

A photograph of a wet asphalt road stretching into the distance, framed by tall evergreen trees on both sides. The sky is overcast and hazy. The word "LITTLE TOWN" is overlaid in large, bold, brown letters with a green glow effect.

LITTLE TOWN

Gustavo Coelho

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To my partner in crime ;-)



Introduction

“All that we see in this world is based on someone’s ideas. Some ideas are destructive, some are constructive. Some ideas can arrive in the form of a dream. I can say it again: Some ideas arrive in the form of a dream.”

– The Log Lady

Little Town is an attempt to pay homage to **Twin Peaks** in the form of a solo RPG where you step into the shoes of someone looking to unravel one or more mysteries in a quiet but peculiar small town.

Mechanically, the game draws inspiration from a diverse pool: **Paranormal Inc.** and **Brindlewood Bay**, **Dungeon World** and **Noir World**, the mandatory **Mythic Game Master Emulator**, and guides like **Monophobia: Rules Light Solo Roleplaying** and **The Solo Investigator’s Handbook**, as well as **Tiago Junges’ Tagarela** NPC emulator.

Other titles like **Cybercidades e Synthwave** by **Tarcísio Lucas**, **NOMADS** by **Marcelo Collar**, **Cthulhu Dark**, and even **Fighting Fantasy** (especially **Return to Firetop Mountain**) served as further sources of inspiration. However, the true cornerstone of **Little Town** was my first game, an adaptation of **Twin Peaks** to **DOMINUS**, a minimalist and GM-less Brazilian RPG engine.

I hope you’ll have fun, and remember: *the owls are not what they seem...*

Before Starting...

To play **Little Town**, you will need:

- Your imagination.
- Some six-sided dice, referred to as **d6**.
- A deck of standard playing cards, jokers aside.
- One copy of the **Investigation Sheet**.
- Optionally: the **Playmat** and a few copies of the **Scene Sheet**.

It's also important to know that:

- Whenever the terms '*die*' or '*dice*' are used, they refer to the **d6**.
- The number preceding the **d6** indicates the number of dice to be rolled. For example, **1d6** means rolling one die, **2d6** means rolling two dice, and so forth.
- A **d66** is a combination of two dice. The first die represents the tens digit, and the second die represents the ones digit. For example, if you roll a 3 and a 6, the resulting number is 36.
- When asked to roll a **d66** on a table, you can choose whether the first number refers to the table row and the second to the column, or vice versa.
- When asked to 'mark a **Condition**', this means increasing its value by one.
- The acronym **NPC** stands for '**Non-Player Character**', and refers to characters not controlled by the player.
- **Advantages** are circumstances that can favor the **Investigator** at certain times, such as an item in their possession or a special ability.
- **Disadvantages** are circumstances that can hinder the **Investigator**, such as a wound that prevents them from engaging in physical efforts.

The Scenario

“Twin Peaks is different. A long way from the world. You’ve noticed that. And that’s the way we like it. But there’s a back end to that that’s different too. Maybe that’s the price we pay for all the good things. There’s a sort of evil out there. Something strange in the hills. It takes different forms, but it’s been there for as long as anyone can remember. And we’ve always been here to fight it.”

– Sheriff Harry S. Truman

The **Scenario** serves as the backbone for the detective story that will unfold during the game, providing its setting and central mystery.

The Town

The first thing to do is to create the **Town**, a place that seems to have stopped in time, simultaneously in the 1950s and the 1990s.

It is a place with more to hide than meets the eye, and where conspiracy theories may prove true. That’s where your **Investigation** will unfold.

Town Location

Where is the **Town**? Choose a location for it, and remember to keep it isolated and preferably hidden from the rest of the world; that’s how its inhabitants like to live.

If you wish, you can place the **Town** near a natural element. To determine which one, roll on the table below:

1d6	Natural Element
1	The Town is in the midst of a vast desert.
2	The Town is concealed within a dense forest.
3 - 4	The Town is in a secluded valley, surrounded by a mountain range.
5	The Town is located within a canyon, surrounded by towering cliffs.
6	The Town is situated on a remote island.

Town Name

Names are powerful; to name a thing is to summon it into existence. As the **Town** requires a name, make one up or – if needed – generate it.

The **Town** name is composed of at least two parts, with an optional third part. To generate the **Town** name, roll a **d66** on each of the following tables:

First Part of Town Name

d66	1	2	3	4	5	6
1	Amber	Cypress	Golden	Night	Rust	Twin
2	Azure	Deer	Green	North	Sapphire	Velvet
3	Bear	Diamond	Ivory	Onyx	Serpent	Virgin
4	Bright	Eagle	Little	Pine	Silent	West
5	Crimson	East	Middle	Raven	Silver	Wild
6	Crystal	Gilded	Misty	Red	South	Willow

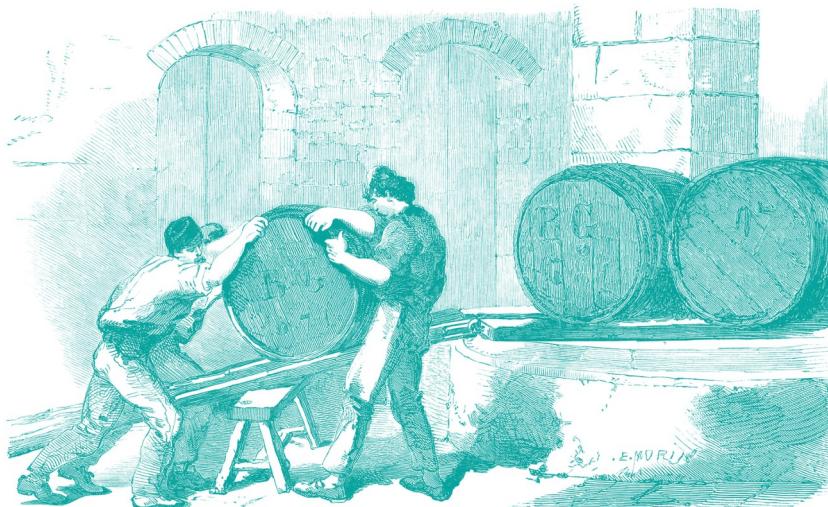
Second/Third Part(s) of Town Name

d66	1	2	3	4	5	6
1	Bay	Cliff	Fields	Heights	Lake	Reach
2	Bluffs	Creek	Gorge	Hill	Marsh	Ridge
3	Boulder	Crest	Glade	Hollow	Meadow	River
4	Brook	Dell	Grove	Horizon	Park	Springs
5	Canyon	Falls	Harbor	Knoll	Peak	Vale
6	Cave	Fen	Haven	Lagoon	Quarry	Water

Town Economic Foundation

The **Town** was built upon an economic pillar that shapes its identity. To find out what it is, roll on the table below:

2d6	Economic Foundation
2	Quarrying
3	Manufacturing
4	Dairy Farming
5	Vineyards and Winemaking
6	Logging
7	Tourism
8	Mining
9	Agriculture
10	Fishing
11	Textile Production
12	Renewable Energy Production



Town Backstory

The **Town** has a dark backstory that the townsfolk seem to have forgotten or keep hiding. To discover what it is, roll on the table below:

3d6	Town Backstory
3	The Town 's water source was once contaminated, leading to widespread health issues.
4	A once-thriving industry left the Town 's environment devastated.
5	Organized crime controls local businesses.
6	The Town was once a hub for smuggling operations.
7	The Town 's agricultural success was built on the exploitation of migrant workers, who were subjected to harsh conditions and unfair wages.
8	A corrupt sheriff once ruled the Town with an iron fist, abusing power for personal gain.
9	The Town 's founders engaged in unethical practices to establish prosperity.
10	The Town 's settlement traces back to dubious land deals.
11	The Town 's economic prosperity relied on fraudulent business practices.
12	The Town 's founders were responsible for displacing and mistreating the indigenous population.
13	The Town 's courthouse was once the site of unjust trials and false convictions.
14	The Town 's thriving industry masked a reality of exploitation, with workers facing low wages and unsafe working conditions.
15	A prominent religious leader used their influence to cover up a series of scandals involving abuse within the church.
16	The Town is facing a severe drug trafficking problem.
17	A once-thriving industry has collapsed, leaving unemployment.
18	A series of unsolved disappearances haunts the Town 's history.

The Case

Life in the **Town** is calm and slow, like trees swaying in the wind. However, the peaceful routine of its inhabitants was recently disturbed by an extraordinary event.

To discover what sparked your **Investigation**, roll on the table below:

3d6	Case
3	Suddenly, the townsfolk became extremely aggressive and violent.
4	You have no recollection of how or why you ended up in this Town .
5	A series of unexplained accidents is plaguing the townsfolk.
6	An important relic has gone missing.
7	An explosion has occurred.
8	One person has disappeared.
9	A person in shock and injured was found wandering on the edge of Town .
10	A body was discovered by the riverbanks, wrapped in plastic.
11	One person was murdered.
12	An unknown person with amnesia and wearing strange clothes has appeared in Town .
13	One person was kidnapped.
14	A Location was set on fire.
15	A valuable item was stolen.
16	Mysterious power outages have been occurring at irregular intervals.
17	You have no recollection of who you are and why you are in this Town .
18	Suddenly, the townsfolk started getting sick or dying.

The Investigator

“Laura had secrets and around those secrets she built the fortress that, well that in my six months with her, I was not able to penetrate and for which I consider myself an abject failure.”

– Dr. Lawrence Jacoby

Now that you know the **Town**'s name, its location, and what happened there, it is time to meet your **Investigator**. To begin, answer a simple question: what is their **Name**?

Archetype

After choosing a **Name** for your **Investigator**, it's time to determine their role in the **Town**. To find out, roll (or choose) their **Archetype** on the table below:

2d6	Archetype
2	Federal Agent: an exemplary federal agent who employs unconventional investigative techniques. Items: gun, badge, recorder, and flashlight.
3	Computer Hacker: a tech-savvy individual well-versed in infiltrating secure systems, retrieving classified information, and uncovering digital secrets. Items: laptop, signal jammer, and a set of electronic lock-bypass devices.
4	Vigilante: a member of a secret society that fights the evil lurking around the Town . Items: balaclava, motorcycle, leather jacket, and sunglasses.
5	Doctor: an ordinary doctor who, in a single day, can conduct a baby delivery and later act as a coroner. Items: pager, medicine samples, scalpel, and stethoscope.
6	Paper Deliverer: they've seen some strange things on their paper route, and they know this Town is the center of weirdness for the entire planet. Items: bicycle, walkie-talkie, flashlight, and a Swiss Army knife.
7	Amateur Sleuth: a curious and resourceful individual, driven by a passion for solving mysteries. Items: magnifying glass, notepad, pocket flashlight, and a vintage detective novel.

- 8 **Student:** an ordinary teenager who, in their spare time, may be investigating the murder of a classmate. Items: backpack, notebook, pen, and a Walkman.
- 9 **Police Officer:** a typical law enforcement officer who, in their spare time, acts as a vigilante. Items: gun, badge, pair of handcuffs, and balaclava.
- 10 **Conspiracy Theorist:** an eccentric individual who has spent years researching and collecting information about government cover-ups, secret organizations, and hidden agendas. Items: notebook, survival manual, and a tin foil hat.
- 11 **Paranormal Investigator:** a seasoned investigator specialized in supernatural and unexplained phenomena. Items: electromagnetic field detectors, audio recording devices, and infrared cameras.
- 12 **Military:** a military officer who oversees a top-secret facility dedicated to the study of paranormal activity. Items: access keycards, secure communication device, and a briefcase with hidden compartments.

Attributes

Now that we know who the **Investigator** is, let's define their characteristics. To do this, assign the following modifiers to the **Attributes** below in any order of your choice: +2, +1, 0 (zero), and -1.

- **Agility:** indicates whether the **Investigator** has good reflexes, hand-eye coordination, dexterity, etc.
- **Strength:** indicates whether the **Investigator** possesses great strength, physical resistance, etc.
- **Mind:** indicates whether the **Investigator** is perceptive, intelligent, etc.
- **Presence:** indicates whether the **Investigator** has charm, is very persuasive, charismatic, etc.

Example: An athletic but grumpy Vigilante could have attributes like Agility +2, Strength +1, Mind 0, and Presence -1.

Conditions

While **Attributes** define the inherent traits of the **Investigator**, shaping who they are, **Conditions** represent their current state at a given moment during the game. Each **Condition**'s starting and maximum values are defined as follows:

- **Luck:** defines how lucky the **Investigator** is at the moment. Its starting value is **1d6 + 6**, and it decreases each time the **Investigator** pushes their **Luck** (see '[Push Your Luck](#)').
- **Instability:** defines how stable (or not) the **Investigator** is. Its starting value is set according to the number of **Secrets** they keep, and it changes over time, ranging from 0 (zero) to a maximum of 6 when the **Investigator** becomes completely incapacitated, ending the game.
- **Wounds:** shows how injured the **Investigator** is. It starts at 0 (zero) and can go up to a maximum of 3, when the **Investigator** falls unconscious and gets closer to death. **Wound** levels also change over time, and their effects are detailed below:

Wounds	Condition	Effect
0	No Injury	
1	Wounded	The Investigator feels pain, but it's not incapacitating.
2	Seriously Injured	<p>The Investigator is in a lot of pain, to the point of not being able to perform tasks properly.</p> <p>At this Wound level, all rolls receive a -1 penalty.</p> <p>Reducing this Condition is only possible if the Investigator seeks medical help (see 'Take a Break').</p>
3	At Death's Door	<p>The Investigator falls unconscious.</p> <p>At this Wound level, the only thing they can try is to 'Fight Death'.</p>

Secrets

Everyone (inhabitants or visitors) in the **Town** has, at least, one **Secret**. The **Investigator's Secrets** must be significant matters that, once revealed, can shake their **Stability**.

To determine how many **Secrets** the **Investigator** has and to gauge how unstable they are from keeping them, roll on the table below:

1d6	Number of Secrets	Starting Instability
1 - 2	1	0
3 - 4	2	1
5 - 6	3	2

After determining the **Investigator's** starting **Instability** and the number of **Secrets** they hide, roll on the table below to discover the nature of these **Secrets**:

1d6	Type of Secret
1	Addiction
2 - 3	Identity (e.g., leading a double life, or not being who they claim to be)
4 - 5	Betrayal
6	Crime

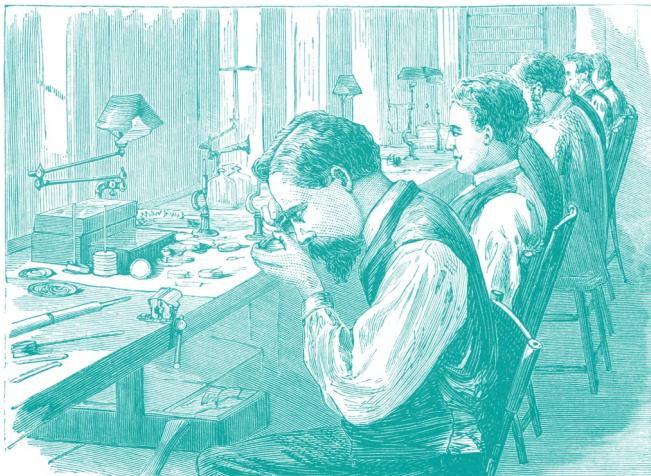
Examples:

- You live a double life in which, to everyone, you're just an ordinary and innocent girl; however, you actually prostitute yourself to maintain a drug addiction.
- You are an FBI agent who has fallen in love with a witness, and she was your ex-partner's wife.
- You are an Air Force major whose real task is to manage a top-secret facility where paranormal phenomena are researched.

Interest in the Case

The **Town** has changed since the event, but what is the **Investigator's** interest in it? To find out why they need (or want) to investigate it, roll on the table below:

2d6	Interest in the Case
2	Solving the Case will expose a deep-rooted conspiracy.
3	Solving the Case will bring closure to a past trauma.
4	The Investigator is being blackmailed into solving the Case .
5	Someone will be wrongfully sent to jail.
6	The responsible will become more powerful.
7	It will happen again.
8	The responsible will flee.
9	An innocent person's life will be at risk.
10	The Case is tied to the Investigator's personal vendetta.
11	The Case is connected to the Investigator's past.
12	The Investigator believes the Case holds the key to understanding a recurring dream.



Rules

“Is life like a game of chess? Are our present moves important for future success? I think so. We paint our future with every present brush stroke.”

– *The Log Lady*

Time Limit

The **Time Limit** is an abstraction of how close the **Investigator** is to solving the **Case**.

The higher the **Time Limit**, the more probable it becomes for the **Investigator** to face perilous situations. Additionally, as the **Time Limit** goes up, it becomes more challenging to solve the **Case**.

By default, the **Time Limit** starts at 8, but it can vary between 6 and 12. When it reaches 12, the **Investigation** fails.

To improve the odds of solving the **Case**, the minimum and starting values for the **Time Limit** can be tweaked according to table below:

Difficulty	Minimum Time Limit	Starting Time Limit
Very Easy	2	4
Easy	4	6
Default	6	8

Scenes

The **Investigation** is divided into **Scenes**, much like in an episode of your favorite TV series.

Each **Scene** unfolds at a **Location**, where the **Investigator** can interact with **NPCs**, witness **Events** or confront **Dangers**. As soon as the **Event** is resolved or when the **Investigator** leaves the **Location**, the **Scene** concludes.

In-Game Day

An in-game day consists of six **Scenes**: two in the morning, three in the afternoon, and one at night.

The distribution of **Scenes** among the times of the day may be changed as long as the total number remains unaltered.

To keep track of how many **Scenes** have passed, set aside one six-sided die. This will be your **Scene Die**.

At the beginning of an in-game day, place the **Scene Die** with the number 6 facing up.

Each time a **Scene** ends, turn the **Scene Die** number down by one. When it reaches 1, this is the last **Scene** of that in-game day.

When the last **Scene** ends, trigger the '**Daily Review**' move (described later).

Yes/No Questions

A game mechanic present in almost every solo RPG is the use of **Yes/No Questions**, as they help in answering questions not covered by the rules and **Random Tables**.

Example: "Does the Sheriff know why a stuffed moose head is lying on the briefing room table?"

In **Little Town**, **Yes/No Questions** are directly tied to the **Investigator's Luck**. Therefore, the more luck is pushed, the more challenging it becomes to obtain a 'Yes' as an answer to these questions.

As **Luck** influences the answers to **Yes/No Questions**, the most engaging approach to formulate them is in a manner where the answer favors the *narrative* rather than the **Investigator**.

An answer that favors the **Investigator** might contribute to advancing the story, but the intention is not to make things too easy for them.

To answer a **Yes/No Question**, roll **2d6** and refer to the table below:

Roll	Answer
Sum is below Luck and the numbers rolled are equal.	Yes and...
Sum is below Luck and the numbers rolled are different, but both are odd or both are even.	Yes, but...
Sum is below Luck and the numbers rolled are different, with one odd and the other even.	Yes.
Sum is equal to Luck .	Maybe...
Sum is above Luck and the numbers rolled are different, with one odd and the other even.	No.
Sum is above Luck and the numbers rolled are equal.	No and...
Sum is above Luck and the numbers rolled are equal.	No, but...

Optional: If the **Investigator** has one **Advantage**, roll **3d6** and discard the highest die. If the **Investigator** is at a **Disadvantage**, roll **3d6** and discard the lowest die.

Understanding the Answers

While these answers are fairly straightforward, they might require some additional explanation:

- **Yes and...:** the answer is positive, and an additional element reinforces it.
- **Yes, but...:** the answer is positive, but an aspect weakens it.
- **Yes:** a straightforward and positive answer.
- **Maybe:** the answer implies uncertainty or ambiguity.
- **No:** a straightforward and negative answer.
- **No and...:** the answer is negative, and an additional element reinforces it.
- **No, but...:** the answer is negative, but an aspect weakens it.

Example: The player asks about whether a suspect is armed. Their Luck is 11, and they roll a 6 (a 2 and a 4). Referring to the table, the answer is “Yes, but...”, which can be interpreted as “Yes, the suspect is armed, but they seem to be a little distracted”.

Open Questions

There are questions that can't be answered with a simple 'Yes' or 'No'. To address these **Open Questions**, a common mechanic in solo RPGs is to refer to **Actions** and **Themes** tables.

Example: "What the witness has to say about the Case?"

How it works is simple, but it requires a bit of creativity: after formulating an **Open Question**, roll two **d66** – one for the **Action** and another for the **Theme** – combine the words, and interpret the meaning within the story.

Action

d66	1	2	3	4	5	6
1	Attempt	Corrupt	Execute	Increase	Remove	Suppose
2	Betray	Decrease	Facilitate	Leave	Request	Take
3	Cause	Defeat	Find	Overwhelm	Resist	Threaten
4	Control	Deny	Follow	Point	Reveal	Transform
5	Count	Destroy	Hide	Prepare	Strengthen	Trick
6	Create	Eliminate	Hit	Recover	Stop	Weaken

Theme

d66	1	2	3	4	5	6
1	Aversion	Desire	Family	Joy	Opportunity	Secret
2	Burden	Destruction	Fear	Lie	Place	Strange
3	Confidence	Dream	Forbidden	Love	Power	Surprise
4	Danger	Duty	Honor	Misfortune	Rage	Truth
5	Death	Evil	Hope	Need	Reason	Warning
6	Decadence	Exotic	Hostility	Occult	Sadness	Wealth

Example: To answer the question above, the player rolls an Action and a Theme resulting, respectively, in (16) 'Suppose' and (64) 'Occult', which could be interpreted as the witness suggesting that the Case is related to an occult group.

In cases where an **Action + Theme** pair doesn't provide an obvious answer to an **Open Question**, causing a stall in the game, you can apply the '**20 Second Rule**': *if nothing comes to your mind within this brief period of time, roll again.*

An alternative approach that doesn't involve dice rolling is to keep a book – preferably one with a theme similar to the game – by your side. When faced with an **Open Question**, open the book at a random page and select a phrase or word to use as inspiration.

If all else fails, it is still possible to refer to some **Random Tables**.

The Deck

Cards represent unique elements in the narrative. Whenever you are instructed to draw a **Card**, apply its effect to the **Scene** and discard it right away, unless instructed otherwise.

- ◆ **Single Events:** these are events that may or may not pique the **Investigator's** curiosity and, as a result, lead to a parallel **Investigation**.
- ♣ **Anomalies:** these are events that resolve themselves instantly, in a matter of seconds. Whenever an **Anomaly** occurs, mark one **Instability**.
- ♠ **Dangers:** these are adverse events that can happen to the **Investigator**, potentially caused by their actions or unrelated factors.
- ♥ **Clues:** these are items, records or traces that may help conclude the **Investigation**; they are generic enough to allow their interpretation to fit the story.



NPC Attitude

When interacting with an **NPC**, they will have an **Attitude** towards the **Investigator**. The **Attitude** can be *Hostile*, *Unfriendly*, *Neutral*, *Friendly*, or *Helpful*, and it may change over time as some moves directly affect (and are affected by) it.

The modifiers for **NPC Attitude** are as follows:

NPC Attitude	Modifier
Hostile	-3
Unfriendly	-1
Neutral	0
Friendly	1
Helpful	3

Moves

Moves are the core game mechanic for handling various situations. Their primary purpose is to determine whether the **Investigator** successfully accomplishes their intended actions. Additionally, there are moves that control the outcome of specific events during the game.

In general, each move comes with a description indicating when it is triggered, and the expected results of a **2d6 + Attribute** roll.

If the **Investigator** has an **Advantage**, roll **3d6** and discard the *lowest* die. If the **Investigator** is at a **Disadvantage**, roll **3d6** and discard the *highest* die. If the **Investigator** has both an **Advantage** and a **Disadvantage**, they cancel each other out, and the roll is conducted in the usual way: **2d6 + Attribute**.

Special Moves

Reveal a Secret

When asked to reveal one of the **Investigator's Secrets**, mark one **Instability**.

Face Doppelgänger

When encountering your **Doppelgänger**, roll **1d6 + Agility** for both you and them:

- If the **Investigator** rolls the higher number, they successfully escape the **Doppelgänger**. Mark one **Instability**, return the card to the **Danger** pile and shuffle.
- If the **Doppelgänger** rolls the higher number, the **Investigator** becomes trapped in a **Parallel Dimension**, resulting in the end of the game.

Remembering a Dream

When recalling a dream, roll **2d6 + Mind**:

- **12+**: You vividly remember the name of an **NPC** or **Location**.
- **10 - 11**: You recall a specific word. Roll an **Action**, **Theme** or **Item**.
- **7 - 9**: You remember a scene from the dream. Roll for a **Dream Scene**.
- **-6**: You recollect only a few seemingly meaningless and unimportant words.

Whispers from Beyond

When a deceased person whispers something to you, roll **2d6 + Mind**:

- **12+**: They whisper the name of an **NPC** or **Location**.
- **7 - 11**: They whisper a specific word. Roll an **Action**, **Theme** or **Item**.
- **-6**: They whisper a few seemingly meaningless and unimportant words.

Push Your Luck

When trying to overturn an unfavorable roll, roll **2d6**. If the result is equal to or less than your **Luck**, luck is on your side: decrease this **Condition** by one and reroll to try to achieve your desired outcome. If the result is greater than your **Luck**, decrease this **Condition** by one, and do not attempt the roll again.

Fight Death

When marking three **Wounds**, roll **2d6**:

- **10+**: Despite the dire situation, your body continues to battle for survival. Utter a final statement, do something memorable before taking your last breath, and then find your rest.
- **-9**: You are dead.

Take a Break

When you need to recover both mentally and physically, consider:

- Seek medical help to decrease your **Wounds** from ‘Seriously injured’ to ‘Wounded’. By doing so, increase the **Time Limit** by two.
- Rest for a week to decrease your **Wounds** from ‘Wounded’ to ‘No injury’. By doing so, increase the **Time Limit** by two.
- Rest for a week to reduce your **Instability** to its *initial* value. By doing so, increase the **Time Limit** by two.

Daily Review

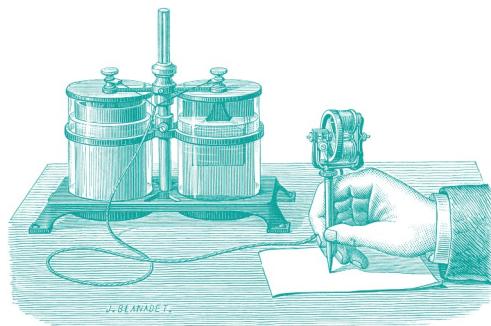
At the end of an in-game day, ask yourself the following question: “*has the story progressed favorably for the Investigator?*”

If the answer is ‘Yes’, decrease the **Time Limit** by one; if the answer is ‘No’, increase the **Time Limit** by one.

Case Closed

When you believe you’ve come to a solution to the **Case**, roll **2d6 + Number of Clues - Time Limit - Number of Ongoing Cases**:

- **10+**: The solution is correct. Develop an ending for the story, describing how you managed to solve the **Case**.
- **7 - 9**: The solution is correct, but not everything unfolded as planned. Develop an ending for the story, illustrating a sacrifice you made to solve the **Case**.
- **-6**: The solution is incorrect. You can return to your **Investigation** to gather more **Clues**, or craft an ending for the story, depicting how you failed to solve the **Case**.



Common Actions

On Someone's Tail

When trying to follow someone, roll **2d6 + Agility**:

- **10+**: You successfully track them to a specific **Location**.
- **7 - 9**: You manage to tail them for a while, but they become aware of being followed. Choose a complication:
 - The person adopts a **Hostile Attitude** towards you.
 - The person eludes you, and you lose their trail.
- **-6**: They become aware of being followed and initiate a confrontation. Roll '**Brawl**' or '**Avoid Conflict**'.

Hot Pursuit

When chasing someone, roll **2d6 + Agility**:

- **10+**: You successfully close the distance between you and the person, capturing them without any issues.
- **7 - 9**: You manage to close the distance and capture them, but there's a setback. Choose a complication:
 - You end up getting hurt. Mark one **Wound**.
 - The person adopts a **Hostile Attitude** towards you.
- **-6**: You lose sight of the person.

Snooping Around

When trying to discreetly listen in on a conversation, roll **2d6 + Attribute** of your choice:

- **10+**: You manage to overhear a **Rumor**.
- **7 - 9**: You catch snippets of the conversation, but are noticed. Roll an **Action**, **Theme** or **Item**, and the participants adopt an **Unfriendly Attitude** towards you.
- **-6**: You end up attracting unwanted attention. The participants change the subject and adopt an **Unfriendly Attitude** towards you.

Investigate

When searching for a **Clue**, roll **2d6 + Mind**:

- **10+**: You discover one **Clue**. Draw a card from the **♥ Clues** pile.
- **7 - 9**: You discover one **Clue**, but there's a problem. Draw a card from the **♥ Clues** pile, and choose a complication:
 - Someone at the **Location** loses respect for you, and adopts an **Unfriendly Attitude** towards you.
 - Someone who's not at the **Location** will become angry and develop a **Hostile Attitude** towards you.
 - You expose yourself to **Danger**. Draw a card from the **♣ Dangers** pile, and apply its effect at the beginning of the next **Scene**.
 - You lose something. Choose one of your belongings to discard.
- **-6**: Choose a complication:
 - Someone at the **Location** prevents you from collecting a **Clue**. Draw and discard a **Clue** card. If you wish, you can try to fight or sweet talk them to recover the **Clue**.
 - Someone at the **Location** prevents you from collecting a **Clue**, and immediately initiates a confrontation. Roll '**Brawl**' or '**Avoid Conflict**'; if you win the fight, draw a card from the **♥ Clues** pile.
 - You are unable to find a **Clue**, and expose yourself to **Danger**. Draw a card from the **♣ Dangers** pile, and apply its effect at the beginning of the next **Scene**.

Note: As this is the primary method of gathering **Clues**, you can attempt this move once per **Scene**.

Leave Without a Trace

When trying to flee from a **Location** surrounded by hostile individuals, roll **2d6 + Agility**:

- **10+**: You manage to escape.
- **7 - 9**: You manage to escape, but with a setback. Choose a complication:
 - You end up getting hurt. Mark one **Wound**.
 - You end up taking too long. Increase the **Time Limit** by one.
- **-6**: They close in on you, and you cannot escape. Mark two **Instabilities**, and increase the **Time Limit** by two.

Interrogate

When trying to extract information from someone, roll **2d6 + Presence + NPC**

Attitude:

- **12+:** Roll a **Yes/No Question** to determine if the person has valuable information. If so, they provide the name of an **NPC**.
- **10 - 11:** Roll a **Yes/No Question** to determine if the person has valuable information. If so, they direct you to a **Location** to visit, or provide you with a **Motivation**.
- **7 - 9:** The person shares a **Rumor** with you.
- **-6:** The person adopts an **Unfriendly Attitude** towards you, and (choose below):
 - The person changes the subject.
 - The person refuses to talk.
 - The person claims ignorance.

Sweet Talk

When trying to manipulate someone, roll **2d6 + Presence + NPC Attitude**:

- **10+:** You convince them to do what you ask.
- **7 - 9:** You get what you want, but they request something in return. Mark one **Instability** or increase the **Time Limit** by one.
- **-6:** They refuse to do what you ask and develop an **Unfriendly Attitude** towards you.

Intimidate

When trying to intimidate someone, roll **2d6 + Strength + NPC Attitude**:

- **10+:** You get what you want.
- **7 - 9:** You get what you want, but (choose below):
 - They threaten to reveal one of your **Secrets**. Mark one **Instability**.
 - They develop a **Hostile Attitude** towards you.
- **-6:** They resist your attempts, and initiate a confrontation. Roll '**Brawl**' or '**Avoid Conflict**'.

Avoid Conflict

When trying to avoid a fight before it starts, roll **2d6 + Presence + NPC Attitude**:

- **10+**: You manage to calm down your attacker.
- **7 - 9**: You manage to calm down your attacker *after* their first hit. Mark one **Wound**.
- **-6**: You fail to calm down your attacker. Mark one **Wound**.

Note: If the attacker is armed, you must mark two **Wounds**.

Brawl

When engaging in a physical confrontation, roll **2d6 + Strength**:

- **10+**: You strike the opponent while avoiding their attack. The opponent marks one **Wound**.
- **7 - 9**: You strike the opponent, but leave yourself vulnerable to their counterattack. Both participants mark one **Wound**.
- **-6**: You miss the opponent, exposing yourself to their attack. Mark one **Wound**.

Note: If anyone in the fight is armed, their target must mark two **Wounds** when hit.

Crossfire

When caught in a crossfire, roll **2d6 + Agility**:

- **10+**: You hit the opponent while avoiding their shot. The opponent marks two **Wounds**.
- **7 - 9**: Choose a complication:
 - Reduce your ammo to one last shot.
 - You hit the opponent, but leave yourself exposed to their shot. Both participants mark two **Wounds**.
- **-6**: You miss the target and expose yourself to their shot. Mark two **Wounds**.

Run Away From a Fight

When trying to escape from a fight, roll **2d6 + Agility**:

- **10+**: You manage to flee before receiving another hit.
- **7 - 9**: You manage to flee *after* enduring another hit. Mark one **Wound**.
- **-6**: You fail to escape from the fight. Mark one **Wound**.

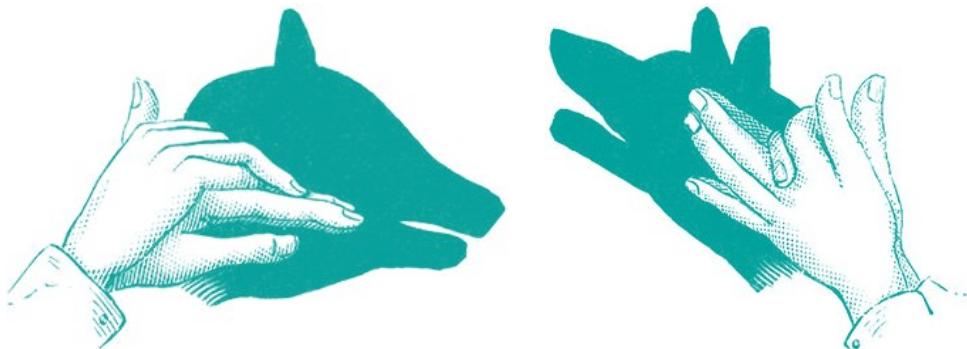
Note: If the attacker is armed, you must mark two **Wounds**.

Defy Danger

When attempting something that exposes you to danger, or something you fear, roll **2d6 + Attribute** of your choice:

- **10+**: You manage to do what you intended.
- **7 - 9**: You succeed, but hesitate or stumble. Choose a complication:
 - You get shaken. Mark one **Instability**.
 - You get hurt. Mark one **Wound**.
 - You take too long. Increase the **Time Limit** by one.
 - You draw the attention of a **Hostile NPC** who initiates a confrontation immediately. Roll '**Brawl**' or '**Avoid Conflict**'.
- **-6**: You fail to accomplish your goal. Choose one of the complications above.

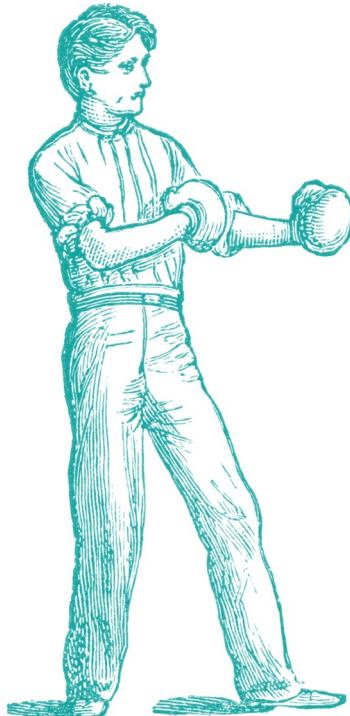
Note: This move is a catch-all for actions not covered by other moves, applicable when undertaking a regular action in which there is some risk involved.

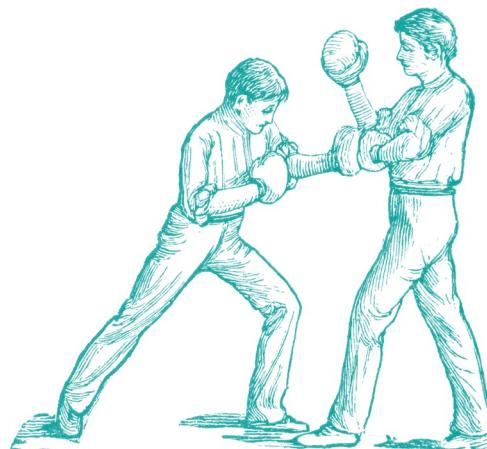
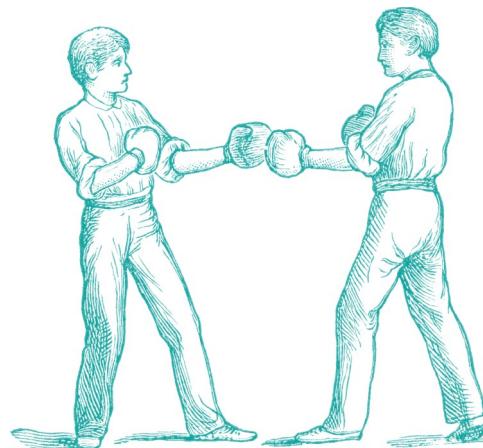
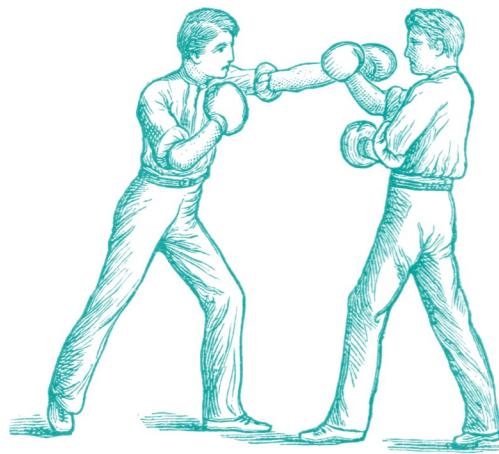


Combat

While **Little Town** isn't primarily focused on combat, it can still occur. If you need to determine the number of **Wounds** an opponent can receive and/or the **Damage** they can inflict, refer to the table below:

Size Reference	Wounds	Damage
Significantly smaller than a human	1	-2
Smaller than a human (e.g., a wolf)	2	-1
Human	3	0
Larger than a human (e.g., a deer)	5	+1
Much larger than a human (e.g., a bear)	7	+2
Gigantic	10	+5
Titanic	20+	+10





Playing the Game

"The time has come for you to seek the Path. Your soul has set you face to face before the clear light... and now you are about to experience it in its Reality, wherein all things are like the void and cloudless sky, and the naked, spotless intellect is like a transparent vacuum, without circumference or center... At this moment, know yourself and abide in that state."

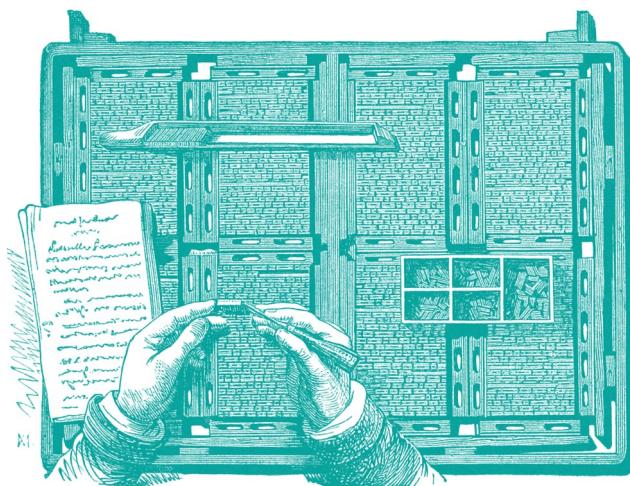
– Special Agent Dale Cooper

Set-Up

After establishing the **Scenario** and creating the **Investigator**, divide the cards into four distinct piles, each corresponding to a suit:

- ♦ Diamonds for **Single Events**
- ♣ Clubs for **Anomalies**
- ♥ Hearts for **Clues**
- ♠ Spades for **Dangers**

Shuffle each pile and set aside the **Scene Die** with the number 6 facing up. Take note of the initial **Time Limit** based on the chosen difficulty, and start the first **Scene**.



Generating a Scene

When starting a new **Scene**, follow these steps:

1. Roll or choose a **Location**.
2. Establish the **Elements** that capture the **Investigator**'s attention in the **Scene**, such as weather, smells, sounds, tastes, facial expressions, etc.
3. Optionally, define the **Scene Event**¹ by rolling **1d6 + Time Limit** on the table below:

Result	Scene Event
-8	Roll on the Random Event table.
9 - 12	Roll on the Investigation Progress table.
13+	Draw a card from the ♣ Dangers pile.

4. If necessary, roll an **NPC**.

Once the **Scene** is set, the **Investigator** gets into action, performing moves. Additionally, you can ask **Questions** to advance the narrative and/or gather additional details.

If you run out of ideas or need inspiration to develop an element in the **Scene**, feel free to consult any of the **Random Tables**.

Example: The Scene takes place at the Diner. There's a pleasant aroma of coffee and fresh cherry pie in the air; some customers are engaged in quiet conversations, and it's possible to hear the music playing on the jukebox.

The Scene Event rolled is 'Investigation Progress', and the subsequent Progress rolled is "You see a suspect at the Location". Given that they are at the Diner, the player asks the following question: "Did the suspect realize they were seen by the Investigator?"

The answer is "Yes and...", which the player interprets as: "Yes, they realized they had been seen, and decided to leave the Diner".

As the suspect is leaving the Diner, the player decides to follow them, concluding the Scene at this Location.

¹ Although optional, it is recommended that you don't skip the **Scene Event** roll.

Cards

“The gum you like is going to come back in style.”
– *The Man from Another Place*

◆ Single Events

- A You receive news that a suspect has been arrested for a crime unrelated to the **Case**.
- 2 Strange lights are seen in the sky, or on the outskirts of **Town**.
- 3 An envelope with strange photographs is left for you.
- 4 You are harassed by a person who apparently has nothing to do with the **Case**.
- 5 You see someone acting normally; when they realize they are being watched, they run away!
- 6 Someone slips a map to a place on the outskirts of **Town** into your pocket.
- 7 An airplane's turbine falls on a house. Fortunately, no one gets hurt.
- 8 Someone approaches you with the printed copy of a coded message, in which you can only identify your name.
- 9 Suddenly, someone starts to sing and/or dance for no apparent reason.
- 10 You are approached by a person whose testimony denies everything you know so far.
- J You receive news that a chest/safe has been found, but its owner is unknown.
- Q Strange transmissions are captured on TV and/or radio.
- K You receive news that a suspect has been murdered.

♣ Anomalies

- A You find a picture hanging on the wall. As you look at it, you notice that it depicts the exact room you are in, including your image looking at the picture itself. You look around to seek details, and when you return your attention to the picture, it's showing another scene.
- 2 You find yourself alone at the current **Location**, but it is decaying and/or destroyed. When you walk through a door, everything is back to normal.
- 3 You hear a strangely familiar music. It starts softly and can now be heard very clearly. When you pause to pay attention to the lyrics and/or melody, it stops immediately. When questioning people around you, no one was able to hear it.
- 4 You see at a glance someone who has been dead for years. When you look again, you can't find anyone where they were.
- 5 You bump into an acquaintance, but they show no sign of knowing you. Shortly after, the scene repeats itself, but the person acts normally.
- 6 Someone passes by you and greets you with a smile. Immediately afterward, the scene repeats itself in an identical way.
- 7 You encounter a medium or large-sized animal at the current **Location**. People go on acting normally, as if it wasn't there. Then it leaves quietly.
- 8 You hear someone screaming for help and calling your name. When you look around, you find yourself alone.
- 9 You encounter a dear one. When you approach, they run away in terror at the sight of you. Shortly after, the scene repeats itself, but the person acts normally.
- 10 You smell something in the air and are hit by a strong and vivid memory of your childhood in the 1950s, but you weren't even born then.
- J A stranger shows up and starts to talk to you in a cryptic way. No one else at the **Location** saw them. Roll an **Action** and/or a **Theme** for the cryptic message.
- Q You encounter a deceased person. They approach and whisper something in your ear. No one else at the **Scene** saw them. Roll '**Whispers from Beyond**' to find out what was whispered.
- K You find yourself alone in a place where, a moment before, there were other people. A stranger approaches you and hands you an object without saying anything. Roll **1d6**: if the number is between 1 and 5, roll an **Item**; if the number is 6, draw a card from the ♥ **Clues** pile.

♠ Dangers

- A A criminal has escaped from the institution. Roll a secondary **Case**.
- 2 You realize you are being followed. Return this card to the pile and shuffle.
- 3 You are approached by a stranger who “advises” you to stop the **Investigation**. Return this card to the pile and shuffle.
- 4 Someone threatens you. Mark one **Instability**, return this card to the pile and shuffle.
- 5 While walking down the street, a stranger attacks you and quickly flees. Mark one **Wound**. If you wish to try and catch them, roll ‘**Hot Pursuit**’ with **Disadvantage**. Return this card to the pile and shuffle.
- 6 You are accused of a crime you did not commit. Treat this situation as a secondary **Case**.
- 7 You discover that your home/office/hotel room has been broken into and ransacked, resulting in the theft/destruction of **1d6** collected **Clues**. Return this card to the pile and shuffle.
- 8 Hostile individuals raid the **Location** you’re currently investigating. Roll ‘**Leave Without a Trace**’ to avoid getting caught. Return this card to the pile and shuffle.
- 9 You are kidnapped and taken into captivity beyond the **Town** limits, where you are left alone. Mark two **Instabilities**, and increase the **Time Limit** by two.
- 10 When you open the door of your home/office/hotel room, you get shot at point-blank. Mark two **Wounds**.
- J You discover that a friend is being held in false imprisonment at a place beyond the **Town** limits. Mark one **Instability**.
- Q A loved one has been kidnapped. Mark two **Instabilities**.
- K Your doppelgänger showed up! Roll ‘**Face Doppelgänger**’.

♥ Clues

Some **Clue** cards feature multiple options. When you draw a card with more than one prompt, treat the first option as the **Clue** discovered at the **Scene**, return the card to the pile and shuffle. Upon drawing the card again, consider its next option as the **Clue** found, and repeat the process of returning the card to the pile and shuffling. When you reach the last prompt, treat it as the **Clue** found and discard the card.

A No **Clues** found. Return this card to the pile and shuffle.

2 A: A tiny piece of paper with a typewritten letter.

B: Markings (e.g., symbols or sigils etched on walls).

3 A: A personal item (e.g., a signet).

B: A personal item (e.g., a necklace).

4 A: A magazine clipping.

B: An old newspaper article.

5 A: Traces (e.g., footprints).

B: Traces (e.g., tire tracks).

6 A: A peculiar odor (e.g., burnt engine oil, ozone, or sulfur).

B: Unexpected readings (e.g., electromagnetic fluctuations).

A: A key.

7 B: A worn map.

C: The blueprint of a building.

A: Stained clothes (e.g., grease or blood).

8 B: A pair of gloves with traces of a viscous material.

C: A weapon.

9 A: Residues (e.g., drugs).

B: Residues (e.g., ashes).

A: A regular object (e.g., a poker chip).

10 B: A regular object (e.g., a domino).

A: Recordings (e.g., cassette tapes).

J B: Recordings (e.g., VHS tapes).

A: A weathered note.

Q B: A crumpled letter.

A: A diary.

K B: A secret diary.

Random Tables

“Letters are symbols. They are building blocks of words, which form our language. Languages help us communicate. Even with complicated languages used by intelligent people, misunderstanding is a common occurrence. We write things down sometimes – letters, words – hoping they will serve us and those with whom we wish to communicate. Letters and words, calling out for understanding.”

– *The Log Lady*

Investigation Progress

Investigation Progress events are designed to propel the main plot forward.

2d6	Investigation Progress
2	Draw a card from the ♣ Dangers pile.
3 - 4	You meet a Friendly NPC who may know something about the Case . Roll ‘ Interrogate ’.
5 - 6	You notice someone discussing the Case . Roll ‘ Snooping Around ’ to try to eavesdrop.
7	Nothing favors the Investigation at this Location .
8 - 9	There might be a Clue in this Location . Roll ‘ Investigate ’.
10 - 11	You meet an Unfriendly NPC that may know something about the Case . Roll ‘ Interrogate ’.
12	You see a suspect at the Location . Roll ‘ Interrogate ’, or if you need to follow them, roll ‘ On Someone’s Tail ’.

Random Event

2d6	Random Event
2	Draw a card from the ♠ Dangers pile.
3	One of your Secrets is revealed. Roll ‘ Reveal a Secret ’.
4	A negative event occurs. Roll an Action + Theme pair.
5	A Hostile NPC is introduced.
6	Draw a card from the ♣ Anomalies pile.
7	A Neutral NPC is introduced.
8	Draw a card from the ♦ Single Events pile.
9	A Helpful NPC is introduced.
10	A <i>neutral</i> event occurs. Roll an Ordinary Event or an Action + Theme pair.
11	You remember a Dream . Roll ‘ Remembering a Dream ’.
12	A <i>positive</i> event occurs. Roll an Action + Theme pair.

Ordinary Event

1d6	Ordinary Event
1	A party.
2	Kids playing.
3	Someone sweeping the floor.
4	A police car drives by.
5	A small animal appears.
6	Someone passes by running and screaming.

NPC

You can create an **NPC** from scratch by drawing inspiration from someone you know or a fictional character, or use the following tables:

NPC Archetype

d66	NPC Archetype	d66	NPC Archetype	d66	NPC Archetype
11	Grieving Parent	31	Casino Employee	51	Elderly Citizen
12	Self-Proclaimed Detective	32	Town Official	52	Radio Host
13	Air Force Personnel	33	Sawmill/Factory Proprietor	53	Police Force Personnel
14	Diner Owner	34	Small Business Owner	54	Musician
15	School Bully	35	Conspiracy Theorist	55	Department Store Employee
16	Drug Dealer	36	Town Eccentric	56	Bank Manager
21	Restaurant Waiter	41	Criminal on Parole	61	Courtesan
22	Hospital Receptionist	42	Reclusive Citizen	62	Bookstore Owner
23	Animal Whisperer	43	Student	63	Town Archivist
24	Investigative Journalist	44	Environmental Activist	64	Town's Wealthiest Person
25	Hotel Receptionist	45	Truck Driver	65	Psychiatrist
26	School Teacher	46	Doctor	66	Bartender

Note: You can refer to the **Little Town Gazette** supplement for ready-made **NPCs** representing each **Archetype** above.

Initial Attitude

1d6	Initial Attitude
1	Hostile
2	Unfriendly
3 - 4	Neutral
5	Friendly
6	Helpful

Motivation

1d6	Motivation
1	Money
2	Justice
3 - 4	Roll an Action and/or a Theme
5	Vengeance
6	Duty

Personality Trait

2d6	Personality Trait
2	Humble
3	Cowardly
4	Dishonest
5	Arrogant
6	Extroverted
7	Distracted
8	Introverted
9	Narcissistic
10	Moody
11	Clumsy
12	Fearless



Family Names

d66	1	2	3	4	5	6
1	Anderson	Davis	Holloway	Mills	Reynolds	Talbot
2	Bennet	Edwards	Hayward	Mitchell	Richards	Thompson
3	Brooks	Fletcher	Jackson	Monroe	Robertson	Turner
4	Burns	Foster	Johnson	Moore	Rogers	Welsh
5	Caldwell	Hayes	Lee	Morris	Sinclair	Williams
6	Carter	Harper	Lynn	Murphy	Simmons	Wilson

Female Names

d66	1	2	3	4	5	6
1	Abigail	Daisy	Emma	Laura	Mary	Sheryl
2	Amelie	Denise	Grace	Lily	Monica	Susan
3	Annette	Diane	Joan	Lucy	Norma	Teresa
4	Annie	Donna	Jocelyn	Madeleine	Olivia	Veronica
5	Audrey	Eleanor	Jolene	Margaret	Sarah	Violet
6	Charlotte	Elizabeth	Kimberly	Marie	Shelly	Vivian

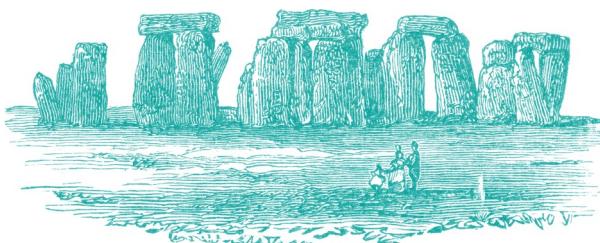
Male Names

d66	1	2	3	4	5	6
1	Alan	Darren	Eric	James	Marty	Samuel
2	Albert	David	Frank	Jerry	Michael	Steve
3	Alfred	Denis	George	John	Miles	Tommy
4	Andrew	Douglas	Harry	Kyle	Philip	Warren
5	Carl	Dwayne	Henry	Leo	Richard	Wayne
6	Dale	Edward	Jack	Mark	Robert	William

Location

d66	Location	d66	Location	d66	Location
11	Abandoned Factory	31	Fishermen's Wharf Market	51	Restaurant
12	Abandoned School	32	Firehouse	52	Residential District
13	Amphitheater	33	Grocery Store	53	Riverfront Boardwalk
14	Antique Tram Depot	34	Hotel	54	Roadhouse Pub
15	Artisans Market	35	Hospital	55	Sawmill/Factory
16	Bank	36	Hunting Lodge	56	Bookstore
21	Brothel/Casino	41	Main Square	61	School
22	Circle of Stones	42	Memorial Center	62	Trailer Park
23	City Hall	43	Observatory	63	Tunnels
24	Coffee shop	44	Old Warehouses	64	Vintage Arcade
25	Department Store	45	Petroglyphs Cave	65	Cemetery
26	Diner	46	Police Department	66	Outskirts

Note: You can refer to the **Little Town Gazette** supplement for brief descriptions of each Location.



Rumor

2d6	Rumor
2	A new drug allows its users to project their consciousness through time, but it turns them into dangerous psychopaths.
3	A large humanoid creature was seen wandering around the outskirts of Town . Apparently, it is harmless.
4	An underground tunnel under the Town Hall connects the current Town to the original Town .
5	A severed limb/body part was found by the riverbanks/on the outskirts of Town . This happens from time to time, always in the same place, for years.
6	People dressed as clowns have been seen around Town , harassing those whom they meet. At first glance, they seem non-violent.
7	An influential citizen, regarded by all as a respectable and good-natured person, commands a crime network.
8	A cult has established on the outskirts of Town , and its leader wants to run for mayor.
9	A prominent citizen died in a car accident a few years ago. They replaced them with a look-alike who underwent several aesthetic interventions to look identical to the original, but a small scar on their forehead could not be hidden.
10	An unknown and abandoned building was found on the outskirts of Town . Its location is inaccurate because people reported seeing it at different sites.
11	The birds in the Town are actually robots that the government uses to keep an eye on everyone.
12	People who have been dead for decades have been seen across Town . At first glance, they seem friendly.

Note: When a **Rumor** is rolled for the second time, it becomes true.

Dream Scene

1d6	Dream Scene	1d6	Dream Scene (contd.)
1	You were driving.	4	You were being chased.
2	You were taking an exam.	5	You were naked in public.
3	You were falling.	6	You were dead.

Item

d66	1	2	3	4	5	6
1	Apple	Creamed Corn	Glasses	Lipstick	Recorder	Statuette
2	Backpack	Donut	Gun	Lock	Remedy	Stone
3	Bird Cage	Drugs	Handful of Earth	Mask	Rope	Telephone
4	Bubblegum	Eye-Patch	Knife	Money	Scarf	Tire
5	Cherry Pie	Flower	Lantern	Painting	Shoe	Train Ticket
6	Coffee Mug	Fruit	Leaf	Perfume	Shovel	Whistle

Adjectives

d66	1	2	3	4	5	6
1	Admirable	Dazzling	Free	Mysterious	Refined	Timeless
2	Ancient	Discreet	Harmonious	Mystical	Rude	Troublesome
3	Attractive	Eccentric	Hateful	Natural	Serene	Unpleasant
4	Authentic	Efficient	Ingenious	Nostalgic	Subtle	Vibrant
5	Chaotic	Enchanting	Luxurious	Outworn	Tempting	Whimsical
6	Cozy	Exquisite	Melancholic	Peculiar	Tenacious	Zealous

Weather

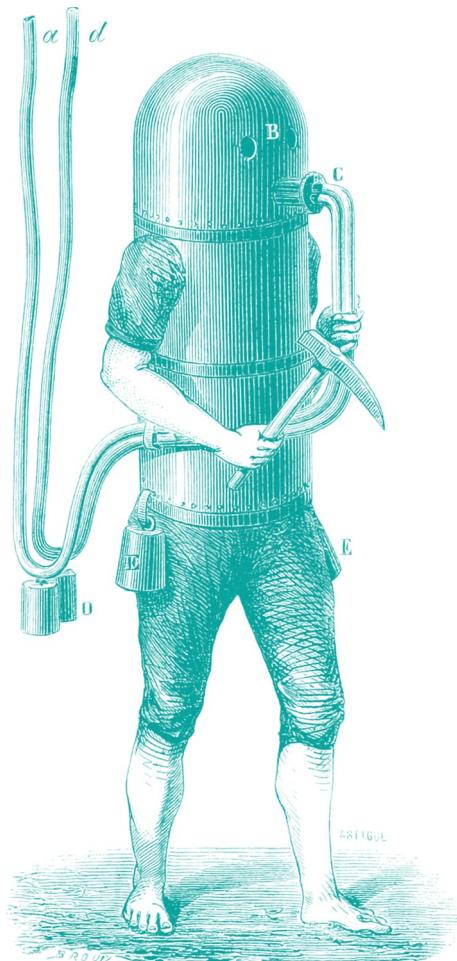
1d6	Weather
1	Sun
2	Mist/Fog
3 - 4	Cloudy
5	Rain
6	Snow

Distance

1d6	Distance
1	Within reach
2	Close
3 - 4	At a medium distance
5	Far
6	Too far

Size

1d6	Size
1	Too small
2	Small
3 - 4	Medium
5	Large
6	Too large



Appendix

Cooperative Play

Little Town was designed to be played solo, with the player assuming the role of – for instance – an eccentric FBI agent working on a murder case. However, there are numerous mysteries that can be solved by, for example, an open-minded FBI agent and their skeptical partner, or two kids from a seemingly ordinary town.

As a *GM-less* game, **Little Town** is easily adaptable for cooperative play, with two or more players sharing tasks typically performed by GMs, and collaboratively contributing to create a story.

Safety Tools

Little Town is an investigation game that delves into themes that may be uncomfortable for some players. Thus, the first thing to do is to ensure everyone has a safe, comfortable, and enjoyable experience.

There are several **Safety Tools** that can be used to establish a positive and respectful gaming environment. Here are some of them:

Session Zero

A pre-game session where players discuss their preferences, boundaries, and the overall tone of the game, to ensure everyone is on the same page.

Lines and Veils, by Ron Edwards

Players establish ‘lines’ (topics or themes that are completely off-limits and won’t be explored in the game) and ‘veils’ (topics that can be present in the game but won’t be described in detail). This helps avoid triggering or uncomfortable situations.

X-Card, by John Stavropoulos

The X-card is a physical or virtual token that players can use to stop the game if something makes them uncomfortable. When the X-card is played, players skip over or modify the content that caused discomfort without needing to explain why.

Script Change, by Beau Jágr Sheldon

This tool allows players to modify or rewind scenes to ensure everyone's comfort. It includes options like 'Pause' (to discuss a scene), 'Fast Forward' (to skip over uncomfortable content), and 'Rewind' (to redo a scene).

Open Table Policy

Allowing players to join or leave the game at any time, without questions asked, to ensure they have agency over their participation.

Setting the Stage

After establishing the **Security Tool**, players must define the **Scenario**. During this phase, it is advised that whoever rolled the **Town** is not the same person who will roll the **Case**.

Details about the **Town** can and should be fleshed out to add depth to the setting, but it is worth considering saving discussions about the **Case** for the actual gameplay in order to preserve the element of surprise.

Character Creation

Every player should create an **Investigator**, giving them a **Name**, rolling (or choosing) an **Archetype**, assigning modifiers to their **Attributes**, and so on. When finished, each player introduces their character to others, announcing their **Name** and **Archetype**, describing their appearance, and providing some background without revealing their **Secret(s)**.

Once every **Investigator** is introduced, players can (and should) describe their characters' connections to one another in order to add depth and uncover more interesting details. However, it is important to remember that all these connections must be discussed between players to ensure that no one feels uncomfortable about it.

Time Limit

In a regular solo **Little Town** game, the player evaluates whether the **Time Limit** has changed (increased or decreased) at the end of an in-game day. In a cooperative game, the decision to raise or lower the **Time Limit** must be made collectively by all players.

Answering Questions

To answer simple **Yes/No Questions** in a regular solo **Little Town** game, the player rolls against their **Luck**. In a cooperative game, this mechanic remains unaltered, with each player rolling against their **Luck** to get an answer.

To answer an **Open Question**, the player can roll an **Action + Theme** pair and interpret the meaning. In a regular solo **Little Town** game, this is done by a single person; in a cooperative game, there are some alternatives:

- Another player rolls an **Action + Theme** pair, but whoever asked the question is responsible for coming up with the meaning.
- Another player rolls an **Action + Theme** pair and is responsible for figuring out the meaning.

Once a question has been answered, it is important that the player leaves it to another player to ask the next question, and that they keep taking turns as long as they feel it is necessary to get more details on some aspect of a **Scene**.

Scenes

In a cooperative **Little Town** game, players take turns bringing elements to each **Scene**. So whenever a new **Scene** starts, do the following:

1. One player rolls or chooses a **Location**.
2. Another player lays down **Elements** that catch the **Investigators'** attention.
3. One player rolls the **Scene Event**.
4. If needed, another player makes the subsequent roll (**Random Event** or **Investigation Progress**) or draws a **Danger** card.
5. One player adds an additional detail, by drawing an **Anomaly** or **Single Event** card, for example.
6. If needed, another player rolls a **NPC**².

The main idea is that players keep piling on details until a **Scene** is set. Once it's done, all **Investigators** get into action to try to bring the **Investigation** closer to a solution.

² It may be interesting that whenever a player rolls an **NPC**, they are responsible for roleplaying that **NPC** throughout the game.

Clues

All **Clues** found are shared by the **Investigators**. If there's a chance that a **Clue** could be found in a **Location**, and a player fails an '**Investigate**' roll, other players may try again with a '**Push Your Luck**' move.

Once a **Clue** is found in a **Location**, no one can roll '**Investigate**' to try to find more **Clues** at that **Location**.

Handling Events

There are many random events that can affect the **Investigator**, as exemplified below:

- You realize you are being followed.
- You are harassed by a person who apparently has nothing to do with the **Case**.
- When you open the door of your home/office/hotel room, you get shot at point-blank. Mark two **Wounds**.

To handle such prompts, players can ask themselves: does this apply to everyone, or just a single **Investigator**?

As a general rule, the following criteria may be adopted:

- **Single Events** may be shared by all **Investigators**.
- **Anomalies** are usually witnessed by a single **Investigator**.
- **Dangers** may affect all **Investigators**.

Combat

If more than one **Investigator** is engaged in a fight, each player chooses their target, and everyone rolls individually.

Damage in response to a failed or partially-successful attack is dealt in the usual way, to the **Investigator** who missed or exposed themselves to a counterattack.

Ending the Game

The game ends when the **Time Limit** reaches 12, or when a player believes they have a solution to the **Case**. If the latter is true, all players should discuss the solution, but the player who came up with it will be the one to roll '**Case Closed**'.

Optional Rule: Getting Out of the Parallel Dimension

When the **Doppelgänger** catches the **Investigator**, they end up trapped in a **Parallel Dimension**. While this usually signals the end of the game, there exists a chance to escape and return to the **Town**.

Upon entering the **Parallel Dimension**, the **Investigator** discovers themselves in an empty **Corridor**. Its walls are draped with red curtains, and the floor features a Chevron pattern.

Feeling along the walls behind the curtains, the **Investigator** encounters two **Exits**: one to the east (right) and one to the west (left). Pulling back the curtain in front of one **Exit** reveals only absolute darkness. The **Investigator** repeats this attempt on the opposite wall, yielding the same result.

Aware that they must choose one of the **Exits** to proceed, the **Investigator** faces a dilemma: which direction should they take?

Chamber Type

Once you've decided which **Exit** the **Investigator** will take, roll **1d6** on the table below to find out what awaits them on the other side:

1d6	Chamber Type
1 - 2	Room
3 - 6	Corridor

Chamber Exits

Whenever the **Investigator** reaches a new **Room**, roll three times on the table below to determine the available **Exits**; if they reach a **Corridor** instead, roll twice:

1d6	Exit
1	No Exits
2	North (Front)
3	East (Right)

1d6	Exit (contd.)
4	South (Back)
5	West (Left)
6	No Exits

Regardless of which **Exits** are rolled, one rule must be observed: you cannot go back through a taken **Exit**, because the act of crossing an **Exit** will always lead to a new **Corridor** or **Room**.

Therefore, whenever you leave a **Room** or **Corridor**, roll on the **Chamber Type** table to determine what the **Investigator** will find beyond the chosen **Exit**.

If the **Investigator** finds themselves in a **Chamber** with no **Exits**, they will see the lights getting dimmer until they go out completely, giving way to pitch black.

There's nothing else to do. The game is over.

Otherwise, there is still hope.

Chamber Contents

Every **Chamber** is adorned like the first **Corridor** found, with walls covered by red curtains and the floor decorated with a Chevron pattern.

If the new **Chamber** (**Room** or **Corridor**) reached has one or more **Exits**, roll on one of the tables below to define its contents:

1d6	Corridor Contents
1	Empty
2	A sculpture
3	Empty
4	A floor lamp
5	Empty
6	Strobe lights

1d6	Room Contents
1	Empty
2	Special Contents
3	Empty
4	Special Contents
5	Empty
6	Doppelgänger*

* When finding your **Doppelgänger** again, roll '**Face Doppelgänger**'. If you succeed, you will return to the **Town**, but the **Time Limit** will be set to 11; otherwise, you will be transported again to the first **Corridor** in the **Parallel Dimension**.

- 1 You meet someone who has passed away
- 2 Shadows can be seen passing behind the curtains
- 3 The sound of someone singing a beautiful familiar song
- 4 It looks like a waiting room with three leather armchairs, a sculpture, two floor lamps, and a side table with a lamp on top
- 5 Strobe lights
- 6 Roll twice on this table

Optional Rule: Supernatural Creatures

The wilderness around the **Town** is populated by supernatural creatures that are only heard about in cautionary tales. So, whenever you find yourself on the outskirts of **Town**, roll two dice; if you get a double 6, you've encountered one of the creatures below:

1d6	Creature	Size Reference	Wounds	Damage
1	Gnome	Significantly smaller than a human	1	-2
2	Chupacabra	Smaller than a human	2	-1
3	Mothman	Human	3	0
4	Sasquatch	Larger than a human	5	+1
5	Thunderhawk	Gigantic	10	+5
6	Wendigo	Titanic	20+	+10



Soundtracks

You can find two *different* soundtracks to listen to while playing on the links below:

Spotify



<https://spoti.fi/3wGph8Q>

YouTube



<https://bit.ly/ltownytst>



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LITTLE TOWN

Investigation Sheet

Case:	Time Limit:
Town:	
Investigator:	
Archetype:	

Attributes

Agility:

Mind:

Strength:

Presence:

Conditions

Luck:

Instability:

Wounds:

Items

<input type="checkbox"/>	

LITTLE TOWN

Scene Sheet

Time Limit:

Location:

Event:

Scene Elements

-Time of the Day:-

Weather:

Sight:

-Sound:-

-Smell:-

—Touch:

Taste:

NPCs

[View Details](#) | [Edit](#) | [Delete](#)

For more information about the study, please contact the study team at 1-800-263-2382 or visit www.cancer.gov.

ANSWER The answer is 1000.

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