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High Score

This adventure was originally set in Great Yarmouth near the Norfolk Broads. However there were no real locations and things were left intentionally vague so it should be adaptable easily enough.

*The Kids discover their beloved local arcade has been robbed and unless they can find the missing motherboards from the arcade machines the bi-annual arcade high score championships won't take place and the Kids **really** want to win free plays for a month and their names on the coveted high score winners board.*

Little do they know that the arcade machines have been stolen by an escaped prisoner trapped in our dimension by the Loop who is trying to get back to her own dimension by networking the arcade motherboards into a super computer to complete calculations for her jury rigged protal. Hot on the heels of the escaped scientist is Nakigawa Heavy Industries corporate security force. (use your own nefarious corporation here as required)

Will the kids help the scientist escape or help Nakigawa capture her.

Phase 1 Introducing The Kids

These things can be overheard via parents talking, watching or listening to the news or in the case of the first, by happening during their 'normal life' scenes.

- There have been blackouts.
- Detector vans have been seen around town
- Some parents who work at the loop are working later than normal

Normal Life Scenes Notes

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.[illegible]

Phase 2 Introducing The Mystery

Journey To The Arcade

The Kids are heading into town to practice for the bi-annual High Score competition at their local arcade. When they arrive, they will discover the arcade wrecked and a mystery begins to unfold.

As the kids leave their homes and make the way into town, the kids can roll Comprehend and if they succeed, they get hints that something has happened in town. They can learn: -

- There have been reports of robots roaming around in places they shouldn't. This in itself isn't too unusual as robots are quite common, particularly around the docks
- There is a lot of police and unmarked cars around town
- There seems to be some kind of TV detector vans going around

Encounter

*The team meet Robert and her girlfriend Julie in his car along with some of their friends jammed into the back. Make specific reference that they are towing a trailer with camping equipment in it. They are older teens but are known to the gang from school, the arcade and around town. Robert is a jock and Julia is a popular kid. They tease the gang about them being on their bikes (clearly, they are going to investigate a mystery or other dorky behavior). The team can deal with them however they wish, but if they antagonise the older kids, it'll be harder for them to get help from them later on if the situation presents itself. **[These can be replaced with known NPCs from your campaign, it is just a little scene to ease my new players into some encounters]***

The Arcade

When they arrive at their arcade, they discover the arcade front shattered, it's double doors have been ripped off, glass is everywhere and the owner, Mr Southwell, is milling around inside with a broom trying to tidy up, but he looks far away and clearly devastated. The machines are all opened but they don't seem too smashed up.

As the kids enter, he turns on them and shouts "we're closed, can't ya see, we're ruined...get out of here." but he is not angry, he is in tears.

The kids at this point can EMPATHISE with old man Southwell and learn information if they succeed. They can also roll CONTACT so he recognises them, they are regulars and they haven't abandoned his older machines while some of the newer arcades have spent money on fancier games and other attractions. He will let them hang around, investigate without raising much of an eyebrow.

If they succeed at either of these, he divulges information: -

- The arcade was hit with a robbery that night
- Other arcades were hit in town

If the team investigate, they can learn the following further information from the scene

- (TINKER): The boards have been removed very carefully from the machines, clearly somebody wanted the boards or recognised their value
- INVESTIGATE: The cash boxes in all the machines are intact, as is the cash/change machine in the change kiosk.
- INVESTIGATE: The doors have been ripped out of their housing. Perhaps by a construction vehicle or the suchlike
 - TINKER: The grip marks on the door frames indicate hydraulic pincers

- [TINKER] Indentations on the floor show two sets of droids, one with a X style foot that's quite large and a smaller caterpillar track unit.

NPC - Mr Southwell

An old man who runs a small and rather run down arcade that has older machines in it and less fancy machines than the larger arcades.

He is a nice guy and cares a great deal for his arcade and the kids, he is a widower and the arcade is very much his life, but he can't afford good insurance and has little money, hence why he hasn't invested in newer machines.

NPC – Robert & Julie

Robert and Julie are older teens, 17 and 16 respectively. They know the kids through hanging out at the arcades, older siblings or school. They are a bit snarky due to the kids being younger, but they're OK unless antagonized. The kids can perhaps get their help later on if they don't get annoyed with them.

Phase 3 – Solving The Mystery

Follow-Up

The Kids can investigate other arcades. Roll CONTACT for number of successes to identify all the arcades. No matter how many they discover. List at least two that have not been broken into so they can stakeout.

Joyland (Southwell's arcade)
Circus Circus
Barrons
Majestic
Palace Casino
The Mirage
Sands
Crystal Palace Amusements
Oasis Amusements
Silver Slipper
The Golden Nugget
Magic City
Ocean Bay
Admiral Gaming
Leisureland
Carousel (Not Broken In)
Las Vegas (Not Broken In)

At each arcade they can discover/confirm using Investigate, Tinker and Comprehend

- Boards carefully removed from machines
- All the arcades are near the seafront either on the promenade or in an isolate area not too far from the seafront.
- Evidence of a robot being the cause
 - Cross footprints in the sand near arcades near the beachfront
 - More pincer grips ripping doors off
 - Paint scratchings on the doorframes/ceiling where the robot has scraped along

- Men in suits/police seem combing the area some have handheld scanners or are gathered around detector vans.

If any of the team have a radio, there is no news of this anywhere, it's being talked about by people, but the media is staying curiously silent.

Stakeout

There are two robots, one of them is a two legged 'ed 209' style robot with hydraulic pincer arms. It has a storage box on it's back and can retract it's legs to fit through double doors.

A smaller robot on caterpillar tracks accompanies the larger robot. It has various telescopic arms with tools on them, it is quite fast and maneuverable and zips around taking out the boards and loading them into the storage box of the larger robots.

They have cameras on them to see, but there are blind spots if the kids Sneak around, the cameras are fairly obvious as these are 'off the shelf' robots and military/custom. Basically they are used for warehouse management and have been modified to steal the boards by Dr Thoria.

Stakeout

Hopefully the team will organise a stakeout, if not this should be suggested through an NPC or the suchlike (maybe old man Southwell). The team must figure out how they are going to explain their overnight absence from their parents to stake out and they must canvas the area for a suitable hiding place near the arcade they choose to stake out. If they split up to canvas different arcades, pick one at random to be robbed first if not they get lucky and the robot attacks that arcade.

Things that can happen:-

- The kids may fall asleep (Force) if all members of the team fall asleep they wake up when the arcade is broken into, they miss the approach of the robot and do not see Nakigawa agents
- The kids may see the arcades are under observation from Nakigawa if they roll a COMPREHEND (they see the agents in their cars) and INVESTIGATE (they get the following information per success)
 - They see the agents are watching the arcades with binoculars etc
 - Note they are still wearing sunglasses in the middle of the night
 - They can get details of the car (logo of the company etc) which they can investigate later
- If the kids can lead the agents away or sneak into the back seat/trunk from their car they can gain information about Dr Thoria's escape but NOT her location.
- If they are awake they can see the robot arrive and approach the arcade. If they try to stop it or interfere with it, the Nakigawa agents approach with big taser rifles and the robot flees after a shootout, the kids may be caught and interrogated for interfering with the operation. If the kids watch what happens the arcade will be broken into and once the boards are removed, the Nakigawa agents follow the robot to the beachfront where it disappears into the sea. The kids can follow and observe this.
 - They can COMPREHEND to see that the antenna of the robot stays above water so it can be controlled so they can follow it along the coast
- The kids can observe the boards being placed into a storage compartment, they can get into this if they want to and they will be taken to Dr Thoria's hideout there is only enough room for 1 or 2 kids at most.

- If the kids split up, then one group not involved in the arcade robbery will automatically be discovered by Nakigawa agents and must escape.
- If the kids decide to investigate the robots and the agents are not around, then they can and the robots will ignore them, they can remove a panel from the big robot and access it's diagnostics and can get co-ordinates of the warehouse (it's return destination). They can cross reference this with information from the library or the files at Nakigawa to locate the warehouse.
- If you want Nakigawa agents can interrupt the heist and the kids can try to flee and/or be captured. This may be useful for several reasons
 - The kids do not try to track the robots or hide in the storage
 - It's great fun having the kids getting caught and getting a good telling off (lots of squirming, fear of their parents being told etc)
 - They have opportunity of looking at Nakigawa's information.

Clue 1 - Robots

The kids can investigate the robots, depending on how much information they gather they can learn the following things through library research.

- The two robots are fairly common off the shelf light construction/warehouse industrial robots. They are modular and can have arms and storage modules swapped for various purposes. They can be remote controlled via a VHF radio setup which will beam back images to a control console. The range of these consoles is not normally that far, so it should be insinuated these seem to have been modified by somebody clever.

- If the kids get extra lucky with their research they can find some local papers hinting at various electronic thefts and warehouse breakins over the last few weeks.

Clue 2 - Nakigawa

For the duration of this scene if the kids fail an Empathise, they will be at -1 roll due to being scared/intimidated by the agents.

If any of the kids are captured by Nakigawa they are taken to a site near The Loop where they are interviewed for what they know about the break ins. The kids can either co-operate (or seem to co-operate) or they can resist. If they co-operate they learn some more information about what is happening, if they refuse to co-operate then they can get the information by sneaking a look into files left on the table when the interrogator (Cho) is called out of the room by Jones.

- If the kids co-operate with the interrogators, they are told that they are tracking a dangerous person who is stealing equipment to cause a lot trouble for everybody.
- During the interview the interrogator (Cho) is called out of the room and the kids has the opportunity to read the files left on the table (sneak and comprehend) to learn about Dr Thoria's name, photo and that she is from another dimension and has been sabotaging The Loop for unknown reasons. They need to do an investigate to learn the information and be sure note if they put the files back in order, if they don't, Cho knows they have been through the files and shouts at them (upset/scared condition for being careless)
- They also see a map with several locations marked on it, the warehouse and a few other buildings/areas have a circle around it

NPC Help – Robert & Julia

If the kids think they need help (a lift to the warehouse) or backup (go get help) they may remember to enlist Robert and Julie if they do, depending on how the first encounter went down will depend on how they are received/helped if they reach out. Robert and Julie may call the police on their own if they are worried about the kids getting hurt/being stupid.

They can also turn up for a convenient distraction.

The Warehouse

The warehouse is a two story structure, it has an office/reception door at the front next to three large loading bays. The reception room has old furniture in it.

There is a door leading into the warehouse from the reception room, pulsing lights and power humming can be heard from the room. There is a metal staircase leading up to a mez level with grating for flooring.

They can see six robots (three large, three small) near the loading bays. A collection of cabinets wired together (server racks with the motherboards slotted into them) connected to a console that is connected to a large circular portal that has been jury rigged.

Another bank of workstations in against the wall (the robot controls).

Finding Dr Thoria – Sneaking In The Robot / Going To Warehouse

If the kids sneak in the robot they will be taken to the warehouse and they will be found by Dr Thoria.

If they sneak into the warehouse they could be spotted by Dr Thoria.

If they are, have her touch a kid or two, if they EMPATHIZE they receive a telepathic summary of her situation.

- They see an imagine of her laboratory and her own portal, she is pulled through when it activates suddenly (due to the Loop on our side)
- She is imprisoned and interrogated.
- She escapes and hides out in the warehouse and has been building a portal, siphoning power from the Loops power grid and using the robots in the warehouse to stela her parts.

If the kids choose to help Dr Thoria then go to Showdown 1. They should really get the whole gang together for this but they may try it in a reduced capacity.

Finding Dr Thoria – Following The Robot

It's possible for the kids to track the robot if they spot the antenna is above water and they can cycle alongside until it surfaces out of town and follow it to the warehouse. If they do this they can sneak inside and Dr Thoria may see them or not. This plays out the same as above, Thoria may catch them and telepathically tell them her story.

The kids have the choice to help or hinder Dr Thoria based on what they observe.

Finding Dr Thoria - Nakigawa

If the kids are interrogated by Nakigawa they can learn the location of the sub station, quarry and warehouse as possible locations for Dr

Thoria's location. They can cross reference the co-ordinates from the robot or you can do a bike riding montage as they cross off locations. They may observe Nakigawa agents at the other locations to add some tension.

NPC – Dr Thoria



Dr Thoria is a humanoid from another dimension, she was conducting an experiment in her reality with their version of the Loop at the same time the Loop on our side was activated creating a portal which pulled her into our reality. She was interrogated and held prisoner by Nakigawa who were attempting to communicate.

However, Dr Thoria realised she was better to stay silent due to her being empathic and she could sense she was in danger.

She managed to escape and has been hiding out at an old sub station complex on the outskirts of The Loop but has managed to tie herself into the power grid and is attempting to build a portal to get her home. To this end she has used several service robots she has found to acquire CPU processors from the arcade machines to give her enough processing power to complete her calculations.

Nakigawa know there is a power tap but they have been unable to confirm her location though they are closing in.

If she encounters the kids she will attempt to convey she is not dangerous to the kids and using telepathy and images will attempt to explain what happened. The kids have a choice of helping her or not.

If they have not before the showdown, Dr Thoria will attempt to get through her portal but if the kids are in danger she may sacrifice her freedom to save the kids.

NPC – Agent Cho

Agent Elizabeth Cho is the chief agent in Nakigawa's security force and is personally responsible for recovering Dr Thoria. She is manipulative, cold and calculating and genuinely believes keeping Dr Thoria here against her will is the right thing to do in order to access her knowledge and technology.

She is not afraid to manipulate/scare the kids if she thinks they know something and at the showdown she will authorise non-lethal tasers against them if they attempt to intervene.

She is under pressure so if the kids mess her around or play her up, she will get stressed and might slip up. She will show irritation with having to deal with them and she's angry they involved.

She knows if she tells their parents though, so she may threaten them with tell their parents, but ultimately she'll just drop them off near their houses when she lets them go, she knows it'll draw too much attention.

NPC – Agent Jones

Agent Jones is an employee of Nakigawa and while he is professional and tough, he is also less driven than Cho and if the kids are in

danger he will help them if he can, such as letting them go etc. however this should only be used if the kids back themselves into a corner with Nakigawa. If they have a chance to explain to him about Dr Thoria he may change his mind in the showdown to help her escape, especially if the kids are actively involved in protecting her.

Phase 4 Showdown

Showdown 1 – Help Dr Thoria

If the kids locate Dr Thoria and successfully empathise and comprehend with her then they can understand that she needs help completing her program and wiring her machine into the grid to tap into the supercomputer she has built. Also, if they go down this route then Nakigawa arrive and some of the kids need to run interference.

Nakigawa will arrive with non-lethal weapons (stun guns and nets) and will neutralise the kids if they interfere. They can be reasoned with if the kids can get to Agent Jones

Tasks

- Help code her sequencer via the control console [CALCULATE]
- Remote control the robots to fight/stall Nakigawa [CALCULATE OR MOVE]
- Help connect the portal to the spliced power lines [TINKER]
- Stall Nakigawa [CHARM, SNEAK, FORCE ETC]
- Defend the supercomputer [SNEAK, FORCE ETC]

As soon as Dr Thoria gets through the portal it shuts down. Nakigawa, having lost Dr Thoria stand down. Cho is furious and realises the portal is a one way trip, the console is dead and there's no way of knowing what Dr Thoria did.

She lets the kids go as she knows she can't do anything to them without drawing attention to the situation and her failure. They have an enemy in Cho though and she could return in another Mystery to try to antagonise them.

Showdown 2 – Stop Dr Thoria

The kids could refuse to help Dr Thoria or they may not have an opportunity to communicate with her. If this happens then Dr Thoria will use the robot to try and stop them while her portal power up. Nakigawa may or may not turn up depending on their awareness of the situation (they may have captured or followed a kid) to the warehouse.

Tasks

- Destroy the control console [FORCE, CALCULATE, TINKER]
- Destroy the super computer (arcade boards will be destroyed) [FORCE, TINKER]
- Destroy the portal [FORCE, TINKER]
- Subdue Dr Thoria [FORCE]

If Dr Thoria fails to get through the portal, either Nakigawa turns up and captures her. If they do, have her telepathically show the kids her backstory so they understand they maybe haven't done the right thing. This can be used to manipulate their emotions later on.

If Nakigawa do not turn up, the kids can decide whether to let her go, tie her up etc. Again, it may be good to let the kids know she isn't necessarily a threat.

In either showdown, If the kids end up broken, Dr Thoria is recaptured by Nakigawa.

Phase 5 Aftermath

As long as it wasn't destroyed, the arcade property is returned and on the media local police take credit for 'solving the case' of 'travelers' stealing the boards for metal salvage although the criminals escaped.

If the kids are successful the arcade owner offers the kids a backroom to use as an alternative clubhouse, including a few old arcade machines he hasn't put into the arcade.

Provided the boards are undamaged the kids can attend the High Score tournament. Each Kid can pick a favourite arcade machine to compete on, if they roll 8 successes against Calculate as a group, then they win the tournament and gain an extra experience.

IF YOU ENJOYED THIS SCENARIO AND HAVE ANY SUGGESTIONS TO MAKE IT BETTER OR YOU JUST WANT TO TELL ME WHAT YOUR KIDS DID, THEN FEEL FREE TO FIND ME ON FACEBOOK OR CONTACT ME ON armstrongjody+loop@gmail.com