



# Welcome to Jackobot Heaven

Issue 5 - Fluff-pieces

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## Letter From The High Programmer

Fluff-pieces (a term I just made up) are rather strange. They are very interesting and fun to read, and allows the GM to “grok” the PARANOIA mindset...but you can really only use ~20% of the material in an actual PARANOIA game. Some GMs love to read longform posts about Alpha Complex...others are probably more interested in material they can directly use at the table (missions, R&D devices, NPCs, etc.).

Every GM is right, but this GM tends to take a “middle” attitude towards fluff-pieces: useful in moderation (as they can serve as good ‘idea’ generators), but probably a bit overbearing if done to excess. Alpha Complex is not a place, but a state of mind. It can change based on the whims of the GM and the needs of the plot. I like fluff-pieces because they highlight aspects of the complex you may not traditionally think about. But at the end of the day, they are just tools to help the GM out, to be tossed aside whenever they no longer serve a purpose.

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## Letter From the Editor

Oh boy do we have some treats for you today, citizens! Starting off we have Fool's writings on sectors, giving an incredibly in-depth treatise on the basic building blocks of the Alpha Complex setting. Following that we focus on the lifeblood of the complex: clones, courtesy of Josh-U-AAH's essay on the anatomy of the clone from creation to death. To finish off, we return to citizen Fool for a look at the role of colour in Alpha Complex.

We hope you enjoy this issue of fluffy goodness, and that it gives you some inspiration for your own version of the complex!

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## Sectors

**Fool (material recovered from [this Reddit post](#))**

Citizens! How happy they must be to live in this most magnificent of complexes, the greatest complex they could ever hope to live in. Of course, the chances of ever experiencing the cool confines of another complex are practically nil. On the other hand citizens can freely travel (within security-imposed limitations) between the multitude of different sectors contained within Alpha Complex. And yet citizens will spend, on average, the majority of their lives in their home sector, particularly since quick promotion through the ranks via Troubleshooting tends to bring a citizen's life to a premature end.

A citizen's home sector is more than three random letters. It's part of their identity, part of their past, part of who they are. It's little surprise that citizens tend to harbor great feelings for their home sectors, great feelings of pride and gratitude. And sometimes less cheery feelings. As cities of the past had identities and personalities of their own, so too do the sectors of Alpha Complex. Each sector has its own distinct flavor, and many of the inhabitants follow a similar ethos or way of life. Furthermore, sectors generally have their three-initial sector designation clearly labeling the sector, on guide-books and maps, and in some sectors in large block letters painted across every wall. But whether the sector name appears subtly every once in a while, or hammered home with blunt force, those three initials will be the three that a citizen lives with, day in, day out.

So it's no small surprise therefore that the sector designation of a citizen has something of a subconscious effect on them. Usually in a positive way, including a zealous or patriotic attitude



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– with much waving of flags and adoption of cheerful slogans. Citizens support the heroes of their own sector in the glossy worlds of media and the gritty world of sports. Even the heroic deeds of Troubleshooters, when they get reported, can bring a lump to the throats and tear to the eye of fellow sector residents. Not unsurprisingly though, some citizens resent this cheery attitude and their sector as a result. Some of these grumpy citizens might just think that they've just grown up on the wrong side of the tracks. Unfortunately they don't realize that, in reality, if you look beyond the glossy vid-shows and motivational slogans of the Computer, most of the complex is on the wrong side of the tracks. It's just some people will more readily accept that Happiness is Mandatory.

#### SECTOR NAMES:

Of course, many sectors share the same three initials as complex-wide acronyms, or in fact are identical to real words. Those that don't, those that seemingly represent three random initials, tend to be the home sectors of the masses, bureaucrats, Infrareads, perhaps the smaller cogs in the giant machine that is the Computer's complex. One level up are the sectors that match three letter acronyms, such as CPU. And finally, the most eccentric sectors are those that share names with three letter words (like FUN), or slightly abbreviated versions of words (such as HEL) the type every High Programmer has sent Troubleshooters on missions too (at least in Classic and Zap games).

Sectors that share their 'name' with a recognizable word are special cases for discussion. Does a sector naturally embody the name over time, or was the sector constructed with the name in mind? In most cases it is a bit of both. The tourist board in Sector FUN, for example, is keen to promote the sector as being fun, but this is because they've ended up with a positive sounding name. Sector HEL on the other hand tries to avoid comparisons with the Old Reckoning term "hell", but everyone in the complex seems to have heard of it, and there are a lot of subtle hints that the atmosphere of the sector has become more and more like it's name-sake.

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This itself addresses two other points.

One, 'good' names are positively encouraged by the Computer and happy High Programmers, whilst 'bad' names aren't mentioned in polite (loyal) society. In fact, over the course of Alpha Complex history, since the day a sector is first constructed, further additions and repairs to constructions within the sector tend to be tailored towards the 'feel' of a sector. Whether this is by following the sector's 'natural' trend, by the Computer being inspired by references in it's files, by High Programmers following a vision or by computer hackers having a laugh, plans for sector development tend to follow very similar lines.

Two, if a sector is named after something related to Old Reckoning teachings, basically things only high-clearance citizens and traitors have been educated about, the sector will have an unhealthy undercurrent through-out. Just ask the citizens of Sectors SEX and SIN. This, in turn, leads these sectors to lean towards the philosophies of particular Secret Societies (or sometimes Service Groups). Remember that children, with their affinity for computers and the Computers generosity in educating them to their fullest extent (without boundaries), will at some stage tapped in their sector name into a computer search and found out exactly what a word might mean. With every citizen having been a child once upon a time, even the most doped-up vat-worker might have some subconscious understanding of any hidden meanings to their sector name.

In game terms these ideas can be used to flesh out both the details of a sector, or a character, should you want to develop either beyond the basic name. You can use this idea as a basis for a campaign, if only because a sector will probably last longer than individual characters. Sector names fit into four base categories, going from the most mundane to the most colorful:

Random Initials



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Acronyms

Common Words


Rare Words

Different sectors lend themselves better to different styles of play, be it Classic, Straight or Zap. These will be addressed in the sections that follow.

RANDOM INITIAL SECTORS:

These sectors tend to be pretty routine sectors. Some might say dull. They are operational, they are practical, they are generally realistic. And tend to be less volatile and dangerous. These sectors of the complex are those closest to the 'Straight' style of play. If you like to mix your genres within a 'campaign' (no, really), you might decide that the Computer is, within these sectors, a 'Straight' Computer, allowing Treason to go unpunished longer, but clones to cost money, etc. By having more anonymous names, these sectors are less likely to draw attention from trouble-makers – the most significant effect of this being that the Computer runs that little more efficient, and paranoia is a result of the extra vigilance rather than not knowing what's around the next corner and irrational Catch 22 situations.

Citizens from these sectors tend to be 'normal'. As well as being close to the average citizen, they're not too different from their twenty-first century counterparts. They go to work, have jobs, have friends, have hobbies, and develop interests and opinions of their own, perhaps even a motivation for living, be it wealth, adoration or understanding, but on the whole doesn't rock the boat. Exceptional cases will have worked through the clearances to reach a position of respect,



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or will be sneakily subversive. They will tend to excel in either their Secret Society or Service Groups.

Lone nuts tend to be calculated sociopaths rather than trigger-happy psychopaths. The citizens of such a sector will not have obvious or ridiculous 'tics', instead they are more likely to be bad habits or compulsive behavior patterns.

There is a sub-group of the Random Initial sector and that is the sector that, when the three initials are pronounced as letters, not as a word, sounds like a word or name (for example, from an old mission, NDA was used as a pun for India). This normally has little effect on the sector and citizens, apart from the quirky 'whacky' types who find the name amusing and/or a term of affection. These will tend to be the citizens with cute mascots, or catchphrases, that might have an accent or other obvious tic.

#### ACRONYM SECTORS:

These sectors tend to be pretty corporate sectors, based around a Service Group or one of their subsidiaries, and will tend to be either Classic or Straight sectors (Zap, though this is recommended for rare occasions only). These will not be the storerooms and minor offices situated in other reaches of the complex, these will be the head-quarters. In these sectors there will be masses of information and resources as applicable to the 'corporation'. And because of the corporate-heavy air to these sectors, they tend to have a little of the cyber-punk feel to them.

In Acronym sectors, the Computer tends to look out for the best interests of the corporation. It's no mistake that the CompNodes of such sectors tend to be where relevant information is stored. If anything the Computer will be more ruthless in such sectors, though it is not



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uncommon for the Computer's presence to be much less than that of the company. In 'rare' occasions the CompNodes of competing sectors might run against each other.

Citizens of Acronym sectors fall into two main categories. Because they tend to be based around different Service Groups (most obvious in sectors CPU and PLC) citizens will either be with them or against them. Occasionally the corporation represented by the sector will not be a Service Group but a facet of information or resource. In any case, citizens will either be 'a company man' or a contractor from another sector (AKA an 'outsider'). The type of dynamic here is the difference between full-time workers compared with freelancers and 'civilians'. The full-time citizens get the most job security and the backing of most of the sector (plus easy access to their resources), whilst the others enjoy their freedom. Suits and ties versus jeans and t-shirt.

A further benefit of being a full-time citizen of a corporate sector is that you get better opportunities to visit other sectors. Whether being sent as a business-man to negotiate deals in far-flung sectors, or delivering requested items from the sectors massive warehouses, these citizens can expect to travel around a bit. However, at all times they can be expected to have to represent their sector in an official capacity. There is never a second when the citizen is not working whilst he or she remains away from home. In a way they become traveling adverts.

Citizens of Acronym sectors are much the same in personality to those in standard Random Initial sectors, EXCEPT they have a higher burden of responsibility. As a result there is often a lot of legal red-tape associated with these sectors, what you can and cannot do or say. The result of this increased responsibility is that the citizens are just that little more stressed and likely to crack. They are hard-working and generally 'normal', but once pushed over the edge they take a sadistic delight in making others pay.

COMMON WORD SECTORS:



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These are the loud sectors, the bright sectors, the crazier sectors, in general – they lend themselves best to the Classic and Zap styled genre. Sharing their names with words (and semi-words, like TEC), and nearly always pronounced as a word rather than the three letters in sequence, they fall into three basic camps – good words, bad words and indifferent words.

The sectors with good words for names, like sector FUN, advertise their names as often as possible, attempting to boost morale and keep its citizens happy. They may become theme-parks and entertainment sectors, but they are mostly geared towards increasing morale.

Unsurprisingly, sectors sharing names with bad words, like sectors BAD, MAD and SAD, tend not to advertise their names so much. It's a little hush-hush. To be honest, the Computer tries to keep such sectors small. Rumors that the Computer tries to destroy these sectors may be backed up by evidence that lots of accidents, many including high-explosives, occur in such sectors.

And then there are 'indifferent' named sectors, like RED, GUN and HAT. These sectors may have leaning towards strange local customs, and may sway the types of citizen living there (Sector RED, for example, might have a high level of citizens promoted to Red-clearance). These sectors are, at times, surreal explorations of odd words. Whilst some encourage a cheery appreciation of something, like the lovely colour Red, some just conjure up musings for things, like hats, that really don't warrant much musing. At other times they encourage consumer society, such as an impulse to own many guns.

Understandably, the Computer tends to be enthusiastic about these sectors, and encourages citizens to be proud of their designated homes – not only does it help show how happy and perfect the complex really is but it also helps keep citizens from being distracted by treasonous thoughts. Even where a sector is saddled with an unfortunate negative name, the Computer tries to motivate its citizens into looking on 'the brighter side'. As a last resort, the Computer will turn such sectors into hospitals and centers dedicated to dealing with these problems, becoming

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asylums for delinquents and the insane. Sector MAD, for example, is largely an insane asylum, typically for Troubleshooters and war veterans who've flipped out, but have served the complex well enough that the Computer doesn't want to simply terminate their employment in the traditional booth.

Which brings us to the citizens. These sectors tend to have a greater number of immigrant citizens than any other, either in the pursuit of fun (or FUN) or of some sort of salvation, even if that salvation happens to be simply finding others citizens that share your particular affectionate for hats. This means that many citizens here are not completely brainwashed. Still, living in a sector which shares it's name with a word, waking up every day knowing that this is where you will be for the near foreseeable future, encourages the people to eventually fall into one of three camps. People will either embrace the nature of their sector, learn to deal with the situation, or completely resent (or reject) the sector and what it stands for.

The majority of people will fall into the first two camps, and go along with the flow. To be absolutely honest, it's mostly the first camp that people end up in, through routine and the regular administrations of drugs. These happy, cheery types throw themselves into their celebrations, singing songs, shouting slogans and carrying around mascots. Even in the badly named sectors are citizens who zealously live up to the idea prompted by their sector. This frequently involves acts of treason, though the Computer is often prepared to look the other way, or give citizens the benefit of the doubt if they happen to be living up to their sector's name.

Those who sit back and deal with the situation are also usually intelligent and undrugged loners. Still, they know better than to step out of line. They walk very carefully between the love and hate camps, in an effort to survive and get on with as many people as possible. In fact, these guys are usually the most efficient citizens in these sectors, being pretty focused and not

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allowing themselves to become too distracted. It's just hard to make sure you find one of them and not a malicious and resentful (but outwardly smiling) citizen.

Then there are those who resent the sector they're in. Frequently these are higher-clearance citizens who have been weaned off the drugs, or intelligent loners who have had a really bad experience in the past. Their main motivation will be to leave the sector as soon as possible. Failing that, they will stew and marinate in their own miserable thoughts, fantasizing about killing the happy citizens that surround them. If you spend time they're not difficult to spot, since they don't throw themselves around with gay abandon. Frequently, though, they are able to cool down their hatred, enough to pass for one of the cool, laid back 'dealers'.

Common Word sectors tend to encourage citizens to pursue (or eschew) certain pursuits, and so it is not uncommon for Service Groups or Secret Societies of particular types to flourish there. For example, Sector RED is popular with Communists, and Sector GUN enjoys a lot of Armed Forces enthusiasts. Service Group groupies are welcome everywhere, but Secret Societies, whilst finding lots of suitable recruits, find it hard to pursue anything subtly in such sectors. For them, they need to resort to secret knowledge of archaic words and seek out alternative sector to plot in. Such as...

#### RARE WORD SECTORS:

Your average citizen may not recognize the difference between such a rare word and some random initials (though, the chances are that he will, if he's lived in such a sector all his life), but those who've poked around online, or those who heard of the specific Rare Word and goes seeking the relevant sector as a 'spiritual home' or 'secret HQ', can find the sectors are very much like standard random initial sectors, but with a certain something in the air. Go to sector ZEN and it's almost an indistinct calm, as if the Computer itself exuded peace around the sector. Go to HEL and you'll find it's just that little bit hotter, and your every treasonous act is counted against you. Visit CAT or DOG and find lots of open spaces and playful pet-bots being

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chased by children. And SEA seems to be slightly damp, having flickering lights, as if on a submarine.

Why should it be? Well, it is actually a side effect of the Computer's own subconscious leaking through, and High Programming that favours a particular Ultraviolet vision or Secret Society philosophy (plus the occasional computer-hack). Whilst the taboo nature of Rare Words means having them as sector names lends them towards Classic or Zap games, the slightly subversive nature to them allows Straight games to work just as well. It depends on the nature of the sector and of the story (and the Computers mood that day).

One subgroup of this type of sector is that which shares a name with an obsolete or Old Reckoning Acronym, such as 'BBC' or 'CIA'. These are not counted as Acronym sectors, instead being Rare Word sectors – the meanings of their names being available only to anyone who pokes around old computer files long enough (i.e. higher-clearance types and traitors).

Clued up citizens from Rare Word sectors tend to be quietly confident (because they know something most other citizens don't know), but slightly paranoid (because they know they shouldn't know it). Still, they tend to collect together within their Secret Societies, and with other citizens who know the secret. Fortunately, for them, the Computer tends to favor their confident yet paranoid attitude, plus their apparent sense of loyalty to each other, so it does offer a slight home-turf advantage.

Lone nuts do exist in such sectors though, typically the intelligent loners who, upon discovering what their sector represents rebel against it or, not realizing that most others also know what it represents, zealously pursue the cause. They do so until inducted into a Secret Society, or are gunned down in a blaze of glory.

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## Parts of the Clone

**Josh-U-AHH** (content recovered from [this Reddit thread](#), 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...)



**Code:**

Note: All pertinent gaming information appears as this sentence does.

Greetings, comrade! For todaycycle's discussion I come to you with some research notes stolen from the desk of Ultraviolet R&D scientific specialist, Kev-U-KIN-4. These notes explain the history of the clone, from "birth" to "death" and everything "in-between." It contains summarized descriptions of various important parts of the clone, including the psyche, and relates many ideas and thoughts to very treasonous material. Mostly due to that last aspect, I am releasing it

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to you, the public clones, in the hopes that this material is distributed Complex-wide. I now begin the notes, already in progress.

## Origins of the Clone

whirr...discuss the anatomy of the *Clownus Tarjeticus*. Originally derived from the legendary Homosapiens (Humans) of Romantic lore, the Clownus Tarjeticus (Clone), cannot have a name related to this former race, simply due to naming conventions. The first two syllables of the legendary word have been banned and deemed treasonous by Friend Computer. These syllables form a word denotes a variation in thought and actions inconsistent with Friend Computer's ideals. Variations are unwelcome in Alpha Complex society, and therefore offending clones are terminated. A few have been discovered (reference to file #73346q4: Libe-R-ACH-1), but hormone suppressant alterations in the diet have aided (read:forced) change.

**Note to self:**Friend Computer does not want variation. If It does not want variation, then why such a different variety of clones? It must be because it is still in the testing stages of discovering the perfect clone, and all Citizens of Alpha Complex are a part of this experiment. I wonder what will happen to us when the experiment is over. I must help provide variation in Alpha Complex society, and I must inform others to do so as well.

## Clone Development

Clone vats are used to create groups of approximately 6 clones, termed "families". Members of each family are identical, as they truly are clones of each other. Of course, in some startling circumstances, Clone development goes awry and there are some clones not identical to their families. Some families are made of two sexes (reference to file #696969, Pat-O-RLY), and others even have a variety of mutant powers. But we shall discuss that later.

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Since each clone family lives together in a small room where they learn to interact with one another, they tend to act similarly, have the same interests, and are only allowed to interact with each other until used as replacements. The sector location of a clone's family also denotes the "sector" in the clone's name. This is discussed later under naming conventions. Due to the hormone suppressants, all clones develop without going through the Human process of puberty. They do not grow facial or chest hair like a standard Human. Most clones are underdeveloped in comparison to Humans because of this. If a clone were to be taken off of hormone suppressants, all of the standard "pubertical effects," as I call them, would erupt almost simultaneously, having been held back so long. Clones who went through this process during the "crash" suffered physically due to acne, groin extension, chest enlargement, cramps and bleeding, hair growth, and body odor.

**Note to self:** It is no wonder that Friend Computer gives the Clones hormone suppressants, if only to hold back these embarrassing and painful effects.

### **Procreation (or Recreation)**

Since we are on the topic of sexual practices, the clone is built to procreate through sexual contact, just like a Human. Friend Computer discourages these practices and to keep all clones on the same level, it has introduced hormone suppressants into the standard clone diet. During the so-called and much-denied "crash" of Friend Computer (reference to file #340065, The Crash), suppressants disappeared and a myriad of effects developed, which included procreation through sexual practices and the brief introduction of children into Alpha Complex society. These practices still continue in secret, but their frequency has been reduced due to successful Troubleshooter effort (reference to file #F63k66: Raid on sectors HOR and NEE) so only certain Secret Societies (reference to file #zoq907fit: Earth Mothers) still attempt to practice the Human procedure of procreation with any frequency. As long as they do not ingest the hormone suppressants and infertility drugs, they are successful.



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## Education

Only the first clone of each family is given a full education. The other clones of the family must fend for themselves in their small room, learning through games used to pass the time while awaiting activation. This also allows the family to learn how to interact with one another, as well as age at the same rate as their active clone. These spare clones learn everything their active clone knows when the active clone dies, by way of a memomax transfer.

## Is it Death, or Memomax?

When an active clone (Clone-1) dies, the member of it's family with the lowest clone number (Clone-2) is activated. Clone-2 is brought out of the small room away from the rest of his family and is sent out into Alpha Complex. Either before (through rapid transit) or after he arrives, a piece of the brain tissue of Clone-1 is brought to Clone-2. The brain piece is placed inside a small machine known as a Memomax. The Memomax is then when placed against the head of Clone-2 and a lever reminiscent of a staple-gun is depressed, which takes all of the information from the brain piece and copies it into Clone-2's head. Clone-2 now has all of the memories of his deceased family member in addition to his own knowledge. Clone-3 would have the collective memories of Clone-1 and Clone-2. Clone-2 has no animosity towards anyone who killed Clone-1, due to two facts: 1) Clone-2 is an entirely new Clone, and not Clone-1, who was someone else, and 2) Clone-2 now has a chance to make someone of himself in Alpha Complex. Since Clone-2 is a different person, it is likely that Clone-2 does not belong to a Secret Society that Clone-1 might have belonged to and Clone-2 would definately not any treasonous mutant power that a defective Clone-1 might have developed.

**Code:**



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As per the Paranoia rules, that's really all up to the Game Master. Players should always anticipate an altered character sheet on clone arrival.

### **High Technology Clone Replacement ("The boring way...")**

Sometimes clone replacement does not work as expected. Sometimes there is just not enough brain to work with for a Memomax, especially when one is vaporized. Some sectors consider Memomax transfers unreliable and have instead developed experimental equipment, which is used to create clone families without the danger of them interacting with each other, as well as eliminating the need for a Memomax transfer (reference to file #111111, The Clone Arrangers). Instead of a separate room, clone families are stored in stasis tubes filled with a gel. Through technological memory chips implanted in each brain, each clone instantly learns everything that the active Clone learns as it happens. Since the other clones are in stasis, they do not interact, and all learn the same things. Of course, some scientists believe that it is a danger to these stasis clones each time their previous clone dies because each stasis clone experiences the death of his previously living brother. The sixth clone of families brought up in this manner is usually mentally unstable in some way or another due to the shock.

#### **Code:**

But really, what clone isn't? It's up to the Game Master to determine the manner in which clone families are bred and stored.

#### **Identification**

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Since each clone is an individual, the clone must be identified individually. This is where the concept of "designation" comes in. The designation is in four parts: Name, Security Clearance, Origin Sector, and Clone Number.

**Name:**

A clone may be named anything, from "Brad" or "Janet", to "Q" or "Pris" or "Big" or "Ween", for example. Instead of just one section, a clone's name may be of two or more parts such as "Huey Louie" and "Jimmy the Fiend" or even with a title such as "Lord Thoth" and "Doctor Frank". Of course, it isn't treasonous to shorten the longer names for ease of use unless, of course, referring to said clone when consulting Friend Computer. For example:

**Henry-I-AMT-6:** Friend Computer! Hasta has been treasonous!

**Computer:** What do you mean? Who is Hasta? You mean Hasta-U-MAM-4? I wish to have evidence of your accusations towards such a revered High Programmer.

**Henry-I-AMT-6:** Oh, no Friend Computer. I meant Hasta La Vista-B-BEA-2!

**Computer:** So you are saying you falsely accused a High Programmer of treason?

**Henry-I-AMT-6:** Uh oh.

The lasers of Henry-I-AMT-6's former teammates: Zap zap zap zap!



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**Computer:** Good going fellow Troubleshooter. I commend you. And for killing such a traitor, you are brevetted to Indigo. Now, which of you is Hasta La Vista-B-BEA-2?

**Hasta La Vista-I-BEA-2:** None of us, Friend Computer.

### **Security Clearance:**

The second part of the naming convention is also demonstrated above, the security clearance. A clone may be referred to by the first name, but his clearance is used to identify him as well. The second part of the name is security clearance of either R, O, Y, G, B, I, V or U. Because Infrareds (black "color" (actually a shade) representing the absence of color) have the lowest clearance, they have been deemed unworthy to receive a security clearance section in their name. This solves the problem between Infrared and Indigo names. Many first activation Infrareds do not learn this concept and have been executed because they added an "I" to their names. Claiming to be a Security Clearance above one's own is considered high treason. Using previous examples and adding Security Clearances we have the above example names, re-ordered in appropriate clearance colors:

### **SAMPLE NAMES I:**

Brad-

Big-R

Pris-O

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Doctor Frank-O

Janet-Y

Huey Louie-G

Lord Thoth-B

Ween-I

Q-V

Jimmy the Fiend-U

**Origin Sector:**

The third part of the name denotes the sector the clone originated. This is not only used so that a beginning clone can find it's living quarters (before it moves), but is used in case of demise so that the clone's "family" can be found and a new clone can be activated from that family.

Sectors are three-letter, capitalized (when written), designations. Any clones claiming to be from a sector with more than three letters is a spy from another complex and must be terminated upon receipt of the incorrect name. Sectors do not have numbers in them, there is no I8U sector. Numbers are reserved for the fourth part of the name only. Adding sectors to our examples, we receive the following:

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SAMPLE NAMES II:

Brad-HOL

Big-R-GUN

Pris-O-NER

Doctor Frank-O-STN

Janet-Y-SEE

Huey Louie-G-OOY

Lord Thoth-B-GUD

Ween-I-BOY

Q-V-SEE

Jimmy the Fiend-U-KNO

**Clone Number:**



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Some of the more observant may notice that since clone families are identical, all clones in a family have the same name. In order to distinguish them, a number is added to the end of each clone's name, denoting which family member the clone is, from 1 to 6. Clones in the same family refer to their brothers by these numbers. Sometimes, traitors have gone ahead and "fixed" the clone vats; some families have as few as 4 clones, while others (especially Ultravioletes, few and far between), have grown some extra clones and are on numbers as high as 8, though it's possible that Clone-6 is just getting away with murder... (reference to file #42FNORD: Mitch-R-MAN). It is technically treasonous to have a clone over 6, and the clones that get away with it are either adept at the skill of lying or above the law. Additional clones have been mutational in origin (reference to files #LNDR76: Duncan Mcl-U-OWD and #HIGH1117 Con-R-CLD). Finishing our examples with clone numbers, we end up with names such as:

SAMPLE NAMES III:

Brad-HOL-5

Big-R-GUN-3

Pris-O-NER-6

Doctor Frank-O-STN-2

Janet-Y-SEE-5

Huey Louie-G-OOY-4



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Lord Thoth-B-GUD-2

Ween-I-BOY-6

Q-V-SEE-2

Jimmy the Fiend-U-KNO-1

## **Tongue Tattoos**

In the event that a clone is lying about his identity, it can be easily discovered. All clones have their name and a barcode tattooed to the back of their tongues. This is why the tongue of the Clownus Tarjeticus is much longer than the tongue of the Homosapiens. An example of a tongue of the Clownus Targeticus is displayed to the right. It must constantly be pulled out of the oral cavity both willingly and manually for identification purposes. The tongue tattoo is placed against a "Tongue Tattoo Identifier", which then emits an electrical blast, stimulating all of the tastebuds of the tongue into numbness for an accurate reading. This procedure is usually accompanied by the smell of burning flesh and a cry of pain from the subjected clone. After the tastebuds retreat, the machine scans the barcode and name into memory. Though a name may be read manually from the back of the tongue (it is not placed on the front of the tongue, due to the interference of tasting that this would create) a "Tongue Tattoo Depressor" or even specialized monitors may be used to detect the identity of a Clone who places it's tongue against said object. Below, we have my assistant, "Blonde-G-URL-2" demonstrates a "Tongue Tattoo Depressor". Please note her lovely tongue tattoo.

## **Internal Devices**



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## Homing Beacons:

As mentioned previously, some Clones have metal chips inserted into their heads, allowing shared memory. In addition to this system, R&D devised a system to track clones anywhere, called the Internal Sensor Tracking And Beta-Light Emitter. The I.N.S.T.A.B.L.E. device is inserted into the head during clone growth and is used to keep track of a clone's vital signs and location. Due to some unforeseen head explosions, this device is not used too often.

## Age Identifiers

In Alpha Complex, Clones begin their lives at the year of 20. A Clone family's life-expectancy is 6 months, though some families have lasted longer. The oldest Clone in Alpha Complex is currently Mange-Y-GUY-6 at 39 years old...

**SKKKKKRIK! ATTENTION CITIZENS, YOUR FRIEND THE COMPUTER HAS DEEMED THAT CITIZEN MANGE-Y-GUY-6 IS A TRAITOR AND MUST BE ELIMINATED IMMEDIATELY. THANK YOU FOR YOUR COOPERATION! CITIZEN LOGAN-R-RUN-5 PLEASE REPORT TO CAROUSEL. SKKKKKRIK!**

...but in Alpha Complex there are no methods of "Age Regulation". We have noted that, through Troubleshooter expeditions, there are other Complexes. One of these Complexes regulates age through small crystals fused into the palm of the hand (shown to the right, unfused). They stay lit constantly except that when the wearer reaches a certain age, the crystal flashes with a bright light and the wearer is sent to termination, known as carousel. A crystal goes dark when the wearer dies or leaves his complex. At this time, Friend Computer is still contemplating using these. Possibly in the future, some test Clones with Life Crystals can be grown.

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**Code:**

There, happy? Some R&D Devices for you sick, sick puppies and a few reasons just to kill clones for no good reason.


**Mutant Powers**

It has been noted many times that some clones have "mutant powers". These abilities have not been easily documented or explained. Some clones exhibit strange abilities, but others do not. Mutant powers are not usually inherient and if one is discovered, another Clone in the same family should not have the same power. It is simply an aberration in the genetic makeup. Of course, some clone families can have and have had more than one member with a power and these Powers can be different. Having an unregistered mutant power is treason, and we only receive autopsies to look at with the exception of the occasional Registered clone. Clones who register their mutant powers with Friend Computer must wear a yellow stripe across their chests and they are treated as the lowest of their own Security Clearance. Of course, Friend Computer only occasionally terminates Registered mutants.

**Note to self:** Is this possibly because of the theory that mutant powers are caused deliberately by Friend Computer?

**SKKKKKRIK! ATTENTION CITIZENS, YOUR FRIEND THE COMPUTER HAS DEEMED THAT CITIZEN KEV-U-KIN-4 IS A TRAITOR AND MUST BE ELIMINATED IMMEDIATELY. THANK YOU FOR YOUR COOPERATION!**

Well, it looks like I must be going. Bye!



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## Color Association

Fool (content recovered from [this Reddit thread](#))

Alpha Complex is, in many ways, a colorful place. Less so in its Straight incarnation, the colors of security clearances surround a citizen for most of his or her waking life. The majority of citizens don't get beyond Infrared clearance, which offers them very little other than blackness and the occasional glimpse of color. Some might say it'd be enough to make the masses clinically depressed.

Color psychology is not a new science, of course, so with The Computer and high-ranking scientists well aware of the effects of living in areas with high concentrations of any one color. And here-in is some of the justification for the strict color-coding system of living and working areas. It encourages citizens to aim for a higher clearance, therefore (in the Computer's mind) it encourages loyalty and an enthusiastic work atmosphere, an ability to please your superiors by performing your work well. Furthermore, by keeping to a strict system of color-coding it is hoped that traditional color association might be overthrown by a system more suitable in The Computer's utopian Alpha Complex.

Note that, to some degree, the process of colored security clearances HAS worked in The Computer's favor, but citizens don't usually have little time to sit back and relax and let ambient colors drift into their subconscious, because they're often trying their hardest to get their jobs done without incurring the Computer's wrath or attacks from Commies, Mutant or paranoid colleagues. Given this, the effects of a citizen's environment may do little more than color (pun intended) the citizen's own prejudices, perceptions and emotions. However, as a rule, the longer a citizen spends on his own, within an area of one color, the more that one color will affect



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them. And any citizen who's got a screw loose anyway may very quickly integrate color association into part of their madness.


Color association doesn't apply to robots so much, apart from recognizing superiority in citizens. Those that have been battered around a bit, whose brains have been rebooted several times too many, or have certain wires crossed may take the color references to illogical conclusions. Plus robots can be programmed to believe anything. Kinda like the Computer.

Let's work our way through the clearances, with a quick overview of the social strata. The way the clearance system works is much like a pyramid, with thousands of Infrareds at the bottom and a few Ultraviolet citizens at the top. To build upon this metaphor, Infrareds inhabit a large sprawling basement of pipes and wires and furnaces beneath the surface, whilst the Ultraviolets inhabit a penthouse suite at the top of the building. The pedestrian areas tend to be Red, at ground level, so an Ultraviolet need never see anything but bright shiny colors when looking down. This metaphor might have been used in very literal terms in a lot of sectors, confining Infrareds to a dark dungeon-like world of food-vats and sub-ways, whilst Ultraviolets often do own the top floors of the tallest buildings. The pyramid metaphor doesn't quite carry over, however – the Ultraviolet level of a sector might easily equal, in size, the amount of space thousands of Infrareds are crammed into. But in other respects the Infrared underbelly is where the average citizen will try to claw their way up from, the shining Ultraviolet pinnacle of the pyramid their goal.

That said, let's look closer at each Security Clearance, and the various 'potential' effects:

#### NON-CLEARANCE COLORS

To all intents and purposes these colors, by which we mean grays, browns and similar colors, are considered black, or Infrared. In Straight games it represents the basic areas of Alpha



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Complex that don't need to be painted at least Red. Items won't, in general, be painted black, unless their natural color matches a higher security clearance.

Generally an item that is in grey or brown will be seen as beneath the security radar. In many ways it represents the dirty and dingy areas of Alpha Complex, as its were even the dregs of society may be found. It is the color of the most common and basic tools, which require little or no intelligence to operate. This includes bots (and anyone wearing so much non-colored armor as to appear as a bot), which are considered less valuable than Infrared citizens. It also includes, at least in terms of how citizens see them, people who are caked in dusty or dirty colors, so as to be unidentifiable as another clearance. In such cases they may be seen as primitives and mutants from uncivilized realms beyond the safety of Alpha Complex.

INFRARED (the color BLACK):

Black, perhaps more so than in these Old Reckoning times, represents lack of color. The color black doesn't need to be produced in any great amount when an item can instead be left uncolored. Anything which requires a specific clearance for usage can be painted that specific bright color, where-as the items and routes an Infrared can use are left untouched (and generally slightly grubby).

Not that the color black is absent from Alpha Complex. Infrared citizens, rather than be forced to wear untreated clothes or forced to wear nothing at all, are given black clothing as a token of the Computer's gratitude. And in many of the lower clearances areas (but especially Infrared areas), insufficient lighting means that there are lots of dark shadowy corners, and nightcycles tend to be pitch black, at least until warning alarms go off.

Black therefore is a 'color' associated with lack of color, with secrecy and, frequently with depression. Were it not for the fact that Infrareads are pumped full of uppers, there'd be a ridiculous suicide rate in Alpha Complex (as it is, it's only relatively small)... Dark and moody is

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also a pretty cool look with many of the Secret Societies, especially those that appreciate the benefits of black clothing for concealing oneself. In Alpha Complex might not be quite as imposing and threatening as it is in Old Reckoning times, but it can certainly give you an edge. Therefore whilst the more loyal citizens may see a black clad individual as little more than a worker ant, a more aware citizen, who has dabbled in secrets beyond his security clearance, is more likely to appreciate that a black clad individual has the potential to be a lot more dangerous. If much more subtle.

RED:

The computer will tell a citizen, upon his promotion, that Red is a glorious color! See how the Computer rewards your loyal service by allowing you access to this shiny new clearance! Citizen, you should be proud to be Red! The fact that much the same is stated of Orange and Yellow (bright shiny warm colors!) is irrelevant - Red is a magnificent clearance to have reached, and color to be seen in!

Whilst the average citizen might get caught up in this enthusiastic impression of the color Red, it has a few really obviously bad connotations. Firstly, it is the color that represents "STOP!" as well as "DANGER!" and "EMERGENCY!" To some Red citizens there is a sense that their lives are permanently in danger. Psychologically there is also the sense of being told to stop, that they are doing something wrong if they proceed. In the case of many citizens all these are valid, though Reds in particular seem to suffer most from this fear. This is when paranoia first kicks in big-time. This is the first time a citizen will be in a position of responsibility. It's the first time their neck is really on the line.

As well as the dangerous connotations, red also represents blood, again more likely to have been spilt due to their recent promotion. Indeed, it's fortunate that the spilt blood matches the decor – there is frequently more bloodshed occurring at anyone time than there are scrubots to clean up the mess. Occasionally the two may be related. Red is also, on an emotional level,

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linked to stress and anger (“seeing red”, “red mists”) that occur when the blood gets pumping. Given the life-style of an average Red citizen, it’s hard to tell whether stress is brought about by color psychology or simply as a survival mechanism.

Citizens with access to treasonous files might see red as something more cheerful (red apples, roses, tropical birds) or political (socialism, communism).

Citizens observed in Red clothing spell out, simply, the word “Danger!” Red citizens are typically those who are young and eager, who’ve proven at least some ability and ambition, and will most likely be eager to demonstrate more and paranoid about making mistakes. Whether they’re Troubleshooters or Communists, the appearance of a group of Red-clad citizens is like a panel of red lights flashing on and off... RUN!

#### ORANGE:

The Computer considers an Orange a shining example of a citizen who, showing promise, has followed up on his past success to continue onto bigger and better clearances. There’s no real distinction made between Red and Orange though, so the Computer simply praises them and remarks what a beautiful color their security clearance is. Again.

However, in reality it’s not Red. It’s a step away from Red, suggesting a slight reduction in stress, and a further increase in ambition, but the citizen is no longer “seeing red.” It is similar to the ‘amber’ of the traffic light system (but then, so is yellow), which represents the revving up of an engine, the getting ready to “go!”

The Secret Society members amongst the populous might recognize orange as being the same color as the robes worn by Buddhist, a distant sunset, autumn leaves, or an... erm... orange... or may have seen or heard of Clockwork Orange, which seems to represent events of Old

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Reckoning times in a bizarre light. In all cases it seems to offer a sense of something exotic, some distant promise of things to come. But to most citizens it's just a breathe of relief beyond Red clearance.

Hence two main points come to mind when a person sees an Orange citizen. One, they've proved resourceful enough to drag themselves beyond Red clearance. This usually means they have some sort of talent. Two, orange is a warm and generally friendly color, not blood red nor pale yellow but a comfortable mid-point. They'll probably see the person as being more energized and enthused about things, but this may just be their appetite for survival. On the whole though an Orange citizen is credited with enough talent to be useful, but gullible and desperate enough to be used.

#### YELLOW:

Citizens who have reached this clearance have proved themselves both loyal and talented. In many ways a Yellow is a citizen who is ready to move on and do great things. Yellow is traditionally a color used with warnings (usually to caution people about potential danger) – a case in point being the stripes on the uniforms of registered mutants. The Computer rationalizes that it's no bad thing to have citizens being constantly alert.

Much as the Computer thinks, Yellow represents a need to be alert for most citizens. Yellows also see themselves at the higher rung of the lower security clearances. From here there is the great Green divide then the higher clearances beyond. And so Yellows are often quite vigilant and careful, ever watchful, ever patient.

And yet for those with knowledge of things beyond Alpha Complex, Yellow is a very bright and happy color, one which may well be associated with the sun, with flowers, with exotic birds and fruit, with gold, nectar, honey. With summer, and happiness. In a way, these are two distinct camps... those whose lives revolve around their Secret Society beliefs will consider Yellow a



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nice little place to rest, where as those eager to prove themselves loyal to Computer in order to earn those particular perks are instead ever alert, ever ready to leap into the Green divide.

Finally there are those citizens who see Yellow as something imperfect - representing jaundiced skin, stained teeth and... well... certain bodily discharges... Yellow was also once a color associated with vice, greed, betrayal. Citizens who linger on these connections don't like to spend the rest of their careers reminded of this fact, and are likely to seek advancement as a way to escape this horrible color.

So what do other citizens make of Yellows? Well, if Red warns others of danger and certain destruction, Yellow warns others of subtle shocks and pitfalls that anyone careless could stumble into. With the fact that Yellow warns of mutants, amongst other things, Yellow citizens are often viewed with a degree of distrust, for having secrets or plans that might not be in a persons best interests. Although it is not assumed your average citizen is so dim-witted to think that the color equals a mutant (but you never can tell...), many will subconsciously make the connection between Yellow and a person with secrets hidden behind an otherwise normal appearance.

#### GREEN:

Green is not a natural color in Alpha Complex, except for in food colorings, certain lights and, obviously, clearance designations. That is FEW of the clearances are natural colors, but Green is one that appears naturally in abundance outside the complex. Green is a phase of growth and change, where citizens become less one of the teaming masses, and more of an 'enlightened' responsible citizen, on the path to Ultraviolet transcendence. At least that's how the Computer likes to think of it. Of course, Green also represents the 'Go!' light on a traffic light, which is more about speedy progression and instant reaction less about growth and change.

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Citizens MIGHT see Green as Growth, sure! In the way that mold grows. Or moss. Or anyone of those weird things some people refer to as plants. Anyone who's been Outside it and liked it, or watched any one of a multitude of Old Reckoning references to Robin Hood and his merry men most likely has good impressions of the color Green, and will mostly likely enjoy the 'wild' nature it implies. In Alpha Complex, however, Green is more commonly identified with generally un-merry Vulture goons, who may go Outside on maneuvers but generally have less in common with traditional folk-lore.

However, the 'Go' symbolism is also a popular association. Having been waiting at the lights through Red to Yellow, ever vigilant, they can actually get on with making a name for themselves, no longer having to be hyper-alert because they know what sort of thing to expect by now. Most Green citizens prefer to think of themselves as people Going places rather than thugs Destroying places.

Green clearance gives someone some clout. They're usually a bit wordly-wise, even if they haven't got any further than the complex. Not so hyper-alert as the Yellows, because they know what to expect, they seem a little more relaxed, a little tougher, a little more chilled, in fact. Green citizens are not quite high clearance citizens but not quite low – so the lower clearances see them as being the clearance between them and the higher clearances, and vice versa. This can be good and can be bad, but it generally makes a Green more accessible than those clearances 'beyond' the Green divide.

BLUE:

Two of the biggest things in existence, the sky and the sea, are what the Computer automatically associates with the color blue. And given that citizens at this security clearance generally have knowledge of the world beyond Alpha Complex, if not direct experience, the Computer assumes that citizens might also make this connection, and that there will be some sense of vision, some sense of power and magnitude. Blue is a glorious strong color. All praise



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the Computer. Traditionally though blue is also supposed to be a calming color, so it is hoped that citizens that have proved their loyalty thus far begin to take things slower, with a less hectic, less stressed attitude. By Blue clearance citizens have become definite individuals, perhaps having jobs that single them out as professionals and experts.


That's the theory, anyhow.

Blue actually is quite a calm color. After all the 'hot' colors, and the trials of the hectic life associated with it, after the changing phase of Green, Blue represents a more chilled and reflective view of the Complex. This is particularly true of citizens that have had experience of magnificent skylines and oceans, even if just on old vids. Politically (and historically) some citizens know that blue is a conservative color. This, however, is less likely to have an effect on a Blue citizen's opinion of his fellow man as it is on their opinion of a him.

Cool, serious business, the rung of high-clearance society a lower clearance citizen is most likely to meet. IntSec Troopers are often Blue, and some of that rubs off on what is perceived of all Blue citizens. If a Green citizen seems a bit chilled because they've got some experience behind them, a Blue citizen seems chilled because he's got more important concerns on his mind. Of course, they're also quite disciplined and focused too – pissing off a Blue citizen is harder to do, but dangerous when achieved.

INDIGO:

To the Computer Indigo suggests citizens will be calm, as Blues are, but on a deeper level, a more personal level, since Indigo is closer to the darker deeper 'blue' of the deep oceans, or distant outer space. This might suggest a citizen will be more introspective, looking into what



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they most want in life, looking for the answers to life. The Computer, whilst it doesn't encourage out-right visionary behavior, encourages the calm patience of an Indigo.

Not quite blue, not quite violet, not quite black, Indigo is, in many ways, the new black. No, really! Dark, slightly moody, enigmatic, and only clashing with a few other colors, Indigo is seen as a slightly ominous but exciting color. No-one's quite sure why, but it is. Indigo citizens probably enjoy the fact that they get to wear a cool dark outfit – bear in mind that Infrareds can only offset their dark outfits with non-clearance colors, whilst Indigo can supplement their dark outfits with all the colors from Red to Blue (and pastel shades of Indigo too). Indigo citizens are well on the way to exploring their personalities through their appearance, developing a strong sense of individuality without the need to rebel against the rules.

In a word, these guys tend to radiate a sense of confidence and cool. They have charisma, creativity and attitude. Alpha Complex citizens of a lower clearance look up to Indigos with a sense of awe. Beyond Indigo, they start become less concerned with every-day matters and more with ideas and visions, but at Indigo level citizens demonstrate great leadership.

#### VIOLET:

Violet citizens are those who have almost reached that final Ultraviolet clearance, with all the rewards it can offer, but need to prove themselves just that little bit more. SO close to Ultraviolet. This is quite scary in itself - and yet some of those with legitimate reason to be in a Violet area find it calming, find it soothing, find it one that boosts positive calming emotions, encourages perhaps a sense of love and/or kinship with other citizens. Violet citizens are expected to be visionary, to use their creativity, their talent, their passion, to make Alpha Complex a happier, safer place. Violet and purple are (traditionally) associated with spirituality, though there are only certain Violet citizens who might genuinely radiate such calm as to be classed 'spiritual'.

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Violet regions of Alpha Complex have, however, also have become areas that have become renowned for feuding Violet citizens, each eager to become one of the handful of Ultraviolet citizens in any given sector. Hence Violet has become associated with two types of 'visionary'... genuine visionaries that chase their dreams and inspirations, for the good of the complex or for their own entertainment... and competitive tyrants, who generally use any resources and abilities they can to get one up on everyone else. And then there are the sneakiest of Violets, who mix both traits. Violet regions of Alpha Complex can seem, at times, dreamy and surreal, sometimes beautiful, sometimes terrifying, and not very stable.

To most other citizens Violet is simply another name for 'Not Quite Ultraviolet' – but still, they are the closest to Ultraviolet many citizens will ever see. They are seen as the visionary and figure-heads of the complex, the advisors, the courtesans, the retired generals that have the ear of the Ultraviolet royalty. Violet's come in two varieties, the Violet who wants to share his vision with you, and the Violet who wants to use you to reach their ultimate goal.

ULTRAVIOLET (the color WHITE):

As far as the Computer is concerned, if a citizen has progressed, as he should, up through the clearance system then he will have gone through phases of leadership and great vision, and can now rest on their laurels, and occasionally being required to use their amassed wisdom to solve major problems within Alpha Complex. White symbolizes the purity, 'innocence' (translated into 'loyalty' for the purposes of Computer understanding) and the bright light illuminating the way for lower clearance citizens

Still, old habits die hard – whilst Ultraviolets have, practically, the run of the complex, many of them are addicted to leading and sharing their vision. Theirs is ultimate wealth and material possession, but sometimes that simply gets boring, especially if you have lots of blank white walls to decorate. White is a reflective 'color' and can inspire calm, meditation, inner harmony. At least amongst the most visionary. But to those who've reached Ultraviolet status through



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more devious manipulation, sitting at home, within the confines of Ultraviolet white walls and corridors is, in a word, boring. These are the types most other citizens meet, the ones that wander out into the big wide complex to feed old addictions, to get lower clearance citizens bowing and scraping, to generally cause all sorts of problems.

Like angels and gods, which 'most citizens' don't really know about, a figure in white radiates both calm and power, both purity and... power, illumination and... well, power... And they generally remain calm, pure and illuminating until they can't get their way, immediately, in which case they have no trouble demonstrating their power. The general view is that a white-clad citizen has earned their position, and whilst it might not always be fair to those around them, an Ultraviolet citizen has earned this privilege, whilst others have yet to do so.

#### MULTICOLORED OUTFITS:

Occasionally a citizen might be confronted with someone wearing a variety of different colors. Remember, the higher your clearance, the more colors you have access to. Ultraviolet citizens don't strictly have to wear white, but it's the easiest way to get noticed and respected (and responded to positively). As with the situation with white walls, those closer to the Computer's ideal calm, pure, illuminating visionary Ultraviolet are quite happy to wear white robes and appear wise and wondrous.

The majority, however, like to exercise their right to explore their personalities in whatever way they like. Just think of the wealthiest high-profile Old Reckoning folk. Check case-studies Michael Jackson and Elton John. These are typical of the more eccentric megalomaniac Ultraviolet citizen. Generally a citizen will be judged by the most predominant color – if there are too many colors on show, these eccentric-looking individuals will normally be considered higher ranking. Most people in multi-colored clothes will be assumed to be Ultraviolet (or possibly

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Violet or Indigo, at a push), since it is only the higher clearance citizens who have the space to explore their personalities and eccentricities with that degree of freedom.

This does mean, of course, than any flamboyant non-citizen that stumbles into Alpha Complex showing off a multitude of colors, rather than earthy grays and browns (as the more primitive Outsiders will), might be considered a high ranking citizen, and treated like a god. Until the mistake is realized and 'hilarity' unfolds.

#### FOOTNOTE:

The seven main colors of the spectrum, Red through to Violet, are also color used in relationship to meditation and 'chakras', starting with Red somewhere down at the base of your spine and ending with Violet at the crown of your head, opening up to the heavens above. Many Mystics have drawn this parallel, and see the security clearances as a series of lessons and increasingly tougher challenges on the path to enlightenment – some medics and docbots too advise meditation on different colors (though not above your clearance, citizen). Perhaps somewhere amongst the files of the Computer there is a similar protocol at work. In any case there is no complex-wide mystical effect of having the clearance system based on the same colors as used in ancient meditation. Really. Trust the Computer.