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FOR TELEDATA-KOMMUNIKATION
ILLUSTRATIONER AV SIMON STALENHAG



TROUBLE

ROLL: # of dice = Attribute + Skill

- Any 6 = success

BONUS DICE

- Iconic Item: +2 dice
- Other Items: +1-3 dice
- PC Assistance (1/roll): +1 dice, suffers failure
- NPC Assistance: +1-3 dice

PRIDE (1/session): 1 automatic success.

- Can add success to successful roll.
- Can turn failure into success.

1 LUCK POINT (1/roll): Reroll failed dice.

PUSH (1/roll): Check Condition and reroll failed dice.

BUYING EFFECTS: 1 per additional success.

- Group Trouble: +1 success for someone else facing the same Trouble.

INCREASED DIFFICULTY

- Extremely Difficulty: 2 successes
- Almost Impossible: 3 successes
- Special NPC Attributes: 2-3 successes.

FAILURE: Condition, Complication, or Consequence.

KID vs. KID: Most successes wins.

- Can push multiple times to add successes.

EXTENDED TROUBLE

1. SET STAKES: GM declares result of failure.

2. THREAT LEVEL: # of successes required.

- Normal: # Kids x 2
- Hard: # Kids x 3
- Almost impossible: # Kids x 4

3. MAKE A PLAN: Kids...

- Decide on what they want to do.
- Agree on which skill each one will use. (GM can veto.)

4. PLAY THE SCENE

- Each Kid gets one roll.
- Total Successes \geq Threat Level: Kids achieve their goal.
- Total Successes = $\frac{1}{2}$ Threat Level: Kids can check Conditions to get more successes to achieve a Compromise (part of their goal).

CONDITIONS

CONDITION: -1 dice on rolls

BROKEN: Automatically fail all roles until healed.

HEAL CONDITIONS:

- Spend scene with Anchor taking care of you. (Heal all conditions.)
- Spend scene in Hideout with other Kids taking care of each other. (Heal all conditions.)
- Roll Lead to heal one condition (+1 per bonus effect). On failure, gain same condition. Cannot heal Broken.

ADVANCED SKILLS

BUILD / CREATE: Program or Tinker roll.

- Requires a prerequisite (item, time, tools, a different skill roll, etc.).
- Roll skill and gain item that gives +1 bonus per success (max. +3).

QUESTION BONUS EFFECT: Ask one additional question, +1 die when using information (max. +3).

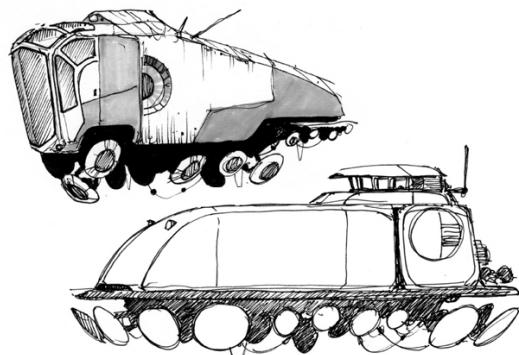
GENERIC BONUS EFFECTS:

- Give a success to another kid.
- You don't need to roll to overcome the exact same Trouble in the future.
- You do it quickly / quietly.
- You gain unexpected information.

OTHER BONUS EFFECTS: See p. 72-75.

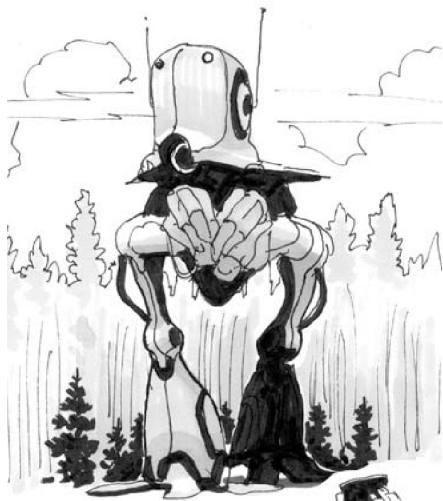
TYPICAL ITEMS

- Hover Vehicle: +1
- Hallucinatory Soft Drink: +1
- Trained Dinosaur: +3
- Baseball Bat: +1
- Flying Shoes: +3
- Skis: +1
- Wrench: +2
- Truck: +1
- Gun: +3
- Ladder: +2



PRINCIPLES OF THE LOOP

1. YOUR HOME TOWN IS FULL OF STRANGE AND FANTASTIC THINGS
2. EVERYDAY LIFE IS DULL AND UNFORGIVING
3. ADULTS ARE OUT OF REACH AND OUT OF TOUCH
4. THE LAND OF THE LOOP IS DANGEROUS BUT KIDS WILL NOT DIE
5. THE GAME IS PLAYED SCENE BY SCENE
6. THE WORLD IS COLLABORATIVELY DESCRIBED



THE MYSTERY

PHASE 1 – INTRODUCING THE KIDS

- Each Kid gets a scene from Everyday Life, with or without Trouble.
- Look at Problem, Pride, Relationships.

PHASE 2 – INTRODUCING THE MYSTERY

- Kids encounter/hear something which arouses curiosity.
- If Kids not interested, remind them of their Drives.

PHASE 3 – SOLVING THE MYSTERY

- Mystery scenes and Everyday Life scenes should be alternated.
- Show the players the Map of the part of the Loop where the Mystery is taking place.

PHASE 4 – SHOWDOWN

- Final scene usually resolved as Extended Trouble.

PHASE 5 – AFTERMATH

- One scene from Everyday Life for each Kid.
- Things haven't changed: Nobody believes them. Evidence is destroyed. Parents still fighting, etc.

PHASE 6 – CHANGE

- Check Problems, Pride, Iconic Item, Relationships.
- Heal all Conditions.
- **Experience Points** (1/question)
 - Did you participate in the session?
 - Have you been in Trouble because of your Problem or Relationships?
 - Did you use, or struggle with, your Pride?
 - Did you put yourself at risk for the other Kids?
 - Have you learned something new? (What is it?)
- **Skills:** +1 per 5 XP (max. level 5)
- **Birthday:** +1 attribute, -1 Luck Point.

COUNTDOWN

- Sequence of steps that happen step by step if the Kids don't prevent it from happening.
- **Retribution Countdown:** Bad guys attempting to stop the Kids. Advance one step per Clue found.



THE SKILLS

CALCULATE (TECH): Figure out robots, machines, magnetrine ships, cyborgs, or everyday technology.

- **Questions:** On success, ask 2 questions.

- What is its purpose?
- How does it work?
- How can I use it?
- Who built it?
- What problems could it cause?
- Is it illegal?

CHARM (HEART): Charm, lie, befriend; make people do what you want.

COMPREHEND (MIND): Have right piece of information or be able to find it at the school library (or similar location).

- **Bonus Effect:** +1 die when using the information (max. +3).

CONTACT (HEART): Know the right person and get a hold of them. Tell GM who it is; on success they want to help. On failure, they don't.

EMPATHIZE (MIND): Understand person, animal, conscious robot, or cyborg and how to find its weakness.

- **Questions:** On success, ask 2 questions.

- What is her weak spot?
- How can I make her do something?
- What does she feel?
- What does she want?
- What will she do?
- Is she lying?

FORCE (BODY): Lift heavy things, fight, endure physically stressful situations.

INVESTIGATE (MIND): Find hidden objects, understand clues, break puzzles, survey a place or situation.

- **Questions:** On success, ask 2 questions.

- What is hidden here and where is it?
- What does it mean?
- What has happened here?
- How can I get into/out of/past something?
- What threats can I perceive here?
- Where is it?

LEAD (HEART): Make friends work together; help others to focus on task at hand; soothe them when they are scared or confused.

- **Leading Other Kids:** Roll Trouble. Gain pool of 2 dice per success that can be distributed to other Kids in future scenes. On failure, gain Condition and ask other Kids how your relationship has been hurt. (Maximum of one Leader pool at any one time.)

MOVE (BODY): Climb high, balance, run fast, chase someone, get away.

SNEAK (BODY): Hide, sneak, steal.

PROGRAM (TECH): Create/manipulate computer programs, electronic devices.

TINKER (TECH): Build/manipulate machines.

- **Manipulate:** Break item, jury-rig equipment, pick lock, drive vehicle. May require Calculate roll to figure out how to do it.

ATTRIBUTES

BODY: Jump high, run fast, fight, sneak, climb.

TECH: Understand/program machines, robots, other tech things. Open locked doors. Build things.

HEART: Make friends, lie, know the right people, create a good atmosphere, persuade others.

MIND: Find weak points. Understand people, situations, creatures. Solve riddles, understand clues, know things.

