



Call of Computer: A Paranoia Adventure with a Cthulhu Mythos Background

by Joshua Marquart

GM Background

In 1925, Old Reckoning, those with special sight slept with horrible dreams. Some went insane, others followed their dreams. The cause of these dreams is dead, waiting under water, dreaming. Its name is Cthulhu, and it has slept in the island R'lyeh since before Man. In 1925, R'lyeh rose and sank in the Pacific waves. These 368 years later, R'lyeh rises again.

Last monthcycle, Bud-Y-BOY-2, a Computer Phreak, was shoved into the concrete by a passing group of High Programmer Kath-U-LHU-6's bodyguards. Bud-Y began to think of how to get back at Kath-U-LHU-6 for having such uppity guards. Something *better* than Fizz-Wizz in his showerhead. And he found it.

Doze-NOW!, an experimental Sleepy-Tyme drug replacement, was deemed unsafe by CHZ R&D. Following "The Computer's Official Toxic Disposal" methods, R&D deposited the Doze-NOW! into the food vats of sector CHZ. The drug, when consumed in combination with the other hazardous wastes, caused many of the already psychically inclined populace of CHZ to become extra sensitive. Many woke screaming from horrible dreams because Cthulhu invaded their sleep and guided them. Bud-Y intercepted a warning E-Mail to Kath-U-LHU-6 to evacuate CHZ sector. Since Kath-U didn't receive this message, he and his entourage fell victim to the drug's nightmare effects.

Cthulhu contacted Kath-U-LHU-6 through dreams, and coaxed Kath-U-LHU-6 to recreate his cult and free Cthulhu from imprisonment on R'lyeh. A powerful member of the Illuminati society, Kath-U-LHU-6 got his hands on more Doze-NOW! and distributed it to every food vat in Alpha Complex. It took little effort to manipulate and "weed out" other Illuminati members who were having nightmares.

Kath-U and his followers created a secret society that may be the downfall of Alpha Complex. Their goal is to free Cthulhu and rule the world. To do this, they must acquire the Necronomicon. Shub Nigg-U-RTH-3, another Illuminati, has uncovered this plan, but every Troubleshooting team is busy under Friend Computer's orders, shooting clones who wake up screaming because they are obviously mutants. All except one Troubleshooter team. Too bad Hast-U-RRR-4 has already acquired them as a team for his own purposes. Shub's guards, the Mee-G-O, are going to have to intercept them. That's where the players come in. They're the team.

Private Player Info

Besides personal effects and job-related items, each Troubleshooter carries the following equipment: Laser Pistol, 2 Red Laser Barrels, Wristcom Unit I, Red Jumpsuit w/Pouches, Red Reflec Armor, Knife.

Eld-R-SGN: Registered Matter Eater. He has stolen a Disintegration Gun which he labeled as a harmless, experimental Teleport Gun. In actuality, it *is* a Teleport Gun. It teleports anything it hits to a random location of the GM's choice. Pow-R-NGR-1 was teleported to R'lyeh and will show up at the end of the adventure. R'lyeh is a good place to teleport things.

Pete-R-VKM: He's an INTSEC plant. His "3 Yellow Barrels" are actually red, painted yellow. Spen-G-LER is in R&D.

Pow-R-NGR: He looks like he is a Power Ranger because he wishes to be robotic. His flashlight requires 2 "D" batteries.

Gibb-R-ING: He is a member of the Cult of Kath-U-LHU. He was only recruited recently, and knows absolutely nothing about the cult, other than it's mostly ex-Illuminati. Kath-U-LHU-6 won't even acknowledge his existence.

Herb-R-WST: He has been having the same dreams Gibb-R-ING had. Four of his pamphlets are Communist Propaganda at 5. He also has Machine Empathy.

Henry-R-MTG: Registered Precognition. He carries 12 unlabeled grenades. When he uses one, roll 1d20 on the following table:

Roll 1d20:

- 1-2 Explodes in hand, re-roll type, ignore 1-2.
- 3-4 Dud
- 5-7 Tangler Grenade = Glop will erupt from this grenade and splatter up to 4 targets like tangler.
- 8-10 Regular grenade, 8P
- 11-13 Gauss grenade, 9F, Robots only.
- 14-16 Smoke grenade = No one can see target without infrared. Everyone gets -10 penalty shoot into and out of smoke. Radius: 20 Meters.
- 17-19 Napalm Grenade, 7F
- 20 Tac-Nuke, 30F. Throw hard! Radius 80M.

Adventure Summary

1. Mission Alert: "Where's Viv-R-INN?" Receive Mission Alert for Hast-U-RRR. Get escorted to briefing by Mee-G-O's.
2. The Briefing: "Infrared Goat" Pagan Rituals around an altar and get briefed on mission by Shub Nigg-U-RTH-3.
3. NGR PLC: "Go, Go, Pow-R-NGR!" Meet the workers of NGR PLC, receive regular equipment and Jackobot.
4. GBI R&D: "Who You Gonna Call?" Ride an exploding bus to R&D, receive experimental equipment.

5. The Mission:
 1. Acquire Mark IX technology and introduce BIACIS.
 2. Arrive at RKM and get lost in the sewers.
 3. Arrive at Cult and disrupt ceremonies.
 4. Go through a Rift and exit to Massachusetts
 5. Land on R'lyeh, meet Cthulhu, and summon Mark IX.
6. The Debriefing: "Whatchoo talkin' 'bout?" Meet Hast-U-RRR and Hastur.

The Adventure

All italicized text should be read aloud to the players at the appropriate time.

1) Mission Alert: "Where's Viv-R-INN?"

Yawn. It's been very tiring in Alpha Complex lately, and it isn't because of overwork. Everyone just hasn't been getting enough sleep. Clones wake up screaming. It keeps you awake and frightens you. But it's not the screaming that frightens you most, it's all those laser blasts into the dark by the Troubleshooters on duty to make sure that anyone who wakes up screaming dies.

Originally, everyone believed that the problem was something every clone ate before they went to sleep, but The Computer determined that those who wake up screaming are part of an insidious Communist plot, and The Computer is always right. Those who question Its judgment are assigned to reactor shield duty. Sometimes those who wake up screaming get away, but there also those who just disappear. And no clones come to replace them. Some say they were clone-napped, but that could be a rumor, and rumors are treason punishable by summary execution.

*The six of you are strewn about GOO Troubleshooter HQ lounge taking turns watching **Teela O'Malley** re-runs and the Troubleshooter mission monitors. Each of you has been popping Wake'em-Ups, the pill of choice for those who've been on monitor duty for 18 hours straight.*

What isn't a rumor is that the entire headquarters is void of other Troubleshooters. They weren't taken away in their sleep, right? They're all out on missions, right? There's nothing wrong with this, right? You all just haven't been sent out on any missions lately, probably because they need people to watch monitors at the headquarters, right? Isn't that it? It's not because the Computer mistrusts you, is it? No, it couldn't be, could it?

Look up as though you'd like an answer to these questions.

I mean, could it be, is it true, that you aren't sent on missions because there's a traitor in your midst?

Wait for responses. Then, after any fights and replacements have arrived, or during battle, The Computer speaks.

All of the monitors flash the message "Incoming mission!" at the same time that all the hidden speakers in the room scream "Attention GOO sector Troubleshooters! Mission alert warning! Observe Com Unit I printer readouts for information! Thank you for your cooperation!"

The printouts read:

MISSION ALERT
Codename: MULYSA
Code Number: 2309sdipi24
WHAT JOY, TROUBLESHOOTERS! YOU HAVE BEEN
SELECTED FROM A MULTITUDE OF OTHER
TROUBLESHOOTER TEAMS TO PARTICIPATE IN A
MISSION OF GREAT IMPORTANCE AND MINIMAL
DANGER. REPORT IMMEDIATELY TO SECTOR HPL,
BRIEFING ROOM 568327238A. BRIEFING
OFFICERS DUNWI-TCH-3 AND HIGH PROGRAMMER
HAST-U-RRR-4 WILL BRIEF YOU. DO NOT PASS
THROUGH GHO SECTOR. NOT GOING DIRECTLY
TO YOUR BRIEFING ROOM IS TREASON SUBJECT TO SUMMARY EXECUTION.

The Troubleshooter team has no idea where the briefing room is. HPL sector doesn't appear on maps and no one knows where it could be. The Computer does not give out any information because the information is not available at their Security Clearances. If they request an escort or wait too long, send a troop of ARMY clones to get them. The Computer says: "Troubleshooters, you are late for your briefing. I have sent a crack team of green ARMY clones to solve this problem."

The ARMY troopers are Shub Nigg-U-RTH's guard, known as the Mee-G-O, warriors because their names are alike except for the origin sector: Mee-G-OOO, -OOH,

-OHO, -OOW, etc. The Mee-G-O warriors are your typical ARMY troopers, except they dress in a green reflec with strange curves and odd points which cause disturbing shadows over the body. When they speak, it is a buzzing sound as though talking through a kazoo or into a fan. Each trooper carries a scabbarded sword, laser rifle and a foreboding metal canister which they shake when making a point. The metal canisters don't do anything, but if a clone dies, a Mee-G-O will cut the dead clone's brain out with his sword and place it in the canister. Sick secret society initiation ritual. Yeah, that's it.

Mee-G-O**

Objective: Get the Troubleshooters to their briefing room

Mutant Power: Adrenalin Control

Secret Society: Trekkers

S4 A5 C3 D6 E7 MA9 M3 P7

Macho: 3**Wounds:** 5**HTH:** 2

Skills: Melee Weapons: 7, Intimidation: 8, Laser Weapons: 7

Equipment: Green Reflec Armor (4L), Laser Rifle (9L), Sword (8B)

Tactics: Talk in buzzing voices. Get PCs to their briefing room as quickly and uncomfortably as possible. Acquire dead or live brains, cutting them out with swords.

2) The Briefing: "Infrared Goat"

Once the Mee-G-O have the group surrounded on all sides, they march down the corridors to sector HPL. HPL is a very run down and nerve-racking sector. Screams echo down the corridors. The lighting is very bad - what few lights were ever installed down here are now mostly broken. Most of the corridors lead directly to Alpha Complex's sewer system, and, dare I say it, the Dungeon, where mutant monstrosities of all types lurk in the shadows! The Mee-G-Os hustle the Troubleshooters down a dark maze of hallways to one particular unlit corridor. Mee-G-OHO-3 claps his hands together in an odd sequence and the lights come on,

revealing a bright green door at the end of the corridor.

One of the guards knocks on the door. A slit opens at the top of the door, and then closes. The guard then pushes the door open, and the darkness of the room beyond does its best to escape. "Go forward to the one who waits, and line up on the red line," says Mee-G-OHO-3. Mee-G-O won't hesitate shooting clones who don't listen, but they'll hear out strange explanations.

You enter a very dark and foreboding briefing room. The room's walls are made of a hard substance that is not your typical Alpha Complex Plasti-steel. It looks more like concrete yet dark, like the whole room is done in varying shades of Infrared. The only illumination comes from two long flares which stand on either side of a tall desk, all of which sit atop a raised platform. Next to the desk are two clones, one in a suit of mixed yellow, orange and red, the other in orange, wearing a black mask with big, red eyes painted on it. On the wall behind them is a marquee sign, and a door is in the left wall. In front of the platform is a short, red line. There is only room on the line for five clones.

Once everyone's established: the tri-colored clone is staring at the group. The door closes behind the Troubleshooters and two Mee-G-O guards stand in front of it, blocking escape.

The GM may want to stand up on a table and say this: The clone introduces himself, "I am Noah-Y-ESS-3, high avatar of Shub Nigg-U-RTH-3 and Briefing Coordinator. This is Briefing Secretary Nyarloth-O-TEP-2. You must summon your briefing officer. Recite the chant and dance around this briefing altar!"

"Yes, and *frollic!*" adds Nyarloth-O-TEP. The marquee begins displaying words.

Hand out a copy of the following phrase to each player:

"Ia, Ia, Shub Nigg-U-RTH, Infrared High Programmer of Alpha Complex with a Thousand Clones!"

For fun, make the players run around the table chanting with Nyarloth-O and Noah-Y goading them on.

When everyone's done being silly, a mist appears behind the desk, and it slowly takes form, enveloping the entire desk and the area around it. Out of this mist steps a black clothed person. Nyarloth-O-TEP screams. Laser shots don't affect him. Anyone who shoots is fired upon by Nyarloth-O, No-Y, Mee-G-OHH, and Mi-G-HOH.

The Infrared waves his arms and the black cape whirls behind him, revealing shining black armor with ribbon-like patterns of white from the neck, like tentacles from his mouth. The clone pushes back his hood, revealing a head encased in white reflect armor. His entire body glistens in the light, as do the walls. He is obviously a High Programmer.

When Shub Nigg-U-RTH speaks, talk in a deep voice. "I am High Programmer Shub Nigg-U-RTH-3! You have all been selected to perform in a dangerous mission of great importance to Your Friend the Computer. Do any of you have anything to say before I continue?" His unblinking eyes stare sternly for an answer. Nyarloth-O-TEP puts on a different mask and takes notes. If any PCs mention they are in the wrong

briefing room, have the Mee-G-Os shoot them. If any try to show the mission Report, have Noah-Y-ESS look at it, and then order shot the person who handed it to him because showing a mission alert to anyone but the recipient is treason.

Shub continues, "Your mission, Trouble-shooters, is to stop a renegade secret society from destroying all Alpha Complexian life as we know it. This evil mutant society is known as the 'Cult of Citizen Kath-U-LHU.' They've been taking clones from their beds and controlling their minds."

Noah-Y-ESS continues, "On your mission, you will first report to NGR PLC for general equipment distribution. Tell them your mission codename. Second, you will go to GHQ R&D for experimental equipment assignment. From R&D, you will invade the headquarters of the Cult from the staging point in sector RKM, destroy everyone inside, and capture their leader, Kath-U-LHU-6. Your Communications Officer should contact us via his Com Unit once you arrive in RKM. We will be temporarily breveting you to Orange Clearance for this mission. Are there any questions?" Answer questions. "Then go forth and serve the Computer, Troubleshooters. Pick up your brevets on the way out." Shub vanishes in another cloud of mist.

As the clones depart, the Team Leader is handed six moist Orange Brevets (arm straps) from a Mee-G-O at the door. When they dry, 1d6 of them will change color back to their original Red.

3) NGR PLC: "Go, Go, Pow-R-NGR!"

Allow the PCs time to go off and get into trouble on their own, unless you're in a big hurry or don't like the idea of watching your players make fools of themselves. (And if you don't, why are you playing this game?)

NGR PLC is run by a robot and six Yellow citizens. Their supervisor, Zord-U-NNE-3, has granted one promotion to the citizens, and has elected the robot, Beta-6, to decide which clone will advance to green. One of the workers, Bill-Y-NGR-2 is a Pro Tech-er who found out about the promotion. Being the scheming sort, and a bit of a prankster, he told the other five workers of the promotion and gave each of them a "personality switch" which, when pressed in its 3-foot range, will change Beta-6's personality to their own. Bill-Y has an override which he'll use when Zord-U-NNE-3 asks for Beta-6's opinion. Here are the workers. Each wears a "Hello, my name is:" name tag:

Beta-6: Android with a cyclopean head wearing a large, red chest plate with an electrical symbol on it. Normally an agreeable personality, his catch-phrase in each personality is "Ay-yi-yi!"

Bill-Y-NGR-2: Pro Tech. Will sit back, laugh, and override Beta-6 when Zord-U-NNE-3 calls.

Tomm-Y-NGR-2: Frankenstein Destroyer. His override will cause Beta-6 to beat himself up.

Kimberl-Y-NGR-5: Corpore Metallica. She knows Pow-R-NGR and wears silver paint. Her override will cause Beta-6 to use phrases like "Clone garbage" and "fleshlings."

Rock-Y-NGR-1: Communists. His override causes Beta-6 to spout Communist Doctrine, causing Communist Propaganda checks.

Trin-Y-NGR-3: Politiclones: Her override makes Beta-6 take the personality of such famous politiclones as Ron-Y-RGN, Newt-G-RCH, George-B-USH, and Abel-I-NCN.

Kate-Y-NGR-4: Assembler of God. She overrides Beta-6 with prayers and evangelistic speech.

Upon arriving at PLC, the Troubleshooters will enter the building to wait on line. During this time, they'll see the yellow workers and observe Beta-6's changing personality. When the Troubleshooters give their mission code, various clones will walk behind the android, changing his personality. Allow Beta-6 to mention everyone's excitement over the new upcoming promotion. Once the Troubleshooters become frustrated enough, Zord-U-NNE will call in.

A large blue glow appears behind Beta-6. A disembodied head floats in it. "Hello Beta-6," says the head. "What is your verdict?" At this point Bill-Y presses his override. "Oh great Zord-U-NNE-3, the new leader of the NRG PLC will be . . . Bill-Y-NGR-2." "WHAT?" scream the other five clones. They go ballistic, attacking Bill-Y and anyone else with hand-to-hand attacks and screaming "Traitor!" Once finished with Bill-Y, they attack clones at random, pulling out weapons from behind the desk. When the melee is over, Beta-6 will direct the Troubleshooters to their large, sealed, black equipment crate.

Beta 6: Annoying and stupid robot

Skills: Dodge: 6, Mechanics: 8

Armor: ALL4

Tactics: Run around changing personalities. Says "Ay-yi-yi."

NGR Clones

Mutant Power: Various

Secret Society: Various

Clearance: Yellow

Service Group: PLC

S8A7C2D7E4MA9M2P3

Macho: 2**Wounds:** 4**HTH:** 4

Skills: Brawling: 10, Dodge: 8, Laser Weapons: 5, Melee Weapons: 9, Energy Weapons 7, Pose Dramatically: 12

Equipment: 1 Laser Pistol (8L), 1 Red Reflec Armor (L4), 1 Melee Weapon (Choose 1) 2 Daggers (I4+4), Lance (B7+4), Axe (B6+4), Truncheon (B5+4), Force Sword (E12), Neurowhip (E10)

Armor: None

Tactics: Change Beta-6's mind. Receive promotion. Go Ballistic.

The crate's contents are entirely covered in white/Ultraviolet styrofoam peanuts, sticking to everything because of their static electric charge. Remember, touching the white peanuts is traitorous, so just getting the equipment out and cleaned off should be a challenge. An inventory list hangs on the outside.

The crate contains: 8 Red barrels, 2 Laser rifles, a Cone Rifle with 20 assorted shells, 6 Sonic Grenades, 2 Infrared Binoculars, 6 Backpacks, 50 Wakey-Wake pills, 1 Jackobot. The GM may add to the list.

Jack, the Jack-O-Bot

Description: A square box the size of a toaster, with treads and an extendible arm. Weight is 3 tons. He's made of a lead-like material.

Weapons: Hydraulic Drill: (8I)

Armor: Indestructible

Skills: All Mechanical: 10, Demolitions: 9, Survival: 12, Tie Boot Laces: 10, Sneak: 9, Hydraulic Drill: 6

Tactics: Personality module is based on 1990 cartoon shows: "Huh-uh, cool. You ee-diot! I'm, like, Jack, or something. Huh, I said Jack, cool. Yeah, Jack, Cool! Helloooooo, Nurse!" Jack enjoys tying boot laces together, too: "All of a sudden, Eld-R-SGN falls down!" Requesting a Med-Bot gets a referral to R&D.

4) GBI R&D: "Who You Gonna Call?"

GBI R&D is located so far from NGR that the Troubleshooters must find transportation. Hailing a transbot works; too bad Cult members sabotaged it. The transbot desires to commit suicide, *with* its passengers. It carries a bomb.

The transbot goes in circles around GBI R&D at high speed. It plays "Taps" with ever-increasing frequency. The door is locked from the outside. The transbot will explode just after the Troubleshooters find a way out. (Or, if you're a sadistic GM and everyone still has clones, just before.) The walls are ALL3.

GBI R&D is run by 3 of Pete-R-VKM's fellow INTSEC plants, "Busters." They are Spen-G-LER-4, Sta-Y-NTZ-4 and Zedm-O-RRR-2. Their goal is to "bust" Jan-Y-ENE for being a Computer Phreak. R&D is a large, open area. As you approach the front desk, you hear a gibbering sound. Make a gibbering sound. A small, transparent green mutant flies through the air, right at a randomly selected Troubleshooter. It's a force-hologram made of thickened jelly. If it hits, it explodes into green goo, sliming the clone. Keep it flying until it hits someone. A Red tech comes out, apologizes, and then yells into the room he came from: "It works, Slime-R!" The yellow secretary doesn't pay any attention. She's wearing headphones and staring straight at the group through visors. This headgear is plugged into her desk terminal. There is a name-plate on the desk that says "Jan-Y-ENE-2." She's chewing something. (It's gum.)

This Computer Phreak is "Jacked In." If the PCs unplug her, they must wait for the convulsions to stop and the blood to quit fountaining from her mouth and nose. The only safe way to get her attention is to tap her on the shoulder. "I'm Jan-Y-ENE-2 (or 3 if she died), the secretary here at GBI R&D. May I help you?"

After any answer, she will say, "We've been waiting for you. Hold on." She presses a button on her intercom. "Paging Spen-G-LER-4, please report to the front desk, your baggage has arrived."

Soon, a Green R&D Tech approaches. He has dark, curly hair, and wears spectacles. He massages Jan's back while saying "I'm Spen-G-LER. Oh, hi, Pete-R, follow me." At this point, Jan-Y-ENE slumps to the desk, dead. Spen-g-ler-4 killed his traitor with a nice neck-grip. He leads you through a few corridors where clones are testing R&D devices that erase things. In fact, there's a clone without a face. Eww. The group arrives in a large room filled with all sorts of equipment. Spen-g-ler-4 yells to the Yellow and Orange workers in the room, "Hey Ray, Winston, help me out here." Sta-Y-NTZ-4 and Zedm-O-RRR-2 come to distribute equipment.

Experimental Equipment List

Six bottle case of Miska-Tonic: A.K.A. Bouncy Bubble Beverage Clear.

GM: Causes mutations to imbiber within 2 hours of consumption. The victim's eyes will bulge out and he will begin to look fishlike and desire to swim in water.

The Reanimatorbot: A highly experimental Medical bot in its final stages of Development. It has special medical procedures that can cure anything.

GM: The reanimatorbot works. It even revives dead clones . . . into *zombies*! Replacements arrive in time to see the old clone get up and attack, chat, fall apart, eat brains, etc. "Fixed" arms and legs tend to act on their own.

Reanimatorbot

Weapons: Surgical Chainsaws: (I12)

Armor: (I3L2)

Skills: Chainsaw: 7, All Moxie: 10, Reanimate: 10

Tactics: Reanimate/Heal to the best of his ability.

Three Proton Packs and a Trap: Highly classified ranged weapons powered by nuclear accelerators. They emit powerful beams of energy at whatever they are aimed at. They're large backpacks with a laser rifle attached. The trap is a spring loaded contraption to throw under an enemy once set.

GM: The trap is a typical bear trap. The Packs shoot out nifty light beams that have absolutely no effect. If crossed, the beams intensify to magnifying-glass-under-sun power. Crossing all three beams has the potential to do a lot of damage, but not before the packs melt down into the backs of the Troubleshooters wearing them.

Invulnerability Spray: This fantastic spray is a super armor which protects from all attacks. Just spray it over the entire body and the invulnerability will take effect.

GM: This is a time-delayed super shellac. For 10 minutes the user, who is now permanently coated in ALL20 armor, can move freely. After 10 minutes, the shellFac becomes harder than a concrete shell. Only constant Strength checks allow movement.

A bottle of 20 Stress-Area-Nullifier pills: These are a more advanced form of EZ-DUZ-IT. When your mental foundation is going to crumble, take one.

GM: These SAN pills will change a character's sanity condition to its exact opposite. Too bad everyone from Alpha Complex is already insane. When a character takes a pill, he becomes sane. His mind clears and he has a moment of clarity, until it becomes too much for him and he goes insane again. This takes four seconds.

Danger Sensitive Glasses: These glasses give a feeling of comfort in times of danger. They cause a state of calmness and contentedness in the mind of the user when worn during battle.

GM: The glasses turn pitch black when the wearer is about to see something that could harm him.

Circle of Protection: A bright pink hoop that rattles. It operates by placing it around your hips and spinning it. It will protect from all attacks.

GM: This thing actually works, ALL20, but one must make an END check each turn

to keep it working.

The Yellow Sign: A bright yellow sign with the word "Yield" printed on it. It is used to stop others from attacking so you can get in the first shot.

GM: It's yellow.

Transdimensional Rift Assessing Polarizer: It is used to determine the power of an energy rift in case you come across any.

GM: The T.R.A.P. works on the rift in RKM sector; unfortunately it channels the energy into its wielder.

Gum Explosive: This pack contains 12 foil-wrapped sticks of gum. The gum must be chewed exactly 10 times and then thrown at the target.

GM: Make that an *average* of 10 times. Roll 1d20. After that number of chews, it will explode in three more seconds. 8F damage.

Spn-G-LER secretly gives Pete-R-VKM a pair of X-Ray Glasses. When worn, everything is viewed inside out. Clones are seen with the inside of their skin on the outside.

5) The Mission

(A) Spn-g-ler-4 tells the Troubleshooters he has two surprises for them. First, he's going to give them the latest and most expensive items R&D recently manufactured, the six parts of The Mark IX. "Mark IX has done well in field tests, and is ready to be tested with Troubleshooting teams. Mark IX is for *outdoors* sector use only. You will each be given a special Com E unit to call your assigned member of Mark IX. When you want to summon your robot, yell 'Mark IX [robot type] activate!' into your unit. There's a voice activated sequence used to form Mark IX. Once the robots have been summoned, each Troubleshooter must read aloud his part of the password passage." Spn-g-ler-4 hands each Troubleshooter a Com E unit.

Assign one of the following robots to each player: War-bot, Jack-O-Bot, Docbot, Flybot, Funbot, and Scrubot.

Hand each player one of the following passages:

Passage 1: Docbot/Torso/I'll Be/Let's

Passage 2: And Warbot/Flybot And/The Traitor/Go

Passage 3: Form The/Funbot/Scrubot/Mark

Passage 4: Legs/Form The/Form/Nine

Passage 5: Jackobot/Arms/The/Force,

Passage 6: Make The/And/Head/Kill!

The person with Passage 1 reads the first word(s), then the person with Passage 2, and so on. After the first word(s) of Passage 6, start over with the second word(s) and continue until the whole thing has been read. (So it starts: "Docbot and Warbot form the legs . . .") If any mistakes are made, the whole password must be started over.

The second surprise is, "To facilitate rapid clone replacement in the field, R&D invented the BI-winged, Aerial, Clone, Insertion System, the BIACIS." These

machines are six Ornithopter-like contraptions that hunker down and have four large wings sprouting from their backs. He says "They're perfectly harmless, and their razor-sharp talons, used to carry clone replacements to destinations, are extremely precise and never cut through flesh. These will carry you to RKM sector and bring any replacements you may require throughout the rest of the mission."

Objectors can walk. To those who will fly, Spen-g-ler-4 says "Stand where you are, the BIACIS will get you." The BIACIS rise up using VeRTOL technology. Each flaps its four wings over to a clone and grabs him in its talons. The clones will be transported at supersonic speed to RKM, landing next to Orange Dorm, #346. A tough END check must be made to see if anyone faints. After dropping off their cargo, the BIACIS fly away.

(B) The Communications and Recording officer should contact Shub Nigg-U-RTH at this time. Nyarloth-O-TEP will answer. "This is Nyarloth-O-TEP-3. You're to enter Orange Dorm #346 and enter the sewers via the secret passage in Room 4. When you arrive at the cult, pretend to be cult members. Your mission is to kill Kath-U-LHU-6 and destroy the Cult."

Orange Dorm #346 is an Orange citizen dorm. Inside, both citizens and Troubleshooters on duty are shooting screamers. Room 4 is in the back; there is an air duct in the ceiling that is open, leading to the sewers. The sewers have running lights. The troubleshooters are on one of two ledges on either side of a flowing stream of sewage.

Fun things to do in the sewers include:

Make them walk around aimlessly for hours, thanks to bad directions from Nyarloth-O-TEP.

Encounter rats or mutant monstrosities.

Enter a nuclear reactor core.

Cross the sewage stream.

Let the lights go out and re-choose.

Remind Gibb-R-ING he has *never* seen the HQ, and so doesn't know how to get there.

Sooner or later, the clones discover a large airlock. There are piles of discarded clothes outside of the airlock. The airlock is locked, and requires a Tough Mechanics roll to open, one attempt per turn. The airlock is ALL2 and takes 10 Wounds before opening up. Taking the rough approach will alert the inhabitants, who'll be ready for the Troubleshooters.

While this is going on, up to 20 tentacles will swing out of the water, grabbing Troubleshooters who don't make a Normal dodge roll. The tentacles are long, green, and slimy. It's unsure what they're attached to because it's hidden by the murky water. Each tentacle's slime is L2 armor, and can take 3 wounds. The tentacles can be distracted by large chunks of meat which they will gladly take instead of Troubleshooters, provided of course that the Troubleshooters have any such tasty items on them . . .

(C) The HQ has 4 rooms:

1) Main Hall

This is where the Airlock leads. The area is furnished with all sorts of torture devices, a nice rug, and two doors, one on either side wall. Each door bears the same symbol, a five-pointed star with The Computer's ever-watching eye in the center. Piping sounds can be heard from the door on the left. Left goes to 2) Summoning Room, right to 4) Bathroom.

2) The Summoning Room

There are five citizens here, dancing around a large, five-pointed star drawn on the ground. At each point of the star is a flare. Each clone wears a green mask, just like Shub Nigg-U-RTH's white mask. The red and orange clones are making piping sounds through a tube they hold to their mouths. The green and indigo clones are tossing red liquid (blood), chanting something ("Cthulhu"), and spitting (ftagn!). The fifth is Kath-U-LHU-6, an Ultraviolet, who dances around the center, chanting. There is a door in the far wall, leading to 3) Library. It smells odd in here from the incense. Any clones failing a Simple Endurance test will faint.

The cultists notice as the troubleshooters enter. The cult is opening a rift to Massachusetts. The glowing, white rift will appear during combat in the middle of the star. Kath-U-LHU-6 *always* makes it through; others don't have to. Once everyone's been dealt with and at least Kath-U-LHU-6 has gone, all that will be left is a strange, undulating color hanging out in space. If contacted, Nyarloth-O will order them *through* the rift to follow Kath-U-LHU-6. Once they go, the rift closes.

Cultists:

Weapons: Laser Gun (8I)

Mutant Powers: Kath-U-LHU: Charm, Az-O-TTH-4: Levitation, Az-R-ADD: Energy Field, Shog-G-OTH-2: Polymorphism, Dunw-I-TCH-5: Regeneration

S5 A8 C8 D5 E3 MA3 M8 P6

Armor: Divine Intervention & Reflec (L4)

Skills: Summon Rift: 10, Oratory: 9, Dodge: 10

Tactics: Finish Ceremony. Run from Troubleshooters into rift. Defend Kath-U-LHU.

3) The Library

This room is a Romantic's dream. Here there are manuscripts crumbling with age, books lining the shelves, and sheaves of yellowed computer paper. It's extremely flammable in here. Sample books include *How to program in C++*; *Learn to Read Ancient Latin in 6 Weeks*; *The History of Liechtenstein*; *Ernie and Bert Can, Can You?*, and *De Vermis Mysteris*. A wide selection.

4) Bathroom

There should be one in *every* adventure.

(D) Once everyone's entered the rift: *Floating through a shapeless void, you see Colors of which the like you've never witnessed before. You smell ozone and feel aglow with energy. All of a sudden, you arrive. The first thing you notice, before the scenery, is that you are all now totally white, even your skin and weaponry.* They encountered a Color out of Space that bleached them.

The group is now in Outdoors Sector, Massachusetts. Around them are many buildings made out of red bricks, and 50 green mutants hopping around. Each has odd, sunken eyes, and tremendous mouths, from which issue croaking sounds. In the distance, they see Kath-U-LHU-6 (and any lackeys) run into a large building. All

clone replacements are delivered via BIACIS.

Deep Ones

Weapons: Teeth and Claws (8I)

S8 A4 C1 D8 E7 MA1 M1 P1

Macho: 3**Wounds:** 5**HTH:** 4

Skills: Brawling: 5, Dodge: 4

Armor: I3

Tactics: Kill Troubleshooters, and die trying.

The clones *cannot* summon Mark IX yet. If they try and fail, Spen-g-ler-4 will explain (if contacted and asked) that the Troubleshooters are out of range.

Apparently, dealing with dimensional rifts was not part of his design goals. Spen-g-ler-4 assures the Troubleshooters that when they get back in range, Mark IX will work fine.

A sign on the building Kath-U-LHU-6 went into reads: Misk***** Library. The sign is really worn.

Upon entering: The variation in colors that line the walls are as bad as when you went through that rift. The walls are lined with a variety of colored blocks that look like expanded pamphlets. Some of you have heard of these. They're called books and you've seen higher clearances reading them. You hear a noise toward the back of the building upstairs, kind of an odd, crying sound.

Kath-U opened another rift, this time to R'lyeh. He used the Necronomicon to do this. He's travelling via a picture in the book. The Troubleshooters arrive just in time to see a large book close, with the High-Programmer's feet sticking out of it. The feet enter the book before the Troubleshooters can do anything. The book has the title "Necronomicon." It's bound in a meatylike substance known as human skin.

Opening the Necronomicon will have one of the following effects:

The book will eat the offending Troubleshooter. "It flaps into the air and slams down on you. You're not there anymore." He went to R'lyeh.

Reading the book will cause a clone to run around the room screaming for 10 minutes and then desire to read more.

The reader, unless in a magic circle, will float into the air and suddenly his spine will snap.

The reader will see a picture come alive and then get sucked into the book.

The book grows teeth and chomps the hand of its reader.

Eventually, everyone gets to R'lyeh.

(E) Once everyone arrives, describe the surroundings (the others were getting acquainted with the view). The characters are still in Outdoors Sector, but this time it's different. A large expanse of water can be seen on all sides. They're on an island made of white, stone-like structures. To their left are a bunch of pillars and a few columns. To their right is a building. When re-describing, change stuff around to simulate the ever-changing aspect of the island and its indescribable non-Euclidian geometry.

Eventually they run across everyone in the adventure the GM sent to R'lyeh because they were "Disintegrated" by the Teleport Ray, *especially* Pow-R-NGR-2, who now has a beard, a burning desire for vengeance against Eld-R-SGN, and Pow-R-NGR-1's stats.

When appropriate, the group will see Kath-U-LHU-6 laughing at them in front of two giant double doors. He screams, "You cannot defeat Great Kath-U-LHU-6!" At that moment, the doors behind him swing open and a giant green foot steps on him. Large tentacles whip out attacking everyone as a giant, green beast, bigger than Mark IV, steps out of its shadowy crypt. The players will probably summon the Mark IX robots for the titanic final battle. It's all right if there are fewer than six clones left to summon the robots. They'll still arrive.

You hear a rumble, and electricity fills the air. The light overhead dims and the rumble becomes louder. Even the great tentacled beast seems distracted. Odd muzak can be heard. All of a sudden, you can see it. Six shapes fly to the island. They land and you see the familiar outlines of Alpha Complex robots. The great, green beast steps towards the cluster of bots. One of them, probably the Warbot, opens up his weaponry and blasts at the tentacles reaching towards it. You see a cream pie fly from the Funbot. They aren't forming Mark IX. I wonder why not?

The Troubleshooters have to recite the 24-part invocation they were given - without error - to form Mark IX. Otherwise, the bots get stomped, and Cthulhu comes over to eat the Troubleshooters. If the Troubleshooters read the script correctly, Mark IX is formed, just as described, the All-Mighty Scrubot forming the head.

Have the players elect someone to portray Mark IX. The GM (or another player) will be Cthulhu. Two other players (or 1 & GM) will roll dice. Now play a "Live-Action" Street Fighter/Mortal Kombat style fight. Mark IX must "summon" a weapon before he can use it. In the ensuing battle, pillars will topple, buildings will crumble and clones just might get squashed.

Mark IX

Description: Magnificent Clone-like Robot. Over 200 ft. Tall.

Weapons: Fists (10B), Missiles (20E), Fiery Lance (15B or P if thrown), Gatling Gun (12P), Soap Spray (Projectile, roll Dex or slip), Mega-Cream Pie (Obscurement), Blazing Sword (30B)

Skills: Brawling: 14, Projectile Weapons: 9, Generate Fiery Lance: 13, Thrown Weapons: 11, Field Weapons: 12, Make Cream Pie: 16, Missile Weapons: 10, Form Blazing Sword: 6, Pose Dramatically: 10, Dodge: 12

Macho: 10**Wounds:** 60

Armor: ALL 10

Tactics: Defend Alpha Complex from giant monsters.

Cthulhu

Description: Giant, green humanoid with a squid-like head, tentacled beard, two arms and vestigial bat-like wings.

Weapons: Tentacles (Like a Tangler, but brings Mark IX closer for melee combat. Mark IX can break out in 1 round), Fists (12B), Fireball (20E), Energy Blast (15E)

Skills: **Tangle with Tentacles:** 12, Brawling: 13, Cast Fireball: 10, Cast Energy Blast: 13

Macho: 12**Wounds:** 80



Armor: ALL8

Tactics: Kill

If Mark IX wins, make a "Pose Dramatically" roll. No matter what the results, Mark IX will pose dramatically, placing his left foot on the Troubleshooter team. Oops. He then flies off; Cthulhu will be back one day. If Cthulhu wins, he will hunt down the rest of the clones and eat them, one by one. Then he'll be too tired to take over the world and will go back into the island to sleep for another millennia. The island will sink beneath the waves.

6) Debriefing

Everyone's next clone is brought in front of a group of officers. The Troubleshooters are lined up in front of a large desk and an Ultraviolet is there to speak to them. "I am High Programmer Hast-U-RRR-4," he says angrily. "I want to see the reports you were supposed to make on the efficiency of our new housing Dorm experiment and 48-hour alarm waking!" The clones will realize that they had gone to the wrong briefing.

If the Troubleshooters admit they don't have the reports (or if they try to get out of it with something like a Tough Con roll but fail), Hast bellows, "What? You don't have the Reports? What sort of Trouble-shooters are you? I am going to declare you all traitors to the complex, for I am Hast-U-RRR! Do you hear me? Hast-U-RRR! I am Hast-U-RRR!" By saying 'Hastur' 3 times, the elder god, Hastur, is summoned. Everyone gets eaten, except for smart Troubleshooters who run. Hastur is asked to become a citizen of Alpha Complex, end of game.

If the Troubleshooters find a way out, Hast says, "What? I'm really grateful that you've gotten the documents. You're all breveted to Orange Clearance. Have a nice Daycycle. Oh, by the way, do you guys know what my name is?" (See above ending.)

Optional Ending: Have Mark IX come back and fight Hastur.

Player Characters

Pete-R-VKM-1

Service Group: Production Logistics and Commissary (PLC)
(Actually Undercover Internal Security (INTSEC))

Attributes and Known Skills

Strength: 5 **Hand To Hand:** 2 **Carrying Capacity:** 30

Endurance: 6 **Macho:** 3 **Wounds:** 5

Agility: 7 (4)

Brawling: 5, **Melee Weapons:** 5

Chutzpah: 10 (5)

Persuasion: 7, **Interrogation:** 6, **Fast Talk:** 8

Dexterity: 8 (4)

Laser Weapons: 6, **Energy Weapons:** 7

Mechanical Aptitude: 1 (1)

Moxie: 5 (3)

Habitat Engineering: 2

Power: 3

Skills: Dodge: 6,

Personal Equipment (*Treasonous): Truncheon, Stylus and Pencil, 3 Yellow Barrels*, 6-Pack of Bouncy Bubble Beverage, 2 Mini-Parachutes, 50 Doze-NOW! Pills

Plasticredits: 15

Secret Society: Free Enterprise

Mutant Power: Charm

Background: During INTSEC training, you were a "Buster," a team who'd go around and "bust" traitors. One Buster, Sta-Y-NTZ-2, got you to join Free Enterprise. You're a natural in sales and scavenging. Being extremely low on cash, it might be wise to sell some merchandise that you carry. Merchandise is merchandise, but plasticreds are everything. Now, as a PLC plant, you get more access to merchandise.

Service Group Assignment: INTSEC has set you up as a PLC plant because they want you to get more information on a new secret society. INTSEC believes Henry-R-MTG, a PLC worker in your Troubleshooter team, is part of this society. Keep an eye on him and make constant reports to the other INTSEC Busters, disguised at R&D. Ask Spen-G-LER for your special R&D item.

Personal Feelings: Herb-R-WST turned in some INTSEC plants last weekcycle. He must have mutant mind-reading powers. Discover his secret and eliminate him.

Secret Society Mission: For sale: No-Doze pills, B.B.B., and Red laser barrels painted yellow. Gibb-R-ING welshed a Free Enterpriser. Make him pay his debts.

Mandatory Bonus Duty: Loyalty Officer

Eld-R-SGN-1

Service Group: Central Processing Unit (CPU)

Attributes and Known Skills

Strength: 4**Hand To Hand:** 2**Carrying Capacity:** 30

Endurance: 7**Macho:** 3**Wounds:** 5

Agility: 7 (4)

Chutzpah: 8 (4)

Con: 6, **Spurious Logic:** 6, **Perception:** 5

Dexterity: 2 (1)

Laser Weapons: 5

Mechanical Aptitude: 8 (4)

Juryrigging: 7

Moxie: 7 (4)

Computer Programming (Treasonous): 6

Power: 6 for Matter Eater, 2 for Energy Field

Personal Equipment: 1 Teela-O-Mally Lucky Mirror with Blush, 1 Happiness Energy Bar, 2 Bouncy Bubble Beverages, 1 Teleport Ray, 2 Happy-Tyme Pills

Plasticredits: 80

Secret Society: Mystic

Mutant Power(s): Matter Eater (Registered), Energy Field

Background: You *love* being a registered Matter Eater. It lets you digest anything that others can't, especially pills. All those neat sensations, it's like being in a food vat with the mixer running. You've got to find more pills. Maybe someone in the Troubleshooting group has some. The "Teleport Ray" is actually an R&D "Disintegration Ray" you stole. You forged some papers, disguising it as a harmless R&D "Teleport Ray." It disintegrates anything. You disintegrated Pow-R-NGR-1 because he found out about you.

Personal Feelings: Pow-R-NGR-2 might want to get back at you for disintegrating his clone brother. You're unsure if he knows you killed him. Gibb-R-ING is actually an Internal Security plant. Watch him.

Service Group Assignment: CPU is having some odd malfunctions because a new secret society is searching classified computer files. CPU wants its members to report any information they discover on this new society, ASAP.

Secret Society Mission: The Mystics told you some experimental pills will be assigned to your group in R&D. Do your best to get them, test them, and then deliver them to a Mystic drop-off site. Also, there's a new cult somewhere practicing some really trippy stuff. Chill out with them and tell us anything you find out.

Mandatory Bonus Duty: Team Leader.

Gibb-R-ING-2

Service Group: Technical Services

Attributes and Known Skills

Strength: 7 **Hand To Hand:** 3 **Carrying Capacity:** 50

Endurance: 9 **Macho:** 4 **Wounds:** 6

Agility: 6 (3)

Sneak: 6

Chutzpah: 1 (1)

Con: 4

Dexterity: 7 (4)

Laser Weapons: 6

Mechanical Aptitude: 10 (5)

Autocar Maintenance & Repair: 6, **Docbot Maint & Repair:** 6, **Scrubot Maint & Repair:** 6, **Jackobot Maint & Repair:** 8

Moxie: 5 (3)

Electronics: 4, **Chemistry:** 4

Power: 7 (4)

Personal Equipment: 1 Drug Therapy Kit with 25 EZ-DUZ-IT & 25 Wider Awake Pills, 2 D Batteries.

Plasticredits: 57

Secret Society: Cult of Kath-U-LHU (Formerly Illuminati)

Mutant Power(s): Levitation

Background: You've had weird dreams lately, and so have other clones. Friend Computer has it out for clones who wake up screaming with dreams of tentacled giants and places with weird angles, ordering Troubleshooters to kill anyone who wakes up screaming. You were contacted by a higher-up (you think) in the Illuminati, who's part of a new secret society made of only clones who've been having these dreams, The Cult of Citizen Kath-U-LHU-6. You're a new member, and if anyone found out, you'd be dead meat. The goal of the Cult is to take over Alpha Complex by summoning "The Dead Dreamer" who will take over for Friend Computer. Your mission is to try to recruit new members.

Personal Feelings: Pow-R-NGR got passed up for a promotion you received in TECH. He's obviously jealous. Free Enterprise secret society is after you for welshing on paying for those batteries; they might make you pay.

Secret Society Mission: There's another Illuminati in the team. It's either Eld-R-SGN or Pow-R-NGR. Ask if they have "dreams," then recruit them. Foul up the actions of

enemy Illuminati leader Hast-U-RRR-4.

Mandatory Bonus Duty: Happiness Officer

Henry-R-MTG-2

Service Group: Production, Logistics and Commissary (PLC)

Attributes and Known Skills

Strength: 2**Hand To Hand:** 1**Carrying Capacity:** 30

Endurance: 9**Macho:** 1**Wounds:** 3

Agility: 6 (3)

Sneak: 5

Chutzpah: 5 (3)

Bribe: 6

Dexterity: 7 (4)

Laser Weapons: 8

Mechanical Aptitude: 7 (4)

Jackobot Operation and Maintenance: 6

Moxie: 10 (5)

Habitat Engineering: 6, **Electronics:** 8

Power: 6 for Precognition, 6 for Telepathy

Personal Equipment: 1 Wristcom Unit I, 1 Multicorder I, 12 R&D Grenades

Plasticredits: 92

Secret Society: PSION

Mutant Power(s): Precognition (REGISTERED), Telepathy

Background: You're the mentalist, code-named Professor A, of a special branch of PSION known as A-Men. They're a crack PSION team who deal with "traitorous" mutants. You recently lost all your hair in a battle against Citizen Apok-O-LIP-5. On a visit to R&D, you "accidentally" picked up a box of unlabeled grenades.

Personal Feelings: Pete-R-VKM and Herb-R-WST are minions of Apok-O. Eliminate them.

Secret Society Mission: PSION wants you to look out for a new secret society starting up. It's run by minions of Apok-O-LIP-5 and another, darker force. Keep PSION updated constantly.

Mandatory Bonus Duty: Communications and Recording Officer.

Herb-R-WST-1

Service Group: Housing, Preservation & Mind Control (HPD&MC)

Attributes and Known Skills

Strength: 7**Hand To Hand:** 3**Carrying Capacity:** 50

Endurance: 2**Macho:** 1**Wounds:** 3

Agility: 1 (2)

Dodge: 3

Chutzpah: 8 (4)

Oratory: 7

Dexterity: 9 (5)

Laser Weapons: 6

Mechanical Aptitude: 6 (3)

Docbot Operation and Maintenance: 4

Moxie: 10 (5)

Electronics: 6, First Aid: 8, Nuclear Engineering: 6, Demolitions: 8

Power: 5

Personal Equipment: 6 HPD&MC Pamphlets, 1 Napalm Cone Rifle Shell

Plasticredits: 60

Secret Society: Illuminati

Mutant Power: Machine Empathy

Background: AAAAAAAH, the dreams again! For the past few weekcycles, you've been having nightcyclemares. They're strange dreams with breathing sounds and green beasts with tentacles for beards, and white places with undefinable angles. Every time you wake, you feel the urge to scream, but Troubleshooters have been ordered to shoot screaming clones, so you've kept your mouth shut. Some clones who don't get shot just disappear. You're too afraid of death to tell Friend Computer of the dreams, no matter how nice it was to you in the past. Find out what's going on.

Service Group Assignment: HPD&MC wants you to distribute your 6 "How to Sleep Right" pamphlets to all clonekind.

Personal Feelings: Internal Security (INTSEC) is on to you. They found out about your dreams with their Mutant Mind-Readers. You turned some INTSEC in as traitors last weekcycle. INTSEC disguises its agents as members from different service groups. They usually duplicate a group already in a Troubleshooter team. There are 2 clones here from PLC and 2 from Tech, so there might even be 2 INTSEC plants after you. Get them first.

Secret Society Mission: Illuminati last left you this message: "Bah-weep-grahna-weep-nini-bong. Shub knows all. Ask him much. Kill Henry-R-MTG. Pow-R-NGR will kill you. Fnord."

Mandatory Bonus Duty: Equipment Guy

Pow-R-NGR-2

Service Group: Technical Services (TECH)

Attributes and Known Skills

Strength: 6**Hand To Hand:** 3**Carrying Capacity:** 40

Endurance: 9**Macho:** 4**Wounds:** 6

Agility: 10 (5)

Force Weapons: 9, **Sneak:** 7

Chutzpah: 6 (3)

Fast Talk: 5

Dexterity: 5 (3)

Laser Pistol: 5

Mechanical Aptitude: 1 (1)

Autocar Operation and Maintenance: 2, **Scrubot Operation and Maintenance:** 3,

Docbot Operation and Maintenance: 2

Moxie: 4 (2)

Biosciences: 3, **Spurious Logic:** 3

Power: 5

Personal Equipment: 1 Skin Core Sampler, toothbrush, flashlight.

Plasticredits: 45

Secret Society: Corpore Metallica

Mutant Power(s): Polymorphism

Background: Corpore Metallica is *great* when you can change into a robot using

polymorphism! You turn into other things too, but robots are the best! The form you like to parade around in is as an android warbot with a stationary mouth. It makes people think you're a guy in full armor, especially when you shake your head when speaking.

Personal Feelings: Gibb-R-ING is a fellow Tech services representative. He got a job you were up for, and you really hate him for that. If he were to die, you would get his cushier job. Your previous clone, Pow-R-NGR-1, died under mysterious circumstances; no body was found. An informant told you that Eld-R-SGN-1 was at the scene.

Secret Society Mission: Corpore twisted arms and got your Troubleshooter group assigned some very special robotic R&D equipment. Get your grapplers on it and transport it to Corpore HQ along with any other robots you're assigned.

Mandatory Bonus Duty: Hygiene Officer.

Online Support available for this Adventure at
<http://w3.one.net/~joshdm/paracoc.html>.

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