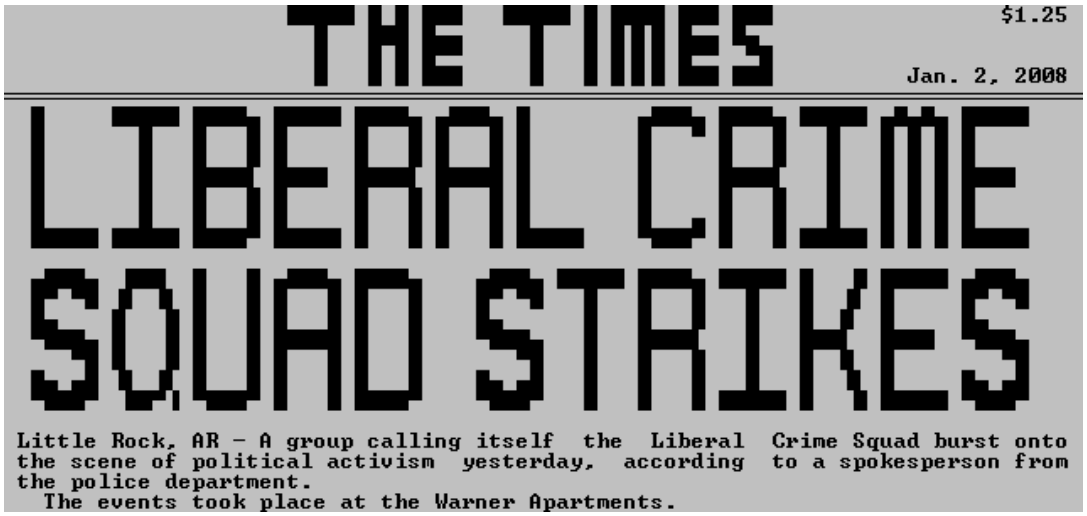
A commotion breaks out downtown, a massive uproar that brings the emergency services out in full force. Entire crowds are drawn to the scene, a police cordon doing their best to ward them away. Large splashes of colour can barely be seen, a magnificent slogan painted across the walls:

WE ARE THE LCS!

A figure breaks from the crowd, approaching with a certain gleam in their eye.

"Hello, do you have a moment to talk?"


THE TIMES

$1.25

Jan. 2, 2008

LIBERAL CRIME SQUAD STRIKES

Little Rock, AR - A group calling itself the Liberal Crime Squad burst onto the scene of political activism yesterday, according to a spokesperson from the police department.

The events took place at the Warner Apartments.

A Jump by Clover

"Hello. If you have not already guessed, I am with the Liberal Crime Squad. Welcome! You are here, so you are willing to fight the rampant conservatism that is gripping America like a big rampant America-gripping device."

"Well... I'm not sure."

"Yes, you are! You are Liberal in your heart. All people are Liberals at heart.
It is part of your True Liberal Nature."

"But there are so many political groups out there.
What does the Liberal Crime Squad stand for?"

"Everything! We stand for everything that is good and pure in America!
This is what you must know..."

+1000 Liberal Points

=Win Conditions=

Choose 1

Classic Mode: You must survive for ten years and will leave as usual.

The Jumper Revolution: You must successfully complete a *Liberal Victory* within ten years. You may obtain either Political Profiling or Worldly Wisdom for free on completion.

Hail to the Chief: You must achieve elective office as head of state for at least a full term within a human lifetime. You must take the Another Brick in the Wall Drawback, it does not count to the limit. You must obtain office through legitimate means, without supernatural influence or other shenanigans. You may obtain both Political Profiling and Worldly Wisdom for free on completion.

=Locations=

Roll 1d8 for location or choose the Default Starting Area.
Each location starts near the head of government.

1 America-Land: The flag waving and patriotic lands of the USA. Default Starting Area.

2 China-Land: The authoritarian and collectivist lands of the People's Republic.

3 Russia-Land: The drunk and serious lands of Mother Russia.

4 Euro-Land: The stolid and diverse lands of the Old World.

5 Africa-Land: The developing and potential lands of Africa.

6 Latin-Land: The many contentious lands of South America.

7 Middle-East-Land: The war torn and sandy lands around the Persian Gulf.

8 Free-Land: Unfortunately, no such place exists. But you can make it so, and spread the *Liberal* dream to any of the locations above!

"I don't understand. How can you be against violence and yet recommend using violence?!"

"We are a revolutionary vanguard army!
It is very unfortunate that those Conservative pigs have forced us to do this.
But it is a war on our home soil, and we must protect America from the Conservative invasion."

"But that doesn't make any sense. They are Americans too."

"They are not. If they cannot understand their True Liberal Nature, they have already died.
When we finally achieve an Elite Liberal nation, things will be better, I promise.
Until then… we must get our hands dirty. We are not afraid to die."

"But…"

"Do you want to hear something disturbing?"

=Archetypes=

Choose a single Archetype to reflect your role in the upcoming revolution.
Age is an illusion of time. Gender is a Conservative construct. You may choose both Liberally.

The Heart - focus on music, community, love and friendship
You were an unruly child, obsessed with videogames and sent to counselling often. Eventually sent to rehab, you became an outcast, a survivor. You can't go on like this.
Main Stat: Heart

The Mind - focus on legal action, politics, influence
The head of your class, you had a goth phase and drew as your hobbies. Taking a job to support yourself through college, you saw the country needed help.
Main Stat: Intelligence

The Fist - focus on attack, sabotage, theft, terror
Beaten as a child, your parent's violent divorce left you angry. Playing in a failing grunge band didn't help when your dad was killed by his ex, and now you're a thug who won't change.
Main Stat: Strength

The Soul - focus on recruitment, brainwashing, training
The class clown, subject to many lectures, you assisted teachers and were head of a clique. Volunteering for a left-wing candidate felt shallow, and now you've begun a manifesto.
Main Stat: Charisma

The Shadow – focus on stealth, disguise, security
You were always a mischievous child, stole cars, aced chemistry, and made a living robbing the rich. Eventually you worked your way up to the corporations, prying their hidden secrets.
Main Stat: Agility

=Perks=

Brave acts of heroism in the Liberal fight!

Liberal Battlecry – Free

To carry you into the battle against tyranny you must choose a slogan. Shouting it announces your presence immediately to all Conservatives and removes all stealth from your Squad, but it has chance to intimidate others into fleeing and boost your supporter's performance depending on how famous you are. By default, your slogan is "We Need A Slogan!"

Political Profiling – Free or 100LP

You can accurately tell at a glance the political leanings of individuals, from Liberal, to Moderate to Conservative. This range includes wild animals, mutants, tanks and children. Pay 100CP to keep this ability for future jumps, although the scale is calibrated to your tastes.

Worldly Wisdom – Free or 100LP

Wisdom represents the amount of Conservative corruption. It can be increased by interacting or being successfully influenced by one. By default you have low Wisdom. If Wisdom becomes too high, your Liberal views will waver and be less effective. Pay 100CP to keep an accurate measure on how corrupted by your opponent's views you become.

Liberal Studies 100LP per purchase

Increased skill and learning. Each Archetype receives discounts on their skills and two for free.

<u>Heart</u>

Art: The power of the brush, the spray can, the chisel and the abstract.

Music: Pour down with scales, razor hot lyrics and jamming tunes to the masses.

Seduction: Effectiveness with sensual dealings, flirts, charms and bow-chicka-wow-wow.

Street Sense: The school of avoiding the law, escaping arrest and slinging slang.

<u>Mind</u>

Computers: How well you can hack, browse, defraud and phish with those devil-boxes.

Writing: Your ability to influence minds with the written word and dispensing truthbombs.

Science: Your understanding of the world, people, and nuclear plant protocols.

Business: It's all about that money, it's all about that dolla. Haggling, bargaining and selling.

<u>Fist</u>

Heavy Weapons: Spray and pray with flamethrowers, LMGs, assault rifles and gatlings.

Small Arms: The weapons of home defense: pistols, shotguns, SMGs and hunting rifles.

Martial Arts: The way of the fist, sword, edged weapon, the barfight stool and flower garland.

Driving: Gotta go fast, putting on that gas, do you like my car just running in the 90s!

<u>Soul</u>

Persuasion: Believe me, there are worse skills to choose than this one.

Law: OBJECTION! I am the law and this trial is a farce of conservative machinations!

Psychology: Interrogations, predictions and reprogramming of the automatons.

Teaching: The best way to pass down knowledge? Don't think, do.

Shadow

Dodge: Nothing personal, conservative. The hit just empty air and you disco into the night.
Security: Cracking safes, picking locks, lifting cars and jacking doors.
Stealth: Hiding in plain sight in places you shouldn't be.
Disguise: These are not the Liberals you are looking for. We transferred in yesterday.

Posterboy 100CP *Free Heart*
You have an air about you that makes you the perfect figurehead, mascot and voice for your manifesto. They'll sell shirts of your looks and slogans in stores without thinking twice.

Rally Around the Flag 200CP *Discount Heart*
When you are on your turf morale is boosted and people do overall better, with a chance of turning neutrals to your side just by absorbing the vibes from your territory.

Beloved by the Community 400CP *Discount Heart*
By spreading your message through peaceful and non-violent means, you may find that the silent majority will make you indispensable and untouchable. Soup kitchens and radio hours may not have the flair of bombing runs, but the lack of Conservative attention more than makes up for it.

Left Wing Medicine 100CP *Free Mind*
Liberal medication is the greatest medication in the WORLD! You can easily patch up the wounds gained from Liberal excursions and make a side living as a back-alley doctor. More serious injuries and diseases will require hospital resources to remedy.

Loom of the Revolution 200CP *Discount Mind*
The Revolution means nothing without fashion sense! You are a dab hand at the needle, spindle and CNC machine. You could tailor a suit to shame the jury, make body armour for your soldiers, matching outfits for the speakers and costumes for your wild parties.

Transient Transhumanism 400CP *Discount Mind*
You can augment your Brave Liberal Pioneers into powerful cyborgs, greatly enhancing one of their archetype stats and making them overall more Liberal and perfect. There is a slight chance that without a proper doctor on hand they will suffer Conservatively and may give their lives.

Send in the Mooks 100CP *Free Fist*
These faceless goons of fascism will matter not to the brave champions of Liberty! If your squad and followers can deal with a single opponent, then mobs of the same will be dealt with in the same manner. Only escalation of quality will be able to silence your triumphant blood cull!

Let's Burn This Mother 200CP *Discount Fist*
By attacking cherished icons of your hated foe, you can cause the target to lose morale, overall ability and may break their spirit. This includes acts like shredding their manifestos on CCTV, destroying statues on parade day and making a stand with a fire and a flag.

This Land Is Your Land 400CP *Discount Fist*
You will not submit to Conservative government and remain a sovereign citizen! Your followers will defend with fervour while standing ground under sieges or rousing bystanders to fight against oppression. When they say move, you say “you move”.

Liberal Spark 100CP *Free Soul*
You can inspect masses for the best possible recruits. The best skills, the best stats, the best looks, you are overall better at recruiting people for the Agenda.

Cell Diagram 200CP *Discount Soul*
You have an advanced ability to coordinate covert groups for maximum effectiveness. Each cell will do fine on its own and that only goes up when directly commanded by you. Synchronized strikes and demonstrations of Liberty are a snap.

Leading By Example 400CP *Discount Soul*
Your supporters will gain small amounts of your skill in their honest attempts to imitate you. These skills must be compatible with their physiology and they cannot learn skills if they would not be capable normally. They will also be more in line with your vision and personality.

Polka Dot Panther 100CP *Free Shadow*
Liberals are often an expressive lot, and there is no reason that missions of covert persuasion should stifle that spirit! Even if you were wearing a clown suit or body paint, these outlandish costumes will not set off alarm bells in their sentries.

Guerrilla Battlegrounds 200CP *Discount Shadow*
You can outfit places with enough bear traps and tripwire explosive to give hardened soldiers flashbacks. These do not require deep pockets to set up, the items you need will make do from the local scrapheap or pawn shop.

Comfortable in Chaos 400CP *Discount Shadow*
You no longer panic in the middle of fire fights, prison lockdowns or city-wide alerts. These rushing crowds of civilians or squads of guards just mean more groups to blend in. With the right attitude and props you could use the cover of mayhem better than you ever could in silence.

Capstones

These abilities represent skills seen once in a lifetime amongst the revolutionaries of their generation. Capstones cost 600LP undiscounted, and you may only purchase two capstones.
Shadows get a discount on one other capstone, along with Whisper on the Wind.

Enlighten the Automaton – *Mind/Heart*
Not all join the Liberal Cause readily, some Conservative sheep need urging. You are well versed in the ways it takes to break someone's resistance to Liberal values and obtain their trust, whether it is convincing arguments on merit, the joy of friendship, Liberal beatings or television. You will have a greater amount of Conservative conversions than normal, an irreversible process.

Music Soothes the Beast – *Heart/Soul*
Music is the great communicator, bridging divides across borders and cultures. With enough juicy licks and sweet melodies you could turn a riot into an open air concert, stopping fights in their tracks, combatants laying down their arms and linking hands in a show of universal brotherhood, Hearts and Minds swaying to the Liberal cause.

Go Forth to Stop Evil! – *Fist/Soul*
When dispatching your squads, any action generates publicity that can be capitalised upon, violent or otherwise. Even if there were no witnesses, or if nobody on the Cause claimed responsibility, a statement from you will have hearts swaying and heads spinning around the globe.

Open Minded Education – *Mind/Fist*
One failing among Liberals is though they claim to be open-minded; they rarely accept all truths as valid. You are among the exceptions, learning eagerly from any source. You may gain new insight from debate with a vile Conservative, or combat prowess while under heavy attack.

Whisper on the Wind – *Shadow*
You are a conservative camp-fire story spoken between rounds of dog kicking. Your infiltration of enemy bases and sabotage of their facilities makes them overly paranoid of their ranks. The use of their equipment against them and defection of their troops fractures their plans with civil war into easily vanquishable portions.

=Items=

Juice Boost 50LP *One Free to Soul*
Juice, the quantifiable and collective experience of an individual's ability to take risks, their chutzpah, their dedication to Liberalism. Each purchase is a substantial boost to your Liberal Rank and overall abilities, enhancing any Archetype you are. Max three purchases per person.

Spray Can 50LP
Some acts of Liberal Disobedience begin humbly, and with all martyrs came a message, and a can. This paint never runs out, containing every colour known to Liberal humanity. Express yourself!

Liberal Wardrobe 50LP
A selection of the finest and most free-thinking apparel available on a revolutionary's budget; containing tie-dye shirts, work clothes, simple formal wear, trenchcoats and imitation uniforms.

Liberal Funding 50LP *One Free to Mind*
Tax-Free untraceable donations to the cause. Enough to pay rent and groceries for almost a year at Liberal budgets, finance an awareness concert or two, or fund a handful of activist raids on Conservative establishments. You get a new sum every year if you spent it all on Liberal activities.

The Liberal Guardian Printing Press 100LP
A simple and steady way of espousing the Liberal Agenda, it can print flyers, run newspapers of the Truth and expose any Conservative secrets you might have access to. A must have for any Liberal Crime Squad worth their message. Taking this adds a press to any safehouses you own.

Liberal Enhancers 100LP
Mind openers to portals of phantasmagorical understanding. These pills will to boost combat or mental actions, but they are very unhealthy and quite illegal to own.

Underground Railway Connection 100LP *Free Soul*
You have a direct line to secretive and private groups of mapmakers, explorers and insiders. Each call will see you receive annotated maps with safe routes, patrol schedules and dead drops.

Liberal Transportation 100LP *Free Shadow*
Vehicles you could receive with a civilian's right. It could be anything from a motorcycle to a school bus. It sure beats launching raids from the bus stop.

Conservative Camouflage 200LP
This is a selection of restricted apparel. From bullet proof body armor, menacing death squad uniforms, spy suits, and disguises for Conservative infiltrations. Enough for a squad of six.

This Machine 300LP *Discount Heart*
This well-loved and finely tuned guitar is the perfect tool in the Liberal fight. Each song played on it channel the very spirit of your ideals, imparting messages that entire rallies couldn't deliver. A complete novice could hold it and still give an amazing performance if they had a song in their hearts. You may import any other man-portable instrument if guitars aren't your thing.

Lovelace 300LP *Discount Mind*
Roughly the size of a breadbox, this bulky and antiquated device is the finest in Liberal assistance. It can immediately analyse the state of your Conservative foes and find valuable targets to crusade and subvert against, enhancing your entire organization with cold mathematical efficiency.

Flag of the Fathers 300LP *Discount Fist*
This man-sized flagpole evokes larger-than-life ideals when raised and brings down their fury when struck. Its strength is entirely dependant on the flag and the wielder, on the power of their belief in the symbol and the distaste their enemies have for it. Amongst your own followers it will impart no pain, but will cut through Conservative warmongers like butter.

The Tickler 300LP *Discount Soul*
This simple leather flogger is nothing special, it cannot leave wounds and doesn't even hurt, but its true strength is revealed when used in… education. By striking the captive audience and repealing their litanies you will discover that it will quite literally strip them of their identity. The effect is unfortunately temporary but leaves them vulnerable to suggestions, which will coalesce into a new mindset with repeated sessions.

The Liberal Façade 300LP *Discount Shadow*
This mask is in the style of a famous revolutionary but more a close caricature of your own face. It is very easily to replicate and distribute. Any Liberal actions taken while wearing it merely increases your legend, the stories making you more outlandish in the retelling. Any true believer who wears one of these masks may tap into this collective lore, gaining skills and confidence beyond what they would normally possess.

=Safehouses=

One free to Mind & Shadow

Safehouse 200LP
Abandoned buildings, empty houses. Apartments cannot be safehouses. Afterwards, may be sectioned to your Warehouse or deployed anywhere to continue spreading your Liberal Agenda.

You must purchase a safehouse before purchasing safehouse upgrades.
You may freely import any property smaller than a warehouse.
Each safehouse comes with one Liberal upgrade.

Liberal Business Front 50LP
Make money for the cause while hiding any evidence of Liberal activity at the safehouse. Alternatively, you may forgo some of the profit to gain support from the community.

Liberal Armory 50LP
Small arms, such as pistols, handguns and shotguns. These light arms will make heavy work for the Liberal Agenda. Taking this adds an armory to any safehouses you may have.

Liberal Security 50LP
Cameras, backup generators, spare rations, doors with locks on them. The best security one can afford on a *Liberal* budget, and an inconspicuous amount as well.

Liberal Stockpile 50LP
Hidden and secure storeroom containing all the food, printer ink, ammunition, street wear, placards and other sundries you need in a rainy day.

Conservative Business Front 100LP
Make a Conservative amount of money, this shell company storefront disguises the Liberal Agenda most effectively. Alternatively, forgo some profit to uncover Conservative secrets.

Conservative Armory 100LP
Military firearms, assault rifles, machine guns, sniper rifles. Taking this adds an Armory to any safehouses you may have. Strong weapons for outfitting true Liberals for the cause.

Conservative Security 100LP
Heavier walls, booby traps, armoured doors. Very attention grabbing, and suspicious measures have been taken to fortify your compound. Good for fending off surprise raids.

Arch-Conservative Security 150LP
Concealed tank taps, concealed AA-Gun, electrified borders, boltholes, hidden escape tunnels all over the compound. Very, very attention grabbing but the best security the *Liberal Agenda* can afford. Perfect for extended sieges against the forces of Conservatism.

=Companions=

Ace Liberal Attorney – 200LP

You have an ally in the legal system. You can call upon this spikey-haired attorney for free whenever an LCS member stands trial, and they will work in the legal system to influence Conservative minds and find support. They have the *Liberal Spark*, *Leading by Example* and *Law* perks. They are well respected enough to survive and remain if Legal Process laws turn Conservative. You may choose to take them as a Companion or freely import one.

Vox Liberali – 200LP

You have an ally in the fight for Liberation. Either a Radio Personality, Journalist or News Anchor of minor celebrity will constantly speak in your favour and lionize your Agenda. They have the *Posterboy*, *Beloved by the Community* and *Writing* perks. They are popular enough to not get taken down if Free Speech laws turn Conservative. You may choose to take them as a Companion or freely import one.

Liberal Supporters

Liberal supporters cost 50CP each, or 200CP for a squad of 6. Elite Liberals are double the cost.
For each Liberal you must decide if they are Sleepers, or active Squad Members
Sleepers can later become Squad members. Squad members cannot become Sleepers.
Sleepers can choose from Shadow Archetype options.
Squad members cannot choose from Shadow Archetype options.
Each Supporter gains 200CP to use, Elites double. Imports are free. They many not purchase supporters or take Drawbacks. They benefit from Archetype discounts on perks and items.
Fist Archetypes get one Squad Member free. Heart Archetypes gets one Sleeper Agent free.

Squad Members are those who have forsaken any life but the Liberal Agenda. If captured they may be sentenced or executed for their crimes. Examples of Squaddies include artists, actors, martial artists, gang members.

Sleeper agents are valuable assets that support the Liberal Agenda in secret. They can choose to join the LCS but may never return to Sleeper status if they do so. Sleepers live normal lives, with normal jobs and can increase their effectiveness the longer they keep cover. They may send you funds, warn of raids or support you legally. Example Sleepers include police officers, lawyers, doctors, journalists, retail workers and so on.

Elite Liberals are a cut above the normal crowd, full of Heart and Juice. They are in high positions of society and may independently pursue the Liberal Agenda. Each Elite Liberal may also recruit new members to the cause. Example Elite Liberals include pop idols, secret agents, mutants, etc.

Elite Sleepers are extremely valuable assets for the Liberal Agenda. They act as normal Sleepers but can also leak sensitive Conservative information such as legal reports, prison records or research data. Example Elite Sleepers include judges, celebrities, news anchors, CEOs and so on.

=Drawbacks=

Choose up to +600LP or +800LP with **Hail to the Chief**.

Realpolitik +0LP
Liberal and Conservative may be influenced through international relations. World's watching.

Flip the Board +0LP
You are now a brave Conservative fighting against the ruthless Liberal March. Just doublethink it.

Stalinist Comrades Squad +100LP
Near the end of your march on city hall, the true opponent will appear. Usurping your means and methods, the SCS will attempt to seize power and bend the world to their own vision of socialism. Should you fail, expect a cell in the newly annexed Canadian gulags with your name on it.

Conservative Crippling +100LP
One Liberal Statistic is greatly penalized, one of Body, Mind, Soul, Shadow or Heart, and all its derivate perks and skills will also be reduced in this manner. You will need to use it at some point.

History Rhymes +200LP
So often does a new movement arise in your nation, only to fail or seize power and become corrupt, that the population will become either numb to your actions, or mock your earnest drive to fight for Liberalism and the Truth. Can you break apart from the patterns of history?

It Runs on Juice! +200LP
Supernatural powers now require demonstrations of Liberal Activism to recharge. The more fantastic and otherworldly, the more activism needed. This applies to items or Companions.

Another Brick in the Wall +200LP
You lead a double life. In one, you are Jumper, a freedom fighter of the Liberal Crime Squad. In another, you are a cog in the machine, with an ordinary menial job and an ordinary menial routine. Should you first break cover or lose status within five years of your stay you will fail.

Velvet Revolution +300LP
Even Conservatives have families to go home to. During your Liberal Revolution you must not intentionally or deliberately allow another to die for the Cause regardless of their politics.

Not In It For Your Revolution +300LP
Your supporters only follow you until payday. In money, in goods, in entertainment services, they are not truly loyal or true believers to the Liberal cause. Even Companions merely humor you.

Fade From Public Image +300LP
Should they not be reminded of the Liberal fight, the population will quickly forget your actions and renege their beliefs. You also have amnesia. You won't forget your purpose, so there's that.

Nightmare Mode +600LP

(Removes Drawback Limits)

No Warehouse. Humans only. Final Salvation.

Your nation is now a hellish shadow of its former self. Free speech is prohibited and suppressed by the Firemen, who eagerly search for offending articles and artisans to fuel their bonfires. The police field Death Squads of merciless executioners, killing all who stand in their way. The Ministry of Love sends their Agents to root out seditious thought with heartless efficiency. Women are second class citizens, homosexuals and immigrants are often shot on sight. The corporations run the country into the ground with legalized slavery, selling pollution as food substitute and with full access to your files. Virtually all government budgets are spent on the military, to wage meaningless wars and line the pockets of the already rich. All laws set to Arch-Conservative, with Conservatives beloved by the people. You are the last pocket of freedom. And you are awake.

Time Limit Removed. **You must complete a Liberal Victory.**

You may now choose a third capstone.

You may now choose from Nightmare Mode Drawbacks.

Rubber Stamp of Doom +200LP

With the $$ USA Flag Eagle $$ Conservative Party in control of the government, it is only a matter of time before they drop the other amendment. The Arch-Conservative Amendment will restructure the government under Confederate Law forever, and the Conservatives in office will always push it. If no actions are taken to awaken the public, Liberalism and Freedom will die out.

We Didn't Start the Fire +200LP

Nor did you light it. But now, you must fight it. Instead of only being roused after increased Liberal presence, the deadly and nefarious Conservative Crime Squad is active and well supported from the start of your stay. Much like the LCS, the CCS will launch raids against Liberal organizations to advance their backwards agendas, becoming bolder and more powerful unless they are stopped. Subvert their agents, raid their safehouses and eliminate the threat for good!

The Death of the King (needs/WDSF) +200LP

In such conservative times, even the most moderate masses are fooled. So strong is the support for a Conservative nation that the CCS will never run out of recruits and so never be fully vanquished. Destroying their safehouses will only bring you breathing room as they rebuild their strength.

Torch News Network +100LP

TV killed the radio star, but Conservative media moguls have strangled the Liberal voice, with active attacks and campaigns on all Liberal studios. Moderates are heavily pressured and influenced by corporate interests and most will back the Conservative cause.

Word to the Wise (needs TNN) +200LP

The Liberal cause has been poisoned at the highest level. That level being yourself. You are very susceptible to Conservative ideals, will steadily lose Heart over time if not bolstered with Liberal Juice. Should Wisdom ever overcome, you will defect, another cog in the Conservative Machine.

=Ending=

CONGRATULATION!

YOU ARE WINNER!

Whether through Liberal application of the Truth or Liberally Conservative means, you have successfully finished your mission. It took

AT LEAST TEN

years, and you have committed

SO MANY

crimes in the name of *FREEDOM AND LIBRETY!*.



Those are tears of pride for you. Enjoy.

Load?
Return to origin.

Continue?
Enjoy the *FREEDOM* and *LIBERTY* of the world you made.

New Game?
Spread *LIBERAL CRIME* across new worlds!

Political Cliff notes

For the purposes of this jump, a *Liberal Victory* is obtained when the majority of laws and regulations are rated L+ (Elite Liberal) and the government is Elite Liberal as well. A Conservative Defeat occurs when the conservatives pass the Amendment to create a fascist police state of Arch-Conservative C+ with majority support. These laws must be altered legally.

Here are some examples of the differences between the L+ and C+ agenda.

Tax Structure
C+ The tax code is a nightmare designed to maintain class structure and concentrate wealth.
L+ Rich people are virtually unheard of, as all money is taxed and spent.

Police Regulation
C+ Law enforcement is given free reign, little to no oversight, and may freely torment minorities.
L+ All law enforcement positions are subject to election and recall at any time.

Death Penalty
C+ People can be put to death for minor offences, especially the poor.
L+ The death penalty is considered barbaric and forbidden, even mass murderers are given life.

Pollution
C+ Industries may pollute as much as they like, often selling it as a food substitute.
L+ Industrial process must practice zero-emission regulations and nullify their wastes.

Free Speech
C+ Armored squads are tasked with suppressing free speech, and swearing is a crime.
L+ Free speech is universally supported, even political dissidence can be seen as satire.

Women's Rights
C+ Women are second class citizens, subordinate to their fathers and husbands.
L+ Women are universally equivalent to men under the law.

Other issues include: gun control, flag burning, election reform, military spending, privacy, etc.

Disclaimer

Liberal Crime Squad is a game, a work of fiction, based off the 1983 *Oubliette*. Any person who attempts to perform the activities described in the game in the real world is silly and will probably go to jail for a very, very long time — assuming they don't die in the process. The designers, developers, and players of Liberal Crime Squad neither advocate nor condone this behavior.

The political views contained within this jump are in no way reflective of the jump creator, the creator of the original game Liberal Crime Squad, Tarn Adams, or of society.