The Village stores its data on a little seen computer system. Now Karen Langley hacks into it.
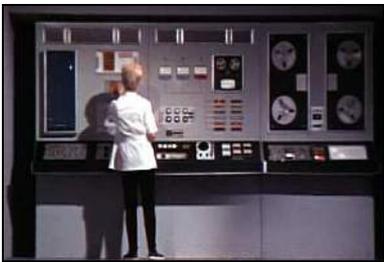
INSIDE

George Markstein's 1966 synopsis for The Prisoner included a reference to the abduction of the principal character: "He is 'computerised' to the 'retired' file" and a description of the Village technology: "Every type of modern electronic surveillance system is used to keep tabs on everyone." And yet, in the series, there is very little mention of the Village computer system and only after the halfway point has been reached:

Dance of the Dead – No. 6 (at the dance): "This is my first - and last."
Bo Peep: "Don't be silly!"
No. 6: "Who's saying that? You, or the computer?"

Hammer into Anvil – No. 2: (questioning a new code): "And the computer's not programmed for it!"

It's Your Funeral – New No. 2: "The computer calculated the old woman's behaviour would change the behaviour pattern of No. 6."

The rest of any study of the Village computer must be mainly visual, as the mainframe is seen in just a handful of episodes. Some equipment does not really qualify: the X-d out Arrival punched card file system, the A. B. and C. dream manipulator, the 'teleprinter' at the end of Dance and the rocket controls in The Girl, or Fall Out. However, in some of those stories there is a glimpse of a computer.

Arrival has the first computer on view, when No. 6 has his medical check ups and also espies a strange corridor with a computer at the other end. The opening episode establishes the existence of a computer system, making the otherwise quaint Village appear futuristic.

In The General the impressive 'brain' is used for the "Speedlearn" educational programme. The props were changed around in some stories, but have shared panels.