

# Welcome to Jackobot Heaven

Issue 2 - New Technology

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## Letter From The High Programmer

PARANOIA, though set in a totalitarian society, is ultimately meant to be a satire on human nature and our modern (non-totalitarian) society. For said satire to be effective, the setting must continually be updated to match the latest in, uh, *utopian* mandates. Since human nature doesn't change *that* often, we're usually focused on updating the society that Alpha Complex lives in. And the best way to update a society is to simply "upgrade" its technology! For a good example, look at the innovations in surveillance - the massive Multicorders of PARANOIA 1st/2nd editions, then the portable PDCs of XP, now the Cerebral CoreTech of P17. Each new tech is yet another innovative way for The Computer to help keep you safe.

In this edition, we discuss cybernetics, distributed computing and transhumanist technologies, before diving right into a PARANOIA mission focused on resolving a scientific debate between R&D techies using good old fashioned firepower. But, of course, don't feel limited by what we've written. If you see some new technology that you wish to satirize, don't wait for someone to write about it - just do it. For example, a citizen on PLN once satirized blockchains by having The Computer release its own cryptocurrency (AlphaCoin), and conveniently allows Troubleshooters to 'mine' for AlphaCoins using their PDCs. If your PDC overheats, well, you can use your newfound wealth to repair it, right?

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## Letter From the Editor


We do love new technology, don't we citizens? Why, Research and Development is the highlight of many a Troubleshooter's week purely for that reason, although this week we won't be concentrating too much on tech that's *quite* that new. We're looking at new and innovative, not experimental after all.

First up for your delectation, we have two essays from the pens of famous game designers: Allen Varney's treatise on cybernetics, and WJ MacGuffin's extended essay on distributed computing. We round off with a trip to R&D for Silent's writings on transhumanist devices. What fun!

For our UV readers, this week's mission is *The Real Deal* by Fieari-U-PNX-1, and boy is it an exciting trip!

Enjoy!

Anthony-I-GCT-3, Head of Archives



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## Cybernetics - threat or menace?

(discussion archived from [this Paranoia-Live thread](#))

**Allen Varney**

I have enlisted a gaggle of talented paranoids to help produce a new 64-page PARANOIA equipment book, to be published next spring or thereabouts. This book, formatted as a collection of C-Bay auction site entries (conveniently hacked by the Computer Phreaks), will cover not only R&D gadgets, but also cool/dangerous new weapons, armor, surveillance and spying technology, food and drink, entertainment and media, and delightful gifts sure to gather dust in high-clearance cubicles across Alpha Complex.

One section will cover cybernetic enhancements. I like the first entry that showed up, the "REDfinger digital laser implant," but then immediately had to think about whether such a device would be legal in Alpha Complex. I know, I know, I should have thought of that before proposing the section, now shouldn't I? Call it a Senior Moment.

Of course there is a long anti-cybernetic tradition in PARANOIA, going back to "Destination: CBI Sector," the adventure in first edition (1984). The idea has been that The Computer dislikes cybernetic technology. The new XP rulebook doesn't discuss this idea much, except to make Cybernetics a treasonous Secret skill.

We could easily leave it at that -- any cybernetic stuff is ipso facto treasonous. But I wanted to ask the assembled Paranoia-Live.netters whether this should still hold true. Do you think the setting might be improved by having cybernetic gadgetry on a more-or-less generally available basis? I don't intend to turn this game into Cyberpunk or Shadowrun, but maybe the odd digital laser might not be such a bad thing. What do you think?

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**greymist08**

Well, my answer is that general stuff, arms, legs, basic "Stuff Citizens Will Lose In Life"... should be legal. To the point that 1 Troubleshooter in a Team of 6 should have some sort of cybernetic. (In fact, I've been pouring over the old Cyberpunk and Shadowrun books for just that.) Mounting a basic laser port, (where you still have to screw in a barrel to the outside) would be perfectly legal. Backlogs in Grown Limbs Depts. and such would force "Temporary Replacements" that just might outlast the current user. Who still has to return it....


Just the more exotic things would be illegal. I mean, if a Troubleshooter wants to donate a limb to another Tshooter who lost one, The Computer should reward such generosity, right? If he requests a black pen in the tip of one finger, why deny that? There's always ways to mess with them later.

I, for one, have always walked willingly into a trap to keep the plot moving.

**Fierai-U-PNX-1**

I'm definitely in favor of keeping it treasonous. That doesn't mean it doesn't exist and isn't readily available. But I like having my clones in Corporate Metal have to EARN their implants. My most recent mission, as a matter of fact, was won by a Corporate Metalist who dealt largely with implants which made him a success. The mystery and secrecy surrounding it all is quite cool, in my opinion, and makes the things appear even more valuable in the eyes of clones.

Hm. Although, now that I think about it, higher level clones might want these enhancements, and might want the convenience of having them openly. Perhaps classify them at a suitably high clearance level? Again, not something I want my REDs to have, nor ORANGES since the more skillful of my clones sometimes make it up there. Maybe yellow for the really pathetic stuff, moving upwards from there for better gear.



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## **Biggles**

I prefer the fear from knowing that such things exist, yet not being able to prove that such things exist. If cybernetics were all the rage, then players could simply ask each other, "Do you have any implants? Let me check." It wouldn't be treasonous to have implants, so there would be little incentive to hide them (beyond the normal "knowledge is power" idea). More ambiguity means more fear, and more fear means more fun.


Cybernetics also lends some credibility to Corpore Metal. Would they still be treasonous if they wanted lots of something that's okay? Sounds like a B3 secret society; it's not treason, it's a fan club. I know Corpore is about more than just cybernetics, but you get the idea.

I'd suggest making implants sort of like marijuana use in our society; a lot of people use 'em, but no one admits to using 'em, and authorities always denounce 'em. Open secret sort of thing. Also, they could become a standing R&D project. Who gets the "new and improved" implant after the mission briefing? This would add a fun twist. Implants are treasonous, but not if R&D gives them out.

Try explaining that to Intsec.

## **greymist08**

That's why I recommended "Basic" implants being mostly legal. "Just" an arm. anything more, illegal...



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## **Jizzer**

Cybernetic enhancements should follow the original line taken with mutations - if you're grateful for them, somethings wrong. Consider too that most of these items will have been produced by R&D. Need I say more?

On the other hand, particular secret societies will have an interest in cybernetics.

Just limit their availabilty and effectiveness. This isn't cyberpunk.

## **Biggles**

Here's a way that might limit their effectiveness, use, etc.

If I remember correctly, the average RED citizen doesn't have access to laser guns.

Troubleshooters get them because they have unique needs due to their unique job description.

Why not handle cybernetics the same way?

GMs could dole out cybernetic implants to troublehsooters who are maimed while fighting the Commie Mutant Traitors, as R&D field tests, or other reasons related to being a Troubleshooter.

Anyone who's played more than one session of PARANOIA will know that anything "given" to you by the GM is to be feared.

Thus, implants are legal, rare, and absolutely frightening.

## **greymist08**

Preciscely!



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## Gridlock: Distributed Computing in PARANOIA

Post was archived on this [Reddit thread](#). It was written by Biggles (who is also known as “WJ McGuffin”) and was originally posted on Thursday, January 6th 2005. In the Reddit thread, Biggles said, “Hey, I wrote that thing! Thanks for posting! :) (And in hindsight, this needed to be about 50% shorter.)”


NAME: Biggles

EMAIL: [DELETED FOR SECURITY REASONS]

TITLE: Gridlock: Distributed Computing in PARANOIA

SUMMARY: Details on how idle PDCs can be hijacked by grid computing projects to help service groups and secret societies alike.

Some Troubleshooters think they can avoid treason by doing as little as possible. If another clone answers Friend Computer's question first, then they can step in it first (with "it" being a No Clone Left Behind Re-Education Center). Thanks to a new process called grid computing, doing nothing can get you into worse trouble than you ever thought possible.





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Grid computing, also called distributed computing, is when a group of computers work together on the same program or database. A perfect example is the SETI@Home project (<http://setiathome.ssl.berkeley.edu/>). The amount of available data taken in from radio telescopes is staggering; weeding through all the background noise for evidence of alien signals would challenge the fastest supercomputers.

Instead of building a better supercomputer, scientists called for volunteers to help process the data with home computers connected to the Internet. When people are not using their computers, SETI@Home uses the computer's spare time to run a program. Combining a group of smaller computers together to share memory and processing power creates a virtual supercomputer with more power than any real supercomputer ever developed.

So what? How does this affect the lives (or deaths) of Troubleshooters? Actually, each Troubleshooter carries a powerful wireless computer with them at all times that can easily be made part of a grid: the Personal Digital Companion. Chances are the saps won't even know what's going on until someone points it out for them.

### **A Different Kind Of Vulture**

In order to tie a PDC into a grid, the PDC must be on, not in use, and connected to AlphaNet, the Internet of Alpha Complex. Being on is usually not a problem, since most Troubleshooters don't even know they can turn the thing off. Even if they knew, they'd be too afraid to miss calls from The Computer, mission updates from their briefing officer, or a spot of treason they could record. Being unused is also not a problem. Outside of recording their teammates and the occasional phone call, when does a Troubleshooter actually use their PDC?

Being connected to AlphaNet is the easiest of the three. Most of Alpha Complex is a giant wifi hotspot, and the walls are filled with wifi routers, dedicated data lines, even antique radio antennas. Simply having a PDC turned on means its wireless connection is active. This allows

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the PDC to take part in any grid computing projects that are looking for unused processing power or memory.

All service groups and firms take advantage of unused PDCs thanks to Repurpose Gold, a program developed by Technical Services and subsequently modified hundreds of times. These nifty little programs are more virus than actual applications, as they haunts a sector's subnet looking for idle PDCs. When they find one, they swoop in and make the PDC part of a grid computing project. Comp Repurposers force the PDC into processing a particular program, while Data Repurposers either save or copy-and-delete data on the PDC.

Can a PDC defend itself from any version of Repurpose Gold? Can, but won't. Repurpose Gold is technically not a virus, so anti-virus software doesn't block it no matter the version. Also, Friend Computer has authorized Repurpose Gold as a way to more efficiently use Alpha Complex's combined processing power, so it tends to fly right through firewalls. If a citizen didn't want their PDC getting repurposed, then they should have been using such a nice gift from The Computer more often.

When a citizen starts using their PDC again, that PDC is dropped from the grid. Normally, this happens so quickly that a citizen doesn't notice a thing, but large grids sometimes take a few minutes to a couple hours to clear out from a PDC. Rebooting the PDC will eliminate this problem and create another, larger problem: any grid data that was being crunched on that PDC was lost, and the clones who run the grid will be sad: Sad they lost their data, and sad that they have to dance on the face of some vathead who made them miss their deadline.

### **Your Involuntary and Unintentional Assistance is Appreciated**

There are two general categories of grid computing: computational grids and data grids. Computational grids share processing power, whereas data grids simply share available drive

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space. Both kinds are found all over AlphaNet, and both can be perfectly legal depending on who's running it and the clearance of a citizen who got repurposed into the grid.

Running a distributed program can quickly eat up a PDC's battery because it's running very fast and hard, although to a Troubleshooter it looks like it's sitting there doing nothing. These PDCs tend to suddenly turn off due to lack of power, which usually results in two fines: one for letting a PDC run out of power, and a second for causing the distributed program to lose processing power.

Of course, a citizen may volunteer to join a grid computing project. Such initiative is looked upon favorably by The Computer, and any problems arising from having a PDC part of a grid will be seen as regrettable instead of treasonous. If you volunteer and your PDC crashes, then it's obviously the grid's fault and you will only receive a small fine. If you are repurposed and your PDC crashes, then why didn't you volunteer in the first place? Did you want to derail important grid projects? How long have you been a Communist? More importantly, how long will you continue to be a Communist?

Each grid has one computer that monitors and coordinates the repurposing of PDCs. This server is typically very far away, in a very secure location, with very strong firewalls and anti-virus protection. Thus, they are never hacked by secret societies. Citizens who fear their PDC will be forced to take part in some treasonous project can rest assured this will not happen.

The largest official computational grids include:

- CMT@PDC: Even though only a part of Alpha Complex's millions of security cameras actually work, there is still a digital deluge of data to sort through. IntSec created CMT@PDC to use thousands of idle PDCs to search through trillions of sound recordings, tapped phone conversations, and energy signatures to look for evidence of

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Commie Mutant Traitor activity. There has never been a documented case where this grid left a treasonous recording on an innocent citizen's PDC, honest.

- **Render Vats:** This is the nickname for HPD&MC's Distributed Graphic Effect Engine. All vidshows utilize computer graphics for special effects, and these graphics can take a long time for a processor to create. This project builds a computational grid to render computer-generated effects and images for vidshows. Many a clone has picked up their PDC to make a call and discovered they have to wait one hour while their PDC calculates shadow effects on a CGI dead commie.
- **The Great Stat Race:** Research and Development created five separate grids for this project, named after stuff that happens all the time down at the labs: Smokey, Shattery, Explosey, Cratery, and Biohazardy. R&D scientists place bets on which grid can finish the most useless calculations in a given day. (Fractal patterns are a popular choice.) You have to wonder about a group that's gotten bored with betting on the survival of a Troubleshooter with experimental equipment.
- **Grid-Grid:** Power Services has many more power fluctuations than it has computers to predict and locate them, so the Power Grid Computational Grid, or Grid-Grid, was developed to help scan the power grid and prevent burnouts, brown-outs, and meltdowns. The occasional glitch that makes a PDC scream, "Warning! Unsafe wiring! Health hazard!" is being addressed and should be fixed in a month or two.

### **The Many Colors Of A Dump**

Distributed databases are more common than one might think, thanks to the ongoing Hard Cold War. With all the digital technology in Alpha Complex, hard drives are quickly filled to capacity. Whoever supplies new hard drives would make millions in the new mini-capitalism of Alpha Complex. Since PLC is responsible for supplying and distributing goods, they started making and selling hard drives. Since Technical Services is responsible for maintaining and updating technology, they started making and selling hard drives. And since The Computer does not tolerate open warfare between service groups, PLC and Tech Serv settled into a long, drawn-out struggle over hard drives.

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When service firms need more space to store files, they can either delete old files and risk destroying something valuable, enter the fray and get caught between PLC and Tech Services, or distribute data to a PDC with plenty of available drive space. The fact that option number three only requires waiting until some poor idiot connects to AlphaNet makes it a surefire winner.

Dropping data files into a PDC that is part of a data grid is called an info dump. This is done when a service firm needs some drive space or they need to hide their little pet project from The Computer, IntSec, or a supervisor. The firm records the PDC's AlphaNet address and what data was dumped in there so it can track down the citizen and retrieve their data in case the PDC is turned off or otherwise leaves the grid.

Usually all of this happens without the citizen even knowing about it, but woe to the clone who deleted all those unknown files.

Valerie-R: Hey, your PDC isn't beeping anymore!

Tim-R: Some files got downloaded to it, so I deleted them and the beeping stopped.

IntSec Goon: Excuse me, are you Tim-R-FTF-2?

Tim-R: Um... I love Friend Computer!

IntSec Goon: That's nice. Care to explain why you sabotaged GVB Sector's nuclear waste disposal plan?



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Tim-R: \*stares blankly\* Okay, how did I do that?

IntSec Goon: Power Services was using your PDC to store safe routes for moving the waste. Now they can't find the data. Have you deleted any files from your PDC lately?

Tim-R: Um... I love Friend Computer!

Firms try to keep all info dumps on-color: the clearance of the data matches or is below the clearance of the citizen being dumped on. This is in everyone's best interests, as it keeps the PDC in one piece and makes data downloads/uploads much smoother. However, mistakes happen and sometimes a citizen is on the wrong end of an off-color dump and receives information above their security clearance. (Rumors that high-clearance citizens purposely arrange off-color dumps to keep their PDCs free of worthless classified info are treason.)

If that citizen is lucky, the data will be dumped, retrieved, and deleted without ever knowing it. If that citizen starts opening strange files on the PDC, then color that clone unlucky. Wouldn't someone be able to use that high-clearance information? Maybe, but to use that data means you have to open the file. This sends a message to the firm which placed the data there in the first place, and they'll take whatever steps are necessary to cover their mistake, including stepping on the citizen in question. Hard. With cleats.

### **And All That Was for Authorized Grids**

Gray subnets, the illegal online worlds of secret societies, make even better use of grid computing. Why should a secret society use their own computers to process treasonous

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information when they can repurpose an innocent citizen's PDC? It also helps protect a gray subnet, so an attack won't ruin the entire society's database.

Though many gray subnets are rarely connected to AlphaNet proper, they still have their own wifi hotspots in sectors across the complex. Walking down an unused corridor with an idle PDC is like walking across the IntSec Firing Range and Motivational Chamber wearing a target on your chest: if you do so without realizing it, you're going to pay one way or another.

Remember that grid computing isn't a virus attack; that subject will be covered in an upcoming article in Mongoose Publishing's Signs and Portents (so subscribe today - <http://www.mongoosepublishing.com/subscription.php>). Grid computing is still designed to bypass security protections, so grids are utilized by all societies to some degree. Some notorious examples include:

- MindFind: Just like CMT@PDC uses computational grids to identify treason in millions of surveillance files, this project by Psion uses similar files to scan for mutant activity. It also examines any previous recordings and phone calls by the citizen who uses that PDC for more evidence, turning a citizen into an unwitting Psion recruiter.
- nu+cr4ck3r 5w33+: The Computer Phreaks use the untapped processing power of idle PDCs to run complicated algorithms for cracking password-protected sites. Once a password is generated, the grid uses individual PDCs to launch attacks against protected sites so the blame doesn't fall on the Phreaks.
- Trotsky Online: a project by the Communists to store important information in a data grid on how trustworthy new recruits appear to be. The comrades in charge fully realize how vulnerable such files are; this is done on purpose. The plan is that any IntSec agents posing as new recruits will know about the data grid and will edit their files to look more trustworthy, which in turn allows the Commie leadership to identify IntSec agents. The reality is that the Commies made the files too easy to find and open.

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Debbie-R: Are you going to record that treasonous INFRARED or not?

Julia-R: Keep your jumpsuit on! There's a strange file on my PDC. Says it's a text file.

Debbie-R: Well? Open it or delete it. We've got treason to record.

Julia-R: [opens the file] Um ... wow.

Debbie-R: What? What's in the file?

Julia-R: "Debbie-R is very loyal comrade. She'll be great help in the Inevitable People's Revolution to crush The Computer."

Debbie-R: ....

Julia-R: Would you like to be shot now or at a Termination Center, comrade?

### **The Ol' Bait-And-Switch-And-Arrest-For-Treason Routine**

There's plenty of material above for a GM to thoroughly mess with the players in a PARANOIA mission, but just like the old "That information is above your security clearance" gag, it can be overused. If players quickly find themselves swamped with treasonous data, they'll never use their PDCs and you'll lose a valuable weapon for frus... um, a valuable tool for helping players enjoy PARANOIA even more than before. Yeah, that sounds better.



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Think of how fishing works. You could drop grenade after grenade in the pond until the fish are all dead, but there's only so much fun in that (especially for the fish). Ah, but if you carefully select the bait and lure a fish into biting the hook, then you have a better time and the other fish can have a great laugh. Until it's their turn to bite, that is.

First, give the players a reason to suspect their PDC. Wait until someone hasn't used their PDC for a bit, then make it beep. When the player looks into it, tell them it's now part of some program called CMT@PDC. If you forget to explain how this is a legitimate IntSec project, leaving the player to freak out about a list of treasonous acts being generated on their PDC, oh well. GMs have so much on their minds.

Once you've established that PDCs can be repurposed into grid computing, leave the PDCs alone. Let the players check and recheck their PDCs until they get bored. Then, when a character needs to call Friend Computer, tie up their PDC with MindFind and let the player decide how to cancel a call to Big C when there's tons of mutant activity data files on the very device they're calling with.

GMs can use info dumps as a plot device as well. As amazing as it might sound, sometimes players never understand what a GM wants them to do. Need the team to head over to LGF Sector to stop a Commie Mutant uprising but the players are still arguing over who gets the extra laser barrel? Dump some off-color data into one of their PDCs that lists casualty reports for LGF Sector and the ever-increasing fines for those Troubleshooters for not being there to prevent the casualties.

So there you go. Oh, and try not to worry if you leave your real computer connected to the Internet when you're not using it. We seriously doubt that any distributed computing is going on in the real world. No, that file has always been there, and if you delete it, your operating system will probably crash. They don't call it PARANOIA for nothing.

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# Transhumanist R&D Devices

(Editor's Note: Material came from this [Google Doc](#) that the Editor wrote. R&D devices are intended for Classic/Straight missions.)

Any resemblances to technological devices in the tabletop RPG known as Eclipse Phase is totally intentional.

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## - Forks

*Why give only one clone to Friend Computer?*

Pitch: A citizen's MemoMax is uploaded into a second body (either the citizen's clone body, or a robotic replacement). The second body is considered a "fork" of the original citizen - they have no rights to speak of, and essentially be 'volunteered' into doing incredibly dangerous and highly lethal tasks...without ever harming the original citizen.

To ensure that the "fork" doesn't seek to rebel against the original citizen, a Fork Sync is also in place, so that both the original citizen and the 'fork' share the same memories at exactly the same time. This means Fork and the Original share common interests and concerns, ensuring that the Fork becomes more 'pliable'.

Gameplay: A player now controls two characters so long as the Fork Sync remains in place. Both characters share the same character sheet.



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Malfunction: If the Fork Sync ever gets disrupted (likely via EMP grenades or surgical removal of the 'Sync'), then the Fork becomes rogue until the Fork Sync is restored. The Fork has all the memories of the Original Citizen up to the point of disruption, and so could conceivably impersonate the Original Citizen to avoid capture/termination.

Overkill: You can have more than one Fork active at any given time, though it requires constant maintenance of the Fork Sync to ensure the Forks stay loyal to you. There are treasonous rumors suggesting that that traitorous "Original" citizens may seek to build paramilitary organizations composed solely of Forks.

#### - **Mindhive**

*Two brains are better than one!*

Pitch: Normally, a citizen tends to have a single MemoMax installed in his brain. This however pigeonholes a citizen into doing certain specific tasks on their character sheet, and prevents him from utilizing the talents that other MemoMaxes may have cultivated. Luckily, the people at R&D have solved this dilemma, by giving citizens access to brand new sources of knowledge.

There is now a new cybernetic upgrade can allow a citizen to have more than one MemoMax active at any given time. This means the citizens will have multiple personalities and can either switch between them at will or hold "town hall meetings" where the different MemoMaxes come to a consensus on what the citizen can or can't do.

It's just like playing "[Everybody is John](#)".

Gameplay: A player controls a single MemoMax belonging to a character, can talk to other NPC-MemoMaxes residing in a character, and can view the character sheets of other NPC-MemoMaxes (including knowing the NPCs' mutant power and secret secret society). The player starts off with their MemoMax in control over the character, and can temporarily hand power off to another MemoMax to use their character sheet.

Malfunction: If the advice of NPC-MemoMaxes are neglected, then the NPC-MemoMaxes may seek to rebel against the player and seize control over the citizen. Damage to the brain could also corrupt or destroy some of the MemoMaxes that reside in said brain.

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Overkill: A citizen can request to download more MemoMaxes into their brain, increasing a citizen's flexibility and internal chaos. Treasonous rumors suggest that robotic armies could be commanded by a "Mindhive" of MemoMaxes.

- **Skill Packages**

*Knowledge is disposable.*

Pitch: In the bad old days, you need to spend years learning a topic deeply and gaining knowledge on said topic. But said knowledge is specific, only vaguely relevant to the tasks at hand, and becomes obsolete as the time goes on.

The better alternative is to download the knowledge on-demand and skip the tedious study. You can then use your skill to solve that narrowly specific task at hand, and then delete it from your memory once you're finished, freeing your memory up to use a different "skill package".

In Alpha Complex, skill packages also enable the dystopian authorities to more efficiently limit people's knowledge to a "need-to-know" basis. Troubleshooters, for instance, could temporarily download a skill package to learn how to use certain high-clearance experimental equipment, and then later erase said skill package from their memory so they can't use the experimental equipment again.

Gameplay: When a citizen downloads a skill package, he temporarily gain a bonus to the skill roll.

Malfunction: Skill Packages must be created by teachers before being distributed to the mass market. These teachers may include secret society propaganda or useless skills/tics/subconscious commands into their skill packages, ready to activate once you download them into your brain.

Overkill: Certain 'rogue' skill packages have been known to temporarily mind-controlling citizens.

- **"Reputation Economy" Calculator**



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*Reputation is power.*

Pitch: Money isn't the only thing that goes around. People tend to have their own informal connections (legal and illegal) and use those connections to get stuff done. However, it is hard to know how much connections a person has. It's hard to know how many connections you have.

That's why R&D built a lovely "reputation calculator" that can determine all those connections for you, using a huge trove of Big Data (bureaucratic documents, memos, comments, likes/dislikes, and angry scribbles) to determine who is popular and who is not. In just five minutes, you can look up a random citizen's reputation within each of the 8 service groups of Alpha Complex...and determine whether that random citizen is more popular than you. In ten minutes, you get a nicely-prepared report detailing exactly who owes you favors, who you owe favors to, and what you need to do to increase your reputation within the Complex.

The calculator can only calculate the strength of a person's legal connections, but traitorous modifications can be done to allow you to look at a person's illegal connections.

Gameplay: You know your popularity, and the popularity of everyone around you.

Malfunction: Data may be inaccurate, outdated, or potentially hacked by people trying to make themselves more popular than everyone else in the hopes of socially engineering them.

Knowledge of your precise reputation may be above your security clearance.

If someone owes you a lot of favors, that someone may seek to betray you, just to avoid the possibility of you "cashing" in those favors at an inopportune moment.

Overkill: The reputation system can be used to plan and execute really complicated 'quid-pro-quid' transactions. (Example: Alice helps Bob fill out the paperwork that enables Charlie to dispatch Diana to fix Frank's big-screen TV so that Gabriella can watch the latest Teela-O episode. Naturally, Gabriella now owes favors to Alice, Bob, Charlie, Diana, and Frank.)

#### - **Lotus Pill**

*A simple pill will wipe away all your tears...*



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Pitch: What is cheaper? Building a utopia, or building a *simulation* of a utopia?

R&D developed a new happiness drug that can induce utopian dreams and hallucinations. These utopian hallucinations are customized to each individual person, and not necessarily “pro-Computer” - Humanists may dream in living in a Humanist-governed complex, PURGErs may dream of smashing The Computer, Psion may dream of a mutant takeover, Anti-Mutants may dream of a mutant-free society, etc., etc.

A citizen who takes a Lotus Pill immediately feels contentment and fulfillment in life, and falls into a deep sleep - ready to enjoy the new utopia that the Pill has “revealed” to them. A citizen will only awake from their long slumber simply to continue consuming new Pills.

Due to the fact that citizens are incapacitated while under the influence of a Lotus Pill, they are only being used in Retirement Gulags. Citizens who are proven their loyalty (but are unable to significantly contribute to society, due to incompetence or other reasons) are shuffled off to these Gulags, where they are ‘rewarded’ with Lotus Pills. Citizens entering a gulag report seeing entire buildings filled with perpetually-sleeping patients.

There has been reports of Internal Security stockpiling Lotus Pills for ‘treason pacification’ purposes.

Though Lotus Pills are somewhat addictive, it is possible to break yourself free from their dependence. Most people however willingly choose to keep taking the Pills, preferring to live their own fictional utopias.

Gameplay: Players can use this drug to send a citizen into blissful oblivion for several rounds until the pill wears off. Players could also use the addictive nature of Lotus Pills to coerce citizens into doing certain actions.

Malfunction: A citizen who is denied access to a Lotus Pill after taking it may behave violently, doing whatever it takes to gain access the Pill. Citizens may sometimes wake up in the middle of a utopian dream, and may behave extremely agitated and upset as they try to “return” back to their utopian dreams.

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Overkill: Further research by R&D may enable a citizen under the influence of the Lotus Pill to resist incapacitation and continue working. This innovation would mean that the Lotus Pill could be used as a means of pacifying the INFRARED masses - they can dream their utopian dreams while continuing to work in the food vats. With some more tweaks to ensure a certain measure of free thinking, Lotus Pills could also pacify the elites as well.

Just imagine...a complex filled with super-blissed-out humans living in custom utopias of their own creation, completely divorced from treasonous Reality, while toiling away endlessly for their Friend, The Computer.

### - **The Muse**

*Trust the Filters!*

Pitch: There is so much information available on your PDC that it is hard to know where to start. And even if you know where to start, you have to wade through a lot of noise and spin in the process. What if we could automate the process of sifting through data, and find exactly the right content you need?

R&D has developed The Muse, an application that looks at your prior viewing habits and personalizes the content that it shows to you based on those viewing habits. The Muse will find exactly what you're looking for, when you are looking for it. As for everything else, why bother viewing that? It's just noise and spin.

Gameplay: Players can use The Muse to quickly search the legal news sources in Alpha Complex, to figure out what's going on behind the scenes.

Malfunction: The Muse is focused on improving user experience and increasing engagement. And the best way of doing that is to tell users exactly what they want to hear - telling them anything else risks the user getting so offended that they'll uninstall the app. So The Muse's recommendations will simply reflect the biases of the user - if the user hates scrubots, then The Muse will simply present all selected content with an anti-scrubot slant, regardless of whether the slant is accurate, or even make any sort of logical sense.

The Muse will not lie, but it will be... 'creative' with the truth.



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Overkill: Given enough data, The Muse may simply start generating content on its own, without needing to find the content in the first place. This generated content would be based on the needs and desires of the user.

- **Sleeves** (Slang for “Non-Clone Bodies”)

*Transcend the limits of the human body...*

Pitch: MemoMax is ultimately just a data format, and data can be moved anywhere you want. Why exactly should you limit yourself to only placing that data inside of a human body? Why not pick a new body. You, know just try it out for a few days, then abandon that ‘sleeve’ whenever it’s inconvenient, going off to a brand new body.

Gameplay: Players can choose to spawn with a different “sleeve”: robots, PDCs, weapons, vending machines, etc. They take on the strengths and limitations of those bodies. When a sleeve is abandoned, a self-destruct sequence is activated (to prevent the sleeve from falling into the wrong hands).

Malfunction: It may take some time for a citizen to get used to using a new sleeve. R&D is good at protecting MemoMaxes from being damaged whenever an organic body (like a human clone) gets destroyed - they are less good at protecting MemoMaxes uploaded into sleeves.

Self-destruction sequence may be interrupted, and traitors could upload their own MemoMax into the abandoned sleeve. Or, alternatively, self-destruction sequence can be prematurely triggered.

Overkill: Sleeves can be custom-built to match specific scenarios - for example, warbots only intended for fighting in underwater combat. A citizen’s MemoMax could be uploaded to a custom-built sleeve, do what they need to do, then abandon the sleeve to go elsewhere.

- **MemoMax Analyzer**

*Let’s render Internal Security interrogations obsolete!*



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Pitch: If the MemoMax is just a data format, why not just read the data? If you have a dead citizen, you could temporarily make a copy of that dead citizen's MemoMax, and then look through all the person's memories to find valuable information.

Gameplay: If you have a dead body, you can download that person's MemoMax and then spend some time looking through it. Usually, a recovered person's MemoMax doesn't include the last 15-30 minutes before a person's death, so you can't use a MemoMax Analyzer to solve murder mysteries.

Malfunction: Interpreting a human's memory can be fraught with peril, requiring specialized training. Even if you have this training, the memory itself may be unconsciously tampered with by the citizen himself (every time they think of a topic, they unconsciously twist it to match their own preconceived biases). A citizen may also consciously tamper with his own memory, rationalizing acts of treason or even "memwiping" himself of his memories of treasonous actions, so that his MemoMax can't incriminate himself.

Overkill: R&D is figuring out how to analyze a person's MemoMax while they're still alive.



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## Mission - The Real Deal

**(Editor's Note:** The following mission refers to two R&D projects (Project Infinite Hole and Project Finite Hole). These R&D projects were created during the "Toothpaste Disaster" Lexicon game, which was used partly as a way to find and recruit writers for the PARANOIA XP line. If you want to know what those projects are, here's two links to look at:

**Project Infinite Hole** - [http://paranoia.allenvarney.com/Project\\_Infinite\\_Hole.html](http://paranoia.allenvarney.com/Project_Infinite_Hole.html)

**Project Finite Hole** - [http://paranoia.allenvarney.com/Project\\_Finite\\_Hole.html](http://paranoia.allenvarney.com/Project_Finite_Hole.html)

But here's a pretty quick and dirty summary of the two rival R&D projects.

**Project Infinite Hole** wants to launch Alpha Complex into the "infinite hole" of outer space. It has since been infiltrated by a splinter cell of FCCC-Pers who think that space travel may be a good way to meet the "High Programmer of all Reality" (who was rumored to have created The Computer). They want to dig holes within Alpha Complex so they can put in rocket engines to help launch Alpha Complex upwards.

**Project Finite Hole** loves digging holes in the middle of Alpha Complex, but not necessarily the whole 'travel into outer space' aspect. They split from **Project Infinite Hole** with the purpose of digging holes into the ground to "ensure the purity of Alpha Complex's fluid supply". They receive a lot of aid from HPD&MC, who sees this project as a good excuse to secure more construction workers.

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Both **Project Infinite Hole** and **Project Finite Hole** hate each others' guts because they're essentially both recruiting from the same group of R&D techies that like drilling holes. A very treasonous rivalry ensures between the two projects...)

**Fiari-U-PNX-1** (material recovered from [this reddit link](#))

Project Infinite Hole is about to install one of its giant nuclear engines into the lowest level of PNX Sector, recently excavated by Acidophizz flooding. Since Fiari-U-PNX is has allied himself with Project FINITE Hole, and since this is well known to those of Violet Clearance in the sector (as well as some secret societies that have discovered this information) its installation must take place as covertly and secretly as possible, as a single information leak could spell disaster as the UV extends his full might to stop it, probably using large explosives which will obviously further the cause of PFH.

In order to be certain of secrecy, the might of another rival UV citizen must be employed. But seeing how aloof and dangerous they are to approach, instead, the high-up R&D Officials(1) backing PIH made contact with a local chapter of the Computer Phreaks, who in some cases, have comperable power to the UVs. At least, this was the hope. Through daring manuevers of software, hardware, and social hacking, it was maintained that this nuclear reactor was for the purpose of Power Supply, and not the true purpose of Rocket Engine. The exhaust funnels were explained away as an "Experimental Safety Valve". Only four troubleshooters involved in the unwitting hardware hacking exhausted their entire clone families, unable to afford additional replacements. So there were no losses at all. The Computer Phreaks were paid in a few Indigo Level Access Codes, which were set to expire in a weekcycle anyway.

Due to this subterfuge, noted that there was paperwork to be filed out, and after months of red tape, power services was instructed to hook this new reactor into the power grid. This action alerted technical services to the existence of the "reactor", and instantly they demanded jurisdiction over it, provoking a potential security leak as to the nature of this reactor. Obviously,

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R&D had to do something to block Tech. There were also concerns about the introduction of a power drain on the reactors, which could negatively influence tests and even provoke disaster when it came time to eventually launch.

After stalling for an impressive amount of time through copious bribery, R&D managed to construct a harmless facade of a more standard nuclear reactor around the true nuclear engine. By sheer accident and bizarre happenstance, this was hooked into PNX sector's Climate Control center. Now, since R&D had rigged this fake reactor to appear authentic, it is filled with all kinds of buttons and dials and knobs and flashing lights and meters and things, and so when Tech Serv goes to maintain the "power plant", their every action is reflected in a massive change in temperature... leading to an investigation of Tech AND Power by IntSec.

AND SO IT BEGINS...

Official Mission: Repair Malfunctioning Climate Control Unit

Secret Societies Involved--

Internal Security (Investigate attempts to sabotage mission, Investigate Power/Tech Services, Execute Traitors)

Computer Phreaks (Enter Nuclear Engine area, extort R&D for more passcodes)

Pro-Tech (Prevent revelation of engine)



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Mystics (Looking to obtain Acidofizz -- Located within Engine Area)

Communist (Convert everyone to communism)

Death Leopard (Note: Allied with PFH. Vandalize fake reactor, but get in trouble if engine is discovered)

Corpore Metal (Prevent revelation of engine)

Sierra Club (Cause powerout, during which we can escort people Outside)

(1) In this case, the two PIH backers are:

Brik-V-PNX (Illuminati (Upper Lower Lower Tier Bottom rank, "Grey Mouse")::Corpore Metal (High Rank))

Brak-V-PNX (Pro-Tech (High Rank))

**Fieari-U-PNX-1**

The Computer has no idea that there's a lifter rocket here. All it knows is that the AC is on the fritz (and by "On the fritz" I mean "30 below zero degrees one moment, sahara temperatures the next) and needs to be fixed...

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## Fiari-U-PNX-1

now I need scoring. Obviously, players will start out at zero. What do you guys think of the following?

-10 points for each clone lost, up to 6.

-100 points for each clone lost, up to 12.

<CLASSIFIED VIOLET> +1000 points for each clone lost, up to 18, and double that for up to 24, double that for up to 30, etc.\*

</CLASSIFIED>

+10 points for each action that promotes your secret society in a meaningful way

+50 points for every promotion

+50 points for every "truth" you discover (like, facts about PFH and PIH, tracing the AC stuff to the fake reactor, knowing the reactor is fake, that sort of thing)

+100 points for each secret society objective completed

+100 points for having clones remaining at the end of the session



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<CLASSIFIED VIOLET> -1000 points for completing the computer's mission but NOT completing your secret society's mission </CLASSIFIED>