

PARANOIA^{xp}

PARANOIA



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**A ROLEPLAYING CLASSIC
BACK IN PRINT AFTER 10 YEARS**

Over 150,000 copies sold

**New XP edition COMPLETELY
UPDATED for a more paranoid era**

The Computer Is Your Friend!

PARANOIA is an award-winning role-playing game set in a darkly humorous future ruled by a well-meaning but deranged computer.

The Computer is happy. **The Computer** is crazy.

The Computer will help you become happy. This will drive you crazy.

Being a citizen of **Alpha Complex** is fun. The Computer says so, and The Computer is your friend.

Many **traitors** threaten Alpha Complex.

Many **happy citizens** live in Alpha Complex. Most happy citizens are crazy.

Which are more dangerous—traitors or happy citizens?

Rooting out traitors will make you happy. The Computer tells you so.

If you are not happy, The Computer will use you as reactor shielding.

Being a **Troubleshooter** is fun. The Computer tells you so.

Do you *doubt* The Computer, citizen?

Troubleshooters get shot at, stabbed, mangled, incinerated,

poisoned, stapled, blown to bits and accidentally executed.

This is so much fun **many Troubleshooters go crazy.**

You work with many Troubleshooters. They all carry lasers.

Aren't you glad you have a laser too? Won't this be fun?

***Stay alert! Trust no one!
Keep your laser handy!***

PARANOIATM

HAPPINESS IS MANDATORY!

When *PARANOIA* was first published almost 20 years ago, amid fears of nuclear war and job loss to those newfangled desktop PCs, it was instantly popular for its vision of a high-tech, post-holocaust, totalitarian future ruled by a deranged Computer. It won attention too for turning the basic paradigm of RPGs—players cooperate—on its head, making all players secret traitors who can only advance by uncovering treason.

Happily, today those fears are obsolete. Instead, we have spam, viruses, trojans, malware, distributed denial of service attacks, the RIAA, cyberwarfare, identify theft, terrorists, the Patriot Act, terrifying new diseases, the threat of environmental catastrophe, the grey goo scenario, and weapons of mass destruction.

In other words, *PARANOIA* is more relevant than ever before—and *Paranoia XP* upgrades the world of Alpha Complex for the fears of the 21st century.

BE A LOYAL CITIZEN! PURCHASE PARANOIA XP TODAY!

Failure to purchase this product is treason. Treason is punishable by summary execution. Have a nice day!

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Within this 256-page volume, you will find:

- * New non-D20 rules. *PARANOIA* is fun. D20 games are not fun. Play *PARANOIA*.
- * Happiness-inducing advances such as mobile telephony, pervasive computing, brain-spam, RFIDs, and privatization of non-essential services.
- * Many new and treasonous ways for players to die.
- * Three ways to play: Classic, Straight, and Zap!
- * 'Mister Bubbles,' an introductory adventure
- * No 20-sided die, which you will need and may purchase at better book, game, and comic stores everywhere.

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