TALES FROM THE LOOP

SESSION ZERO CHEAT SHEET

MATERIAL

- The 6 Principles of the Loop
- Character sheets for all players*
- 8 printouts of the Kid classes*
- Maps printouts
- Extra dice*
- Extra pencils*

* you know the players come as underprepared as possible

DOING

- Manage the players' expectations
  - Align the gameplay with the expectations
- Describe the world
  - World in general
  - Campaign theme
  - Fan nostalgic feelings
- Create characters
  - Explain relation Age vs. Luck Points vs. Attributes (p. 58)
  - Explain maximum age (p. 58)
  - Let each kid pick their Kid class (p. 50-57)
  - Fill-in character sheet till the NPC relationship part
  - Each player presents their kid (for group building)
- Build character group (p. 60)
  - Help players to build (+/-) relationships between each other
  - Help players to build relationships to NPCs or parts of the world
  - Find a reason why the Kids would adventure with each other
  - Help players to build a Hide out
- Ask Kid and Group Questions (p. 63)
  - 4-6 per Kid
  - 2-3 to the whole group
- Explain (superficially) the game mechanics
  - Rolling dice for a skill (p. 66)
  - Threat of a condition (p. 66)
  - Using an Iconic item (p. 59)
  - Luck Points (p. 58, p. 67)
  - Pushing (p. 69)
  - Using a Pride (p. 67)
  - Acting on more than one success (p. 68 ff)
- Run a quick improv session with the Kids and a few NPCs