


A Dystopian Document Gauntlet

The date is November 23rd, 1982.

The six-year war between Kolechia and Artotzka has ended.

The border checkpoint between West and East Grestin has opened at last.

Your name was pulled during the October Labor Lottery.

Congratulations.

Report immediately to the Ministry of Admission and await further instructions.

Glory to Artotzka.



Challenge: You have been assigned the role of a border inspector in the town of Grestin, a city divided between the country of Kolechia and the communist state of Artotzka. The M.O.A (Ministry of Admission) has tasked you to ensure the sanctity of Artotzkan border security for a total of 1 year. All the while, you must pay your rent everyday in your government issued apartment, lest you run afoul of debt violations. Throughout it all, your performance and overall utility to the state of Artotzka as a government employee will be constantly monitored and assessed by an anonymous M.O.I (Ministry of Information) investigator.

Being in debt or being caught in illegal activities that break the laws of Artotzka will result in imprisonment.

Rules: Your supervisor expects you to work 12 hours every day from 6 AM to 6 PM with no breaks on the weekends. Rent for your government dwelling is paid on a weekly basis. Your daily salary is determined by the number of successful admissions you make without breaking M.O.A immigration protocol. Violation of M.O.A protocol will result in the issue of a citation. Accruing more than 2 citations in a day will result in deduction of your daily salary.

M.O.A immigration protocol will change erratically from day to day with no pattern. It is up to you to be aware of these changes constantly before the beginning of your shift.

Any attacks at the border by terrorists or insurgents which force premature closure of the checkpoint will be taken into consideration by the Ministry of Information. The Ministry of Information is only able to monitor your work performance. Criminal collaboration, solicitation or any illicit activities conducted covertly will not be suspected if you take great care to hide it properly.

## Drawbacks

Increased Rent (+100) – The price of rent in your apartment has skyrocketed. Paying your rent will leave you with barely enough savings to sustain yourself. Working harder and faster might reduce the impact but at what cost?

Winter is Coming (+100) – Normally, snow only falls during fall and winter of Artotzka. Either due to Kolechia sabotage or global warming, your entire stay here will be constantly filled with harsh blizzards and freezing temperatures with only brief bouts of hot days in between. Better keep that heating up unless you want to freeze to death.

Utility Bill (+100) –Power cuts, plumbing issues and heating shortages constantly wreak havoc on your home. They won't happen every day, but they occur often enough to pose more than just a minor inconvenience.

Empty Stomachs (+100) – A series of farmer uprisings compounded with crop famines has resulted in massive food shortages. Expect to starve once every night or two.

Border Disputes (+100) – The situation in Grestin has become significantly more volatile. Be prepared to deal with angry migrants, more border hoppers, terrorists, and all sorts of strange characters.

Increased Work Hours (+100) – New laws instituted by the M.O.L dictate that all Artotzkan workers must now work for a total of 18 hours per day, leaving you only 6 hours to sort out the rest of your affairs, including rest.

Disorganized Booth (+100) – Every time you leave your booth to go elsewhere, someone appears to misarrange things. Your pertinent documents have been misplaced, your stamps have been snatched from your table and clutter fills the room.

One Man Patrol (+200/+300) -The M.O.A has decided to redistribute most of their personnel, leaving you solely in charge of security at the Grestin Border Checkpoint. Your responsibilities now include guarding the border wall between West

and East Grestin, shooting down any individuals who trespass the border and generally maintaining the security of the border.

For an additional 100 points, you are also in charge of detaining individuals and processing them if necessary. This means leaving your booth for extended periods of time unguarded.

Domestic Responsibility (Variable) – As a citizen of Artotzka, the M.O.L expects all workers to provide for a family. You may choose to have a family for extra CP. You may decide the name of your family members and important details of their backstory. It is important to the M.O.L that all Artotzkan workers maintain proper care of their family. If your family member is dead due to your incompetence, then, you will immediately be imprisoned.

Child (+100) – Your child, whether adopted or born. You may have more than one child.

Spouse (+100) – Your spouse. Loyal to you.

Parents (+200) – Your parents. They will be infirm, highly prone to sickness due to their old age and require intensive care if they suffer from any kind of malady.

Suspect (+200) – The M.O.I has suspected you of associating with insurgents. They will send random agents from time to time to trail you. Any suspicious activity will result in your immediate suspension from your job followed by interrogation to determine your guilt.

Bleeding Heart (+200) – Your mental rigor for this job is questionable. Any slight plea or 'reasonable' explanation from immigrants will cause you to approve their documents with no questions. Whilst this might earn you future rewards, your supervisors are likely to look down upon you and give you infractions.

Not compatible with Officer of Artotzka

Short Term Memory Loss (+300) – How did you even manage to get this position? Somehow, you keep forgetting With enough concentration, you can learn to deal with this but

Bad Boss (+300) – Your supervisor is notoriously harsh on you. They will deduct your salary for the slightest hint of disrespect towards them and will seek to make your life as miserable as possible under the legality of Artotzkan law. Attempting to replace or covertly replace your supervisor will only cause another replacement supervisor to be issued to you within one week.

Ezic Target (+300) – You have determined to be an enemy of Ezic. You will be constantly hounded by

Ezic terrorists and assassins who will be determined to remove you permanently.

Mountain of Paperwork (+400) – Identification documents. Supplementary documents. Biometrics. Shopping receipts. The gears of bureaucracy seem to turn at lightspeed every day. The number of required documents, rules and regulations will update daily at an exponential rate until immigrants will be giving you entire portfolios for you to check. Remember that any missed discrepancy, no matter how significant, will be infracted by the M.O.A.

The Seven Year War (+500) – Looks like the peace talks were just temporary. Regardless of who started it, war has begun yet again between Kolechia and Artotzka. However, this time, the border between West Grestin and East Grestin has become both a military checkpoint and refugee camp as the wars spills out into the neighbouring regions. As border officer, you will constantly face attacks from Kolechian soldiers everyday alongside a large influx of refugees that you must process daily. Any drawback taken alongside this drawback will be intensified in terms of their scope as the Artotzkan government seeks to tighten their grip.

## Perks

You begin with no CP. You may choose to receive one free 100 CP perk as courtesy of being a citizen of Artotzka. Some drawbacks may give you a discount for certain perks or allow you to purchase perks for free.

Immigrant/True Artotzkan (100 CP) – Alongside your native Artotzkan, you have attained fluency in the language of another country within the region. In addition, you also know random trivia and basic facts about the country of the language you possess fluency in.

Alternatively, you may choose to be a true Artotzkan. You have no knowledge of other regional languages but your linguistical mastery of Artotzkan is on par with those of higher academic backgrounds. You have an easier time interacting with fellow Artotzkan as a recognition of your efforts to maintain historical tradition.

The Wheels of Bureaucracy (100 CP) – Throughout your job, you are expected to sort through dozens of permits, papers, licenses, and travel documents in your capacity as a border inspector. Such a task can leave lesser individuals dying of boredom. Not you, however. You are immune to such effects and instead, have become settled to the monotony. You will no longer suffer fatigue or stress whilst sorting through paperwork.

Financial Rationing (100 CP) – Even in a country with high standards of living such as Artotzka, every citizen must spend their savings carefully, lest they become burdened by debt and arrested by the M.O.I. You are a careful spender, knowing exactly how much you need to buy to satiate your daily needs and having an intuitive sense for your financial situation at every corner. You also grow a little more resistant to hunger, able to eat less than you normally would without suffering ill effects.

You Cannot Bribe An Officer of Artotzka (100 CP) – You have hardened your heart to the pleas of immigrants and travellers. There is only your duty to your country, your needs and nothing else. This allows you to be immune to any vices, whether it be offers of bribery from travellers or help from corrupt officials, or any attempts to put you off via emotional manipulation. However, your humanity and ability to empathise has been shed in favour of cold, bureaucratic logic.

Military Training (200 CP) –Maybe, you were a veteran of the Six Year War or a former law enforcement officer in the M.O.I.  You have a solid grasp on the fundamentals of basic firearm safety and can shoot a target reliably at sixty yards. Additionally, your personal experiences have desensitized you to the shock and stress of combat

Saboteur (200 CP) – You are well versed in the creation of highly effective explosives and other ordnance from simple home-made ingredients. Your explosives can be designed to look like any ordinary item and only you alone are able to disarm your bombs.

Auditor (200 CP) – Sifting through endless documents everyday has bestowed you with administrative efficiency worthy of that of the M.O.A. Your multitasking skills have been improved and you have a keen eye for inspecting the fine details of any documents, no matter how small the font is.

Greasing the Wheels (200 CP) – Money makes the world go around. You are well versed in the skill of using money to make conversations go your way and determining from a glance how much it exactly takes to make a person cave. However, trying this on people in higher positions of authority is a foolish endeavour unless you have built a sufficient rapport with them.

Cobrastan Is Not a Real Country (400 CP) – But you could make it so. Not everyone in the neighbouring regions of Artotzka has enough money to pay for legal travel documents. Thus, forgery is common. You are skilled in the craft of making forgeries of legal documents that are nearly identical to their counterparts and

with practice, only those gifted with supernatural prescience will be able to tell the difference.

Discrepancy (400 CP) – You have been granted a sixth sense for noticing informational discrepancies in any situation. The more obvious the discrepancy, the stronger the sensation will be. The less obvious it is, the more subtle it will be.

Black Marketeer (400 CP) – Corruption festers in the heart of every society and where there is corruption, there is profit to be made. You are skilled at accessing and discovering any type of underground or shadow economy within a city. Furthermore, if you are so inclined, you can sell any goods, both legal and illegal, on this market.

## Items

There are no free items. Everything that you need has been already provided by the M.O.L.

Artotzkan Identity Papers (Free/+200) – A standard set of identity papers that affirm your Artotzkan citizenship.

If you decide to have no Artotzkan identity papers, your citizenship is now tenuous, and you must hide your status away from the authorities. You'll have to find a way to obtain a set of Artotzkan identity papers from other sources. You gain an extra 200 CP for this decision.

Class-8 Apartment (Free) - A standard Class-8 dwelling with room enough for 5 people. The walls may be run down, there's a funny smell from the ceiling and the heating is non-existent but at least, it keeps the rain out.

Downgrade: The Streets (+100) – Unfortunately, the October Lottery didn't come with free habitation. You were unfortunately unable to claim a Class-8 Apartment and must now reside in the streets of Artotzka along with any family members. Be careful of any vagrants alongside Artotzkan police officers who will punish any loitering.

Class Upgrade (-50): You can upgrade your apartment to a higher class where there will be a noticeable increase in quality to utilities, aesthetic, and overall liveability. You can purchase this upgrade for a total of 4 times.

Booth and Inspector Equipment: A small 2-way booth that will be your second home for the foreseeable future. A loudspeaker is installed on top for announcements.

M.O.A Rulebook (Free/+50) – A standard rulebook given to you by the M.O.A containing all the rules and regulations of Artotzkan immigration. Updated daily in accordance with new regulations.

For 50 CP, you may choose to forgo it entirely and remember everything in your mind.

Clock (Free/+50) – A analog clock that keeps the time.

You may choose to forgo this for an extra 50 CP. In addition, you cannot bring any clocks to work and must estimate the time.

Daily Bulletin (Free/+50) – A daily bulletin installed on the wall of your booth that displays all important announcements by Artotzkan ministries alongside the news of the day.

You may choose to forgo this for an extra 50 CP.

Audio Transcriber (Free/+100) – An electronic audio transcriber that prints out all verbal communication and comments made by the entrant.

For 100 CP, you may choose to not have this installed in your booth.

Shutter (Free/+100) – An automatic door shutter activated by a lever that separates you from anyone who is determined to get physical with you.

You may choose to forgo this for an extra 100 CP.

Upgrade: The Artotzkan Wall (-100) – Your shutter is now reinforced. Bullets deflect of it without question, and it could even resist the force of an IED if you wish to remain in vicinity of it.

Tranquilizer Rifle (200) (Free with One Man Patrol) – A single lever-action rifle with a scope mounted on it. Specifically chambered for tranquilizer darts. The tranquilizer is potent enough to knock out virtually anything if it can inject into the flesh. You begin with a stockpile of 10 darts to use and the M.O.A refills it on a weekly basis.

## Gauntlet Rewards

Upon successful completion of the gauntlet, your booth is automatically added to your Warehouse and acts as a two-way portal to Artotzka. You receive a stipend of 100 Artotzkan credits a month to spend on goods in the country alongside free access to Artotzkan healthcare and a discount on all businesses in Artotzka.

In addition, you now gain the unique perk, "Paper's Please". Everyone now recognises your authority as a border inspector, independent of their respective power or authority, and you can prevent anyone from entering anywhere, no matter how small or large the location is by teleporting your inspector booth to your location. You could act as an inspector for a planetary hyperdrive gateway or your bedroom door. However, this perk has limits. You must operate within the same laws of Artotzkan law and whoever provides reasonable documentation must be allowed to enter.

## Notes v.0.1

Artotzkan Ministries

M.O.A/Ministry of Admission

M.O.I/Ministry of Information

M.O.L/Ministry of Labor

M.O.H/Ministry of Health

M.O.J/Ministry of Justice

M.O.T/Ministry of Trade

M.O.IN/Ministry of Income

Neighbouring Countries

Kolechia, Antegria, Obristan, Republia, Impor, United Federation

Jump Clarifications

Black Marketeer - In future jumps , this perk automatically makes it so that a sizable black market always exists in the setting no matter. Black markets will usually sell items or valuables that are considered rare and sought after within the setting.