Glossary

Adjacency

Locations are adjacent if they have a line connecting them. Sectors are adjacent orthogonally but not diagonally.

Active Player

The player who is currently executing an action is considered the Active Player.

Alert Level

Autonomous machines (and some other creatures) can be in either ROUTINE or ALERT mode. Machines are in ROUTINE mode when NEARBY OPEN locations and ALERT mode when NEARBY RESTRICTED location. If a machine is NEARBY both kinds of locations, it is in ROUTINE mode.
An ALERT machine nearby an OPEN location will go back to ROUTINE mode during the Clean-Up Step, if it hasn't been the target of a HACKING action this turn. See page XX for more on machine movement.

Anomalies

Anomalies or Anomaly Cards are different artifacts with some kind of connection to the Loop. An Anomaly usually has two functions:

1. An ITEM TAG that can be used to create COMBOS as normal, or an actual COMBO.
2. A special effect that's detailed on the card and unique to it.

When using the card for either function take a Counter and place it on the card. When the card has as many Counters as Uses it is discarded.

ANOMALY CARDS

A. **Title.** What kind of **ANOMALY** it is.

B. **Tag. ANOMALIES** can be used for their **TAG** effects as well as rules effect.

C. **Uses.** How many times the card can be used, either for its rules or its **TAG** effect.

D. **Rules Text.** Explaining how the card works and in what context it can be used.

Armed

The Hacker can SPEND 1 <time> to WRECK a NEARBY, unarmed, machine.
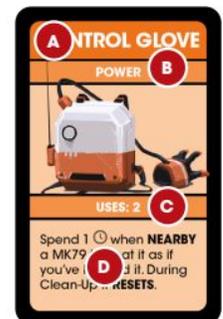
Backup Firewall

On the Firewall track the hollowed Firewall outlines are BACKUP FIREWALLS. These differ from STOCK FIREWALLS in that they don't always become active when a hack is attempted.

Block

If the AVOID test fails, the Character has to move back to the adjacent location they came from. Any other effects on the Response Card trigger as well.
If the location they moved from is not adjacent (if they got a Car Ride, for example) they still have to move to another adjacent location, if possible into an OPEN location.

Bus Stop

A location with the Bus Stop icon.

Combos

Often tests will include a TAG option to automatically succeed. These *can* be any type of TAG, but more often than not they are COMBO TAGS, or simply COMBOS. COMBOS can be created by combining two different ITEM TAGS. For example, the bike and loud TAGS can be combined into the decoy COMBO.
Creating the right COMBO means the test succeeds automatically, but any ITEM cards used in the process are discarded. Note however, that ICONIC ITEMS are exempt from this and *are not discarded* when used in a COMBO. The Character doing an Action and any Characters HELPING can pool their ITEMS to create a COMBO.

[TABLE: COMBO matrix]

	Battery	Bike	Cables	Clothes	Club	Combustible	Computer	Fire	Glue	Knowledge	Loud	Makeup	Sharp
Battery	x	-	Power	-	-	-	Interface	Explosive	-	o	-	-	-
Bike	-	x	Tow	-	Hit n Run	-	-	-	-	o	Decoy	-	-
Cables	Power	Tow	x	-	-	-	Interface	-	-	o	-	-	-
Clothes	-	-	-	x	Decoy	-	-	-	-	o	-	Knockout	Rope
Club	-	Hit n Run	-	Decoy	x	-	-	-	Reach	o	-	-	-
Combustible	-	-	-	-	-	x	Parts	Explosive	-	o	-	-	Chemicals
Computer	Interface	-	Interface	-	-	Parts	x	-	-	o	-	-	-
Fire	Explosive	-	-	-	-	Explosive	-	x	Explosive	o	-	-	-
Glue	-	-	-	-	Reach	-	-	Explosive	x	o	Decoy	-	-
Knowledge	o	o	o	o	o	o	o	o	o	x	o	o	o
Loud	-	Decoy	-	-	-	-	-	-	Decoy	o	x	Knockout	-
Makeup	-	-	-	Knockout	-	-	-	-	-	o	Knockout	x	Chemicals
Sharp	-	-	-	Rope	-	Chemicals	-	-	-	o	-	Chemicals	x

There are cards, like ANOMALIES, that give you access to COMBO TAGS. These usually come with a limited number of uses before they're discarded. Put a number of Counters on the card equal to the indicated number of uses and remove a Counter each time you use the TAG. When the last Counter is removed the card itself is discarded.

Default Firewall

The DEFAULT FIREWALL is the lower half of the Machine Response Card. It triggers during a HACKING attempt and the Hacker resolves a DEFAULT FIREWALL Icon on the current FIREWALL.
DEFAULT FIREWALLS have a TAC Icon or icons indicating what roll needs to be made. They often come with additional instructions and boxes that indicate what a successful or failed roll means. An *Automatic Effect* means that no matter how the roll turns out, the text goes into effect anyway.

Enigma

Enigma is tracked on the dial in the corner of the board and represents general setbacks and obstacles to the Characters figuring what is going on. It is often closely connected to losing the game and triggers unwanted effects in the game.

Favor

The state of the relationship with the Character and their parents or guardians.

Firewall

A barrier to hacking machines. Each firewall is made up of a front side (A) with a ROUTINE Firewall (B) and an ALERT Firewall (C) . The token is flipped over when a Firewall is broken. See page XX for more about hacking.

Firewall Track

The Firewall Track on the Machine Sheet indicates where to place FIREWALL Tokens as the game progresses. The track always consists of four spaces, usually split between STOCK and BACKUP FIREWALLS. Note that BACKUP FIREWALL icons have a hollow outline.

Firmware Upgrades

If the FIRMWARE UPGRADE icon <circuit board icon> is present on the card check the top of the school discard pile, if the card there also has the FIRMWARE UPGRADE icon an upgrade takes effect. When this happens discard the rightmost FIREWALL Token from each machine into the bag (it doesn't matter if the FIREWALL is BROKEN or not).
In addition all HACKED machines RESET and are no longer HACKED (see XX for further details on machine RESET).

First Player

The First Player reads the School Card in the School Phase and is a tie-breaker whenever two equal choices come up in the game or two other players can't decide on a course of action.

Hacker

During a HACK action one participant is designated the Hacker, and will take control of the machine if the action is successful.

Help

When there are several Characters in the same location during a test, they can help each other. Up to two Characters can help the Character rolling the dice which gives the testing Character an extra die. Characters who do this are bound by the result of the test - a failed test will indicate, in parenthesis, how helpers are affected. If no parenthesis are present it means helpers suffer the same result as the roller.

Iconic Item

Each Character has an ICONIC ITEM. These are like any other ITEM except they never get forcibly discarded unless a card effect explicitly says so. A player can *choose* to discard their ICONIC ITEM. However, this means they don't have an ICONIC ITEM anymore. Should they later get the ITEM back it does no longer count as an ICONIC ITEM.

Insight

Insight (<insight>) is an abstract measure of how well the characters can understand and see through the mysteries of the Loop. It doesn't have a function of itself, but many Diary cards will refer to it and it's generally a good idea to keep <insight> as high as possible.

Items

ITEMS are color and symbol coded in the same way as Character tags, but can naturally be many different things. Colored ITEM TAGS are always positive modifiers, never negative. ITEM TAGS can either be used as is - if the TAG corresponds to the one being tested, the testing Character adds one die to the pool. There are also colorless (black) ITEMS which *cannot* be used for extra dice in tests, only as part of a COMBO (see below).
A character can carry at most four items, including their ICONIC ITEM. Items can be traded...

ITEM CARDS

A. **Title.** What kind of **ITEM** it is and **TAG** color. The color of the whole card shows which **TAG** it adds its bonus to.

B. **Item Tags.** The **ITEM TAG** which can be used in **COMBO** recipes to create new **COMBOS**.

C. **Combo Recipes.** Combining **ITEM TAGS** from two different cards create **COMBOS** which can often be used to **BYPASS** tests entirely.

Grounded

Characters can get Grounded when Favor reaches <angry face> or through some card effects. When this happens immediately take two <time> from the pool and put them into the Grounded slots. If there is no time in the pool, take
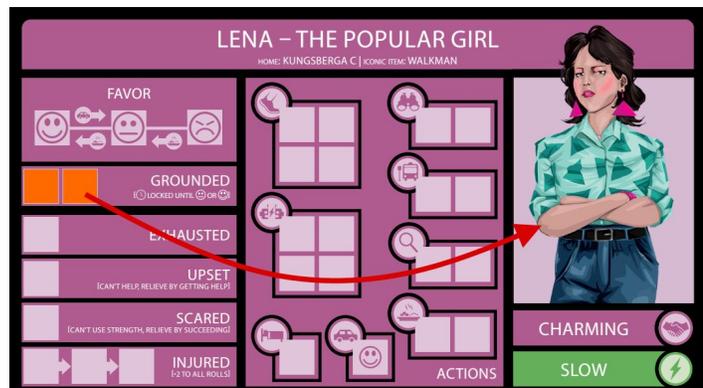
them from the Spent space or Action Slots (prioritising Spent).
The Character remains Grounded until the Favor goes up to <neutral face> or <happy face>.
When this happens the locked <time> immediately goes into the Characters Spent space.

Location

The round areas on the board, color coded as OPEN (white) and RESTRICTED (orang), connected by white lines. Characters move along the white lines to the different Locations. Note that machines don't use the Locations to move.

Machine Combo

These COMBO TAGS become available to any Character controlling a HACKED machine and allow the controlling player to BYPASS tests completely. They can be used as long as the machine is still HACKED. See COMBOS.

Machine Movement

Machines move using the underlying grid of Sectors. A machine's Movement value is how many Sectors it can move when a Hacker uses the Machine Ride action. The Machine Movement value is only used when the machine is Hacked.

Nearby

A machine is considered present in all locations that overlap with the sector it is currently occupying. This means a Character in any of the locations can interact with it. This is called being NEARBY a machine or a machine being NEARBY a location or Character in such a location.

In the image a machine in the highlighted sector would be NEARBY both G and J.

Open Location

A location with a white border ring. Entering an Open location costs 1 <time> when using the WALK action. Machines go into Routine mode when NEARBY an Open location.

Player Order

During the adventure phase there is no set order of play, instead players use their <time> in whatever order they see fit, as long as a player finishes the individual action they're undertaking before the next player begins their.

Pushing

If a test does not succeed, the player can choose to take a condition to reroll *all* the dice in the test. This is called pushing the roll, or simply to push. The condition received must be more severe than any conditions already suffered by the Characters. For example, if the Character is already UPSET they must choose either SCARED or INJURED. If the Character is already INJURED they *can not* push the roll. To take a condition the Character takes 1 <time> from the pool and places it in the relevant condition box. If there is no <time> in the pool, the Character can take a Token from the spent pool instead. If there's no <time> in either the pool or spent the Character can't push this roll.

A Character can only push a roll once.

The order of severity of the Conditions is the order they're presented on the Character sheet: EXHAUSTED -> UPSET -> SCARED -> INJURED.

See page XX for more on conditions, how they impact play and how to get rid of them.

Response

Each machine comes with a Response Card as well. This card shows how the machine reacts when a Character enters a NEARBY location, and what its DEFAULT FIREWALL is. When the machine becomes ALERT, flip this card to show how its responses change.

Restricted Location

A location with an orange border ring. Entering a Restricted location costs 2 <time> when using the Walk action. Machines go into Alert mode when NEARBY a Restricted location while not NEARBY an Open location.

Sector

The underlying grid on the board is made up of Sectors. When machines move they move through these sectors rather than the Locations Characters use.

Tag

There are several types of TAGS in the game:

1. Character TAGS, ie Strength and Weakness
2. ITEM TAGS, ie Bike, Loud, Fire etc
3. COMBO TAGS, ie Explosive, Decoy, Knockout etc

When card text calls for a test it will be color and icon coded correlating to the Character TAGS. If the Character who is taking the test has a TAG of the corresponding color they will either add two dice, if it's a STRENGTH, or subtract two dice, if it's a WEAKNESS. This is mandatory, you can't choose to *not* use a Character TAG. Normally the name of the Character tag will make it obvious if it's a positive or negative modifier, but if unsure consult the table below.

[Info box: Character Tags]

Strength	Weakness	Symbol
Tough	Feeble	Fist
Clever	Dense	Lightbulb
Quick	Slow	Flash
Brave	Nervous	Heart
Charming	Tedious	Handshake

Tie-Breaker

In cases where an order is relevant it's always in first player order. Meaning you start with the first player and move around the table clockwise. The first player also works as a tie-breaker, making decisions about any equal choices.

Trading Items

At the beginning of the adventure phase Characters can trade ITEMS freely.
Any time two or more Characters are in the same location they can trade ITEMS among themselves. To do this *one* of the participants has to SPEND one <time>. Keep in mind Characters can't carry more than four ITEMS, including their ICONIC ITEM.

Transport

This number is how many Characters, including the Hacker, that can ride on the machine when it's HACKED. See Machine Ride on page XX.

Week

The game is played during a two week period. Unless a Scenario or Diary says otherwise the game ends at the end of the Weekend turn of Week 2. If the players have not won by them it is an automatic loss.

Weekend

At the end of each week is the weekend. During this special round the event text on the school card is ignored and each Character receives three extra <time> *during this turn only* (for a total of 9).

Wrecked

A machine that is WRECKED is removed from the board. It is placed back on the board during the End Phase. Place it in the Sector it started in, according to the Scenario or Diary card.