

PRINCIPLES OF THE LOOP (pg 10)

- Your home town is full of strange and fantastic things.
- Everyday life is dull and unforgiving.
- Adults are out of reach and out of touch.
- The land of the Loop is dangerous but Kids will not die.
- The game is played scene by scene.
- The world is described collaboratively.

CREATE YOUR KID (pg 49)

1. Choose your **Type**.
BOOKWORM, COMPUTER GEEK, HICK, JOCK, POPULAR KID, ROCKER, TROUBLEMAKER, or WEIRDO
2. Decide your **age**, from 10 to 15 years.
3. Distribute a number of points equal to your age in the four **attributes**, 1 to 5 points in each.
BODY, TECH, HEART, MIND
4. Determine your number of **Luck** Points, equal to 15 minus your age.
5. Distribute 10 points in **skills**. You may take up to level 3 in the three key skills of your Type. For other skills, a starting skill level of 1 is the maximum.
6. Pick an **Iconic Item**.
7. Pick a **Problem**.
8. Pick a **Drive**.
9. Pick a **Pride**.
10. Define your **Relationships** to the other Kids and to the NPCs.
11. Select an **Anchor**.
12. **Name** your Kid.
13. Write a short **description**.
14. Choose your **favorite song**.
DO THIS TOGETHER:
15. Define the group's Hideout.
16. Answer the Gamemaster's questions.

TROUBLE (pg 65)

Trouble is something that prevents Kids from doing something; it can be a bad thing about to happen or a possibility fraught with danger. It is the Gamemaster's job to create Trouble, but the Kids can also get themselves into Trouble. Trouble is woven into the conversation and described by the Gamemaster as people and creatures doing things, or as something happening. The Gamemaster asks you how you react, and you may try to overcome it somehow, or ignore it and let it happen.

THE DICE ROLL

Grab a number of dice equal to your score in the attribute you use. Then add more dice equal to your level in the corresponding skill. If there isn't any suitable skill, only roll for the attribute. **Every six rolled is a success.** In most cases, only one success is needed to overcome Trouble.

SUFFERING CONDITIONS

You may suffer a Condition if you don't overcome Trouble. You decide what Condition to take in a given situation, and you get a **-1 on all dice rolls** until it is healed.

If you get a Condition that is already checked, you must choose another one to check.

Additional **Conditions are cumulative**; two Conditions give -2 on all dice rolls. If all four mild Conditions are marked and you take another Condition, you are **Broken**.

If you get Broken, something really bad has happened. You are mentally or physically hurt, and you will **automatically fail** all dice rolls until healed.

ITEMS

You may use your Iconic Item for a dice roll, when appropriate. It gives you **two extra dice** to roll.

PRIDE

You can use your Pride, once per Mystery. It gives you an **automatic success**. You can activate the Pride after a failed roll, or even after a successful roll to add a success.

LUCK

You can spend a Luck Point after a failed dice roll. A Luck Point lets you **reroll failed dice**, without needing to push. You cannot go back to the earlier result. You cannot spend more than one Luck Point on a single dice roll.

BUYING EFFECTS

If you roll more successes than you need, leftover success can sometimes be used to **"buy"** beneficial Bonus Effects. The same effect can be bought several times. (see Skills List for available bonus effects)

PUSHING THE ROLL

When you fail a roll, you may choose to **immediately retry the task**, by mentally or physically pushing yourself to the limit of your abilities. This is called pushing the roll, and can only be done once, immediately after the failed roll. You must describe what you do to push yourself. You may push a successful roll to be able to buy more Effects.

When you push a roll, you must **first check a Condition**.

Choose any Condition that you feel fits the story. Then you **reroll all the dice except those showing sixes**. If the reroll is successful, the Gamemaster describes what happens. If the reroll also fails, you may not push again (but you can use a Luck Point or your Pride).

EXTENDED TROUBLE

1. Set the stakes >> 2. Threat Level >> 3. Make a plan >> 4. Play the scenes >> 5. Outcome
(see pg. 70 for details)



TALES FROM THE LOOP: THE SKILLS

SNEAK (BODY)

The ability to hide, sneak or steal.

BONUS EFFECTS:

- Give a success to another Kid.
- You find something unexpected, or more of what you were looking for.

FORCE (BODY)

The ability to lift heavy things, fight, and endure physically stressful situations.

BONUS EFFECTS:

- Give a success to another Kid.
- Impress, frighten or humiliate.
- Pin your opponent.
- Take something from your opponent.
- Your opponent is knocked unconscious.
- You don't need to roll to overcome the exact same Trouble in the future.
- You avoid any collateral damage.

MOVE (BODY)

The ability to climb high, balance, run fast, and chase someone or get away.

BONUS EFFECTS:

- Give a success to another Kid.
- Impress someone.
- No one notices you.

TINKER (TECH)

The ability to build and manipulate machines and other mechanical items.

>> BUILD

The Gamemaster will tell you what it takes to build Something. When you have what you need, you roll to overcome the Trouble of actually making the thing. If the roll is successful, you write down the object as an Item with a bonus of +1.

BONUS EFFECTS:

- The thing is more durable than expected. Add +1 to the bonus (up to +3).
- The thing can do more than expected. Add +1 to the bonus (up to +3).
- The thing is more discreet than expected. Add +1 to the bonus (up to +3).

>> MANIPULATE

The tinker skill can also be used to break, use or jury-rig mechanical things, to pick locks, and drive motor vehicles. Sometimes you have to use calculate first to figure out how to do it.

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.
- You do it quietly.
- You show off.

PROGRAM (TECH)

The ability to create and manipulate computer programs and electronic devices. This is a sister skill to tinker, but used for electronic things rather than mechanical.

>> CREATE

The Gamemaster will tell you what it takes to create something. When you have what you need, you roll to overcome the Trouble of actually creating the thing. If the roll is successful, write down the object as an Item with a bonus of +1.

BONUS EFFECTS:

- The thing is more effective than expected. Add +1 to the bonus (up to +3).
- The thing can do more than expected. Add +1 to the bonus (up to +3).

>> MANIPULATE

The program skill can also be used to manipulate electronic items. Examples include infecting a computer with a virus, disabling an alarm or electronic lock, confusing or controlling robots, and operating strange objects like time machines or transformation globes. Sometimes you have to use calculate first to figure out how to do it.

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.
- You get new or unexpected information.
- You show off.

CALCULATE (TECH)

The ability to know how technical objects work and how to use them. It could be robots, machines, magnetron ships, cyborgs, or an alarm clock. If you succeed, you get to ask two 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?

BONUS EFFECT:

■ Ask one additional question and take +1 die on one roll when you use the information (up to +3).

CONTACT (HEART)

The ability to know the right person and can get a hold of her. You tell the Gamemaster who the person is, and roll to overcome the Trouble of finding her. If you succeed, you find her, or she finds the Kids ready and able to help. If you fail, the person doesn't want to help you or maybe she even wants to hurt, humiliate or make life difficult for you, and will come looking for you.

BONUS EFFECTS:

- The contact has all the right tools with her.
- The contact may heal one of your Conditions.
- The contact brings more people, also ready to help.
- You don't have to roll to get a hold of the contact again during this Mystery.
- The contact knows something important.
- You may use the contact once as an Item with bonus +1 (up to +3).

CHARM (HEART)

The ability to charm, lie, befriend, and make people do what you want. As always, the Gamemaster decides what can plausibly be achieved.

BONUS EFFECTS:

- She keeps believing you.
- You have formed a lasting relationship.
- She will take risks to help you.
- She will try to persuade others to believe you.
- She's frightened, confused or impressed.
- She's infatuated.

LEAD (HEART)

The ability to make your friends work together, to help them focus on the task at hand in difficult situations, and to soothe them when they are scared or confused. (see pg.74 for additional use of Lead)

BONUS EFFECTS:

- Heal an additional Condition.
- Heal one of your own Conditions.

INVESTIGATE (MIND)

The ability to find hidden objects, understand clues, break puzzles or survey a place or a situation. You get to ask two of these 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?

If the roll fails, you have misunderstood something, someone has found out something about you, or you suffer a Condition. The Gamemaster decides.

BONUS EFFECT:

■ Ask one additional question and get +1 die on one roll when you use the information (up to +3).

COMPREHEND (MIND)

The ability to have the right piece of information or to be able to find it at the school library or a similar location. The Gamemaster will give you the information, or ask you to come up with something on your own. If you fail the roll, the Gamemaster gives you bad news or the wrong information (the Gamemaster doesn't say which it is).

BONUS EFFECT:

■ You get additional information and +1 bonus die to one roll when you use the information (up to +3).

EMPATHIZE (MIND)

The ability to study what makes a person, an animal or a conscious robot or cyborg tick, and how to find its weakness. You need time to study or talk to the creature or person to be able to roll for the skill. If you succeed, you get to ask two 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?

If the roll fails, the Gamemaster either gives you bad news or the wrong information (the Gamemaster doesn't tell which it is) or makes something bad happen.

BONUS EFFECT:

■ Ask one additional question and take +1 die on one roll when you use the information (up to +3).