



PARTY MEMBER

Character Name

Password

You are a Party Member, a citizen of Oceania living under the totalitarian rule of Big Brother. You work in a Party-operated factory, live in a Party-owned apartment, drink Party coffee, eat Party rations, and volunteer your free time to promote the Party. Most of all, you try to avoid Thoughtcrime—unorthodox behaviors or ideas that could be perceived as disloyal to Big Brother. And with telescreens all over Oceania, you know Big Brother is watching . . .

Objectives

To survive in this game, you must do one of the following:

- **Join the Brotherhood:** If enough Party Members join the movement, Big Brother will be toppled, and you will win the game. But joining the Brotherhood may get you vaporized, and all vaporized players lose the game.
- **Betray Thoughtcriminals.** Revealing the name of a suspected Brotherhood member will automatically make you a member of the Thought Police. But if the Brotherhood recruits enough members and your allegiance is to the Thought Police, you will lose the game.
- **Lie low and hope for the best.** If you remain non-committal, you will avoid vaporization and survive until the end of the game. Of course, survivors are not counted among the winners or the losers.

Actions

Betray a member of the Brotherhood: To betray a suspected Thoughtcriminal, *type betray Jones to Smith*, where Jones is the Thoughtcriminal and Smith is the member of the Thought Police. For this MOO command to work successfully, you, Jones, and Smith must be in the same room.

Join Brotherhood: There is no way for Party Members to apply for recruitment to the Brotherhood. The Brotherhood will come to you. Be ready.

Write a note: Paper may be found in a junk shop in the Proletariat Quarter. Take the paper from the box by typing *take paper1 from box*. To write the message “join the revolution” on the paper, type *write join the revolution on paper1*. To give the paper to a character named Jones, type *hand paper1 to Jones* when you’re in the same room. To read it, type *read paper1*. To dispose of the paper, find a memory hole and type *put paper1 in memory hole1*.