

The background of the entire image is a detailed, atmospheric illustration of a futuristic city at night. The city is composed of numerous tall, dark buildings with glowing orange and yellow windows, creating a dense urban landscape. In the center of the sky, a massive, circular, metallic structure resembling a giant eye or a portal dominates the view. This structure has a dark outer ring and a bright, glowing center with radiating lines. From the bottom of this circular structure, three bright, parallel beams of light shine down towards the city. The sky is filled with various flying vehicles, including propeller-driven planes and more advanced, sleek aircraft, all silhouetted against the dark, cloudy sky. The overall color palette is dominated by dark blues, greys, and oranges, giving it a cinematic, sci-fi feel.

Oceania

A Better Life

Is Within

Your Reach

Uncover the secrets of a sprawling metropolis, where factions clash and intrigue lurks in every corner. Join the Vanguard, navigate the delicate balance of power, and forge your path in a society on the brink of change

Oceania

a dystopian story
setting for use with

RPGAnywhere or Infinite Horizons



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Welcome to Oceania!

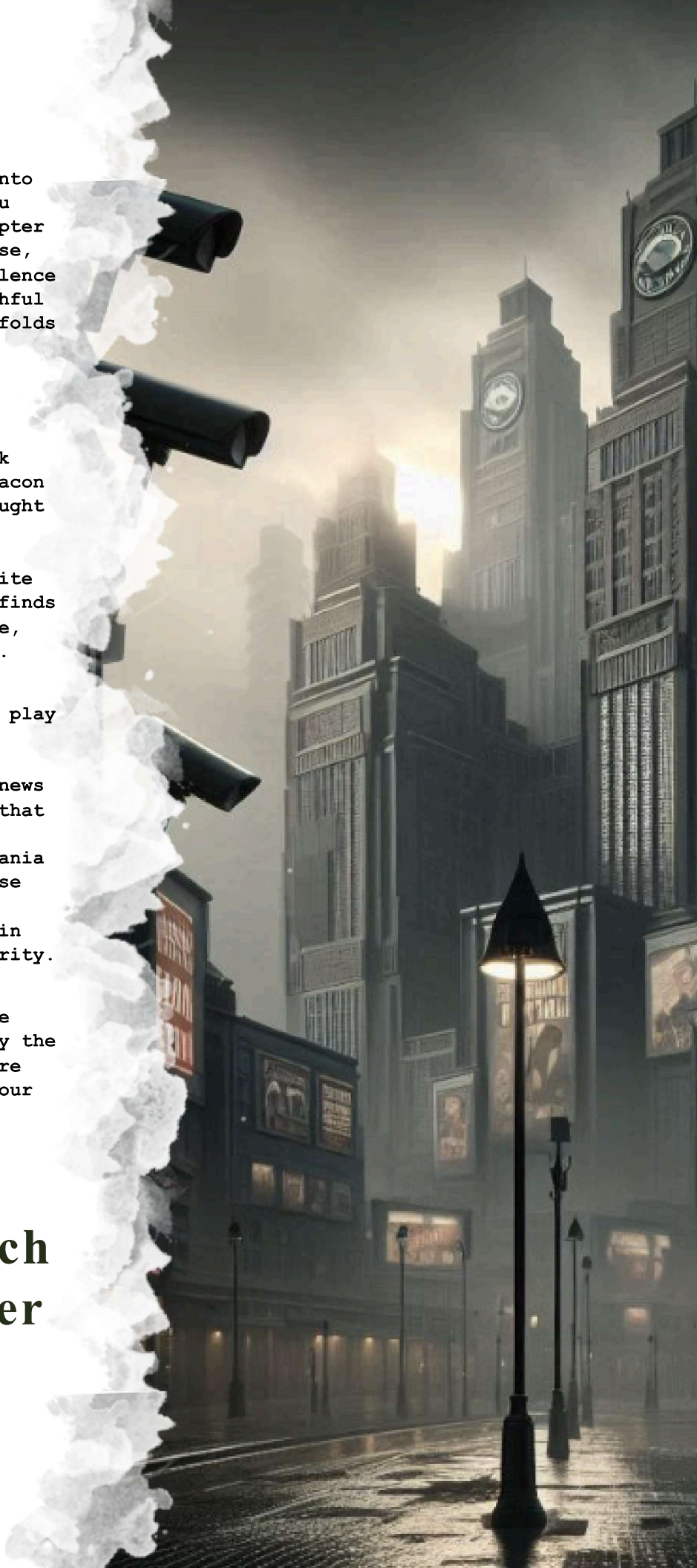
Congratulations on your induction into the glorious society of Oceania! You stand at the precipice of a new chapter in your life, one filled with purpose, security, and the unwavering benevolence of the Party. Here, within the watchful gaze of Big Brother, your future unfolds with the steady rhythm of progress.

Oceania thrives under the guiding principles of Ingsoc (English Socialism). Our society is a bulwark against chaos and uncertainty, a beacon of unity and purpose in a world fraught with division. Gone are the days of wasteful individualism and ruinous inequality. The Party, in its infinite wisdom, ensures that every citizen finds their place within the grand machine, contributing to the collective good.

As a valued Outer Party member, you play a vital role in this magnificent endeavor. Whether you toil in the humming factories that forge the sinews of our nation, labor in the fields that nourish our people, or maintain the vital infrastructure that keeps Oceania functioning, your efforts are a cause for celebration! Take pride in your designated task, for it is a brick in the foundation of our shared prosperity.

Within the comforting embrace of the Party, you are no longer burdened by the anxieties of choice. Your rations are ample, your workplace secure, and your future is bright.

Together we march towards a brighter tomorrow!



Oceania: A World Under Watchful Eyes

Welcome to Oceania, a vast nation shrouded in perpetual twilight. The ever-present haze, a toxic cocktail of industrial fumes and perpetual smog, filters out the sun, leaving an eerie orange glow that bathes everything in an oppressive light. The very air you breathe carries the metallic tang of industry, a constant reminder of the relentless machinery that keeps Oceania humming.

Cities sprawl across the landscape, towering monoliths of concrete and steel. Brutalist architecture reigns supreme, each building a testament to uniformity and utilitarian function. Every window reflects the same dull orange light, and every street echoes with the rhythmic clang of machinery. There is no individuality in these structures, just endless repetition, a visual representation and assertion that everyone is treated equally.

Giant telescreens, plastered across the sides of buildings and towering above intersections, dominate the cityscape. These eyes of Big Brother constantly broadcast Party news, and the ever-watchful gaze of the leader himself. No corner of Oceania escapes his caring eye.

The citizens of Oceania, known as Proles and Outer Party members, shuffle through their daily lives with a practiced diligence. Their clothing is a dull canvas of browns and greys to ensure everyone is treated equally. Faces are etched with a mix of resignation and fear, a constant awareness of the ever-present threat of punishment for any perceived dissent.

Information is a controlled commodity. History has been rewritten, censored, and molded to fit the world. True knowledge of the past is a forbidden relic, a whispered rumor exchanged only in the deepest shadows. The Party controls every facet of communication, ensuring the flow of information remains unidirectional - from Big Brother to the masses.

A constant drumbeat of propaganda fills the air, a relentless assault on the senses. Slogans like "War is Peace," "Freedom is Slavery," and "Ignorance is Strength" are plastered everywhere, their meaning twisted to serve the Party's agenda. This constant barrage reinforces the Party's absolute authority and suppresses any hint of independent thought.

Fear is the foundation of Oceania's society. The Thought Police, ever vigilant, patrol the streets, enforcing conformity and crushing any sign of rebellion. The telescreens watch, neighbors spy, and the threat of vaporization hangs over everyone, a chilling reminder of the consequences of disobedience.

This is Oceania, a world where freedom is an illusion, individuality a sin, and Big Brother's watchful gaze is omnipresent. It's a world on the brink, where a simmering discontent threatens to boil over, and where you find yourselves as you start your day.

Within Oceania, society is rigidly divided into three classes

Inner Party

At the very top resides the Inner Party. Imagine a privileged elite who control every aspect of life in Oceania. They hold absolute power, dictating everything from what people think to what they eat. Their lives are comfortable, with access to luxuries the lower classes can only dream of.

A whisper that sends shivers down the spines of even the most loyal Outer Party member. They are the unseen puppeteers, the architects of Oceania's suffocating reality. Encased within their opulent Ministry buildings, far removed from the grime and desperation of the Prole districts, they wield absolute power.

Their numbers are small, a carefully chosen elite selected for their unwavering loyalty and ruthlessness. Years of indoctrination and brutal tests have honed them into instruments of the Party's will. They are the true believers, their faith in Big Brother bordering on religious fanaticism. History is their plaything, facts twisted and rewritten to serve the Party's narrative. Information is their weapon, doled out in carefully measured doses to control the populace.

Yet, beneath the veneer of unity, whispers of dissent even penetrate the Inner Party's gilded cage. The constant pressure to maintain control, the ever-present threat of betrayal, breeds paranoia within their ranks. Luxury and power are a double-edged sword, for even a hint of disloyalty can lead to swift and brutal punishment. Are they truly the untouchable elite, or do they merely walk a tightrope over a bottomless pit? The truth, like so much else in Oceania, remains shrouded in secrecy.

Professions

- Politician
- Ministry of Truth Worker
- Thought Police Interrogator
- Researcher

Outer Party

Below the Inner Part are the Outer Party members. These folks make up the working class of Oceania. They hold a variety of jobs, from factory workers to low-ranking soldiers. They live in cramped apartments and have limited access to information and entertainment. While not living in abject poverty, their lives are strictly controlled and devoid of freedom.

The cogs in the great machine that keeps Oceania humming, their lives a monotonous symphony of work, rations, and sleep. They are the ever-present faces in the crowd, a vast sea of blue uniforms shuffling from factory floor to cramped apartment complexes. Hope is a flickering ember in their weary eyes, constantly threatened by the omnipresent telescreens and ever-watchful Thought Police.

Unlike the privileged Inner Party, Outer Party members live a life of controlled scarcity. Their apartments are drab, utilitarian spaces, devoid of any hint of individuality. Work is a constant grind, a relentless cycle of quotas and mindless tasks designed to keep them occupied and prevent independent thought. Propaganda is their daily bread, fed through telescreens and blaring from loudspeakers, a constant reminder of their place in the hierarchy.

Despite the suffocating control, a spark of defiance flickers within some Outer Party members. Whispers of rebellion, passed from coworker to coworker in hushed tones, hint at a yearning for something more. Black market networks offer a fleeting taste of freedom, a chance to possess a forbidden book or a luxury item. These acts of defiance are small, fraught with danger, but they represent a flicker of hope in the oppressive darkness.

The Outer Party is a breeding ground for discontent. Disillusionment with the Party's empty promises and the harsh realities of daily life can lead some to question the system. Are they simply mindless drones, or is there a potential for something more? The answer lies within each individual, a decision that could bring them closer to the Party's iron fist or a terrifying glimpse of freedom beyond the telescreen's watchful gaze.

Professions

- Outer Party Soldier
- Outer Party Guard
- Outer Party Medic
- Ministry of Plenty Worker (Factory)
- Ministry of Plenty Worker (Agriculture)

Proles

Finally, at the bottom of the social pyramid are the Proles. This vast majority of the population lives in squalor, performing the most menial labor. They have little to no education and are kept purposefully ignorant. The Party views them as easily manipulated and expendable. The Proles provide the raw labor that keeps Oceania running, while being deliberately excluded from any real power or knowledge.

An ocean of humanity teeming in the grimy underbelly of Oceania. They are the forgotten masses, barely surviving on the fringes of society. Their lives are a brutal struggle for basic necessities, a constant battle against hunger, squalor, and disease. Education is a privilege they are denied, history a forgotten whisper on the wind.

They live in dilapidated tenements, crumbling testaments to a bygone era. Sunlight, a rare visitor, struggles to penetrate the smog-choked atmosphere that hangs heavy over their crowded districts. Their days are filled with backbreaking labor, their bodies weary tools used to fuel the insatiable machine that is Oceania. Propaganda barely reaches them, its messages lost in the cacophony of daily struggle.

Yet, within this desperate existence persists a fierce sense of community. Family bonds are strong, offering a flicker of warmth in the cold embrace of Oceania. A shared language, a dialect incomprehensible to the Party, allows them to express their frustrations and vent their anger in a way the telescreens cannot monitor. They are the unseen, the unheard, but their sheer numbers hold a potential the Party cannot fully control.

Whispers of rebellion find fertile ground among the Proles. Their lack of indoctrination makes them susceptible to ideas of freedom, even if they are poorly understood. They are the wild card in Oceania's rigid deck, a force that, if harnessed, could bring the entire system crashing down. But will their desperation lead them to rise up, or will they remain a slumbering giant, forever trapped in the shackles of ignorance and poverty? The fate of Oceania might very well hinge on the answer.

Professions

- Prole Factory Worker
- Prole Sanitation Worker
- Prole Farmer
- Prole Service Worker (cooks, cleaners)
- Prole Service Worker (Restaurants, Shops)
- Prole Laborer

But there exists those who live outside the caste system.. .

The Others

Those who live outside the system in Oceania are a rare breed, existing in the shadows and clinging to a precarious existence on the fringes of society. Life outside the system is brutal and unforgiving. These individuals face constant danger from the Thought Police, starvation, and the harsh elements. Yet, they represent a flicker of hope, a testament to the enduring human spirit's yearning for freedom, even in the face of overwhelming odds.

The Outcasts

The Runners: These individuals, often petty criminals or those with minor infractions against the Party, have been forced to flee the confines of the city. They scrape by in abandoned buildings, makeshift shelters cobbled together in hidden corners, or even the sewers. Their lives are a constant struggle for survival, scavenging for food and avoiding patrols. They possess a deep distrust of authority and rely on cunning and resourcefulness to stay hidden.

The Wild Men: These are the feral remnants of a bygone era, living in the untamed wilderness beyond the city's sprawl. They have reverted to a hunter-gatherer lifestyle, their knowledge of the pre-Party world passed down through generations in whispers and legends. They are fiercely independent and distrustful of outsiders, but their knowledge of the land could prove invaluable to anyone seeking to dismantle the system.

The Resistance

The Whisperers: These are individuals scattered throughout Oceania, secretly harboring dissent against the Party. They spread rumors, forge forbidden documents, and provide safe havens for those on the run. Their communication is cryptic and relies on chance encounters and hidden messages. While they lack the firepower for a direct confrontation, their network of informants and sympathizers is invaluable.

The Underground: Deeper within the shadows lurk the true revolutionaries. These are organized groups, often formed by former soldiers, disillusioned Party members, or rebels from the Prole districts. They possess rudimentary weapons and training, striking at symbols of Party authority and infrastructure through sabotage and assassination. They are the most dangerous threat to the regime, but their activities are shrouded in secrecy and their numbers are limited.

Sample Professions/Occupations

- | | |
|--------------------------------|----------------------------|
| • Black Market Smuggler | • Thought Police Informant |
| • Black Market Negotiator | • Propaganda Artist |
| • Black Market Gadget Maker | • Street Performer |
| • Black Market Healer | • Entertainer |
| • Prole Healer (Folk Remedies) | • Petty Thief |
| • Resistance Leader | • Messenger |
| • Resistance Scout | |
| • Resistance Tech Specialist | |
| • Double Agent | |

Ministry Positions

Each member of Oceania was once working under a Ministry for the good of Oceania.

Ministry of Plenty

Factory Workers

The backbone of Oceania's industrial machine, toiling long hours in assembly lines producing everything from clothing to munitions.

Agricultural Laborers

Responsible for maintaining Oceania's farms and food production, often under harsh conditions and limited resources.

Miners

Extract essential resources like coal and ore from dangerous and backbreaking mines.

Delivery & Logistics

Maintain the flow of goods and materials throughout Oceania, ensuring everything reaches its designated location on time.

Ration Distribution

Oversee the distribution of food and basic necessities to the Outer Party and Prole districts.

Ministry of Love

Thought Police Assistants

Assist in investigations, interrogations, and the apprehension of suspected thought criminals.

Rehabilitation Specialists

Subject "thought criminals" to psychological conditioning and indoctrination in the hopes of reforming them.

#####M inistry Guards Maintain security at Ministry of Love facilities and ensure the smooth operation of its operations.

Janitorial Staff

Discreetly clean up any evidence of the harsh realities within the Ministry of Love.

Ministry of Truth

Propaganda Artists

Create posters, slogans, and other visual media that promote Big Brother and the Party's ideology.

Telescreen Technicians

Maintain and repair the telescreens, the two-way devices used for constant surveillance.

Ministry Clerks

Perform administrative tasks for the Ministry of Truth, ensuring the smooth operation of its propaganda machine.

Information Janitors

Dispose of oincorrect and inconvenient documents, ensuring complete compliance over historical information.

Ministry of Victory

Logistics and Supply

Responsible for acquiring resources, maintaining supply lines, and ensuring the smooth operation of military infrastructure. This division primarily employs Outer Party members.

Research and Development

Focuses on developing new weapons, military technology, and methods of warfare. This division employs scientists and engineers, some from the Inner Party but mostly basic skilled Outer Party members who are strictly monitored.

Recruitment and Training

Oversees the recruitment of soldiers, primarily from the Outer Party, and their indoctrination into unwavering loyalty to Big Brother and Oceania.

Subversive Groups of Oceania: Mission and Tactics

Nightingales

Spread messages of hope and rebellion through coded music and poetry, relying on hidden transmitters and the kindness of sympathizers to share their message.

Shepherds

Guide disillusioned Outer Party members and Proles towards a future free from Big Brother's control, offering safe havens and fostering a sense of community.

Inner Purity

Maintain the moral and ideological purity of the Party elite. They act as a secretive watchdog within the Inner Party, identifying and weeding out any potential dissent or weakness among high-ranking officials.

Broken Clock

Seek to expose historical truths hidden by the Party, preserving them for future generations and undermining the regime's control over information.

Last Page

Uncover and document the Party's crimes and historical manipulations, aiming to expose the truth and delegitimize the regime.

Ember

Spark rebellion through targeted sabotage and assassination, hoping to ignite a larger uprising against the oppressive regime.

Joy Camp

Promote and embody the Party's ideal of happiness. Organize and participate in all Party-sanctioned recreational activities, from mandatory "Joycamps" to telescreen exercises.

Thirteenth Hour

Actively plot the downfall of the Party, working to destabilize the regime from within and preparing for a coordinated uprising.

Little Brothers

Zealous youths fiercely loyal to the Party, acting as informants and enforcers within their communities. They keep a sharp eye on neighbors, colleagues, and even family, reporting any suspicious activity or dissent.

White Noise

Disseminate truthful information through coded messages and disinformation campaigns, aiming to disrupt the Party's propaganda machine.

Nighthawk

Conduct covert operations under the cloak of darkness, gathering intel on the Party's activities and recruiting new members to their cause.

Static

Hack into and disrupt Party communications, sowing confusion and distrust within the regime's ranks.

Limited Character Classes

By restricting character creation to Outer Party and Prole backgrounds, you create a sense of powerlessness and limited agency at the outset. Players will have to be resourceful and work from the fringes to make a difference.

- **Outer Party:** These characters might be disillusioned soldiers, jaded factory workers, or even black-market operatives yearning for something more. They have a basic understanding of how the system works and limited access to resources, but their proximity to the Inner Party might provide them with opportunities to gather information or steal valuable items.
- **Proles:** These characters could be hardened survivors, resourceful mechanics, or even charismatic street performers. They lack the education and resources of the Outer Party, but their anonymity within the Prole Districts could be an advantage. They might possess a strong sense of community and a deep-seated desire for change.

The Mysterious Contact

Introducing a mysterious contact from the Inner Party adds an intriguing layer of deception and manipulation. Here are some possibilities for their motivations:

- **Double Agent:** This contact could be a secret dissenter within the Inner Party, working to dismantle the system from within. They might be seeking allies to expose the Party's corruption or even foment a rebellion.
- **Power Player:** Perhaps this contact is a ruthless Inner Party member vying for a higher position. They might use the characters to eliminate rivals, gather compromising information, or orchestrate events to further their own agenda.

- **Idealist:** This contact could be a high-ranking Inner Party member disillusioned with the Party's brutality. They might be seeking to reform the system from within and use the characters to enact positive change without jeopardizing their own position.

Unveiling the Truth

As the campaign progresses, players can slowly uncover the true identity and motives of their contact. This revelation could lead to moral dilemmas, forcing characters to choose between loyalty to their newfound allies and their own sense of justice.

Here are some potential ways to introduce the contact:

- **A coded message:** Players might find a cryptic message hidden within a seemingly mundane object, leading them to a secret meeting with the contact.
- **A chance encounter:** The contact might orchestrate a seemingly random encounter, subtly hinting at their knowledge and offering cryptic information.
- **Blackmail:** The contact could know a dark secret about one of the player characters and use it as leverage, forcing them to cooperate in exchange for silence.

This hidden agenda adds a layer of complexity and intrigue to your RPG Anywhere world. Players will have to navigate a web of deceit while working towards their own goals, all the while questioning who they can truly trust.

Allowed Items (Oceania)

Clothing

- Functional, utilitarian clothing made from durable but unflattering fabrics (think browns, greys, blues)
- Standardized uniforms for Party members and specific professions (Outer Party guards, Ministry of Plenty workers)
- Simple undergarments (nothing revealing or flamboyant)
- Basic footwear for specific tasks (work boots, sturdy sandals)

Personal Items

- Issued Party ID card (required for travel, identification)
- Ration card (used to obtain food and basic necessities)
- Work tools (assigned by employer, returned upon job completion)
- Basic bedding and furniture (issued by the government, utilitarian and uncomfortable)
- Approved recreational items (limited selection of books, musical instruments, board games)
- Writing instruments and paper (strictly monitored, limited quantities)

Household Items

- Basic cooking utensils (pots, pans, cutlery)
- Simple cleaning supplies (soap, rags, buckets)
- Small radios pre-tuned to government stations (tampering strictly forbidden)
- Limited decorations promoting Big Brother and the Party (portraits, slogans)

Consumables

- Government-issued rations (meagre portions, low variety)
- Cigarettes (heavily rationed, seen as a stress reliever)
- Government-approved alcoholic beverages (low potency, limited availability)

Medical Supplies

- Basic first-aid kits (bandages, antiseptic wipes)
- Painkillers and basic medications (limited availability, tightly controlled)

Important Note

Ownership of any item beyond what is strictly necessary is highly discouraged. The Party promotes a minimalist lifestyle and discourages individuality.

Illegal Items (Oceania)

Information and Communication

- Unauthorized books, historical records, or any media deemed subversive
- Diaries, personal journals, or any form of private writing
- Communication devices (unauthorized radios, telephones, hidden transmitters)
- Cameras, recording devices, or anything that captures images or sound
- Maps, compasses, or any materials depicting the true geography of Oceania

Luxury and Personal Expression

- Jewelry, brightly colored clothing, or anything considered ostentatious
- Makeup, perfumes, or any form of personal beautification
- Religious texts, symbols, or any form of religious practice
- Musical instruments or art deemed "degenerate" by the Party
- Alcohol or cigarettes not obtained through the rationing system
- Recreational drugs (even mild stimulants or depressants)

Tools and Weapons

- Firearms, knives, or any bladed weapons (except for authorized professions)
- Explosives, chemicals, or anything that could be used for sabotage
- Lockpicks, hacking tools, or anything used to bypass security measures
- Advanced tools or machinery not authorized for personal use
- Printing presses, typewriters, or anything capable of mass communication

Other

- Any item associated with a resistance movement or dissident ideology
- Foreign currency, objects, or clothing (strictly forbidden)
- Anything that promotes individuality, critical thinking, or questions the Party's authority

Important Note

Possession of any illegal item is punishable by severe measures, ranging from public humiliation to imprisonment or even vaporization. The severity depends on the item and the perceived threat to the Party's control.

Storyteller's Addendum

Setting the Stage

Welcome to Oceania, a world where perpetual war, omnipresent surveillance, and absolute control aren't just facts of life, but the very pillars of society. As the Storyteller, you're not just guiding a narrative; you're orchestrating the chilling dance of conformity and the whispers of rebellion in a society utterly dominated by Big Brother. This setting is designed to immerse players in an atmosphere of constant paranoia, psychological manipulation, and the brutal reality of a totalitarian regime that controls every thought, word, and deed.

Mood & Themes

The mood of Oceania should be oppressive, bleak, and perpetually tense. Every interaction, every decision, carries the weight of potential discovery and severe punishment. Emphasize themes of:

- **Totalitarian Control:** The absolute power of the Party and Big Brother, where individualism is a thoughtcrime.
- **Surveillance and Paranoia:** The constant threat of the telescreens, hidden microphones, and even your neighbors or family reporting you to the Thought Police. Trust is a luxury few can afford.
- **Psychological Manipulation:** The Party's ability to rewrite history, control information, and even alter perceptions of reality through doublethink.
- **The Power of Truth:** The dangerous, often futile, quest for objective truth in a world where "truth" is whatever the Party declares it to be.
- **Rebellion (Subtle and Overt):** The flickering embers of resistance, from small acts of defiance to the desperate hope for a larger uprising, always under the shadow of inevitable capture and re-education.

Balance the seemingly mundane existence of the proles and Outer Party members with the crushing weight of the Party's dogma and the terrifying efficiency of the Ministry of Love. The story should challenge players to consider what it means to be human when humanity itself is under constant assault.

Please look at the examples below.

You awaken to the incessant drone of a voice that seems to emanate from the very walls. It speaks in a monotone, listing weather updates, production quotas met in various districts, and upcoming Party rallies. You blink, eyes adjusting to the dim light filtering through grimy, barred windows. Your communal sleeping quarters are spartan - metal bunks stacked two high, threadbare blankets, and a single flickering lamp hanging from the cracked ceiling.

Through another set of barred windows, you catch a glimpse of the city outside. Towering grey slabs of identical buildings pierce the smog-choked sky. Everywhere, telescreens flicker with the face of Big Brother, his omnipresent

gaze seemingly following your every move. A relentless stream of propaganda drones buzzes overhead, their monotonous pronouncements echoing through the concrete canyons. This is Victory City, the beating heart of Oceania, a monument to conformity and control.

A harsh metallic clang echoes through the room, followed by a distorted voice booming over a loudspeaker system. "Attention, residents of Unit 47B. It is 0600 hours. Rise and shine! Prepare for your designated assignments. The Party provides. The Party protects. Big Brother is watching."

Key Elements for Your Game

The Party Apparatus

The Inner Party holds absolute power, while the Outer Party comprises the bureaucrats and enforcers who carry out Big Brother's will. Their internal rivalries, purges, and the ever-shifting Party line provide endless hooks for missions, from uncovering a denounced official's hidden diary to participating in a public "Hate Week" rally.

Omnipresent Surveillance

Telescreens are everywhere—in homes, workplaces, and public spaces—watching and listening constantly. Microphones are hidden, and even children are encouraged to report suspicious behavior. This fosters paranoia and makes "getting away clean" an almost impossible feat, pushing players to be incredibly cunning and resourceful in their acts of defiance.

Societal Stratification

The world is rigidly divided into the Inner Party, Outer Party, and Proles. This stark inequality fuels different narrative arcs. Players might explore the seemingly "free" but suppressed lives of the Proles, the constant fear within the Outer Party, or the chilling ideology of the Inner Party.

Blurred Reality and Doublethink

The Party controls not just information, but perception. Doublethink—the ability to hold two contradictory beliefs simultaneously—is a crucial psychological tool. Present moral dilemmas where definitions of "loyalty," "truth," and "freedom" are constantly challenged and redefined by the Party.

Running Encounters

Encounters in Oceania are often less about direct combat and more about psychological tension, stealth, and social maneuvering. A clandestine meeting with a potential rebel might be interrupted by a sudden Thought Police raid, a seemingly innocent conversation could be a test of loyalty, or a simple "duty" at the Ministry could expose a vast conspiracy. Leverage the sensory deprivation of the impoverished Outer Party districts, the endless propaganda of the telescreens, and the constant threat of being "vaporized" to create immersive and chilling scenarios. Remember, in Oceania, freedom is thoughtcrime, and knowledge is power—but only if the Party allows it.

