



# Preface

## Attention, Player!

Read "Welcome to Paranoia," on page 6 of this booklet. When you're finished, come back here. Come straight back here. Do not pass Go. Do not sass The Computer. Failure to come back here is treason.

Thank you. Now, you may begin to play. True, you know nothing about the game. Tough. That's Paranoia for you.

Well, if you insist, you may read all of "Paranoia for Players," which begins on page 5 and ends on page 28. This section is classified Red. Since you are now a Troubleshooter, your security clearance is Red, and you may read "Paranoia for Players" without fear of execution. It will teach you a little bit about the Paranoia universe and the rules of the game. It also tells you how to generate your own character. But don't generate one yet; gamemasters frequently use pre-generated characters (see yours for details).

What's after "Paranoia for Players"?

What is your security clearance, please? Red? I'm sorry; you are not cleared to read the rest of this book. The rest of this book is classified Ultraviolet. Only gamemasters may read it. If you read the rest of this book, you are a traitor, and subject to summary execution.

Of course, we recognize that most of you will read it anyway, but don't tell your gamemaster if you do. Pretend you haven't read it. If he asks, look him straight in the eye, cross your heart, spit over your shoulder thrice and promise that you have never, ever read the book and you have no intention of ever doing so. We're sure he will believe you.

Oops. Almost forgot to mention — **don't read the adventure!** ("Into the Outdoors With Gun and Camera" on pages 107 through 134.) Pretty please? This time we really mean it. An adventure is a story which the gamemaster puts your characters through. If you know all the surprises and the details of the plot in advance, it's not going to be very interesting when you play.

## Attention, Gamemaster!

Oh, fortunate one! Beloved of The Computer, you are cleared for all data. Read "Paranoia for Players" so you know what your players know. Then, read the rest of the book. Don't feel that you have to memorize everything; Paranoia is a game of free-wheeling improvisation, and if you forget a rule or miss an important detail, we suggest you just bluff it out. If you're a novice, "An Introduction to Gamemastering" (pages 29 through 34) teaches you the basics. If you're experienced, "Gamemastering Paranoia" (pages 91 through 106) provides advanced suggestions and advice for how to maintain the proper atmosphere of ignorance and fear, and reduce your players to quivering submission. Rookies don't need to worry about the advanced stuff, though; learn the basics, and get going.

We include rules for character generation in "Paranoia for Players." However, the first few times you play, we suggest you use pre-generated characters. Fold-Out D provides six pre-generated character sheets; fold it out, cut it off, hack up the sheets, and hand them out to your players. If you don't want to ruin this great work of art, trusting that it will one day have the same resale value as a Shakespeare first folio or *Fantastic Four* #1, feel free to photocopy the character sheets and cut up your copies.

We also include a complete, ready to run mini-epic adventure, "Into the Outdoors with Gun and Camera." Again, we suggest that the first time you run Paranoia, you use this adventure. Paranoia is an unusual game, and by using our adventure, you'll see how to do things. Later on, you can devise your own twisted stories for the delight and tormentation of your players.

## The Fold-Outs

Other publishers just give you a chintzy book. We give you more than just pages with stuff on 'em; we give you six (count 'em) nifty Fold-Outs too. These are two-panel pages you can fold out (get it?) so that one panel extends out from the booklet.

See? It's absolutely true; The Computer is your friend. You're in good manipulatory appendages with West End.

The Fold-Outs are printed with all sorts of useful things you use during play, like:

**Fold-Out A:** This is printed with lots of charts and tables you use in the game.

**Fold-Out B:** Goshwow. More charts and tables.

**Fold-Out C:** This is printed with a blank character sheet and some forms.

**Fold-Out D:** This is printed with the pre-generated player-characters which you're supposed to use in "Into the Outdoors with Gun and Camera." You can photocopy them if you want.

**Fold-Outs E and F:** These are printed with a slew of maps, rosters, and documents the gamemaster can use when running "Into the Outdoors with Gun and Camera." You're supposed to yank them out, slice them up, and hand the maps and documents to your players at appropriate moments in the game. The rosters you use yourself to keep track of bots, non-player characters and other nuisances as you play. Again, photocopy this stuff if you prefer.

Isn't this wonderful? Aren't you happy? Failure to be happy is treason. The Computer is your friend.

## The Die

Paranoia is played using a 20-sided die. If you bought the boxed version of the game, you got one with it. If you bought the book version, you can get 20-sided dice at most hobby stores — or you can send us one dollar for postage and handling and we'll send you one (see page 135).

