

THOUGHT CRIME



war is peace freedom is slavery ignorance is strength

Character name:
Password:
Allegiance:
Other Thought Police:

You are a member of the Thought Police, the elite secret organization that enforces the rule of Big Brother government by exposing and silencing Thoughtcriminals—those whose unorthodox ideas or behaviors pose a threat to the Party.

OBJECTIVES

To win this game, you and the other members of the Thought Police must:

Eliminate all members of the Brotherhood movement as quickly as possible.

Prevent the Brotherhood movement from recruiting new members. If the Brotherhood recruits enough members, a revolution will occur and Big Brother will be ousted from power.

STRATEGIES

Rely on your own observations to discover Thoughtcriminals.

Use listening devices to monitor conversations secretly.

Pay attention to Party Members. Some may be willing to betray their fellow citizens in order to guarantee their own survival.

KEY COMMANDS

Using a telescreen: To monitor telescreen1, go to Victory Square and type **monitor telescreen1**. You will now hear everything that is said in Victory Square, even when you leave it.

To turn off the telescreen, type **ignore telescreen1**. Be wary: turning the telescreen on and off may blow your cover.

Vaporizing Thoughtcriminals: To vaporize the Thoughtcriminal Jones, type **vaporize Jones** when you are in the same room. Trying to vaporize innocent Party Members may put you in jeopardy. Remember, Big Brother is watching you, too.