

The Permanent Paranoia Game: Rules

[NAME REDACTED]

Last updated 8 August 2015.

1. You are *all* playing this game. Yes, even you.
2. Stats will be rolled up ~~as and when they are needed. For the start, there will be no character sheets since nothing has been defined.~~ when your character is defined, however, for this game the stats will be held by me. You won't be able to see them. I will most likely provide an overall description of your character for you, but that is all.
3. There are no time limits involved. I will post updates when I consider there to be enough material. Don't worry about posting multiple times per turn, but please don't go overboard.
4. Perversity points : Players start with 10 and can win them for interesting posts. They can be spent to influence in-game events, such as to make something happen, or to help or hinder another player.
5. Trolls, munchkins, minmaxers, etc. etc. are classed as Commie Mutant Traitors and will be erased.
6. Those who haven't taken control of their character yet should send me a PM indicating that they wish to do so. Those who have been out of the game for a while may find that their old characters have moved on to do other things, and may contact me for a new character if they wish.
7. Please avoid formatting your text in such a way that it is not visible. If you wish to send something to me alone, please send me a PM. Remember that the text of this thread is being backed up into a local file. Invisible text is included *without* its formatting.
8. You should not assume that things will succeed (except for certain trivial things). For instance, if I don't mention an object, it probably doesn't exist. If I've mentioned it before and you've returned to its location, it might still be there, but it might have moved. Similarly, if someone's trying to punch you, for instance, don't just say "I dodge, and hit him back". Both of those thing require dice rolls on my end, and the dice might decide to hate you. (Dice have a mind of their own sometimes. It's best to appease them.) A better way of phrasing the example might be "I attempt to dodge. If I succeed, I try to return the punch."

9. Don't wait for everyone else to post. If you want to post, do so. You may post more than once per turn, but try not to flood the thread with short replies.
10. If you run out of clones (or are otherwise unable to continue using your character), you are free to create another character. **HOWEVER**, the new character must be different, and have different character traits (or tics, it says here). Don't just give me Old Citizen 2.0. *Especially if your old character was erased.*
11. You may control one character at a time. Please do not attempt to create and/or control arbitrary NPCs without my consent.
12. This is not a *Zap* game. It is true that your character dying is part of the game, but don't arbitrarily kill them for no reason. Doing this a lot might be funny to you, but does not fit the tone of this game.