

JUST DESSERTS

by Lynnea Glasser



Destroy the hazardous materials... before they destroy
Alpha Complex. For Friend Computer!

Set-up

From the Equipment deck, use the following priority list to set aside the same number of cards as there are players:

1. Taxi-Pod
2. Grenade X3
3. Megaphone
4. Medkit X3
5. Body Armour
6. (any number of guns)

If this is the players' first session.

Read the "Waking Up" scene and then prompt players through the character-creation process before continuing on to "Hallway to Mission Briefing."

If using existing characters.

Skip ahead to "Hallway to Mission Briefing".

Italicized sentences are to be read aloud.

Waking Up

The world has long ago suffered a terrible disaster, the events of which are classified. Fortunately, here in the year 214, humanity survives in the idyllic Alpha Complex run by the Computer, or "Friend Computer" to all of you. But some clones are set on destroying this beautiful utopia. Traitors, mutants, and secret societies all pose very real threats to Alpha Complex and Friend Computer.

Recently, you witnessed those threats first-hand. You all were Infrared drones who watched as a fellow Infrared drone (really an undercover Troubleshooter in disguise) foiled a terroristic threat! In a strange twist of fate, those terrorists must have destroyed the records tracking which Infrared drone needed re-promoting, so the mission

handlers solved the paperwork crisis by "re-promoting" everyone in the room.

Which makes today your first day serving Alpha Complex as a Red Troubleshooter. It happens to also be your first day as a traitor, mutant, and member of a secret society. Potentially. Trust no-one.

Prompt players to create characters. Assign players secondary missions based on their secret societies.

Hallway to Mission Briefing

After waking up in the dorm apartment together, you hear the reassuring voice of Friend Computer, "Troubleshooters! Please report to room 274522-R for your briefing. We have an important mission for you here in Alpha Complex! I'm so excited that you all are going to be helping in this capacity. But, before we start, and I just hate to have to ask this, but are any of you... mutants? Have you ever felt any strange or weird powers? You won't be in any trouble, but it is something that I will need to know right away. Thank you."

Pause to let players confess. If any do, they are instantly shot with lasers. This is unlikely to happen, but the real benefit to this pause is distracting the players from remembering their assigned room number.

"Well, okay then!" And a little guided arrow appears in the Team Leader's CoreTech HUD pointing out the room and down the right hallway.

You eventually come to a section of hallway that leads to the mission briefing rooms. The CoreTech arrow dings into a checkmark, "You've arrived!" There's several doors with numbers over them:

2568722-A, 274522-R, 2723754-B,
2568772-G, 26568772-G. Which do you
enter?

Players probably won't remember which
room number is theirs, but they may be able
to figure out they belong in the "R" room. If
they open any other room, go through the
following scenarios:

1. The Troubleshooters encounter another
group of Troubleshooters debriefing.
The players are attacked as traitors.
2. Opening the door knocks over a water
bucket stored atop the door frame,
soaking the Troubleshooter who opened
the door.
3. The Troubleshooters interrupt a
gardening party, giving them an
opportunity to take down a secret
society.
4. The Troubleshooters find a stash of
weapons. Pick an appropriate
equipment card if they choose to take
one.

There is a massive scrubbot parked in front
of the door outside the room 274522-R. Ask
players how they deal with this challenge.

Mission Briefing Room 274522-R

NPCs:

Frab-Y-OOP-4: Yellow Mission Handler
Grav-Y-OOP-2: Yellow Mission Handler 2

*This room is a small lecture hall, but with
every other row of seats having been ripped
out and piled neatly in the corner with a
stack of papers on top. A slow-moving
Yellow-authorized clone, Frab-Y-OOP-4,
g greets you from the front of the room.*

*"Hello, Troubleshooters. Friend Computer
has given me your mission to give to you,
and I will also be evaluating your mission*

*summary at the end. Now, this task that I'm
about to give you. It's critical to the
protection of Alpha Complex. It's the sort of
task that someone, with my limited Yellow
judgment, would assume to be an
Orange-clearance or above, but that's why
I'm Yellow and not Green...." she trails off.*

*"Anyway, before we start, I do need to ask if
anyone is in a secret society. If you are,
please let me know. You won't be in trouble,
but it is something that I do need to know."
At this, she makes an elaborate hand
gesture, along with a big wink.*

Feel free to assign Frab-Y-OOP-4 a
playable secret society or make up a secret
society that the hand gesture belongs to,
such as the Ro-Sham-Bo-sters. If she does
manage to catch a secret society member,
she immediately turns them in and
upgrades herself to Green. She is replaced
with a nebbish Yellow male clone.

*The mission handler grabs a paper from the
stack and reads, "Your mission is to...
destroy hazardous materials." They nod,
editorializing, "Yes, no doubt leftovers from
the disaster." They continue, "You're
authorized for equipment, so please
continue on to Equipment Outfitting #294.
Right that way," they say, pointing to a door
on the opposite side of the room.*

There is a conveyor belt on the other side of
this door that leads to Equipment Outfitting
#294.

Conveyor Room

*This is a massive tributary of splitting and
converging conveyor belts snaking up,
down, left, and right, all criss-crossing under
a massive archway labeled "OOP Central
Distribution." There's a team of Infrared*

workers cutting off diagonal parts of the OO, changing the sign from 00 (zero-zero) to OO (oh-oh). Team Leader, you see that arrow pop up again in your face, pointing at the conveyor right in front of you.

As soon as you step onto the conveyor, you all hear a chime, "Citizen: stand still while using the conveyor belt, to allow for proper calculations of all users." As your conveyor belt path splits, merges, splits, and re-merges again, you get mixed up with dozens of other citizens, most of whom are Infrared.

There's some brief moments here and there where members of the team lose sight of each other. Does anyone want to do anything secret?

Give players an opportunity to pull secret moves.

As you move to pass under the massive OOP archway, you can hear the cutting torches and twisting of metal as these giant diagonal slash marks on the sign start to twist free of their O's.

Give players an opportunity to either dodge the falling metal or trust in the conveyor system. Either way, ask for an appropriate roll to avoid death and chaos as the metal falls and destroys an enormous section of the room's transport mechanisms.

You manage to regroup at the end of your conveyor belt path. Team Leader: your HUD arrow is pointing you towards Equipment Outfitting #290.

Players were instructed to go to Equipment Outfitting #294. If they go to the wrong room, they find themselves in an identical

equipment room, but are chastised for wasting time and told to note that on their final report.

Equipment Outfitting #294

NPCs:

Tran-G-HEW-05: Green Equipment Manager

You make it to Equipment Outfitting #294. All the walls here are reinforced with concrete and the center of the room is split down the middle with reinforced glass. Opposite the glass is a massive pile of haphazardly strewn items under a ceiling of pneumatic tubes and mechanical apparatus, although there's also a shelf with a work station where the Green-authorized clone, Tran-G-HEW-05 sits. Your side has a work station too, although the interface is simpler.

The Green-authorized clone straightens up as you approach, "Ah, yes, welcome. I am the Equipment Manager here to give you all the equipment you'll need to complete your equipment-authorized mission. Critical for the protection of Alpha Complex, I understand!" This is absolutely true.

He enters your data into his terminal. Ceiling pneumatic tubes on his side of the glass eject the items you need onto the top of the massive item pile.

Show players the reserved Equipment cards in the following order, 1 per player: Taxi-Pod, Grenade X3, Megaphone, Medkit X3, Body Armour, etc.

The Green Equipment Manager sits down.

If players prompt him.

"Oh, you're authorized for those items, but I'm not. Can't touch 'em. Use the

official Equipment Retrieval Device," he says, pointing to the controls on your side of the room-dividing glass.

When players interact with their controls:

It is a simple stick-and-button interface.

As you move the controls around, a massive robotic claw on the ceiling above the object pile moves in tandem.

As you push the button, the claw drops fast and way too low, but it does grab an object that it then passes to you through another set of pneumatic tubes. You get...

Shuffle all reserved Equipment cards back into the Equipment deck. Offer players 1 random card draw each.

The Highway

As soon as you step out of the Equipment room, that arrow pops back up in front of Team Leader's HUD, directing you to the highway.

There are several trucks, and a few smaller transports along this one-way highway. Most vehicles are being judiciously followed by scrubbots, who clean up any debris the vehicles may have left behind. The HUD is saying to enter the highway and to travel some distance in a very long arc.

Do not make it immediately obvious, but the HUD is directing them to follow a very long roundabout, nearly a full circle that leads them to a location a short distance along the highway in the opposite direction.

Let players solve how they traverse either path. This leads them to outside the elevator, at Floor R-1.

The Elevator

This corridor only leads to one location: A massive elevator that has been painted red so recently that the paint is still a bit wet.

The red paint is an opportunity to potentially make something non-red red, but do not make this option obvious.

The Elevator will open as soon as the Team Leader gets close to it.

On the Team Leader's HUD pops up "Floor R-200." The elevator's 0 button has a tiny out-of-order sign on it.

Let players come up with solutions.

Some things that can happen:

1. A complete failure to fix the elevator causes a free-fall that never ends.
2. A medium-to-good solution moves the elevator up at least close to the target floor.
3. If players do manage to fully fix the elevator buttons, when players reach "their" floor, explain that the elevator's drop-and-catch misaligned itself by 1 floor, so it opens on Floor R-199.
4. Most likely, players will select Floor R-199 with the intent of walking for the final flight of stairs.
5. If all else fails, there is a set of functional stairs that leads all the way up to Floor R-200.

The elevator drops a floor, catches itself, then climbs steadily. You hear a chime, "The lights will now dim to conserve power." And then the lights go completely out. If there's anything secret you want to do, now's a good time.

Give players another opportunity to pull secret moves.

The “Stock” Room

If players took the elevator:

As the elevator nears its destination, your HUDs start blinking, then they go completely out. Right as that happens, the elevator doors open up on floor R-199 to a disturbing scene.

If players took the stairs:

Exhausted, you’ve made it to R-199, almost to floor R-200, when you glance into the nearby stockroom and see a disturbing scene.

A group of clones, mostly red but with one orange among them have stuffed padding into the shoulders of their black t-shirts, and are all sitting around a massive table littered with tiny rectangular papers and stacks of algae crisps. They are pointing at propped-up graphs with words like "Profit" and "Supply" and "Demand".

Players have a beat to prepare weapons or other actions.

As soon as you enter, the Orange clone at the far end shouts, flips the table, and hides behind it!

Enter combat, with one capitalist clone for every character:

1. Burg-O-HUF-2
2. Mune-R-HUF-4*
3. Porr-R-HUF-4
4. Juen-R-HUF-2
5. Lele-R-HUF-1
6. Scam-R-HUF-6

These capitalists are members of the non-playable secret society, “Over-Stock Traders”. The capitalists will throw business cards like throwing stars, lob grenades labeled “Nest Egg,” and say things like, “let

me hit you with this,” and “let’s keep this meeting on-target”, before firing their pistols.

*Mune-R-HUF-4 wields 2 hockey sticks and has a grow-large mutation that they will activate at the start of combat, while shouting, “Hockey stick growth!”

After combat, the Troubleshooters can investigate to find information about how the group was (literally!) skimming off the top of the rediMeat vats. A secret society of mutants *and* traitors!

Players can take the stairs up to floor R-200.

Note: the CoreTech interfaces do not come back yet.

The Stockroom

You round the stairwell and find a room filled with several pallets of boxes labeled “Red Velvet Dessert Cake.”

Your CoreTech interfaces are still missing, and a little notification sounds in your ear "20% local memory storage reached. Memory backup currently halted."

The “Memory backup halted” notification means that clones killed here will not remember anything from this room in their replacement clone. This is one final big opportunity for incredibly secret, especially treasonous, actions.

Upon closer inspection, you see the hazard. The boxes of “Red Velvet Dessert Cake” have a typo. They are actually labeled "Red Velvet <Desert> Cake."

You remember from your AI schooling that deserts are dangerous, arid, and

inhospitable. In other words: incredibly hazardous.

Ask players how they handle destroying the hazardous materials.

The Return Trip

After players destroy the hazardous materials, keep the return trip back relatively short. CoreTech interfaces return. Memory backup returns. If there is a party wipe at any point, all fresh clones appear back in the debriefing room.

Give the elevator a chance to plummet if the Troubleshooters take it back down.

Give Troubleshooters a chance to die on the short highway trip back as well.

Describe how the new OOP sign above the conveyor belts looks so geometrically correct that even the Infrared drones repairing the broken belts are awed by it!

Mission Briefing Room 274522-R (Again)

NPCs:

Frab-Y-OOP-4: Yellow Mission Handler

Grav-Y-OOP-2: Yellow Mission Handler 2

The conveyor belt drops you off back in your previous Mission Briefing Room, where the mission handler is clapping heartily.

“Well done protecting Alpha Complex from that terrible threat! Friend Computer and I both thank you! I do have some questions to help the next team, so please, be as thorough as you can!” And you are handed a form to fill out.

Give the players the debriefing form to fill out, ideally either physically as paper without supplied writing implements or digitally as a non-interactable format like a .jpg or .png.

Note: the correct answer to “Can you note any additional tasks completed?” is either “yes” or “no” with no space for elaboration.

Give everyone 800XP Points.

Dock anyone 50XP Points if they went to the wrong equipment room and forgot to note that on their final report under “What could have been handled more efficiently?”

And congratulate them for surviving as a respectful, well-functioning, and efficient team!

CREDITS

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For use with the [Paranoia](#) ruleset.

[COLOR] Troubleshooter Mission Debriefing Form

Name: _____

Do you feel as though you carried out your mission successfully? _____

What percent success?

0%	50%	100%
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Do you feel as though you carried out your mission efficiently?

What could have been handled more efficiently?

Which among you was the most treasonous? _____

Which among you was the most terroristic? _____

Are any current-living clones secretly mutants?

Can you note any additional tasks completed?

Have you lied at all on this form?
