

# PARANOIA<sup>TM</sup>



## It was you, MUTIE!

YOU used your treasonous **MUTANT POWER** to melt that High Programmer into goo!

We know it was you. No *loyal* citizen in **Alpha Complex** would crush **The Computer's** trusted friend. Only a **mutant**, an inhuman traitor with unnatural powers, could **manipulate gravity**—or **cast radiation**—or **control a warbot** and make it fire—or whatever you did. *Mutie*.

My partner here, he's not as nice as I am. He'd just as soon put you straight on **Freak Suppressor** and fit you with an **anti-psionic enforcer**. Me? I'll help you if you help me.

Play along! We have all the evidence we need, but we're making things easy on you. Sign this confession. You have no choice. Get used to it—it's just another part of...

RM240-8046-92

**Mutation:** *ELECTROSHOCK*

**Nominal clearance:** ORANGE

**Current assignment:** AUXILIARY POWER GENERATION

**Mandatory drug regimen:** METALOBITRAN 1%/50cc - QUALINE

## THE MUTANT EXPERIENCE

Creatively mutated new rules and powers for **PARANOIA XP** by **R. ERIC REUSS**  
Illustrated by **JIM HOLLOWAY**

What's that you say, *PARANOIA* Gamemaster? The roster of mutations in the *PARANOIA XP* rulebook lacks the *exact* powers you want to inflict on your Troubleshooter players? You're looking without success for the mutations **Acidic Spit**, **Adaptive Metabolism**, **Bouncy**, **Call Bots**, **Chromativariation**, **Clean Slate**, **Creeping Madness**, **Cryokinesis**, **Enervating Darkness**, **Environmental Control**, **Find Location**, **Forgettable**, **Gravity Manipulation**, **Haze**, **Hyperreflexes**, **Hypersenses**, **Jump!**, **Light Control**, **Magnetize**, **Mind Sense**, **Pouches**, **Psychometry**, **Push Mutant Powers**, **Radioactivity**, **Scream**, **Sculpt**, **Second Skin**, **Speed**, **Spikes**, **Stasis**, **Stench** and **Stretchy**? You want new ways to handle the existing stuff too?

Relief is at hand, Gamemaster. Acquire, by any legal means, this fine 72-page rules supplement, *The Mutant Experience*!

You need the *PARANOIA XP* roleplaying game to use this book.

- Three dozen new mutant powers! Variants of existing powers!
- New rules to ignore! Fun and terrifying new Alpha Complexes!
- Mutagens, equipment, medications! Edible Perversity points!
- For beginning or experienced *PARANOIA* GMs (human only)
- Perversity points guaranteed *not* mutagenic unless ingested

### A world fit for Kafka, Orwell and the Marx Brothers

*PARANOIA* is a satirical roleplaying game set in a darkly humorous future. A well-meaning but deranged Computer desperately protects the citizens of an underground city from secret societies, mutants and all sorts of real and imagined enemies. You play a *Troubleshooter*, one of The Computer's elite agents. You track and destroy the enemies of The Computer. You hope The Computer and your fellow Troubleshooters won't find out *you* are one of these enemies.

*PARANOIA*: a lighthearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons and insane robots, which encourages players to lie, to cheat and to backstab each other at every turn.

Originally published in 1984, *PARANOIA* sold over 150,000 copies. The new *PARANOIA XP* edition updates Alpha Complex for this new and more paranoid time.



For use with  
*PARANOIA XP*

For  
Gamemasters,  
*not* players!

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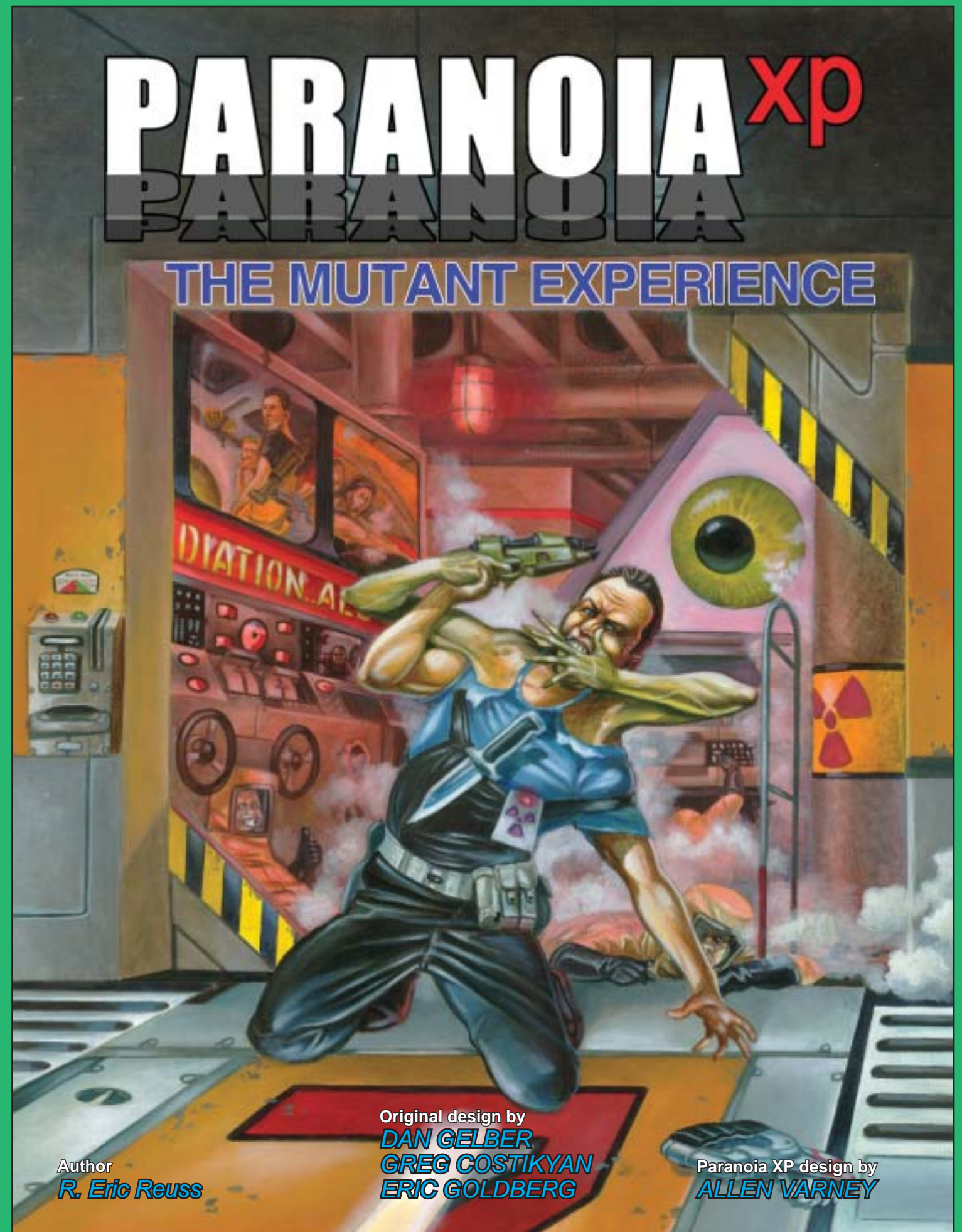
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