

(Free read ebook) Paranoia: Stuff

Paranoia: Stuff

Eric Minton

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#4322174 in Books Paranoia XP 2005-04-28 2005-04-28Original language:EnglishPDF # 1 11.00 x 1.00 x 8.501, .70 #File Name: 1904854869128 pages | File size: 76.Mb

Eric Minton : Paranoia: Stuff before purchasing it in order to gage whether or not it would be worth my time, and all praised Paranoia: Stuff:

0 of 0 people found the following review helpful. Really funny! Great things to buy!By chris goyetteIDEAL for your players to look through while you're off speaking to other players, because there is so much stuff to look through, and it can pass the time very well.0 of 0 people found the following review helpful. Buy Stuff!By ArmoredTIf you love Alpha Complex as much as I do (and you should, citizen), than this is a worthy product. Buy Stuff, it's the communist thing!But seriously, it completely matches the entire feel of paranoia. Everything in here is well planned and made by fellow citizens (not just the friend computer). Even if you don't play paranoia or don't have a campaign going on it is worth the money just to read the descriptions on some of these.2 of 2 people found the following review helpful. Wanna screw with your players' heads? This is for you!By Wu LiParanoia is a great game system, and it deserves nothing less than the most violent, painful, and explosive toys to play with. Most of this stuff should only be used to get your players into serious trouble with Our Friend The Computer.. so let them get into a fix and explain why those lowly REDs were caught with a VIOLET weapon.. and BLUE pharmaceuticals..

Everyone is a traitor! So goes the ethos of Paranoia, the surreal, twisted vision of an Orwellian future where players are positively encouraged to betray each other merely to survive, and the most unique roleplaying game on the market today. Get them before they get you and heres the stuff to do it with! Paranoia STUFF provides 128 pages of bleeding-

edge (?) equipment necessary to ensure that the citizen is last clone standing in Alpha Complex, all catalogued in the same black and ironic humour so iconic to the game. Weapons, equipment, cybernetic enhancements, foodstuffs and assorted doodads in many categories -- over 150 items in all. The Computer Phreaks secret society has kindly hacked the listing for C-Bay, the leading Alpha Complex auction site, so for once you can read customer comments that explain how these items may backfire. If you think that will help your Troubleshooter survive better when you get issued this equipment -- well, maybe you're right, but we'll try to prevent that. Written by chief Paranoia writer Allen Varney, Paranoia STUFF is a passionately produced book, the next instalment of an extensively supported development programme. Paranoia is destined to once more provide roleplayers with the sort of frantic gaming experience that proved so popular at the games inception - there has never been a roleplaying game like it!