

PARANOIA[®]

THE CORE BOOK

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```
cloud.deploy[Export(object)]  
  object.secret ['Load of junk and drivel']  
font.family('Times New Roman')  
Do[print.title
```

('Chapter 1: Introduction')]



Troubleshooters - Success through Teamwork!



```
using Cloning;
using Cloning.Decanting;
using Mutant.DNAscanning;
ERROR CODE 10 Mutant.DNAscanning of-
line
$answer = shell_exec('FindScapegoat.
exe')
```

```
class ProcessStart {
Process.Start('draingoo.exe')
Process.Start('opentank.exe')
Process.Start('listenforsplat.exe')
$splat = true
$introduction.proper = meh.kindas }
```

WHAT IS THE PARANOIA RPG?

DING! Attention citizen. Welcome to the first of your six lives here in Alpha Complex. I am your best friend, The Computer. Do not worry. I am here to protect you, educate you and help you stay loyal. This will make you happy and productive, as cases of severe anxiety and PTSD have dropped considerably. You have been decanted from your clone tank and are ready to serve. How may I help you be successful?

Okay, I get it. One of those in-setting intros to set the right tone. Now, I've heard about this Paranoia game before. People say crazy things about it, like killing other PCs is good, clean fun or the GM is out to get you. Convention games sell out super quickly. It's even a Hall of Fame RPG. How do I play it? What are the rules?

Thank you for asking, citizen. Some amount of curiosity can be healthy. What is your security clearance?

Counter-question. What's a security clearance?

All citizens of Alpha Complex are assigned a Security Clearance for protecting citizens from themselves and others. Infrared is the lowest, followed by ROYGBIV: Red, Orange, Yellow, Green, Blue, Indigo and Violet. Atop all is Ultraviolet clearance. New citizens start as Infrared. All data, locations and gear is restricted by clearance, which is based on how much that citizen can be trusted. It is nice when that aligns with talent and expertise but what good is ability without legal thoughts?

Due to an unforeseen loss of Troubleshooter clones, thanks to an event called Project Infinite Hole, you have already been promoted to Red clearance and now have a job as a Troubleshooter. Simply put, you will find trouble and shoot it. Various corrections are available should you need encouragement in completing your duties successfully and on-time.

Great, I'm second to last on the totem pole. Now can I know the rules?

I'm sorry, but that information is not available to Red clearance individuals.

... Okay, that makes no sense. What kind of roleplaying game doesn't want to teach the rules to players?

This is Paranoia. In this RPG, you do not know if someone is a friend, enemy or potential scapegoat. You do not know how most things work, literally or figuratively. You and your team will be sent on missions to eliminate treason, stop mutant terrorists and generally protect people of all security clearances. In many instances, such missions have a positive survival rate. Just be careful. Loyal citizens can turn traitor at any moment and attack you.

Wait, it sounds like this game creates a literal feeling of paranoia in players, not just characters.

It is a pleasure seeing a clever citizen not engaging in post-decating existential screaming. You should not be paranoid. This is a utopia and you have been kindly given everything you need to be a productive, joyful member of society. Please note that you should be paranoid, as anyone, including you, could be a Commie, a mutant or a traitor. Remember the old wisdom: Snitch on them before they snitch on you.

All right, bit weird but I like games that are different from the same old dungeon crawl. Now, are you an important NPC or something?

I am The Computer, an advanced digital intelligence coded to protect and serve humanity from the evils of secret societies, mutant powers, independent thought, too much freedom and of course, Commie Mutant Traitors. Citizens find they are happier and healthier when they follow instructions.

Gotcha, usual dystopian sci-fi tropes then? Do I need to volunteer as tribute?

Alpha Complex is not a dystopia. That would mean it was not a perfect place for humanity and it leads to unhappiness and terrorism. Rest assured, you will only receive the trust and authority that you can handle given your IQ, browsing history and supervisor evaluations.

Alpha Complex is a giant city, parts under a large dome and parts deep underground, and is a utopia for all loyal individuals. As a utopia, happiness is required by law. Obedience is also required by law, at least to all with higher security clearances and your best friend The Computer, who never makes an mistakesy.

I have to be happy? I can't get grumpy or wake up on the wrong side of the bed?

You have been provided with all you need to be happy at your security clearance. That has been proven mathematically. Loyal citizens are therefore happy citizens. If you are unhappy, disobedient or break security clearance rules, you will be declared a traitor and are subject to possible arrest, re-education or summary execution.

A traitor to a dyst... er, a utopia like Alpha Complex and its benevolent dictator, a happiness-obsessed yet sometimes violent AI?

Traitors are the enemy of all that is good and pure in Alpha Complex. They are cruel, ignorant terrorists who want everyone to be as angry and depressed as them. You can identify traitors by their secret society membership, mutant power, refusal to work 72 hours in a row or hesitation to obey one's betters as defined by security clearance.

Can I ask about secret societies and mutants or is that forbidden too?

Citizen, please watch your tone or an armed Internal Security loyalty enhancement unit will be dispatched to your location.