

The background is a detailed line drawing of a steampunk-themed mechanical environment. It features various gears of different sizes, some with teeth and others with smooth rims. There are also mechanical components like pistons, levers, and structural frames. A large clock face is prominently displayed in the center, with Roman numerals from I to XII. The clock hands are simple, and the clock face itself is part of a larger mechanical assembly. The overall style is technical and intricate, typical of steampunk art.

SHENAN-AGAIN

THE TIME LOOP HEIST GAME

BANK

Shenan-Again

The Time-loop Heist Game

Beta Test Edition

Created by Ben Schulzke

Produced by Jacob Talbot

Artwork by Emily Layton and Emily Bruun

Edited by Sarah Schulzke

© 2023 Tiny Tabletops

All Rights Reserved

Introduction

Welcome to 21st century Earth, otherwise known as the world right outside your window.

Everything's pretty much the same as whenever you last checked. Unemployment keeps going up. Except when it doesn't. Everyone complains about taxes and gas prices. Your grandpa likes to remind you how much better things were back in his day. You know, back when the US was at war and computers weren't so complicated.

... Where were we? Right. Everything's pretty much the regular old planet Earth you're used to. But there's one important thing you've probably never heard of, what with it being top secret and all. A couple years ago, the government¹ discovered a whole bunch of extraterrestrial technology that nobody quite understands. At least, we assume it's extraterrestrial, unless some country's been off building some crazy tech and not telling us about it. Which is definitely possible.

Point is, they found some of this tech,² and as shady government organizations are wont to do, they covered it all up and pretended it didn't exist. They gave it some kind of technical, sciency name,³ but most people who're "in the know" just call them Coils. The specialists who've been allowed to examine the Coils are pretty sure they can do a lot more than we've realized, we just don't know how to work them. We're like a bunch of cavemen who've discovered an iPhone, and the only part we've figured out how to

¹ Whose government? What branch of the government are we talking about here? What country do they even represent? No idea. Probably more than one, honestly. Some kind of shady, intergovernmental agency with so many secrets, even their secrets have secrets. Dubious motives and morals. You know the type.

² Where did they find this, you ask? First, stop interrupting. I hate inserting footnotes mid-sentence. Second, I have no idea. Maybe they dug them up from under the pyramids. Or Stonehenge. Or they fell down on a meteorite. Don't know. Don't care.

³ If you were gonna ask if I knew the sciency word, the answer is no. In case you haven't noticed, that's the answer to a lot of your questions. That's cause they're pretty stupid questions. Which is why I answer them down here, in the footnotes, which most people don't even bother to read anyway. Point is, I don't give one refried pinto bean what the Suits call the thing, long as it gets the job done.

use is the pizza button on the Domino's app.⁴ But we have figured out one thing the Coils do, and it's a heck of a lot better than one-click pizza, let me tell you.

You might be wondering how I know all this, given that it's top-secret, need-to-know kinda info. Great question. Thing is, over the past couple years, a few of those Coils have ... gone missing. One of them eventually made its way into my hands,⁵ and I've been using it in various business dealings ever since. It's quite handy. What exactly does it do? Well, I'm not the best person to ask, as my grasp on the subject is even more tenuous than that of the experts. Who, to be quite frank, know next to nothing.

But I'll give it a go. When we turn the Coil on,⁶ it bends the space-time continuum. Creates an anomaly. In plain English, it starts a time loop, like in that movie where Bill Murray relives the same day over and over. Except this Loop only lasts an hour instead of a day, and it only repeats three times. So you get three tries at whatever you want to do during that hour, but the last one's the one you're stuck with. I've had some of my own genius types take a gander at my Coil,⁷ and they agree that there's a heck of a lot more this thing can do. Given the money we're already making on this thing, I'd love to find out what else it can do. The boys in the lab warn me that further experimentation could have catastrophic consequences. Potentially apocalyptic-level stuff, apparently. But hey, you can't expect big rewards if you're not willing to take big risks.

Speaking of risks, I've got a job that calls for some... particular skills. You in?

⁴ This blew my mind when I first heard about it. It's not enough that we could order from our phones, we needed to be able to do it with just one click. I dunno. I find that level of laziness kind of inspiring.

⁵ How did I come by a top-secret alien machine that most people don't even know exists? It's a long story. I'm not gonna get into it now. Suffice it to say it involved two long-distance phone calls, some anonymous transfers of cryptocurrency, and a one-eyed woman with an albino ferret.

⁶ By pointing a bunch of electromagnets and crap at it. No, apparently the aliens didn't think to include an "on" button. Or we just haven't found it yet.

⁷ They were utterly bamboozled. I realize no one actually says bamboozled with a straight face, but that's exactly what they were. There's just no other word for it. And my face is never straight. Now that we've got that straight ...

An Overview

Shenan-Again is all about controlled chaos. You and your friends will take on the role of a crew of thieves attempting to pull off a difficult heist using a stolen Coil, a piece of alien technology that warps time. You'll enjoy thrilling, daring successes, but you'll also face crushing—yet quite often hilarious—failures. Ultimately, Shenan-Again is a game about taking calculated risks and learning from your mistakes. It's about second (and third) chances.

Because Shenan-Again isn't just a heist story, it's a *time-loop* heist story. In the game, you'll relive the same heist three times, one hour each time, so you get three chances to get it right. The second and third time around, you'll already know a lot of what's going on. The mechanics of the game are designed to reflect the experience gained through each iteration of the loop as you work to perfect your plan.

A note on game editions:

This rulebook assumes that you don't have the Shenan-Again game box, so explanations about tracking the pool of Luck Dice and writing the Crew's character concepts are slightly different here, but the essential elements of the game remain the same.

The Game

To play, you'll need 4-6 people: one person will act as Gamemaster (GM) and the rest of the players will be the Crew. The GM acts as a kind of narrator, presenting the situation to the Crew. The Crew takes actions to overcome obstacles and pull off the heist. In this rulebook, we use "the Crew" and "the players" interchangeably—in both cases we mean all the players *besides* the GM. You'll also need a table, a notebook, some six-sided dice of at least two different colors (or sizes), and a handful of index cards.

It doesn't take long to learn the rules of Shenan-Again. This rulebook outlines everything in detail, including tips and examples, but one player who's read this rulebook (specifically the GM) can easily explain the game to the rest in just a few minutes, and then you can get right into playing.

A game of Shenan-Again begins by establishing the scenario. The GM will let you know what you're stealing, and who from. Then you'll put together a crew. Once that's settled, you'll start a one hour timer. You'll take turns explaining what you'd like to do and rolling dice to see if you succeed. The GM narrates the results of your success or failure, you decide what to do next, and so on. After one hour, the timer will go off, and the loop will reset.

Most likely, the first time around will devolve into an absolute mess before the end, despite your best efforts. That's okay! You'll learn a lot, and laugh a lot, and you'll be ready for round two! The second time around, you remember what happened in the first loop, but the people you're robbing don't, which gives you an edge.

Even still, unless you're exceptionally lucky, you probably won't quite pull off the heist on the second try either. That's for the third and final loop. First time's mostly just for figuring out what *not* to do. Second time's for figuring out what *to* do. And the third time's for getting it *right*.

Part 1 – The Mark

Quick Reference Sheet

To pull off the heist, you need to do three key things:

1. Get in
2. Get the thing
3. Get out

Setting Up

- Pick a scenario
- Set the scene
- Create character concepts
 - [adjective] [role] with [noun]
- Choose a leader and a scribe
- Start the timer

Using Your Dice

- 20 single-use Luck Dice per 1-hour loop
 - If your Role *does* apply—roll 2 Skill Dice + any number of Luck Dice (including zero)
 - If your Role does *not* apply—roll any number of Luck Dice and **no** skill dice
-

Teamwork

- Decide who rolls first
- As long as at least one player succeeds, the group succeeds at the task
- *Advantage*—applies to the whole group involved

Failing a Roll

- Attempt fails
- *Also* adds a new complication
 - Must roll to “recover” from the failure, i.e., deal with the complication
- Unpredictable—failure won’t ever happen the same way twice

Looping

- One hour for each loop
- 20 Luck Dice reset at the beginning of each loop
- Scribe records timestamps of key events

Gaining Advantage

- Previous attempts → increased odds (*Advantage*)
 - Failed before → Success on a 5 or a 6
 - Succeeded before → Success on a 4, 5 or 6
-

Setting it Up

Go over the Rules

Once everyone's gathered at the table, make sure you're all clear on the rules. Your players may have read through the rulebook, but if you're the only one who knows the rules, then you'll have to teach them. Although this rulebook takes its time laying things out clearly, you'll find that you can explain the basic rules in just a few minutes. You can find details on the rules of gameplay in Shenan-Again in *Part 3 – The Play*. If you're teaching the players the rules before playing, *don't* read through them all. Use the Quick Start Guide to remind yourself, and just go over things quickly and concisely.

Resolve any questions that the players have before you start the timer, but don't worry if they're not 100% clear on everything at first. The rules usually become clear once the players begin rolling.

Establish Expectations

If your players are familiar with other tabletop roleplaying games, they'll probably come in with certain assumptions of how things will work, so it's important to set up the right expectations, especially when it comes to where this game is different. In most tabletop RPGs, you can take as much time as you want discussing options and making plans. But Shenan-Again is meant to be a wild ride with hardly a second to breathe. Make sure your players understand that the timer will not be paused under any circumstances. They will feel like there isn't enough time—that's part of the point! The crazy rush to throw together a plan on the fly, coupled with unpredictable failures

and sudden detours, give Shenan-Again a feeling of controlled chaos from the moment the timer starts.

Explain the Scenario

As Gamemaster, you've got a bit more prep work to do than the Crew. Your job is to set the scene. You explain the scenario, describe the outcomes of rolls, and play the other characters the Crew encounters. To do all this, you'll need a scenario. A scenario is basically like the roadmap for your story. It doesn't tell you where the Crew *will* go or what they *will* do, but it gives you an idea of some places they *could* go and some things they *might* do. Most importantly, it outlines what obstacles will get in their way.

If you have the Shenan-Again game box, you can use the prebuilt Shenan-Again scenarios included in the box, which comes with descriptions and maps. If not, you can design a scenario based on the guidelines explained Part 4 - The

Set the Scene

Before you have your players start creating their character Concepts, make sure you give them an overview of the scenario. Help them visualize the space they're interacting with, and provide them with maps if possible. Explain the basic premise and let them know what obstacles their characters will be aware of going in.

Running the Game

This section is devoted to tips for successfully running a game. For detailed discussion of the game mechanics and rules, see Part 3 - The Play.

Pacing the Time Loops

In a game of Shenan-Again, the Crew uses a Coil, a piece of mysterious extraterrestrial technology that can bend the space-time continuum, to pull off a challenging heist.

The Coil creates a time loop. If you've seen *Groundhog Day*, you've already got a pretty good grasp on how this works. The difference here is instead of living the same day over and over, you repeat just one hour, and you only live through that hour three times in total. The last time is the final loop, the one that "sticks."

Once the Coil is activated, there's exactly one hour until the loop resets. As soon as that hour is up, the Crew finds themselves back where they began, in time and space. No one else will have any memory of what happened.

That's when the second loop begins. Again at the end of the second loop, everything resets to the exact moment when the Coil was activated, and the hour begins again. The third loop is different, however, because instead of resetting after one hour, time continues to flow normally. The third loop is the final loop, so *that's* when players need to make sure to pull off the heist. Doesn't matter if they pull it off the first time or the second time, everything will reset and they'll have to do it all over again. Players have to get it right on the *third* loop.

The first loop will mostly be a learning experience. During the second loop, players will start to solidify their plan. It's in the third and final loop that everything will (hopefully) come together. At the beginning of the third loop, you'll still set a timer for one hour, but this time, when

that third timer goes off, the loop doesn't reset. Instead, if players haven't successfully pulled off the heist before that third timer goes off, they get caught.

Each one-hour loop should build on the last one. Although they're living the same hour each time, for the most part things should happen differently each time. This will naturally happen due to random rolls of the dice, changes the Crew makes to their plan, and the advantage they earn through practice. However, it also falls on you as GM to make sure that players encounter new obstacles each loop. For this reason, be sure to have more obstacles prepared than they can possibly get through in the first or second loops. We've found that 12–16 total obstacles is a good target number for a scenario.

Although the loops should build, it's also critical you don't break the sense that it really is a time loop. Things the Crew hasn't interacted with shouldn't change from one loop to the next. If a guard makes a certain round during the first loop, she should make the same round during the second loop—*unless*, of course, the players have done something that could plausibly interfere with this. This is how you balance the need for change with the need for continuity. Even just slightly different timing on the part of the players can be an excuse for you to mix things up. In addition, whenever the players fail a roll, they'll fail in a different way than they did before, which can create a new chain of events.

Try to limit the number of new obstacles introduced in the final loop to just a couple, mainly one or two complications for getting out. If everything seems to be going fairly smoothly in

the final loop, perhaps the cops show up right as they're escaping, and you could end the game with an epic car chase.

Since they get three loops, players shouldn't be too worried about messing things up. Let them try things out, learn and gain experience, and enjoy the ride!

Obstacles

Both as you're planning and as you're running the game, remember that your job is *not* to come up with a story. Let your players surprise you! A game of Shenan-Again is always full of twists and turns that no one at the table could've predicted, and that includes you as the GM. A story is the result of characters pursuing a goal and running into obstacles which impede them in that pursuit. This creates conflict, which is resolved by the choices the characters make.

As GM, you'll give the players their goal and present obstacles, but they're in charge of choosing how to deal with the obstacles in front of them. *That's* what creates the story—their choices. So when you're thinking about obstacles, avoid the temptation to think of solutions. Both you and the players will have much more fun if you discover the story together, rather than trying to force the players along on a story you came up with. Everyone will have more fun if the players have to rely on *each other*, rather than you.

Each player should also have a chance to be in the spotlight. In general, we'd suggest you avoid outlining specific solutions to obstacles for your players, but if you notice a player hasn't rolled dice recently or seems less engaged, suggest to the group ways that this player could help solve a particular problem. Make sure everyone gets to participate!

Challenges

In order to overcome obstacles, your players will make Challenge rolls. As your players move through the game, a good rule of thumb is to make sure that they are rolling Challenges every three to five minutes. The timer itself should motivate the players to keep moving things along, but if things start to drag, throw in a new obstacle or complication to keep up the pacing. Basically, if you're not sure whether you should call for a roll on a certain action, you should probably call for a roll. It's more fun! Even if there doesn't seem to be much chance of "failure" with a particular action, there's always a way it could go wrong. Now, obviously don't call for a roll to open unlocked doors or walk down unguarded hallways. But also, if you have too many unlocked doors and unguarded hallways, you're probably doing something wrong. A game of Shenan-Again should be challenging and constantly subvert the player's expectations. Your goal as GM is for the players to win, but you don't want to make it easy for them. A perfect game of Shenan-Again will be up in the air until the last minute or two, or even the last thirty seconds. To create that tension, there needs to be a real fear of failure, so if you're in that third loop and the players are clipping along a little too fast, throw a wrench in their plans by introducing a new complication.

Failure

In a good game of Shenan-Again, players never know what might happen when they attempt their rolls. This uncertainty is part of the magic and adventure of the game. A great way to

ensure that your players feel that magic and to keep them on the edge of their seats is keeping the complications of failure interesting.

Think about a story you enjoy, whether that's a TV show, book, or movie. When the protagonist tries something and fails, does it ever just “not work”? Chances are, failure adds some kind of complication which makes the story more interesting and drives it forward. That's how a complication for a failed roll in Shenan-Again should feel.

The results of failure should always be unpredictable. You can't plan how you're going to fail, right? If you succeed, that usually means things go about how you planned, but if you fail, that means things play out in a way you couldn't have anticipated. This forces you to adapt and keeps you on your toes.

Make sure that your complication always requires the players to take a *new* approach, rather than just rolling for the same thing again. To help you think of different types of complications, we've broken them down into three types, but there are infinite different ways things could go wrong. These are just a few ideas:

- “Yes but...” — The player who was rolling technically succeeds, *but* something they hadn't intended also happens. This still counts as a failure when it comes to calculating advantage, and complications from this are treated just like any other failure.

- “Instead” — The player meant to do one thing, but instead, they end up doing something very different.
- “Seems like it worked.” This can be fun, but use it sparingly. In these cases, the player *knows* they failed the roll, but you just smile and tell them that it seems like it worked. In your head, you’ve thought of something that went wrong, but you don’t tell the players yet. Instead, just leave them guessing about what might have happened, and keep that reveal for a bit later down the road.

Avoid having the complication from a failed roll be “You get caught/captured.” That’s kinda boring, unless it moves the story forward somehow. Just having them locked up in an empty room isn’t interesting, but if that locked room is also occupied by some poor minion who’s displeased the boss, or it has a broken floorboard that leads down into the basement— now *that’s* interesting.

Now let’s get into some specific examples:

- *Hacker tries to access the elevators, but fails his roll*
 - *Maybe all the elevators stop where they are, and the doors open directly into the elevator shafts*
 - *Or the elevators start going up and down constantly to random floors*
 - *Or it works, but unbeknownst to the Hacker, someone noticed him on accessing their system and is now silently tracking his location*

- *Conman tries to gain someone's trust*
 - *Maybe the person become suspicious*
 - *Or they aren't suspicious at all, but still do something TOTALLY different from what the Conman wants*
 - *Or it seems like it works, but the person is just playing along and watching the Con closely to figure out what's going on*
- *Thief tries to pick a lock*
 - *Maybe their lock picking tools break inside the lock*
 - *Or they take too long and someone notices*
 - *Or they trigger an alarm (could be unknown to them, and just ominously tell the Thief that it "seems to work," leaving them to wonder what went wrong)*
 - *Or they damage the lock, and when they step through and close the door, they end up locked inside that room*
- *Muscle tries to knock someone unconscious*
 - *Maybe the person knocks him down and runs off*
 - *Or they dodge and call in backup*
 - *Or they seem to be unconscious, but were just dazed, and wake up as soon as the Muscle turns away*
 - *Or they yell before going down, alerting other people nearby*

Resources

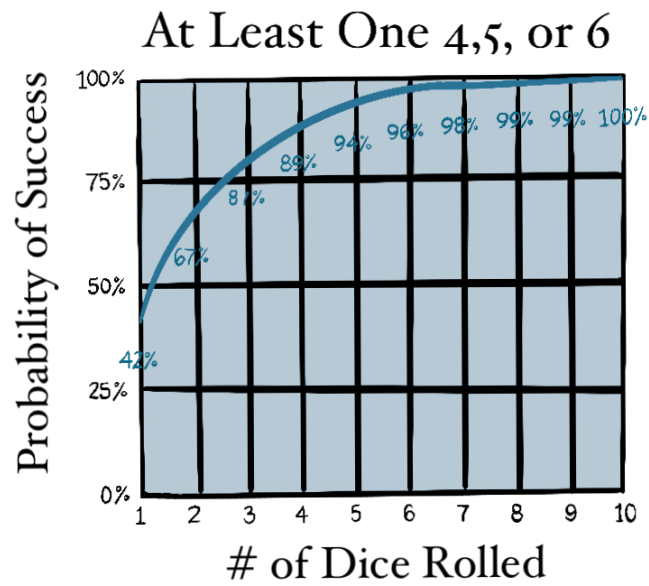
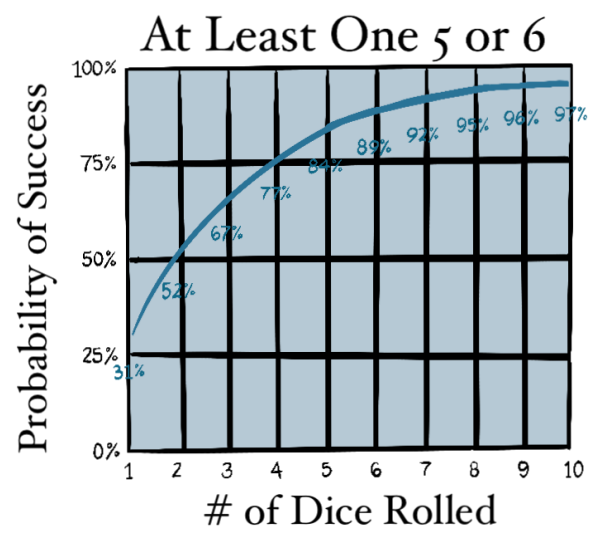
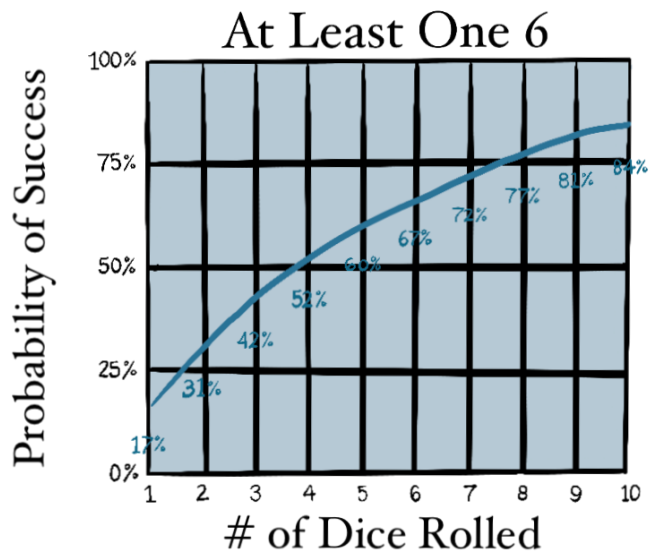
Music

Having some thematic music in the background makes a huge difference in setting the mood. It adds a sense of momentum and energy to the game. Find a playlist on YouTube or Spotify, or make your own. The soundtracks from heist movies or TV shows are a great choice. Make sure the volume's balanced so it's audible, but you don't have to shout over it.

Probability Charts

The probability charts are first listed as tables, which are conveniently divided by color based on the level of probability. The same odds are shown below that in the form of probability curves. You'll find the odds of rolling at least one six with a given number of dice, the odds of rolling at least one five *or* six, and the odds of rolling at least a *four*, five or six.

Below that, you'll find the probability chart that shows the odds of rolling at least one six with 3-10 dice respectively, and the same for at least one five or a six, and for at least one four, five or six. We'd recommend that you either print these charts out or have them accessible to the players on a device. That way, they can make informed decisions on how many dice to roll. This is especially helpful if this is the first time they'll be playing.



Part 2 – The Crew

Each player will be playing a member of the Crew, and each will have a certain skill set. Using this section as a guide, the players will each create a short sentence called a Concept that describes their character's personality, their Role in the Crew and something unique about them. The rest of this section is written as instructions that you, as the GM, could read or paraphrase to the players.

Create Character Concepts

First, choose one of the four Roles from below and write it down in the middle of your index card, with room on both sides to add additional words before and after your Role. Your Role is the reason they decided to bring you along—it represents what you're good at, what makes you useful.

➤ Con

- Strengths – deception, forging documents, disguises, getting information out of people, general persuasion and charisma

➤ Burglar

- Strengths – climbing over/around/on top of things, picking locks, sleight of hand, pickpocketing, general athletics

➤ Hacker

- Strengths – cameras, alarms, elevators, emails, codes/passwords, general intelligence and wisdom

➤ Muscle

- Strengths – punching stuff, jumping, driving, shooting, general strength

Next, add another layer to your character with a single adjective tacked onto the front of your Role. While your Role will be reflected in **what** you do during the game, the adjective you choose will be reflected in **how** you play and should impact the way you act as your character. Keep it spontaneous and just write down the first adjective that pops into your head! Here are some examples to get you thinking:

➤ Snarky Con

➤ Loyal Burglar

➤ Distractible Hacker

➤ Cheerful Muscle

Finally, add the word, “with...” **after** your Role, and follow that up with a single noun. This could be an object, a relationship, a physical, emotional, or mental condition, or anything else that adds a unique aspect to your character. Again, this noun is purely to make your character more fun and interesting to play, so don't worry about whether it will be applicable to the heist. Once everyone's finished their Character Concept, make sure you also each take two dice from the smaller pile. These are your Skill Dice, which will be discussed later on. Each player can have a

unique pair of Skill Dice, if desired, the important part is that they're distinct from the main pile of dice, your Luck Dice.

Sample Character Concepts:

- Snarky Con with a daughter
- Loyal Burglar with an old photograph
- Distractible Hacker with something to prove
- Cheerful muscle with a chronic cough

While your Role determines *what* your character will do and how good they'll be at it, the adjectives and nouns you use add a few extra details to give you an idea of *who* your character is. Unlike the Role you choose, the other parts of your Concept won't give you any special advantage, but they make playing your character more fun.

For the GM:

Also be sure to remind the players that the adjective and noun they choose don't impact the mechanics of the game in any way. Descriptions are added to flesh out the character in terms of roleplaying, so make sure your players aren't agonizing over the decision. Encourage them to pick the first word that comes to mind and move on.

Guiding a Leader & Scribe

Leader

The game runs more smoothly if the crew's leader is a player who is themselves a natural leader. Players need to get used to turning to their leader when they have a suggestion or would like to try something, rather than turning to you, the GM. You generally go through the leader, not giving something a turn unless he gives the go ahead.

If no one volunteers to be the leader, suggest a player who you believe would feel comfortable and confident taking charge. But if you do get into the game and the leader isn't acting assertively, gently remind him or her by asking, "So, what do you do next?" Additionally, if you notice a particular player being given fewer turns, help bring them into the spotlight by suggesting a way their skill could prove useful in the given circumstances.

Tips for the Leader:

On the first loop, you'll almost certainly feel that there you don't have enough dice to make them last the whole hour. That's okay! Keep in mind that you'll have two more times to get everything right, so for that first loop, just learn what you can and enjoy it as everything spins out of control.

Tips for the Scribe:

The most essential timestamps to record are for events that happen without your crew's intervention, like people arriving on the scene from somewhere else, or a shift change. Another thing the scribe will need to keep track of is previous attempts at challenges. Make a note to remind yourself what specific challenge was attempted. Make it specific enough that you'll recall the context, so for the Burglar's roll to sneak past the security camera at the gate, rather than writing just "sneak", perhaps jot down, "sneak—gate camera." Including timestamps in your challenge notes can help in keeping track of this. Also note whether the attempt was successful or not, as this affects the advantage.

Timestamps

Often, it is advantageous to be aware of precisely when certain events happen. If the Crew wants to take advantage of a moment when a security guard takes a bathroom break, they'll want to know exactly when that happens. From a practical standpoint, no one's memory is perfect. Players **can't** count on an event occurring at a specific time unless they have it written down.

This is where the scribe comes in. In addition to any other information that the players would like to keep track of, it's **very important** that the scribe note down the timestamps of key events. Remember that any timestamps for events caused by the Crew are subject to change, unless everything is done in exactly the same way.

Part 3 – The Play

Planning/Taking Turns

As soon as the timer starts, the players should begin planning. During the first loop players should focus on how they'll get in, and make a more general plan. In the second and third loops they'll refine and perfect that plan based on their experience. The leader takes charge during planning—they'll mediate between players with differing approaches and decide on the best course of action for the Crew. Don't take too much time on this step—it's much better spent just going for it. While it's not entirely realistic, it's way more fun if the Crew just kinda wings it. Doing **something** is always more fun than sitting around deliberating. The Crew will want to take a moment at the beginning of each new loop to reassess the plan—but again—don't let it eat up too much time. Remember, you're on the clock!

There's no set turn order in Shenan-Again. Instead, it's up to the Crew to switch from one crewmember to another depending on what needs to happen next. In-world, your characters are all equipped with earpieces, so you can communicate with one another in real time. You can use this fact to make suggestions about who should go next and how you deal with obstacles that arise. Bring those suggestions to your crew's leader (not the Gamemaster) because the leader calls the shots, they decide who goes when. The leader should make decisions quickly, as deliberating too long will eat up precious time.

If you're the leader, wherever possible, try to spread tasks out evenly between the players so that everyone can contribute and have a good time. Even if you're not the leader, you can help

out by noticing if one player's being left out—suggest ways to put their skills to use. It can be helpful at times to have players pair up and work together, especially if you have a larger group. These pairs are fluid from one minute to the next, subject to adaptation based on the needs of the heist.

A lot of situations rely on a sequence of events. **First** the Conman distracts a guard, **then** the Burglar sneaks past. But sometimes you'll want two players to do something "at the same time." In this case, you still choose one player to roll first, but rather than resolving any of their recovery rolls if they fail, (see [Failing a Roll](#)), immediately switch to the other player. Once they've both made their first roll, you can keep resolving their failures and/or let other players take turns based on the situation.

Aaron, Liz, Maggie, and Sam are playing a scenario in which their crew attempts to steal a priceless statue from an archeological dig. Liz, the Muscle, is also the crew's leader. She says, "Alright guys, how're we gonna get in?"

Maggie, the Burglar, suggests that she could sneak over to get a closer look.

"Go for it," Liz says.

Maggie rolls to see if she can sneak up closer, and she succeeds. The GM tells her that there's a fence around the perimeter, and they check everyone's ID at the gate. Sam, the Con, suggests that Maggie steal someone's badge so he can use it to get in. Aaron, the Hacker, suggests that instead they dig their way under the fence.

Liz thinks about it for a second and decides that it would be useful to have a badge once they're inside, but thinks it might be too risky to steal one. Instead, she tells Sam to "casually" snap a picture of someone's badge as they're walking in or out, and plans to have Aaron use photo editing software to create a fake ID badge.

Challenges

Players will have to not know which challenges they have advantage in for every loop. Not everything attempted should automatically succeed. Many times while attempting to do something very difficult, there will be limited time or limited information. To reflect this difficulty, the GM should call the Crew to perform a Challenge roll, which determines if they succeed or fail.

Luck Dice

During set up, twenty dice should be set in the middle of the table. This is a shared pool of dice called Luck Dice. If you don't have twenty dice, you keep track of your "pool" of dice on a piece of paper, "crossing off" dice when they're used instead of physically removing them.

Whenever players are called upon to roll for a Challenge, they can roll as many Luck Dice as they wish to overcome that Challenge. As long as they roll a six on at least one die, they succeed. This doesn't mean adding up the results. Look to see if **at least one die comes up as a six**. If they don't roll a single six, they fail. Whatever Luck Dice used, once rolled, are removed from play for the

remainder of the current loop. At the beginning of each loop, the pool of Luck Dice resets back to twenty.

Skill Dice

If players are rolling a Challenge that's related to their Role (say the Hacker is trying to disable some security cameras) they add two Skill Dice to any number of Luck Dice. In this case, they must roll at least one six on any one of the dice, regardless of which type of die it is. If they wish, they can just roll your two Skill Dice with no Luck Dice, though the odds of rolling a six on just the Skill Dice are fairly slim. If the Challenge doesn't relate to their Role, but they don't want to waste any Luck Dice on it, they can always roll just one Skill Dice alone. **Whatever dice they'll be rolling, they need to decide beforehand which dice, and how many, and roll all of them at once.**

- The Burglar could add their Skill Dice to pick a lock, but not to knock someone out
- The Hacker could add their Skill Dice to access an elevator's control panel, but not to lie to someone
- The Con could add their Skill Dice to pass themselves off as an employee of the people you're robbing, but not to crack a safe.
- The Muscle could add their Skill Dice to shoot someone with a sleeping dart, but not to decrypt a secure email

Advantage

In a time-loop, the Crew has a distinct edge in that they relive the same moments multiple times, allowing them to predict what will happen before it occurs and adjust accordingly. Hopefully, they'll adapt their plan to avoid the mistakes they made in their past attempts.

Under normal conditions, at least one **six** is needed to succeed at a roll. However, if the player attempted the exact same Challenge roll in a previous loop, they will succeed as long as they roll a five **or** six, even if they failed before.

If they **succeeded** at least once on the same Challenge in a previous loop, they succeed on a roll of a **four**, five, or six. For this higher level of advantage, it doesn't matter whether they succeeded in the last loop, or how many times they succeeded. Maybe it's the second loop, and the player succeeded in the first loop. Maybe it's the third, and they succeeded on the first but failed on the second, or maybe they succeeded both times. Regardless, as long as they've succeeded **at least once** at doing **exactly** the same thing, they'll succeed on a four, five, or six.

Players will only have an advantage when they've previously attempted the **exact same thing**. In many cases, this means it'll have to be in the same room, in the same situation. It doesn't necessarily have to be the exact same time, but the circumstances need to be identical. It's not just a question of having picked **any** lock, it's whether they've picked that **specific** lock before. When it comes to people, it's not just whether they've tackled **that** guard before, it's whether they've done it in the same space in basically the same situation.

Aaron, Liz, Maggie, and Sam have infiltrated the dig site. They're on the second loop. Liz, the Muscle and the leader, instructs Sam to find out who has the key to the bunker where the artifacts are stored. He strikes up a conversation with one of the people working the site.

"How long have you been working here?" Sam asks.

Sam's had this conversation before. He didn't succeed in getting this info last time, but this time at least he knows what not to say. The GM, Matt, calls for a challenge roll. "You're on fives or sixes," he reminds Sam.

Sam figures it's important that they figure this out, so he takes three Luck Dice to get pretty good odds.

Maggie reminds him to add his Skill Dice, since this is clearly related to his Role as the Con.

Sam smiles. "How could I forget?"

He rolls 4, 3, 1, 5, and 5. Since he rolled at least one five or six, he succeeds this time. They get the info they need, and proceed with the next step in their plan.

Teamwork

On some Challenge rolls, the Crew can increase their odds of success by working together. One person might give another person a boost to climb over a wall, the Con might distract a guard while the Burglar sneaks past, or a player might help the Muscle to tackle someone. It's ultimately up to the GM's discretion what will count for teamwork and what will require separate rolls, but in general, a team roll can be done when one player is acting to assist another player, rather than completing two separate, equally necessary steps.

To roll as a team, the leader decides who should roll first. This player then decides how many dice they'll use, just like a normal roll. If they succeed, the group succeeds, and no one else has to roll. If they **fail**, the next player has a chance to roll. As long as at least **one** of the players rolling for the Challenge rolls at least **one** six, the group counts as succeeding collectively.

Liz, Aaron, Sam, and Maggie need to get the storage bunker's passcode from the site director. Liz decides to send Aaron, the Hacker, to the director's trailer so he can get the code off his laptop. They send Sam to keep the site director distracted, hopefully buying Aaron enough time to hack into the laptop.

"Roll for it," says Matt, the GM, "And remember, this is your first time, so you're on sixes. I assume Sam's rolling first? What do you say?"

Sam nods. "I ask him about his daughter. He said he had a daughter last time, right?" Sam grabs two Skill Dice plus one Luck Die, for a total of three dice. He rolls 2, 1, and 5.

Matt shakes his head. "The director doesn't seem interested in talking to you right now. He starts heading back to his trailer."

Sam says, "I warn Aaron! I say, 'Hey, you've got incoming! Almost done in there?'"

Aaron grabs his two Skill Dice plus two Luck Dice for a total of four, and mutters, "This better work."

Aaron rolls 1, 1, 6 and 3. "There's a six!" he shouts. "Now I'm getting the heck out of that trailer."

An attempt at a team roll counts toward an advantage in future loops just like any other Challenge roll. However, the advantage applies to the group as a whole, not just to the individual who succeeded or failed their particular roll. So if the pair or group failed at that same team roll before, each player will succeed on a five or a six, and they succeed collectively as long as **at least one** player rolls a five or a six.

If the pair or group succeeded at the same team roll at least once before, they will succeed as long as at least one player rolls a four, a five, or a six. Keep in mind the advantage only applies if the situation is the same. In order to apply an advantage on something done through teamwork, players will need to have the same people do the same things.

Failing a Roll

Succeeding in a Challenge roll is pretty self-explanatory; what the player was trying to do works as they intended. But what happens if they **don't** succeed? It means a lot more than just whatever they're trying to do "not working." If you fail a Challenge roll—if you don't roll **any** sixes (or any fours, five **or** sixes when rolling with full advantage)—a new complication is introduced.

The GM will decide what the complication is for failing a given roll. Maybe the Crew member did it, but it took much longer than they expected and someone catches them in the act. Maybe instead of working as they'd intended, it backfires. Basically, the situation gets complicated.

Part 4 - Building Scenarios

Each scenario you create should include 4-5 non-player characters (NPCs), a brief description of the situation facing the Crew, and a list of prepared obstacles. It's better to over-prepare than to under-prepare—while you might not use every obstacle you prepped, you'll be glad you had them. Think of the list of obstacles more like a toolkit, rather than the outline of a plot. The plot will come as a result of the choices the players make. As they begin to make choices, give them obstacles as needed to build the tension and keep things interesting.

When presenting the Scenario to the players, describe the premise and the Crew's goal, tell the Crew about the initial obstacles, and introduce NPCs as seems appropriate. Feel free to use the same format described in *Part 2 – The Crew* for creating character Concepts to create Concepts for the NPCs; it's a convenient way to quickly come up with distinct characters.

The Shenan-Again game box comes with pre-built Scenarios, and each Scenario includes a map that can be used for reference during gameplay. When designing your own Scenarios, we likewise encourage you to sketch the map or print it out, so the players can have a visual for what's going on.

Some Final Words

There's something magical when you bring a series of obstacles to the table, and the players come up with solutions to those obstacles that you never would have dreamed up in a million years. It's hilarious, spontaneous, and incredibly fulfilling. It's not just an act of creation, it's an act of discovery. No one knows exactly what's going to happen. The players don't know what you'll throw at them, you don't know how the players will react, and *neither* of you know how the dice will fall. It's a thrilling experience, and we hope you create some unforgettable memories as you play Shenan-Again.