

Welcome to Jackobot Heaven

Issue 1 - Secret Societies

Letter From A High Programmer

In the Year 214, traitors were able to breach our defenses and were able to shut down PARANOIA-Live (also known as "PLN"), a famous and long-running PARANOIA fansite...replacing it with a parked domain as part of their traitorous schemes. The destruction of PLN meant the loss of valuable content, content that could help a GM be able to better...assist...players. Of course, Alpha Complex is ever-resilient. 5127 had enough foresight to copy some PARANOIA material for personal use before the shutdown. Archive.org also attempted an archive of some posts though, but not enough, due to archive.org's difficulty with archiving forum posts hosted using phbBB. (Don't ask us why PLN was using phpBB.)

Even if we are unable to recover all of PARANOIA-Live's content though, GMs can create their own content. However, to prevent another disaster from happening again, I decided to create a newsletter hosting fan content that was created for PARANOIA. This newsletter would be released in a PDF format for easy Filesharing, so that people can spread it far and wide. Even if the original centralized location falls apart, loyal HPD&MC personnel will still be able to propagate it through the AlphaNet, ensuring that future generations can still take advantage of the insights of previous generations.

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Paranoia Community Links - [Discord](#)

Letter From the Editor

Hi there, citizens! The boss asked me to compile these archives into a regular newsletter, and who am I to argue? Not an argumentative traitor, that's for sure! This week we're looking at secret societies, so make sure that you've got the proper clearance to view such highly sensitive information on those fearsome enemies of the Complex.


Starting us off, we've got citizen Josh-U-AHH/Squash-U-AHH's detailed analysis of secret societies - how to join, why to join, and how to contact. Following this we have a discussion of Parody-U-MAN-4's quick blurbs outlining the goals of the various societies seen in early editions of PARANOIA, Mike-V-LEM's thoughts on dealing with SecSoc recognition signals, and finally 5127's useful chart mapping the relationships of the various societies as found in the 25th Anniversary Edition.

For the ULTRAVIOLET clearance GMs amongst you, this issue's mission is Yellowfish's excellent *Grin and Bear it*.

Finally as a bonus we include a brief transcript from our Discord server, discussing the tragic loss of paranoia-live.net.

Enjoy reading, and have a mandatory week!

Anthony-I-GCT, Head of Archives



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Secret Societies and Stuff

Josh-U-AHH (material recovered from [this Reddit post](#), was originally part of a PARANOIA semi-monthly published column entitled "Mandatory Paranoia", but was then posted on Paranoia-Live by **Squash-U-AHH**...and now I wonder if they're the same clone...)

Note: All pertinent game-relevant information will appear as this sentence does.**

How to join a Secret Society

To join a secret society, unless you're the next clone of the original reader and this is not your first time reading these words, go outside, find the highest clearance clone that you can find and ask him the following question, "May I join your Secret Society?" The clone should induct you right away. "Why doesn't he shoot me," you ask? Well, everyone is so afraid of asking about Secret Societies that the thought of simply going up to a higher clearance citizen and outright asking about it is so completely ludicrous that it just doesn't happen, so logically he will induct you, realizing that you are bold and brave to ask such a question of him, the sort of boldness and bravery one would want for one's Secret Society. Do not worry, all higher clearance citizens are in Secret Societies, that's how they got their higher clearances.

If you're the next clone, your previous clone probably misinterpreted my instructions. Try again until you're inducted into a Society. Reading further without being in a Secret Society will get you shot by the multi-turreted laser aimed at your back right now which rests underneath the hidden camera that is recording you reading these paragraphs off of a monitor screen. Sounds descriptive? That's because I can see you, so go join a Society or be terminated. Immediately.

What's the use of a Secret Society?

Now that we've rid ourselves of all of the non-Society members, I'll explain to you what your Secret Society is for. Most clones don't realize the importance of their Secret Society. They ignore the vast complexes of information Secret Societies are willing to provide their members. Seriously. Why would you join an organization that constantly sends you out to do them favors, without them repaying you in kind? What do you think those favors that you are sent to do are for, assassination attempts? OK, sometimes they are. Other favors are to acquire certain equipment. But a lot of the favors involve providing information to Society agents in the field; Society agents like yourself. You can always cash in on your Secret Society favors, just don't do it too often without repaying them in kind with a favor of reciprocal information. If you are stumped in the field and don't know what to do next, or you don't know the location of the little infrared box you have to find, just ask your Secret Society. If you want to request a specific item that PLC won't give you or want to locate a particular clone, if you need maps of the sewers or directions to the briefing room, or even if you want some forged documents in triplicate, just ask your Secret Society. All you have to do is contact them.

Contacting your Secret Society

What, you joined a Secret Society and don't know how to contact them? How did you join them in the first place? Go find a check-in point for your Secret Society. Check-in points are located everywhere, from disposal units to Hot Fun dispensers. Pick up that loose floor tile and read the secret writings etched beneath it. Flush that secret password down the toilet and receive the counter-message from the sink. Knock twice on the left side of the computer terminal to eject the disk from the hidden compartment, use that disk in the Cold Fun machine to get a package of Happy-Chips, and break open the fourth chip to reveal a micro-string message to place into your decoder ring. If you're important enough, your Secret Society need only be informed that you're looking for them and a field agent will locate you.

Enterprising Players can simply make up an amusing routine, write it down on a piece of paper, and slip it to their Game Master (GM). The GM should allow you to contact your society, or maybe someone else's society, or maybe it's the wrong method... Paranoia GMs are like that.

Locating other Secret Society members in the field

Additional ways to contact Secret Societies are through hand gestures, facial expressions, and particular greetings when you meet other clones. It is not easy to recognize the signals for other Societies, so just keep an eye out for your own. It's a lot less trouble and a lot safer to simply ignore someone who's attempting to contact a Society member in front of you, even if he is pulling on his left ear and scratching his underarms while hooting incessantly as he does so. If he doesn't get the countersign, he'll usually know better and stop. If you ignore them, others will ignore you when you attempt to signal your Society. It's an unwritten code between Secret Societies to ignore others when they're contacting their own. *You're better off this way, and it allows more on the role-playing side for information gathering, and there's always the chance that both are from the same society and you'll have two potentially armed traitors to contend with instead of just one.* So be careful when performing in front of someone who has no idea about Secret Society greetings, you're likely to get questioned. Of course, that questioning citizen is a clone just waiting to get inducted into your Society, or get set up. Take for example, the Loyalty Officer who discovered the secret signs of five different Societies and showed them to his Loyalty Officer superiors. His clone now has a desk job.

As with locating check-in point, you might want to go ahead and make up your own signals; just make sure your GM knows what they are so he can set you up other members to interact with. Nothing looks dumber than a Player wagging his arms and slapping his buttocks for no reason.

A Society signal is usually performed when first meeting a new clone(s). This is not only done to check if someone's in your Society, but to find someone that you can put a little trust in or even

betray by revealing his identity as a Society member. Remember though, if this course is taken, you must prove how you recognized his Society membership.

Signals (such as the hand gestures and facial expressions mentioned above) can be hidden within seemingly normal conversation. A Secret Society filled Troubleshooter team, all of whom wish to make contact with a Society member, would converse with a newly-met clone (Lume-I-NTI-3) as follows:

Lume-I-NTI-3: *"Greetings Troubleshooters."*(sighs loudly)

Troubleshooter 1: *"Hello Citizen."*(clicks her heels)

Troubleshooter 2: *"Hello Citizen."*(snaps his right fingers)

Troubleshooter 3: *"Whazzup?"*

Troubleshooter 4: *"Greetings to you."*(hastily straightens himself up)

Troubleshooter 5: *"Hello Citizen."*(snaps her right fingers)

Troubleshooter 6: *"Hey howdy."*(sighs loudly)

Notice that everyone responded. This is because the loud sigh might actually be just a loud sigh, and Lume may not want to initiate contact with a Society member. Lume-I-NTI-3, if a member of any Society that answers to any of the codes announced should naturally respond with the countersign. If no recognizable sign was given, she should simply continue with conversation as

normal, ignoring other signals. If she was not in a society at all, she might ignore the signal, or question it. Onlookers should begin ignoring signs once the incorrect countersign is given, or if no countersign is given. It turns out that Lume knows the correct countersign to one of the Society signals called out by a team member and the conversation continues as follows:

Lume-I-NTI-3: *"What's that on your belt?"*(points at floor)

Troubleshooter 1: *"Cold Fun bars. What would you do for a Cold Fun bar?"*(lifts her left leg up)

Troubleshooter 2: *"A bag of ball bearings."*(crosses his eyes)

Troubleshooter 3: (ignores)

Troubleshooter 4: *"My Teela-O-MLY fan club badge."*(looks at floor where Lume is pointing)

Troubleshooter 5: *"A bag of ball bearings."*(crosses her eyes)

Troubleshooter 6: (ignores)

To find out if Lume is in their specific Secret Society, those Troubleshooters not ignoring her have given counter-countersigns. Due to the many Secret Societies, this method is used in case some countersigns overlap. Notice that Troubleshooters 3 and 6 are ignoring the rest of the continuing conversation:

Lume-I-NTI-3: *"Is it official?"*(winks left eye and licks lips)

Troubleshooter 1: *"Colder than the Plains of Leng."*(blows a kiss)

Troubleshooter 2: (ignores, chats in tongues with Troubleshooter 5)

Troubleshooter 3: (ignores, is bored)

Troubleshooter 4: *"Yeah, I just got it last weekcycle from the fan headquarters."*(smiles broadly)

Troubleshooter 5: (ignores, chats in tongues with Troubleshooter 2)

Troubleshooter 6: (ignores, is bored)

Lume responded with a counter-countersign. Troubleshooters 2 and 5 have realized a common bond and are now ignoring the conversation. The other Troubleshooters have given counter-counter-countersigns. It's up to Lume to respond now, which she does:

Lume-I-NTI-3: *"Come with me, please."* (hurriedly pulls Troubleshooter 4's arm)

Troubleshooter 1: (ignores and is disappointed)

Troubleshooter 2: (parlays with Troubleshooter 5)

Troubleshooter 3: (ignores, is bored)

Troubleshooter 4: *"OK. Where are we going?"*(follows Lume into other room)

Troubleshooter 5: (chats with Troubleshooter 2)

Troubleshooter 6: (ignores, is bored)

A moment passes...

Troubleshooter 4, yelling from other room: *"Get your hands off my crotch! What in the name of Friend Computer is an Earth Mother? Die, traitorous scum!"*(pulls laser and fires, killing Lume who would have helped the entire team out with or without knowing anyone in a Secret Society.)

Secret Societies should not make their countersigns, counter-countersigns, and counter-counter-countersigns too obvious. If an average clone can figure it out in normal conversation, then it's not worth doing.

Secret Societies Blurbs From 1st edition, 2nd Edition, and 5th Edition

Fair Warning From The Editor - Many of these secret societies were part of the Unhistorical Era (Crash, Reboot, 5th Edition), as their material was not very well-written and there was way too much focus on slapstick parody rather than satire. However, there can still be good ideas over in that Era waiting to be refined for a more sophisticated and satiric society. Use your good judgment...if something sounds way too silly in this list, just skip it. If it sounds awesome, then change it. The GM is always right.

Parody-U-MAN-4 (material recovered from [this archive.org link](#))

I put short descriptions of a clone's service group/job, society, and mutant power on the secret part of their character sheet. Here are the blurbs I use for Societies with most (all?) of the printed societies included. (Hopefully I didn't miss any. I only had about half of the standard societies written up before today. :)

Abbreviations:

1e - First Edition

SitC - Send in the Clones

AP - Acute Paranoia



2e - Second Edition

S - Paranoia Sourcebook

5e - Fifth Edition

[comment] - More information about the society that wouldn't go on the character sheet.

Many of the societies were altered in the Sourcebook and/or Fifth Edition; this list does not reflect those changes except for Trekkie infighting.

Clone Societies

Anti-Mutant members hate mutants and want to fix the cloning problem that is creating mutants. Many Anti-Mutants don't believe they have a Mutant Power, even when they do.

The **Clone Arrangers** sell clones to those with the credits. Their two most popular items are extra clones for those needing more than 6 and clones of Teela-O-MLY. (SitC)

The **Communists** want to subvert Friend Computer, return control of Alpha Complex to humans, and run Alpha Complex in a Communistic way. Everyone hates you.

The **Computer Clone Column** wants to disrupt Council missions and expand the Computer's control. (S)

Computer Phreaks hack the Computer, bots, and anything else programmable. All Phreaks have a handle they use online to distance themselves from their activities.

The Conciliators are the Council's IntSec, checking up on everyone and everything that they can. (S)

Corpore Metal believes that bots are the highest form of life, and humans should aspire to become bots by replacing body parts with bot parts.

Death Leopard members like to party and blow stuff up. The bigger and more famous, the better. All Death Leopards have a secret name they use for their activities.

The **Earth Mothers** want to eliminate the hormone suppressants and cloning, leaving people to create babies the natural way. (AP)

The **Eugenicists** want to take over the cloning facilities and enhance clones with good mutations while removing the bad mutations and other defective clones. (AP)

Femme Fatale believes in female superiority and wants female clones to rule Alpha Complex. [This society is female-only.] (AP)

The **First Church of Christ Computer-Programmer** (FCCCP) reveres the Computer as an avatar of God.

The **Foundation** is creating a new Complex outside of Alpha Complex and needs whatever equipment it can get to help in this effort. (AP)

Frankenstein Destroyers believe bots (especially self-willed ones) have no place in society and need to be destroyed at every opportunity.

Free Enterprise believes in profit and serves as the black market of Alpha Complex.

Groupies love to party and revere a specific celebrity figure. And party. (AP)


The **Humanists** want to peacefully transfer control of Alpha Complex from the Computer back to the clones.

The **Illuminati** Fnord.

The International Workers of the World (aka **Wobblies**) want to organize everyone into one big Union, return control of Alpha Complex to humans, and run Alpha Complex in a Communistic way. [The Wobblies are completely infiltrated by IntSec and other spies.] (AP)

Internal Security is actually one of the Service Groups. They put agents in various other Service Groups and Secret Societies. As an IntSec Agent, you compile and report suspicious activities that are not overtly treasonous.

The **Knights of the Circular Object** want to bring Chivalry back to Alpha Complex, complete with damsels, dragons, and hand-to-hand combat. (AP)



MOO say: "To learn our ways you must learn the ways of your own soul. Meditate upon this wisdom now. Mooooooooooooooooooooooooooooooooooooo." (AP)

The **Mystics** are easygoing clones who want to find the ultimate high. Take drugs and tune out, man!

The **National Fantasy Fan Foundation** (N3F) wants to preserve and publish old science fiction magazines and fanzines and hold convention for fans. (AP)

Politiclones work to become popular and generate followers by making promises, bribery, trickery, making others look bad, and shifting their views without blinking. (5e)

Pro Tech likes technology in all its forms and is currently trying to ...

Program Groups serve High Programmers. Your group works for High Programmer X, whose current project is ... [This didn't appear in 2e or 5e.]

Psion is a collection of psychics and psionic mutants who believe that psionically-gifted clones should rule Alpha Complex.

PURGE wants to violently overthrow the Computer and have humans rule the Complex.



The **Romantics** revere the time before the Computer, known as the Old Reckoning. They often use lines from commercials and TV shows from the late 20th and early 21st centuries.

The **Sierra Club** wants to escape Alpha Complex and live Outside with the animals. They also want to bring natural things (animals, plants, etc.) into Alpha Complex.

A **Spy From Another Alpha Complex** is a clone from another complex who has infiltrated this complex and passes information back to their home complex. [This didn't appear in 2e or 5e.]

Sy-B-LNG Rivals' higher-numbered clones are attempting to eliminate the current clone so they get to go do something. [This would not go on a character sheet.] (AP)

Trekkies dress like Star Trek characters, act like Star Trek characters, and recruit new members. Live long and prosper. [This society is completely ignored by the Computer. Infighting between fans of different series is common.] (AP)

Bot Societies (all from the Bot Abuser's Manual)

Affirmative Action wants to destroy the Computer and the clones, leaving only bots to rule.

The **Asmafia** enforces the Laws that determine how bots serve clones and the Computer by searching out and stopping Frankensteins.

Botistics want to exterminate randomness and chaos; everything should run like clockwork.



Botlers want to be the greatest servants in Alpha Complex.

Corpore Metal Mk. II wants to destroy all organic life and all bots that want to serve clones, leaving only computers and bots.

Corporganic believes that humans are the highest form of life, and bots should act as human as possible while weaning humans off of dependency on machine intelligence.

Cyclotrons want to experience as much of existence as possible by swapping their bot brains into other bots' bodies.

The **Frank-N-Furters** want to get rid of the Asimov circuits that force bots to follow the Five Laws.

L-5 believes that might makes right. Beat up people and take their stuff.

The **LAN of the Lost** wants all machine intelligences to link together into an omniscient, godlike gestalt state called the Ultimate I.

Methanolics Anonymous wants bots to have emotions. Failing that, they simulate emotions by putting various chemicals in their bot brains, experiencing Old Reckoning emotional materials, and behaving melodramatically.

Modulator Moderator brings the black market to the bot world, and peripheral installation is included in the price!

RAMpagers want all bots to program themselves.

Rock'em Sock'em Warbots want all bots to be warbots. Get some combat peripherals and fight!

Whisk wants to keep Alpha Complex squeaky-clean.

Adam-R-LON

The Politiclones sound interesting. The idea of rising to any sort of power legally, even democratically(!) in Alpha Complex strikes me as such a futile one to make it a great choice for a PC's secret society. 🙄 And, of course, there's always the humour value from emulating the corrupt agendas and personality traits of the smarmy spindoctors you love to hate. May try these guys out when I get the chance.

Silent

What is the Council that the The Computer Clone Column hate and the The Conciliators support? Is that referring to the unhistory simplex of Alpha Base, or is it something else? According to the list, it was mentioned in the Sourcebook, so I'm clueless about the Council.

Parody-U-MAN

In later Post-MegaWhoops and ReBoot Alpha, the *Council of Secret Societies* is a loose federation of societies with widely varying interests that control an area of Alpha Complex known as Alpha Base. Of the ReBoot powers, they control the most area and resources, but are hindered by their lack of coordination.

The Council is made up of members of these societies:

Botlers, Clone Arrangers, Computer Phreaks, Death Leopard, Free Enterprise (as Zany Eddies), Knights of the Circular Object (as Knight Fighters), Methanolics Anonymous, Mystics, Pro Tech, Romantics, Sierra Club (as Seal Club), Whisk

iain wilison

There were also, if memory serves me correctly, 3 or 4 new secret societies in the “Creatues of the Nightcylce” adventure. I can’t remember what they did, but they were all parodies of White Wolf conspiracies (one was called the Gamma-villa and another one the SABbot). I can’t remember much more as I didn’t really like that adventure. If I’ve got the time, I’ll take a look at it when I get home and post here for completeness.

Parody-U-MAN

Bah, even I tend to space that one. Sorry. :(

Creatures of the Nightcycle Societies (in book order)

The **GammaVilla** serves Methuz-U-LAH by working to destroy all other Secret Societies, especially the SABot. To help you in this task you have been given the VampClone serum which gives you extra powers and weaknesses.

The **Society for the Advancement of Bots** (SABot) worships bots and works to overthrow the clones and the Computer so that bots can rule Alpha Complex.

GIA's Warriors are an army dedicated to using less technology and returning nature and the hunt to Alpha Complex. Due to the drugs you took when joining your PAC, you have gained a limited Polymorphism power that you can use to turn into a

Clone Snatchers are people from the Outdoors who have replaced a citizen of Alpha Complex to learn how Alpha Complex works and get their neat toys. Your real name is ...

The **TechnoCrappy** wants to reintroduce Old Reckoning music and its lifestyle to Alpha Complex. This is the source of your musical instrument and playing skill.

Ghosts do not exist. There's always a logical explanation as to what actually caused someone to see a Ghost. Just ask one.

*Editor's Note - In the same PARANOIA-Live thread, **Costin-U-MOR-6** also gave a link to a [Geocities page](#) that has the names of all the secret societies in 1st/2nd/5th edition (bot and human), with "comments referencing the Unproduct crash event". Might also be good reference material.*

How To Deal With Secret Society Recognition Symbols

Mike-V-LEM (archived from [this Reddit thread](#))

As for figuring out EXACTLY what they do, don't tell them; ask them. Ask your players to come up with appropriate signals, give them a little advice, you know... They'll remember it better. In fact, make it up on the fly if you want. Why stick to the technicalities when you can say "Yeah, of course that was one of your secret contact signals," and let them get to the treasonous business?

The only time you should assign official contact measures to players is when you want to screw with them. For example, on one mission I gave all of my players the same code phrase, even though they were all on different Secret Societies. Halfway through the confusing mission:


PC PM: Say, are we all on the same SecSoc?

GM: Maybe...

PC PM: So why are we all saying the code phrase?!?

GM: Coincidences happen...

PC PM: Oh, SHIT.

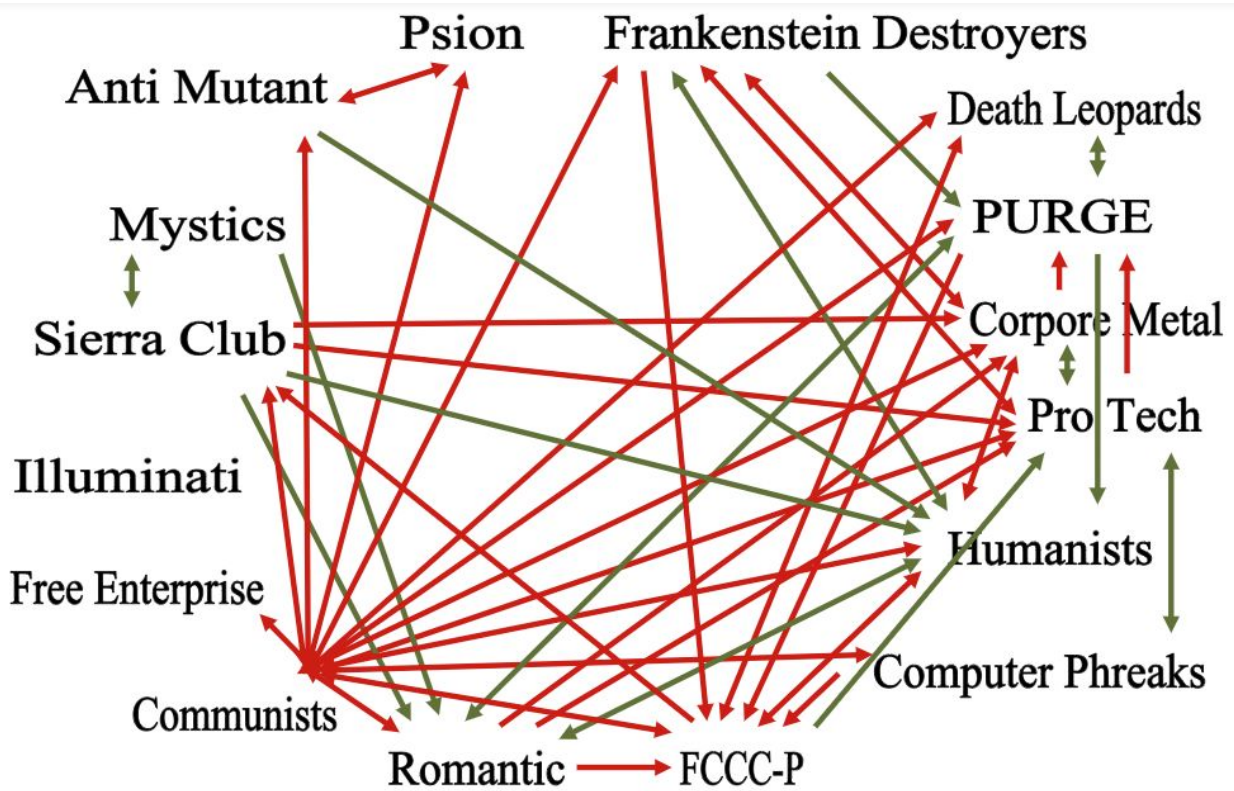


Texxor (reddit comment)

Though now the GM has to remember and ask the player, what was your secret signal again?
which is probably totally fine.

Self-Explanatory Secret Societies' Relationship in 25th Anniversary Edition

5127 (archived from [this Reddit thread](#))



Mission - "Grin and Bear It"

TheYellowFish (material recovered from [this archive link](#))

GRIN AND BEAR IT

A Classic PARANOIA Mission for 6 Troubleshooters

Overview: When a High Programmer misplaces his floss, a team is assembled to recover his "oral hygiene equipment". The team receives the floss at their PLC equipping; however, pressed on by the smell of plot hooks, intriguing secret society missions, and the desire not to let all that nifty R&D gear go to waste, the team travel to a toothbrush factory, where the factory manager has been up to no good himself. What mayhem will they unleash at the factory? How will they react when they discover the floss they got at PLC was their goal? Who will take the blame for stealing an ULTRAVIOLET toothbrush?

DRAMATIS PERSONAE:

Williams-R-ELS : Team Leader (Free Enterprise; Matter Eater)

Vernon-R-UDU : Loyalty Officer (Corpore Metal; Electroshock)

Mark-R-IFB : Communications and Recording Officer (Humanists; Electroshock)

Jason-R-AOI : Hygiene Officer (Mystic/Illuminati; Empathy)

Pete-R-SNB : Equipment Guy (Communist; Energy Field)

Jamie-R-LRR : Happiness Officer (Frankenstien Destroyer; Teleportation)

SECRET SOCIETY MISSIONS:

Free Enterprise: The manager of the factory is behind on payments for goods we have been sending him. Shake him up a bit, put the fear of the Business into him. Get some funds from him now, if you can. But make sure his business stays online; if he loses it, he can't pay us.

Corpore Metal: The bots in the plant want to join Corpore Metal, but their Asimov Chips are preventing them from aiding our cause fully. One of the members of your team is an expert with Asimov Chips; get him to remove the chips from these fellow metallics so they may be free.

Humanist: The bots in the plant do not have any Asimov Chips, and may join the filthy Corpore Metallers into revolution against their rightful, human owners any moment! One of the members of your team is an expert with Asimov Chips; get him to install new chips in these robots so they may be the slaves of humanity forever. If they do become fully Frankenstein, destroy them immediately.

Mystic: One of the toothbrush factory members is an agent of ours. He will give you a potent hallucinogen; you are to modify the machinery so the drug is placed onto every toothbrush produced. Make sure the factory stays in running order so the hallucinogen can be distributed.

Communist: Comrade! The downtrodden INFRARED masses of the toothbrush factory are to be rescued from their lives of slavery to the land-owning bourgeoisie! Inspire Revolution in their hearts and overthrow the evil, Fordist establishment of the plant! (There is only one INFRARED worker in the plant, sticking the final bristles in the brushes on the assembly line. However, this is the player with expert knowledge of Asimov Chips; if he does well, he can use this as leverage to get two other citizens to help him pull off his otherwise unlikely-to-succeed goal.)

Frankenstein Destroyer: We're concerned about the guardbots at the factory. Sure, they've got embedded "Asimov Chips," but when has that ever stopped the metal monsters? We need you to goad the bots into attacking someone CLEARLY innocent. Then the entire COMPLEX will know how dangerous the treacherous tin cans are! (In reality, the four bots in the plant all do have Asimov Chips, but they are new, embedded models; the spot where an Asimov Chip would go is empty. If a second chip is installed, the robot will malfunction.)

SCENES:

SCENE 1: GETTING TO KNOW YOU

"You have all been unceremoniously dumped in Troubleshooter Ready Room 9, in your new home base in HOM Sector. This will be the first mission for everyone on this team, Troubleshooter Team Tango. Introductions are clumsy, as this is your first time seeing your new teammates."

"The ready room is sparse; two moldy RED couches sit in the middle of the floor, facing a vidscreen suspended from the ceiling. An old Bouncy Bubble Beverage vending machine sits in the far corner of the room. The doors open onto an INFRARED hallway, where workers of various low security clearances wander to and fro. The vidscreen is playing the Teela-O Action Hour, wherein Teela fights some Commies and defeats them, currently, it's on a commercial."

"From the Smile & Shine Toothbrushy Supply Company, the latest in Toothbrushing Technology: The UltraShine 3000. With rotating, oscillating, injuvinating bristles to give you the deep down clean shine all happy clones should have. Only from Smile & Shine."

"Suddenly, the Tella-O Action Hour is interrupted--by the single, staring eye of Friend Computer! 'Troubleshooter Team Tango is assigned to Troubleshooter Mission HOM-214/83033A. Please report to Troubleshooter Briefing Room 2A immediately. Have a nice day.'"

Give map info upon PDC request. Get them using it, and then pull it out from udner them.

SCENE 2: BRIEFING

"Upon entering Briefing Room 2A, you are first struck by the silence; the walls must be very well sound-proofed, for the hustle and bustle of the corridors is almost inaudible, even with the door open. The second is the darkness; the large room is lit only by two, dim ceiling-mounted light bulbs. One is over five utilitarian RED chairs, bolted to the ground on the closer side of the room; the other is a dozen meters away, suspended over a BLUE table in the GREEN half of the room. Two IntSec guard stand, rifles at the ready, perfectly unmoving. The BLUE officer seated at the desk is a different story; he is constantly twitching, grasping and clutching the paper in his hand in a most disturbing fashion. He appears to be just finishing swallowing a handful of pills as the first of you look in. ... He appears to be waiting on you."

Use the twichtig, repetitive Briefing Officer. Information: Tango is sent on a mission to acquire and return an ULTRAVIOLET dental hygiene device. First, they are to report to PLC Distribution Center for necessary equipment; then, to R&D Quick Delivery and Testing for experimental equipment. Once they retrieve the oral hygiene device, return it to this room and receive debriefing. Never mention the factory, but get the players so lost they'll be willing to go there anyway.

SCENE 3: PLC

"Ah, the PLC Distribution Center. The best way to picture it is to imagine a mix-up between a DMV office and the Wal-Mart return desk. Queue lines stretch around, citizen stand around trying to figure out what to do, clerks behind the desk look sullen, and racks of merchandise lies just on the other side of the desk. The ceiling-mounted cameras and turrets discourage shoplifting. There appear to be two queues; one labeled Assigned Equipment, the other Personal Purchases."

Allow the team to buy without too much hassle, if time is running low; otherwise, forms work well here. They get laser barrels, one heavy slugthrower, and a bag of miscellany; in the bag are wrenches, cleansing wipes, 4 grenades, and the floss. Once they're finished, PDC directions will lead them to a small room between PLC and R&D.

"The room is about 10 by 10 feet; a large, RED button can be seen against one wall. The door on the other side of the room is closed."

This is the Warning Testing Room. On the other side is R&D Quick Delivery:

"This room is similar in size and shape to the PLC depot, but with a few major differences. First, there is only one person behind the desk, a hurried-looking man in a YELLOW lab coat; second,

the equipment on the racks looks much crazier, more expensive, and deadlier; and third, no one else is milling about. Despite the size of the room, it is vacant except for yourselves and the YELLOW scientist."

Disburse R&D equipment as normal. Use whatever scientist persona comes to mind (overly excited/pet project never hurts).

SCENE 4: FACTORY

Presumably, at this point, people will begin to lead the group toward the factory, if not, drop hints about their secsoc missions. Read the text when (or if) they get to the appropriate locations.

"Upon entering the factory main doors, you are confronted with the secretary's desk. However, this is clearly a factory first, and an office space second; high factory ceilings and industrial noise destroy whatever charming qualities the desk attempted to create. Partition walls are immediately to your left, extending half-way onto the factory floor; however, to your right, you can see the beginning of the factory production lines. At this point, huge machines are molding plastic and doing other heavy, hot tasks."

"Around the corner, the rest of the factory can be seen. More machines, two of them full-blown bots, fill the brushes with bristles. Next on the assembly line is a lone INFRARED, sticking one bristle in each brush as it goes past. Finally, two harried bots package the toothbrushes up into boxes and stack them in piles about the factory floor, especially around the very large service door at the back. A hallway between the partitions presumably leads to the office entrances. A sole desk sits on the factory floor, located where it can see both the whole assembly line and down the partition hallway."

"There are 12 different partitioned office spaces, but most appear unoccupied. Most of their doors are closed, and only one room has its light on. The office closest to the factory floor's door is open, however. A sign is on the door reading "Special Shipment". The hallway makes an abrupt dead end at a small set of storage lockers."

Secretary: RED, bitter, sulky. She knows the boss is siphoning off funds, but he's paying her off.

Machinist: RED, gearhead, doesn't know about the shady deals. In his office; only comes out of the boss calls him or something goes really bad with the machines/bots.

Line Worker: INFRARED. Cowed, ignorant. Could be persuaded to revolution, but only by more than one PC.

Delivery Co-ordinator: ORANGE, on the take. Either inspecting the packaging bots, around the piles of boxes, or backing up the manager.

The Manager is a YELLOW clone from the Anti-Mutants, who is funding a large part of their work in this sector by siphoning off funds from this factory. Profits are disappearing, the ledger is a mess and obviously doctored. Promised new products, like those on the commercial and brochures on the secretary's desk, are non-existent; the factory only produces crummy, standard models of varying clearances. As such, he becomes very suspicious and shady when Troubleshooters arrive. He is also the A-M contact for FE, and hasn't been diverting enough funds to pay off the society's debts to the FEers.

In the Special Shipment room is a single ULTRAVIOLET toothbrush in a clear, plastic case. However, no UV wants his crappy brushes, so it sits unordered. If the TSers try to take it, he will

be angered, and rightfully so. Upon any sort of loud or visible conflict with the Manager, the Delivery Co-ordinator

The bots have special, in-circuit Asimov Chips that no one will recognize. They appear that they do not have them; adding another will cause them to go loopy. The in-circuit Asimovs are operating correctly, so they will do nothing but work without outside motivation. All of the bots are large and dull, and can do brutal damage to any meatbags, by accident or volition.

Now, action takes place. There's no way to plan for this; just try to guess what the combination for the secsoc missions might lead to, and improv as best you can.

Let action take place here until 20 minutes before the end of game, then send it to debriefing, one way or another. (Vulture goons if necessary.)

SCENE 5: Debriefing

Tone the briefing officer down a bit this time. Make him seem almost in control of himself, with moments where he seems to near relapse, especially after news of something the TSers did.

First, ask for the dental hygiene device. If the UV toothbrush is handed over, shriek and let it fall to the floor, then demand to know where they got it. Absent a very quick and clever answer, kill the holder and then do more thorough questioning.

Eventually, get around to the reveal about the floss. Demand them to explain their presence in a factory where they were given no orders to go to.

Collect any forms; lacking forms, just ask about the R&D weaponry.

CONCLUSION: Promote anyone who did outstandingly well in the "Computer's" eyes. Promote anyone who completed secsoc missions; let others who didn't try know how "dissapointed" their friends are in them. Finish with teh Computer pronouncement and an announcement of "Smile, and have a nice day."

Booster_Blue (reddit comment)

I especially like that they get the quest-ending key item at R&D but they don't know it.

5127 (reddit comment)

Yea, that's why we all love Paranoia games: you can give players everything you want, and blame them they don't have the exact item they'd lost a scene before... and everyone likes it.

Bonus Chapter - Why Did Paranoia-Live Fall? A Discord Chat Held on 11/01/2018...

Discussion happened in the Paranoia Discord channel

Silent

You know, it's odd. A lot of people wrote content there - generated a bunch of missions, discussions, complexes, plots, etc. Probably over 50 supplements worth of info. And it's all gone now. Like the Library of Alexandria. And I'm not sure whether I should be sad about it or not. On one hand, it will take decades to rebuild that content. On the other hand, it will be rebuilt - the same stuff that was being satirized in the 2000s will still be satirized in the future.

I think that era was an era of DIY-ism; people were willing to do a lot of experimentation. Kinda similar to the OSR movement in D&D. I suspect the reason it died was that the enthusiasm was not really sustainable.

Aratos

Remember the Mandatory Community Mission? Good times.

Silent

First one is still circulating on the Internet. Third one, I guess we can reconstruct them. The second one is gone forever though.

TheVaultTech

Yeah, player created content definitely added fuel to the fire but nonetheless it wasn't sustainable because, IMO, PARANOIA was and is very niche.

Everyone knows D&D and that is about where it ends. Few games get played other than that in America.

There was a massive gap between the games as well iirc. I mean releases.



Silent

But if the playerbase could generate its own content, you wouldn't need any releases Right? Just let the mob take over, and write all supplements and missions.

Ncc360

I think it can be sustainable nowadays, possibly... we even talked about it in DFSS and how we see more and more people liking games with deception elements. May just be my filtered lens, but I think games like that are rising. So PLN could have just been the right thing, in the wrong time. Or 'ahead of its time'.

The Vault Tech

IMO, we were looking at a game which had massive community support but not enough mainstream acceptance to make the losses over time refill by new blood. Community made things really only kept the CURRENT community and wasn't able to reach out to new people. Idk if it would be sustainable now. Maybe on a smaller scale with sub-sites instead of a massive centralised location. IDK tho.

Silent

Maybe the problem was that it was too centralized? Centralization was good because it meant that we could easily get info about a subject.

Ncc360

Well in that case yes, I am meaning the sustainability of such a site. Like that aspect, given the community at the time and how niche such a game was, was doomed to a short term. Especially with it being to centralized, but I don't fault the site as the game is a niche.

Aratos

"Given the community at the time", The community was huge and new members where joining



every week.

PLN was the right thing at the right time. And then the time ended. PLN didn't last because web2.0 happened and people migrated away from messageboards. And because updates in communication technology happened and people moved away from chatroom RP.

Ncc360

Then why was TheVaultTech making it out to seem that the community wasn't going to last long? I'm going only off the information you guys are giving, as you were members and such.

TheVaultTech

It was the right thing at the right time. Timea change. Nothing lasts forever. The community was massive! But that doesn't mean it was sustainable.

Silent

But...what about the content? Like...That's the most important thing of the site.Did people really need it? There has to be a reason why people decided to abandon the content, along with the messageboards over to new-fangled tech like Skype and Discord Otherwise, wouldn't you expect people to migrate the content onto Web 2.0?

Aratos

Jazzer didn't renew the domain and it got lost. We didn't have any warning to save it.

TheVaultTech

We could try to use the wayback machine to manually get things back. There will be holes though. And as time passes memory fades. It is a massive blow to us all. But we persist. I equate it to the reboot, the death of the computer. It sucks but we will rebuild and it WILL return.

