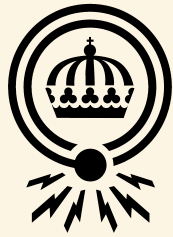


TALES FROM THE LOOP

THE BOARDGAME



RULEBOOK



Creator of the Loop Universe

Simon Stålenhag

Lead Designer

Martin Takaichi

Co-Designer

Rickard Antroia

Scenario Design

Martin Takaichi, Rickard Antroia, Nils Hintze

Graphic Design

Christian Granath

Art

Simon Stålenhag

Gameboard Map

Reine Rosenberg

Miniature Design

Dust Studio

Layout and Print Production

Dan Algstrand

Proofreading

Brandon Bowling, Kosta Kostulas

Playtesters

Tomas Härenstam, Nils Karlén, Martin Grip, Kosta Kostulas, Mattias Falck, Timothy Clark, Staffan Fladvad, Hana Platbardis, Artur Foxander, Joel Östlund, Tove Lindholm, Vide Karlsson, Nicholas Hjelmberg, Su-San Oh, Alek Erickson, Lage Hellman, Olof Runborg, Martin Rundkvist, Leo Askeland, Martin Bonnevier Kronlid, Alfred Johansson, Johan Arve, Tomas Gustafsson, Robert Ryner, Fredrik Sandell, Ronnie Wallén, Joakim Borgström, Hans Larsson, Fredrik Sergler, Joakim Sergler, Markus Burman, Per Engström, Peter Sahlin, Anton Udd.

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FREE LEAGUE



COMPONENTS



8 Character Standees



6 Machine Figures



8 Six-sided dice



4 Rumor Tokens



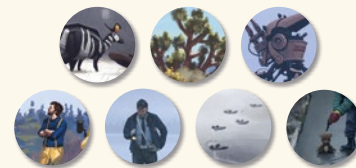
6 Hack Tokens



5 Marker Tokens



42 Firewall Tokens



84 Scenario Tokens
(15 each of *Dinosaur*, *Weed*, *Machine*, *Grown-up* and *Agent*; 6 *Track* and 3 *Trouble*)



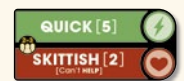
1 Magnetrite Ship Standee



45 Time Cubes



5 Favor Cubes



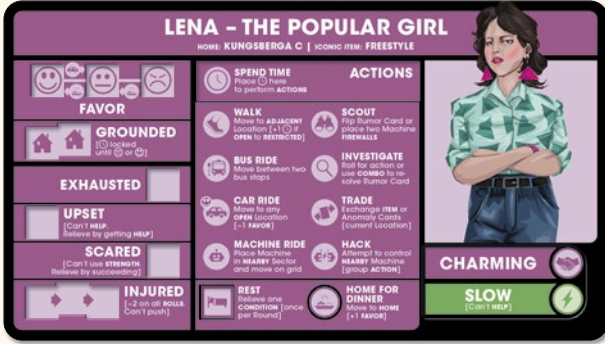
8 Trait Tiles



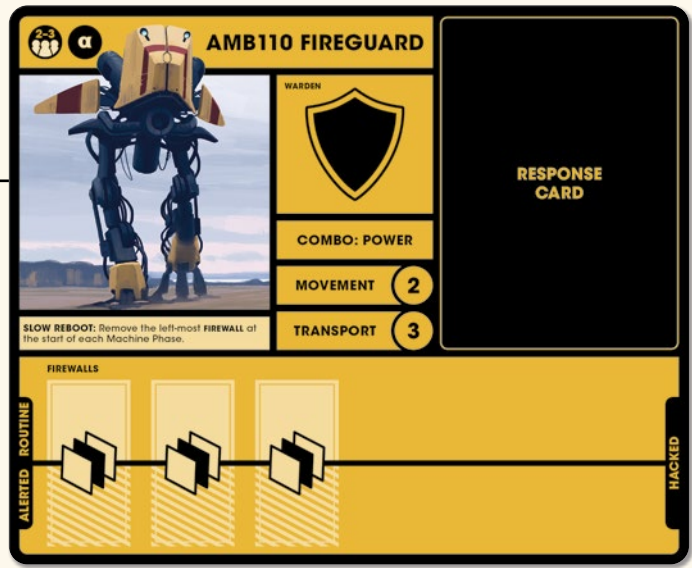
35 Counter Cubes



1 Calendar Token



8 Character Boards



6 Machine Sheets



9 Event Location Tiles



1 First Player Token



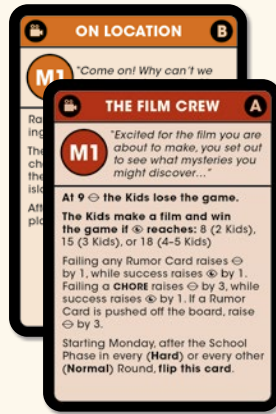
1 Enigma Dial Top



1 Insight Dial Top



7 Scenario Cards



38 Diary Cards
(One set per Scenario)



20 School Cards



20 Chore Cards



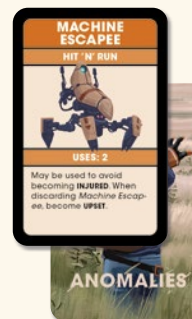
111 Rumor Cards



12 Machine Response Cards



20 Item Cards



20 Anomaly Cards

And... (not pictured)

- 2 Summary Sheets
- 2 Dial Mounts
- 9 Acrylic Standee Mounts
- 1 Rulebook
- 1 Setting Book: "The World of the Loop"
- 1 Machine ID Sticker Sheet

1 Game Board



WELCOME TO THE LOOP

The landscape was full of machines and scrap metal connected to the facility in one way or another. Always present on the horizon were the colossal cooling towers of the Bona Reactor, with their green obstruction lights. If you put your ear to the ground, you could hear the heartbeat of the Loop – the purring of the Gravitron, the central piece of engineering magic that was the focus of the Loop’s experiments.

SANDBOX PLAY

If you want to challenge yourself with sandbox play, choose the Scenario Card *Mystery Islands*. It has a scalable difficulty depending on the number of Kids that the players want to control and has a set of Diary Cards called “Complications...”. These cards can be either ignored (not used); drawn every other Round (Monday, Wednesday, Friday); or drawn every Round for increased difficulty. You can also freely change the number of ☹ required for a failure if you want to make it easier, or harder.

OVERVIEW

In *Tales from the Loop – The Boardgame* players assume the role of Kids living on the Mälars Islands in Sweden during the 1980s. They will explore the strange world brought on by the construction of the particle accelerator called the Loop, and at the same time go about their day-to-day lives with friends, family, and school.

In general terms a game of *Tales from the Loop* will revolve around a mystery, dictated by the chosen Scenario, that the Kids have to try and solve while also keeping their mundane lives going in a more or less normal fashion.

SCENARIOS

A Scenario Card is chosen at the beginning of the game which contains specific setup instructions and tells you which Diary Cards start in play. The Diary Cards are the heart of the narrative experience. *Tales from the Loop – The Boardgame* has no default win or lose condition – these are determined by the Diary Cards in play.

HOW TO WIN

As the game begins the players usually don't even know the win conditions for a particular Scenario, and have to discover these through play, often in a matter of one or two weeks (6 or 12 Rounds). **INSIGHT** (☉) and **ENIGMA** (☾) are tracked with the two dials on the board, and will be a part of most Scenarios. Insight will normally be represented as something that benefits the players, while Enigma is something that makes things worse. New Diary Cards will be added as you play the game, depending on the choices players make, creating an evolving narrative.

By following the leads on the Diary Cards and investigating Rumors on the islands, the Kids will gradually reveal the mystery and learn how to deal with it to win the game. Of course, while all this is going on they'll also have to deal with complications brought on by their personal life and school!

THE RULES OF INSIGHT AND ENIGMA

The text on a Diary Card always takes priority over a regular game rule. Diary Cards can have rules about how to gain **INSIGHT** (☉) and **ENIGMA** (☾) during play. If the Diary Cards do not state otherwise, the following are the default rules for gaining **INSIGHT** and **ENIGMA**:

EVENT	RESULT
Succeed at the test laid out on a Rumor Card from the Rumor Set stated on the Scenario Card.	Raise INSIGHT (☉) by 1
Fail at the test laid out on <i>any</i> Rumor Card.	Raise ENIGMA (☾) by 1
Be forced to push an existing Rumor Card off the board, if the number of new cards drawn exceeds the number of empty spaces available.	Raise ENIGMA (☾) by 2

Rumor Cards can have text that raises **INSIGHT** or **ENIGMA**. These results are in addition to the rules above.

ORDER OF PLAY

A game of *Tales from the Loop – The Boardgame* is played in Rounds. Each Round is represented by a day on the Calendar, and consists of the following phases:

SCHOOL PHASE

The Kids meet up at School and have to make it through the day and find out about new Rumors all over the islands, while at the same time, the Machines move about the landscape.

ADVENTURE PHASE

The Kids explore the Locations of the islands, investigating Rumors, perform their Chores and discover more about the Scenario's mystery.

END PHASE

The Kids get home, deal with their Chores and rest up for the coming day (next Round).

PREPARATIONS

Before your first game, mount the dial tops on the board using the plastic mounts.

Also attach the Kid and Magnetrite Ship standees to the acrylic standee mounts.

MACHINE ID STICKERS

To keep track of the two *AMB110 Fireguards* and *Paarhufer MK79 Machines*, attach the Machine ID stickers to the miniatures' bases.



GAME SETUP



THE GAME BOARD

- A. **Calendar.** A two-week calendar to keep track of the Rounds.
- B. **Enigma Meter.** Tracks how much \ominus (ENIGMA) accumulates (bad things).
- C. **Insight Meter.** Tracks how much \odot (INSIGHT) accumulates (good things).
- D. **Open Location.** White Locations are **OPEN** and less dangerous.
- E. **Restricted Location.** Orange Locations are **RESTRICTED** and more dangerous.
- F. **Bus Stop.** Locations marked with the Bus Sign can be used when taking the bus.
- G. **Sector.** The square Sectors in the grid (A1 to F8) are used for **MACHINE MOVEMENT**.
- H. **Event Location.** Tiles with special Location rules.
- I. **Sea Sector.** Machines won't enter sea Sectors.
- J. **School Location.** The school in *Stenhamra* (M) is where the Kids start most Rounds.
- K. **School Cards.** Draw and discard piles.
- L. **Rumor Track.** Where Rumors are placed and shifted during the game.
- M. **Rumor Tokens.** Indicators of unsolved Rumors (two-sided).
- N. **Diary Cards.** Tell the story and rules of the Scenario.
- O. **Chore Cards.** Tasks that parents or guardians expect each Kid to complete.
- P. **Item and Anomaly Cards.** The gear that the Kids can find and use.
- Q. **Machine Sheets.** Used for Response Cards and Machine **HACKING**.
- R. **Character Boards.** Used to keep track of each Kid.
- S. **Iconic Items.** The starting **ITEMS** which cannot be traded.
- T. **Kid Standees.**
- U. **Machine Figures.**
- V. **Firewall Tokens.** Tokens when **HACKING** Machines.

1. Set up the board in the middle of the play area. Set the ☺ and ☹ dials at the top right corner to 0 and place the Calendar Token on Monday, week 1 of the Calendar.
2. Each player chooses a Kid they want to play and takes their corresponding Character Board and Trait Tile. Put the Trait Tile in its slot on the board, with the face up corresponding to the number of Kids in the game (see box at right). Everyone should also take their standee and 6 ⌚ (Time) cubes. Also take a **FAVOR** cube and place it at 😊 on the Favor Track.
3. Each player checks their **ICONIC ITEM** and takes it from the **ITEM** deck. Then shuffle the deck and place it near the board.
4. Choose or randomly determine which Scenario you would like to play. It is recommended to start with *Bot Amok!* if this is your first time. Take the chosen Scenario Card and reference it during the following setup steps:
 - a. Place the indicated Machine Figures and Event Location Tiles on the board. Both are placed in the underlying grid of Sectors, not on Locations.
 - b. Take the corresponding Machine Sheets and place them near the board and place each Machine's standard Response Card on the designated space on the sheet. If the Machine starts **NEARBY** (see box at right) an **OPEN** Location (white border), place the Response Card with the **ROUTINE** side up, otherwise with the **ALERT** side up.
 - c. Take out the Diary Cards with the numbers indicated by the Scenario and place them near the board with the red A-side facing up (don't read the backside!). Put the deck of remaining Diary Cards nearby.
 - d. Take all the Rumor Cards (identified by the circular icon in the middle of the card) that are indicated on the Scenario Card and shuffle them together. Place the pile of Rumor Cards in the indicated draw space on the Rumor Track.
 - e. Any Rumor Card sets not mentioned in the Scenario setup are returned to the box.
 - f. Take the School Cards, shuffle them and place them in the indicated space on the board.
5. Put all the Firewall Tokens face-down or in an opaque container near the board.
6. One at a time, draw cards from the Rumor deck and place them face-down on the Rumor Track, starting at space 1 and going to 4. If you draw a duplicate letter of a Rumor already on the Track, put it aside and continue dealing out cards. When all four spaces have Rumor Cards with unique letters on them, shuffle any cards you put aside back into the deck. Then put Rumor Tokens on all the Locations on the board that correspond to the letters of the Rumor Cards. These tokens help you determine where to go.
7. Each player draws two **CHORES** and chooses one to keep. The other is returned to the deck.
8. Shuffle the deck of **CHORES** and the **ANOMALY** deck and place them both near the board.
9. Place all Character standees at the school in *Stenhamra* (Location **M**).
10. Place any other tokens, cubes and card piles within easy reach around the board.
11. The player who last saw an 80s movie is designated as the First Player.

NUMBER OF KIDS

The number of Kids in a game determines the difficulty. Their Trait Tiles and the Machine Sheets are double-sided. One side is used when playing with 2-3 Kids and the other when playing with 4-5 Kids. When setting up the game, make sure to turn the sheets and tiles so that they have:



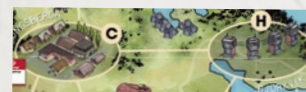
icon for 2-3 Kids



icon for 4-5 Kids

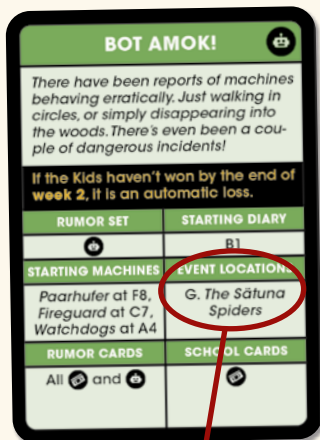
ADJACENT AND NEARBY

Whenever the rules refer to "adjacent" it means a Location connected to the Kid's current Location. Locations are connected via white lines on the game board.



In regards to Machines, the term "**NEARBY**" is used. This refers to a Sector in the grid that intersects with any part of a Location. Sectors are adjacent orthogonally, but not diagonally.





EVENT LOCATIONS

Scenarios may use Event Locations. These are placed on the board and are then connected to a certain Location. When a Kid is standing at the Location they can perform a special action:

B. Gravitron Echoes

Once per Round, any one Kid can **SPEND** 1 ⌚ here to remove one face-down Rumor Card and replace it with the top one from the draw pile (as long as there are no duplicate Locations already on the board).

C. Irma's café

Once per Round, any one Kid can **SPEND** 1 ⌚ here to perform an extra **REST ACTION**, relieving one **CONDITION** or moving the **INJURED CONDITION** one step to the right.

F. Machine Graveyard

Once per Round, any one Kid can **SPEND** 1 ⌚ here to go through the **ITEM** discard pile and retrieve a card with the **CABLE**, **BATTERY** or **COMPUTER TAG**.

G. The Sätuna Spiders

Once per Round, any one Kid can **SPEND** 1 ⌚ here to see if you can get the spiders running.

Roll a die:

- 1** You shock yourself. Become **UPSET**.
- 2-5** Make a **MACHINE RIDE** as if using a Machine with Capacity 1 and Movement 1, starting from D5.
- 6** A sudden burst of speed! As 2-5 but with Movement 2.

H. The Old Astronomer

Once per Round, any one Kid can **SPEND** 1 ⌚ here to roll 🎲 to get an extra ⌚ the next day. Failure means becoming **UPSET**.

J. The Videostore

Once per Round, any one Kid can **SPEND** 1 ⌚ here to look at the Location letter of the top three cards of the Rumor Deck. Put them back in any order, or place all the cards at the bottom of the draw pile.

L. The Tunnels

Once per Round, any one Kid can **SPEND** 1 ⌚ here to roll 🎲 to move to any other Location. Failure reduces the Kid's **FAVOR** one step.

M. The School Library

Once per Round any one Kid can **SPEND** 1 ⌚ and roll 🎲 to raise 👁 by 1. Failure means becoming **EXHAUSTED**.

N. Recharge Station

Once per Round any one Kid can **SPEND** 1 ⌚ here to force a Machine to move one Sector closer to the *Recharge Station*.

PLAYING THE GAME

You are now ready to experience the 80s that never was! Follow the order of play to see what actions and stages are available to you. On the Summary Sheets you will also find a rundown of all the phases, and on each Character Board you can see the individual Actions available each Round.



YOUR KID

Each player takes control of a Kid, made up of a Character Board, an **ICONIC ITEM**, 6 ⌚ cubes and whatever else the current Scenario dictates. The Character Board displays all the important information about the Kid.

A. Name and Short Descriptor

B. Home and Iconic Item

Each Kid has their **HOME** Location listed together with their **ICONIC ITEM** here.

C. Action Space

As ⌚ is **SPENT** on **ACTIONS**, the cubes are put into the **ACTIONS** area.

D. Action List

During the Adventure Phase, the Kid can perform various **ACTIONS**. They are described here for easy reference. There are also two special **ACTIONS**: **REST** and **HOME FOR DINNER**.

E. Character Traits

Each Kid has two Character traits. The top one listed is the Kid's **STRENGTH**, which provides extra dice for any test of that type, and the lower one is their **WEAKNESS**, which instead reduces the number of dice rolled, and also blocks the Kid from participating in **HELP ACTIONS** (see page 14). Note that the entire Character Board has the same color as the Kid's **STRENGTH**.

F. Favor Track

FAVOR is used to track the current mood of the Kid's parents or guardians. It has three steps and goes from 😊 to 😐 to ☹️.

G. Conditions

There are four negative **CONDITIONS** that can afflict Kids in the game. They make it harder for the players to perform **ACTIONS** by limiting their available time, as well as applying other penalties.

H. Anomaly Cards

A Kid may carry any number of **ANOMALIES**. These can be used according to their special **ACTION**, or as a **COMBO** (see more on **COMBOS** on page 15).

I. Item Cards

At most a Kid can carry a total of four different **ITEMS** at once, including their **ICONIC ITEM**. They can use, trade or discard them. The **ICONIC ITEM** cannot be traded (but it can be discarded if a card action declares it).

J. Time Pool

The **TIME** Pool, kept beside the Character Board, is made up of 6 ⌚ cubes. The Kid **SPENDS** ⌚ to take various **ACTIONS**. When the pool is empty, the Kid cannot take any more **ACTIONS**.

TRAITS

When the game indicates a roll needs to be made, it is always connected to one of five core traits: **BRAVE**, **CLEVER**, **CHARMING**, **QUICK** and **TOUGH**. Each of these also has a corresponding weakness: **SKITTISH**, **DENSE**, **DULL**, **SLOW** and **WEAK**.

BRAVE	SKITTISH
CLEVER	DENSE
CHARMING	DULL
QUICK	SLOW
TOUGH	WEAK

MACHINE ABILITIES

Machines have a special rule or, in a few cases, an ability. The text defines how it is used, and whether or not it requires ⌚.

ALARMED

The Machine is vigilant and will change its Response Card to the **ALERT** state if it ends its **MACHINE MOVEMENT NEARBY** another Machine.

ARMED

The **HACKER** can **SPEND** 2 ⌚ to **WRECK** an unarmed Machine in a **NEARBY** Sector, removing it from the board. The **WRECKED** Machine removes all **FIREWALLS** and restarts at the Scenario starting position (see 1.3. Machine Actions on page 12).

ESCAPEE

This Machine moves before all other Machines during **MACHINE MOVEMENT**.

PREDICTABLE

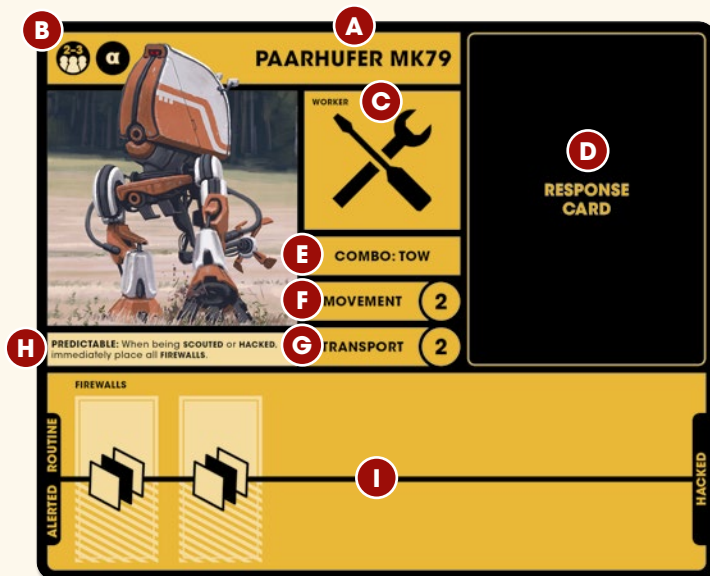
The Machine is very easy to read. If it is **SCOUTED** or the target of a **HACK**, immediately draw all **FIREWALLS** and place them face-up.

SLOW REBOOT

At the start of “1.3. Machine Actions” (see page 12) remove the left-most face-up **FIREWALL** on the Machine’s Firewall Track.

UNPREDICTABLE

The Machine will **RESET** if the School Card has a **FIRMWARE UPGRADE** icon. It does not require two icons in a row, like normal (see 1.3. Machine Actions on page 12).



THE MACHINES

A. Designation

The name of the Machine model, for identification purposes. Identical Machines also have Alpha and Beta denominations to tell them apart.

B. Number of Kids

The Machine Sheet has two sides depending on the number of Kids in play.

C. Class icon

Machines belong to one of four different Classes: Worker (⚙️), Warden (🛡️), Watcher (👁️) and Warrior (⚔️).

D. Response Card

A space for the Machine’s Response Card to show that it is in either **ROUTINE** or **ALERT** mode. This determines its behavior and how hard it is to **HACK**.

E. Machine Combo

If the Machine is **HACKED** the **HACKER** gets access to this **COMBO** and can use it as an **ACTION** instead of a dice roll (see page 15).

F. Movement

Used when the Machine has been **HACKED** to see how many Sectors the Machine can move when taking the **MACHINE RIDE ACTION** (see page 18).

G. Capacity

Used when the Machine has been **HACKED** to see how many Kids it can bring along from one Location to another during a **MACHINE RIDE ACTION** (see page 18).

H. Special Rules and Abilities

If the Machine has any special rules or abilities they are listed here.

I. Firewall Track

Firewall Tokens are placed on the track to indicate required tests during a **HACK**. The track can consist of up to five spaces. See page 19 for more on hacking Machines.

MACHINES AND CREATURES

For the sake of the rules, all larger creatures roaming the Mälars Islands are considered “Machines”, even though some might be of a more organic nature...



PLAYING A ROUND

1. SCHOOL PHASE

The School Phase happens first in every game Round.

1.1. PREPARATIONS

CHECK DIARY CARDS

At the start of the Round, the First Player reads the currently active Diary Cards so that all players understand what they need to do or what might happen during the Round.

REPLENISH TIME

All Kids then take the Time Cubes (🕒) in their action space and put them in the pool, to the side of the Character Board.

PREPARE FOR RUMORS

All currently remaining Rumor Cards on the board are then slid to the right, to make space for new ones.

NEW CHORE

During setup, each Kid got a Chore Card to complete before Friday evening, week 1. If the Scenario is played over two weeks, let each player draw another **CHORE** on Monday, week 2, which needs to be completed before the end of Thursday. As before, draw two cards each and choose one.




1.2. SCHOOL DAY

On any weekday, the Kids have to go to school before starting their adventure. Place all the Kids at *Stenhamra* (M). The First Player then draws a School Card.

NEW RUMORS

Not in the first Round, as this has already been setup.

Draw a number of Rumor Cards as shown on the top-left icon of the School Card. Place the cards face-down from left to right on the Rumor Track. The number of cards can be:

-  same as the number of Kids
-  number of Kids -1
-  number of Kids -2.

START OF WEEKEND

The weekend (end of Week 1 and 2) is a special Round where each Kid receives 3 bonus 🕒 to use for that Round only. The Kids also start the weekend at their **HOME** Location and the event section of the School Card is ignored.

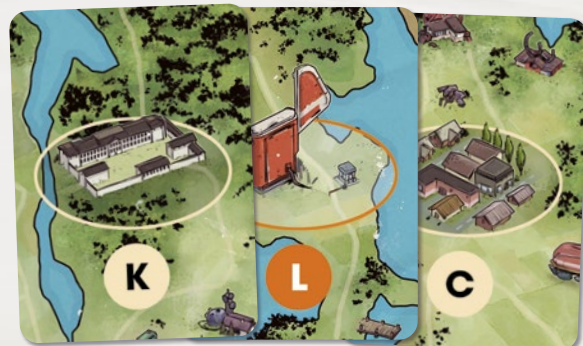
SICK LEAVE

Kids who don't have any 🕒 in their pool at the start of the Round, due to **CONDITIONS** and **GROUNDING**, have to stay at their **HOME** Location. They do not participate in the School Phase. If they were going to be First Player, the token is instead passed on to the next player. They can not **SPEND** 🕒, or move away from their **HOME** in any way. They can **HELP** other Kids at the same Location as them.

Giving up this Round, Kids on sick leave get a free **REST ACTION** (page 20) and are automatically **HOME FOR DINNER**, which raises **FAVOR** by 1 and removes **GROUNDING**. Next Round the Kid returns to play as normal.

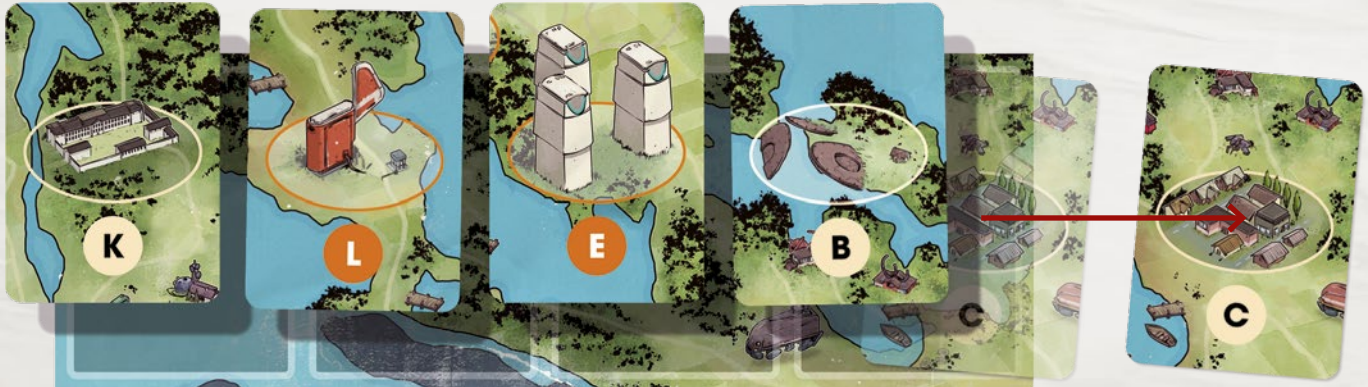
GROUP SIZE AND RUMORS

The number of new Rumor Cards is based on the number of Kids. However, there will always be a minimum of one, and a maximum of four Rumor Cards. So getting *number of Kids* -2 in a game with two Kids means one card, and getting *number of Kids* in a game with 5 Kids means four cards.



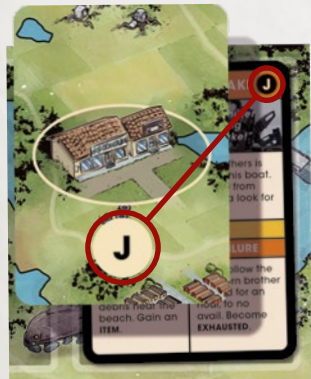
TOO MANY RUMORS

If you need to draw more Rumor Cards than there are spaces left on the board, push the old ones to the right. Any card being pushed off the board is discarded and raises \ominus by 2 (unless an active Diary Card says otherwise).






DUPLICATE RUMORS

If the Location letter of the drawn card is a duplicate of one already active on the board, discard the old Rumor and replace it with the new one. If this happens one or more times in this phase, then all Machines on the board are set to **ALERT** mode and stay that way for the rest of this Round.



SCHOOL EVENT (not on Weekends)


The First Player is the focus for today's school day and will now have to deal with the event described on the School Card. See page 14 for more on dice rolls. This **TEST** is mandatory unless indicated otherwise by the word 'may'. The icon describes how the event is handled:

-  **First Player:** Only the First Player rolls, and cannot receive any **HELP**.
-  **Group:** The First Player rolls and can receive **HELP**.
-  **Individual:** Each player rolls individually, and no one can **HELP**.

1.3. MACHINE ACTIONS

Once the School Event has been dealt with, it's time to see to the Machines for the current Round.

FIRMWARE UPGRADES

If the current and previous School Cards both have a **FIRMWARE UPGRADE** icon  in their bottom left corner, an upgrade takes effect. All **HACKED** Machines are **RESET** and no longer count as **HACKED**.

RESET OR WRECKED

If a **FIRMWARE UPGRADE** is in effect, or if individual Machines were **WRECKED** on the previous Round, the affected Machines return to play. Remove all **FIREWALLS** on the Firewall Track. Place the Machine on its starting Sector (according to the Scenario or Diary Card that put it into play) and set the Response Card to **ROUTINE** if the Machine is **NEARBY** (see page 7) one ore more **OPEN** (white) Locations, otherwise set the card to **ALERT**. If the starting Sector is already occupied by another Machine, instead use an adjacent Sector as the starting Sector.



MACHINE MOVEMENT

Check the lower part of the School Card. The icons and arrows show how Machines will move (one or two Sectors) or if they will stand still. Two Machines can never stand in the same Sector. If a move would cause this to happen, instead move the Machine as far as possible but stop in the Sector adjacent to the occupied Sector. If a Machine move takes it past an occupied Sector, it can still move through the other Machine.

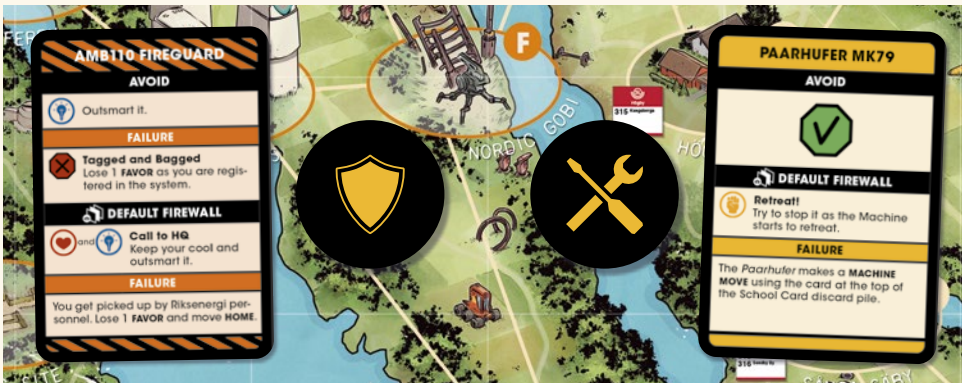


MOVE ORDER

Follow the movement instructions on the School Card from left to right, moving the Machine with the corresponding icon. If two Machines on the board have the same icon, **ALERTED** Machines move first. If they all have the same **ALERT** level, the First Player chooses the order.

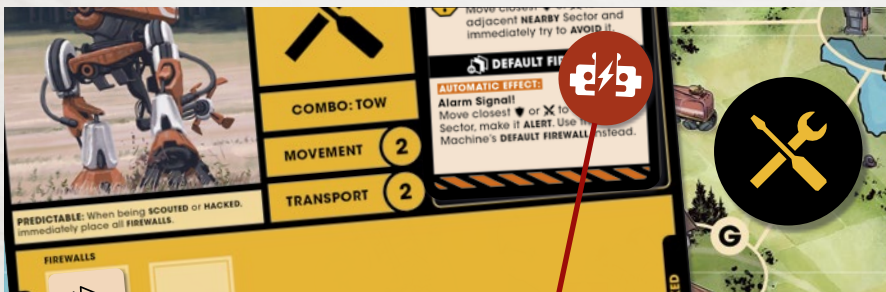
ALERT STATE

After movement, each Machine updates their Response Card according to the Sector it is in. Set the Response Card to **ALERT** if the Machine is **NEARBY** (see page 7) one or more **RESTRICTED** Locations, otherwise set the card to **ROUTINE**. If **NEARBY** both types of Locations, set it to **ROUTINE**.



HACK TOKEN

If a Machine has a Hack Token (from a previously failed **HACK** attempt), then keep the Response Card with the **ALERT** side facing up and remove the token. This Machine will not adjust its Response Card again until the next Round.



CARD ACTIONS

Some Diary Cards or Rumor Cards provide an alternative to making a roll, where the Kids have to **SPEND** ⌚ to perform a custom action described in the text.

CHANCE OF SUCCESS

DICE POOL	FIRST ROLL	PUSHED
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%

SUCCEEDING KID

The success text is specifically for the Kid rolling the dice. Any rewards are only gained by that Kid, unless the text states otherwise.

2. ADVENTURE PHASE

During the Adventure Phase, the Kids will use their ⌚ to move around the islands and solve mysteries. This is done by performing actions, either those described below, or on Diary, Anomaly, or Rumor Cards currently in play.

CHECK DIARY CARDS

The First Player is responsible for checking if any requirements are met on the currently active Diary Cards.

2.1. SPENDING TIME

Taking **ACTIONS** always means **SPENDING** time (⌚). When this is done, move ⌚ from the Kid's pool to the action space. Unless otherwise indicated, an **ACTION** always costs one ⌚.

MAKING A ROLL

The basic resolution mechanic, called a **TEST** or a **ROLL**, is to make a pool of 3 dice and roll it. If using the Kid's **STRENGTH** additional dice are added (+2 dice for 2-3 Kids, and +1 die for 4-5 Kids). If the Kid must instead roll for the **TRAIT** corresponding to their **WEAKNESS** they instead have fewer dice (-1 die for 2-3 Kids, and -2 dice for 4-5 Kids).

THE DICE POOL

The dice pool is determined by the **TRAIT** associated with the test, bonuses from other Kids **HELPING**, and the use of Item Cards. The maximum number of dice in a pool is 8, and the minimum is 1.



When there are modifications to the dice pool, they always refer to the number of dice being rolled, never the number you have to roll on the dice (which is always 6).

If any of the dice comes up a 6, the test is successful. If not, the test fails, but can be **PUSHED** (see page 16).

STARTING POOL AND MODIFIERS

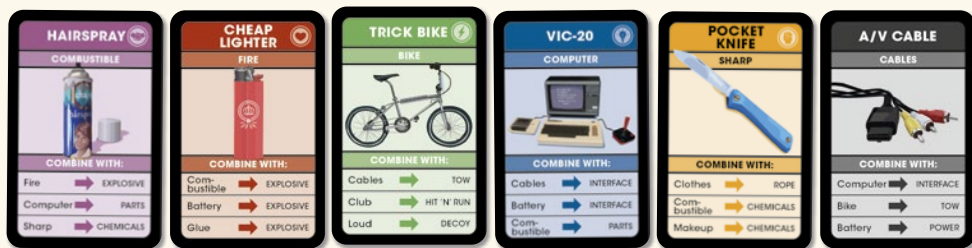
NUMBER OF DICE: (max 8, min 1)

Regular Dice pool	3
Using a STRENGTH	5 (2-3 Kids) 4 (4-5 Kids)
Using a WEAKNESS	2 (2-3 Kids) 1 (4-5 Kids)
HELP from other Kids	+1 per Kid (max +2)
ITEMS with the right color	+1 per ITEM (For the Kid making the roll)
Correct COMBO (see opposite)	Automatic Success! (For the Kid making the roll, and any helpers)

HELPING

If there are several Kids at the same Location during a **TEST**, they can **HELP** each other. Up to two Kids can **HELP** the one currently taking the **TEST**, which gives an extra die (+1) for each **HELPER**. Kids can not **HELP** if the **TEST** matches their **WEAKNESS**!

ITEMS



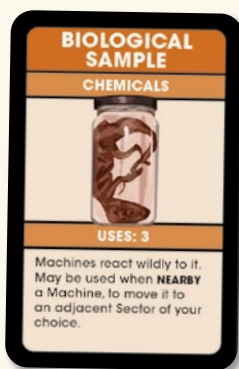
ITEMS add one die (+1) to the pool if their color matches the **TRAIT** the **TEST** is rolled for. This means black **ITEMS** do not add bonus dice! The Kid can use several of their **ITEMS** as long as they match the **TEST**, to gain more dice. Only **ITEMS** owned by the Kid currently making the **ROLL** can be used. Item Cards are not discarded when used in this way.

ITEMS can also be combined to create **COMBOS**. The combinations available are indicated on the lower half of the card.

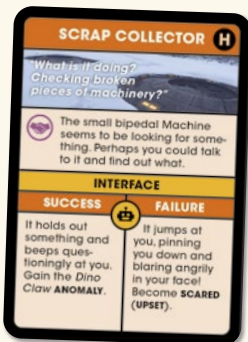
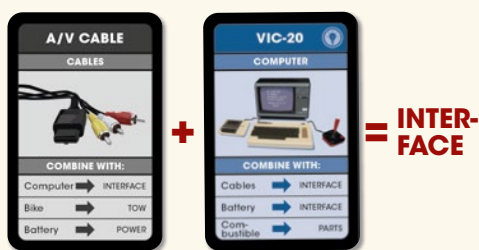
ANOMALIES

Anomaly Cards are artifacts with connections to the Loop. When gaining an **ANOMALY** take as many Counters as the card has Number of Uses and place them on the card. An **ANOMALY** has two functions:

1. An **ITEM TAG** that can be used to create **COMBOS** with other **ITEMS**, or an actual **COMBO TAG** that can be used on its own.
2. A special effect that is detailed on the card and unique to it. If the effect is an action or replaces an action, it still costs 1 ⌚ to use.



When using the card for either of the functions listed above, remove a Counter from the card. When the card has no Counters left on it, it is immediately discarded.



COMBOS

At times there is a way to completely avoid rolling dice and instead produce an automatic success. Several cards and effects have a **COMBO** option. This means that when the **TEST** is resolved, if the Kids at the Location can produce the **COMBO** in question it counts as a successful **ROLL**. Used **ITEMS** are discarded (but not **ICONIC ITEMS**) and **ANOMALY** Counters are reduced (Machine Combos do not deplete) when used to create **COMBOS**.

ITEM TAGS AND COMBOS

An **ITEM TAG** can be combined with another **TAG** to create a **COMBO**. It can also be used on its own (as a **COMBO**) if the **TAG** exists on the available action. In both cases, discard the used card or cards afterwards, unless they are **ICONIC ITEMS**. **ANOMALIES** also carry an **ITEM-** or **COMBO TAG** and by using it they reduce their number of uses by one.

There are 13 **ITEM TAGS** and 11 possible **COMBOS**.

The **TAG** “**KNOWLEDGE**” is a wild card that can replace any other **ITEM TAG**.

COMBO	COMBINATIONS
CHEMICALS	SHARP + COMBUSTIBLE SHARP + MAKEUP
DECOY	LOUD + BIKE LOUD + GLUE CLUB + CLOTHES
EXPLOSIVE	FIRE + BATTERY FIRE + COMBUSTIBLE FIRE + GLUE
HIT 'N' RUN	CLUB + BIKE
INTERFACE	COMPUTER + BATTERY COMPUTER + CABLES
KNOCKOUT	MAKEUP + CLOTHES MAKEUP + LOUD
PARTS	COMPUTER + COMBUSTIBLE
POWER	CABLES + BATTERY
REACH	CLUB + GLUE
ROPE	SHARP + CLOTHES
TOW	BIKE + CABLES

PARTICIPATING KIDS

COMBOS are created by combining **ITEMS**, **ANOMALIES**, or by using the **COMBO TAG** on a **HACKED** Machine. For all three variants, it's required that each used card, or Machine, is owned by one of the Kids participating in the roll, which means the Kid making the roll (taking the test) and up to two helpers.





PUSHING

If a **TEST** does not succeed on the first roll, the player can choose to take a **CONDITION** to reroll all the dice in the **TEST**. This is called **PUSHING** the **ROLL**. The Kid then takes an unspent ⌚ from the pool and places it in the slot of a **CONDITION** of their choosing. If all ⌚ has already been spent, or if the Kid is **INJURED**, they cannot **PUSH**. A **ROLL** can only be **PUSHED** once and the reroll is not counted as a separate roll from the original roll, but instead replaces it (important for **CONDITIONS** etc).

FAILING ROLLS

Kids who **HELP** are bound by the result of the **ROLL** as stated in the Failure text of the **TEST**. If the failure results in taking a **CONDITION**, all participating Kids become affected equally unless there is a parenthesis stating a different **CONDITION** (which then only applies to **HELPERS**). Any other failure text is applied only to the Kid taking the **TEST**, unless it's specified otherwise on the card.

TAKING CONDITIONS

Kids become hurt by failing **ROLLS** or by **PUSHING** (rerolling). When a Kid is required by the rules or a card's text to take a specific **CONDITION**, move one ⌚ from their pool and place it in the slot for the mentioned **CONDITION**. If that slot already contains ⌚ or if the text does not specify a **CONDITION** type, the Kid must instead place ⌚ in the slot of a more severe **CONDITION** than the most severe one already locked in on the Character Board.

The order of severity is (from lowest to highest):

1. **EXHAUSTED**
2. **UPSET**
3. **SCARED**
4. **INJURED**

CONDITIONS

The ⌚ placed in a **CONDITION** slot is locked and cannot be used for other actions until Relieved, either by using the **REST ACTION** (see page 20) or taking the steps stated for three of the **CONDITIONS** below and on the Character Board. If the Kid has already spent their last ⌚ from the pool, take one Time Cube from the action space on the Character Board instead.

Keep in mind that a **PUSHED** roll is considered a single roll. A Kid cannot become **UPSET** to **PUSH** a roll and then Relieve that **CONDITION** by getting **HELP** when rerolling.

EXHAUSTED

This is the least severe **CONDITION**. It locks ⌚ and can only be Relieved through a **REST ACTION**.

UPSET

The Kid can not **HELP** others in any way during a **ROLL** (no bonus, or use of **ITEM** and **ANOMALY** cards). Can be Relieved by **REST**, or by getting **HELP** from another Kid on a future roll.

SCARED

The Kid can not use the bonus dice from their **STRENGTH** during any **ROLLS**. Can be Relieved in one of two ways, either by **REST**, or by the Scared Kid succeeding on any future **ROLL**.

INJURED

The Kid gets -2 on all **ROLLS** and also cannot **PUSH** any **ROLLS**. The locked ⌚ is moved one step to the right in each End Phase and when moved from the last square, it is placed in the action space of the Character Board. The **REST** action can also move the ⌚ one step, speeding up the recovery. If the Kid takes another Injured **CONDITION**, the ⌚ is reset to the left-most square.

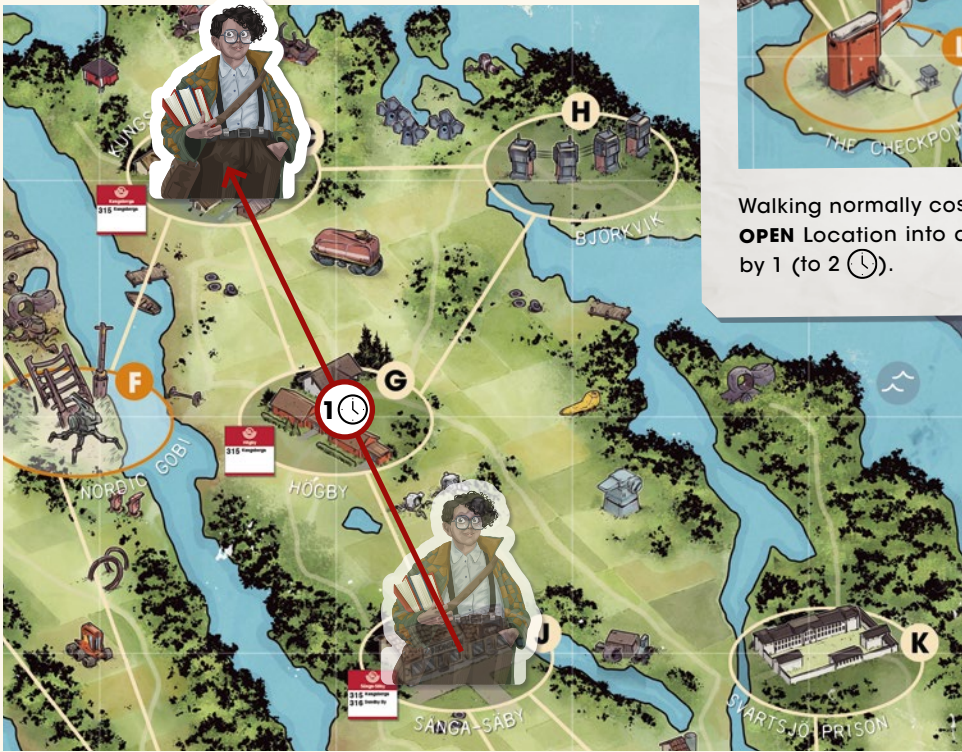
2.2. MOVEMENT ACTIONS

WALK - 1-2 ⌚

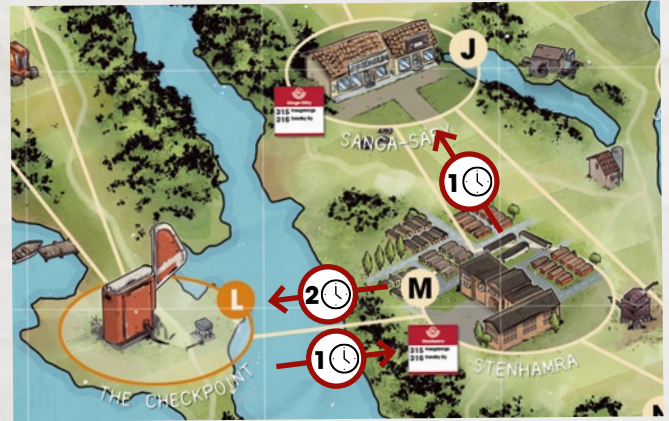
Move from the current Location to another adjacent Location (connected by a line) by **SPENDING** 1 ⌚.

BUS RIDE - 1 ⌚

Move between two Locations with a Bus Stop, by **SPENDING** 1 ⌚. During **BUS RIDES** Kids only have to **AVOID** (see page 18) Machines **NEARBY** the destination Location.



RESTRICTED LOCATIONS



Walking normally costs 1 ⌚. However, when walking from an **OPEN** Location into a **RESTRICTED** one, the cost is increased by 1 (to 2 ⌚).

CAR RIDE - 1 ⌚

If a Kid is in good favor (😊) with their parents or guardians, they can come and get the Kid at their current Location on the game board and then take them to any other **OPEN** Location. This move costs 1 ⌚ and reduces **FAVOR** one step (to 😐). See more about **FAVOR** on page 21.

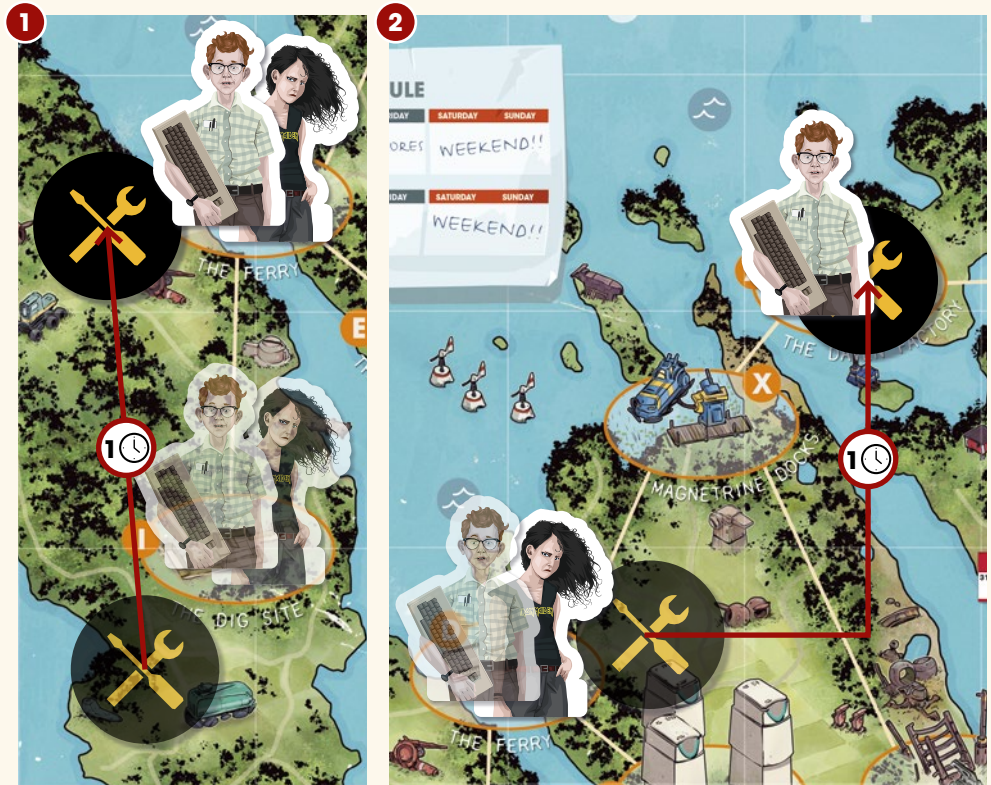


MACHINE CAPACITY

A Machine's Capacity value determines how many Kids, including the **HACKER**, that a Machine can carry with it from one Location to another. Only the **HACKER** controlling the Machine has to **SPEND** ⌚ to make the move, but all participating Kids have to be at the same Location. The Kids that come along for the ride can only move to the same Location as the **HACKER** and the Machine.

MACHINE RIDE - 1 ⌚

When a Kid controls a Machine (after a successful **HACK**) they can use it to take a **MACHINE RIDE** action by **SPENDING** 1 ⌚. Place the Machine on a Sector **NEARBY** the Kid's current Location. Then move along the grid according to the Movement value on the Machine Sheet. The move must end **NEARBY** another Location and can pass, or land on, other Machines on the way. Upon reaching the final Sector, the Machine and all the Kid standees are moved onto that Location.



AVOIDING MACHINES

When entering a Location (by whatever means) with a Machine in a **NEARBY** (see page 7) Sector, check its Response Card to see if a **TEST** is required to **AVOID** it. If there's a green Ignore icon no **TEST** is needed, but a red Block or yellow Special icon means a **TEST** is required, using the **TRAIT** listed at the top of the card. A successful **ROLL** means that the Kid avoids the attention of the Machine, doesn't trigger any effects and can continue moving. A failed **ROLL** means the Machine's Response takes effect, often hindering movement. This **TEST** does not add any ⌚ cost to the move, and can be **PUSHED**.

- Ignore:** The Machine doesn't care about **NEARBY** Kids at all. No **TEST** is required.
- Block:** The Machine is actively forcing **NEARBY** Kids back. A **TEST** is required to **AVOID** the Machine. If the **TEST** fails, the Kid has to move back to the Location they came from and any other effects on the Response Card trigger as well.
- Special:** Check the text on the card for exact details of the Response. A **TEST** is required to **AVOID** the Machine. A failed **TEST** triggers the effect on the Response Card.

If the Location the Kid moved from is not adjacent (if they got a **BUS**, **CAR** or **MACHINE RIDE**, for example) they still have to move to another adjacent Location, one that is **OPEN**, if possible.



2.3. ADVENTURE ACTIONS

SCOUT - 1 ⌚

For 1 ⌚ the Kid can **SCOUT** any one of the following:

1. A face-down Rumor Card on the same or an adjacent Location. The card and the corresponding Rumor Token are turned over, but the card's effect and action is not triggered. The Kids now know what to expect.
2. A Machine at a **NEARBY** Sector. The Kid then gets to place the two leftmost **FIREWALLS** on the Firewall Track, face-up. The Kids now know some of the Machine's behavior.

INVESTIGATE - 1 ⌚

For 1 ⌚ the Kid can perform the **TEST** on a Rumor Card with the same letter as their current Location. If the card is face-down (hasn't been **SCOUTED**), the Kid flips it and commits to the action immediately. The card has unique text for what happens depending on whether the **TEST** is a success or a failure. See *Make a Roll* on page 14.

TRADE - 1 ⌚

For 1 ⌚ spent by one Kid at the current Location, all Kids there can freely trade any number of **ITEMS** or **ANOMALIES**, except for **ICONIC ITEMS**. They can exceed their **ITEM** limit of four cards while trading, but during the End Phase, any excess cards will have to be discarded (see page 21).

HACK - varied ⌚

Kids can **HACK** a Machine and take control of it. This is done through a group action:

1. **Participants:** Each participating Kid has to be in a Location **NEARBY** and **SPEND** at least 1 ⌚. The combined starting cost for initiating a **HACK** is the number of **FIREWALL** spaces on the Machine's Firewall Track.
2. **Lead Hacker:** The Kid with the most invested ⌚ is the **HACKER** and will take control of the Machine if the attempt is successful. If there is a draw for the position, the First Player decides who becomes the **HACKER**.
3. **Response:** Go from left to right on the Firewall Track. If the space has a Firewall Token already go to 4. Otherwise, draw a random **FIREWALL** and place it face-up on the empty space on the Track. Check the top half of the **FIREWALL** if the Machine's Response Card is in **ROUTINE** mode, and the lower half if it's in **ALERT** mode. Use the Hack Token to keep track of which **FIREWALL** is currently being targeted, and if it is the **ROUTINE** or **ALERT** half.
4. **Actions:** The color on the **FIREWALL** indicates what action needs to be taken. The **TEST** is made just like any other, and participating Kids can **HELP**, use **ITEMS** and **COMBOS**. The **TEST** can be a single color, or two that both need to be completed (from top to bottom) before being successful. Some **FIREWALLS** also have a special Firewall Effect that needs to be resolved before making any tests (see page 20).
 - **Success:** With a successful **TEST** the Kids move the Hack Token to the next position on the Firewall Track. See step "3" above. If there are no more **FIREWALL** positions left the Kids have successfully **HACKED** the Machine.
 - **Routine Failure:** With a failed **TEST** the Machine's Response Card becomes **ALERT** and the Hack Token is moved down to the lower half of the same Firewall Token. The Kids now have to take that **TEST** instead before they can continue, and the Hack Token now stays on the **ALERT** side of the Firewall Track.
 - **Alert Failure:** If the Machine is already in **ALERT** mode, the Kids have failed the **HACK** attempt. Check the Response Card to see how the Machine reacts, as if having failed an **AVOID TEST** (see page 18), affecting all Characters who participated in the **HACK**. Each participating Kid is also moved to an adjacent Location (individual Kid's choice), going to **OPEN** Locations if possible.

GAIN INSIGHT AND ENIGMA

These are the default rules for gaining **INSIGHT** and **ENIGMA** if nothing else is stated by any card text:

- When successfully **INVESTIGATING** a Rumor Card belonging to the Rumor Set indicated in the Scenario, raise ⌚ by 1.
- Each time an **INVESTIGATION ACTION** fails (regardless of set), raise ⌚ by 1.
- Each time a Rumor Card is pushed off the board during the School Phase, raise ⌚ by 2.

FREE TRADE

After successfully completing a Rumor Card, all Kids at that Location may participate in a free **TRADE** action to distribute any new cards received as well as already owned ones.

HACK TOKEN

If the **HACK** fails and the Machine is in **ALERT** Mode take the Hack Token and place it on top of the Response Card. This will indicate that the Machine will not go back to **ROUTINE** Mode at the start of next Round (see page 13).



STAY IN PLACE

If a Machine is ever moved away from its current Sector during **HACKING**, the attempt fails and is automatically cut short. However, the Kids do not suffer the effect of failure specified on the Machine's Response Card and stay in their current Location.

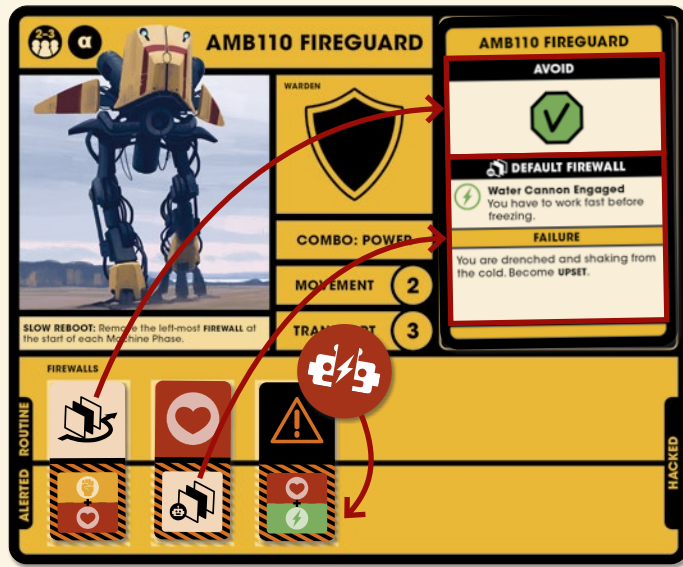
HACKED MACHINES

After successfully **HACKING** a Machine, the Kid with the most invested ⌚ becomes the **HACKER** who controls it. Move the Machine's miniature to the same Location as the **HACKER**. It will now go with that Kid, using Locations instead of the grid Sectors.

The **HACKER** can only control one Machine at a time and may use its **COMBO** freely when taking a **TEST**, or can take the **MACHINE RIDE** movement **ACTION**. Some Machines also have an ability that can be used as an **ACTION** by **SPENDING** ⌚.



FIREWALL EFFECTS

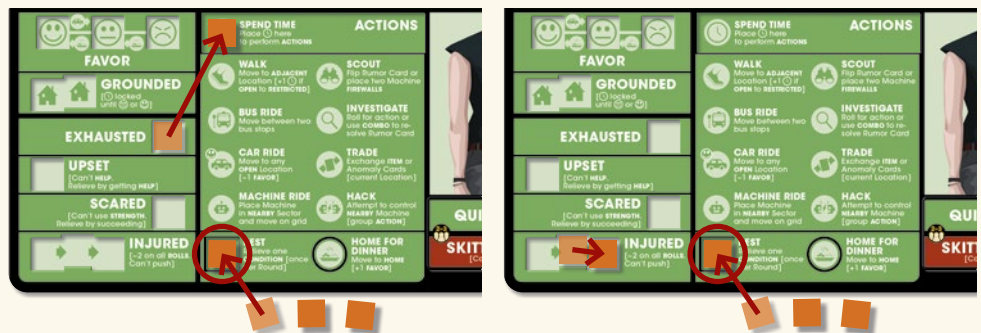


- Repel Attempt:** This triggers the **AVOID** response of the Machine. Treat it as a regular **AVOID** check (see page 18). This means that in some circumstances no **ROLL** is required and the **HACKER** can move to the next **FIREWALL**.
- Default Firewall:** This triggers the **DEFAULT FIREWALL** of the Machine. Refer to the **DEFAULT FIREWALL** section of the Response Card to see what kind of effects this has.
- Alert!:** The Machine becomes **ALERT**. Flip its Response Card to the **ALERT** side and move the Hack Token down to the lower part of the Firewall Track. Use the **ALERT** section of each **FIREWALL** as long as the Machine remains **ALERT**.

2.4 SPECIAL ACTIONS

REST - 1 ⌚

Each turn, a Kid can **SPEND** 1 ⌚ to remove one **CONDITION**, or move the **INJURED** Time Cube one step to the right. When ⌚ is removed from a **CONDITION** it is instead placed in the action space.



HOME FOR DINNER - 0-2 ⌚

It's important to be home in time for dinner and homework! A Kid needs to **SPEND** ⌚ to get to their **HOME** Location, or risk angering their parents in the End Phase.

HOME FOR DINNER

When a player has taken all the actions they can, or decides they don't want to do anything else, during a Round, they can either go **HOME FOR DINNER**, or **BE LATE**.

If there is enough ⌚ left to go home, place the ⌚ in the action space, move the Kid standee to their **HOME** Location and place it in a lying down position to indicate they're busy with dinner, homework or simply going to bed. The Kid cannot **HELP** or participate in any further actions.

If the player doesn't have enough Time Cubes to go home, let the Kid standee stay at its current Location, standing up. It can still **HELP** other Kids with tests at that Location. A Kid at their **HOME** Location can choose not to go **HOME FOR DINNER** if they want.

KID'S LOCATION:	COST:
OPEN Location to HOME	1 ⌚
RESTRICTED Location to HOME	2 ⌚
If already at your HOME Location	0 ⌚
Controlling a HACKED Machine	-1 ⌚ to cost

3. END PHASE

Once the Adventure Phase is over, the First Player verifies the following steps. These steps can also be referred to as "Cleanup". Once that is done, the First Player Token moves to the next player (to the left).

DISCARD EXCESS ITEMS

All Kids discard **ITEMS** down to the limit of four. The **ICONIC ITEM** may not be discarded.

GOOD AND BAD FAVOR

Kid standees that are lying down are **HOME FOR DINNER** and they gain one **FAVOR** (move the token left one step on the **FAVOR** track). Standees that are standing up didn't make it home in time and instead move their **FAVOR** one step to the right.

HEALING INJURY

If a Kid is **INJURED**, move the locked ⌚ one step to the right. If it then leaves the last box, place it in the action space. This happens whether or not they made it **HOME FOR DINNER**.

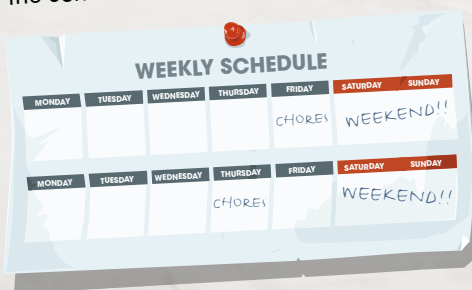
GROUNDED

When **FAVOR** is reduced to ☹️ the Kid is immediately **GROUNDED**. Move 2 ⌚ from the pool to the two **GROUNDED** slots with house icons, on the Character Board. They will remain locked until the Kid's **FAVOR** reaches either 😊 or 😄. If there is not enough ⌚ in the pool, use ⌚ from the action space. Do not remove any ⌚ locked by **CONDITIONS**.



CHORE DEADLINE

End of Friday week 1 and Thursday week 2 are deadlines for the active **CHORES**. New **CHORES** are always drawn during Preparation in the School Phase (page 11).



RESOLVE CHORES

Verify if any of the current **CHORES** have been fulfilled. Kids with successfully completed **CHORES** get the reward immediately, or can choose to take it in a later turn, but not later than the Chore Deadline (marked on the Calendar). Any **ITEMS** received as a reward for completing **CHORES** may exceed the **ITEM** limit until the End Phase of the next turn.

CHECK DIARY CARDS

Some Diary Cards may refer to “cleanup” or “End Phase”. Those texts trigger now. After this, a new Round begins.

VARIANT RULES

Feel free to try out these optional rules when playing the game. They will adjust difficulty or reduce complexity, but may therefore remove some strategic choices.

CARING PARENTS (easier)

When Healing Injury in the End Phase (page 21), each player may also Relieve the least severe (top) **CONDITION** they're suffering from, in addition to moving the Time Cube for **INJURED**.

THIS MIGHT HELP (easier)

Whenever a Kid **HELPS** (page 14) they can add an additional die if they have one or more **ITEMS** of the relevant **TRAIT**.

IT'S JUST A BRUISE (easier)

To reduce play time, ignore the status effect on the more severe **CONDITIONS**, like reduced dice pool, cannot **HELP**, or cannot use **STRENGTH**. **CONDITIONS** can still be Relieved normally (page 20), as stated on the Character Board, but are mainly used to lock down Time Cubes.

GO HOME TOGETHER (easier)

All Kids, not just the **HACKER**, that end their Round on a Location with a **HACKED** Machine, may use its -1 ⌚ cost to get **HOME FOR DINNER**. This means that if multiple Kids and the **HACKED** Machine end their Round on an **OPEN** Location, they all get **HOME** for free.

SUCKS TO BE YOU (easier)

Only the Kid rolling for a **TEST** is affected. Regardless of the Failure text on any Rumor Card, it should only be applied to the Kid making the **TEST**, not any of the **HELPERS**.

GRADUALLY GETTING WORSE (variant)

Instead of selecting a **CONDITION**, or locking a **CONDITION** stated in a card's text, the Kids always lock the next one in order of severity. Always start with **EXHAUSTED**, then **UPSET**, **SCARED** and finally, **INJURED**. Any card text stating a specific **CONDITION** should instead be read as “Take a **CONDITION**”.

THEY ARE JUST MACHINES (variant)

To reduce complexity, ignore the Machine abilities present on the Machine Sheets (described below each Machine's portrait).

THAT WAS MY FAVORITE LIGHTER! (harder)

If games with 4–5 Kids feel a bit too easy, use this variant. The player making a **TEST** is forced to discard one of the **ITEM** cards used for bonuses (but not an **ICONIC ITEM**). More Kids means more **ITEMS** in play and more possible **COMBOS**. Therefore, removing **ITEMS** and forcing the Kids to find new ones will help balance a game with a large group. This rule can also be applied during a 2–3 Kids game, to make things more difficult.

INVESTIGATE ALL RUMORS (harder)

To increase the difficulty, you can let Rumor Cards that are discarded by being pushed off the board raise the ⊖ meter with one or even two *more than default*. In most Scenarios, the default is 2 ⊖. For a real challenge, you can even decide that no Rumor Cards may be pushed off the board, or you lose the game.

DONE BY MONDAY (harder)

For Scenarios that are played over two weeks, the player group can take on the challenge of completing it before the School Phase on Monday, week 2.

ERRATIC FIRMWARE (harder)

Make all Machines in the Scenario use the **ERRATIC** Response Card to challenge the Kids' movement across the islands.



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