THOUGHT CRIME

war is peace freedom is slavery ignorance is strength

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:

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.

—OR—

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.

—OR—

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.

KEY COMMANDS

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 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.

Writing 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.**