

SUMMARY

TRAITS AND TAGS

BRAVE 	SKITTISH 
CLEVER 	DENSE 
CHARMING 	DULL 
QUICK 	SLOW 
TOUGH 	WEAK 

ORDER OF PLAY

1. SCHOOL PHASE

1.1 PREPARATIONS

- Place all Kids at *Stenhamra* (M) during a weekday, or at each **HOME** Location on a weekend.
- Check Diary Cards for School Phase triggers.
- Replenish ⌚ pool for all Kids.
- Slide remaining Rumor Cards to the right.

1.2 SCHOOL DAY

- Draw School Card.
- Draw Rumor Cards and place Rumor Tokens.
- Resolve School Card event and resolve success/failure.

1.3 MACHINE ACTIONS

- **Firmware:** Reset all **HACKED** Machines if there are two **FIRMWARE** icons.
- **Movement:** Check the School Card to determine how each Machine moves.
- **Alert state:** Set Machines to **ROUTINE** or **ALERT** depending on nearby Location. Do not change the **ALERT** state on Machines with a Hack Token. Instead remove that token.

2. ADVENTURE PHASE

- Spend <time> to perform actions.
- Check Diary Cards for immediate triggers.

3. END PHASE

- Did the Kids get **HOME FOR DINNER**?
- Move **INJURED CONDITION** one step to the right.
- Resolve **CHORES**.
- Check Diary Cards for End Phase conditions.

HACKING MACHINES

1. PARTICIPANTS

- Decide who will participate and who will be the **HACKER**.
- Each participant must spend a minimum of 1 ⌚.
- Together the participants must spend a total amount of ⌚ equal to, or more than, the target Machine's number of **FIREWALLS**.
- The Kid who spent the most ⌚ is the **HACKER** (in case of a tie, First Player decides).

2. RESOLVE FIREWALLS

- Going from left to right, resolve the **FIREWALLS** on the Machine, making sure to use the top part if in **ROUTINE** mode or lower part if in **ALERT** mode. First resolve the **FIREWALL** effect, then roll to **HACK** it. Any of the participants can make the roll and up to two others can **HELP**.
- If unsuccessful, the **HACK** attempt is aborted and all participants suffer the consequences as if having failed an **AVOID** test. Then make the Machine **ALERT** if it isn't already. Make sure to leave the Hack Token on top of the Response Card.
- If all active **FIREWALLS** are **HACKED** the Machine itself is **HACKED** and comes under the control of the **HACKER**.

FIREWALL EFFECTS

 **Repel Attempt:** This triggers the **AVOID** response of the Machine. Treat it as a regular **AVOID** check (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**.



THE DICE POOL

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	Automatic Success! (For the Kid making the roll, and any helpers)

HOME FOR DINNER

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

COMBOS AND ITEM TAGS

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

THE RULES OF INSIGHT AND ENIGMA

EVENT	RESULT
Succeed at the test laid out on a Rumor Card of the set stated for the Scenario.	Raise INSIGHT (👁️) by 1
Fail at the test laid out on any 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

CONDITIONS

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.

SCENARIO TOKENS



Dinosaur Token



Weed Token



Machine Token



Grown-up Token



Agent Token



Track Token



Trouble Token