

Tales From The Loop: The Roleplaying Game – Basic Rule Summary

Welcome to the Eighties that Never Were! Over the next few hours, you and your fellow players will have a conversation about the adventure shared by each of your alter-egos – *Kids* – as they adventure in their home town of Boulder City, Nevada, home of the experimental science facility known as **the Loop**.

This conversation will be broken up into *scenes*, units of space, time and story where you find out more about the town and each other and attempt to overcome *Trouble* in order to solve a *Mystery*.

One of your fellow players will be the *Game Master (GM)*, whose job is to keep scenes moving and complicate the lives of your and the other players' *Kids* with challenges, strange events and, sometimes, direct threats.

When the dice come out

Your *Kid* will be attempting to **overcome Trouble**, a specific obstacle (person, place or thing) between your *Kid* and investigating the *Mystery*. Typically, the GM will impose *Trouble* (usually not more than once per scene), but a *Kid* can seek it out or otherwise invite it.

- The GM describes the *Trouble*.
- You will decide whether and how your *Kid* will attempt to overcome it.
- **Add the numbers from the Attribute and Skill** from your character sheet (based on how you try to overcome the *Trouble*) together.
- **Roll that many 6-sided dice.**

If the roll of any given die is a **six (6)**, you score **one success with that die**. Unless the circumstances are extreme, *overcoming Trouble requires only one success*. Additional successes may be used to generate *Effects*, depending on the skill used (p72-75).

If you fail to overcome *Trouble*, its negative consequences take effect; depending on its nature, you may also have to check a **Condition** off.

Improving the Odds

To increase your chances of earning successes, you can decide to:

Before rolling:

- **Get help.** One other *Kid* can try to help your *Kid* overcome trouble; the other *Kid's* player needs to explain to the GM's satisfaction how their *Kid* helps. *Help gives you one extra die.*
- **Use your Iconic Item.** If appropriate, this gives you two extra dice.

After rolling:

- **Engage your Pride (once per Mystery).** This grants you one success (may help you overcome *Trouble* on a failed roll or let you purchase one more *Effect* on a successful one).
- **Spend one Luck.** A *Luck Point* allows you to re-roll all failed (1-5) dice without pushing. You must keep the results of the re-roll and cannot use *Luck* again on this roll. *Luck* refreshes to your *Kid's* maximum at the end of each session.
- **Push.** Your *Kid* makes an extra effort to succeed, but at a cost. Describe how you push, then mark a *Condition* off and re-roll all failed (1-5) dice. You must keep the results of the re-roll and cannot push again on this roll. (If your re-roll is a failure, any *Condition* applies as well as your *Condition* from pushing).

Conditions

Conditions are negative consequences from failing to overcome *Trouble*. Each *Kid* has four (*Upset*, *Scared*, *Exhausted* and *Injured*) and **each Condition subtracts 1 die from all rolls**. If you mark all four *Conditions* and your *Kid* takes another one, your *Kid* is *Broken* (physically and/or mentally traumatised) and will automatically fail any *Trouble*.

You can clear *Conditions* by:

- **Spending a scene with your Kid's Anchor (p61).** This non-player character is someone your *Kid* can go to for comfort and care. Play the scene of the *Anchor* taking care of the *Kid*; the GM cannot put your *Kid* in *Trouble* and you shouldn't bring any on your *Kid*. Heal all *Conditions*, including *Broken*.
- **Going to the Kids' Hideout with at least one other Kid (p63).** Play the scene of the *Kids* hanging out at the *Hideout* and taking care of each other; the GM cannot put your *Kid* in *Trouble* and you shouldn't bring any on your *Kid*. Heal all *Conditions*, including *Broken*.
- **Healing using the Lead Skill (p74).** Play a scene where your *Kid* spends time with a *Kid* with *Conditions* (but not *Broken*), giving advice and comfort. Roll *Lead (Heart)*; each success heals one *Condition* (each success after the first can be used to either heal the other *Kid's* *Conditions* or your own *Kid's*).