

## \*\*\*\*\* Worker's Paradise \*\*\*\*\*

### \*\*\* A Note on Gender

Throughout this game, the gender of personal pronouns is used for no other purpose than to try to separate the roles of People's Commisar and Regional Triumvirate Prosecutor. Commisars will always be referred to by the male pronouns and Prosecutors by the female. This is not meant to imply any gender bias regarding the actually Companions in the Cause who will fill those roles: all Workers are equal in the Worker's Paradise, regardless of sex or gender.

### \*\*\* Introduction

Worker's Paradise is a roleplaying game set in Karapacia, a surreal soviet state, nestled at the southernmost tip of the Balkans, along the Mediterranean Sea. Like many RPGs, all but one of the players will completely control a single character: a People's Commisar. Commisars are agents of the state whose job it is to police all the workers, not only for mundane infractions such as theft or murder, but primarily for Acts of Class Aggression. Such acts would include pretension to a superior class (for instance by the ownership and consumption of fine imported wines), speech or action against the leadership of Karapacia, or the failure to report any Acts that a person might witness.

Because of this last Duty of Accusation, Commisars spend much of their time investigating those accusations that their commanders, the Regional Triumvirate Prosecutors, deem potentially valid. One of the players takes on the role of the Prosecutor for the Operational Group of which the player Commisars are assumed to be a part, and the game is on.

### \*\*\* Game Setting

Karapacia is a small nation, the result of political upheaval in the Balkans. Residents like to say that when the borders of the surrounding nations were redrawn, they each mistakenly claimed less territory than their neighbor was ceding. Karapacia sprang up in between. Karapacia sits at the southernmost reaches of the Balkans, on the Mediterranean Sea. Some geographers object that no such region exists, but Karapacia is there, so what can you do? The hills of Karapacia are rolling and fertile, and in Spring and Summer they are green with grape vines and abuzz with bees carrying pollen. Karapacia has a small navigable shoreline on the Mediterranean, and maintains a limited amount shipping through ports on that Sea.

The governmental structure is essentially Communistic. All citizens are

considered Companions in the Cause of Communism, almost always contracted to just "Companions." All Companions are considered equal, although there are two recognized "non-competing" classes: the peasants that work the fields and the laborers that work in cities. Peasants own their vineyards collectively, while the factories and workplaces of the laborers are held in trust by the Central Council. As every citizen is the technical equal of every other, "Companion" the sole legitimate title or form of address used in Karapacia.

Peasants work in their collective vineyards, tending the vines and crushing the grapes under their own noble feet, and the laborers in the cities bottle the fermented product in liter bottles with lift-off caps. The irony of the drink of kings subverted to be the beverage of the worker is a source of pride in the Motherland. Wine is the distinguisher of class in the Motherland. True workers drink only the domestic Wine of Revolution, whereas the decadents drink Chateau Lafitte and Warwick Estate or any other imported vintage.

Grapes and freshly squeezed juice is exported in small but significant quantities, and small vintners throughout the Western Mediterranean laud the quality of Karapacian grapes. Other produce, and some crafted items are also exported. Karapacia relies on imported heavy machinery, as their own abilities to produce cars, and tractors is limited. On the other hand, their enlightened social order reduces their reliance on such items.

One of the facts about the Motherland that foreigners normally find most unusual, sometimes even disturbing, is the direction that science has taken. In other nations, Entomology is a mere sub-branch of a pure science, but the vigor of the Motherland has birthed a discipline of Entomological Engineering, whose professors are known as entomologists. The crowning achievement of the People's labor: specially bred and trained insects, whose uses are as diverse as the steel and spark driven engineering of the rest of the world, if not moreso.

Certainly, well bred bees carry pollen to the vines more efficiently, and help to kill the aphids that gnaw at leave and root alike, but this is the most pedestrian of entomological accomplishments of Karapacia. Grapes are transported in sizable wicker cages, rolled by small groups of foot-long scarab-beetles, tame enough to be driven by children.

Especially bright fireflies and glow worms light the both the streets, in regularly placed hives, and outdoor gatherings, where they are released periodically and slowly spread to illuminate the area.

Bees have the most number of applications within Karapacia. They are used to control unwanted insects, to guard property, in place of maps (a homing

bumblebee may be released and flies lazily towards the askant's destination -overhead in hospitals "Maternity? Follow the purple bees."). They can build temporary shelter out of wax, or sometimes paper. Similarly, they preserve some kinds of food by covering it in wax: cheese certainly, but also (honey-)cured meats.

Companions in the Cause like to use bee metaphors for their great land. That the State must act like a hive. That each worker knows his waxy cell. That it is as noble to be a drone as a soldier bee. That from the labor of the hive comes sweet honey.

Unfortunately, there is trouble in the Worker's Paradise. Some act out the evil that appears the world over, but stealing from their fellows, or murdering other workers. These troubles are universal, and are a sad fact of human nature. Happily, the proper running of the State reduces such untoward events to the barest minimum possible. Unfortunately, not every person in the Glorious Motherland can allow themselves to be made a functioning part of a thriving hive. They exhibit atavisms, seeking to be part of a superior class that has no place in a State of Equal Workers. Some act out their decadance with foreign wines, or other fancy goods. Some attempt to pervert their position to lord a false supremacy over their fellows. But the worst are those that argue that such outmoded actions are, in fact, correct thinking.

People's Commisariat, Regional Triumvirates, Prosecutors

The Central Council issued Order Number 000479, which established the People's Commisariat, and charged them to seek out every and all Enemies of the Workers, and render them to speedy procedural processing. The Order further designated broad categories of Class Crimes, including speaking out against the Communist Creed, the Central Council and its policies or the Commisariat itself in any form. Finally, the Order dictated a Duty to every Companion to report and make public, anonymous Accusation of any Class Crime or act of Class Agression, and indicated that failure in this Duty is itself a Class Crime.

The Commisariat consists of a large group of agents, known generally as People's Commisars, and a smaller number of Regional Triumvirates. Triumvirates are procedural bodies empowered both to assess the validity of Accusations raised by the Proletariat at large, and to officiate over the closing proceedings of the investigations into valid Accusations. In practice, any Accusation leveled against a Companion not a member of the Commisariat is deemed valid, and any Accusation leveled against a Commisar by a Companion not in the Commisariat is deemed invalid.

The member of a Triumvirate whose responsibility it is to interact with

general Commisars is know as a Regional Triumvirate Prosecutor, or simply Prosecutor (or sometimes RTP.)

Commisars are the field agents of the People's Commisariat. They are empowered to carry out legitimate investigation against any Subject that a Prosecutor designates to them. To assist them in this task, the People's Commisariat outfits its agents with the shed carapaces of a mysterious insect, perhaps as large as a small horse, which renders them completely impervious not only to small arms fire, but also the stinging toxins of bombadeer pistols and piecing rocket wasps. The Commisariat certainly employes specially trained insects (mostly bees and centipedes) that can make their way to specific places and report back the substance of conversations there. The Entomologists raise insects to aid every aspect of investigation, and Commisars are specially trained to make use of these arthropodial informants.

It's rumored that the Commisariat, and perhaps the army as well, employ swarms of stinging insects to extract information from highly valued by unco-operative witnesses.

### \*\*\* Character Creation

Worker's Paradise employs no character sheets. This is because, in a Communist state, every worker is equal and therefore petty record keeping is superfluous. Instead, each character has two essential components: a name, so that he might be identified by his Companions, and a pool of dice in various sizes that represent his current facilities.

First of all, select a name for your character. Karapacia is a Mediterranean, Balkan nation, and as a result, the traditional Karapacian names suggest a blend of Slavic, Germanic and Hellenic sources. Anya, Sergei, Lotti, Hans, Hektor and Thaleia are all examples of common first names in Karapacia. Last names include Durgyev, Schwartzstein, and Konstantinopoulos.

Secondly, collect your dice. You have 40 points to assign to dice. Each die has a cost in points as follows.

d6: 2 points. d6s indicate your character's facility for simple physical actions, in terms of the time needed to perform them and the vigor, fitness and perspicuity required to carry them out.

d8: 3 points. d8s represent facility for personal interaction, in terms of ability to concentrate on conversation, to listen attentively to other people, and even to seek out a specific person, or people appropriate to a specific want.

d10: 4 points. d10s control a character's ability to requisition and make use of the entomological specimens that are the results of Karapacia's technology. Any grotesque application of carefully bred and trained insects is conceivably available to an agent with a spare d10.

d12: 5 points. d12s represent a Commisar's access to the bureaucratic necessities of the Motherland. Pulling files, cross checking references, and similar scouring of datasources is accomplished through d12s.

d20: while d20s represent a Commisar's ability to use his political clout to bend rules, call in favors and order underlings around, none are available to starting Commisars. They simply haven't built the credit to call upon yet.

Don't fret overmuch about how you pick your dice. It will generally be more fun to have a few of each kind, but in general your dice pool will change a lot from session to session.

Once you've got that much, you are ready to go.

The Regional Triumvirate Prosecutor should begin her files on the population of Karapacia by recording on individual index cards the names of each Commisar, and their profession. (Which is necessarily "People's Commisar")

### \*\*\* The Structure Of Play

At the beginning of each game session, the Regional Triumvirate Prosecutor introduces one (or sometimes two) Subject of Inquiry card. The Subject card should be put in a mug or small tumbler. A Subject of Inquiry card will indicate the name and employment of the Subject, as well the accusation leveled against them.

During the session, play will proceed over a series of actions. Any player may claim the next action. If two or more players claim the next action simultaneously, or otherwise dispute a claim ("But I already said I was acting!"), the Prosecutor decides arbitrarily whose action it is. Any player who hasn't acted between two actions of another player can take over action, so long as they do so before the player being pre-empted hasn't actually begun to resolve their action.

For example, if Albrecht finishes an action, and then Charles acts, and then Albrecht announces that he wishes to investigate again, Bertold is allowed to claim right to the action, until Albrecht takes an index card to begin resolving his inquiry.

In essence this rule allows for the conventional open flow of play conventional in roleplaying games, while at the same time meaning that each player has a right to take as many actions as any other. This is important, as we shall see.

There are three actions that a player can announce. Most importantly, he can announce that his Commisar is opening a new avenue of inquiry. Second, he can declare that his Commisar is spending personal time. Third, he can announce the his Commisar is signing off on an investigation. Let's deal with each kind of action in turn.

**Opening an Avenue of Inquiry:** The Commisar's player takes an index card and notes down their Commisar's name and a brief description of the intended investigation. He puts the index card along with a die into the Subject's cup. The die should be of the appropriate size. Optionally, the card may include an accusation against any Companion, including fellow Commisars. Remember that Commisars have a special duty to report the wrongdoing of their fellows, both because they are the upholders of the law and of political hygiene, but also because no one else can do so. A Commisar's reports of his investigation are secret to everyone but the Triumvirate recording the case. The best method may be to fold an index card in half, write on the inside, and deposit it into the cup, folded closed.

An example investigation card would read: "Albrect searched the dormitory of Ludmilla Platz, hoping to find evidence against her brother. Albrect accuses Davies of hording domestic wine for purposes unknown."

The die added to the Subject's cup is based on the type of investigation performed. Specific examples:

**d6s:** Physical investigation, including any action where the primary effector is the mundane labor of the Commisar. Tailing a suspect, searching their apartment, beating petty criminal are all examples of physical investigation. Physical investigation is unique in that it allows a player to commit more than one die to an avenue. Granted that the player describes a significant enough activity, he can put as many d6 into the cup for a single action as he wants. (This is, however, not the case for actions spent on the Commisar's time.)

**d8s:** Interviews are a fundamental aspect of the Work of the Commisariat. Discussions with both material and character witnesses, with the Subject themselves, and with experts in pertinent fields might all reveal crucial clues regarding the guilt of the Subject. Interviews include informal interviews taken under cover (a witness might not even realize that they are being interviewed), field interviews taken in situ after having presented one's identification papers as a Commisar ("Just the facts, Companion."), or

in-office interviews both of witnesses invited to the Commisariat's stations or placed under arrest to give testimony.

d10s: Entomological. The most common example of entomological avenues of investigation is "bugging" a Subject: planting or sending an observer insect to report on the goings and conversations of the Subject. Entomological investigation can turn up many interesting facts. Other applications of this versatile tool are almost too numerous to list here. However, in cases of material crimes, insects have many places in the world of forensic science in the Motherland.

d12s: Turgid but powerful, bureaucratic investigation includes such pedestrian activities as pulling files, cross referencing papers, and other paper-pushing activities. Keep in mind that record keeping in Karapacia is still mostly accomplished by papers in folders in wooden cabinets. No one has discovered a way to make insects usefully record the cast amounts of information that must be maintained to keep the Hive of Industry humming sweetly.

d20s: Polical investigation. Occasionally, an investigation bogs down. Informants dry up, records are missing, evidence is destroyed. The Regional Triumvirate is rarely interested in hearing about the difficulties that Commisars face: they care only that investigations are successful. Therefore, Commisars find themselves needing to be inventive. Political investigation includes calling on officials to make life difficult for a Subject, in the hopes that their carefully woven web of deceit and lies will collapse once the wind blows hard enough, or even to construct and plant the evidence that the Commisars have every faith they would have found, had not the Enemies of the Cause destroyed it first. Political investigation also involves arranging for certain activities to remain secret, or that a blind eye will be turned to the legality of certain activities.

The player then narrates his Commisar's activity, filling in a few details, and the complications of the avenue, as well as anything learned are narrated by the current Controller of that type of avenue. This begins as the RTP, but the role of Controller can change, as we shall see.

Regardless, the RTP can always offer any pertinent facts she happens to have on record, or any peice of information RTP that she likes. The Controller can always refuse the inventions of the RTP, but matters of record cannot be merely refused. They can, of course, be changed in the course of the investigation.

Complex avenues of investigation will sometimes legitimately imply the cooperation of several Commisars, in which case, they will act in sequence, writing down their contribute to the investigation and adding a die. A single Commisar can add several dice to the same investigation in this way.

For example, late into an investigation, the Commisars agree that the Subject has been evasive regarding certain crucial details of the investigation. A large amount of file searching might pull up enough evidence to balk him, but that would take excessive time. The Commisars agree that a quiet session in the Commisariat basement would be more efficient. Charles indicates on his card that he will arrange for the unsupervised use of the basement, and that their snatch will be ignored the local patrolmen and adds a d20 to the cup. Bertold notes down his own involvement in driving the car to snatch the Subject, and carrying the Subject into the station. He adds a d6. Ermine writes down how he approaches the Subject on the quiet street, cuffs him roughly, and forces his unconscious body into Bertold's waiting car, and adds 2d6. Albrect describes his interrogation of the Subject once he has been bound to a chair in the basement, and add a d8. Finally, Davies explains his own role of providing the stinging beetles to add the final coercion needed to trump the web of lies erected by the Subject to cover his own ignominy. He adds a d10 to the cup. During the course of this, and at the end, the various players will narrate the actions of their characters and how they play out.

So, a simple investigation might run like this: Albrect proposes a visit and chat with the sister of Orville, a current Subject, whose existence was revealed by an earlier records check. He writes down his investigative report on a card, adds it to the Subject's cup, along with 1d8. Charles currently controls narrative rights to conversation. The RTP reminds the operational group that the sister's name is Ludmilla, and that she lives in near a bottling plant in the workers dormitories. Albrect describes his character travelling to her dorm and knocking on the door. Charles narrates that she is initially reluctant to let a strange man into her room, even a People's Commisar, but Albrect's character insists in the name of the Workers and the Movement. Charles describes how Ludmilla relents, and between the two of them they play out the scene. Charles reveals, through Ludmilla, that Orville enjoys visiting the Wasp's Nest, a quiet nightclub, popular with unsavory types, and meets his mistress, a Deirdre Slokum, there. The RTP immediately creates a Worker card for Deirdre by taking an index card and writing her name on it. Her occupation is yet to be determined.

Whenever more than two kinds of dice are added to a single avenue of investigation, the Prosecutor adds one die to that Subject to indicate the value of working in concert. The kind of die is up to the Prosecutor, but she should usually select one in keeping with the sort of benefit provided. For instance, the above snatch and interrogate should probably garner a d8. After all, the effort is going into having a more forthcoming discussion.

Spending Personal Time. Apart from investigation, Commisars have their own



private lives, of course. How they spend their time is their own business. Of particular interest is the fact that many Commisars take advantage of the position that they've been given to enrich their lives. It is tacitly ignored for the most part when Commisars do this. After all, they are the guardians of the hive, and the stresses of their jobs need releases. In play, this has a special function. When a Commisar uses his station for his own purposes, his player sets an appropriate die aside into his Control Pool, while he narrates how he is spending the resources. (Personal time that does not use Commisariat resources is inconsequential and does not merit taking an action.) The player with the most of any size of die currently set aside in this way controls narrative rights to that aspect of investigation. While the RTP may propose elements and facts that are discovered in the course of investigation, the controller of that aspect narrates the results of investigation. Control is seized the moment a player sets aside more dice than another. For example, if Bertold is the Controller of physical investigation, with 2d6 in his Control Pool, and Charles set aside his second d6, explaining that he is going out to speciality clubs for drinks and entertainment, Bertold retains control. Charles will not take control until he sets aside a total of 3d6, and not unless Bertold has not set aside at least 3d6 before then.

Control pools may be forfeited. This may happen at any time, and is accompanied by some act of renouncement by the Commisar. Interesting foreign etchings can be burned, mistresses drowned, Saturday nights spent at home reading, or hobnobbing with the brass skipped. All of the dice of the appropriate size are returned to the player's investigation dice. This is however, an all or nothing proposition. You cannot renounce your illicit or questionable activities just a little. Nor can you avoid the fact of them while you hold the dice they grant you in your Control Pool.

**Signing Off on the Investigation.** A Commisar signs off by writing his intention to do so on an index card and submitting it without a die. Like Avenues of Inquiry, the contents of this card are secret, and might include an Accusation. A Commisar can no longer add his efforts to this investigation. Other Commisars are welcome to, or to sign off themselves.

**Investigation Closure.** An investigation closes under any of several circumstances.

When a second Commisar has signed off on an investigation, it closes immediately.

When a single Commisar has signed off on an investigation, it closes after any action is taken that does not pertain to that investigation, be it personal time, or action on a separate Subject.

After four avenues of investigation have been pursued on a single investigation, the Prosecutor may close it at her option if there are not at least two kinds of dice committed to it. The Triumvirate assumes that the Group is butting their heads against a wall and closes the case in order that they may spend their energies elsewhere. Likewise, after 8 avenues, if there are not at least 3 kinds of dice, and 4 after 12.

Once the investigation closes, the case goes on to the Triumvirate for Closing Proceedings.

When the RTP begins the Close of Investigation Proceedings, she should count the investigation cards entered by each Commisar. Whomever entered the least may, at the option of the RTP, be issued a demerit for under-performance. Any time before the RTP announces who was the under-performer, any two players may demand that a demerit be issued. If a demerit is issued, either of the following two results maybe chosen: the largest die controlled by the under-performer's player may be taken by the RTP, or a die from the players largest narration pool may be taken by the RTP.

At the beginning of Closing Proceedings, the Prosecutor has an extra responsibility: resolving the Commisar accusations written on investigation cards. If two other Commisars Accuse a third of some wrongdoing, this results in a "hard" Accusation. Any remaining Commisars who neglected to report against the Accused receive an immediate demerit for "Failure to report class aggression." If no such agreement of Accusations occur, all Accusations are "soft". Such inconclusive accusations result in demerits for both accuser (for "Abuse of the procedural system") and accused (who must be up to something). The limit on the demerits for the accusations process is one per player.

Hard accusations lead to the Commisar being added as the next Subject of Inquiry. Commisar continues in station until investigation closes on him. He is welcome to investigate against himself if he so desires. Guilty Commisars no longer serve (new character!). Innocence demonstrates a "gross abuse of procedural system," and minimum results in demerit for accuser, although at the Prosecutor's option, one of the original Accusers may be the next Subject of Inquiry.

Proceedings then begin with the RTP taking all the dice that have been committed to the investigation and rolling them. From this roll, she determines several things.

First, the fate of the Subject. Each Subject has a Rating. Compare the result and the rating to the following (simple) table:

## Roll:Rating Result

<1/2 Subject innocent, released. Group deemed "Incompetant in Action"

1/2 - 1 Subject innocent, released - no judgement made regarding operational group.

1 - 1 1/2 Subject guilty. Sentanced and deported to a Correctional Labor Camp.

1 1/2 - 2 Subject guilty. Summarily executed in secret. "Start walking. At some point, the executioner will shoot you."

2+ Subject guilty. Summarily executed. Operational Group considered "Overzealous in Pursuit"

If the group was considered Overzealous, the RTP now removes dice, one by one from the pool until the result is less than double the rating of the convicted Subject. Which dice he removes are entirely at her option. If the RTP feels like the group really put too much into this guy, she should take a lot of small-valued dice; if they just got screwed by a fluke roll, take the high rolls. On the other hand, it's completely in the spirit of the game for the RTP to be pointlessly arbitrary in the collection of a penalty of excess zeal.

Second, the efforts of the Commisars is recognized, and their resources are replenished, in accordance to their need. Every die that a player retains (not in his Control Pool) at this point represents a need in their Commisar. Obviously, if they still hold the die, the Commisar feels that he could not part with it. Each die of need will be used to claim a die that from the investigation result. The player with the most dice begins, and take turns in clockwise order. Each player in turn choses one of their need dice and pairs it with a die in the result whose current value is less than or equal to the size of the need die. For instance, with a d6, I might claim a d20 that was showing a 5, because 5, the value on the d20, is less that 6, the size of the need die. Once every need die that can be paired with a result die has been paired, this phase of the proceedings concludes.

Finally, commendations are awarded to the Commisars. The RTP begins adding dice to a special commendation pool.

Unless the group is considered incompetant or overzealous, for every matching pair of dice (two dice with the same value), a die of the smallest size larger than the value of the pair is added to a commendation pool. For

example, if a d12 and a d10 both were showing '7', then the RTP would add a d8 to the commendation pool. If the group was considered incompetent or overzealous, no such award is made.

If the suspect is released as innocent, no special awards are added.

If the suspect is guilty and sentenced to a Correctional Labor Camp, 3d20 are added to the commendation pool.

If the suspect is guilty and executed, 1d20 is added to the pool.

Add the commendation pool to the dice left over from the investigation result. Now, any remaining dice are portioned out to the Commisars as commendations. They now represent the added clout and resources that go along with the increased trust and rank invested in them by the Body Politic and by the People's Leader. For each size of dice, the first two are awarded to the player with the least of that size, and any remainder are divided, one at a time, around the table clockwise. If players are tied for least, the controller of that avenue chooses who gets the first two, and the others are considered first for the remainder.

Example: If Albrect, Burtold, Charles, Davies and Ermine are sitting in that order, and they have the following dice:

Albrect: 2d6

Burtold: 3d6

Charles: 2d6

Davies: 2d6

Ermine: 4d6, controls Physical narration

If there are 8d6 remaining the result pool, Albrect, Burtold and Davies would all have first claim. Ermine chooses Albrect to get the first two and then Burtold and Davies would each get one, in clockwise order. Now, each of the players tied for least has gotten at least one die, and so Ermine gets one, and then Albrect, and then Burtold, and finally Charles sees his first die. Fortunate for him that there were 8d6 in the first place or he wouldn't have received any d6 commendations.

Once commendations are awarded, the closing proceedings for the investigation are over. The Subject's card should be annotated appropriately. It is traditional to mark with a heavy black X any Subjects who are executed, and to record deportation on the card of Subjects sent to

Correctional Labor Camps. Innocent Subjects need no annotation.

The RTP may add a new Subject immediately or suggest that the session of play end once an investigation closes. If play ends at any other time, the RTP should not add a new Subject at the beginning of next session.

### \*\*\* Observations and Strategy

It is more important to the result of an investigation that a Commisar attempted to discover something than that their researches bore fruit. Thus, the controller of an avenue is free to lay any complications in the way of an acting Commisar as he likes, since the eventual success or failure has already been influenced by the very attempt.

Commisars will find themselves torn between wanting to add dice to an investigation and wanting to retain dice in order to pull more dice into their pools. This is completely intentional, and a definite design goal. Enjoy the tense decisions.

### \*\*\* To Regional Triumvirate Prosecutor

This section includes a number of ideas that verge between simple and disposable tips and actual rules.

Most importantly, the Prosecutor should record every new individual discovered by her Commisars in the course of play. If a Commisar looks up the family history of a Subject, and the result is that his father is dead and his mother lives in the Americas, but that he has two brothers, Oleg and Helius Wagner, at least begin two cards for the brothers. Feel free to leave the professions blank, but be sure to record the relationships. This serves many purposes.

First of all, it keeps the Commisars from playing too fast and loose with whatever inventions they make in the course of play. You can always call them on the fact, for instance, that Oleg is a steel worker, if they want to interview a bartender and try to use Oleg.

Second, it means that producing new Subjects of Inquiry is a snap. Simply pull a card from your stack (or better still: your cardfile), note the nature of the Accusation, and throw it out. Given the table of Subject Ratings below, you can easily construct a new Subject on a moment's notice. Any investigation should produce several new cards, so you'll never be short.

Third, it allows you to suggest characters for the Commisars to interview or otherwise draw into an investigation. This has several benefits. It can help shake loose creative blocks in the Commisar players when they're stuck for a character. It also will help build a richness to your Commisariat that will lend versillimitude to the game.

To figure out the Subject Rating of a new Subject, you should determine the difference between the total Subject Ratings of any existing Subjects of Inquiry, and the Ideal Subject Rating. The Ideal Rating should in general try to balance the total point cost of the dice the Commisars control.

Use the Commisar generation rules (i.e. d6 @ 2 points, d8 @ 3 points, d10 @ 4 points, d12 @ 5 points), plus 8 points for each d20 to figure out the value of the Commisars' dice. Keep in mind that they necessarily start with 40 points per player, and merely at the appropriate points to the total whenever a die is added as a commendation.

When a die is taken from a Commisar's pool for a demerit, do not subtract the value of the die from the Ideal Rating. Instead, keep in mind the total value of demerits, and consider them a credit when new dice are added to the pool. If 4 points worth of dice have been taken as demerits, for instance, and 2d8 are added to the pool as commendations, only add  $(3 \times 2 = 6 - 4) = 2$  points to the Ideal Rating. This puts the squeeze on when a Commisar receives a demerit, but also allows the other players to take advantage by investing in Control.

Consider all dice in Control pools as counting towards the Ideal Rating: the more the Commisars struggle around their personal indiscretions in character and for control of narrative out of character, the more it hurts them as a group.

As a particularly apt example, consider that at the first session, the ideal rating will be 40 times the number of Commisars. This will probably be a little high for a single Subject, so consider two or more small fry. Also consider cutting the Commisars a little extra slack on their first outing - perhaps 10% less than the Ideal.

Finally, it will sometimes be more entertaining to push the Commisars a little harder. Several large Control pools are a good indicator that it's time to make them stretch. In these circumstances, simply push the actually total Subject Ratings above the Ideal.

Another important control is the number of Subjects. The more you split up the Subject Rating, more more chance there is of a Subject being filed with one Commisar under-performing and earning a demerit. Since this tactic must be answered by the group as a whole, its a useful control on players that

are investing too heavily in Control pools.

Once you've determined the Rating that a new Subject should have, how do you justify it. Well, here's a handy set of crimes and circumstances that will neatly explain a given Rating. Come to it with a Rating in mind, work backwards et voila, instant Enemy of the People. Of course, always feel free just to wing it.

\*\*\* Inspirations

Worker's Paradise is essentially a redressed Stalinist Russian, circa 1935-40. The NKVD was authorized to perform all manner of extrajudicial punishments in order to rein in the hordes of enemies of the people. This sounded like a great setting to me. Of course, Stalin's Russia might be a little repellant to the modern player, so the setting is redressed to make it more inviting. In general, I found Wikipedia ([wikipedia.org](http://wikipedia.org)) more than adequate for my purposes by starting with "Stalinism" and working from there.

Worker's Paradise is also informed by a desire to be a twisted version of Vincent Baker's "Dogs in the Vineyard." In that excellent game, moral problems are presented to the players for them to untangle by using their own native moral compasses. This game aims to place immoral problems before the players and let them wrestle with a morrass of self-contradictory dogma while they snipe at each other's heels and bite each other's backs.