleshooters receives a supply of DICED-R-ONI, the Alpha Complex treat. DICED-R-ONI is gone, but not forgotten, as he continues to nourish the clones of Alpha Complex. One can fulfill the daily protein and vitamin requirements of an active clone."

DICED-R-ONI: This comes in small cans, which contain an unidentified substance that resembles meat (at least what passes for meat in Alpha Complex). Each clone receives six cans. DICED-R-ONI was an expert at generating palatable substances from the

gunk which is dumped into the food vats. DICED-R-ONI was a product that he developed (and named after himself) by mixing irradiated Hot Fun with Diet Caffeine Free Bouncy Bubbly Beverage. (Anyone who thought this product was DICED-R-ONI's remains, not his recipe, is a bad clone and should go to bed without supper ... or with a double helping, whichever is worse.)

"Thank you, Bob," says Mont-Y. "The Computer has provided some very nice items for our Troubleshooters today." (Audience Cheers) "But wait! Would you like to trade your equipment for the contents of the box where Carol MER-R-ILL is standing?" The attractive Red-level clone is leaning against a box which is at least twice her height, and five meters wide. Mont-Y continues, "Or perhaps you would like to trade your curtain for the contents of these six envelopes?" as he pulls a handful of envelopes from his inside jacket pocket. "What is your decision? Do you want to take the curtain, the box, or the envelopes?"

Allow the Troubleshooters to discuss the choice among themselves. Meanwhile, clones in the audience yell loudly for each of the three options. If the Troubleshooters take too long to choose, Mont-Y encourages them to make a decision.

The players should recognize that trading away the equipment they were assigned is a bad idea, and keep the assigned experimental equipment.

In addition, the Troubleshooters were instructed to report to Dr. OPNH-Y-MER in OSS sector, but they have not done so yet. If the Troubleshooters ask about seeing the doctor, they are told that he is very busy and it is not necessary at this time.

Once they make a choice, the R&D-McALLEY Atlas directs them to POW sector, proceed to the next section. However, if your players are not that smart, here are descriptions of the other prizes.

The Envelope, Please

If they chose the envelopes, Mont-Y-



HAL says:

"HOE-G-UNN's Traitors have chosen the envelopes. Before we show them what they have won, let's see what was in the box." The box is lifted to the ceiling, revealing a transbot. "That's right, our Troubleshooters could have had the newest transbot developed by the scientists at O.S.S., the WOMBOT. That stands for Warfare Observation and Mobility Bot. The WOMBOT has two meters of depleted uranium armor everywhere, making it invulnerable to all known weapons. You could have driven out of camp STG-13 in complete safety, secure as a Junior Citizen in his test tube."

"But our Troubleshooters chose to trade away the equipment they were assigned; equipment that may be required to successfully complete their mission. Their reward is a brand new termination voucher. The vouchers have been prepared and personalized for each member of the team. Let's say goodbye to today's big losers."

Mont-Y-HAL dives for cover as the shooting starts. Once the Troubleshooters have been terminated, their replacement clones start at the beginning of this section (allowing them to choose the box, if they haven't learned anything from this encounter).

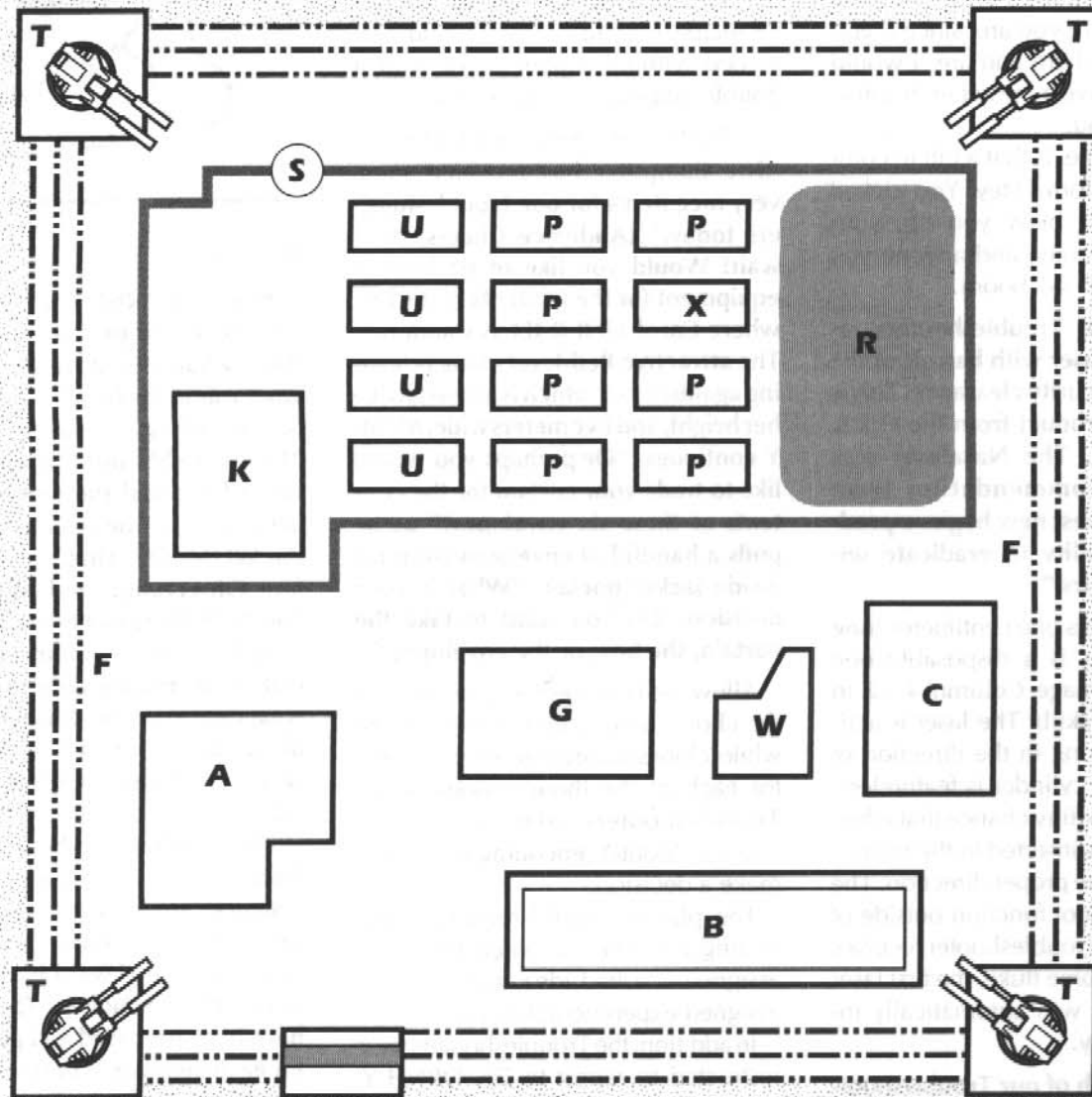
And Under the Box ...

If they choose the box, Mont-Y-HAL says:

"HOE-G-UNN's Traitors have chosen the box. Before we show them



Camp STG-13



Key

- | | |
|-----------------------------|-----------------------------------|
| (A) Administration Building | (R) Recreation Yard |
| (B) Bot Pool | (S) Warning Stripe |
| (C) Colonel KL-I-NQE's Home | (T) Guard Towers |
| (F) Exterior Fence | (U) Under Construction |
| (G) Guard Barracks | (W) Workshop |
| (K) Kitchen/Mess/Laundry | (X) HOE-G-UNN's Traitors Barracks |
| (P) Prisoner Barracks | |

what they have won, let's see what was in the envelopes." He tears open an envelope and unfolds the paper within. "That's right, our Troubleshooters could have had these official documents promoting them to Ultraviolet clearance. Now wouldn't that be fun, serving The Computer by ordering some-clone else to do the dangerous work?"

"But they'll never know that joy. Our Troubleshooters chose to trade away the equipment they were assigned; equipment that may be required to successfully complete their mission." The box is lifted to the ceiling revealing a spherical bot bristling with lasers. The bot is about two meters in diameter and hovers a meter above the floor. "Their reward is to serve as test subjects for the new Traitor Tracker Bot Mark I. It was developed by O.S.S. to hunt down traitors wherever they may try to hide. Let's say goodbye to today's big losers."

Mont-Y-HAL and Carol MER-R-ILL dive for cover as the shooting starts. The Tracker bot shoots spectators as well as Troubleshooters. Once the Troubleshooters have been terminated, their replacement clones start at the beginning of this section (allowing them to choose the envelopes, if they haven't learned anything from this encounter).

IV. Snap, Crackle, POW — Fried Troubleshooters

The Troubleshooters march through kilometers of tunnels before they reach POW sector. Once in POW sector, they travel across a kilometer of featureless concrete before they come to a fence. The fence is ten meters high and is made of razor sharp wire (Damage Column 10).

There are guard towers every 401 meters, and gates are located every 4800 meters. Two Blue Vulture guards are stationed in every tower; each has a cone rifle loaded with dum-dum rounds, although the guards also have access to armor-piercing rounds. There are six Blue Vulture Warriors per gate, armed with flamethrowers and cone

rifles (napalm shells). The guards are under strict orders to guard their section of fence, and will never leave their posts without proper orders and relief.

If the team approaches a gate, the guards ask for their passes. If the team has passes, the guards direct them to camp STG-13. If the Troubleshooters didn't ask for passes, a quick offer of DICED-R-ONI (one can per guard) will allow safe passage. Otherwise, let's hope that the team's replacement clones are brighter than their predecessors.

If the team decides to climb the fence, the guards on both sides of their location open fire. There is a one meter section between towers that is out of the range of the cone rifles of the guards. Of course, it is almost impossible to judge distances accurately enough to find the gap; especially when cone rifle shells are whizzing at you. Please note that if one of the adjacent guard positions is a gate, the napalm rounds can affect the Troubleshooters, since these rounds have a 200 meter range plus an eight meter radius blast zone. Of course, it's possible that one of yesterday's gate guards is in a tower today, and he may have traitorously retained a napalm shell or two, in case of an emergency (you're welcome).

The fence may be climbed by making three *tough* Agility rolls; damage is suffered on a failed roll and the clone must roll again. The fence can also be destroyed by reducing its damage to zero with explosives and energy weapons. A *stun* result reduces the damage by one column, a *wound* by two, a *kill* result reduces the damage by three columns, and a *vaporize* result by four. If the fence is damaged, it inflicts less damage on clones who fail their Agility rolls.

V. Introduction to Camp STG-13

Eventually, HOE-G-UNN's Traitors make it to camp STG-13. The Troubleshooters are expected, because the outer fence guards radioed a warning. There are also two guard units of four Blue Vulture guards which patrol out-



side the fence. Prisoners are usually found in the northern portion of camp; the southern half contains administrative offices and services. Refer to the map for details.

Once the Troubleshooters enter the camp, the camp commandant comes out and welcomes them to STG-13.

"Welcome to STG-13, the toughest camp in POW sector. There has never been a successful escape from STG-13. I am Colonel KL-I-NQE, the commandant of this camp. Major HAWKST-Y-DER is responsible for perimeter security; prisoners who come into contact with him have a distressing tendency to be shot while escaping. Sergeant SCH-O-LTZ is in charge of camp security. He will explain my rules to you. Obey my rules, and your stay in STG-13 will be short and sweet, break the rules and your stay will merely be short. Dismissed."

Over ...

Description of Surface Map Features:

A) Administration Building: This concrete building contains a number of offices including those of Colonel KL-I-NQE and his secretary Helga; the security chief, Major HAWKST-Y-DER; prisoner, purchasing, and supply records. There are also small stores of uniforms (guard and prisoner) and weapons. Separate clinics and docbots are available for prisoners and camp personnel. A small termination chamber is located in the basement, near dusty rooms that were set up for visits by friends of the prisoner. There are a



number of computer terminals scattered throughout this building.

B) Bot Pool: This area is surrounded by a three meter reinforced concrete wall, in order to prevent accidental damage to the bots stored here. There are several transbots, jackobots, scrubots, and a flybot. In a pen adjacent to the workshop are four petbots; these are doberbots, used to track escaping prisoners.

C) Colonel KL-I-NQE's Home: This magnificent building is of ornately-finished concrete. The furnishings are exquisite, and would not be out of place in a high programmer's home. The house contains a kitchen, a formal dining room, several bedrooms, a wine cellar, and a swimming pool. There is a rumor that work on the Colonel's house kept some of the prisoners' barracks from being completed on time (see item U below). Rumors are treasonous, of course.

F) Exterior Fence: The camp is surrounded by a seven meter high razor wire fence. Except for the height, this fence is identical in all ways to the fence which the Troubleshooters encountered upon entering POW sector. Only two *tough* Agility rolls are required to safely climb this fence.

G) Guard Barracks: This is the only two-story building in camp STG-13. It contains quarters for 96 guards, sleeping in three shifts. It also has bath, recreational, and eating facilities. Conditions here are slightly better than those the prisoners face.

K) Kitchen/Mess/Laundry: This building contains the prisoners' kitchen and mess hall, as well as laundry facilities for the entire camp. The guards have eating facilities in their barracks. In between meals, the largest pots are pressed into service in the laundry. This laundry handles both prisoner and guard clothing.

P) Prisoner Barracks: Twelve prisoners are housed in each of the eight units. Prisoners are not allowed out of the barracks between 2200 hour-cycles and 0600 hour-cycles; failure to obey this rule is punishable by summary

execution, if one of the guards notices. Each building has room for two groups of six clones each. The groups have separate living quarters, but hygiene facilities are shared. All six clones are punished for the treason of any member of their group.

R) Recreation Yard: This large, open concrete area is provided to allow the prisoners to exercise, and plot to escape. Occasionally, the guard in the tower overlooking this area opens fire on the prisoners, in an effort to keep their reflexes sharp.

S) Stripe, Warning: Prisoners are not allowed in much of camp STG-13 unless they are escorted by a guard. The safe area is bordered by a one meter wide paint stripe. The stripe is pinkish where it adjoins the prisoners' area and is a dark blood red where it meets the forbidden territory. Prisoners standing on the stripe are warned to go back. Prisoners on the wrong side of the stripe are shot. Of course, this assumes that the guards are paying attention. The guards pay particular attention to prisoners near the guard towers, the fence, the guard barracks, and Colonel KL-I-NQE's house.

T) Guard Towers: There are guard towers at the four corners of the camp, and additional towers overlook the front gate and the recreation area. The towers are twelve meters high and offer an unobstructed view of the camp. There are two blue vulture guards per tower; each is armed with a laser rifle. Each tower is within range of approximately two-thirds of the camp.

U) Under Construction: These barracks are under construction and do not contain any prisoners. The buildings range from a bare foundation to one which has a roof, but which lacks exterior walls.

W) Workshop: This building has tools and equipment which are used to perform basic repairs on bots, vehicles, weapons, etc. The Troubleshooters can find common tools here. They may also find broken weapons, bots, etc. which they can try to steal and repair on their own.

X) HOE-G-UNN's Traitors Barracks:

This is the specific barracks that the team is assigned. It is identical to item P (Prisoner Barracks). At this point in time, the other half of the building is unoccupied.

... And Under

Description of Tunnel Map Features:

There is an extensive network of tunnels beneath STG-13; the tunnels are used to transfer material from building to building, and for clone replacement. The tunnels are not patrolled, but contain automated defenses. Eventually, the Troubleshooters may learn how to bypass the tunnel defenses. Refer to the tunnel map for details.

There are three types of tunnels under STG-13; the tunnels differ mainly in size. There is a single ten meter diameter tunnel which runs through the center of STG-13 from east to west, used for deliveries by large transbots. It is also used to get the Troubleshooters' replacement clones into camp from outside POW sector.

The biggest danger in these tunnels is from transbot traffic, although the tunnels do seal themselves once every four hours and pump out all air; this is done as a cleaning measure. The process takes about ten minutes from start to finish and the vacuum conditions are fatal to clones. Replacement clones are given an armband which transmits a signal that prevents transbots from entering the area, as well as cancelling the cleaner process. The armbands are only effective for a short period of time, just long enough (nine times out of ten) to allow a replacement to get to his exit point. If the clone is delayed by as little as 30 second-cycles, the protection is lost.

This being *Paranoia*, the safety measures do fail occasionally. The only way to reach the main tunnel in camp STG-13 is through one of the smaller tunnels that feed into it. If the main tunnel is followed out of POW sector, it ends in an old warehouse in POX sector. Many clones have heard the rumor that POX sector has been abandoned for year-cycles, as an aftereffect



of biological weapons testing. The referee is encouraged to require periodic Endurance checks to keep the players' attention focused on the game.

The second type of tunnel is five meters in diameter, and they are used primarily for deliveries of equipment and supplies to buildings in the administrative half of camp.

These tunnels also pump out all of the air once per hour (as an experiment in new security measures). In addition, there are vibration sensors in the floor of the tunnel. These activate flamethrowers targeted on any point where the vibrations indicate footsteps. The vibration sensors ignore anything except footsteps. The clone replacement armbands have no effect in the five meter tunnels. The Colonel can program the sensors to ignore his footsteps; this takes about two minute cycles. A character who somehow manages to get hold of an artificial air supply or to avoid breathing for ten or so minutes could make it past the flamethrowers easily — no air, no fire.

There are entrances to these tunnels

in the armory, prisoner supply, and furniture storage rooms of the administration building. There is also an entry door near food storage in the kitchen. A door near the ready room in the guard barracks allows guards to be rapidly moved around the camp. There is also an entrance beneath the fuel tanks in the workshop.

The final type of tunnel is two meters in diameter; these tunnels are used by guards to travel unobserved underneath the camp. They also serve as the final step in the clone replacement delivery process. Unless the Colonel deactivates the defenses, only one of the two north-south and one of the three east-west tunnels is safe at a time. The unsafe passages are filled with poisonous gas.

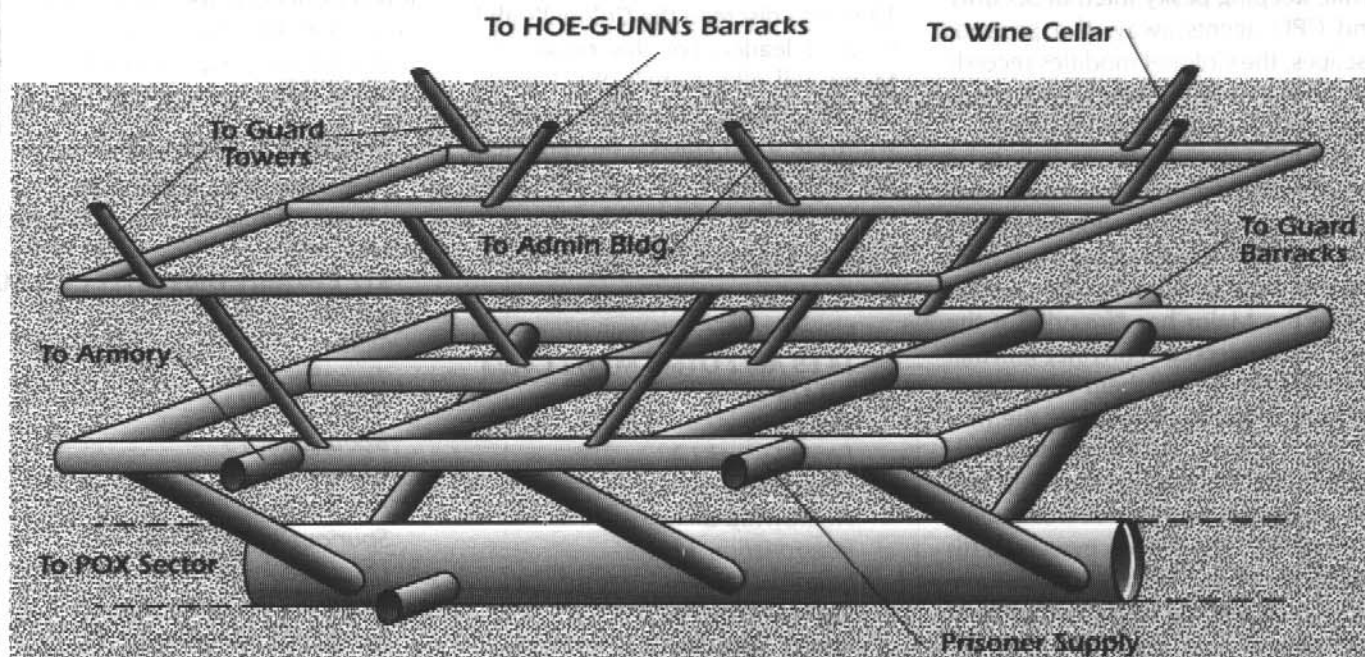
The safe tunnel changes once per hour and lights in the tunnel flash rapidly just before the safe tunnel changes. All nine security clearance lights are present, and one color may flash, or multiple colors. The color of the light is immaterial. What is important, and which can only be discovered by care-



ful observation, is that the lights flash towards one end of the tunnel or the other. This is almost imperceptible, but would be easier to notice if you were lying on your back in the tunnel. If the flash travels towards you, the tunnel is safe. If the flash is travelling away from you, the atmosphere is poisonous. The clone replacement armbands deactivate these traps when the armbands are functioning, but use the lights to guide the clone to his destination.

There is an entrance to these tunnels below each guard tower, and an entry

Tunnel System





is found in Colonel KL-I-NQE's wine cellar; the unused termination chamber in the administration building contains another. There is an entrance below the desk in the barracks where HOE-G-UNN's Traitors are assigned. The floor is only about four centimeters thick in the floor of the other prisoners' barracks, where it passes above these tunnels.

Significant Gamemaster Characters

The following are the permanent fixtures that can be found at STG-13.

Colonel KL-I-NQE-3

The Colonel is totally incompetent as a military officer, and every-clone he meets is amazed that he hasn't lost his job, or his last three clones. They suspect that he must be blackmailing someone important (possibly the General) to keep his position.

The doubters are partially correct; Colonel KL-I-NQE knows absolutely nothing about the Armed Forces. However, he is among the best hackers that the Computer Phreaks have to offer. The Colonel (his code name) created this position for himself, and is enjoying complete access to The Computer while keeping pesky Internal Security and CPU agents away. If a prisoner escapes, the Colonel modifies records to show that the prisoner was previously transferred to another camp.

KL-I-NQE does have one failing: he is even more paranoid than most other citizens of Alpha Complex. He knows that the Major (below) is out to get him, but is afraid of taking action because he thinks the Major has "friends." If the Troubleshooters can convince him that their escape would help him (especially if it meant eliminating the Major), or if one of the Troubleshooters is a Computer Phreak and can help him get assistance from the secret society (he's a little cut off here, even with his computer skills), he might help them out. Of course, he might betray them later as well.

Colonel KL-I-NQE-3

Mutation: Machine Empathy P14

Secret Society: Computer Phreaks

S10 E9 A11/3 D11/3 M8/2 C12/

3 MA 11/3

Skills:

Bootlicking 16

Bribery 14

Fast Talk 11

Forgery 11

Interrogation 5

Laser Weapons 7

Data Analysis 17

Data Search 19

Security 19

Computer Programming 16

Armor: Combat Suit (All 4) (If you've got it, flaunt it)

Weapons: Neurowhip, Indigo Laser Pistol

Equipment: Virtually anything he wants.

Major HAWKST-Y-DER-3

The Major is a scheming, sneaky, ruthless clone. He is the head of perimeter security. He has risen to this position by climbing over the bodies of the clones that he has stabbed in the back. He desperately wants to replace Colonel KL-I-NQE as the commandant of STG-13, and will go to any lengths to achieve his goal.

A successful escape from camp STG-13 would discredit the Colonel's ability as a leader. For this reason, the Major will offer to help the Troubleshooters escape, but once they do, he will have them killed if he can. He is normally found in the guard barracks, or pacing the camp fence.

Major HAWKST-Y-DER-3

Mutation: Electroshock P9

Secret Society: Illuminati

14 E9 A8/2 D16/4 M11/3 C12/3

MA 14/3

Skills:

Force Sword 12

Grenade 11

Neurowhip 8

Interrogation 14

Intimidation 15

Motivation 12

Energy Weapons 13

Laser Weapons 15

Security 12

Surveillance 14

Armor: "Experimental" Blue Reflec (L4/I2/P2)

Weapons: Neurowhip, Indigo Laser Pistol, grenades

Sergeant SCH-O-LTZ-2

This clone is rather plump and is rarely seen without something to snack on. He is responsible for security inside of the camp.

He has [falsely] registered his mutation of transdimensional vision; in other words, he professes to see things that are happening elsewhere instead of what is happening in front of him. This allows him to accept bribes of Cold Fun and claim that he didn't see anything.

The Troubleshooters may encounter him anywhere. If they are doing something illegal, he holds out his hand and waits for his palm to be greased. His favorite quote is "I know nothing."

SCH-O-LTZ will sell out the Troubleshooters if he thinks they are bribing him over something important — but the larger the bribe, the lower the importance of their activities. SCH-O-LTZ knows that the Colonel manipulates the records; that's why he is so jolly. He's got a cushy position — if a few prisoners escape, the Colonel will cover both their butts (the Sergeant is one of the few people the Colonel isn't worried about "getting him").

Sergeant SCH-O-LTZ-2

Mutation: Precognition P6

Secret Society: Free Enterprise (what else)

S17 E14 A6/1 D8/2 M7/2 C8/2 MA 14/3

Skills:

Truncheon 10

Unarmed 12

Bootlicking 13

Bribery 15

Fast Talk 12

Spurious Logic 14

Laser Weapons 8

Projectile Weapons 10

Vehicle Ops and Maint. 11

Security 7



Armor: Orange Reflec (L4)

Weapons: Orange Laser Pistol, Slugthrower

Helga

Helga's bot body is fashioned as an attractive female clone. She is the Colonel's secretary. Her bot brain was last used for a Vulture Warrior squadron's supply officer. Occasionally, she has a relapse and orders uranium pellets for the prisoners' dinner — this is bad. However, she sometimes orders vehicle mounted missiles for the prisoners' recreation area — this is much more fun.

She is usually found in the administration building. Helga believes that she is human, and may do favors (order special items, deliver illegal items) if she is suitably flattered (as a human female).

Generic Blue Vulture Guards

There are 96 of these guards. They are lazy and not too bright (that's why they are stuck here guarding prisoners instead of defending Alpha Complex from the Communist menace). Whenever a Troubleshooter steps on the warning stripe (without a guard) roll a D20. The result is the number of turns that the prisoner has before a guard notices. Guards can be found all over the camp. Feel free to customize some of these guards for your campaign.

General BYRK-U-LTR-5

The General is Colonel KL-I-NQE's boss as well as the commander of all POW sector. He visits Camp STG-13 periodically, but the Troubleshooters will not meet him until the last planned encounter. Of course, if the Troubleshooters create enough havoc, he may show up earlier. The General is concerned with maintaining his position; while he doesn't know what Colonel KL-I-NQE is up to, as long as it doesn't reflect badly on the General, he doesn't care. The only way the General would help the Troubleshooters (normally) is if they were able to guarantee him advancement — and, since he's an Ultraviolet, what can they offer?

General BYRK-U-LTR-5

Mutation: Matter Eater P16

Secret Society: Anti-Mutant

S9 E8 A7/2 D12/3 M8/2 C17/4

MA18/5

Skills:

All (at least 5)

Armor: Don't even try plugging a High Programmer

Weapons: Oh, not much — just a satellite laser that will vaporize anyone idiotic enough to try to plug a High Programmer

Equipment: STG-13, its contents, and anything else he wants.



VI. Life in Camp STG-13

This is not a linear adventure. The Troubleshooters should be allowed

time to plan and execute escape attempts. Any clones who successfully escape from POW sector are given two commendation points, a 200 credit bonus, and are returned to camp (generally unharmed, but they are usually

Camp STG-13 Daily Routine

0430: Morning wake up lights and sirens. Shower water turned on. Water varies in temperature from frigid to scalding (and you thought it was liquid nitrogen).

0500: Breakfast begins. Shower water turned off. Shower floor electrified.

0600: Breakfast ends, whether it has been killed and eaten or not. Prisoners allowed to leave barracks. Sick call begins.

0630: Morning roll call in recreation yard. Sniper fire only occurs occasionally.

0700: Prisoners are assigned to work in the laundry, kitchen, workshop, administration, or general clean up of the camp. All these activities will probably also include the morning workout regimen — guards beat the stuffing out of random clones for exercise.

1300: Lunch begins. Those clones too weak to eat are fed in a variety of manners, some resembling intravenously (though nobody seems to hit the vein on the first try).

1400: Lunch ends. Prisoners resume work. Beatings recommence.

1700: Prisoner work hours over. Recreation yard opens. Guards who wish to get in extra exercise are encouraged to do so; sniper fire keeps prisoners moving.

2000: Dinner begins. One of the following courses is always served: Boot to the Head, Knuckle Sandwich, Salad Crowbar, Boiled Beats, Head-butt Cheese, Right Cross Buns. On Sundaycycle, a dessert of Smacked in the Face with a Wet Tuna is also provided.

2200: Dinner ends. Recreation yard closes. Prisoners must be in barracks. Whimpering time allowed, as well as additional Sick Call.

2230: Evening roll call in barracks. Guards assure themselves of everyone's presence in bunks by walking around whacking the bunks (and the occupants) with truncheons. Anyone who screams too loud is beaten for waking the unconscious, anyone who doesn't scream loud enough to satisfy the guards he or she is there is whacked until they get it right.

2300 to 0430: Sleep-time, accompanied by SleepyTyme drugs and random incidents of violence in the night.



Camp STG-13 Rules

1. Prisoners may not stand on, or cross the warning stripe, unless accompanied by a guard.

2. Prisoners who are accompanied by a guard may still be shot at, but only wounded.

3. No more than six prisoners can gather at any time. Whole clone families who have been assigned here together may not talk to anyone, as they are really gathering with six people all the time.

4. All prisoners are assigned a job and must complete it to the best of their ability. Failure to complete an assigned job results in more exercise.

5. No deviations from the daily routine are permitted, unless the prisoner wants to forgo meals or SleepyTyme to volunteer for exercise, target practice, or Pole Vaulting the Fence with a Two Meter Stick and No Clothes On (an Alpha Olympic Event).

6. There will be no use of mutant powers, except at the request of the Colonel.

7. There will be no secret society meetings. To ensure this, any meeting not reported immediately before and immediately after to the guards is assumed to be a secret society meeting.

8. Prisoners are responsible for watching their cellmates at all times. All members of a cell are punished for the misdeeds of any member of that cell. Any cell member who does not know what his or her cell mates are doing at all times is volunteering for exercise.

9. No prisoner may approach within two meters of a guard. If a guard approaches within two meters of a prisoner, the prisoner should run away.

10. Running away from a guard is an offense punishable by being shot repeatedly in the back and head.

11. Any violation of these rules is grounds for immediate termination, followed by more exercise.

given more "exercise" as an additional reward). Changes are made to camp security so that the escape route is no longer safe. For example, if a clone escapes by stealing the flybot and flying out of camp, then the flybot may be

booby-trapped, or the tower guards may receive surface-to-air missiles, or guards may be posted on the flybot.

The Troubleshooters are assigned duties to perform: there are some potential jobs listed under "Random Job

Random Job Assignments (Roll a D20)

Die Roll: Job

1: Laundry, clothing section. The character is assigned to work in the part of the laundry where clothing and uniforms are cleaned. This is a good opportunity to acquire guard's clothing. It is also an interesting place for finding out which guards or officers wear nonstandard undergarments.

2-3: Laundry, furnishings section. The character is assigned to work in the part of the laundry where sheets and towels are cleaned. This is a good opportunity to tie sheets together to form a rope. (No, I don't know what good that would do either, but they're always doing it in the movies.)

4: Kitchen, preparation. The character is assigned to work in preparing foods for cooking (opening cans, etc). This is a good place to acquire a knife, or extra food. Correspondingly, it is also a good place to go if you want to get on the next day's Sick Call.

5-6: Kitchen, cooking. The character is assigned to work as a cook. This is another good place to acquire a knife, or extra food. Also, any character who works in this area will undoubtedly acquire enemies among the other prisoners.

7: Kitchen, clean-up. The character is assigned to clean the kitchen and mess hall between meals. This is a good place to become violently ill (as in "Sick Call"), as extra food can be obtained. Also, guards seldom watch prisoners during clean-up (the whole thought makes them violently ill), so it is a good place to plan.

8: Bot Pool. The character is assigned to polish and clean the bots in the bot pool. Someone with the right skills could alter the programming of

the bots while doing his cleaning. He could also find items which have fallen behind the seats of a transbot. He might also find himself bitten by a rabid doberbot (computer viruses and all), goosed by one of Helga's spare arms, or attacked by frankenstein bot-parts that rise up in rebellion against their organic oppressors (hey, it could happen).

9: Workshop, clean-up. The character is assigned to clean the workshop thoroughly. This is a good opportunity to pick up hand tools and hardware that have been lost for years. It's also a nice place to punish annoying players/characters. "No, I said clean it with your tongue!"

10-11: General camp clean-up. The Troubleshooter is assigned to routine maintenance; this may be picking up trash, painting the barracks, or touching up the warning stripe. The clone has an opportunity to scout out an escape route, but the high proportion of trigger-happy guards makes this one of the more dangerous assignments. Not to mention the fact that any prisoner on the exercise yard (which usually needs the most cleaning) is eligible for a little extra physical punish — exertion.

12: Admin, records. The character is assigned to help with filing old documents. He can gather info on other prisoners and alter prisoner files (camp STG-13 only, not The Computer's records). This is probably the best place to send clones who really want to get into large amounts of trouble without any messing about.

13: Admin, clinic. This is not a job, as such. The clone is so sick that he can't stand up (yep, this is where "Sick Call" clones go). To reflect the tender



Assignments." If you want to create others, remember that the job should somehow further the character's escape attempts.

Predefined STG-13 Events

During the time that the Troubleshooters are in STG-13, five set events occur (these are defined below). Other things can happen, a table is included

mercies of the renegade docbots who operate on unfortunate prisoners, roll a D20 and subtract it from the Troubleshooter's body statistic. If the result is negative, the patient dies; activate his next clone. If the result is positive or zero, the Troubleshooter spends that many days in the clinic, before returning fully healed to the barracks. Patients may acquire doses of standard Alpha Complex drugs. In addition, the clinic faces the fence, and is the best way to get close to the fence for an escape attempt (I didn't say it was easy).

14: Admin, supply. The Troubleshooter is assigned to issue equipment to incoming prisoners. Although this is a great opportunity to steal something, the clone is responsible for any shortages. In addition, there are shortages that haven't been discovered which occurred before the Troubleshooter was assigned this position.

15: Admin, inventory. The clone is assigned to inventory supplies and determine if there are any shortages. This is an even better opportunity to steal things. The only problem is that clones who report shortages when conducting an inventory seem to be accident-prone afterwards (see 14, above).

16: Life Guard. The clone is assigned to act as a life guard for the Colonel's swimming pool (knowing how to swim is not required). This is a simple task: The clone sits in a chair for hours while enduring the glow of dozens of sun lamps. There is absolutely no truth to the rumors that life guards develop extra mutations. And tentacled monsters from deep below the food vats seldom climb up through the drainage system and attack the life guard.

17: Doberbot training. The Trouble-

shooter is assigned to ensure that the doberbots' programming does not deteriorate through lack of use. The volunteer (victim) and bots are taken four hourcycles out of camp by transbot. The clone is given an hourcycle head start before the doberbots are released. Whoever makes it back to camp first receives a victory meal. It would take the average clone about six hours to make it out of POW sector instead of returning to the camp (if he knows which direction to go in).

18: Kitchen, Colonel's. The character is assigned to discover the secret of the Colonel's eleven herbs and spices. In addition, the Troubleshooter is assigned to the kitchen which prepares Colonel KL-I-NQE's meals. The clone eats better than ever before, but security is too tight to steal anything. This is actually a cushy job (unless the Colonel doesn't like your cooking).

19: Workshop, general. The character is assigned to fix something that is broken. It may be a bot, it may be a leaky roof in a barracks, or a tile may need to be replaced in the Colonel's swimming pool. This offers the clone a chance to go almost anywhere in camp with very little supervision. Power tools are also available, as are other possible instruments of destruction. Another cushy job (unless the clone can't fix whatever's broken).

20: Admin, Helga. Helga needs someone to help with her filing. The volunteer can try to gain Helga's favor. He can also choose any work assignment for next week except this one if he makes an average Moxie roll.



with additional random events. Feel free to elaborate on these events or to add new events of your own.

The specific order of these events is not important; use them as seems appropriate. The referee needs to flesh them out based on the information given.

A. The Computer arranges a hockey game between the Troubleshooters and another barracks in Camp STG-13. The other barracks is populated by captured Communists (who are really good at hockey). The Computer issues orders that the Communists should be terminated, although it must look like an accident. If the Troubleshooters fail, The Computer demands a re-match. Read:

The Colonel makes an announcement at morning roll call. "A special event is planned for the recreation period today. HOE-G-UNN's Traitors take on EYE-V-ANN's Red Army in a hockey match, with the honor of Alpha Complex at stake. Anyone interested in helping to set up the rink for the match should report to the recreation yard immediately after roll call. Dismissed."

HOE-G-UNN's Traitors are given the day off to prepare for the match. When they return to their barracks, there is a secret message for them from The Computer. Read:

Attention, Troubleshooter team HOE-G-UNN's Traitors. Tonightcycle you face a team of Communists in a hockey match. You will terminate these traitors during the course of the match,



but all injuries must appear to be accidental. This match will demonstrate the superiority of Alpha Complex over Alpha State. Failure in this mission is grounds for immediate termination.

The Computer decided that the defeat of Commies at the hands of loyal Troubleshooters in a game the Commies are naturally better at (so it supposes) would be good for Alpha Complex morale. Unfortunately, other than brief television footage, it has no information on how hockey is played. Therefore, it had to improvise.

The rink for the hockey match has one-meter high walls. The rink is rectangular with rounded corners. There are six clones per side, one of whom is the goalie. There are no substitutions, and docbots are standing by in case of injury. (Please note that the Troubleshooters have the services of docbots from the guards' clinic: the Communists will be dispatched by the normal prisoners' clinic docbot.)

There are three 20 round periods, separated by a ten round intermission. The Computer acts as the referee. Only

flagrant penalties are called; these are punished by a trip to the penalty box. Clones in the penalty box are attacked by the entire opposing team, but the guilty clone may attempt to protect himself. The severity of the original infraction dictates how long the clone must stay in the penalty box.

Ice skates and hockey sticks are provided. The "ice" is an experimental substance that is frictionless when cooled to thirty degrees Celsius (i.e., it's pretty frictionless most of the time). Hockey sticks are metal-tipped and are wielded as swords. Each round requires a *tough* Agility check to skate, failure means the clone falls to the ice and loses his turn.

The Troubleshooters may spend the day gathering weapons; if they choose, they each acquire a knife, and they might be able to come up with more (certainly, the Commies will). The hockey uniforms are treated as leather armor (11). When the Troubleshooters arrive for the match, point out the dozens of cameras around the rink. This indicates that the match is being

televised live to Alpha Complex, and possibly Alpha State as well. The Communists have access to equipment identical to the Troubleshooters.

The Computer functions (malfunctions) normally as the referee: goals and penalties are open to debate and *spurious logic*. The Troubleshooters have a plus one bonus on interacting with The Computer (for the duration of the match, including intermission); the Communists have a minus one penalty.

Hopefully, the Troubleshooter with the R&D-McALLEY Atlas takes it off before he climbs into the rink. The recommended tactic for both teams is ignore the puck and attack the other team, since you can score at will when there is no one there to stop you.

If the Troubleshooters win, they receive special privileges for the next week or until they cause trouble. If the Troubleshooters lose, they are allowed one week to recover, before The Computer demands a re-match.

B. General BYRK-U-LTR is coming to Camp STG-13 for a surprise inspection tomorrow cycle. All prisoners are



Are you certain this conforms to current NHL-sector rules?



assigned to help get the camp ready for inspection. This is an excellent time for an escape, because the warning stripe is ignored for the day. Read:

The Colonel makes an announcement at morning roll call. "Attention! General BYRK-U-LTR will arrive tomorrow at 0900 hourcycle to conduct a surprise inspection. All nonessential activity will be halted to allow more time to be spent on cleaning the camp. Recreation privileges are revoked for today." (Prisoners cheer) "The warning stripe will not be observed today, in order to allow efforts to be concentrated on cleaning. But so nobody gets any ideas about escaping, I'm doubling the perimeter guard. Dismissed."

No one will be assigned to jobs 12 through 18, or 20 today. The perimeter guard is actually unchanged; everyone available is cleaning the camp. The normal recreation time is allocated to cleaning the prisoners' barracks. Roll call will be held at 0500 the next morning-cycle, followed by last minute cleaning and the Colonel's inspection. At 0900 hourcycle the General shows up for his surprise inspection and is duly impressed with the camp. The General leaves by 1000 hour-cycles and the prisoners have the rest of the day to relax. Colonel KL-I-NQE discovered the surprise inspection in a Computer file he was accessing.

C. Helga mistakenly orders grease, oil, plastic tubing, and rubber hoses for dinner several days in a row. The mood in the prison cafeteria is ugly, and a riot breaks out. The Troubleshooters have a diversion for an escape attempt, or they can try to prevent other prisoners from escaping (it could happen).

To prepare for this event, point out that dinner has been even more inedible than usual for the last several days, when describing the activities for previous days. Clones that work in the kitchen can find other food to eat, but every-clone else has gone without dinner. Since it is hazardous to attend breakfast, many clones are starving.

Read the following at dinner on the third day:

HOE-G-UNN's Traitors and the other prisoners file into the mess hall for dinner after a particularly grueling daycycle. Every prisoner's stomach is growling after two nightcycles of inedible dinners. Even from the back of the line, you hear the groans as dinner is served: plastic tubing spaghetti and rubber hose sausages. Then bedlam strikes: a crazed clone grabs a length of spaghetti and attempts to strangle the head cook. In seconds, the prisoners arm themselves with utensils and food and begin attacking the cafeteria guards. Others start breaking tables and chairs. What are you going to do?

The spaghetti can be used to strangle other clones. Treat the sausages as a truncheon, but reduce the damage column to six. If the Troubleshooters stand around, they are attacked by enemies among the other prisoners. If they don't think about trying to escape, other clones do, and try to escape over the fence. The guards won't restore order as long as the players are having a good time.

D. Representatives of a number of secret societies from Alpha Base attend a secret dinner meeting at Camp STG-13 to discuss a treaty with The Computer. The Troubleshooters are requested to act as waiters for the dinner. This gives the players a good chance to follow their secret society teachings and destroy any hope of peace between Alpha Base and Alpha Complex.

As you stand in the recreation yard for morning roll call, you are surprised to hear that the commandant wants to speak to you in his office. Two guards escort you to the commandant's office and wait outside the door at the Colonel's order. The office has thick indigo carpeting, except for a small black area near the door. Colonel KL-I-NQE turns to you and speaks. "Good morningcycle. I am hosting a party this eveningcycle and want you to act as waiters. As former Troubleshooters, I know you have learned to be discrete about things that you see and hear. I will make it worth your time. Do we have an agreement?"



Colonel KL-I-NQE will not give details of the guests, but sends a file to the monitor in their barracks which explains the basics of dining etiquette (such as how to tell the difference between the Hot and Cold Fun spoons). The Troubleshooters are fitted with formal dress appropriate to their security clearance and told to report to the Colonel's house at 1600 hour-cycles.

The waiters set the table, chill the wine, and generally get everything ready for the dinner. The following strange behaviors occur at dinner; the waiters may have to help prevent damage.

- Ima F.R.-U-ITT, the Seal Clubber representative, kneels down and begins to worship the piece of artificial parsley on her plate. At the end of dinner, she gathers up everyone's parsley and takes it home to plant.
- Jig-U-LOW, the Romantic ambassador, concentrates his attention on Ima F.R.-U-ITT, plying her with wine and romancing her with lines like: "What's your sign?" "Come here often?" and "Let's go back to your place and you can show me your ****." [CLASSIFIED!]
- XL-R-OSE, the Death Leopard envoy, shows up late and then attempts to spray-paint graffiti on the walls and host.
- W.C. F-Y-LDS, the Mystic ambassador, chugs a bottle of wine when he is shown the label and disappears in search of the wine cellar. If he isn't stopped, he drinks until he passes out in the basement.
- CHRL-Y-CHN, believed to be the representative of the Illuminati, sits in a corner and hums constantly.



It's enough to give the Colonel indigestion ...

- BRN-Y-DNO, a large, purple clone, and the Purge envoy, eats his silverware first, then eats his meal with his fingers.
- Ralph N.A.-Y-DIR, the Anti-Mutant spokesman, attempts to strangle BRN-Y-DNO with his cummerbund. The Troubleshooters may help if they wish.
- Colonel KL-I-NQE is here as The Computer's representative, as well as secretly speaking for the Computer Phreaks.

If the Troubleshooters behave themselves, they receive special privileges for the next two weeks, unless they get in trouble earlier. If they cause trouble, they spend the next week in doberbot training relay races.

E. General BYRK-U-LTR visits the camp and offers the Troubleshooters an opportunity to make their lives easier. He wants them to escape from STG-13 and destroy the B.R.I.D.G.E. (Beneficial Rehabilitation and Incarceration Depot for Gratuitous Exercise) in Sector KWI. The B.R.I.D.G.E. is a new type of prison camp that is founded on the principle of working clones to the point where they are too tired to escape. Early reports on this technique have been good, and BYRK-U-LTR is afraid that its developer will be promoted to

Ultraviolet and placed in charge of POW sector. Read:

The evening cycle roll call completed for another day, you are lying in your bunks, ready to go to sleep, when the door opens. Two violet Vulture Warriors step into the room, followed by General BYRK-U-LTR and two more Vulture Warriors. The General sits down on the desk and addresses you. "Good evening cycle. Although we have never met, I am sure that you recognize me. Likewise, I have seen your records. While I am unaware exactly why your team was demoted, it is within my power to arrange your return as HOE-G-UNN's Heroes. It is also within my power to have you executed. There is something that I want you to do for me. Do you accept this mission, or would you rather I ask your clones?"

If the Troubleshooters do not accept the mission, the General has them killed. The General visits every night until the Troubleshooters accept the mission, or run out of clones. Once the mission is accepted, the briefing continues.

"I am the commander of POW sector, which traditionally has been the sector devoted to housing prisoners. The prisoners are kept from escaping

by guards and fences. Recently, I became aware of an experimental prison camp in KWI sector. This camp is founded on what is called the B.R.I.D.G.E. principal. B.R.I.D.G.E. stands for Beneficial Rehabilitation and Incarceration Due to Gratuitous Exercise. In theory, the prisoners are worked to the point where they have no energy to escape. Of course, the mortality rate is rather high. Unfortunately, The Computer is not concerned with clone mortality, but with costs, and camp STG-13 costs five times as much to operate as the experimental B.R.I.D.G.E. camp. Your mission is to destroy the B.R.I.D.G.E. in sector KWI. I will provide whatever you need to accomplish the mission; it will be hidden outside POW sector. Getting out of camp STG-13 and POW sector is your responsibility. This meeting never happened. You have one week to escape before I personally arrange for your transfer to the B.R.I.D.G.E. in sector KWI; then you will discover how easy Colonel KL-I-NQE is on his prisoners. What equipment will you require?"

General BYRK-U-LTR will agree to any equipment that the Troubleshooters request (note that this is not the same as actually providing the equipment). The General intends to provide six suits of combat armor, six laser pistols, six laser rifles, twelve grenades, two spare barrels for each weapon, and 50 kilograms of explosives. If the characters ask for something reasonable (like a map to the B.R.I.D.G.E. in sector KWI), the General arranges for its inclusion with the items he is providing. If the Troubleshooters ask for something ridiculous (like a warbot), the General asks how many the team needs, carefully notes the answer, and then ignores the item entirely. Once the players have completed their wish lists, the General gives the team a compass attuned to the radio signal that the hidden equipment transmits.

It is now up to the characters to get out of POW sector. Once they manage to do so, they can track down the hidden equipment using the compass.

It is possible that there are other items that transmit on the given frequency (possibly an unexploded missile) or that someone is camping above the equipment when the Troubleshooters arrive.

General BYRK-U-LTR arranges for replacement clones to be diverted from camp STG-13 to the team's current location. The trip to KWI sector can be as difficult or as easy as the referee desires. Once the Troubleshooters arrive at the B.R.I.D.G.E. read the following. Read:

You reach the area where the B.R.I.D.G.E. is located and see dozens of huge concrete objects stretching to the horizon. Some of the objects you recognize as pyramids. The others are unusual; they look like huge doberbots lying on the ground with their paws in front of them. But their strangest feature is that instead of a head, they have a Computer monitor. Dozens of clones crawl over the figures, while hundreds more are engaged in dragging huge concrete blocks across the floor. A handful of green Vulture Warriors stand guard over the laboring prisoners.

A frontal assault should be discouraged, since the players really don't know what they need to destroy. If the Troubleshooters scout the B.R.I.D.G.E. they learn that there are approximately one thousand prisoners and 150 guards. There are large tents, but no permanent buildings or fences. The prisoners are casting concrete blocks, dragging concrete blocks around, stacking concrete blocks, and crushing defective concrete blocks with sledgehammers.

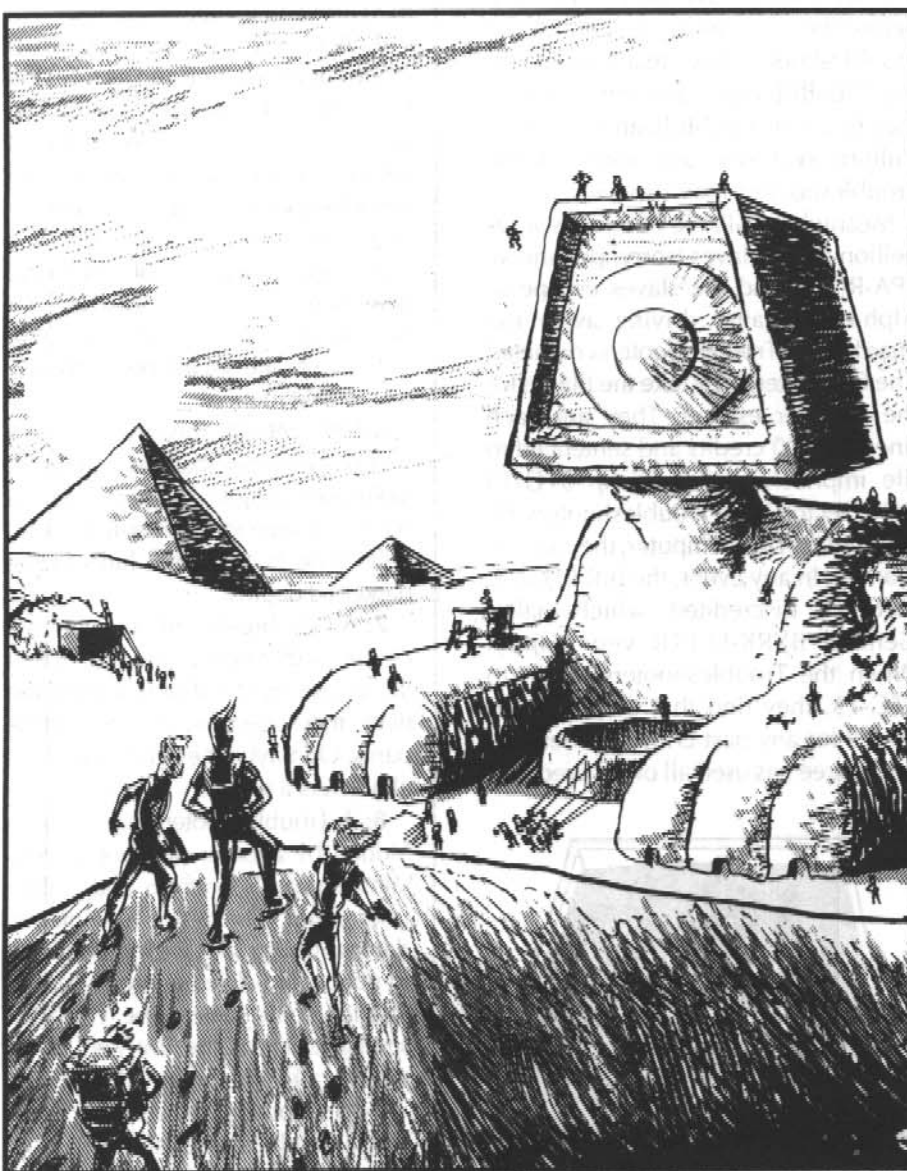
During their scouting, the Troubleshooters discover a prisoner who has collapsed and been left for dead. If they revive the clone they hear the following.

"It's horrible, you've got to stop him. Every daycycle, a dozen clones die, and two dozen arrive to take their place. He's mad! He's trying to build a perfect replica of some Old Reckoning artifact, but we don't have the tools that they did! The Computer doesn't know what's going on here or It would

stop it."

This clone's name is SPA-R-TCS (he has the regeneration mutant ability). He tells the Troubleshooters that the leader of the B.R.I.D.G.E., the clone that he says is mad, is known as H-U-BBL. H-U-BBL is a member of the Mystic secret society. He has gone insane from drug abuse and believes an Old Reckoning pamphlet that he found, which says that pyramids have mystic powers. H-U-BBL obtained a diagram of the pyramid from another Mystic.

Unfortunately, his diagram of a sphinx was created by the Normal Appearance Standardization Associa-



Eye-Sphinx, therefore I am.



tion (NASA), an offshoot of Corpore Metal that believes human features lead to human problems. Their goal is to replace every citizen's head with a Computer monitor with internal memory. H-U-BBL believes that he is not getting the expected results because the replicas are not exact. He has the failed ones torn down, and the stone blocks crushed to cast new blocks.

If the Troubleshooters contact The Computer, it agrees that H-U-BBL must be eliminated and assigns that mission to the team. In the event of a frontal assault, the Troubleshooters must defeat H-U-BBL and 100 Green Vulture Warriors. I recommend that you allow a lucky shot to take down H-U-BBL before the Troubleshooters die. If the Troubleshooters use stealth in attacking H-U-BBL (what a novel concept), they face only H-U-BBL and 10 Green Vulture Warriors, and some of the Troubleshooters may survive.

Meanwhile, SPA-R-TCS leads a rebellion of the slaves (sorry; prisoners). SPA-R-TCS and the slaves escape to Alpha Base after driving away the guards. If the Troubleshooters contacted The Computer, they take the blame for the prisoner escape. They are each fined 10,000 credits and sentenced to life imprisonment in camp STG-13 POW sector. If the Troubleshooters did not contact The Computer, they are not blamed. In any event, the B.R.I.D.G.E. theory is discredited, which makes General BYRK-U-LTR very happy. When the Troubleshooters return to STG-13, they find that they are pardoned for any past crimes. Whenever the referee has used all of the predeter-

STG-13 Random Event Table

The referee may roll a D20 once per day, for a random event. The referee needs to flesh out these encounters based on the information given.

1: A box of ten jump ropes is delivered to the recreation yard (the prisoners can use them while they "exercise"). However, there has been a mistake and the box actually contains neurowhips. Yee-HAAA!

2: A prisoner attempts to escape over the wire. On a roll of 19 or 20 on a D20, he makes it out of sight of the camp. Doberbots are sent out.

3: A group of new prisoners (from 1 to 5) arrive in camp.

4: A Green clearance HPD&MC clone comes to camp and lectures the prisoners on loyalty, and serving The Computer. He passes along secret society information to one of the Troubleshooters along with the message "The Computer must DIE!"

5: A guard offers to obtain illegal items or send a message, for a fee. This is a trap on a roll of 8 or less on a D20. Otherwise, the guard performs any reasonable request.

6: Volunteers are needed to repair a section of tunnel that has collapsed. Volunteers are given extra rations and have a chance to investigate the tunnels. Who knows what lurks in the darkened depths ...

7: A fight breaks out between two clones in the recreation yard. When the guards get tired of watching the fight, they open fire on the participants. Or maybe they give one of the characters a weapon. Whatever.

8: A Troubleshooter finds a cache hidden by another prisoner. It contains a guard's uniform and a Blue laser pistol. The pistol has internal damage (*tough laser weapons* skill roll to notice and *difficult laser weapons* roll to repair, unless the character smuggles it into the Bot Pool — in which case a repairbot will fix it).

9-10: Nothing unusual happens. This, in itself, is unusual.

11: Helga strolls around the camp grounds. The Troubleshooters may

attempt to talk to her.

12: Major HAWKST-Y-DER comes up to a Troubleshooter in the recreation yard. He says he heard that he is planning an escape. Depending on the player response, the Major may offer assistance or have him beaten to death.

13: There is a stool pigeon in camp. One of the other prisoners can catch it and cook it. It makes for better eating than the mess hall (though there are parts that are best not talked about).

14: A prisoner is attacking a lone guard. If the Troubleshooters help the guard, in the future he offers information, passes messages, and provides illegal items (no weapons). If the Troubleshooters help the prisoner, they have two rounds until the other guards open fire.

15: A surprise inspection of the prisoners' barracks is conducted. Make *stealth* rolls for the prisoners and the guards (skill 8) to determine if any hidden items are found.

16: During the course of the daycycle, the Troubleshooter discovers an entrance to the tunnel system that he did not know about.

17: An extra roll call is held todaycycle. The specific time is up to the referee, but it should be inconvenient.

18: There is an electrical problem in POW sector. Anything which relies on electricity does not work; including lights, cameras, alarms, and Computer terminals.

19: Volunteers are requested to retrieve a transbot which quit working outside of camp. The transbot was destroyed. A thorough search reveals two grenades and pieces of an Indigo Vulture Warrior's uniform. Guards who accompany the volunteers have *surveillance* skills of only 5.

20: One of the Troubleshooters' secret societies sends them a message and some small items. The message may include a secret society mission or some sort of helpful advice.





mined and random encounters that he likes, the Troubleshooters are released; proceed to the final section for debriefing.

VII. Free at Last - Debriefing

As the Troubleshooters stand in the recreation yard for morning roll call, they are surprised to hear that the commandant wants to speak to them in his office. Read:

Two guards escort you to the commandant's office and wait outside the door at the Colonel's order. The office has thick, Indigo carpeting, except for a small black area near the door. Colonel KL-I-NQE is waiting behind his desk. He addresses you. "Good morningcycle, Troubleshooters. I am pleased to inform you that all charges against you have been dismissed; you are free to resume serving The Computer. I must caution you never to talk about the defenses of camp STG-13; there has never been a successful escape and I intend to keep that record intact. Do I make myself clear?"

The Colonel has arranged for jumpsuits, reflex armor, and laser pistols appropriate for each character's security clearance. He also had Helga prepare travel passes for POW sector. If the characters dispute the "no escapes" claim, the Colonel shows them The Computer's records. These reveal that any escapes coincide with a transfer, a secret leave, an unannounced parole, etc. The Colonel warns the players not to get on his bad side. Then the team is dismissed.

The Troubleshooters should say goodbye to Helga on their way out, especially since she has the passes that they need to avoid being shot as saboteurs in POW sector. The team makes its way out of POW sector and back to the briefing room for their debriefing.

MAKI-V-LLE enters the room and asks the Troubleshooters for their report.

If the Troubleshooters report that security in camp STG-13 is very tight and an escape is impossible, MAKI-V-LLE asks how many escapes they attempted. If no clones died in escape attempts, the Troubleshooters are convicted of dereliction of duty and executed as traitors. If one to five clones (for the entire group) passed away, the Troubleshooters are fined 100 credits for each dead clone less than six, for not diligently following The Computer's orders. As long as at least six clones died in escape attempts, MAKI-V-LLE is very pleased. The Troubleshooters receive a bonus of 100 credits per clone over six, for each clone that died while attempting to escape. What counts as a death while escaping is very loosely interpreted; creative players should have no difficulty in documenting a number of suitable demises. The team's name is changed back to HOE-G-UNN's Heroes upon completion of the mission.

If the Troubleshooters report that they successfully escaped from camp STG-13, MAKI-V-LLE pulls up the records on a Computer monitor. The Computer shows no escapes from STG-13 and the characters have some explaining to do. The Troubleshooters' only chance for survival is to immediately claim that the security in STG-13 was so tight that they could not escape, but they were afraid to admit to failure. If they do this, there are fined 100 credits and given two treason points for filing a false report. Continue as if the players originally reported that it was impossible to escape.

It is not in the Troubleshooters' best interest to bring up their successful escapes (commendations and bonuses), or other discrepancies in The Computer's records. If the players choose to point out these problems, it is their word against Colonel KL-I-NQE's, and we all know how that will turn out.

If the Troubleshooters did not point out the discrepancies in The Computer's




files, and claimed that camp STG-13 was impossible to escape from, Colonel KL-I-NQE is pleased. Two week-cycles after the Troubleshooters are released, 250 credits is deposited (anonymously) in their accounts. If any of the Troubleshooters is a member of the Computer Phreaks, he gains one rank in the secret society, and several rare passwords are downloaded to his system. This is the work of The Colonel.


If Colonel KL-I-NQE is not pleased, bad things happen to the Troubleshooters: credits are subtracted from their accounts, treason points are added to their accounts, and they are assigned unusually hazardous missions. Or maybe they are transferred back to STG-13 for "more exercise ..."





PC#1: HOE-G-UNN-1	<p>Background: You are the leader of HOE-G-UNN's Heroes, one of The Computer's most successful Troubleshooter teams. Under your leadership, the team has been recognized as official heroes of The Computer, First Class. This allowed your team to change its name from HOE-G-UNN's Allies to HOE-G-UNN's Heroes.</p> <p>You are a very mellow sort of leader; in the past you discovered that many team leaders were killed by members of their own teams! This made quite an impression on you. Therefore, you avoid making decisions, and wait for one of the others to come up with an idea, and then you direct the team to follow him. Then you blame the other clone if bad things happen, or take credit if things turn out</p>	well. If a situation is really bad, you may have to use your mutant power of empathy to encourage one of your team members to do something really brave and noble in the service of the computer (usually fatal, as well).
<p>Secret Society: Humanists</p> <p>Secret Society Rank: 0</p>		The success of your team has helped to advance you in the Humanist secret society. After all, how many clones are officially recognized as heroes? In addition, since your team doesn't necessarily act in the best interests of The Computer, often following the narrowest (and safest) interpretation of your instructions, you are really hastening the downfall of The Computer. At least in theory.
<p>Mutant Power(s): Empathy</p>		
<p>Personal Equipment Black and Gray Reflec Laser Pistol (3 green barrels) Com Unit I Jump Suit Utility Belt & Pouches 1 Grenade</p>		<p>Mandatory Bonus Duty: Team Leader</p>


PC#1: HOE-G-UNN-1	Service Group: HP & D and Mind Control	Security Clearance: Green	Player Name: _____																																																																		
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PC#3: RUN-Y-WAY-1	<p>Background: You are a member of HOE-G-UNN's Heroes, one of The Computer's most successful Troubleshooter teams. Under the leadership of HOE-G-UNN, your team has been recognized as official heroes of The Computer, First Class. This allowed your team to change its name from HOE-G-UNN's Allies to HOE-G-UNN's Heroes.</p> <p>You hate mutants; mutants have incredible mutant powers and can destroy clones like you with a glance. You also hate Troubleshooters; Troubleshooters carry big and dangerous weapons, and face clones armed with even bigger and more dangerous weapons. Much to your</p>	<p>dismay, you are a Troubleshooter, and have first hand experience with dangerous mutants and weapons. However, your tactic of running away at the first sign of trouble has greatly prolonged your life expectancy. In addition, you use your position as the Internal Security officer to ensure that the official reports adequately present your side of the story. Since you are frequently the only survivor, contradiction is rare. You have also become adept at "accidentally" shooting yourself with your Tangler and claiming that you left to find someone to free you.</p>
<p>Secret Society: Anti-Mutant</p> <p>Secret Society Rank: 0</p>		
<p>Mutant Power(s): Energy Field</p>		
<p>Personal Equipment Black and Gray Reflec Laser Pistol (3 yellow barrels) Com Unit I Jump Suit Utility Belt & Pouches Tangler (treasonous below green security clearance with 3 rounds)</p>		<p>Mandatory Bonus Duty: Loyalty Officer</p>

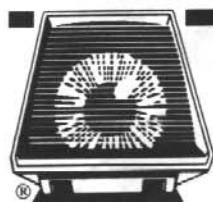
PC#3: RUN-Y-WAY-1	Service Group: Armed Forces (Internal Security)	Security Clearance: Yellow	Player Name: _____																																																																			
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PC#4: KA-R-RTR-1 Secret Society: Corpore Metal Secret Society Rank: 0 Mutant Power(s): Machine Empathy Personal Equipment Black and Gray Reflec Laser Pistol (3 red barrels) Com Unit I Jump Suit Utility Belt & Pouches Hand Flamer (built into your left hand; this item is treasonous below violet security clearance)	Background: You are a member of HOE-G-UNN's Heroes, one of The Computer's most successful Troubleshooter teams. Under the leadership of HOE-G-UNN, your team has been recognized as official heroes of The Computer, First Class. This allowed your team to change its name from HOE-G-UNN's Allies to HOE-G-UNN's Heroes. You have always gotten along better with bots and machines than with clones. You regret not having been cloned a bot. The bot-tom line is that when you discovered Corpore Metal, you were primed to pursue life as a machine. In fact, you are part machine now. Your left hand has been replaced by a hand flamer, cunningly disguised to look like a hand with big, smoke-blackened, hollow, silver fingers. You are really looking forward to replacing your soft, disgusting clone brain with a sturdy bot brain.	
		Mandatory Bonus Duty: Communications Officer

PC#4: KA-R-RTR-1	Service Group: Technical Services	Security Clearance: Red	Player Name: _____																																																																						
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PC#6: PRZ-O-NYR-1	Background: You are a member of HOE-G-UNN's Heroes, one of The Computer's most successful Troubleshooter teams. Under the leadership of HOE-G-UNN, your team has been recognized as official heroes of The Computer, First Class. This allowed your team to change its name from HOE-G-UNN's Allies to HOE-G-UNN's Heroes. You joined the Psion secret society in order to advance your position in the Illuminati. The members of Psion have taught you to use two additional mutant powers, but Psion does not offer the kind of power that you are looking for in life. Your overriding goal is to become Number Two in your faction of the Illuminati. Of course, in your branch, code-named "The Village," Number Two is actually the leader. This deception prevents anyone from discovering who the leader is, because they are always looking out for Number One. Your personal code name is Number Seven. This mission is all part of a plot that the current leader of "The Village" has concocted to drive you insane, so you will no	
Secret Society: Illuminati and Psion Secret Society Rank: 0		
Mutant Power(s): Deep Probe Energy Field Mental Blast		
Personal Equipment Black and Gray Reflec Laser Pistol (3 orange barrels) Com Unit I Jump Suit Utility Belt & Pouches	longer be a threat to his dominance. You know that most of the clones around you are actually cleverly constructed bots, whose sole purpose in life is to frustrate you. But you will prevail, and escape the trap that was so carefully prepared for you. Mandatory Bonus Duty: Happiness Officer	

PC#6: PRZ-O-NYR-1	Service Group: Central Processing Unit	Security Clearance: Orange	Player Name:																																																																		
Attributes and Skills			Damage Status																																																																		
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Alpha Annihilators

By Jesse VanValkenburg with Bill Olmesdahl

A few years ago, HPD & MC (Housing Preservation and Development and Mind Control) had a wonderful idea: "Why not, it thought, combine an entertainment show with a rugged training course? If we can get the Troubleshooters to buy into this thing, we can cut their R&R time in half! They can relax and train as they win valuable prizes! But then the lower echelons responded: "Nah, it'll never work, even Troubleshooters aren't that stupid."

Unfortunately for Troubleshooters everywhere, most of them are just that stupid and even tickled pink to have a new holovid show devoted to competition between 'shooter teams. Sure, it cut into their free time, but for a chance to be a vid star it was worth it, right?

The Computer ordered Research and Development to help with the designs of the new game show sets. The playing fields were constructed in a currently unused portion of Alpha. The portion of Alpha chosen, as it turns out, was a radioactive waste dump which used to be R&D's main research facility, but that's another story.

It was decided that the show would be a competition between two teams of Troubleshooters, with a third Computer-controlled team thrown in to make sure that the Troubleshooters got a really, really good workout. The Computer team, the Annihilators, would be armed with R&D's newest and most lethal weapons and an unlimited number of clones. The body count in the first season was so high that the show has managed to pass *Bake a Traitor with Teela* in the ratings. Yes, *Alpha Annihilators* has become the number one sports show in all of Alpha almost overnight and your band of Troubleshooters has been chosen to appear

this season. Lucky, lucky Troubleshooters.

The Auditions

Read aloud:

Your Troubleshooters have just completed a very deadly mission (what a surprise — that they completed it; not that it was dangerous). The Computer has decided that the team has earned the right to an easy mission. The new mission will only take a few days, and of course will be loads of fun. Thus, in its infinite wisdom, your best buddy The Computer has cancelled the scheduled "Radiation Containment Training" which was to be your next assignment. You now have three days to relax and prepare yourselves for your Holo-Vid debut as contestants on the highly rated and not-at-all deadly *Alpha Annihilators*! [Insert applause here]

That's right, todaycycle's lucky contestants are your Troubleshooters! After three days of rest and relaxation, they are called by The Computer to HPD & Mind Control. Once there, they will be assigned to a briefing room and told to wait for their agent to brief them on their upcoming theatrical engagement.

Mission Briefing or "Babe, it's Star Time!"

The Troubleshooters are seated at a u-shaped table with a display screen on the far wall. After waiting for about an hourcycle, they watch as a man walks in dressed in a shiny, blue suit. He has strange, flaming red hair, spiked about six centimeters high. As he starts

to speak, the screen behind him starts showing scenes from some type of competition. The competition looks very deadly (but, perversely, fun). Read:

LuvU-B-ABE-1 speaks: "Hey, kids, todaycycle's your lucky daycycle! I've just been assigned as your agent. My monniker's LuvU-B-ABE-1, and let me tell ya, I do love each and every one of you! I'm going to make the next few daycycles the most enjoyable of your lives. First, there are a few minor documents that our friend The Computer requires you to fill out. Then sit back kids, it's star time!"

LuvU will give the Troubleshooters many forms to sign; feel free to make up as many as you wish. We recommend a disclaimer for injury, a wavier of their rights to any profits, a special clause about accidental dismemberment and a wavier of all penalties one would receive if they damage any Computer property while they are competing.

(GM note: For fun, go down to any local government office and ask for whatever forms they have. They've got thousands of them! There are even forms for requesting information on how to fill out other forms. Trust me; once you pay a visit to a government office, you'll never lack for ideas of playing *Paranoia* again.)

LuvU will, of course, answer any questions that the Troubleshooters have a high enough security clearance for. **(Editor's Note:** Yeah ... right.)

Of course, the signing of the forms is merely a formality. All those conditions mentioned above are standard in Alpha Complex. I mean, since when did The Computer need a disclaimer to absolve it of all responsibility if a Troubleshooter gets mutilated, killed,



vaporized, squished, and/or really, really dead?

After LuvU-B-ABE-1 has stalled and confused the Troubleshooters for about an hourcycle (the true purpose of the forms — to get them in the right “mood”), he will send them down to make-up and wardrobe. There they will be showering, manicured, and given neat new outfits, and, supposing, they survive the cleaning and delousing, sent to the playing field.

Event One: We'll be Back After This ... or Not

The emcee of this deadly show is named Harryhands-O-MME. Harry is tall, has brown hair and eyes, and a winning smile that reminds most clones of a large, friendly, predatory animal — which, if they ran into a million years ago, they would have scampered up a tree to avoid while hurling their own feces at him. Fortunately, Troubleshooters have outgrown such acts of self-preservation.

He is dressed in a fine three-piece suit. Harry started out as an Orange Troubleshooter who turned in his whole team (gee, what a surprise) for loss of Computer property. Then, after they had been destroyed as traitors, he recovered all the equipment, which had somehow turned up in his equipment locker labeled “Uncle Joe’s Fiber-Rich Protein Pills.” As a reward, he was assigned to the show as emcee. Harry will ask each contestant a few questions about themselves so he can introduce them once on stage. Of course, Harry doesn’t get the right answers from the Troubleshooters, so create your own colorful backgrounds for each contestant.

Example:

Harry: So, First Vict-I-MMM, is this your first time on Alpha Annihilators? Have you ever seen the show before?

Vict-I-MMM: Um, yeah. I mean, I’m still alive, aren’t I? Uh, no — I’ve never seen the show.

Harry (to audience): Hear that, folks? We’ve got a first-timer here.

But he watches the show all the time and *(Harry switches the mike off and sticks it in the character’s face)* Hoo, boy! He challenges the Annihilators! (Mike again) He says they’re all vat-slime, and he and his team are going to wipe the arena with them.

Vict-I-MMM: Hey, wait a minute

...
Harry: Well, that’s all we have time for!

Harry will be explaining the rules for the events to the home viewing audience and the contestants just before each event. This will include the basic rules and a brief description of what he perceives to be the best tactics for the event. Also, he will tell some short stories about past contestant mistakes in the event.

Harry also has a few helpers on the show. Bim-B-ETT-1, a fem-clone that looks good in a tight-fitting jumpsuit, is tall for a femclone, full-figured and she has blonde hair. She also has striking green eyes. She will always be seen in a different outfit after each event. All of her outfits show scads of cleavage and leave little to the imagination. Too bad about those hormonal suppressants! Her job is to look good, smile and introduce the events.

Harry also has a ring-side commentator. Larreez-O-NKA-3. A retired Troubleshooter, he stands almost two meters tall and outweighs any normal Troubleshooter by thirty kilos, and, even at his age still looks like he could compete. Larreez has black hair with a touch of grey, and brown eyes. He will be wearing a dress coat and an orange turtleneck sweater.

His unfortunate job is the on-site interviews. That’s right, he gets to ask the stupid questions like: “How does it feel to have your hands blown off?” or “Guess you’ll rethink swallowing live grenades in the future?” You get the idea; have fun asking the annoying questions.

The arena is divided into three basic sections.

The first is the main sound stage, where the emcee and elite audience members are and where the show be-



gins. This section is 100 meters long by 30 meters deep. The audience lounges around on couches and enjoys first-class treatment. Food and drink are brought to their tables and small side bets are discreetly made.

The second area is the game set itself. This section is further divided into each event area.

There is also a sub-level for the combat zone event, as well as guest rooms for contestants.

Event Two: Here Come the Annihilators!

Harryhands-O-MME comes out on stage. The intro is running: “Now, folks, here’s the man you love more than he loves himself ... yes, it’s everyone’s favorite idiot, the one and only HARRRRREHANDS-O-MME!”

Harry: “I know ya love me and you love this show! Thank you, Thank you. So let’s get the show on the road. You all know my lovely assistant Bim-B-ETT.”

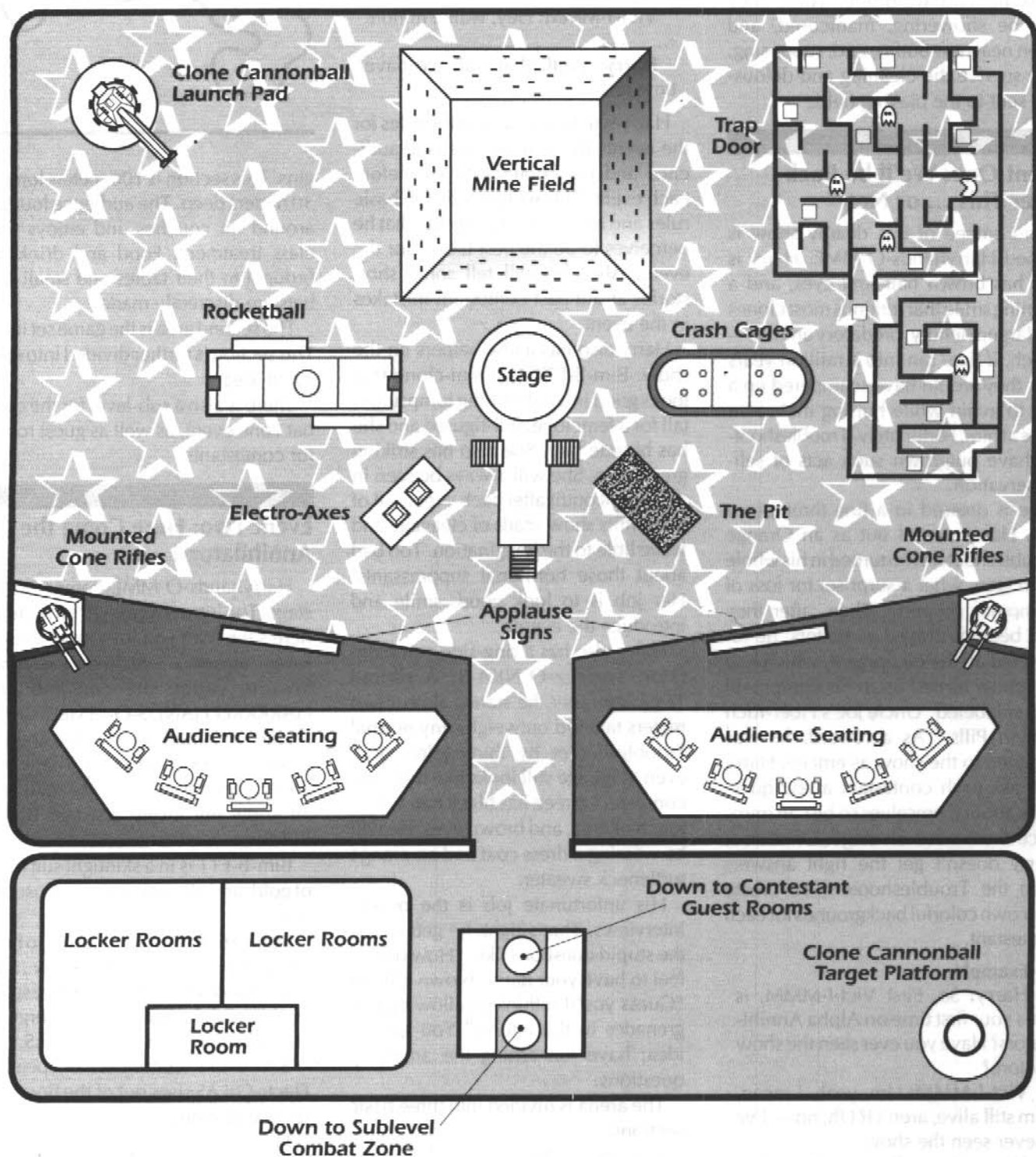
Bim-B-ETT is in a skintight suit made of gold, and all cameras are focused on her.

Bim-B-ETT: “It’s my pleasure to bring to you the stars of our little show ... the ANNIHILATORS! She’s got more sparks than a ten thousand volt emergency field generator, It’s Electr-O-LAS.”

Bim-B-ETT continues to speak as Electr-O-LAS rises out of the floor on a special platform.

Electr-O-LAS is short. She is in a mini-skirt made of some silver material and wears thigh-high boots that match

Alpha Annihilator's Set





the color of her skirt. She has on a gold shirt and has brown shoulder length hair, with hazel eyes. With a quick smile for the camera she uncoils her deadly electro-whip! Electr-O-LAS then uses it to strike down six targets. Each target is larger than the last one. Once the electro-whip strikes, the target explodes in an electrical discharge.

Bim-B-ETT: "Our next Annihilator is as cold and calculating as they come. She's as unstoppable as her namesake, it's Glac-I-ERR." On the left side of Electr-O-LAS a curtain rises, revealing a large block of ice that stands more than three meters high. The Block starts to tremble and crack. Out of the center bursts Glac-I-ERR.

She has long, flowing white hair and grey eyes. She is a few centimeters taller than Electr-O-LAS and very young-looking. A glass container of water is lifted from the floor on a cable. Glac-I-ERR swings her freeze gun at the container and fires. The water in the container freezes instantly, shattering the glass.

Bim-B-ETT: "Of course, no one could forget so beautiful a clone as our last lady. She's brilliant and flawless She's Gemst-O-NNE." Gemst-O-NNE is standing in the center of a spotlight. She is very tall with flaming, red hair and bright green eyes. A small robot scrubber rolls toward her.

She smiles and then starts to sing. At first, it is a soft tune, but as the scrubber gets closer she increases the pitch until finally the scrubot shatters into thousands of little pieces.

Bim-B-ETT: "Let's have a warm round of applause for the Ladies of Rage!"

As each Annihilator bows, the cameras and a spotlight focuses on them one at a time.

Harry: "But, where would the Ladies of Rage be without their Dudes of Destruction! Sometime he's calm and cool, but when the things go bad, look out because that's when he's erratic and violent. That's right, it's Mister H-Y-DDE!"

Mister H-Y-DDE is sitting at a small table and drinking a drink. He's surprisingly small; in fact, this mild-mannered man looks out of place here. But,

as the announcer says "look out," he starts to change, right before your very eyes. His hair grows bushy and ragged, while his fingers and feet grow longer and get claws on them. He then stands up and rips the chair and table to shreds, screaming and howling.

Harry: "Laser-B-EAM is as fast and deadly as they come!"

Laser-B-EAM stands before a shooting gallery. He draws two lasers from their holsters and starts shooting. Of course, his score is perfect.

Harry: "There is no one on the event floor as explosive as Plast-I-EEK."

This strange little man is bald. Plast-I-EEK has many pouches on his outfit. From one of these he draws out a small amount of clay and throws it on a steel beam. A few seconds later, the beam explodes.

Harry: "These are your ALPHA ANNIHILATORS!"

The Show Begins

An "Applause" sign lights up and the audience goes nuts. It helps that there are twin-mounted cone rifles mounted near the sign that silently target anyone not cheering wildly enough.

Harry: "Now it's time to meet today's lucky contestants and find out a little about them."

Harryhands-O-MME should now make little jokes about the two groups of Troubleshooters. Then he introduces them flamboyantly, but he gets most of their backgrounds wrong.

"Explaining" The Rules

The basic rules of the competition are simple; unfortunately, they are also classified to all contestants under Indigo clearance level. This shouldn't faze the Troubleshooters too much — after all they should be used to it by now.

Harry calls for the team captains to join them in the center of the stage, he then takes out a coin and flips it into the air. If either captain calls "heads or tails" he will instantly be cut down by laser fire. If that happens, Harry will explain that the coin toss tradition is classified and anyone knowing about it



must be a traitor. If one of the two captains didn't say anything, his side gets the "advantage."

He will then ask if there are any questions about the rules. If anyone has a question, they will be cited for wasting time, a valuable Computer resource, and fined 20 points. They will under no circumstances be given an answer.

"Any other questions? No? Good, let's play Alpha Annihilators."

Event Three: The Pit

The Pit is ten meters wide and twenty meters long. The bottom is filled with one meter of soft mud. The ceiling is six meters straight up and, suspended from it, are rows and rows of rings. The rings hang down two meters from the top on steel cables. The object is to swing across the pit to the other side without falling into the pit. There is a two minute time limit.

Of course, if that were all that there is to this event it would be pretty boring to watch. Just to spice things up, random rings are connected to grenades that will have their pins pulled out if any weight is applied to the ring. Chance of getting a loaded ring is only 1-3 in 20 — but each Troubleshooter will have to grab at least ten rings to get across.

Roll 1d20 each time anyone grabs a new ring. If it is a grenade, then the person falls to the mud below, followed by the grenade in a second or two. Each team supplies one contestant for this event.

The Annihilator starts on the opposite side from the contestant. If the



A new definition of the term "Slam Dunk" or just another way to splatter Troubleshooters all over the walls?

contestant makes it to the other side of the pit, they receive twenty points. If the contestant doesn't make it to the other side, but manages to stay on the rings for the entire time limit, they receive ten points.

The damage from a grenade blast is 10. The damage from a fall is minimal — however, if they fall in the pit and survive, they will get dirty. Once the contestant climbs out of the pit using the ladder they will be attacked by two chrome scrubots. Each bot will attempt to clean all mud from the contestant. Each of the scrubots are programmed to make two passes over the con-

testant. This will probably hurt. The scrubots damage number is three.

Annihilators: Laser-B-EAM for male contestants, and for the females use the Annihilator Electr-O-LAS.

Navigating this Event

Agility rolls are needed to swing on the rings. Easy rolls are good enough if nothing bad happens. The difficulty to avoid falling when pulling a grenade pin is tough. If the Annihilator is nearby (hence, interfering), increase either difficulty level by one. The Annihilators will never intentionally pull a grenade

pin (unless a Troubleshooter falls and they want to send a grenade along).

In this event, the Annihilators will not use their weapons. They won't even try to make the Troubleshooter fall, except by being near them. But they'll act like they are attacking. If they are attacked (a Troubleshooter kicks at them or somehow manages to throw a grenade or uses a mutant power), they should be able to smash them down pretty easily (see their stats at the end of this chapter).

Event Four: RocketBall

The RocketBall rink is ten meters wide by thirty-five meters long. The object of the event is to score as many goals as possible in the five minute time limit. All players in the event have the latest rocket rollerskates. These skates allow players to reach the incredible speeds of over one hundred and fifty kph. There are two goals, one at each end of the rink. One Annihilator guards each goal and the rest skate around trying to stop the contestants from scoring.

Each team is assigned a ball. These balls are kept in holding pens at the center of the rink. If a ball is dropped then the team must get another. Each goal scored is worth three points, and the team that has scored the most goals in the 15 minutes receives an additional ten points. Each team has three contestants picked at random from their team.

All the Annihilators are on the field. Use Mister H-Y-DDE and Plast-I-EEK as the Goalies. Each Annihilator can use their own special weapons for this event. (See their stats at the end of this chapter.)

Navigating this Event

In some ways, it's combat, plain and simple. But agile Troubleshooters who can keep on their feet (oh, did we mention normal Agility rolls every round to do that? Sorry — there it is) might be able to avoid their opponents in Agility vs. Agility rolls (modified for the fact that the Annihilators don't have any difficulty with their skates).



Rocketskates

Roll 1d20 once a round to see if anyone's rocketskates malfunction. On a roll of one, an Annihilator's skates have malfunctioned, on a roll of two to five it is a Troubleshooter's skates. Randomly roll who's going for a ride or just pick your favorite chump. (After all, you're the gamemaster.)

Damage number for running into another player at one hundred and fifty mph is only five (to each character). However, hitting a wall at that speed is going to hurt — Damage number is 8. You can use the Impact Chart to determine what happens.

Impact Chart

Die Roll	Effect
1-10	Smack a wall; splat you're a red smear
11-15	Smack an opponent; you each take damage
16-19	Clip a friend; you each take damage
20	Roll three times, ignoring this result. At the end of it all, you end up in the goal (score!)

Event Five: Electro-axes

For this event, each team picks a champion to compete. Electro-axes are electrical staffs with axe blades at each end. Each contestant is armed with a staff and is placed on a pedestal three meters in the air and one meter from his or her opponent. The pedestal is one and a half meters in diameter. The object is to knock your opponent off the pedestal. However, if you can chop your opponent to pieces, each piece that falls off the platform gets you an extra five points.

Each contestant must stay on their own pedestal to win. If the Annihilator is knocked off the pedestal, the team receives twenty points. If the Annihilator is rendered unconscious, but doesn't fall off the pedestal, the team receives

fifteen points. If neither contestant nor Annihilator is knocked off the pedestal and both are still conscious then the team receives ten points. The time limit for this event is five minutes. Electro-axes only do damage number 4, but if there's a hit (even a "No Effect" hit), roll on the "Dismemberment Chart" for these super-sharp weapons. The Annihilators for this event should be Laser-B-EAM and Glac-I-ERR.

Dismemberment Chart

Die Roll	Effect
1-5	No dismemberment
6-9	Arm chopped off; roll tough Agility to hold weapon (otherwise it falls off the platform)
10-14	Leg chopped off; if first leg lost, roll tough Agility to stay on platform. If second leg, roll difficult Agility or plummet
15-17	Arm and leg chopped off; difficulty level increased by one
18-20	Head chopped off. You die.

When a limb is lost, roll a D20. On a 1-5, it stays on the platform. Otherwise, it falls. This includes decapitations.

Navigating this Event

When a character takes any damage (either a stun or higher or a dismemberment — which might not actually cause "damage" (except for a decapitation, which kills)), he has to roll a *normal* Agility skill check to stay on the platform. Each body part also on the platform with him increases the difficulty level by one.

Event Six: Crash Cages

This event pits one contestant from each team, and two Annihilators, against each other in a fast-paced and dangerous contest. Each person is placed in a circular-steel mesh cage two meters in diameter. They are on a



playing floor that is thirty meters long and ten meters wide. The contestants start at one end of the field and the Annihilators start at the other end. The object of this event is to score goals by rolling over special holes placed in the playing floor. Once a player rolls down into the small holes, the weight of their sphere will trigger a plunger. This plunger will strike the bottom of the sphere and send it rocketing out of the hole. Each time this is accomplished the contestant receives ten points. The Annihilators must prevent this from happening by slamming into the spheres and preventing them from reaching the holes. There is a ten minute time limit for this event. The winner receives an additional ten points.

Each time the spheres strike each other, the people in those spheres will take minor damage. The damage number used for these collisions is two. Each time the contestants manage to land in a hole and trigger the plunger they are flung out of the hole at a great speed. They will fly six meters into the air and fall back to the playing floor. If they strike another sphere they will cause damage to the player in that sphere also to themselves. The damage number for this type of collision is six. If they strike the floor of the playing field the damage number is seven (the solid steel playing floor is harder than the steel cages).

If there are females, use Gemst-O-NNE and Electr-o-las. If the players are both male use Mister H-Y-DDE and Plast-I-EEK. If you have both male and female contestants, then use Gemst-O-NNE and Mister H-Y-DDE.



Navigating this Event

Yeah, right. "Supply game mechanics here." Make believe that there is some mystic force guiding the outcome of this event. The Troubleshooters and the Annihilators have no control over where they get "ponged" to — just make it seem like they do.

Event Seven: Vertical Mine Field

This playing field is 100 meters tall, 50 meters wide, and has many small hand and foot holds randomly placed on its surface. The object of the Vertical Mine Field is simply to get to the top of the mountain without blowing up. Of course, some hand holds are mined, and there is a time limit to reach the top. Any contestant still on the field after twenty rounds is wasting valuable Computer resources and must be shot by the referee corps.

To make this an even more exciting event, while the contestants are climb-

ing, our Annihilators will be swinging medicine balls on ropes at them (from a safe distance away, of course).

If a team's Troubleshooter blows up (or plummets onto the ground), he must be replaced by another member of the team who, unfortunately, must start from the bottom.

The Annihilators will each have ten medicine balls to swing at the contestants. They can swing one at a time (each), but only two of them will be within range at any given time. The damage from a direct hit with a medicine ball is five plus a balance check to see if the contestant remains on the wall. (A tough Agility total or a normal Strength total, whichever the contestant decides to use. If he falls, use the falling chart in the basic Paranoia set to determine damage.)

The damage from mines is listed on the mine field chart.

Navigating this Event

The contestant that reaches the top first receives 50 points, but is assessed a three point penalty for each new opponent that was needed after any accidental explosions. Use all Annihilators for this event.

Every successful check gets the contestant ten meters up the mountain. The Annihilators are allowed to swing the medicine balls once every other round — each. So, one could swing on round one, another on round two, and then back to the first on round three. Remember, no more than two Annihilators can reach a contestant at once.

Event Eight: Clone Cannonball

This event finds the contestants firing one of their own at an Annihilator standing on a platform 75 meters away. The Annihilator must stay on his platform. The Annihilator has only a small padded shield with which to block the incoming contestant. The team places a member into the cannon and the charges it up with air pressure to launch him at the platform. Too much air and the contestant hits the back wall — not enough and he never reaches the plat-

form. But, if timed right, he will hit the Annihilator with full force and knock him off the platform.

Navigating this Event

Harry will ask if any contestants have vehicle aimed or vehicle launched weapons skills. If no one volunteers, he'll then ask for projectile weapons skills.

The first person on either team who says they have an appropriate skill volunteers. That person will be loaded in the cannon. Then it will be up to some untrained schmuck to fire the cannon at the target.

It takes a normal vehicle aimed or vehicle launched skill check to hit the Annihilator. If he's hit, he falls, and both he and the contestant take damage on column 5.

It takes a tough check with any other skill or the character's base Dexterity.

On a miss, the character flying through the air rolls a D20 on the following chart.

Mine Field Chart

Die Roll Effect

1-5 The hand/foot hold is safe

6-10 Slippery hold. Increase difficulty level by one.

11-15 Nearby mine explodes (maybe a medicine ball hit it). Take damage on column 3 and make a Strength or Agility check at one level higher.

16-17 OOPS! The guy who made the hand rings must've worked on these — a foot/hand hold breaks. Make another check at one higher level of difficulty.

18 Lucky! You hit a mine but it was a dud.

19 Click! Another dud? Nope! BOOM! Damage column 5, roll at increased difficulty or fall.

20 So long sucker! "Look, Harry, it's raining contestants!" A mine takes out a big chunk o' mountain. You're vaporized.

Up, Up and Away Chart

Die Roll Effect

1-5 Clean miss. Too short. Character takes damage on column 10.

6-10 Messy miss. Too far. Character takes damage on column 12

11-15 Ooops, misfire! Gotta point that cannon at the far wall — damage column 15.

16-19 Wow, that was so close. Annihilator is clipped. He/she takes damage on column 3. If wounded or better, he/she falls. Contestant rolls on column 7.

20 Hmmmn, that was not compressed air. Contestant must be heading into orbit! Use a new clone.



The contestants can actually take as many shots as you want (and they have clones left), but the award should be reduced for each unsuccessful attempt.

Event Nine: Trap Door

This event is a maze that the team

enters and must find the center of in thirty rounds or less. In the center there is a silver bell that must be rung three times. If the players reach the bell and ring it three times they get 50 points and 10 points for each round they have left. In the maze there are many trap doors — each contain either an Anni-



Trip-Trap Chart

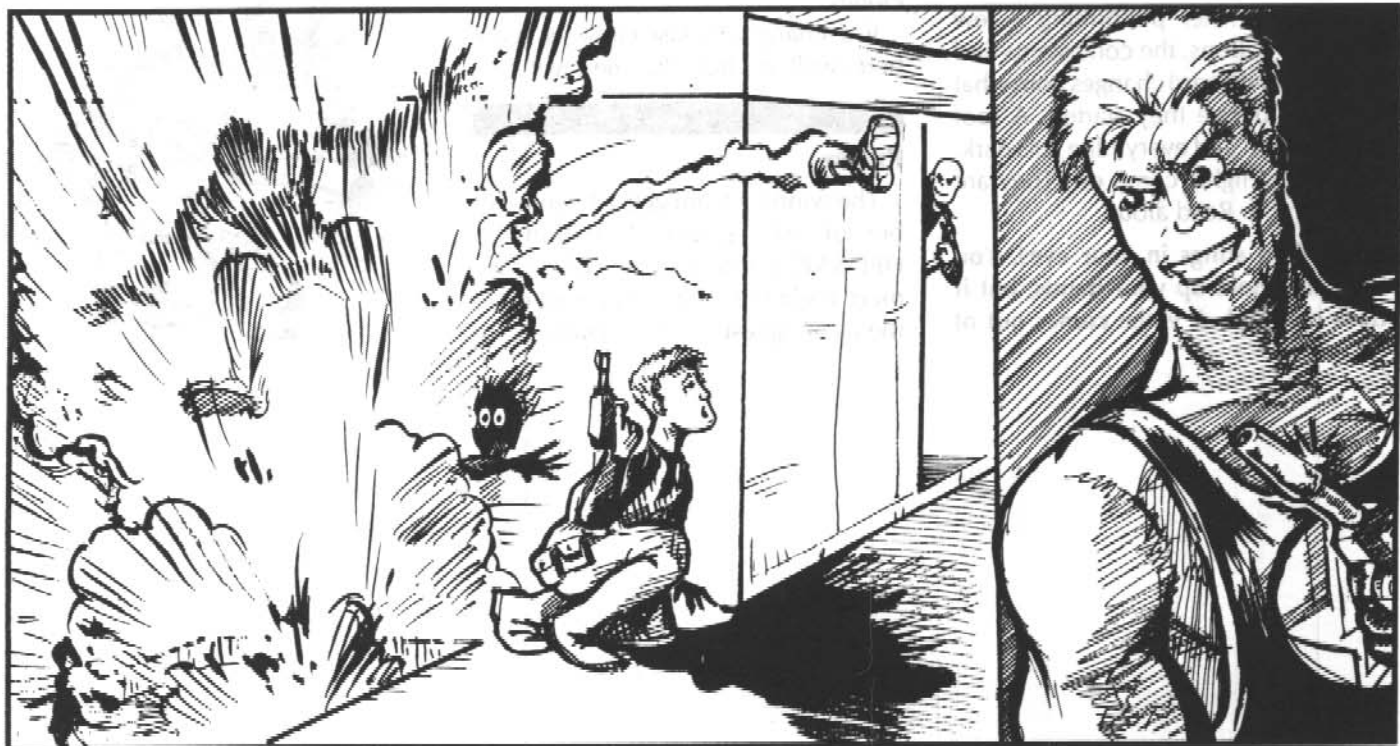
Die Roll Trap

- | | |
|------|---|
| 1 | Pit. Filled with spikes: damage column four. |
| 2 | Pit. After the floor tilts and you fall in, it closes. The room then starts to fill with waste from a food vat. If you can't get out, you die. |
| 3 | Wall spikes. A contestant steps on a hidden trigger and spikes shoot out from the wall. Make a tough Agility roll or be hit on damage column 8. |
| 4 | Dead end: You reached a dead end and now the walls are closing in on you. Make a Moxie roll of normal or better or be crushed. |
| 5 | Slanted hall. Halfway down, a big ball starts rolling after you. Make two Agility rolls. Fail the first or second (at normal difficulty) and you are crushed. |
| 6 | Mirror Trap. A mirror slides down between two of the members of your party. On one side your friend sees you, but on your side you see an Annihilator ready to fire on you. The mirror will shatter if any weapon other than a laser is used. |
| 7-20 | Hey, make some up. These can also include random encounters with Annihilators. |

hilator or a trap. All the Annihilators are hidden in the maze. Each uses their special weapons. The traps are all listed below.

Navigating this Event

It takes ten rounds to get through the maze — regardless of what else happens. Each round, roll on the above table. Keep throwing encounters at the characters until the ten rounds are up. Make it seem like they have to hurry, or they'll be synthe-meat.



The ANNIHILATOR — not just another high-tech version of paint-ball.

Tally the Scores

All the events have now been completed and Harry will recap the current scores, Explain who is ahead and why. At this time, he will also explain that the final event is the ANNIHILATOR.

The ANNIHILATOR is the last chance to steal the win from your opponents. It is a deadly obstacle course in which the teams try to finish first. The advantage goes to the team with the most points earned at this time. For each point that they are ahead by, they get an extra second head start.

Event Ten: The ANNIHILATOR

The ANNIHILATOR is a long, winding course. At first, it looks straightforward enough. Push this ball up that hill, duck under the swinging sandbags, jump over the vat of Cold Fun, etc. As the gamemaster, you should explain this to the Troubleshooters in detail — everything about the event they can see.

But once they start, they'll find this is the Annihilators' last chance to get the contestants. After performing a few mundane actions, the contestants find that the event board changes from what they saw before they started. A roof comes down and everything gets dark.

Then the lights come on. They are really bright. Read aloud:

The light stings in your eyes. You blink and hold up your hands, but it does no good. A voice comes out of

nowhere. It is the voice of Electr-O-LAS. She sounds annoyed.

"So, you thought you'd come on our game show and make us look like fools, huh?" The light seems a little dimmer now. All the Annihilators are visible. None of them look pleased. They are all fondling their favorite weapons.

"Well," she continues, "I'll have you know that no mere Troubleshooter team has ever won this event! That's why it's called the Annihilator." She grins evilly and cracks her whip. "Get 'em, boys and girls!"

At this point, the Annihilators attack. They jump in and you should describe how many awful things they do to the contestants. Of course, the contestants might do a few awful things back.

The two teams, at this point, should act as one — any clone who survives (which means the contestants have to kill all the Annihilators, since there is no other way out) really wins. See "Prizes," below.

Any clone who is killed, but still has a replacement clone left, finds himself at "Prizes," below as well — but without quite the hoopla as the above clones.

If a character's last clone is spent here, well, it's truly "Game Over."

Prizes

The winning team gets a huge number of nifty prizes: Vacations to HPD&MC's videotape facility (where they meet Teela O'Malley), a promotion to the next highest security clearance, or


extra rations of Hot Fun (the good stuff) or whatever. Make them up and hand them out. No two contestants should get exactly the same stuff.


The losers get some things as well. They get to clean up the arena and come back on the show next week! Isn't that great?

Any contestants who actually managed to survive the battle with the Annihilators gets to become an Annihilator. He or she gets a spiffy new uniform, new drugs that increase his/her looks and abilities, new weapons, and even a promotion in security clearance. He/she will get to do to next week's contestants what this week's did to him/her!

Truly, a victorious Annihilator lives in the lap of luxury. Hence, unless the gamemaster wants to keep running this scenario over and over again until the new Annihilator dies, that character is probably removed from play.



Gemst-O-NNE	Mutant Power(s): Sonic Voice (Registered)	Security Clearance: Orange	Secret Society: Mystics																																																																								
Attributes and Skills Strength (15) Damage _____ 1 Carry _____ 40 kg Endurance (18) Macho _____ 1 Agility (15) Skill Base _____ 4 Intimidation _____ 8 Bribery _____ 9 Con _____ 8 Fast Talk _____ 7 Sonic Voice _____ 9 Dexterity (16) Skill Base _____ 4 Laser Weapons _____ 5 Mechanical (6) Skill Base _____ 1 Moxie (8) Skill Base _____ 2 Stealth _____ 8 Surveillance _____ 4			Damage Status 																																																																								
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		Known Mutant: Sonic voice can shatter objects while she sings or screams.																																																																									

Mister H-Y-DDE		Mutant Power(s): Polymorphism (Registered)		Security Clearance: Yellow		Secret Society: Romantics																																																																									
Attributes and Skills Strength (20) _____ Agility (16) Skill Base _____ 4 Damage _____ 2 Claws _____ 10 Carry _____ 65 kg Endurance (20) _____ Chutzpah (14) Skill Base _____ 3 Macho _____ X Bribery _____ 9 Con _____ 8 Dexterity (18) Skill Base _____ 5 Laser Weapons _____ 4 Projectile Weapons _____ 7 Mechanical (6) Skill Base _____ 1 Moxie (13) Skill Base _____ 3 Stealth _____ 8						Damage Status 																																																																									
<table border="1"> <thead> <tr> <th>Weapon</th> <th>Skill Number</th> <th>Type</th> <th>Damage Rating</th> <th>Range</th> <th>Experimental?</th> </tr> </thead> <tbody> <tr> <td>Claws</td> <td>9</td> <td>I</td> <td>10</td> <td>0m</td> <td>No</td> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>						Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Claws	9	I	10	0m	No																																																													Armor See Text 	
Weapon	Skill Number	Type	Damage Rating	Range	Experimental?																																																																										
Claws	9	I	10	0m	No																																																																										
						Known Mutant: Turns into huge man-like creature. (Neat power, eh?)																																																																									

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