

Rulers of the NOW by Stuart Lloyd

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An entry in the 2011 Windhammer Prize  
for Short Gamebook Fiction  
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## Rulers of the NOW

Your house has burnt down, your identity has been destroyed and the enforcers of Callisto are hunting you down to the ends of the Jovian Moon.

This is only the beginning of your discovery that the rulers of the New Order of Worlds (NOW) are not the benevolent and democratic government it claims to be. Is there something more sinister happening in the shadows? Is there a greedy and malicious power behind the throne?

As a fugitive in your own land, you need to escape your draconian rulers bent on sending you to the hellish sulphur mines of Io. You must call upon all of your reserves of strength and willpower to save yourself and maybe discover who the rulers of the NOW really are.

First of all, let's prepare for your ordeal...

### A word of advice about this microadventure

This is not the whole gamebook. Consequently, some of the items, skills and notes you obtain in this adventure will not be useful here. However, they may come in handy in the full adventure.

### Character creation

#### Health points and willpower points

You have two scores that determine your wellbeing in Rulers of the NOW. They are Health and Willpower.

Your state of health is measured in health points. Your initial health value is **20**. You lose health points through things such as hunger, exertion, combat and injury. If your health points score reaches **0**, then you have died and will have to be excised from the records at a reasonable cost. You can recover health points through resting, eating good food and the use of medical facilities. Your health points score cannot go above its initial value. You start your adventure uninjured and so your health points are at their initial value.

Willpower points are a measure of your mental well being. Your initial willpower value is **20**, but at the start of the book, you have been exposed to propaganda of the NOW, so the current value is **17**. Your willpower decreases when you are exposed to propaganda, have to perform humiliating acts or if you are attacked with mind control techniques. When your willpower results have been reduced to **0**, then your sanity has snapped and your adventure ends in madness. However, it is important to keep your willpower as high as possible. If you have a high willpower, you will be able to sound convincing and other people will do as you say. If you have a low willpower, you will be more susceptible to mind control techniques and your enemies may be able to control some of your decisions. You can recover willpower through long periods of rest away from constant propaganda such as television, telepathic advertising and news stories. Your willpower points cannot go above their initial value.

#### Combat

Life is dangerous when you're a fugitive from the NOW and you may end up fighting to protect your life against those who think that you don't deserve to have one. When you come across a combat, you will be told to lose a certain amount of health points, which are injuries that your enemy has inflicted upon you. You will see the phrase

*'In this combat lose x health points.'*

If your health points are not reduced to 0 through this, then you have defeated your opponent and can proceed as instructed. If your health points are reduced to 0 or less, then your opponent has bested you and you have died. During your adventure, you may be able to pick up items which you can use in combat, making you a more formidable opponent. These items are usually weapons, armour or shields. As one of the masses in the NOW, you will not have access to any high-tech weapons that The Chosen may use. Most of the enforcers only carry a nightstick and some light armour. Some enforcers may also carry plastic shields. When you find them, they will tell you that you can reduce the damage in combat you receive by a certain amount. You may only use one hand to hand weapon in combat. However, you may also be able to find armour. If you have a hand to hand weapon and armour, you can add together the amount of damage they reduce and reduce the amount of damage you sustain in combat by that much. If you find a shield, you can also add the amount of damage it reduces to the amounts that weapons and armour reduce. There are sections on your adventure sheet for you to note down the weapon, armour, shield and any other miscellaneous items you are using which will reduce the damage you take in combat. You can also write down how much damage they will reduce.

You may also be able to find other weapons such as sonic guns or stun grenades. Sometimes you may use these weapons on an opponent before you engage them in hand to hand combat so that you can avoid that combat and continue as if you had won it without losing any stamina. If this is the case, you will see an asterisk by the combat statement.

*'In this combat lose x health points\*.'*

If you decide to use the sonic gun, reduce the number of charges it has by one and continue as if you have won the combat and lost no stamina. If you use a stun grenade, cross it off your inventory list and continue as if you have won the combat and lost no stamina.

### Fate Points

Even under such a tightly controlled society, luck still has great power. Sometimes your boss forgets to dock your pay for not reaching your target or there is cheap sugar at the hypermarket so you don't have to buy saccharine or the enforcers might not bother you for a whole week. However, good luck can't solve all of your problems as it will run out quite quickly. Fate points are a measure of how much luck you have.

You begin the game with 1 fate point. There may be times in the text where you will be asked if you want to 'spend' it in order to change a situation towards your favour. If you do, deduct 1 fate point from your total and turn to that new paragraph. There are also two situations where you can spend fate points when you are not prompted to in the text.

You may spend fate points when the text asks you if your health or willpower points are at a certain level (where it says if your health/willpower is x or above turn to...) If your health or willpower points are below the level required, then something bad will usually happen. You can spend 1 fate point to deal with the situation by luck and so you may proceed as if you have enough health or willpower points.

You may also spend 1 fate point if you are in combat (where it says *'in this combat lose x health points'*) to reduce the amount of damage dealt against you by 2. You may only spend 1 fate point and no more.

Whenever you 'spend' a fate point, deduct 1 fate point from your total and go to the paragraph instructed or reduce the amount of damage you have sustained.

You can gain fate points by triumphing over great odds or completing an arduous task. Such events a few and far between, however, so use your fate points wisely.

Inventory

You may carry up to six inventory items at a time. If you find something that is an inventory item and you are already carrying six items, then you will have to discard one item in order to make room for the new item.

Special items

Special items are small items that do not encumber you. You may carry any number of these items.

Outfit

You begin your journey wearing an office worker's outfit. Not this in the outfit box of your adventure sheet.

Money

The standard unit of currency of the NOW is the petro. The currency is purely electronic. The number of petros you own is stored on your identity chip. You start the game with **5000** petros.

Your identity

In the identity box of your adventure sheet, put a name for your character.

## Adventure sheet

Identity

\_\_\_\_\_

Outfit

\_\_\_\_\_

Health points

Initial           **20**

Current        \_\_\_\_\_

Willpower points

Initial           **20**

Current        \_\_\_\_\_

Fate points

Initial           **1**

Current        \_\_\_\_\_

Inventory

1) \_\_\_\_\_

2) \_\_\_\_\_

3) \_\_\_\_\_

4) \_\_\_\_\_

5) \_\_\_\_\_

6) \_\_\_\_\_

Money

\_\_\_\_\_

\_\_\_\_\_

Special items

\_\_\_\_\_

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\_\_\_\_\_

Weapon

\_\_\_\_\_

Damage reduction

\_\_\_\_\_

Armour

\_\_\_\_\_

Damage reduction

\_\_\_\_\_

Shield

\_\_\_\_\_

Damage reduction

\_\_\_\_\_

Skills

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Notes

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\_\_\_\_\_

Misc combat modifier Damage reduction

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total damage reduction in combat = \_\_\_\_\_

An extract from the level 4 history textbook 'The Rise of the Great and Glorious New Order of Worlds'

How humanity left the dark age of the 20<sup>th</sup> and 21<sup>st</sup> centuries.

You are lucky to continue your existence the way you do. If it were not for the Chosen, then your kind would have destroyed yourselves and also taken the lives of the people who were trying to save you. The early 21<sup>st</sup> century was the darkest age of humanity. Great leaders and money makers had built up mighty pillars of society – the financial system, the news networks and, the military-industrial complex and the education system. However, most humans had made nothing of their own and had frittered away their time. It may not have been their fault as the lower classes are inferior, but they were still a drain on society. The rich were generous enough to let these lazy, unproductive creatures enjoy a little of their wealth by employing them to work for such great institutions.

However, despite giving the lower classes paid jobs and tolerating their apathy and ignorance by making the jobs simple and repetitive, the captains of industry and chief executives of the banks received nothing but hostility from the lower classes. These poor creatures were incapable of fathoming the sacrifice that the rich had made just so they could continue their existence. By the early 21<sup>st</sup> century, society was on the verge of collapse. The poor were becoming a huge drain on the economy. They were taking too much money and not being productive enough. They were also rioting in the streets. Despite the banks' best efforts to help them, it wasn't enough. All that happened was that the lower classes had become greedier and lazier and, despite the efforts of the food and water companies to put sedatives in the masses' food and drink, they were becoming more violent.

On the 21<sup>st</sup> December 2011, however, everything changed. The News reported undeniable proof that extraterrestrial life existed. Humanity had found its saviour.

It started when The News reported the shapes near Pluto. They were not asteroids, or comets or gas. They were too smooth and metallic for that. And they were completely still.

The news presenters and their guest experts were puzzled. Everything in space moves, they said. These objects must be alien ships. But what were they doing?

Against all expectations at the time, the lower classes took this news quite well. Now we know that they welcomed the news because their wise leaders had prepared them for it.

The lower classes liked nothing more than watching television and going to the cinema for entertainment. However, the leaders of the news and entertainment industries used these forms of media as education to implant great ideas into their heads.

Contact between people and extraterrestrials happened decades before they were revealed on the news and the entertainment industry made several films which on the surface appeared to be pure entertainment but were actually educational.

As well as informing the masses, the people in charge of the entertainment industry were taking feedback from them to see if their conditioning had worked. By the late 20<sup>th</sup> century, the masses had been conditioned to accept the existence of non humans calmly.

It was during the first decade of the 21<sup>st</sup> century that the leaders prepared the masses for contact with non humans. They circulated a date in all circles – academic, entertainment, political and religious so that the date would be implanted into even the most resistant mind. Their final step in the preparation was to herald the extraterrestrials' arrival exactly one year before the day humans and non humans made contact. That great day was December 21<sup>st</sup> 2012.

On that day, a flying saucer landed on the Whitehouse lawn and out stepped the thin grey skinned, large headed extraterrestrials. They said that they had come from the star system of Zeta Reticuli and that they had been watching humans for some time. They wanted to help the humans achieve a higher state but they were concerned that the masses had almost brought humanity to the brink of destruction.

The Zetas, as they called themselves, nominated the humans who had built the pillars of society – the

bankers, the industrialists and the generals to stand as a shining example of what the masses should aim to be like. The Zetas called them The Chosen. All countries were to be dissolved, disarmed and put under the Rule of The Chosen. Under their One World Government and with the guidance of the Zetas, even the most unproductive pleb would contribute to society. The Zetas even let the Chosen (but not the masses) use their technology to travel quickly between the planets of the solar system and to build bases upon them. In return, the Zetas could use the Moon as their home.

The plebses were sensible. They handed in their weapons and started to follow the tenets of the chosen. They also allowed themselves to be microchipped so that the Chosen could gather data about every pleb on the planet – what they bought, where they went, who they associated with - and used that data to make decisions that would be best for them. By obeying their orders and devoting their lives to hard work, they helped build colonies on other planets. Some of them even managed to understand the philosophy of the chosen. Slow progress was being made.

In the 22<sup>nd</sup> century, the New Order of Worlds (NOW) was born. The Chosen people were living on the moons of Saturn. Others were living on Mars, Mercury, Venus and the moons of Jupiter. Most of the occupants of Earth's Moon were Zetas. Earth was still occupied, but its environment had been badly damaged, despite the best efforts of the Chosen and the Zetas to curb the excesses of the masses. The situation got so bad that the Chosen told the government to regulate fossil fuel technology so that the masses could not abuse it.

Now, in the 31<sup>st</sup> century, all of the bodies in the Solar System are occupied, the masses are allowed to use cars powered by fossil fuels but they are expensive. The Chosen have calculated that the masses can be responsible with a technology level and society structure similar to the early 21<sup>st</sup> century. The Chosen have even let the masses have a democratic government where they can vote on which person from the Chosen will represent you for a few years. However, lethal weapons and advanced technology are banned. Only the Chosen and the Zetas can use plasma drives for space ships, climate regulation satellites, genetic modification, transhumanist technology (the use of machines to physically and mentally enhance peoples' bodies and minds) and robotics. One day, maybe you will too. If you prove yourself to be a loyal, obedient and hard working unit that spends a lot of money to sustain the economy, then one day you might join the ranks of the Chosen people and stop being a drain on society.

#### Case study: The Zetas

The Zetas, so called because they are from the binary star system of Zeta Reticuli are short (standing around 5 feet tall), hairless, grey beings with large heads and large black eyes. They do not have noses, ears or an obvious reproductive system. Their bodies are thin and their limbs are spindly, but their heads are disproportionately larger than the rest of their bodies, indicating great intelligence.

Zeta society is highly advanced and benevolent. There is no disease or war and every member of its society lives like a millionaire. Zetas have developed drives that can propel ships at 99.9999% the speed of light. They travel here from Zeta Reticuli while in suspended animation as it is a forty year journey.

Since they arrived here in December 21<sup>st</sup> 2012 and nominated the Chosen, society has improved greatly. Under the watchful eye of the Chosen, workers have become more productive. However, most humans still have negative tendencies. Maybe one day all citizens will be like the Chosen. Until then, the Zetas are very secretive about most aspects of their society and technology. They watch humanity and advise the Chosen and the Government from the Moon.

#### Case Study: The Chosen

When the Zetas arrived on December 21<sup>st</sup> 2012, they picked out several humans who were living exemplar lives. These humans became known as the Chosen. They were families of the richest, most productive and most successful citizens on the planet. The Zetas bestowed upon the powers to influence governments (as there were several governments in those days) to help steer humanity in the right

direction so that all could follow their example and become chosen. For some reason, there has been resistance of some kind since it began. Despite uniting humanity and making them more productive, workers still resent the Chosen. However, any worker who is obedient, productive and who spends money to sustain the economy might become Chosen one day. The Chosen still advise the Government in the hope that one day, all of humanity will be like them. They have employed many methods to help. One of them is Helen.

Case study: Helen

Helen, born in 2332, was the most beautiful woman who has ever lived. She was not born like normal people, but she was created from just an egg. She was the first successful genetically engineered human. Helen spent her childhood like many children of the 24<sup>th</sup> century. As she became an adult, she started to believe that the workers had too low pay and too harsh conditions. The Government and the Chosen, eager to make life better for its citizens, listened to Helen and made great changes to the workers' conditions and pay. Tragically, Helen went missing at the young age of twenty seven. No one knows where she went or why it happened. However, she is still loved by the workers so the Chosen created a Helen robot which resembles her appearance voice patterns. Workers are encouraged to do it for Helen.

Case study: The undesirables

These poor creatures are the failures of our society despite the efforts of The Government and The Chosen. Some of them have decided not to have jobs or they do not want to do anything other than play on their Brain Cells or they have decided to rebel against The Government or The Chosen. The Government and the Chosen have decided to show them mercy and let them exist in the hope that they may get back on the right path. Mindful of their corrupting influence on society, most sectors have areas where the undesirables go, known as slums. You should not go near the undesirables or in the slums as you may not come back.

Case study: Technology

The Zetas rightly decreed that most citizens were too violent and primitive to enjoy their advanced technology. After several years of experimentation and record collecting, the Zetas told the government that citizens are safe with a level of technology around the level of the 21<sup>st</sup> century with a few changes.

The Zetas gave the Chosen the means to terraform worlds and to communicate and travel very quickly between planets. They also helped the chosen build an artificial intelligence to become part of the Network and to advise the government. Only workers who go through a rigorous selection process can work with such advanced technology. Thankfully, we can feel the benefit of such technology as now humans can live on Venus, Mars and the moons of the gas giants as if they were living on Earth. Humans could have colonised the Moon, but the Zetas asked for the Moon as part of their payment for helping humans. Only a few humans reside there.

The Zetas forbade some 21<sup>st</sup> century technology. Most of it was weaponry. Even the enforcers and the army can only use non lethal weapons such as nightsticks, tazers, electromagnetic weapons, stun grenades, sonic weapons, sleep gas and shocksticks (nightsticks with an electrical charge).

Citizens have had the benefit of some advanced technology, however.

By the 22<sup>nd</sup> Century, the Government completely let go of the burden of physical money and started using electronic money to increase the ease and convenience for the consumer. The petro, today's currency, was started in 2675. In the 22<sup>nd</sup> century the citizens all voted to have chips installed in their right hands to hold all of their identity information as well as their bank accounts. This meant that no one would lose paper documents. They did not have to think about their money or public records as the government would look after all of this for them.

Paper was rendered obsolete in the 21<sup>st</sup> century when scientists discovered a cheap way to make small



computers with easy to read screens called pads. These pads could hold hundreds of thousands of documents and even record what citizens would write on them. Now, in the 31<sup>st</sup> century, everyone has their own pad for their own personal documents and pads are used in the workplace.

We all have Brain Cells today, but in the 21<sup>st</sup> century, citizens would carry many monofunctional gadgets with them – phones, cards, money, pens, pencils, radios, music players and many more. The first Brain Cell was invented in the late 21<sup>st</sup> century. These devices are capable of all of the above functions and more. In the 31<sup>st</sup> century, everyone has a brain cell and society would collapse without them.

### Summary

The 31<sup>st</sup> century is a time of great opportunity. You may be living near the outer planet of the Solar System. You may even one day use advanced technology such as space ships or terraforming technology. The Government deal with all of the administrative procedures of your existence. All you need to do is strive to be like the Chosen. The tenets of the Chosen have been laid out – work hard, spend money to help the economy and obey. If you do that, then maybe one day, you will be Chosen too.

### Your story

Wake up, monorail, Media Centre, monorail, TV, sleep. Wake up, monorail, Media Centre, monorail, TV, sleep. Rinse and repeat. This has been your life for years. You thought that the new president would change things. There was such a great feeling of joy and hope when he was elected two and a half years ago, but he has turned out to be just like all his predecessors – speaking good words, but things still remain the same.

One day, you hope to save up and get a new house. Hopefully, you will not have to put up with the drudgery of your work and the petty viciousness of the people you work with. A banker gave you the dirtiest look yesterday, just because you stepped on his foot and scuffed his shiny shoes. He looked as if he had the chance, he would ruin your life. This kind of malice seems to get workers ahead nowadays, despite what the adverts always say about work places being caring and sharing.

It's almost like the grimy old rundown buildings were being malicious today. It's been a hard day today at the Media Centre located in Sector KNSS on the Jovian moon of Callisto. Your piece on the contentious topic of how much concrete local governments should be allowed to use almost missed its deadline when your central computer lost its connection to the Network and you had to spend an hour tinkering around with all the ancient hardware in the central computer room. Eventually, you got the connection back, sent off the news reports to the central office on Mars and then left the office, tired and hungry.

The monorail on the way back broke down and you then had to sit in the train for half an hour waiting for the maintenance workers to arrive.

Eventually you get to the street where you live. The climate control satellites are starting to dim the white lights and turn on the dim red lights to simulate dusk. After the stresses of today, all you want to do is watch the News and get some food. And then you see your house. Or, more accurately, what is left of your house...

1

As you stand before the blazing wreck that was your home, you think that this can't be happening. You've always been told that houses were fireproof. There have never been reports of houses burning down in the news. Your confusion turns into fear as you think of the malicious forces that might be working against you. Could the Millennium Crime Lords be making a comeback? Or maybe some of the Gold man's rebels have made their way to Callisto. But why have they targeted you?

You look around you. People are going about their business, keeping their heads down. Anyone who catches your eye immediately looks away. You see Winston, your next door neighbour about to go into his house and walk towards him. He sees you, almost jumps through the door and orders it shut before you can get near him. So much for the comradeship the 'share a car' adverts talk about.

Dejected, you then go to a chip scanner to see how much money you have left. You hold your right hand over the device. Nothing happens. You try again. Again, nothing happens. You start to feel anxious. The chips never fail. You hold your hand over the red light of the scanner one more time. Again nothing happens. You can't believe it. You were always told stories of people who had their identities destroyed and became nobodies or non people, but you thought that was only undesirables such as criminals and the mentally ill. Terror grips you as you realise that the same fate has befallen you. *Erase your name from the identity box of your adventure sheet. Leave the box blank. Erase all the petros from the money box of your adventure sheet.*

It is all down to you. Who will you go to for help?

You could use your Brain Cell to call the operator to see who can help, although it would be an expensive call. If you do so, turn to **25**. If you go to the enforcers to report a crime, turn to **41**. Your friend Alex, who works in insurance, lives nearby. If you want to visit Alex, turn to **66**.

2

You are not going to wait around to see what half a dozen armed enforcers want with you, so you turn tail and run. You run down the wide straight streets of your town, dodging any pedestrians on the pavement. Glancing back, you see that the enforcers are hot on your tail, running not far behind you. You are coming up to two large buildings on either side of the street. One is the largest building in Sector KNSS and that is a hypermarket which is there for all of your needs. The other one is a square grey building with a sign that makes the pit of your stomach twist in fear and anxiety. It is a school. You could try to lose them in one of those buildings. You also see a car driving up the street. You could try to stop the car and steal it. Or you could try to outpace the enforcers. If you try to lose them in the school, turn to **70**. If you try to lose them in a hypermarket, turn to **22**. If you steal a car, turn to **80**. If you run onwards, turn to **54**.

3

You run up to the enforcer and hit him in the back. The enforcer turns around and raises his nightstick, but then stops and crumples to the ground. You see the man holding a bloody knife. 'Thank you. That was the chief of the enforcers you've helped me kill. He takes a chip extractor from his pocket and jabs it into the enforcer's right hand. 'I am Corbett and I'm a rebel leader round here. You're a rebel too now.' He says calmly, while pointing behind you. You look behind you to see six enforcers brandishing nightsticks and striding towards you. 'Run! Follow me!'

You sprint through the maze of ramshackle houses, gradually losing the enforcers in the crowds and twisty alleyways of the slums. It seems that the undesirables you run past make an effort to get out of your way, but then they walk in front of the enforcers, slowing them down. Eventually, you both come to a large warehouse which Corbett introduces as a rebel hideout. He introduces two other rebels, a large red haired man called Jeff and a woman known as Carolan. Carolan approaches you with chip extractor.

'This won't hurt a bit' she says with a smile as she grabs each of your right hands and jabs the needle

into them. You feel a sharp pain as she does so to you.

He tells you that Carolan has implanted a new ID chip into you. The ID has no petros so you won't be able to buy passage out of the town any time soon (*if you had any petros, erase them.*) However, the rebels have a currency of their own.

'I'll tell you another little secret. They will tell you that we use electronic money to make shopping quicker and easier. They don't tell us that the computer system tracks everything we buy. Anyone who does work it out is told that it is so the computer can select what we like based on what we've bought. It's rubbish. The enforcers want to keep a close eye on us all and the electronic money system is another tool in their arsenal. That is why we don't use petros. We've gone for something more substantial.'

Corbett takes out some small brown metal discs from his pocket. 'These are what our ancestors called coins. They are made from copper, a valuable metal used in electronic items. Any friend of yours will find these valuable. In fact, these coins are an open secret amongst the underground of society.'

Corbett gives each of you ten copper coins (*add 10 copper coins to the money box of your adventure sheet.*)

Corbett tells you that your name is Alex Dracos (*if you had a name in the identity box of your adventure sheet, erase it. Write Alex Dracos in your identity box.*)

Corbett then continues 'I'm going to tell you all a little secret. Most people can't handle it, but since you now know the brutal ways of our justice system, I think you will be more open to it than most. The government don't rule us. No they don't. They are just powerless puppets. It is the enforcers that rule us with an iron fist. They are the true rulers of the NOW. Our so called powerful politicians cower before the enforcers just as we all do. It is our mission to destroy the enforcers' oppression. We're going to get you cleaned up and rested before you join our little group and help us fight the enforcers. We're not going to take no for an answer. You're either with us or against us.'

Over the next few weeks, Corbett introduces you to the other rebels and gives details of their operation. As someone who saved the rebel leader's life and helped kill the enforcer chief, you take active role in the underground rebel force. You are well trained in the ways of the rebels. *Restore your health points to their maximum value and restore 1 willpower point. You may choose one skill from underground contacts or combat. Read the descriptions below for more information.*

#### Underground contacts

You meet a lot of personalities with a lot of power while working with the rebels. Some are thieves, some are crooked warehouse workers and some are other rebel groups. You also learn the names of powerful rebels and locations where the rebels hide. You even have a few audio conversations with rebels on Io, Earth and even Saturn's moons. Now, wherever you go, you will always know where to find a friend or a safe haven.

#### Combat

The banning of deadly weapons has not stopped some rebels. For some rebels, their bodies are deadly weapons. They have taught you hard punches and deadly kicks. They have shown you how to make even the most common household item into a weapon and how to disarm common enforcer weapons. *One benefit of this skill is that you may reduce damage you receive in all combats by 1 from now on.*

After a few weeks, Corbett calls you and some other rebels to brief you for another special mission. Turn to 21.

You fling open the door to come face to face with a nervous woman holding a pile of pads. She sees that you are wearing an enforcer's uniform and she shrinks back from you before saying 'Do you know where Elfor is?' You have to think fast and give her a convincing answer. If your willpower is 15 or more,

then you manage to sound convincing enough to satisfy her with your answer. If you want to head on to the Chief Inquisitor's office, turn to **79**. If you do not want to push your luck, you leave. Turn to **52**.

If your willpower is **14** or less and you do not spend a fate point, you do not convince her. She screams 'Intruder!' You push past her, sending the electronic pads flying, just as two enforcers burst into the office wielding their nightsticks. Terrified, the other office workers dive under their desks as you take on the enforcers. *In this combat, lose 10 health points.* Hearing the thump of boots, you decide to make a run for it before more enforcers turn up. Turn to **52**.

5

You have no intention of dying for some ideology you didn't even want to get involved in. *Note the codeword prelude on your adventure sheet.*

After turning down a couple of twisty alleyways to avoid the fearful stares of any people who may be rebels, you realise that you have wandered into the wretched maze of iniquity that is the slums of Sector KNSS. This part of the city is crawling with undesirables - Brain Cell addicts, criminals and probably rebels, including the ones you have just deserted. You *really* need to leave this place. Turn to **72**.

6

You spend the rest of your days becoming a skilled and famous burglar amongst the undesirables. It is an enjoyable time. You have a sense of superiority over those wage slaves and enforcers who trudge through life desperately trying to eke some kind of pleasure from their unforgiving, desperate existence. As your knowledge of the huge interplanetary underground network of undesirables grows, you wonder if the society above the ground you live under is just there for you to take from. Maybe looking to the top of the pyramid was the wrong way to go about it. Maybe the foundation is the most important part. Are the undesirables to true rulers of the NOW?

7

The shopkeeper knows someone who makes deliveries to the neighbouring sector. After you have given him the copper coins, he makes a call on his Brain Cell. He tells the delivery man that he has an urgent special consignment that needs delivering.

Thirty minutes later, you are in the back of a white van, surrounded by boxes of saccharine flavoured chocolate. You endure an hour of bumpy driving before the delivery man in his blue workers overalls and cap opens the van door. He waves you out of the van. You find yourself in the Callisto desert. You are free of the enforcers! The delivery man drives off. Turn to **100**.

8

'I shouldn't be treated like this. I've been a good citizen all my life, lose my ID and house and now I get treated like dirt.' You bark at the clerk.

'Get used to it. You think you're the only one with a hard life? I'm not helping you.'

'What do you mean?'

The clerk points to a sign stating 'ABUSING OUR WORKERS IS A CRIMINAL OFFENCE' and hits a red button on his desk.

A klaxon goes off and six enforcers in black armour and brandishing nightsticks burst into the office and start to run between the desks to get to you.

If you fight the enforcers, turn to **97**.

If you surrender to the enforcers, they surround you. You see an enforcer raise his nightstick and bring it down on your head. Turn to **46**.

You could decide to make a run for it. If you do, you sprint down the corridor, out of the waiting room and into the town square. Turn to **2**.

9

Eventually, the people in blue uniforms come to a warehouse where there are two lorries outside. They are loading crates into the lorries. You hear talk from the service workers that the goods are cargo to be taken to the space port outside the sector. This is good news. If you get outside Sector KNSS, then the enforcers will be unable to arrest you. On the other hand, the crates may contain something useful to help you escape another way.

If you climb inside the open lorry and let it take you outside the sector, turn to 57. If you try to steal something, turn to 88. If you introduce yourself to the workers, turn to 61. If you go back into the slums and find another way out, turn to 23.

10

You head back to the civic building. After circling it a couple of times, you notice that there are no enforcer vans or cars in the car park. They must be out looking for the prisoners that escaped earlier. This is your opportunity. You enter through the deserted car park and walk straight into the enforcer office. The office workers do not bat an eyelid as you walk past their cubicles. Their eyes stay glued to their pads and their computers. You then walk past the overseer's office. The door has been left ajar and you can see that the office is empty and the computer is on. You might be able to find some useful data here. If you investigate it, turn to 60. If you carry on looking for the chief's office, turn to 79.

11

Eventually, you come to the section of the tunnel which will take you to the Callisto Desert. You climb the iron ladder, open the broken down hatch and step out into the baking heat. Turn to 100.

12

You dart for the doors and leap through them before they close. Glancing around, you see that more enforcers are running down the street in your direction. How are you going to escape them?

If you steal a car, turn to 80. If you run downtown on foot, turn to 71.

13

The janitor's cupboard is a small, gloomy and piled high with tools. While you are hiding, you find a janitor's jumpsuit which you can change into (*if you decide to do this, erase your current outfit from your outfit's box. Note the janitor's jumpsuit to your outfit box*). While searching through the piles of tools, you also manage to find a pair of wire cutters and several packets of food for the janitor's lunches. *Add the wire cutters and 1 ration pack to your inventory list. Each item takes up 1 inventory slot.* You lie low for a bit, waiting for an opportune moment to leave the school under cover. Eventually, such a moment arrives. Turn to 93.

14

You hear the alarm of the sensor as it picks up the stolen goods on your person and your heart sinks as you see the door start to close. However, it only gets a short way before jamming shut. You laugh as you run through the door and straight into an enforcer. Before he can think, you push him down the stairs and send him tumbling. You have to think fast to escape. There is a car coming down the street. If you stop it and hijack it, turn to 80. If you escape on foot, turn to 54.

15

Over the next few hours, the lawyer uses all kinds of tactics against you - cajoling, threatening, rhetoric, overblown speeches. By the end of it, you are emotionally exhausted. *Lose 1 willpower point.* You also haven't eaten or drunk anything in this time, while the lawyer has been served large scrumptious looking meals and several cups of synthcoffee. While a runner hands the lawyer another cup of

synthcoffee. He picks up the coffee and takes a large draught from the cup. He then he asks you if you want an easy life or not. All you have to do for an easy life is confess to your crime.

If you confess, turn to **34**. If you still say that you are not guilty, turn to **68**. If you push past the lawyer and run for it, turn to **28**.

**16**

You run to the computer. The screen is showing you the controls for the white noise. You whack the intensity up to maximum. The noise goes from irritating to intensely painful. It makes you feel like your head wants to explode. The prisoners become enraged by the noise and start rioting and beating the enforcers with their bare hands and feet. Despite being armed and armoured, the enforcers are hard pressed to fight back against such numbers. The noise may also affect you. If your willpower is **14** or more, you can escape while a frenzied battle erupts. If your willpower is **13** or less, you can't help yourself but join the fight. *In this combat, lose 4 health points.* You then recover your wits and make your escape. You run upstairs and find your gear. You also find the codes to exit the checkpoints of the sector. *Add the codeword Portal to your adventure sheet.* You could leave now or you could search further. If you want to leave now, turn to **74**.

If you want to search further, you then see that the weapons cupboard has been left open and you quickly grab an item from it. You find a sonic gun with **6** charges. *Add the sonic gun to your inventory list. The sonic gun can be used to avoid combats marked with a \* if you use a charge.* This is one of the most powerful weapons that the enforcers can use as the Zetas have strictly forbidden lethal weapons for the last millennium. Only themselves and The Chosen can use more powerful weapons. You are just congratulating yourself for your find when an enforcer walks into the building. Thinking quickly, you aim the sonic gun at them and fire (*reduce the number of charges in the gun by 1*). The enforcer is unaffected probably due to the helmet. You will have to fight hand to hand. *In this combat, lose 5 health points.* Turn to **74**.

**17**

As you walk down the street, you come to the hypermarket. If you have a chip with money on it, you may buy some items or you may want to save money so that you could buy a train ticket to the next sector. These train tickets are very expensive, however. If you do not want to enter the hypermarket, you carry on down the streets until you come to the railway station. There is one train per week which goes to nearby sectors. It is for workers who commute to the next sector to work during the week and then return home for the weekend. If you get to the next sector, then the enforcers here will not be able to arrest you. If you have **300** petros, you can buy a ticket from the slow and erratic ticket machine to take you to the next sector. Turn to **86**. If you wish to leave the sector by foot, turn to **95**.

If you enter the huge hypermarket, you spend an hour walking up and down the aisles, looking for items that may come in useful. You realise that if you leave the hypermarket, then your clothes may set off the security alarms. This is because everything you buy, including clothes, has a chip with a unique number on it. Since you are a fugitive, anything you own will now set off the alarms, including your clothes. For this reason, you *must* buy either a new worker's outfit or a new suit.

Item	Cost	Encumbrance
Food packs	10 petros each	Each one takes up 1 inventory slot
Special food packs	75 petros each	Each one takes up 1 inventory slot
Wire cutters	100 petros	Takes up 1 inventory slot
Kitchen knife	40 petros	Weapon

New suit	250 petros	Outfit
All weather jacket	250 petros	Outfit (can be worn in addition to your other outfit)
Light orb	50 petros	Special item
Signal booster	30 petros	Special item
Chip sensor	100 petros	Special item
New worker's jumpsuit	30 petros	Outfit

The new worker's outfit is the exactly the same as the outfit yours but it won't be tracked back to your name. The new suit looks very smart - it is the sort of thing that office workers would wear. The food packs are full of processed foods, refined carbohydrates and saccharine deserts. The special food packs are full of real fruit and vegetables and even some real meat. *If you eat a special food pack, you will restore 1 health point.* The kitchen knife can be used as a weapon. *It will reduce damage dealt to you in combat by 1.* The all weather jacket is literally good for all weathers. It can keep you warm in temperatures below freezing; it will keep you dry in a torrential downpour. It even has a tiny air conditioner if it is too hot and little flasks of water if it becomes too dry. The hood of the jacket comes with visors which can protect your eyes from the glare of bright lights to stop snow blindness. The signal booster is a small device is used to increase the range on brain cells. With one of these objects, you could reach almost anyone on the planet or moon that you are on. Of course, your Brain cell is dead at the moment, but you may find another one. The light orb is a small plastic orb that can be used to make any level of light from a dim glow to a bright flash. It can last for several hours. A chip sensor is a small hand held device that celebrity chasers use to find their idols. As long as you know the sixteen digit chip code for someone and put it in the chip sensor then it will detect that person's chip as long as they are on the same planet as the person with the sensor. The sensor can only hold one code and it cannot be erased from the sensor's memory. This device has not been used yet. When you have finished with the hypermarket, you carry on down the streets until you come to the railway station. There is one train per week which goes to nearby sectors. It is for workers who commute to the next sector to work during the week and then return home for the weekend. If you get to the next sector, then the enforcers here will not be able to arrest you. If you have **300** petros, you can buy a ticket from the slow and erratic ticket machine to take you to the next sector. Turn to **86**. If you wish to leave the sector by foot, turn to **95**.

18

While you are traipsing around the slums, you hear screaming. It is coming closer to you. Then you see a man running towards you, waving a knife. You prepare for combat, but then you are seized by two large men either side of you. They hold you in an iron grip. The man with the knife raises it as he walks towards you, a deadly gleam in his eye. When he is just a metre away from you, he stops and starts to shake. The convulsions get more vigorous and he collapses to the floor, twitching. The two other men take flight in fear. You are left in the alleyway with a bald man in a black long coat wielding a stun gun. He shows you his enforcer ID.

'Chief Hunter Kavlan, investigator wing. You shouldn't be here alone, enforcer. It's too dangerous.' You make up a story that you were separated from your patrol. 'It's easy in the slums. These places can be a lawless den of villainy. However, some of its people can be helpful if you get them on side. I've solved a couple of murders thanks to information from the slums. It turns out they don't like murderers either.'

Kavlan takes you to his car where he offers to drive you back to the nearest enforcer HQ. While he is driving you there, he tells you about his work.

'There are too many people today who hate the law and think it's just there to make the rich richer and the poor poorer. I don't think so. The law protects the little people if it's used well. For example, there's that nobody we're looking for who's burnt down their own house. We need to protect society from crimes

like that or it will collapse. Here we are.'

Kavlan parks outside the HQ. He takes you inside where he gives you a nightstick if you need it (*put it in the weapons section of your adventure sheet. It reduces damage you receive in combat by 1.*) He also gives you access codes for the perimeter gates (*note the codeword Portal in your notes box.*)

'Right, your new duty is to patrol the perimeter, while I'm going to look for the criminal who burnt down their house. Good luck, enforcer.

You thank him and head out on patrol. There is just a wire fence with a small amount of barbed wire between you and freedom as the enforcers cannot operate outside their own sector. You could try to get through the wire barrier or you could try to get through one of the guarded checkpoints.

If you head towards the wire barrier, turn to **56**. If you head towards a guarded checkpoint turn to **74**.

## 19

Greg Moriarty supports your decision. 'Good luck to you,' he says. He also gives you a package of rat burgers, water and stolen fruit (*add the special food pack to your inventory. It takes up 1 slot. When you eat it, it will restore 1 health point.*) You also take the underground currency you have saved; small copper discs called copper coins (*add 10 copper coins to your adventure sheet.*)

You thank Greg for everything, not least for being the first person in your life who has supported a decision you have made without any judgement. You climb and sneak through the service tunnels. They stretch out beyond the sector perimeter. Your plan is to escape through a service hatch located in the Callisto desert outside the sector. It is a hostile region, but at least you will be outside the enforcers' jurisdiction. You are near the surface in a power service hatch, covered in wires when you hear some voices from around the corner. They are talking about a warehouse which you know is a rebel base. You hear two voices. There are at least two rebels around the corner. If you want to meet them, turn to **35**. If you want to avoid them, turn to **11**.

## 20

You run hard, but one of the enforcers is catching up with you. If your health is **16** or more, you manage to outpace the enforcer. Turn to **45**. If your health is **15** or less the enforcer grabs you, wrestles you to the ground and holds you long enough for more enforcers to arrive. They beat you unconscious with their nightsticks. *Lose 2 health points.* Turn to **82**.

## 21

You are to do this mission with the three rebels who rescued you, Corbett, the leader of the rebel cell, Jeff, the tall redhead and Carolan, the scarred woman. Corbett gives you the briefing.

'For hundreds of years, the enforcers have used a powerful computer network to monitor all of us. If we could hack into the network and introduce a virus into it, we would strike a severe blow to our oppressors. We have just received word that there are some pieces of hardware for the Callisto supercomputer stored nearby. If we could steal the memory drive and access its information, we may be able to make a virus that would damage the network. Jeff, you are here to break into the crates in the warehouse and break down any doors that we can't open with our passes. Carolan, you need to get us access to the warehouse security system, shut down the cameras and throw off the enforcers who are guarding the warehouse. I will be detecting the memory drive and you will be keeping a lookout for enforcer patrols.'

You prepare for your mission. The four of you, dressed as enforcers. A ragged one legged beggar shrinks from you as you walk by. Eventually, you come to the warehouse. There are two enforcers at the front door. Carolan types a message into her brain cell. One of the enforcers reaches into his pocket and checks a brain cell. He taps the other enforcer's arm. They both look at it for a second before nodding to each other and running off, waving their nightsticks. Carolan then pressed a few more buttons. You



watch as you see the security camera pointing at the warehouse door turn and face the wall instead. Sure that there is no one else around, you give the all clear. Carolan and Jeff approach the metal door while you and Corbett keep an eye out for enforcers. You see Carolan type a few things into her Brain Cell and shake her head. Jeff pulls some small device out of his pocket and attaches it to the door before he and Carolan take a couple of steps back. There is a *clang* as the magnetic lock on the door is blown off. Jeff drags the door open and motions for Corbett and Carolan to get inside. You wait for hours outside the warehouse, trying to stay alert at all times. If your willpower is **14** or more, turn to **76**. If your willpower is **13** or less and you do not spend a fate point, you doze off for a bit. When you wake up, you see a squad of at least ten enforcers approaching you from all sides. You shout the warning, but you do not hear a reply. Instead, you hear shouts and grunts from inside. Before the enforcers can grab you, a huge explosion from inside the warehouse makes the ground shake and sends you all flying. You can feel the heat as you crash to the ground. *Lose 1 health point*. Taking advantage of the enforcers' confusion, you sprint to safety. Turn to **44**.

**22**

You run through the grimy hypermarket doors. The familiar voice of Helen comes through a speaker as you do 'Welcome to the Hypermarket. Remember that the economy depends on you spending money. Do it for me.'

You hear that voice every time you go shopping. You are really starting to get sick of it.

However, the Hypermarket is the perfect place to hide. There are rows and rows of shelves stacked with goods. It takes people hours to scour the whole place so it should do for a hiding place to shake off some enforcers. There are plenty of places to hide, but now that you are a fugitive, you figure that a bit of shoplifting won't go amiss. You feel a thrill of excitement and then you feel surprise. You have never felt this good about going shopping before. Where do you wish to run through and pick up some nice free stuff? If you wish to run through the food section, turn to **32**. If you wish to run through the electronics section, turn to **58**. If you wish to run through the hardware section, turn to **55**. If you go through the clothes section, turn to **36**.

**23**

You wander through the crazy, crowded slums for hours, looking for a way out. You come to an alleyway where you hear the sound of a struggle. A scream breaks the noise, but no one takes notice. You run down the alleyway to see an enforcer striking a man with their nightstick. The man slumps to the floor and the enforcer stands over him, ready to beat his brains out. You can help the man (turn to **3**) or ignore them like the rest of the slum's occupiers and carry on. If you decide to do this and you are not wearing an enforcer uniform, turn to **49**. If you do this and you are wearing an enforcer uniform, turn to **18**.

**24**

You hide under the desk. You hear someone walk into the room, put something on the desk and leave, closing the door behind them. You look at the pads but they do not give you any useful information. You take a bit more time to check the computer again. The only other piece of information that you can get from it is that two ships are going to leave the nearby spaceport soon. One, Gemini six, is bound for Earth, whilst the other one, Capricorn one, is bound for Mars. However, there is something strange about Capricorn one. It seems to be pointing in the wrong direction, as if it was going to the outer planets.

You need to think about whether you should finish your mission. If you hunt for the Chief Inquisitor, turn to **79**. If you leave, turn to **52**.

25

You pull your Brain Cell out of your pocket to find the screen blank. Nothing. You look for an on switch before remembering that the manufacturers didn't have an on switch. The Brain Cell is always on. You press a few buttons but to no avail. This is not good. Most of the technology of Callisto is run down and barely functional, but the Brain Cells *always* work. It's important that people get their regular updates of news and entertainment. It appears that you will have to visit someone to sort your problems out. If you go to the enforcers to report this, turn to **41**. If you visit Alex, your friend, turn to **66**. The Bank issues Brain Cells for free. If you want to go to The Bank to get a new one, turn to **64**.

26

You approach the gate, guarded by a drill sergeant enforcer armed with a shockstick. These weapons are just like nightsticks but they also send an electrical shock down the body of anyone it strikes. He orders you to get back. Putting on your most authoritarian voice, you tell him that he is relieved. This is highly irregular. Is he going to believe you? If your willpower is **16** or more, the enforcer falters for a moment, long enough for you to kick him in the stomach, grab his shockstick and then jab it in his ribs, sending him into agonisingly painful spasms until he is unconscious.

If your willpower is **15** or less, he does not believe you one bit. You are going to have to fight your way to freedom. Every strike from the drill sergeant's shockstick sends a huge painful jolt through your body in addition to the pain of the impact. *In this combat, lose 8 health points.*

Either way, if you win, you may take the shockstick (*In your next combat, reduce the damage you receive by 2. After that, it loses its final charge and only reduces damage by 1 until you can recharge it.*) If you win, you grab the prone enforcer's right hand and put it on the chip scanner. The smooth, comforting voice of Helen then asks for a code. If you have the codeword *Portal* on your adventure sheet, you punch in the code and the gate opens. You are free! Turn to **100**.

27

You drive away from the enforcers, breaking the speed limit and going even to **55** miles an hour. Eventually, you are being followed by enforcer vans. They know your position due to the chip in the car. Can they predict where you are headed? You are almost to the outskirts of the city which is outside the enforcer's jurisdiction. If you carry on driving, turn to **73**. If you dump the car and make a run for it, turn to **20**.

28

You push past the lawyer, sending his synthcoffee flying. As you run through the door of the interview room, you hear his whinging voice complain about his stained shirt. You find yourself in a quiet corridor in the enforcer station. Ignoring the doors on either side of you, you bound down the corridor and open the door at the end to find yourself in the enforcer reception. An enforcer is standing there, chatting with the enforcer at the counter. You push him over and run through the exit. Turn to **2**.

29

The woman gives you a small plastic box and tells you to deliver it to subdivision five in the sector. That should not be hard. It is only an hour's walk from here.

You walk through the streets, trying to look nonchalant as you do. You are only five minutes from your destination when you are stopped by a patrol of two enforcers. These enforcers have each have one knife on their lapels indicating that they are merely taskers, volunteer enforcers and not very hardened or experienced.

'Random inspection.' Says one. 'Give me your right hand so that we can scan your chip.'

Inwardly, you curse. If you let them scan your chip, then you will be arrested immediately. What will

you do?

If you surrender, the enforcers take the plastic box, look inside it and then throw it in a waste disposal unit. Turn to **46**. If you fight them, turn to **40**. If you run, turn to **85**.

**30**

The head's office is relatively luxurious but small. There is a chair and a desk made from real wood. On the chair, you find a spare uniform with the iron rod symbol of the educational corps and his nightstick (*add the enforcer uniform to your armour list. It reduces damage you receive in combat by 1. Add the nightstick to your weapons list. It reduces damage you receive in combat by 1.*)

There is also a pad on the desk which has access codes to the educational part of the Network (*add the codeword homework to your adventure sheet*)

There is also another pad which highlights who the head is going to give awards to this year and why.

- 1st prize goes to Jones: Subject is almost mentally destroyed from the effort. They deserve the Hypermarket voucher.

- 2nd prize goes to Bush: Subject is also almost mentally destroyed. In fact, this subject did more than Jones, but giving Bush 2nd prize will cause some friction between Jones' friends and Bush's friends. Divide and conquer.

- 3rd prize goes to Brown: Brown is obviously a psychopath who has used psychological techniques to drive a lot of students to the brink of despair. Give Brown a bigger prize in private in order to encourage this behaviour further.

- 4th prize goes to Blair: This subject is an excellent athlete. Since most subjects cannot obtain his level of athletic skill, seeing someone get a prize for something they cannot achieve will help to crush their will.

- 5th prize goes to Morn: This subject is a total fool. He has an extremely low IQ. If students see him get a prize, then they may decide to think less in order to get a prize in future.

- Special effort prize goes to Black: This subject has not done anything special, but they have one leg. I just want to see the subject struggle to get to the front to collect their prize.

You lie low for a bit, waiting for an opportune moment to leave the school under cover. Eventually, such a moment arrives. Turn to **93**.

**31**

Your clothes, like all clothes have a chip with a unique code on it. The government knows all of the items that you have bought as each item has a chip with a unique code on it. When you were declared a terrorist, all of these codes were sent over the network, including the hypermarket network. As you pass through the security sensors, loud siren rings and red lights on the sensors flash. Before you can get through the door, a metal barrier falls from the doorway and prevents your escape. The enforcers grab you. You feel a sharp pain on your head and everything goes black. Turn to **82**.

**32**

You run down the aisle past all of the strips of synthetic meat packed wrapped in plastic, packets of Labcarbs and tablets of saccharine. Eventually, you come to the very expensive section labelled 'Real food'. It is here that you grab a couple of packets of actual meat (almost 95% from real animals!), dried potato based snacks, fruit (from trees!) and a couple of bottles of natural water (no added fluoride!). You figure that if you're going down for being a terrorist, you might as well eat some good food. *Add 2 special ration packs to your inventory. Each special ration pack takes up 1 slot. When you eat this special ration pack, you may restore 1 health point.* Mindful of your pursuers, you think about how to exit the hypermarket. Turn to **43**.

33

The prefects' quarters are a mess. The worn chairs are covered in old magazines about fashion and celebrity gossip. School pads and uniform jackets are draped all over the tables. Bits of food are lying on the floor amongst all kinds of junk - clothes, packaging, even tools. There are several packets of food lying unopened around here. *Add 1 ration pack to your inventory list.* While you are hiding there, you also find a chip sensor. A chip sensor is a small hand held device that celebrity chasers use to find their idols. As long as you know the sixteen digit chip code for someone and put it in the chip sensor then it will detect that person's chip as long as they are on the same planet as the person with the sensor. The sensor can only hold one code and it cannot be erased from the sensor's memory. This device has not been used yet. *Add the chip sensor to your special items list.* You lie low for a bit, waiting for an opportune moment to leave the school under cover. Eventually, such a moment arrives. Turn to **93**.

34

The authorities are very pleased with you to hear that you want to play ball. You are issued with a letter saying that the bureaucrats will work as fast as they can to restore a new identity to you. In the mean time, you are allowed to stay in a shelter for non people. You spend months in the underfunded run down building, populated by non people, criminals and the mad, half starved and scared for your life. Eventually, you are assigned a new identity working in a media office as a runner. You are back where you started ten years ago. You have also been given a loan for a new house, which you pay off with part of your wages. You spend the rest of your life struggling up through the ranks of the media industry once again whilst having most of your petros taken away from you by the government, but at least you still believe that you will be kept safe by the NOW.

35

You come around the corner to see two ragged men. At first they are shocked to see you and raise their knives, but you give a rebel password and they relax. If you do not have the underground contacts skill, they are still too wary to want to start up a conversation and they move on. Turn to **11**.

If you have the underground contacts skill, the rebels recognise you from a get together you had at a warehouse. They tell you that they have got a spare chip extractor if you want to buy it. A chip extractor is a highly restricted device that can implant and remove identity chips from peoples' hands. Only the military and surgeons normally have access to such devices. They will sell it to you for **5** copper coins. *If you wish to buy the chip extractor, cross 5 copper coins off your adventure sheet and add it to your inventory list.* You bid the rebels farewell as they carry on with their mission. Turn to **11**.

36

You run through the racks of clothes. As you do, you grab a nice new work suit that only richer classes in society can afford. You also manage to grab a new expensive all weather jacket. This jacket is literally good for all weathers. It can keep you warm in temperatures below freezing and it will keep you dry in a torrential downpour. It even has a tiny air conditioner if it is too hot and little flasks of water if it becomes too dry. The hood of the jacket comes with visors which can protect your eyes from the glare of bright lights to stop snow blindness. *Add the jacket and the suit to the outfit box of your adventure sheet. You may wear the jacket in addition to your outfit.* Mindful of your pursuers, you think about how to exit the hypermarket. Turn to **43**.

37

Nothing happens on your lookout, but while you are waiting, you trust your newly honed instincts and search the garden. Under a yellow rose root, you find a tiny identity chip. You have learnt from the thieves that the rich usually have spare identity chips just in case they get caught for committing fraud or

hacking into bank accounts to adjust the amount of money they have.

The burglars leave with the goods and take them back to the underground hideout. Greg says that he can inject the chip into your hand if you wish. If you decide that you want this new identity *erase any name you had in the identity box of your adventure sheet. Put the name Jessie Lunas in your identity box. Write 1000 petros in your money box.* Turn to **91**.

38

You crawl over to the young man. He looks at you intently as you do.

'You look like that person from the desert holiday commercial. Water! WATER! God, he cracks me up.'

'Are you OK?' You ask.

'Am I OK? I'm A-OK!' The man connects his thumb and forefinger in a circle, making the a-ok sign and puts the circle over his eye.

You sigh. That's what someone does in a chocolate bar commercial.

You try to start a conversation with him.

'I'm wondering if-'

'Do it for Helen!'

'Can you-'

'Get the new improved Brain Cell!'

'Please-'

'I luurvr the Hypermarket!'

This man is a classic case of Brain Cell addiction. He has to get every advert, every scrap of news and seen every entertainment show. All he can do is quote shows from the Brain Cell. He's not going to be any use here.

You turn away from the wretch to see a man in a suit entering the room. He is a lawyer.

If you wish to see what he says, turn to **67**. If you wish to escape, you push past the lawyer who falls on the floor, whining about how his sharp suit is crumpled. You grab your things. You also manage to grab a nightstick that an enforcer left lying around (*add it to your weapons list. It reduces damage dealt to you in combat by 1*) Turn to **90**.

39

You approach a man wearing sunglasses and a long black coat.

'I can see what you're after. How about an upstanding citizen with **500** petros?'

'What?' You ask, incredulous.

'A new identify chip. This one has no crimes. You can get anywhere with this one. Only **5** copper coins.'

You tell the man that all you want is directions to the sector centre. 'I can do that too' He replies. 'That will be **1** copper coin.'

If you buy the identity chip, the man injects it into your right hand using the chip extractor. *If you had a name in your identity box, erase it. Put the name Jamie Ennis in your identity box. Write 500 petros in your money box.*

If you buy the man's directions for **1** copper coin, he tells you how to get to the sector centre. You get there in twenty minutes. Turn to **17**. If you do not pay him, you finally arrive to the sector centre, but it takes hours of trudging around the slums before you get there. *Lose 1 health point.* Turn to **17**.

40

You raise your hand as if you are obeying the enforcers. One of them reaches for a scanner. While he is distracted, you punch him in the stomach. The enforcer doubles over. The other enforcer goes for his nightstick. You can't believe that you are fighting two enforcers, but now you must fight them for your life. *In this combat, lose 8 health points.* If you win, you may take an enforcer's nightstick and an enforcer's

uniform. (*Add the enforcer uniform to your armour list. It reduces damage you receive in combat by 1. Add the nightstick to your weapons list. It reduces damage you receive in combat by 1.*) Turn to **94**.

**41**

You can't call the enforcers on your Brain Cell as it is dead and no amount of button pushing will turn it on. This is strange as you have never heard of a Brain Cell breaking before. You will have to navigate the streets of your sector to get to the enforcer's building.

Jupiter hangs in the blue terraformed sky of Callisto as you walk down the quiet streets of your town to the centre where the civic building is. As you come to the square in the centre, with the pyramid of equality standing in the square, you notice the huge raging hurricane on Jupiter, making the planet look like one huge red staring eye. You walk towards the civic building where you see a group of enforcers standing around with their black armour, their face obscuring helmets and their nightsticks. One of them notices you and looks at a Brain Cell. Then back at you. The enforcer then gets the attention of his companions. You imagine seven sinister pairs of eyes staring at you from under those black visors. As one, the enforcers start to walk towards you. Then they start to jog. Then they raise their nightsticks.

If you wait around to see what they want, turn to **46**. If you decide to resist the enforcers, turn to **97**. If you run, turn to **2**.

**42**

Still in pain, you crawl over to the old man. He greets you cordially and tells you that he used to be the best thief in Sector KNSS before old age caught up with him.

'I've still got a few tricks left in me though' he boasts 'I can get out of this cell easily and I would if I could outrun the enforcers. All you need is a small magnet and what you have to do is wave it in front of the lock in a certain pattern. Now enforcers use type forty locks, so you have to wave it in a figure of eight pattern.'

'That would be great if we actually had a magnet' you retort.

In response, the old man opens his mouth and reaches under his tongue to pull out a small metal disc. He smiles at your surprise.

'I told you I've still got a few tricks. I've also got a screwdriver, but you won't need that here and besides, it's a real pain to pull it out of my hiding place. Now why don't you take that magnet and run along. A nice non person like you shouldn't be cooped up in a cell like this.'

You thank the old thief and wave the magnet in a figure of eight shape. Sure enough, the door clicks open. *Add the magnet to your inventory.*

If you escape now, turn to **90**. If you still decide to wait, then soon a sharply dressed lawyer turns up. Turn to **67**.

**43**

You see enforcers dashing between the aisles. You can see that the front exit is currently clear, but do you want to risk it? They may have left an enforcer outside. You can also see an exit for staff which leads out of the hypermarket at the back. How will you escape the clutches of the enforcers? If you exit from the main exit, turn to **47**. If you exit through the back exit, turn to **78**.

**44**

When the rebels see you at the warehouse, they are anxious for your story. The others have not returned. When you tell them your story, the rebels' faces drop. They think that they must be dead. 'You can no longer stay here anymore.' Says Harmon, the new rebel leader. If the enforcers traced your chip, they will come straight here. You must leave.

If you have the memory dive, you hand it over to him (*cross the memory drive from your inventory*) and the rebels arrange for you to be sneaked out of the city. They make a few bribes and ask a few favours and soon, you are being smuggled out in a van headed for the next sector. When the rebels get far enough from the perimeter, they let you out, wishing you good luck. Turn to **100**.

If you don't have the drive, the rebels still aren't completely trusting of your story or motives. They think it's a bit convenient that the new recruit got away from several enforcers. They kick you out of their hideout, warning you to never come back again. Turn to **72**.

**45**

Unable to catch you, the enforcers order you to stop. You feel the urge to stop as you have been conditioned to obey those in the enforcer uniform since childhood. Your teachers were all enforcers. Films containing people who disobeyed enforcers would show that they died horribly. If your willpower is **13** or less, you can't help yourself but stop. The enforcers grab you, force you to the floor and beat you unconscious. *Lose 2 health points*. Turn to **82**. If your willpower is **14** or more, you manage to resist the conditioned urge and run on. Eventually you get to the sector boundary. It is a wire fence. You know that there is a gate nearby, guarded by an enforcer. If you head towards the wire barrier, turn to **56**. If you head towards a guarded gate turn to **48**.

**46**

You first thing is the noise. A constant, high pitched screech in your head. Then there is the pain. Your head throbs in pain. Then there's the smell. The smell of human waste is prevalent and overpowering. You open your eyes. You are lying on the cold stone floor of a gloomy, smelly cell. There are no windows. One of the walls is all bars where you can see a room containing some computers and a table. Any items you possess are on the table (*do not erase them from you inventory list as you may get them back*). Sitting in the cell, on opposite sides are two men. One is an old man in ragged clothing who is sitting as if he is having a comfortable rest. He seems completely unperturbed by the fact that he is in a dank enforcer jail. The other man is a young man in a worker's jumpsuit who seems to be quite happy. He is smiling and occasionally he looks like he is singing to himself.

The combination of the white noise, smell and gloom start to grate intensely. *Lose 2 willpower points*. Your thoughts turn to getting out of this cell. If you talk to the old man, turn to **42**. If you talk to the young man, turn to **38**. If you wait, then eventually a man in a sharp suit turns up. He is a lawyer. Turn to **67**. If you wish to escape alone, you must spend a fate point. If you choose this option, you find out that the enforcer forgot to lock the gate properly. You open the door and grab your things. You also manage to grab a nightstick that an enforcer left lying around (*add it to your weapons list. It reduces damage dealt to you in combat by 1.*) Turn to **90**.

**47**

You run for the front exit. You are halfway there before you hear the shout of an enforcer. You glance back to see two of them are hot on your heels, but you are almost out of the hypermarket. Before you get to the doors, however, you have to pass through the security sensors. What outfit are you wearing? If you have changed outfit since you have started the adventure, turn to **14**. If you have not, turn to **31**.

**48**

There is one enforcer drill sergeant guarding the gate, wielding a shockstick. This weapon is like a nightstick but it also delivers an electric shock to whoever it strikes. When you approach he raises his shockstick and orders you to get away from the gate. Even if you are wearing an enforcer uniform, it has no effect. He is ordered to let no one near the gate. You will have to fight him. Every strike from the drill sergeant's shockstick sends a huge painful jolt through your body in addition to the pain of the impact. *In*

*this combat, lose 8 health points. If you win, you may take the shockstick (In your next combat, reduce the damage you receive by 2. After that, it loses its final charge and only reduces damage by 1 until you can recharge it.)* If you have the codeword *portal* on your adventure sheet, you put the enforcer's right hand on the chip scanner and punch in the access code. Turn to **100**. Otherwise, you search the guard's uniform as the enforcers approach. If you spend a fate point, you find that he has the code on his notepad. You put the enforcer's right hand on the chip scanner and punch in the code. Turn to **100**. Otherwise, the enforcers grab you, force you to the floor and beat you unconscious. *Lose 2 health points.* Turn to **82**.

49

As you are wandering around the slums, you come across a metal door with a worn sign saying open on it. You walk through the door to find a small room filled with all kinds of junk - clothes, glass, parts of cars and computers. An old man stoops over a counter and welcomes you to his shop. He tells you that he will buy items from you and sell items to you for copper coins. As he says this, he shows you a small copper disc to highlight what a copper coin is. He gives a list of items you may want to buy or sell.

Things you could sell

Special food packs	1 copper coin each
Chip sensor	4 copper coins
Signal booster	3 copper coins
Light orb	1 copper coin
Wire cutters	2 copper coins
Knife	2 copper coins
All weather jacket	5 copper coins
Suit	3 copper coins
Enforcer uniform	6 copper coins
Nightstick	2 copper coins

Things you could buy

You may only buy one of each item with the exception of food packs.

Item	Cost	Encumbrance
Knife	3 copper coins	Weapon
Wire cutters	3 copper coins	Takes up 1 inventory slot
Food packs	1 copper coin each	Each one takes up 1 slot in the inventory
Magnet	2 copper coins	Special item
Chip sensor	8 copper coins	Special item

*(The knife is a weapon. It reduces damage you receive in combat by 1)*

The shopkeeper also asks you if you fancy a "holiday" outside the sector. He can provide you with a holiday for the low price of 8 copper coins. If you can pay 8 copper coins, the shopkeeper will get someone to smuggle you out of the city. Turn to **7**.

If you can't or won't pay to be smuggled out of the city, you leave the shop to find somewhere to sleep. Turn to **72**.

50

You run through the slums, past the beggars, street entertainers and ragged mad people. If you have **12** or more health points, you manage to outrun the workers. Turn to **23**.

If your health points are **11** or below and you do not spend a fate point, then the workers catch up with you grab you and pile on top of you. One of them calls the enforcers who turn up promptly. One of the armoured enforcers raises her nightstick. Then all goes black. *Lose 1 health point.* Turn to **82**.



51

You find yourself in the spaceport of Callisto, a restricted area. You are elated to know that you have escaped sector KNSS. There are two spaceships here, ready to take off. Have you completely escaped the enforcers? Will you be able to start a new life elsewhere? Where will you go now? Could you actually stow away on board one of these ships and head to another world? Will the hunt for you ever stop? And will you find out who the rulers of the NOW really are?

**To be continued...**

52

You navigate the maze in the slums to make it back to the deserted warehouse. Corbett is waiting for you eager to hear the news. Before you can say anything, he grabs the extractor from you to inspect it (*cross the chip extractor from your adventure sheet.*) If the extractor contains the chief's identity chip, Corbett welcomes you into the rebel group like a brother. If it does not, Corbett tells you that you are going to have to earn some trust from the rebels before they welcome you properly.

Over the next few weeks, Corbett introduces you to the other rebels and gives details of their operation. If you did not kill the Chief Inquisitor, you are given menial jobs of checking the stores, driving vehicles and keeping lookout. However, they take good care of you and show you that the media lies to you. The rebels do not watch any entertainment or news, and after a few weeks of doing the same, you feel better for it (*restore your health points to their maximum value and restore 1 willpower point.*)

If you did kill the chief, you take a more active role in the underground rebel force. You are well trained in the ways of the rebels. *Restore your health points to their maximum value and restore 1 willpower point. You may choose one skill from underground contacts or combat. Read the descriptions below for more information.*

Underground contacts

You meet a lot of personalities with a lot of power while working with the rebels. Some are thieves, some are crooked warehouse workers and some are other rebel groups. You also learn the names of powerful rebels and locations where the rebels hide. You even have a few audio conversations with rebels on Io, Earth and even Saturn's moons. Now, wherever you go, you will always know where to find a friend or a safe haven.

Combat

The banning of deadly weapons has not stopped some rebels. For some rebels, their bodies are deadly weapons. They have taught you hard punches and deadly kicks. They have shown you how to make even the most common household item into a weapon and how to disarm common enforcer weapons. *One benefit of this skill is that you may reduce damage you receive in all combats by 1 from now on.*

After a few weeks, Corbett calls you and some other rebels to brief you for another special mission. Turn to 21.

53

You follow the prisoners out of the enforcer building. The enforcers push you all into a van, giving each one of you a good beating with their nightsticks *lose 2 health points*. As you are all stand in the van, squashed like sardines, you see a shady man walking up the enforcer outside, holding a bar of iron, one end of which has been sharpened to a point. With a clang, he brings it down on the enforcer's head. Protected by his helmet, the armoured officer turns to face his assailant. The man thrusts the sharpened end of the bar into the enforcer's stomach puncturing his armour and causing blood to splatter all over

the man and your fellow prisoners. The enforcer drops to the floor, silent.

With a cheer, the prisoners leap out of the van and run in all directions as the other two enforcers come outside. They can do nothing but look helplessly on as the mob jeer them and walk free. The man who killed the enforcer is yelling to the prisoners that if they go with him, he can give them a new life. If you decide to go with the man, turn to **81**. If you decide to escape the sector, turn to **74**.

**54**

You run down the wide empty street with enforcers hot on your heels. On your right, you see a small, narrow alleyway which leads to the slums. It is a maze of ramshackle houses populated by undesirables and enforcers fear to go there alone. However, you are also near the sector perimeter. If you get outside the sector then the enforcers do not have the power to arrest you.

If you head to the sector perimeter, turn to **20**. If you head into the slums, turn to **87**.

**55**

You run past all of the steel tools, keeping an eye out for anything that may help. You manage to grab some wire cutters and a kitchen knife. The knife is not too sharp as that would be against health and safety regulations, but it could still be used as a potent weapon with enough force. *Add the wire cutters to your inventory list and the kitchen knife to your weapons list. It will reduce damage you receive in combat by 1.* Mindful of your pursuers, you think about how to exit the hypermarket. Turn to **43**.

**56**

You come to the wire fence. You were told in school to never even go near the sector fences as that would result in jail. You are starting to believe that not everything you were told in school was true. The fence looks like a simple low quality iron wire mesh. The top of the wire fence is barbed. You could climb over it if you need to, but you would get cut.

If you have wire cutters, you manage to cut the wires so that you can make a hole in a fence and crawl through it. If you do not have wire cutters, you will have to climb the wire fence, but that will involve you being injured by the barbed wire. *Lose 3 health points.* An enforcer uniform will protect you from most of the barbs. *If you are wearing enforcer uniform, lose 1 health point.* Turn to **100**.

**57**

Eventually, the workers finish loading the lorry with the current pile of crates and they all go inside the warehouse to get some more. You take this opportunity to dash into the back of the lorry. While the workers are inside the warehouse, you inspect one of the crates. It is full of good, natural food - real fruit, real vegetables, meat from animals, water with no added fluoride, real sugar and much more that only the rich can afford to eat. You help yourself to as much of the food as you need (*you may add any number of special ration packs to your inventory. Each one takes up 1 slot. They will restore 1 health point when they are eaten.*) You also find a list of access codes to the retail network on the foreman's pad. If you use a computer in the future, you may be able to gain access to some useful information. *Add the codeword spend to your adventure sheet.*

When you hear the workers coming back, dragging the plastic crates, you lie low in the lorry. After an hour, the rest of the crates are loaded on and the doors close. You drive for an hour before you stop, presumably at the sector checkpoint. After a few minutes, the doors fly open and an enforcer jumps into the lorry. If you decide to spend a fate point, he only casually glances at the inside of the lorry before jumping out and closing the doors. Eventually, you hear the engine start up and a thrill of excitement runs through you as you realise that you have left sector KNSS. You spend hours in the darkness of the lorry, but at least you have enough food and water to sustain you. *Restore 1 health point.* Eventually, the lorry stops and the doors open up. The workers start to carry the plastic crates away. You wait a while

until the workers have gone before you jump out of the lorry to find yourself in the spaceport of Callisto. Turn to **51**.

If you cannot or will not spend a fate point, then the enforcer scours the lorry thoroughly. Wanting to keep the element of surprise, as he gets near to you, you stand up and slam into his stomach. He quickly recovers, however and you have to fight him while the workers look on. *In this combat, lose 4 health points.* If you do not have one already, you may grab the enforcer's nightstick (*it reduces damage dealt to you in combat by 1.*) The workers still look on as you jump out of the lorry and through the checkpoint into the wilderness of Callisto. Turn to **100**.

**58**

You run down the aisle, looking for items that may help you shake off your pursuers. You see a few items that may help.

The first item you see is a signal booster. This small device is used to increase the range on brain cells. With one of these objects, you could reach almost anyone on the planet or moon that you are on. Of course, your Brain cell is dead at the moment, but you may find another one.

The second item you see is a light orb. It is a small plastic orb that can be used to make any level of light from a dim glow to a bright flash. It can last for several hours.

A chip sensor is a small hand held device that celebrity chasers use to find their idols. As long as you know the sixteen digit chip code for someone and put it in the chip sensor then it will detect that person's chip as long as they are on the same planet as the person with the sensor. The sensor can only hold one code and it cannot be erased from the sensor's memory. This device has not been used yet.

You have time to grab two of these electronic items. *Add two items to your equipment list from the chip sensor, the light orb or the signal booster. They are all special items.*

Mindful of your pursuers, you think about how to exit the hypermarket. Turn to **43**.

**59**

You have no idea how this has happened. This morning, you had a job, a house and an identity. Now your house is in ruins and your brain cell and ID chip are dead. Your job will not accept a nobody.

What do people do in situations like this? You could follow Alex's advice and leave the sector, but where will that get you? Could you survive? Would there be anyone else in your situation? Would the enforcers leave you alone?

Trying to get your old situation back is the easier option. You know this sector and your job. All you wanted for tonight was a meal and a bed to sleep in. But can you ever go back to that? Will you be labelled as a dangerous terrorist forever?

If you want to get you ID and your job back, you could go to the civic hall and say that there's been some kind of mistake (turn to **69**).

If you want to get out as soon as possible and make a new start despite the risks, you need to think about how. If you want to leave the town by foot, turn to **17**.

You could also try to steal a car. Since you've been accused of being a dangerous terrorist, committing any other crimes won't make it worse for you. If you decide to do this, turn to **80**.

**60**

You enter the small office and look at the computer terminal. The screen has a list of the president's bodyguards' names, addresses and identity chip numbers. This is highly sensitive information. If you know the number of someone's identity chip then you can use a chip tracker, available from the shops, to know their every location. Normally, only celebrities' chip numbers are known so that their fans can know their every move. You memorise the chip numbers. *Add the codeword track to your notes box.* As your hands go to touch the keyboard, there is a knock at the door.

If you hide under the desk, turn to **24**. If you open the door and try to escape, turn to **4**.

61

If you are wearing an enforcer uniform, the workers shrink away from you. The overseer comes out of the warehouse, wanting to know what all the fuss is about. Turn to 92.

If you are not wearing an enforcer's uniform, you try to talk to the workers but they ignore you and get on with their jobs. The angry looking overseer comes out of the warehouse, approaches you and looks you up and down. If your willpower is 13 or less, turn to 77. If your willpower is 14 or more, he sees that you are not scared of him at all.

'Look, more protection money is it?' He shouts, angrily. 'Name your price. I don't want undesirables like you causing trouble here or bringing the enforcers my way. Just take these and go. I only have five copper coins so don't ask for any more.' The overseer pulls out five small copper discs which you presume are the coins. *Add 5 copper coins to the money box of your adventure sheet.* Not wanting to push your luck, you leave as fast as you can. Turn to 49.

62

The clerk backs away from you in clear fear as the enforcers walk up to you and surround you. 'You're coming with us, nobody' One of them growls. You feel a sharp blow to the back of your head. *Lose 1 health point.* As you pass out, you think about what the enforcer said. He called you a nobody. That means that your chip has been wiped. You now have no money, no history and no identity. You are a nobody. Turn to 46.

63

The rebels know of the Chief Inquisitor's routine. He is always home at the same time - 1830 hours. You wait until then before you follow the directions that Corbett has given you. The Chief Inquisitor's house is in the prosperous part of the sector. It even has two stories. As Corbett told you and as you expected, the security is pretty good. There are cameras on all access points along with motion sensors detecting anything within ten metres of the house. However, as you approach the house, all of these things shut down. This is because Carolan is back at the warehouse and she is tracking your identity chip. When she saw that you were near the house, she hacked into the security system and shut it down. You go through the front door, unhindered to see the Chief Inquisitor furiously typing on his Brain Cell. He sees you before he launches himself at you, screaming. Despite being unarmed, he puts up a tough fight, punching, kicking and biting. *In this combat, lose 5 health points.* If you win, you beat the Chief Inquisitor until he is dead and then extract the chip from his right hand (*Note that the chip extractor contains the chief's identity chip.*) Not wanting to waste time, you return to the rebels. Turn to 52.

64

The Bank building is the most magnificent building in your town. You climb the perfectly polished white marble steps and walk between the twin pillars through the huge iron studded wooden door into the spacious and calm reception. Well dressed clerks type ceaselessly on their computer pads whilst talking to clients on their brain cells and read the latest financial reports from the stock market. There are very few clients actually in the building and most of them are smartly dressed finance workers. A man wearing a white shirt, black tie and black trousers and jacket approaches you across the marble floor.

'Good afternoon. Welcome to the Bank. What can we do for you today?'

You sense a hint of disdain in the man's voice, despite his helpful words. You are clearly out of place here.

'My Brain Cell has died.' You reply.

The man is clearly puzzled and looks at your device before taking a chip scanner out of his pocket. He asks you for your right hand, which you obediently hold out. He scans it, looks puzzled and then scans it again. The man then starts to look very concerned. He scans it a third time. Before you can ask what is

wrong, the man reaches into his pocket, pulls out his Brain Cell and hits a button.

A screeching alarm destroys the calmness of the bank. Clerks look distressed as the doors slowly start to close behind you. Six enforcers in black armour and dark helmets burst into the reception from a door marked staff only and stride towards you, brandishing their nightsticks. If you want to run, you must do so now, before the doors slam shut. If you want to stay to find out what's going on, turn to **62**. If you want to run, turn to **12**.

**65**

After an hour, you arrive at the large metal building. You can hear the whirrs and clangs of machines inside, tirelessly creating identity chips to be placed in clothes, cars and newborn infants. You find the woman that Alex told you about. She is leaning against the wall, playing a game on her Brain Cell.

'Rassis?' You ask.

'Who wants to know?' She sneers without looking up.

'Alex sent me. I need a chip.'

Upon hearing these words, the woman puts her brain cell away and approaches you until she is right up to you. You can smell cheap gin and saccharine on her breath. She whispers.

'Listen, pal. There are cameras and recording devices everywhere. I'll get you a new chip, but you've got to do me a little favour. Just deliver a little package and return here without being caught and I'll get you a nice clean chip with a bit of money on it.'

If you refuse to deliver the package, the woman pushes you away and screams at you to get out. Some workers run out of the factory and stand around her until you leave. Turn to **59**. If you agree to deliver the package, turn to **29**.

**66**

The feelings of anxiety rise as you head to Alex's house. Your home has been destroyed and you don't know how. You get to Alex's steel, domed home to find him watching The News on his Brain Cell. He ushers you in, quickly.

'I can't believe it! You're on The News!'

'What?' You are incredulous. Alex replays the News report which states that the enforcers found illegal items in your house. It has a picture of you with the words 'DANGEROUS TERRORIST' underneath your face and instructions that if anyone sees you that they are to not approach you and to call the enforcers immediately.

'I never had anything illegal in my house!' You shout.

'I know, I know. Somehow, they've got something wrong. I know you would never do anything like this. First of all, I need you to see if your chip works.'

You hold your right hand over the ID scanner in Alex's house. Nothing happens. Alex checks your Brain Cell to find that it is dead. No amount of button pushing will turn it on.

'So you're a non person now, too. I think we need to find you a new identity.'

Alex gives you some spare clothes that contain chips that can't be tracked back to you. *Delete your old outfit from your outfit box. Note in your outfits box that you are wearing a suit.*

Alex also knows someone who works in a chip factory who could get you a new ID chip although he warns that they would probably want you to do 'a favour' for them. He could tell you who to look for. Or you could try to leave the town without a chip, but that would mean that you could never buy anything and that you would have to walk through town and across the wasteland of Callisto or steal some kind of transport. If you head to the chip factory, turn to **65**. You make plans to leave the town. Turn to **59**.

67

You go with the lawyer to a small, bare, windowless interview room. In the grey cell, sitting on plastic chairs over a plastic table, the lawyer tells you just how he is going to defend you.

'I advise you that you confess to your crime.'

'What crime?' You ask, incredulous.

'The crime that you committed, of course. You were harbouring illegal goods. And they must have been pretty dangerous to obliterate your house'

'I didn't do that.'

'Houses don't just burn down. You can plead innocence if you like, but you'll have a long expensive battle ahead of you if you do. If you confess, then I might be able to get you a new identity, a new job and a new house. Of course, you will have to pay for all of these things.'

What will you do? If you decide to insist on your innocence and fight the system, turn to 98.

If you just want all of this to go away so that you can go back to something like your old life with a new job, a new identity and a new house, turn to 34.

68

'Fine, fine, it's your funeral.' Says the lawyer. He leaves the room, shutting the door behind him. You hear bolts being shoved across the door, locking it. Then the lights go off.

With nothing to do, your mind wanders. You remember the films that you saw of the Io sulphur mines when you were a child at school. The heat would sear the skin from people's bodies and the acrid sulphur dioxide would burn their throats so they could only talk in a hoarse voice. Eruptions were frequent and deadly. Most workers survived only six months in that hellish place.

You do not know how long you are left there in pitch blackness. You think you start to see shapes of sulphur miners screaming at you silently. You remember passing into unconsciousness a few times through tiredness and having strange, frightening dreams where wounded men in sulphur stained miners uniforms would plead with you to stay away from Io. You also start to feel very thirsty and you start to have hunger pains. *Lose 1 health point and 1 willpower point.*

Eventually, the door opens to show an enforcer in the standard black armour, dark visored helmet and carrying a nightstick. He grabs your arm and marches you through the grey corridors to the 20th century style courtroom.

The faux wood looks extremely shiny and well kept. You are told to stand in the dock. An old man with a strange wig reads out your charges in a bored tone. He then asks your lawyer if he wants to say anything in your defence.

'Yes your honour. Despite my best efforts, my client refuses to take any legal advice from me and so I absolve myself of responsibility for my client.' The lawyer then leaves the courtroom, shaking hands with the enforcer on his way out.

The judge then passes his sentence.

'You are hereby charged with harbouring illicit goods and singlehandedly burning down your house. You are obviously a dangerous terrorist and so the only sentence that I can reasonably give is a life sentence spent toiling in the sulphur mines of Io. Take the defendant away.' The judge brings his gavel down upon his block, puffing out his chest with pride as he does so.

You are hauled out of the courtroom and marched through the civic building by an enforcer. You are taken to a room full of strange instruments where a man in a lab coat demands that you hold out your right hand palm up. You do so and he puts a device on the palm of your hand. You wince as you feel a sharp pain and then he pulls the device away. The man has taken out your identity chip. *Erase any name that you entered in your identity box. Leave this box blank. Also erase any petros from your adventure sheet and erase any inventory items and special items from your adventure sheet.*

After having your identity removed, you are handcuffed and taken out of the civic building. There is

an enforcer van on the street outside. Its back doors are open. You see a group of sullen, pale and hungry looking prisoners sitting on the floor of the van. The enforcer pushes you in there and slams the doors shut. Turn to **89**.

**69**

The civic hall is in the centre of sector KNSS. It is a large, concrete, grubby building which houses the administrative offices and the HQ for the enforcers. After circling the building a couple of times, unsure as to which door is the correct entrance, you find a doorway with a small sign on it to find yourself in a small reception with four different doors leading to different parts of the offices. A dozen people sit on plastic chairs and a bored looking clerk sits behind a counter. He is playing some game on his brain cell.

You approach the clerk and begin to tell you story.

'Take a ticket please' He says, exasperated.

'What?'

'Take a ticket'

'But this is urgent.'

'Not my problem. Just take a ticket.'

You sigh, take a ticket and sit on a plastic chair while the clerk gets back to his game.

One by one, each person is called to the desk by the soft, enticing voice of Helen. After four hours of sitting on a plastic chair in a grey civic waiting room, you are eventually called forward. The clerk finally lets you tell him your story and then directs you down a corridor with the sign 'ID affairs'.

You eventually come to an office where workers in crumpled suits toil away at their computers. No one makes a sound. All you can hear is the tapping of the keys. You approach a desk with the sign 'Enquiries'. Behind that desk sits a tired looking man with unkempt hair and a crumpled looking shirt and tie. You greet him. 'Listen.' He says without even looking up at you 'I'm snowed under here, so you'd better make it quick.'

You don't believe the service here. Your house has been destroyed, your ID has been wiped and the government's idea of help is a four hour wait and a couple of rude clerks.

Will you complain about the level of service and demand that you get your house and ID back (turn to **8**) or swallow your pride and say anything ,including begging for your house and job back (turn to **34**).

**70**

You dash through the gates to find yourself in a concrete playground with several square grey, windowless single storey buildings surrounding it. Your feelings of anxiety have increased now, as memories of humiliation and beatings come flooding back to you. And they are just memories of the teachers. Teachers in the NOW are enforcers. From an early age, children learn to fear and respect the enforcer uniform. However, not just any enforcer can become a teacher. Only the most violent, the most sadistic enforcers can make the cut. It also requires some subject knowledge in what you're teaching. As well as lessons, you had to take part in parades, community service (which involved doing manual labour for a building company) and doing emergency drills. These drills involved crazed masked men breaking into the school and holding classes hostage to see how long it took the enforcers to arrive. Usually, it took a while.

You notice that one of the buildings has a door that has been left open, so you head towards it. You run into a corridor and close the door behind you. You are in a corridor with windows of one way glass on both sides of the walls. You can see through the glass that classes are in session as black armoured enforcers stride up and down classes, casually twirling their nightsticks as they do so, making sure that all of the terrified students are doing what they are told. Just to make sure that they are in charge, they will occasionally shout at a random student until they are in the foetal position on the floor. They say that teachers had to wear enforcer uniforms in case students got violent against them. You always heard

stories but you never saw it happen.

You run further down the corridor to find three doors that do not lead to classrooms. One is an office for the head teacher, another is the prefects' common room which is empty at the moment and the third room is a janitor's cupboard. Any of these rooms would make good hiding places. If you wish to hide in prefects' quarters, turn to **33**. If you wish to hide in the head's office, turn to **30**. If you wish to hide in the janitor's cupboard, turn to **13**.

71

You run down the wide straight streets of your town, dodging any pedestrians on the pavement. Glancing back, you see that the enforcers are hot on your tail, running not far behind you. You are near the perimeter of the sector and you could run there to escape the sector. You know that enforcers do not have jurisdiction outside the sector they patrol. You also see a car driving up the street. You could try to stop the car and steal it. Or you could try to outpace the enforcers. If you steal a car, turn to **80**. If you run onwards, turn to **20**.

72

You are in the middle of the slums. This part of Sector KNSS has just been allowed to grow in a messy uncontrolled way. None of the politicians wanted to deal with such a big stinking problem and in fact they encouraged its growth because they did not want undesirables to destroy the nicer parts of the town.

You walk past small shacks of all shapes and made from all kinds of materials - wood, plastic, rusty iron - all joined together haphazardly. The narrow filthy streets are overrun with ragged beggars, shady characters and hawkers yelling at people and trying to sell them cheap plastic toys, rat burgers or fizzy drinks. People eye you suspiciously as you walk past them. They know that you are an outsider. You know that you need to get out of here as soon as possible.

If you dare ask someone for directions, turn to **39**. If you do not, you try to follow the signs but they are all wrong. Obviously, it is a common joke to swap them around. You eventually find your way back into town, but you are exhausted after traipsing through the disgusting slums. *Lose 1 health point*. You are now on one of the wide streets of Sector KNSS. If you leave the town by foot, turn to **17**. If you try to steal a passing car, turn to **80**.

73

You drive recklessly through the streets, pursued by the enforcer vans. You are almost at the sector perimeter but the next street you turn into has a blockade of two black armoured enforcer vans.

If you try to drive through it, turn to **96**.

If you leap out of the car to make a run for it, you open the door and jump, landing hard on the concrete road. *Lose 1 health point*. Turn to **45**.

74

You run down the street. It is night now. The environmental satellites regulate light levels on Callisto to make sure that it has a twenty four hour day with twelve hours of light and twelve hours of darkness. You are very close to the perimeter and sprint towards it. If you have the codeword *portal* in your notes box, you know the code to get through the perimeter gate. You just need to fight an enforcer to get to the gate and to use his identity chip in his hand.

If you do not have the codeword *portal* in your notes box, you know that you won't be able to open the gate, so you head for the perimeter fence. Turn to **56**.

You come to a metal gate guarded by an enforcer drill sergeant holding a shockstick. If you are wearing an enforcer's uniform, you might be able to try something. Turn to **26**.

If you are not wearing an enforcer's uniform, you realise that he is not going to stop you at this stage



and you launch yourself at him. *In this combat, lose 8 health points.* When you have beaten the enforcer unconscious, you may take the enforcer's uniform and his shockstick (*add the enforcer uniform to your armour list. It reduces damage you receive in combat by 1. Add the shockstick to your weapon list. In your next combat, reduce the damage you receive by 2. After that, it loses its final charge and only reduces damage by 1 until you can recharge it.*)

You grab the unconscious enforcer's right hand and put it on the scanner panel by the gate. The smooth comforting voice of Helen asks you for the code. If you have the codeword, *portal*, you punch in the code and the gates open before you. You walk through them. You are now free of the sector! Turn to **100**.

75

Your job is to search the living room. You rummage through the plastic drawers and cupboards and find some valuable stainless steel jewellery. You even find a copper ring. You read through the pads on the coffee table to see if there is any useful information in them. One of the pads contains access codes for the Callisto space port. This is useful information. This means that you could get through any door and checkpoint in the space port unhindered. *Add the codeword passenger in your notes box.* Then you hear the exit signal. You put the pads and jewellery in your bag and follow the rest of the gang out of the house. Without making a noise, you head back to the hideout. Turn to **91**.

76

In the gloom, you make out the shapes of several enforcers walking towards you. You look the other way to see the same thing. There are a dozen enforcers heading straight for the warehouse. You run inside to warn the others but you are greeted by a sight that makes your heart sink. A dozen enforcers are coming in through the other side of the warehouse. Your companions are facing them, weapons drawn, ready to die for the cause. You run over to Corbett to give him the bad news. Surprisingly, he takes it very calmly.

'I guess we'll just have to use my last resort.' Corbett pulls out a small device from his pocket. 'When I throw this, run.' He tells you.

The enforcers are getting closer and start to surround you. Corbett throws it at one of them. There is a bright flash and a huge bang as the device explodes, bathing the enforcers in flame. You all scatter and run in the opposite direction, climbing over crates to get to the exit. You feel intense pain from being so close to the explosion but you can't think about that now. You jump onto the ground and see what you came for - a memory drive (*Add the memory drive to your inventory.*) You grab it and run for the exit away from the flames and the pandemonium of the warehouse. When you get out, you still run, down the narrow alleys of the slums until you collapse with exhaustion and pain. *Lose 6 health points.* Eventually, you get up and stagger back to the rebels' hideout. Turn to **44**.

77

Upon seeing the stripes on the overseer's uniform, you bow your head as you have been conditioned to do. The overseer's face is red with fury. He is shaking.

'You the new worker? You're late! Can't you see we've already started? It's enough that I have to stop undesirables stealing my goods. I don't want your kind working for me as well, but I'm had to stoop to it. Go in the warehouse, get a uniform and get to work!'

You obey him and change your clothes. *Note in the outfit box that you are wearing a worker's jumpsuit.*

You spend several hours doing some back breaking labour whilst the overseer chastises you for the smallest things. *Lose 1 health point and 1 willpower point.* However, after you finish loading the plastic crates onto the lorry, you are told to get inside the worker transport van. You do so.

After an hour of driving through the streets of Sector KNSS, you come to a perimeter checkpoint. The enforcer casually checks the lorry before waving you through. You have escaped the sector and now you

cannot be arrested! You travel in the van for several more hours before you reach the space port. You get out the van and start to unload the lorry. When you see that everyone is busy, you slip away. Turn to **51**.

78

You come out in the service area of the hypermarket. There is a lorry here filled with stock to be sold. It has been left unattended, so before you make your escape, you can help yourself to one item from the list:

- Some food (*add 1 ration pack to your inventory list*)
- Wire cutters (*add them to your inventory list*)
- A new suit (*delete your old outfit and note the suit in the outfit box of your adventure sheet*)

The enforcers burst into the service area. You run down a narrow alleyway and into the sector's slum area. You quickly lose the guards in the small maze like alleyways, but you are also lost yourself. Turn to **23**.

79

You leave the office and enter a small grey corridor. There are small doors on either side of the corridor with signs saying 'Interrogation room 6' or 'Solitary cell 5'. Eventually, after going up some steel stairs, you come to a room with a chequer board pattern floor. A middle aged man sits behind a faux balsa desk, checking a pad. 'Get out, I'm working!' He growls without looking up. You think that this is going to be easy. You strike the Chief Inquisitor first, but then he leaps out of his seat and attacks you like some wild animal. Punching, kicking and biting viciously. *In this combat, lose 4 health points*. If you win, you bring your foot down upon the Chief Inquisitor's head until you are sure that he is dead. You then extract the chip from his right hand. *Note that the extractor contains the Chief Inquisitor's chip*. Keen to find some good information, you quickly look at the Chief Inquisitor's pad and find entry codes to the space port. *Add the codeword passenger to your notes box*. Today is your lucky day. You do not see any enforcers as you come back the way you came and all of the office workers ignore you as you leave the civic building. Turn to **52**.

80

There are few cars in the town as the carbon dioxide tax is quite expensive. You run towards a car doing the maximum speed of fifteen miles an hour. The man looks shocked and scared when he sees you. If you are wearing an enforcer's uniform, the man's conditioning makes him open the door for you. You order him out of the car and he obeys immediately. Turn to **27**. Otherwise, he tries to drive on as you grab the handle. A group of enforcers nearby see what you are doing and shout at you to halt. If you spend a fate point, the door is unlocked. The man puts up a feeble resistance to try to stop you, but after a couple of feeble punches from him, you slam his head on the console, open the door and dump him into the street. *In this combat, lose 1 health point*. Turn to **27**. Otherwise he drives on as enforcers grab you. You feel a sharp pain on the back of your head and all goes black. *Lose 1 health point*. Turn to **82**.

81

You follow the man down a lot of dark alleyways before you both come to a metal service hatch in the street. Normally, these things have magnetic locks and normally, only service workers have the correct magnetic key cards to open them. The man takes a small magnet out of his pocket and waves it over the hatch. There is a click and the hatch opens up. The man motions you to follow him down the metal ladder.

You climb down the ladder to end up in a service shaft. It is a large octagonal metal tunnel with several wires running along the walls. You follow the man down the maze of these metal tunnels before you come to another ladder which leads downwards, deeper into the bowels of the sector. These tunnels are concrete. A river of murky water runs along the bottom of the tunnels. The smell is terrible. 'Don't worry.' Says the man. 'I know these tunnels. At least we won't have to go through the under sector heating tunnels. You have to run fast to escape the scalding hot steam there. *And it smells.*'

Eventually, after wading through the smelly water, you follow the man down a side tunnel. You start to hear the faint sound of voices. The noise gets louder as you come to a dead end in the side tunnel. The man knocks five times on the wall which then opens up like a door. The noise is louder now and hits you, like the smell of barbecued meat. You see a huge concrete cavern filled with all kinds of plastic furniture, food, computers and games.

'Welcome to our hideout! Come and meet the true rulers of the NOW.' The man proudly introduces himself as Greg Moriarty, master thief.

Over the next few days, you meet the underground network of thieves, beggars and other undesirables. You discover that the man who has shouted the tenets of some ancient religion in the sector centre for years was always putting on an act and that he was spying on the movements of the enforcers. You are flabbergasted. Gone are the ideas of the lone nut causing minor crime that you were told about in school. The undesirables of the sector are highly organised and focused. And since you are a fugitive yourself, you figure that this would be the best place to stay. The only downside is when you find out that the meat they were cooking is rat. However, you get used to it and it is still much better than any processed food you have eaten.

You stay with the undesirables for some weeks and learn their tricks. *Restore your health points to their initial value and gain 1 willpower point. You may gain one of the two skills. Put the name of one of the skills in the skills box of your adventure sheet.*

#### Underground contacts

You meet a lot of personalities with a lot of power while working with the undesirables. Some are rebels, some are crooked warehouse workers and some are other groups of undesirables. You also learn the names of powerful thieves and locations where the undesirables hide. You even have a few audio conversations with undesirables on Io, Earth and even Saturn's moons. Now, wherever you go, you will always know where to find a friend or a safe haven.

#### Burglary

You learn to move silently, break any lock (magnetic or traditional), avoid the wandering eyes of cameras and enter any building unseen. You also find out the procedures of the enforcers and the military so that you are able to avoid them or exploit their weaknesses. With this skill, you will be able to move unseen throughout any sector and gain access to almost any building. After a few weeks of learning the skills of the undesirables, you go off on your first major job. Greg leads a gang of undesirables to break into a large house of a rich government worker. It is night when you sneak through the streets and come to the large, two storey building made of faux marble. It even has a small hydroponic garden filled with pretty genetically modified Callisto roses. They are purple with black spots. If you want to be the lookout, turn to **37**. If you want a job searching one of the rooms for valuables, turn to **75**.

## 82

You first thing is the noise. A constant, high pitched screech in your head. Then there is the pain. Your head throbs in pain. Then there's the smell. The smell of human waste is prevalent and overpowering. You open your eyes. You are lying on the cold stone floor of a gloomy, smelly cell. There are no windows. One of the walls is all bars where you can see a room containing some computers and a table. You cannot see where your possessions are (*do not erase them from your inventory list as you may get them back.*) You are in the cell with several other undesirables and they are getting edgy. One man starts howling. A dozen undesirables howl in response. The combination of the white noise, insane company, smell and gloom start to grate intensely. *Lose 2 willpower points.* Three enforcers come into the room and say that to save paperwork, they will ship you all off to the mines on Io instead of press charges. They open the gates and start barking orders at the prisoners who start to shuffle out of the cell with their heads down. Will you go with them (turn to **53**) walk out of the cell and then make a break for it (turn to **84**) or walk out of the cell, run to the computer console and attempt to cause some havoc (turn to **16?**)

83

'Fine, fine, I know your type. Speculators. Wanting the inside information on the stock market.' Says the overseer as he leads you out of the office. He takes you outside where he gruffly orders two workers to open the lorry that they are not loading. They do so and he jumps inside, opens a crate and pulls out a small metal box. He hands it to you.

'This is a memory drive that the Zetas ordered. Don't ask me why, I don't understand aliens. It's got several petabytes of information on it, such as financial data, weather data, codes, you name it. You just need to hook it up to a computer terminal or a pad. Then you can work out how the stock market will change.' You pocket the item (*Add the memory drive to your equipment list. It is a special item.*) You thank the overseer, telling him that you won't be coming back for some time and return to the slums. As you do, you wonder why the Zetas would in need of such a device. It is the best memory drive that humanity can offer, but surely their technology would be way better in every respect? With this on your mind, you return to the slums. Turn to **18**.

84

To the enforcers' surprise, you push one over and dash up the stairs. You rush out of the building to see a man fighting one of the enforcers with an iron bar, sharpened at one end. The man thrusts the sharpened end into the enforcer's stomach and the enforcer crumples to the ground. The prisoners jump out of the van and cheer as they run off down the streets to freedom. The man who killed the enforcer is yelling to the prisoners that if they go with him, he can give them a new life. If you decide to go with the man, turn to **81**. If you decide to escape the sector, turn to **74**.

85

You raise your right hand as if you are obeying the enforcers. One of them reaches for his scanner. While he is distracted, with a burst of speed, you sprint in the opposite direction, desperate to lose the enforcers. The enforcers shout with frustration and run after you, but you manage to outrun them. Turn to **94**.

86

You get onto the train. Despite the cost of your ticket, you are not entitled to a seat and so you stand in the aisle, holding on to seats as the train lurches forward. After an hour of enduring the screeching and banging of the train, a ticket inspector enters your carriage. It is an enforcer. When he sees you, he stops, looks at his Brain Cell and then grabs his nightstick. Thinking fast, you see slam the red emergency stop button that you were standing by.

There is an almighty screech as you are all thrown forward. You hit the floor hard. *Lose 1 health point.* The train comes to a halt. You pick yourself up and run towards the metal doors of the train. You hit the emergency open button and leap off the train into the Callisto desert. The enforcer gets to the door just as you run off, but does not follow you. It is outside of his jurisdiction. Turn to **100**.

87

You run down a narrow alleyway and into the sector's slum area. You quickly lose the guards in the small maze like alleyways, but you are also lost yourself. The government let the slums grow in order to keep the undesirables out of the rest of the sector. The buildings here are a mish mash of all kinds of materials - concrete, wood, rusted iron. The alleyways are full of strange people - a ragged woman asks you for a copper coin. A man with a fire asks you if you want a rat burger. Another man offers you a fizzy drink. You ignore them all. This part of the city is crawling with undesirables - Brain Cell addicts, criminals and probably rebels. The denizens of the slums stare at you suspiciously. You come to a relatively wide alleyway where a group of people in service uniforms are slowly shuffling in a particular

direction. They may be heading to a landmark such as a factory, hypermarket or warehouse. It would be easier to navigate from there. If you follow the people in service uniforms, turn to 9. If you try to get out of the slums yourself, turn to 23.

88

You wait until the workers have loaded all of the plastic crates onto the lorry and have gone inside the warehouse. Then, you sneak up to the open lorry, jump into the trailer and open one of the plastic crates. Inside, you find real fruit, vegetables and meat. The kind of things that rich people eat. You help yourself to as much as you can carry (*Add as many special ration packs as you like to your inventory. Each pack takes up 1 slot. When you eat them, they will restore 1 health point.*) With your ill gotten gains, you jump out of the trailer, only to come face to face with six workers carrying crates and their overseer ordering them to do it faster. You both look at each other for a moment, before the manager yells 'Get the thief!' The workers are slow to start, giving you a head start, but they soon pick up the pace as you run through the slums. Turn to 50.

89

You are sitting in the dark with the other prisoners. You feel the van lurch forwards and start moving. However, only five minutes into your journey, the van stops. You hear some shouting, a few bangs and then the doors open again. Before you stands a man in an enforcer's armoured uniform, but his helmet is off. He is quite young with brown hair and a mischievous glint in his eyes. He is smiling. He has one foot on the unconscious form of another man in enforcer uniform. You presume that it is a real enforcer.

'Morning prisoners. It's your lucky day today. The rebels have saved you from the sulphur mines.'

Two rebels enter the van. One is a tall, muscular red headed man and the other is a woman with curly blond hair and a scar going down her right cheek. They too are in enforcer armour but they are not wearing helmets. The muscular red headed man drags and unconscious enforcer into the van and puts a card into his right hand. Then the woman tells the prisoners to put their handcuffs by the card. This is because the enforcer key cards only work when they sense an enforcer ID chip. Eventually all of the prisoners are free, including you. The three rebels line you all up and ask you all a few questions. Some of the prisoners answer incoherently. They are clearly mad, so the rebels let them go.

Only three of you are left with the three rebels. The brown haired man speaks to you.

'Well, it is your lucky day today because as well as escaping the totalitarian system that seeks to oppress us all; you will now actually fight it. Please, come this way.'

The young man beckons you to another van. Despite his friendliness, the other two rebels brandish nightsticks at you as you walk towards it and get in the back. The red haired man joins you and glowers at the three of you as you are driven somewhere.

Eventually, the van stops and you all get out to find yourselves in a large abandoned warehouse. The red haired man growls at you to hold out your right hands and the three of you do. The woman is holding a small black device with a needle sticking out of it.

'This won't hurt a bit' she says with a smile as she grabs each of your right hands and jabs the needle into them. You feel a sharp pain as she does so to you.

The man in brown hair then stands before the three of you and addresses you.

'Good evening. I am Corbett Jalan. The redhead there is Jeff Ritzman and my lady friend is Carolan Ande. I would ask you to introduce yourselves but you don't know the IDs we have given to you.'

He tells you that Carolan has implanted a new ID chip into each of you. The ID has no petros so you won't be able to buy passage out of the town any time soon (*if you had any petros, erase them.*) However, the rebels have a currency of their own.

'I'll tell you another little secret. They will tell you that we use electronic money to make shopping quicker and easier. They don't tell us that the computer system tracks everything we buy. Anyone who

does work it out is told that it is so the computer can select what we like based on what we've bought. It's rubbish. The enforcers want to keep a close eye on us all and the electronic money system is another tool in their arsenal. That is why we don't use petros. We've gone for something more substantial.'

Corbett takes out some small brown metal discs from his pocket. 'These are what our ancestors called coins. They are made from copper, a valuable metal used in electronic items. Any friend of yours will find these valuable. In fact, these coins are an open secret amongst the underground of society.'

Corbett gives each of you ten copper coins (*add 10 copper coins to the money box of your adventure sheet.*)

Corbett tells you that your name is Alex Dracos (*if you had a name in the identity box of your adventure sheet, erase it. Write Alex Dracos in your identity box.*)

Corbett then continues 'I'm going to tell you all a little secret. Most people can't handle it, but since you now know the brutal ways of our justice system, I think you will be more open to it than most. The government don't rule us. No they don't. They are just powerless puppets. It is the enforcers that rule us with an iron fist. They are the true rulers of the NOW. Our so called powerful politicians cower before the enforcers just as we all do. It is our mission to destroy the enforcers' oppression. We're going to get you cleaned up and rested before you join our little group and help us fight the enforcers. We're not going to take no for an answer. You're either with us or against us.'

You wonder if you have gone from the frying pan of jail, dodged the scorching hell of Io, only to fall into the blazing fire of a resistance movement. However, they look after you well enough with some good rations and plenty of water before giving you a comfy bed to sleep in, even though you do sleep alone in a room with a locked door (*Restore 1 health point.*)

The next morning, you are woken up by Corbett opening the steel door. He tells you that your mission is to kill the enforcer chief and to prove it; you need to extract his identity chip. He tells you the address of the chief's house, the part of the civic building in which he works and how to get back to the warehouse hideout. He tells you that you can choose how you get to the chief to kill him, but then you must return to the building by dark. If you do not he will assume that you have either been killed or that you have escaped, in which case, the rebels will hunt you down and kill you.

Corbett gives you an enforcer's uniform and helmet (*note this in the armour box of your adventure sheet. It will reduce damage you sustain in combat by 1.*) He also gives you an enforcer's nightstick (*note this in your weapons box. It will reduce damage you suffer in combat by 1*) and a chip extractor (*note this in the special items box of your adventure sheet.*) What will you do now?

If you go to the enforcer building, turn to 10. If you go to the chief's house, turn to 63. If you escape, turn to 5.

## 90

You run through the gate, stopping only to grab your possessions. You then run up the stairs to find yourself in a quiet corridor in the enforcer station. Ignoring the doors on either side of you, you bound down the corridor and open the door at the end to find yourself in the enforcer reception. An enforcer is standing there, chatting with the enforcer at the counter. You push the one by the door over and run through the exit. Turn to 2.

## 91

These few weeks have been good for you. You have found a talent and people who appreciate it. As an undesirable, most of society hates you and some members of it are out to send you to Io but you don't care what society thinks any more. You have found a place where you belong without having to watch the latest film, read the latest news report or spend huge amounts of petros on the latest fashion. You do not feel worried about the enforcers any more as you can easily avoid them in the sector. Also, you no longer have any desire to get your old identity or old job back. The question is now whether you want to stay with the undesirables or leave them to escape the sector. If you wish to continue staying with the

undesirables, turn to 6. If you wish to escape through the service tunnels, turn to 19.

92

The overseer sees your uniform and freezes in surprise. He quickly recovers, however, and tries to put on a front of friendliness. 'Good afternoon. I thought I met with you people two days ago.' You remain where you are, silent. 'Maybe you're new and you don't know. Why don't you step into my office?'

The overseer motions for you to follow him. You do so and soon, you are sitting with him in a tiny office full of broken electronic goods and plastic boxes. The overseer sits behind his worn faux mahogany desk. You can see the plastic underneath it.

'Listen.' He whispers, annoyed. 'I just want to be left alone and everyone has their price. I'll give you 500 petros if you leave me alone.'

Petros are the currency of the NOW, but they are purely electronic and if you do not have a working ID chip, then you won't be able to use them. If you have an ID (that is, if you have a name in the ID box of your adventure sheet) chip, you are able to take the petros.

If you take the petros, the overseer holds the palm of his hand to yours and makes the transfer. *Add 500 petros to the money box of your adventure sheet.* He then leads you out of the warehouse. You decide not to push your luck, so you leave. Turn to 18.

If you do not have an ID chip, or if you do not want petros, you shake your head. 'Goods is it, then? Look, I'll give you some of the best food there is. It's for the big wigs on Saturn. Or I've got some computer equipment. Now this is good because it's for the Zetas and I don't want them on my back. They're even worse than enforcers, um, no offence.' If you want the food, turn to 99. If you want the computer equipment that the Zetas have ordered, turn to 83.

93

The bell rings for lunch. You can see students walking down the corridors, their mouths watering. If you are wearing an enforcer's uniform, the students all part before you in fear, allowing to leave unhindered. If you are wearing a janitor's jumpsuit, the students are conditioned to ignore you. You manage to leave the school without being bothered. You manage to get out of the school and quite far down the street before you turn a corner and walk right into a group of enforcers. You sigh before you start running again. If you run through the city by foot, turn to 54. You see a car driving by. If you try to steal it, turn to 80.

If you are not wearing an enforcer's uniform or a janitor's jumpsuit, the children yell at you and call for the teachers who attack you with nightsticks. You have to fight an enforcer-teacher. *In this combat, lose 5 health points.* You leave the unconscious enforcer and sprint out of the school, followed by the jeers of the children. You manage to get quite far down the street before you turn a corner and walk right into a group of enforcers. You sigh before you start running again. If you run through the city by foot, turn to 54. You see a car driving by. If you try to steal it, turn to 80.

94

After your encounter, you manage to get to the house and you knock on the door. The door opens just a crack and a piece of paper flies out the crack. A hand reaches out and you place the box in the hand. It vanishes into the blackness of the house and the door slams shut. Shrugging, you take the piece of paper back to the woman at the factory. She glances at it. Satisfied that you have completed your mission, she grabs your right hand and injects a chip into it with a chip extractor.

'There you go.' She says. 'A new chip and I put some petros on it too. After all, money's just made up numbers by the banks, isn't it?' *If you had a name in your identity box, erase it. Put the name Sahar Ford in your identity box. Write 750 petros in your money box.* Eager to escape the sector, you leave the factory. Turn to 17.

95

After an hour of walking, you make it to the sector perimeter. You were told in school to never even go near the sector fences as that would result in jail. You are starting to believe that not everything you were told in school was true. The fence looks like a simple low quality iron wire mesh. The top of the wire fence is barbed. You could climb over it if you need to, but you would get cut.

You come to the perimeter. If you try to get through the wire fence turn to 56. If you try to get through the gate guarded by an enforcer drill sergeant, turn to 74.

96

You hit the pedal and the car shoots forward. There is a huge crunching sound as the car smashes into the van. The front of the car crumples as it sends one of the enforcer vans toppling over. The last thing you remember is the airbag shooting open and your face smashing into it, hard. *Lose 1 health point* and turn to 82.

97

You try to put up some resistance, but you are facing six armed and armoured enforcers who relish the fact that you have now tried to resist arrest and so they start using their nightsticks against you. *Lose 5 health points*. Eventually, as you are lying, bruised and bleeding on the ground, the beating stops. One of the enforcers goes to help you up, but just as you are holding out your hand, you see a boot head straight for your face and all goes black. Turn to 46.

98

The lawyer puts on a look of feigned disappointment. 'If that's what you want, but do you really want all of your savings taken away from you just so you can end up in the Sulphur mines of Io? That's what will happen if you are found guilty because if you are found guilty you will have wasted the court's time. I've seen prisoners in the sulphur mines, so I'm telling the truth when I say that if you confess, you will have a comfortable long life. If you don't, you'll have a short and painful life.'

At that moment, the door to the interview room opens and a runner in a jumpsuit comes in carrying a cup of synthcoffee for the lawyer. He also whispers something to the lawyer. When the runner leaves, the lawyer turns to you 'You've just had all of your possessions confiscated. Your plea of innocence makes you look suspicious.' *Cross all inventory items and special items from your equipment list.*

If you confess, turn to 34. If you still say that you are not guilty, turn to 15. If you make an escape now that the door's open, turn to 28.

99

The overseer takes you to the lorry outside where the silent workers are slowly loading the plastic crates onto it.

'There you go!' He says in a jovial tone, as if the two of you are best friends. 'Help yourself!'

You look through one of the crates. Sure enough, it is full of actual food. You wonder why the rich on Saturn's Moons want food to be delivered from Jupiter. Surely there would be enough farmland there with all of the terraforming technology? Your thoughts quickly turn to what you should have. There is real fruit, real vegetables, meat from animals, water with no added fluoride, real sugar and much more that only the rich can afford to eat. (*You may add any number of special ration packs to your inventory. Each one takes up 1 slot. They will restore 1 health point when they are eaten.*) He gives you food and you leave. Turn to 18.



You have escaped Sector KNSS, but where will you go now? The rocky desert of Callisto stretches out for miles. You won't be able to survive there for more than a few days. However, any civilised place you come across will be dangerous to enter because, thanks to the computer system, every enforcer will know that you are a fugitive. Will you make it? Will the hunt for you ever stop? And will you find out who the rulers of the NOW really are?

**To be continued...**