

The World Of Paranoia

Paranoia is set in the near future as imagined by the near past. If you take every dystopian future Sci-Fi movie from the 70's and 80's and mix them all together, you get something like the world of Paranoia.

There was a catastrophe, maybe a war. All the survivors had to move into a great **underground** city called The **Alpha Complex**. The Alpha Complex is **run and maintained by The Computer**. **The Computer is perfect**. The Computer demands your loyalty. **Trust the Computer**, it does not make mistakes. **Failure to obey The Computer is Treason**.

In a **bureaucracy** this big, there are bound to be a few snafus, (crossed wires, missed shipments, wrongful terminations). When something goes wrong, it was the fault of a **Commie**, a **Mutant** or a **Traitor**. They could be anywhere. Commies, Mutants and Traitors are constantly trying to subvert The Computer in many different ways - interrupting missions, stealing supplies, **blinking too frequently**. **Being a Commie, Mutant or Traitor is Treasonous**. Secrets are Treasonous. **Belonging to a Secret Society** (these do not exist) **is Treasonous**. **Treasonous Citizens will be fined, reassigned, given mandatory bonus detention, lasered, stretched, tortured, burned and pulped in accordance with the severity of their crime**.

In order to keep Citizens loyal and happy, The Computer has **prescribed drugs** intended to **suppress treasonous urges** like sexual attraction, free thought and unhappiness. **Happiness is Mandatory**. Every Citizen is **happy, androgynous** and **regularly medicated**.

To help every loyal Citizen learn and understand reward and punishment, The Computer has implemented a color-coding scheme that helps each Citizen know at a glance what items are available at his or her **Clearance Level**. The Clearance Levels Are (from lowest to highest): **Infrared (Black), Red, Orange, Yellow, Green, Blue, Indigo, Violet** and **Ultraviolet (White)**. **ROYGBIV** can help you remember these.

If an item, hallway, document or piece of clothing is painted or colored with a color above your Clearance level, you had better **have the proper forms** or face charges of Treason. If a Citizen of higher clearance gives you instructions, you had better follow those instructions or risk charges of Treason.

Citizens wear jumpsuits that match their clearance level. These jumpsuits are made of **Reflec**, a special kind of **armor** that protects the citizen from treasonous attacks by lower-ranked citizens armed with laser pistols. Each **troubleshooter** (that's you) is armed with a **laser pistol**. The pistol consists of a handle (universal) and a barrel. The **barrels are color-coded** for your clearance level (**they only work against your clearance Reflec and lower**). **Each barrel is spec'd for 6 shots**. For each shot fired **after the 6th**, the barrel begins to break down, crack and whine, until **the barrel explodes** with hilarious **consequences**.

The Computer provides **6 Free Clones** of each Citizen. If a clone dies, **MemoMax** technology is used to **upload** the previous clone's last **memory** backup to a fresh clone (these are usually **5+/- minutes out of date**). Every Citizen has a **Name, Clearance Level, Home Sector and Clone Count**. A Red clearance Citizen named Alfred, from Sector EFF, on his second clone, would be designated **Alfred-R-EFF-2**. If your **last clone dies**, and you have Credits in your account, **Clone Services will generate an additional clone** (this clone may experience **imperfections** due to the process. This is called **Genetic Drift**).

System Basics

Paranoia has three modes of play - Straight (very serious), Classic (Only a little serious) and Zap (not serious at all). We will be playing in the **Classic-to-Zap** style of play.

You will only need **one 20-sided die**. When you look at your character sheet, you will see a skill listed (like **Energy Weapons**) with a number next to it (like **13**). If you **roll that number or lower**, you **succeed**. The lower you roll, the more successful you are. If you **roll a 20**, you have **critically and catastrophically failed** (this is usually fatal). For Example, if you want to **Shoot Team Leader In The Back** you would roll a die against your Energy Weapons (13). If you rolled a 15, you failed to **Shoot Team Leader In The Back**. If you rolled an 8, you succeed and you **Shoot Team Leader In The Back**.

Sometime you want to take actions that you don't want the other players to know about, like **Shoot Team Leader In The Back**. When you want to **Shoot Team Leader In The Back**, pass me a note with your name on it and what the action is. Then I will pass a note back telling you What **You Need** to do **To Shoot Team Leader In The Back**.

When do you something **funny, clever** or **brilliant**, or if you make the entire table laugh so hard they can't breathe, you will get **Perversity Points**. Each point may be spent to **alter a single die roll by one**. Say you are trying to **Shoot Team Leader In The Back**, and you roll a 14 on your Energy Weapons. You can **spend a point to change that 14 to a 13** so that you **Kill Team Leader**. Alternately, Team Leader can spend a point to change that 13 back to a 14. Other players may join in the bidding way, and in this way you can **Gang Up On Team Leader** to **Shoot Team Leader In The Back**.

If you perform your duties well, you may receive a commendation. The following is a list of the most common **commendable actions**: Being extremely happy; Completing a mission; Completing a mission successfully; Risking your life to serve or rescue a Citizen of higher clearance, to save Alpha Complex or to serve The Computer; Terminating a traitor with sufficient evidence; Turning a traitor over to Internal Security; Unctuous flattery; determining that **Your Team Leader Is A Traitor**.

If you behave in a manner not fitting a loyal Citizen of the Alpha Complex, you may be cited for Treason. The following is a list of some **treasonous actions**: Asking a question irrelevant to a mission or duty; Asking whether a particular hypothetical question unrelated to a mission or duty would be considered insubordinate or treasonous; Being out of uniform or sloppy; Being unhappy; Failure to **Get Team Leader** any equipment for which he or she holds the proper forms; Failure to **Shoot The Traitor Before He Gets You**; Evading Internal Security or Computer surveillance; Excessive impoliteness; Failing a hygiene inspection; Being accused of treason; Falsely accusing a citizen of treason; Arguing with the Game Master; Assaulting a Citizen; Damaging, destroying, or losing assigned equipment; Demonstrating knowledge of the PARANOIA rules; Failure to defer to a citizen of higher security clearance; Framing a citizen of lower clearance; Lying to the Game Master; Failure to respond to the question "**What Are You Waiting For??!?!?**"; Possessing unauthorized food, info, or equipment; Refusal to take a prescribed drug; Theft of equipment, possessions or files, including filesharing; Threatening the physical or financial safety of another Citizen; Unauthorized destruction of higher-clearance property; Disobeying an order; Failure to complete a mission, or failure to file a proper completion report; Refusing to accept a mission; Suspicion or proof of mutation possession; Confessing to, suspicion of, or proof of secret society membership; Knowledge of Communist doctrine; Being a Communist; Terminating a citizen without sufficient evidence; Conspiring to **Shoot Team Leader In The Back**; Spitting. You should **Now** be able to get a sense of the kind of behavior The Computer expects **Before It's Too Late**.