

SAVE GAME



A WORLD OF
ADVENTURE FOR
FATE
CORE SYSTEM

Rob Whelan

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Save Game

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This is a game where people make up stories about wonderful, terrible,
impossible, glorious things. All the characters and events portrayed in this
work are fictional. Any resemblance to real people, video games, computer
viruses, or icons of retro nostalgia is purely coincidental, but kinda hilarious.

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SHALL WE PLAY A GAME?

What if video game characters were real? What if they lived lives outside their games? And what if those lives were threatened by an unstoppable computer virus? *Save Game* takes your table on a strange trip inside an electronic world. Their digital home threatened, the famed heroes of the 8-bit generation fought the Glitch...and lost. The ruthless virus threatens to wipe your home from existence. The players take on the roles of fellow heroes from forgotten video games. These unlikely heroes must band together to defeat the Glitch and restore their friends to their former glory. Can they work together as a team or will they fall to the temptation of Hax, powerful code-altering magic that may have been the downfall of their predecessors?

ONCE UPON A CHIP..

The vast Sea of Information shone like no other, dripping with ones and zeroes as it hissed against the shore. The data from the sea soon came together as forms. Those forms grew into programs. Many programs have practical uses, like directing the flow of data, but the most noteworthy programs became parts of vast game worlds. The worlds away from the isles were fraught with danger, excitement, fame, and as many spinning coins as the eye could see.

The most noteworthy heroes used mushrooms, hammers, wooden swords to become legends. There were monsters to be slain, princes to be rescued, and legends to be made. These heroes were called upon in sequels and crossover appearances. As technology moved forward, though, these pixel citizens—or pixons—were no longer needed. Other generations took up the fight. The retired pixons traveled across the Sea of Information to a new home, where they could idle away the hours building homes and living quiet lives.

One of the oldest islands was called Tendoria, a land built from smashable bricks, rolling green textures, and bold colors. It was a quiet place where you could raise a family with the princess you saved, or build a home with the bounties collected for destroying an evil planet. Its inhabitants, its heroes, were born of the 8-bit generation, many well known across the isles. Some pixons kept in fighting form, waiting for a chance to prove their mettle again. Others settled down to a quiet life of meager coins and the occasional bit of nostalgia with the other retirees.

One day, though, a storm gathered overhead made of strange, dead code. The eerie purple clouds signaled the coming of the Glitch. Hundreds of small, infected pieces of code known as jacks burst from the clouds, catching everyone by surprise. Many great heroes fell in the first few days. Some were corrupted by the Glitch. Many were drained of all their lives by the unrelenting onslaught. Some were sent to the other islands to ask for help and never returned.



Tendoria's greatest heroes—Doctah Chompah, the Falzetti Girls, Princess Orianna Sopralto, MagnaMonk, and Brad DeVries—took the fight to the Glitch. Doctah Chompah, the oldest of the Heroes, fell first they say. The others fell one by one, though some rumors say Agent DeVries never bowed fully to the Glitch. These former heroes—now called the Zeroes by those unaffected by the Glitch—plot to rule Tendoria once the Glitch completely takes over the island. Luckily, the Zeroes can't agree who should rule. Their schemes and squabbles keep them from making the final push to squash the pixons still free of the Glitch.

Only Cartridge Gardens, the largest city on the island, remains. It is the one place where the Glitch has not taken hold. Anyone showing infection inside the walls is exiled, sent to live in the refugee city known as the Corrupt Sector. The leaders of Cartridge Gardens know the Zeroes will launch a final assault. When they do, the walls will fall, and the game will be over once and for all.

The city's leadership gathered what heroes they could and asked them to leave the safety of Cartridge Gardens for a desperate plan: eliminate the Zeroes one by one by traveling into their kingdoms and striking them down. Some of the heroes gathered by choice. Some gathered by chance. A few gathered knowing they were carrying the Glitch and would be forced out soon. The final fellowship was set. The doors of Cartridge Gardens opened with quiet, pleading eyes lining the streets. The pixons chosen for this destiny were not well known. They were unusual. But they were the only ones willing to face the Glitch and go down swinging. They were the only ones who could Save Game.

A LOOK INSIDE THE GLITCH

The Glitch is part infection, part insanity. The infected are easy to find: Their sickness turns parts of them a bold purple. If they are hurt, glowing green code leaks from their body. Some infected hide their sickness, while others wear it openly to make sure nobody else touches them. Tendoria was once a peaceful place, but now, everywhere a pixon turns, the Glitch stares back with hungry eyes. Nobody knows how the Glitch transfers or if it spontaneously generates.

The weakest form of the Glitch are called jacks, named for both their sheer number and appearance. Jacks appear as spiky balls of purple code, ranging from coin-sized to barrel-sized. They often seem to float in mid-air, drifting as if carried by some unknown breeze. Most often they remain inanimate, but once disturbed they slurp into action, attaching to whatever roused them. If they can't find the target, they'll fly around looking for something, anything to sting. A single jack isn't much trouble—but where there's one, there's usually a few dozen others—and a swarm of jacks can take down even the strongest hero.

When someone or something is infected by a jack, sometimes its frame can't handle the transformation, twisting its original form: Pretty flowers become maws full of razor-sharp teeth. Minecarts grow spikes and jump the tracks looking for prey. These poor creatures are called rovers. Unlike jacks, rovers actively seek victims to infect with the Glitch. Some rovers are background elements brought to life to serve the will of their master. Others are normal pixons turned into mindless monsters.

Many pixons resist the Glitch for as long as they can. They hold out hope that, someday, someone will find a cure for the infection and return Tendoria to the quiet place it was before. Others dive into the madness and the sickness, gleefully spreading the Glitch and luring heroes to their doom. The Zeroes often use these villains as henchmen and lieutenants to keep hold of their fiefdoms. Mixing the power of Glitch code with keen minds unhindered by conscience, these turncoat pixons hunt down anyone who shouldn't be snooping around the island.

TO HAX OR NOT TO HAX

Every pixon possesses abilities given to them by their game of origin. Many pixons can fly, shoot lasers, and leap great distances. A select few, though, can go beyond those powers with a practice known as Hax. Those who practice Hax can alter the code of their world directly: They can repair code with the wave of a hand. They can flicker at just the right speed to pass through a wall of fire. They can blink enemies out to sea. All it takes are the right gestures and knowledge of secret miracle codes.

Some pixons believe that Hax and the Glitch are related, so using it can be risky. Users may be met by grumbling distrust or villages full of angry pixons ready to throw them out. These feelings are amplified by the secretive nature of Hax, as most users are taught in secret by a master. If it caused no harm, opponents claim, it would be taught out in the open. Practitioners claim that the distrust came first, driving masters into the shadows to pass their talents on quietly.

Others believe Hax is the only hope to defeat the Glitch. The Glitch attacks code directly, and the only way to reverse the damage is to rewrite the code. Hax seems like the only effective method to remove the Glitch from a pixon. Even if Hax simply moves the Glitch to another area, it seems a quicker solution than fighting the virus. In Cartridge Gardens, Hax is tolerated, though most users are watched a little more closely by the city guard.

TENDORIA ISLAND

The once-bright island feels heavy with tension. Chunks of the Glitch slowly eat away the palm trees and waterfalls. Pixons hide out in their homes—and when they don't, they cover themselves and move hurriedly to avoid undue attention from the infected. All the while, hidden agents of the Zeroes infiltrate safehouses and secure keeps, looking to throw the doors open to infection. It's a dire time for the pixons who live here.

Cartridge Gardens—the last free city on the island, and the largest—was once the seat of the civilization. Now, it's a rubble-strewn, war-torn city with refugees on the streets and tension in the air. Anyone found infected with the Glitch is cast out, where by all odds the infection will get worse. The city guard can fend off small incursions by the Glitch, but Cartridge Gardens would fall in a blink if the Zeroes brought their full might against the ragtag forces guarding the city. Right now, though, the Zeroes jockey with each other for position, each trying to be the conquering hero when the final battle begins.

One of the few things in the city left unchanged by the Glitch is the Bit-Mart, a chain store that caters to the residents' needs. The smiling face of Mary always greets customers as they enter. She never leaves the counter and never loses her cheery disposition, even when a battle with jacks or rovers spills into the immaculate shop. The main shop was built near Cartridge Gardens' central square, but each area run by the Zeroes still has a satellite shop. Those stores run out of items more often, but they somehow remain open even in the face of these dark times.



THERE'S SOMETHING ABOUT MARY

Bit-Mart's continued success even in the face of the Glitch is a tip of the hat to all those classic video game shops that somehow stayed open in the middle of wars, apocalypses, and rampant streetfights just outside the door. There might be more to Mary than meets the eye; if the players go looking for a mystery, here are some threads to hold on to.

- Mary was the first pixion to use Hax. She might've even been the first pixion on Tendoria. She wishes to help the pixions with their fight and takes any pixions wanting to Hax under her wing. Mary is a mysterious mentor full of strange riddles and has an uncanny ability to arrive when she's needed. One of the heroes is destined to surpass her as a Hax master...if the Glitch doesn't destroy the island first.
- Mary can copy herself perfectly to mind the various Bit-Mart stores. However, her Hax did not copy perfectly to her new selves, leaving imperfect Hax in their hands. The imperfect Hax soon became the Glitch. Mary's guilt for unleashing Hax upon Tendoria knows no bounds. The only way to stop the Glitch is to stop Hax. This means bringing anyone with Hax to Mary. Mary can delete the Hax in any pixion, but doing so means restoring an old backup. Will the heroes give up their memories of battle once the Glitch is defeated?
- There have been worlds like this before. There will be worlds like this after. Mary is the only constant. She is the mother of the Glitch, yet she will be its only survivor. Only the heroes can break the cycle of deletion, but to do so they must defeat the true mistress of the Glitch and bring down the Queen of the Zeroes. She may not reveal herself until after the final battle, when the heroes think they've won, rising as a final boss to take on the heroes by herself.

A TOUR OF TENDORIA

Good's Mile Hospital used to be a place of healing where pixons could go to repair broken code. The building is split into three levels. The first floor treated patients with minor bumps and bruises. The second held patients with chronic conditions and those nearing the ends of their lives. The top floor held the surgery ward, where Doctah Chompah spent most of his time running from room to room saving lives. The Code Blue pillboxes scattered around the twisty halls let the Doctah pour on some speed as he made his rounds.

Pipe Town is the port city that once welcomed visitors to Tendoria, famous for its distinctive architecture of exposed bricks and steel pipes. It was run by Papa Shellini and his Tortoise Gang, who skimmed a few coins off any big business going on in his town. The only owners who didn't want to pay were the owners of Pippa's Pizza, Marietta and Laverne—they preferred pranks over paying protection.

Tar Zangeles lay on the opposite side of Tendoria from Pipe Town. Built on the biggest beach on the island, the city grew back into a nearby jungle and the jungle grew toward the beach. While the city is home to many skyscrapers, the Grand Banana Hotel dwarfs them all. It became the centerpiece of the city, even if it never seemed quite fully built. The hotel masked the nefarious operations of Dr. Maru, a mad scientist looking to merge animal and machine before moving on to human trials. MagnaMonk took great pleasure in smashing the building on a regular basis to free the poor experiments.

Castle Tempylvania surrounds itself with a dark forest. The castle hangs on Tendoria's only mountain, its skull-like face peering out from the enshrouding fog. The inhabitants of villages scattered across the forest led quiet, restful lives as long as they made it home by dark. When the sun set, the other half of Tempylvania's citizens came out—the monsters. Though DeVries battled and defeated Dracula, he would not claim the Throne of Blood inside the castle. To do so would be to let the vampire side of his bloodline win. He does not wear the title or the name Dracula, but he protects the villagers as if they were his own.

The genius composer Sirtzendorf built the Opera Fortress as a place for the masses to hear his music. When he heard Princess Orianna Sopralto's performance, though, her voice drove him mad with jealousy, so he locked her up on opening night to sing for him and him only. The fortress featured lavish decorations, rust-red carpets, and wind-up servants that served patrons while discouraging talking during performances. At night, the winking lights from the crystal chandeliers rivaled the twinkle from the stars above. Opera Fortress sparkled as the crown jewel of Tendoria.

INSERT COIN FOR THREE LIVES

The Glitch isn't going down without a fight. *Save Game* uses the same concepts as the *Fate Core System*, but tweaked to feel like a video game. Rather than tracking their well-being with stress, characters in *Save Game* have hearts, though they function much the same. Video game characters don't take consequences—instead, they lose lives—and coins take the role of fate points.

Coins

You can spend coins the same way as fate points, but you can also spend them at Bit-Mart to gain upgrades for your character outside the usual milestones. Quarters or arcade tokens work great for tracking your coins. Each player begins with 3 coins at the start of a session.

Want to get more coins? You can gain them just like fate points, but you also get a coin whenever you take out an opponent in a conflict. If you really want to rack up some coins, you can elect to start a combo pool instead. When you take out an opponent during a conflict, you can take one coin or start a combo, immediately putting the first coin into the combo pool. For each opponent you take out during a combo, add a coin to the combo pool plus a coin for every opponent already taken out during the combo. You can build this combo up to the number of players at the table. At the end of the conflict, split the coins in the combo pool evenly among the players who contributed to the pool, with any extras going to the player that started the combo. If *any* PC is taken out of the conflict, the combo resets and all the coins in the combo pool are lost.

LET'S GO SHOPPING!

After each stage you can visit Bit-Mart, where you can spend coins on items that will help you in the next stage. Players cannot share coins to pay for items. You may take a number of Bit-Mart items with you into the stage equal to your Item skill rank. Any excess you must use before you leave the store.

- **2 Coins – Can of Popa-Cola:** Regain all lost hearts.
- **4 Coins – Game of Cards:** The players pool their coins and divide as they choose.
- **6 Coins – Pizza Party:** All players at the table regain their lost hearts.
- **8 Coins – Wasabi Espresso:** Use an unbeatable special move one more time during your next stage.
- **10 Coins – 1-Up:** Gain an extra life.

Hamster Hayabusa, Rainbow Jellywhale, and Sir Buff duRoid are surrounded by three Orange Shells in Pipe Town. Hamster takes out the first and chooses to start a combo. One coin goes into the combo pool. Jellywhale takes out the second shell, putting two coins into the combo pool. Sir Buff takes out the third, putting three coins into the combo pool. The combo pool is at six coins, so each hero gets two coins now that the Shells are taken out. If they had not started a combo, they would have only gained one coin apiece.

Hearts

Characters in *Save Game* start with one heart plus hearts equal to the highest ranked skill they can use to defend, including skills with defend unlocked (page 15). Hearts function like stress boxes, but they don't clear after a conflict. A character can regain hearts in three ways:

- Popa-Cola, purchased from a Bit-Mart, restores all lost hearts.
- Another player can use an overcome action to restore your hearts. They could use Fix to patch up your code, use Chat to restore your spirit, or even mystically heal you through the power of Hax. The difficulty of this overcome action equals the value of your highest lost heart. Success restores all your hearts, and success with style also restores their hearts.
- Losing a life restores all your hearts.

Lives

Each character begins the game with three lives. If you take a hit greater than your hearts, you are taken out of the conflict. If you're taken out, divide your coins equally between the other players, giving any excess to the GM for the Zero's stash. At the beginning of a later round, you may choose to spend a life to return to the conflict with all hearts clear and three coins. When a conflict finishes, anyone taken out regains three coins and full hearts. GMs, if the players act out their death animation with sound effects and gestures, consider rewarding them with a coin or two.

If you are taken out and have no lives left, your code has been weakened enough to be infected by the Glitch. You may fade away peacefully, or you may keep your character, replacing your trouble aspect with *Infected by the Glitch*. Compelling this aspect can spread the Glitch or compel the infected character to take special precautions to hide the infection from friends and potential allies. Every time an infected character is taken out, change another aspect to reflect further corruption by the Glitch. A character becomes fully corrupted—and turned into an NPC—when its high concept is changed.

A CHALLENGER APPEARS! MAKING A SAVE GAME CHARACTER



Step One: High Concept

High concepts sum up your character in a few words. Most video game characters are defined by their occupation or appearance. *Soldier* might be a great place to start, since there are a lot of games with soldiers. Adding a second word might turn your character into an *Avenging Soldier* or a *Rainbow Soldier*, which suggests both background elements and interesting compels.

Examples: *Fighting Handyman*, *Final Street Fighter*, *Dr. Hatchet*, *Upgraded Sidekick*, *Rocket Dog*, *Talking Bicycle*, *Vampire Butler*, *Disco Robot*, *Blonde Ninja*, *Cat Pirate*.

STUMPED FOR A CONCEPT?

Wait until Step Five to discover your signature aspects (page 19) and take inspiration from those. Or ask everyone if they're okay with doing Step Five first!

Step Two: Trouble

The most interesting heroes are flawed. Your trouble represents that flaw. This flaw may stem from your high concept, but may be informed by the worst feature of your character's original game. Push past the nostalgia and consider what elements of your game frustrated players. That'll help inform how your character will make life more complicated for you and your friends.

Examples: *Hidden Infection*, *We're All a Little Mad Sometimes*, *Temper Temper*, *Reformed Villain*, *Goes Gaga for Nanas*, *Loves Big Speeches*, *Hard to Control*, *Prankster*, *Awkward Inventory*, *Too Fast*.

Step Three: Skills

Every character begins with one Good (+3) skill, two Fair (+2) skills, and three Average (+1) skills. Each skill starts with two of the four actions unlocked. You'll be able to unlock additional actions by getting special moves (page 14). There are 11 normal skills:

Block	Fix	Jump	Run	Sneak	Taunt
Chat	Item	Punch	Shoot	Spot	

A twelfth skill, **Hax**, may also be chosen, but it works slightly differently than the other skills.

Block

Block is how you protect yourself. You can use it to defend against close-quarters attacks or overcome dangerous environments like lava pits and spiked ceilings.

 Attack: LOCKED	 Overcome: UNLOCKED
 Create Advantage: LOCKED	 Defend: UNLOCKED

Chat

Chat lets you interact with other residents of the Arcadian Isles. You can overcome to get better deals at Bit-Mart or restore hearts through a good pep talk, and you can create advantages to get others to like you.

 Attack: LOCKED	 Overcome: UNLOCKED
 Create Advantage: UNLOCKED	 Defend: LOCKED

Fix

Fix lets you repair broken items. You can overcome obstacles by building bridges and fixing pixons, and you can create advantages based on your superior craftsmanship and handy tools.

 **Attack:** LOCKED

 **Overcome:** UNLOCKED

 **Create Advantage:** UNLOCKED

 **Defend:** LOCKED

Item

Item reflects all the useful things in your inventory and how likely it is for you to have the right tool for the job. By creating an advantage, you can suddenly have something that helps another skill, like an apple as a friendly offering while you banter with a guard. You can overcome obstacles by revealing an item you've been carrying that suddenly seems important, like that brass key you've had since the beginning of the adventure.

 **Attack:** LOCKED

 **Overcome:** UNLOCKED

 **Create Advantage:** UNLOCKED

 **Defend:** LOCKED

Jump

Jump governs short, quick movements. It can be used to overcome obstacles by jumping over or around them, and it can be used to defend against ranged attacks.

 **Attack:** LOCKED

 **Overcome:** UNLOCKED

 **Create Advantage:** LOCKED

 **Defend:** UNLOCKED

Punch

Punch lets you attack others at close distances. You can also overcome walls, barriers, and other elements by smashing through them.

 **Attack:** UNLOCKED

 **Overcome:** UNLOCKED

 **Create Advantage:** LOCKED

 **Defend:** LOCKED

Run

Run governs moving quickly. You can use it to overcome dangerous environments like open pits and pursuing enemies. You can create advantages by jockeying for position or by tiring out a pursuer.

 **Attack:** LOCKED

 **Overcome:** UNLOCKED

 **Create Advantage:** UNLOCKED

 **Defend:** LOCKED

Shoot

Shoot governs ranged attacks. It can be used to attack opponents some distance away. You can use it to create advantages with trick shots and covering fire.

 **Attack:** UNLOCKED  **Overcome:** LOCKED
 **Create Advantage:** UNLOCKED  **Defend:** LOCKED

Sneak

Sneak lets you get past obstacles or opponents by going around them. You can create advantages by hanging from the ceiling or by blindsiding the target. You can overcome walls by climbing them quietly or timing your jumps perfectly.

 **Attack:** LOCKED  **Overcome:** UNLOCKED
 **Create Advantage:** UNLOCKED  **Defend:** LOCKED

Spot

Spot lets you see that which others might miss. You can overcome obstacles by seeing weaknesses, and you can create advantages by using details nobody else noticed.

 **Attack:** LOCKED  **Overcome:** UNLOCKED
 **Create Advantage:** UNLOCKED  **Defend:** LOCKED

Taunt

Taunt lets you scare others into doing what you want. You can attack with an intimidating yell and hurt people in ways a punch or a gun can't. You can also create advantages to put someone in a state of shock or fear.

 **Attack:** UNLOCKED  **Overcome:** LOCKED
 **Create Advantage:** UNLOCKED  **Defend:** LOCKED

Hax

Hax is the secret study of directly manipulating code. To practice Hax, you must have changed a fundamental part of your code, sacrificing a skill slot. Hax is only rolled when indicated by a Hax stunt. You get Hax stunts equal to your skill rating. Hax stunts cost coins. The flashier its effect, the more coins it costs to use. For more information on this hidden art, check out page 18.

Step Four: Stunts (Special Moves)

Every video game character has special moves they can pull out to surprise their opponents. They might even call out the name when they use the special move. These special moves replace stunts from the *Fate Core System*.

There are three types of special moves: You may **unlock** another action for a skill. You may **upgrade** an action on a skill for a +2 bonus. You may make a skill **unbeatable**, letting you automatically succeed with style once per stage. Pixons begin with one unlock, one upgrade and one unbeatable move. You gain additional special moves at milestones as you would stunts. If you've taken ranks in Hax, you gain one additional stunt per rank.





Unlock

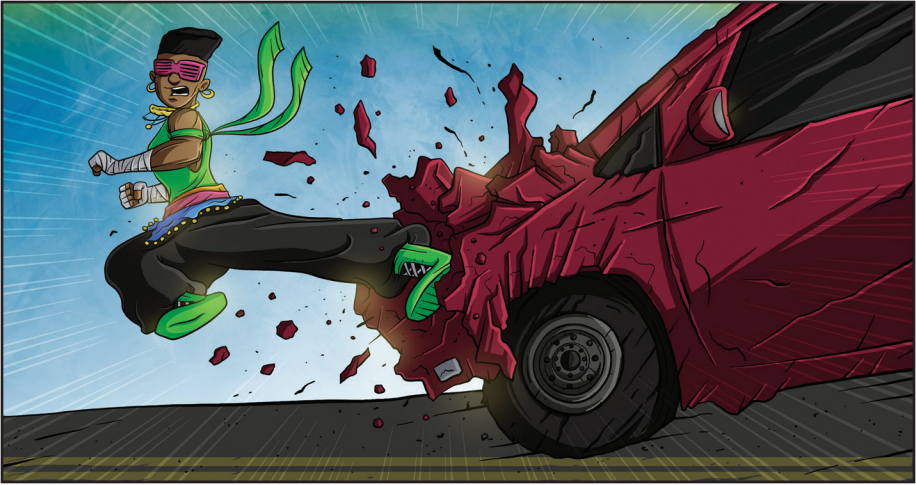
All skills begin with two of their four actions unlocked. This special move unlocks a third action of your choice for one skill, like defending with Chat or creating an advantage with Jump. These special moves all follow the same format: Unlock (action) for (skill).

For example:

- **Babbling Barrage:** Unlocks the defend action for Chat.
- **Wall Grab:** Unlocks the create advantage action for Jump.

We've included names for more special moves here to inspire you. A different name doesn't change anything, but it's cool to imagine the specific way your character uses the unlocked action.

- **Block:** Judo Throw, Bullet Blade Bounce, Sense Weakness, I Can Do This All Day
- **Chat:** Babbling Barrage, Big Ol' Burp, Soothing Lullaby, Song of Sympathy
- **Fix:** Hammer Time, Circular Saw Sling, Custom Repair, Gave 'er a Good Whack
- **Item:** Musket Pistol Shot, Ninja Shuriken Throw, Smoke Bomb, Flashes of Invincibility
- **Jump:** Head Hop, Flying Kick, Wall Grab, Double Jump
- **Punch:** Spinning Backfist, Shoryuken, Helicopter Kick, Tap (B) to Escape Grab
- **Run:** Spinning Attack, Vicious Hip Check, Supersonic Zoom, Leave a Cloud of Dust Behind
- **Shoot:** Trick Shot, Grapple Shot, Suppressing Fire, Disarming Shot
- **Sneak:** Hidden Blade, Sucker Punch, Ninja Vanish, Step into Shadow
- **Spot:** Caught Them Off Guard, Sniper Sight, Studied Your Technique, Guessed Your Move
- **Taunt:** Sarcastic Sigh, Guttural Growl, Yo' Mama, Witty Retort



Upgrade

This special move upgrades one unlocked action on a single skill. Upgrades work just like *Fate Core* stunts that provide +2 to a skill under specific circumstances. Every character has one, allowing your ape to smash through walls more easily or your ninja to jump over castle walls with grace. Here are some examples:

- **Impeccable Turtle Style:** Block upgrade. +2 to defend against close attacks.
- **Make My Own Doors:** Fix upgrade. +2 to create advantage when smashing through walls.
- **Press (A) to Run Faster:** Run upgrade. +2 to overcome when participating in a race.

Like the unlocks above, here are some names for inspiration:

- **Block:** Counter Punch-Out, Bear Hug, Thick-Skinned, Impeccable Turtle Style
- **Chat:** Potent Lullaby, Dirty Jokes, Showstopper, Winning Smile
- **Fix:** Everything Looks Like a Nail, Slight Modification, Make My Own Doors, Keep a Spare Handy
- **Item:** Throw Everything Including the Kitchen Sink, Got a Million of 'em, Always Prepared,
- **Jump:** Double Stomp, Drift Down, Change Direction, Backflip
- **Punch:** Mighty Sword Attack, Falcon PONCH, Float Like a Butterfly, Stick and Move
- **Run:** Bull's Rush, Press (A) to Run Faster, Too Fast, Already out of Range
- **Shoot:** Rapid Fire, Three-Way Shot, Eight-Way Shot, Reflecting Shot
- **Sneak:** Backstab, Smoke Cloud, Blinding Flash, Shadow Blend
- **Spot:** Laser Eyeblast, Target Lock, I See It All, Looking for Trouble
- **Taunt:** \$&^\$@, Cringing Taunt, Strike Fear, Dead Man's Glare

Unbeatable

This special move makes one unlocked action on a single skill unbeatable—for example, defending with Block. Once per stage, you can automatically succeed with style on the unbeatable combination. You don't even have to pick up the dice. You use your unbeatable and it happens.

There are a few ways your character can use an unbeatable more than once in a session: by buying an extra use at Bit-Mart, if you finish a stage in the middle of a session, or if you are doing a speedrun at a convention or as a one-shot. For more on speedruns, see page 22.

The most common unbeatable lets you automatically create an aspect with two free invokes, but here's some other examples:

- **Block:** Riposte. Block an opponent's attack and deal them a 2-heart hit.
- **Chat:** Let's Keep Talking. Gain two free invokes on an advantage created by Chat.
- **Fix:** Good as New. Restore all hearts to a pixon.
- **Item:** Inventory Screen. Immediately shop at Bit-Mart as if you were in the store.
- **Jump:** Perfect Timing. You make the jump, no matter how unlikely.
- **Punch:** Star Punch. Create a *Wozy* advantage on an opponent with two free invokes.
- **Run:** Catch Me If You Can. You outrun whatever is chasing you.
- **Shoot:** Fastest Gun on the Island. Always take the first action in this conflict.
- **Sneak:** In Before You Know It. You slink past everyone in the scene with Spot ranked lower than your Sneak.
- **Spot:** Multiple Warheads. Gain two free invokes on any advantage related to aiming or target locks.
- **Taunt:** Terrifying Bellow. Inflict a 1-heart hit on every enemy in the conflict.






Hax


Hax stunts require coins to use. You can get more Hax stunts only by increasing your Hax skill or by swapping out a stunt at a milestone. When creating Hax for your own characters, they should roughly be about as strong as an unbeatable move, but usually cost at least one coin to use. They may key off of a successful roll, in which case they can be a bit more powerful.


- **Invincible Flicker:** After succeeding on a defend action, you can spend a coin to place an *Invincible Flicker* advantage on yourself with two free invokes.
- **Get Over Here:** Spend a coin to roll Hax opposed by the target's Jump. If you succeed, move the target into a different area or zone within the scene. If you succeed with style, you can put the target in an unusual position, placing an aspect on them such as *Upside Down* or *Hovering over a Fire Pit* with a free invoke. If the target is willing, the roll automatically succeeds, but you must still spend the coin.
- **Golden Gun:** After succeeding on a Shoot attack, you can spend one coin to immediately inflict a second heart hit to the next lowest available heart on the target. For example, if you inflict a 2-heart hit and the 1-heart box is available, you could inflict a 1-heart hit.
- **UUDDLRLRBA:** When a character loses a life, you can spend a coin to roll Hax against Fair (+2) opposition. If you succeed, you can spend one of your lives to prevent that character from losing a life.
- **Infinite Ammo:** Before rolling a Shoot attack, you can spend any number of coins. For each coin you spend, you can target an additional character with the attack.
- **Warp:** Spend a coin to roll Hax against Fair (+2) opposition. If you succeed, you can appear in any zone or area in the scene, regardless of obstacles keeping you out. If you succeed with style, you can put yourself in an unusual position, placing an aspect on yourself such as *Death from Above!* or *Came out of Nowhere* with a free invoke.
- **Palette Swap:** Spend a coin to roll Hax, opposed by the target's Hax. If you succeed, replace one of your Hax stunts with one of the target's special moves until the end of the stage. If you succeed with style, the target cannot use the move while you have it.
- **Unused Code:** Spend a coin to roll Hax, opposed by the target's Hax. If you succeed, roll on the signature aspect chart (page 20) to create a new aspect. This aspect replaces one of the target's signature aspects, your choice, for the rest of the scene.
- **Five Pixel Discount:** All Bit-Mart prices are reduced by your Hax skill.
- **KAY-OH!!!:** After succeeding on a Punch attack, you can spend a coin to create a *Slo-Mo* advantage with two free invokes, stuck to the target.

Step Five: Signature Aspects

Video game characters have strange and unique items. It wouldn't be odd for one to have a surfboard, a rocket launcher, and a pet monkey. These elements are represented by aspects called signature aspects, which reflect the strange collection of character traits that classic video game characters had due to missed translations, last-minute game changes, and trend-chasing. Signature aspects are created during the phase trio, replacing the phase trio from the *Fate Core System*.

At the start of each phase, roll four Fate dice to create a signature aspect. Each  is called a cross word, and each  is called a dash word. Each  is blank, shortening the phrase. For each symbol you rolled, choose a cross or dash word from the lists on page 20. Each player can only use each word once. For example, a character may not have two signature aspects that contain the word "shadow," but two characters may each have an aspect that contains "shadow." Maybe those two characters hail from the same game line?

Once you choose some words, create an aspect that uses them all. The easiest way is by arranging them in a specific order. A *Vampire Hammer Lock* works much differently than a *Lock Hammer Vampire*. You don't have to use them literally, as long as you create an interesting aspect. If you roll , the other players will help you make the aspect. In this case, each person picks one word from the list, and then everyone works together to assemble an aspect from those words.

Ryan rolls , one cross word and two dash words. He chooses lock, hammer, and vampire, and combines them into **Lockhammer Vampire**. Ryan suggests that he's a vampire of the Lockhammer family, longtime rivals of Dracula, and the signature aspect is a signet ring. Aaron, the GM, likes the idea, because this aspect will prompt many compels when the heroes enter the shadowed world of Tempylvania. Ryan writes down **Lockhammer Vampire Ring** as his first signature aspect.

Once you've created a signature aspect for yourself, you'll help another player make one of theirs. Give your character sheet to the player on your left, and take the one from your right. Roll the dice again, choose another set of words, and write them down on that player's sheet. Once everyone's done, pass the sheet again, roll the dice again, and then write down a new set of words. After the second pass, return the sheets to their original owners. Come up with two more aspects from the words the other players wrote down on your sheet. That'll give you a total of three signature aspects.

Ryan gets his sheet back with the following words:

- Lightning, Mutant
- Angel, Cake, Mask

Ryan decides that the first word set means he has a sidekick, a mutant who can shoot lightning for his master. He gives the servant a name and frames the aspect as **Zapdower, Lightning Lackey**.

The second set makes Ryan think of angel food cake. Perhaps his vampire has a mask that he can don to look human? Aaron, the GM, agrees so long as it ties into a specific identity. Ryan writes down

Mask of the Harmless Baker.

⊕ Cross Words

- **Vehicles:** Surfboard, Motorcycle, Jetpack, Rocket, Skateboard, Rollerblade, Helicopter, Sports Car, Truck, Glider
- **Colors:** Black, Red, Orange, Yellow, Green, Blue, Indigo, Violet, White, Rainbow
- **Magic:** Card, Wand, Rabbit, Illusion, Spell, Scroll, Sparkle, Lock, Transforming, Crystal
- **Pets:** Cat, Dog, Mouse, Ferret, Turtle, Snake, Elephant, Monkey, Hamster, Parrot
- **Future:** Alien, Laser, Computer, Spaceship, Robot, Teleporter, Warp, Rocket, Hover, Computer
- **Kingdom:** Knight, King, Queen, Jester, Lance, Wizard, Horse, Dance, Tome, Trumpet
- **Above:** Angel, Holy, Gods, Divine, Sun, Heaven, Cloud, Light, Sky, Song
- **Jewelry:** Ring, Necklace, Bracelet, Earrings, Amulet, Crown, Anklet, Gold, Silver, Diamond
- **Costume:** Mask, Cape, Boots, Gloves, Hat, Wig, Glasses, Hood, Belt, Beard
- **Food:** Banana, Cake, Hot Dog, Hamburger, Salad, Cheese, Pizza, Ice Cream, Soda, Cookie

ARRRGH! I HATE RANDOM CHARACTERS!

We're not going to kick down your door and insist you do things by the book. Especially if you are modeling video game characters that we can't due to billion dollar IPs and very scary lawyers. But if you aren't, why not give it a shot? It won't unbalance the game, and it can be fun to put together a character element from a few pieces rather than totally from scratch. If three random aspects are too much for your sense of authorship, we recommend a spread of one signature aspect created by you, one created from a roll, and one created by another player.



▣ Dash Words

- **Weapons:** Club, Sword, Dagger, Flail, Whip, Katana, Chainsaw, Axe, Spear, Bomb
- **Guns:** Pistol, Shotgun, Crossbow, Rifle, Machine Gun, Musket, Bazooka, Scope, Bullet, Double-Barreled
- **Death:** Zombie, Vampire, Grave, Coffin, Worm, Skeleton, Tombstone, Crypt, Corpse, Ghost
- **Monsters:** Werewolf, Mummy, Cthulhu, Dragon, Ogre, Kaiju, Giant, Insect, Bigfoot, Chupacabra
- **Apocalypse:** Mutant, Warrior, Nuclear, Hammer, Famine, Gasoline, Spike, Duct Tape, Engine, Tire
- **Armor:** Helmet, Shield, Breastplate, Force Field, Iron, Steel, Gauntlet, Ward, Ancestral, Powered
- **Below:** Hell, Sewer, Tunnel, Dirt, Shovel, Shadow, Darkness, Quiet, Rat, Worm
- **Body:** Hand, Eye, Foot, Arm, Leg, Neck, Tooth, Finger, Toe, Nose, Ear
- **Elements:** Fire, Ice, Lightning, Wood, Metal, Stone, Solid, Liquid, Gas, Plasma
- **Wild Animals:** Lion, Tiger, Bear, Elephant, Wolf, Eagle, Penguin, Shark, Dinosaur, Alligator

Yes! Each list *does* have ten categories and ten words in each category... not that we'd *ever* suggest you use dice other than Fate dice! But ten-sided dice *do* exist...

STAGE SELECT

This section outlines the Zeroes, their lands, and what the heroes must do to clean up Tendoria. Each section contains information on the main quest and how to defeat the Zero that controls the area. It also includes a few sidequests that provide more information and additional characters that may help or hinder the heroes' quest. Each stage also comes with a Glitch effect that is in play while the Zero is in control.

STAGES AND SCENES

A **stage** is roughly equivalent to a session, since exploring one of the Zeroes' worlds will likely take a few scenes before the big showdown with the boss monster.

Setting the Timer

Save Game was built so each stage takes a night's worth of gaming. We've found that one sidequest and one big battle with a Zero takes most of an evening. The goal was to provide enough gaming to get your characters through enough sessions for their first set of milestones. Not every group has time for that, while some prefer much longer campaigns. To get the most out of *Save Game*, consider whether to structure your game as either a **speedrun** or **metroidvania**.

Speedruns are where someone plays through a video game as quickly as possible. To do a speedrun, keep the boss battle as the focus of each scene. Avoid sidequests, but give players a little downtime at the local Bit-Mart to recover hearts and discuss where to go next. Unbeatable moves work once per stage in a speedrun. Speedruns are great for conventions and for GMs who want a game of fast video game action. In speedruns, stages are more like scenes. Set up an issue for the players to overcome to find the Zero, then have the boss battle.

Metroidvanias are games that encourage exploration over battle. To run a metroidvania, run all the sidequests before setting the players toward the final fight with the stage's resident Zero. This method gives a more detailed world, allowing each stage to stretch out over a session or two. A metroidvania gives you the most bang for your buck if you have players who want to see every pixel of Tendoria. In metroidvanias, stages are more like sessions. Play out a sidequest or two, then wrap things up with a boss battle at the end of the session.

Because the Zeroes are overtaken by the Glitch, they don't have lives to spend. Instead, they have a personal stash of coins they can spend on themselves or friendly NPCs in the stage. All the Zeroes surround themselves with rovers equal to the heroes at the table. They may also spend the coins on glitch mutations at any time without an action. The Zero gets a stash equal to the players at the table times the number of stages the players have encountered, including the current stage. For example, the first stage gets a multiplier of $\times 1$, the second stage gets a multiplier of $\times 2$, and so on.

Example: In Ryan's game, the players decide to go after Dr. Chompah first. Dr. Chompah gets a stash of four coins, one for each player. When they go after Agent DeVries in their final battle, he will have 20 coins at the start of the stage because they are on stage 5.

GLITCH MUTATIONS

- **1 Coin – A Wild Rover Appears:** Bring a rover into the conflict.
- **3 Coins – Shake the Screen:** The Zero's attack targets all opponents with the same roll. These coins can be spent after rolling an attack.
- **5 Coins – Now You See My True Form!:** Restore all hearts to the Zero.
- **7 Coins – That's Not Fair!:** Recharge an unbeatable special move.
- **9 Coins – Cheap Boss Monster Move:** Cause a pixon to immediately lose a life.



GOOD'S MILE HOSPITAL

It's Doctah Chompah's first day on the job. Steer him through the maze-like halls of Good's Mile Hospital to make sure he sees all the sick patients. Beware the Plague Clouds: Sneezzy, Hacky, Drippy, and Blerg! They want to infect Doctah Chompah and make him the sickest one in the hospital. The only way to stop the Clouds is to brush up and take a bite out of the bad guys.

— *The Scrolls of Boxolore, Dr. C - Chapter 10, Verses 11-14*

Main Quest: Paging Doctah Chompah

Doctah Chompah wanders the halls of Good's Mile Hospital. He's something of a wandering monster, stalking his prey rather than waiting for heroes to come to him. Unlike the other Zeroes, who chained themselves to their worlds, Doctah Chompah stalks the heroes, separating them if possible, until he can spring a trap to prevent their escape. This stage can be more of a slasher flick or haunted house than a straight-up battle. As the heroes search for Doctah Chompah, they'll come across the other characters, rovers, and Glitch-warped hallways. These encounters will wear down the heroes until the Doctah finds the perfect time to strike.

Side Quest: Find Patient Zero

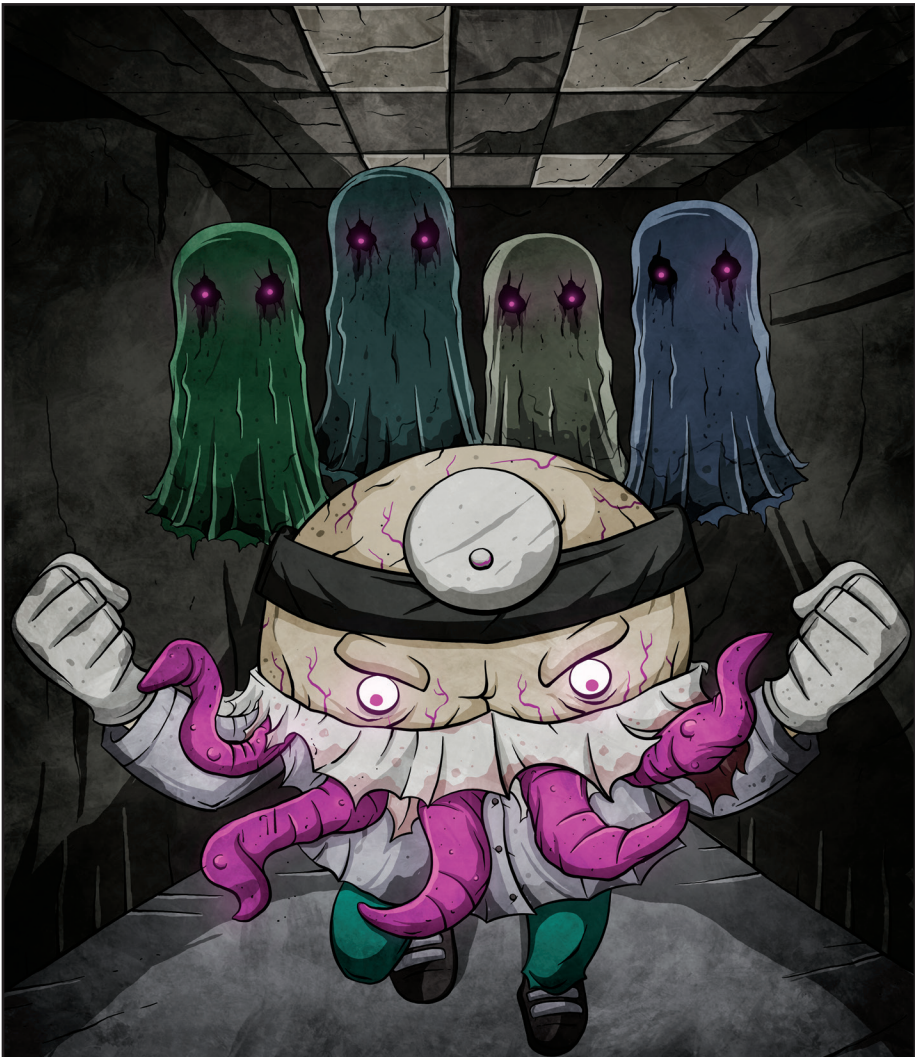
Patient Zero is still alive somewhere in the hospital, spewing jacks everywhere. The heroes must find the patient and either cure him or kill him. Otherwise, it's only a matter of time before the infection returns. To give the players a more dramatic and difficult choice, make Patient Zero somebody one of the heroes knows—perhaps an old mentor, redeemed enemy, or love interest.

Side Quest: The Good, the Bad, and the Ugly Doctah

Once Doctah Chompah is free from the Glitch, he makes a surprising suggestion: he wants to be re-infected so he can finish his cure. Before the Glitch overtook his will, the Doctah was very close. Time is of the essence, and the fastest way for him to save Tendoria is to figure out a way to counter the Glitch. If the heroes agree to re-infesting the Doctah, they must decide who will stand against the forces of the Glitch, looking to make the relapse permanent, and those willing to help with skill in Fix, Item, or even Hax. It could take the form of a contest or a fight against a never-ending horde of infected.

Side Quest: Doctors Without Quarters

If the heroes tackle Good's Mile Hospital after freeing Tar Zangeles (page 37), Dr. Maru offers her help in curing the Glitch. Her offer isn't without strings, though: She'll help cure Doctah Chompah, but she wants to take home some infected pixons for private use. She wants to continue her experiments and thinks cutting into pixons with terrible Glitch infections could make up for lost time. Experimenting on jacks and rovers, in her eyes, is a good use of otherwise-wasted resources. If the heroes refuse her offer, she may strike out to Good's Mile on her own and require assistance from the heroes when her next experiment goes horribly, horribly wrong.



Characters

The Plague Clouds

"HACKAHACKAHACKA"

Sneezy, Hacky, Drippy, and Blerg are caught in a tight spot. They don't like what Doctah Chompah has become, and what they once considered a well-matched battle between the forces of health and disease is now something far more sinister. They chase uninfected trespassers around the hospital to keep Doctah Chompah's belly full. They were once a well-functioning unit, but now can be found bickering in the hallways when caught unaware. They are split on their next course of action: Sneezy and Drippy want to flee somewhere, possibly Cartridge Gardens or Tempylvania, to hide out until all this is over. Hacky and Blerg want to cure Doctah Chompah so things can go back to the way they were.

The Plague Clouds

Aspects: *Cowardly Germs, Indecisive*

Skills:

Fair (+2): Run

Average (+1): Block, Fix

Hearts: 

Sick Pixon Rovers

"I don't feel so goood..."

Infected patients roam the halls of Good's Mile Hospital. They've been infected for so long that they rarely remember who they were or how they came here. Their code is swollen with the purple look of the Glitch, and they bleed nothing but toxic green code. They reach out to grasp for help but don't know how to ask. They swarm the uninfected until their sheer numbers either pull the pixon apart or infect it with the Glitch.

Sick Pixon Rovers

Aspects: *Infected Innocents, Throbbing Glitch Tumors*

Skills:

Fair (+2): Punch

Average (+1): Block, Taunt

Hearts: 

Nurse Drillbit

"That wasn't so bad, now was it?"

When Doctah Chompah needed an assistant, he built one. Nurse Drillbit was charged with directing the patients and staff of Good's Mile. She still does this, though her directions are a bit out of date, which makes her assistance dangerous at times. She's the one thing in the hospital that's still pristine. Her shiny metal coat can be a beacon in the darkness—but it can also attract packs of Glitch-ridden monsters.

Nurse Drillbit

Aspects: *Robotic Candy Striper, No Concept of Pain, A Needle for Every Size, Rotating Head, Spotless Mind and Body*

Skills:

Good (+3): Fix

Fair (+2): Hax, Block

Average (+1): Spot, Jump, Chat

Stunts:

Out, Darned Glitch: Unlock attack for Fix.

Erratic Pattern: Block upgrade. +2 to defend against ranged attacks when you have room to move.

Good Night, Sweet Pixon: Once per stage, create a *Sedated* advantage with two free invokes.

Invincible Flicker: After succeeding on a defend action, you can spend a coin to place an *Invincible Flicker* advantage on yourself with two free invokes.

Software Patch: Spend a coin after a successful overcome roll that restored hearts. You also heal a heart equal to or less than your Hax skill on yourself or another ally

Hearts: ♥♥♥



SAVE GAME

Chuckles the Clown

"Don'cha get it? Oh, you'll get it, all right..."

Nobody likes hospitals, not even pixons. To lighten the mood in the halls, Doctah Chompah hired Chuckles the Clown. He was a wild card. During the merry chases between the Doctah and the Plague Clouds, sometimes Chuckles would help Chompah, sometimes he would help the Clouds, and sometimes he would hurt both. The clown never spoke, but he was a master at physical comedy and at playing pranks on those who deserved it. It's hard to say just when Chuckles was infected with the Glitch, as his hair and nose have always been purple. It became clear Chuckles was sick when his pranks took on more dangerous elements. Now, it seems, he's devoted to the types of tricks that cause subjects to die laughing.

Chuckles the Clown

Aspects: *Clown for Hire, Cruel Prankster, Squirting Flower, Exploding Cigars, Horrible Puns*

Skills:

Good (+3): Item

Fair (+2): Punch, Chat

Average (+1): Spot, Jump, Run

Stunts:

A Puff of Purple Smoke: Unlock defend for Item.

Horrible Laugh: Trick upgrade. +2 to attack against an unsuspecting target.

Chuckles the Clone: Once per stage, return to life after being taken out.

Hearts: 

Doctah Chompah

"Does it hurt when I do THIS?!"

Doctah Chompah was once known for his giant head and his big, toothy grin. A surgical mask now covers the smiling face for those who encounter him in the maze-like hallways of Good's Mile Hospital. The walls are impeccably clean because he licks them spotless. Doctah Chompah stalks the halls with an insatiable hunger in his belly. Sometimes, a dripping tentacle or dribble of Glitch-tinged drool leaks out around the edges of his mouth. The Plague Clouds seek out fresh meat for him to feast upon. They fear that, if they can't placate him, he'll throw them into his unknowable maw.

Doctah Chompah is constantly on the move. Without patients to treat—not that he would care to treat them, anyway—he can’t stand still. Almost everything in the hospital is covered in bite-marks. He enjoys activating his singing drill, letting the awful sound echo through the twisting hallways. Mixing around in his pockets are pills he raided from the supply closets, pills he scoops out by the handful and snacks on like candy. The nastiest sign of his infection is the burning saliva he secretes whenever he senses a meal nearby.

Doctah Chompah

Aspects: *Runaway Doctor, Always Hungry, Singing Dental Drill, Assorted Mix of Pills, Acidic Drool*

Skills:

Great (+4): Hax

Good (+3): Run, Punch

Fair (+2): Item, Fix, Block

Average (+1): Chat, Spot, Taunt, Shoot

Stunts:

Always Running: Unlock defend for Run.

CHOMP CHOMP CHOMP: Punch upgrade. +2 to attack against a target you have already damaged.

Pour on the Speed: Once per stage, you outrun whatever is chasing you.

Warp: Spend a coin to roll Hax against a Fair (+2) difficulty. If successful, you may appear in any zone or area in the scene, regardless of any obstacles set up to keep a character out. If you succeed with style, you can put yourself in an unusual position, placing an aspect on yourself such as *Death from Above!* or *Came out of Nowhere* with a free invoke.

Get Over Here: Spend a coin to roll Hax opposed by the target’s Jump. If you succeed, move the target into a new area or zone within the scene. If you succeed with style, you can put the target in an unusual position, placing an aspect on them such as *Upside Down* or *Hovering over a Fire Pit* with a free invoke. If the target is willing, the roll automatically succeeds, but you must still spend the coin.

Sticky Pixels: After succeeding on a Block defend, spend a coin to inflict a 2-heart hit on the opponent who attacked you.

Glitched Maw: After succeeding on a Taunt attack, you can spend a coin to create a *Tentacles* aspect with two free invokes.

Hearts: 

Locations

First Floor

The first floor of Good's Mile Hospital looks relatively normal. The walls are still white and most of the lights work. Past a first glance, though, the changes start to make themselves clear: hushed screams from elsewhere in the building, faded stains on the walls and the floor. The halls tend to wind, but most can be navigated—if you're careful. The Plague Clouds focus their sweeps on the first floor; that's where most of the fresh meat wanders, and it keeps them away from Doctah Chompah on the third floor.

Second Floor

Once the heroes find the stairs to the second floor, things get a little trickier. The hallways are twistier. Some of them are darkened. All of them are decaying. Many of the Glitch-infected patients have moved up here and wander the halls, looking to spread their infection. Instead of moans, the only sound is the occasional whine of Nurse Drillbit or the eerie titter of Chuckles the Clown. Residing here are some of the worst patients formerly under Doctah Chompah's care. Patient Zero wanders these halls, still spewing purple and green code into the air. But which patient is it?

Third Floor

The top floor features the surgical ward. Much of the Glitch in Tendoria is concentrated here. It sprouts up through the floor and cuts off the already-complicated walls. Do the heroes hack through the pulsing walls to speed toward the ward but risk massive infection? Or do they look for an open route but encounter the patients with the deadliest mutations? Neither choice leaves the heroes in great shape to face off against Doctah Chompah.

Glitch Effect

In Good's Mile Hospital, all pixons lose their lowest heart upon arrival. It's constantly under stress, fighting off the jacks doing their best to spread the love.

PIPE TOWN

The Tortoise Gang runs Pipe Town. They control the coins. They patrol the streets. Pippa's Pizza is the only business still in operation opposing the Tortoises. To deliver the food on time, they've got to sneak down pipes, bust through walls, and battle through gangsters! If they have to eat a slice or two to power up, sometimes that's the cost of doing business. Vie for the high score and become Employee of the Month!

— *The Scrolls of Boxolore, Wize Galz - Chapter 21, Verses 18-24*

Main Quest: Divide and Conquer

The gals run Pipe Town out in the open from the previous boss's nightclub. Outsiders looking to get into the club won't have it easy, so the heroes will need to get an introduction from a Pipe Town native. The Consiglasagna will want a favor to be returned later, while Helen T. Mess wants to enact vigilante justice and rip apart the Falzetti gals. Will the heroes be willing to pay those prices, or will they try sneaking in the old-fashioned way by running along rooftops and winding through pipes?

Side Quest: Someone to Watch over Me

Halo Dolly, once freed from the Glitch in Opera Fortress (page 49), finds her way into a job as the singer at Il Pezzo Grosso. Dolly knows she'll never star in Opera Fortress while Princess Sopralto is around, so she wants to be a star in Pipe Town. She's an excellent way to get close to the sisters without starting a huge gang war, but the heroes might feel uncomfortable using someone they rescued from the Glitch, dangling her as bait to the sickness again.

Side Quest: Pippa's Pizza Cutter

Somewhere in the sewers of Pipe City is Pippa's Pizza Cutter, an heirloom lost in the battle with Papa Shellini. It may be the one item in all of Tendoria that can cut the Glitch right out of pixon code. Is it still in the maze of sewers, or has it washed out to Black Olive Harbor?

Side Quest: Greatly Exaggerated

Hoping to weaken the Falzettis' command of the Shell Gangs, someone started spreading rumors that Papa Shellini still lives. Do the heroes take advantage of these rumors and turn the gangs against the gals? Do they seek out who started the rumor to get close to the gals?

Characters

Orange Shells

"Nice flame flower shop. Be a shame if those flowers got too...enthusiastic."

The Orange Shells in Pipe Town still get to do what they want. They trash storefronts, harass pixons still uninfected by the Glitch, and intimidate anyone not already paying protection to the Falzettis. They enjoy smashing private property and aren't afraid of busting a head or two if someone tries to play hero.

Orange Shell

Aspects: *Tortoise-Shelled Goon, Fire It Up! Fire It Up!*

Skills:

Fair (+2): Punch

Average (+1): Taunt, Run

Hearts: 

Blue Shells

"Nothin' to see here. Move along."

The Blue Shells used to be Pipe Town's police force, but Papa Shellini's bribery soon turned them into another arm of his enforcers. Soon, the only officer of the law left in Pipe Town was Special Agent Helen T. Mess. The Blue Shells want to take her down above all other pixons, even pesky heroes going after the Falzettis.

Blue Shell

Aspects: *The Law in Pipe Town, Corrupt*

Skills:

Fair (+2): Shoot

Average (+1): Run, Jump

Hearts: 

Consiglasagna

"I'm feta up wit' youse guys!"

The Consiglasagna did the dirty work in keeping the Tortoise Gang on top. Now, with the Falzettis in power, Papa Shellini's former right-hand man is caught between falling to the power of the Glitch and protecting his beloved Pipe Town. He fills the same role for the Falzettis as he did for Papa Shellini, but he's desperate to clear the Glitch out of Pipe Town. The longer he works for the girls, though, the more likely he'll succumb to the Glitch. He's playing both sides against the middle for now, but someday soon he'll have to choose one over the other. Hopefully, the heroes will end up on the right side of it.

Consiglasagna

Aspects: *The Provolone Behind the Throne, Trust Is for Suckers, Swiss Cheese Tommy Gun, Cheddar Bombs, Tailored Mozzarella Suit*

Skills:

Good (+3): Chat

Fair (+2): Item, Taunt

Average (+1): Spot, Shoot, Punch

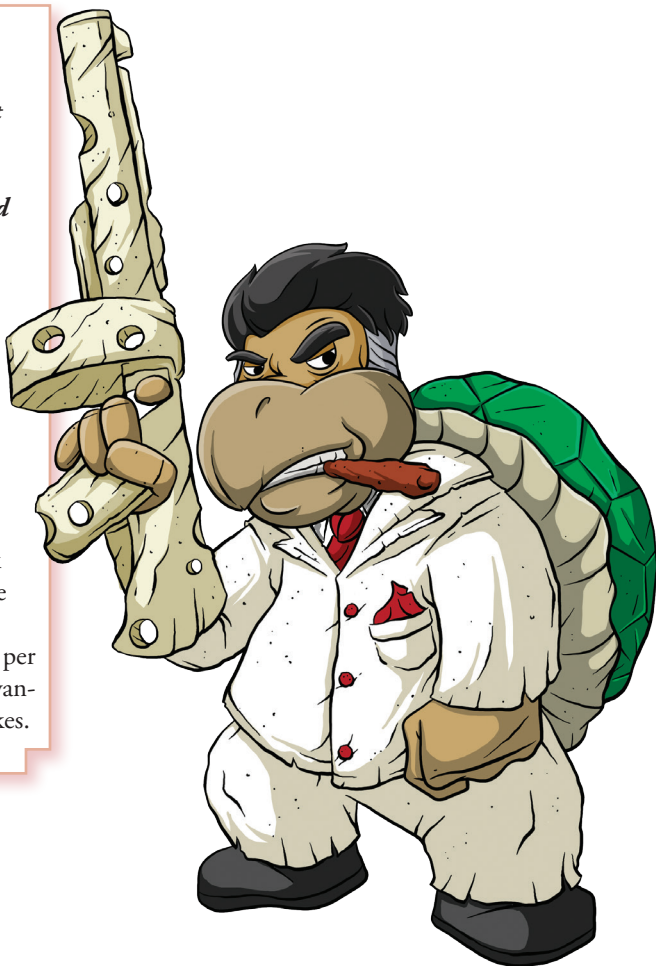
Stunts:

Hail of Bullets: Unlock overcome for Shoot.

Protection Patter: Taunt upgrade. +2 to attack while you are inside the *Pezzo Grosso*.

Keeping the Piece: Once per stage, create a *Truce* advantage with two free invokes.

Hearts: ❤️❤️❤️



Helen T. Mess

"One false move and you're Swiss cheese. Ugh, I've been here too long."

The heroes have an ace in the hole. Helen T. Mess, the special agent assigned to watch Papa Shellini, is still around. She helped the Falzettis before the Glitch came to town. Whether she's been infected is unknown, but her time on the run has pushed her to the limit. If approached by the heroes, she initially considers them enemies, but the right words or actions can sway her to their side.

Helen T. Mess

Aspects: *The One Good Cop in Pipe Town, On the Edge of Infection, Armored Trenchcoat, Boomerang Hat, Too-Big Gun*

Skills:

Good (+3): Spot

Fair (+2): Shoot, Taunt

Average (+1): Sneak, Run, Jump

Stunts:

Disarming Shot: Unlock defend for Shoot.

Eye for Detail: Spot upgrade. +2 to create advantage while looking over a crime scene.

Everybody Freeze!: Once per stage, create a *Hands Up!* advantage with two free invokes.

Hearts: 

The Falzettis

"We're gonna make him a pizza he can't refuse."

Marietta and Laverne literally crushed Papa Shellini under their Glitch-encased heels. The sisters sliced up Pipe Town like an extra large with double cheese. Marietta's Orange Shells control Pepperoni Park, Sausage Avenue, and Little Anchovy. Laverne's Blue Shells run Onion Street, Oregano Hills, and Black Olive Harbor. Their goons, most of them old Tortoise Gang foes, wear matching ties to show their allegiance. The gals traded out their ballcaps for ballgowns, and the Glitch changed them from gutsy and fiery to glam and icy. They've worked hard to put down the Tortoise Gang, so they won't be caught dead in a pipe or on the streets anytime soon.

The girls still retain their big-city accents even though they've upped the glitz since becoming leaders. Their infection connects them by their giant bouffant hairdos, like a pulsing piece of bubblegum stretched between them. Their hide-out is filled with nothing but the best, and coins are never an object. They drink the finest wines and use only the most exciting ingredients. The dog that used to laugh at them for digging around in dumpsters grows fat at their feet dining on their scraps. Each girl wears a rollerblade on one shoe and a fine high heel on the other. They can't get rid of the skates because they were the last thing their Pippa ever bought for them.

The Falzettis

Aspects: *Working Class Rebels, Two-Headed, The Best Things Money Can Buy, Ballerina Rollerblades, Chuckling Dumpster Dog*

Skills:

Great (+4): Jump

Good (+3): Shoot, Run

Fair (+2): Punch, Sneak, Fix

Average (+1): Spot, Item, Chat, Taunt

Stunts:

Glitch-Hardened Shoes: Unlock attack for Jump.

Spicy Meatball: Shoot upgrade. +2 to attack when you have no lost hearts.

Tap Dance on Your Head: Once per stage, you can create a *Bouncing Through the Air* advantage with two free invokes.

Hearts: ♥♥♥♥♥



Locations

The Rooftops above Pipe Town

The rooftops of Pipe Town offer a breathtaking view of the city. It's over the rooftops where the Falzettis made their way delivering pizzas and dodging Papa Shellini's goons. The streets are choked with jacks that prey on pixons ending up outdoors or wandering into the wrong back alley. Some jacks float up to the rooftops, but the heroes are more likely to run into a tricky set of jumps or a pack of Orange Shell goons smoking Vito cigarettes.

The Sewers below Pipe Town

Sewer pipes are everywhere here. They crawl up buildings and run between rooftops—they're even used by the pixons to get around. They lead to other pipes, of course, but they also run down into the sewers below the city. All sorts of strange things end up here, from monsters to valuable ingredients to unforgettable pizzas. The strange, random flow of the pipes means the heroes must watch out for jets of water and rushes of jacks. If they end up walking into a pipe, they could find themselves surrounded by Shell Goons or in the parlor of the Consiglasagna looking to make a deal.

Il Pezzo Grosso

Papa Shellini once called Il Pezzo Grosso his home and his headquarters. Marietta and Laverne now hold court here at this lavish old-school nightclub. Each side of the club is decorated to its master's taste, but both sides need to have one of everything: if one girl has a lounge singer, the other girl must have one. Often, skirmishes start in the city when Marietta's Blue Shells get sent to get something, and Laverne's Orange Shells get sent to stop them. If the heroes can manage a well-timed distraction to clear out the goons, they'll get to deal with the Falzettis alone.

Glitch Effect

Everyone pays a price in Pipe Town. To start a combo pool, the pixon starting the combo must spend another coin.

TAR ZANGELES

MagnaMonk was once a simple ape happy to eat bananas. Now he must battle through the streets of Tar Zangeles to escape the dastardly experiments of Dr. Maru. MagnaMonk must defeat the other lab experiments, like Tigerhead, Bo-Bo Bomb-Bomb, and Cobra Mona to stop the mad doctor from turning everyone into a crazy mix of man and beast. Half Monkey. Half Machine. Completely Bananas.

— *The Scrolls of Boxolore, Jungle 2000 - Chapter 8, Verses 19–25*

Main Quest: Penthouse Primate

To get to MagnaMonk, the heroes must scale the Grand Banana Hotel. They'll need to sneak past guards, battle Dr. Maru's twisted creatures, and make spectacular jumps high in the air. The higher the heroes get, the less solid ground there is, until Magna Monk faces them in his penthouse, little more than a few swinging vines and floating boxes.

Side Quest: A Frame of Finest Cheddar

The leaders of Tar Zangeles' gangs are willing to help the heroes, especially if they've defeated a Zero or two. If the heroes choose to meet them, they find the leaders dead along with evidence implicating the heroes. Can the pixons clear their names while still completing their mission?

Side Quest: Clanks for Nothing

MechaMagnaMonk rampages through the city. The giant robot version of the big guy threatens to destroy the city by knocking down buildings and crushing pixons under its step. Its ultimate goal is to climb to the top of the Grand Banana Hotel and pull it down onto the city below. Can the heroes stop a problem that's one hundred times bigger than the Zero? And which rival Zero built this monster in the first place?

Side Quest: A Pixelated Voyage

The good news is that a Glitch-free backup of MagnaMonk's boot disk recently turned up. This disk makes saving MagnaMonk rather than killing him much easier. Unfortunately, the disk is inside the stomach of Landshark Larry. So the heroes can fetch the data within, Dr. Maru proposes shrinking them down to the size of a pixel. What happens when Larry unexpectedly transforms into his bestial form with the heroes inside?

Characters

Mohawk Ratz

"Every rat for himself!"

Ask any pixion who the baddest gang in Tar Zangeles is, and they'll say it's the Mohawk Ratz. Their cutoff denim vests and neon hair stand out even in the messy clutter of Tar Zangeles. They figure the Glitch is the end of the world, so now it's time to riot across the city. The Ratz don't care about the Glitch, the Zeroes, or any crazy notions to stop either. They just want to get in fights, grab as many coins as possible, and go out on the biggest Popa-Cola buzz they can manage.

Mohawk Rat

Aspects: *Dirty Gang Member, Cowardly, Superstitious Rat*

Skills:

Fair (+2): Punch

Average (+1): Taunt, Sneak

Hearts: 

MSK-2 Swarm

"PING! Reservoir full."

Many robots built by MaruCo flutter around innocently, doing their work with little pixion interference. The small MSK-2 was built for a more nefarious purpose. These thumb-sized flying machines take small samples of pixion code and report whether it's compatible for replacement surgery. While they once reported the best candidates for mixing code to Dr. Maru, they now tell MagnaMonk which pixions are most susceptible to the Glitch.

MSK-2

Aspects: *Tiny Vampire Robot, Hive Mind*

Skills:

Fair (+2): Jump

Average (+1): Punch, Sneak

Hearts: 

Dr. Maru

"Let me explain this to you in terms your pixel-sized brain can understand."

The genius that once tormented MagnaMonk still lives. MagnaMonk's infection seems to have calmed her once-epic cackle and rousing speeches. Though she's done terrible things to MagnaMonk and Tar Zangeles, she may be the salvation of Tendoria Gardens. She's working on a cure for the Glitch and she's *so close* to a breakthrough. All she needs is for the heroes to look the other way while she resumes some of her more twisted experiments.

Dr. Maru

Aspects: *Gene Splicer Extraordinaire, They Called Me Mad, Sonic Scalpel, Shapeshifting Potions, Curious about Hax*

Skills:

Good (+3): Spot

Fair (+2): Item, Fix

Average (+1): Block, Shoot, Run

Stunts:

Structural Analysis: Unlock attack for Spot.

Force Field: Block upgrade. +2 to defend against technological attacks.

Rocket Boots: Once per stage, create a *Hovering* advantage with two free invokes.

Hearts: ❤️❤️❤️



Landshark Larry

"That infection looks most heinous."

The once laid-back owner of Coconaut's Dockside Grill manifested a terrible response to the Glitch. Whenever the tide comes in, he turns into a hulking, mindless beast. He likes to swoop out of the sand, engulf his target, and then burrow away to enjoy his meal. When Larry regains control, he's wracked with guilt, even if the refugees of Edison Beach don't blame him for his bad deeds. If someone could free him of his infection without permanently deleting his code, they would be hailed as a hero in Tar Zangeles for many years to come.

Landshark Larry

Aspects: *Half Man, Half Shark, All Surfer Dude, Were-Shark of Tar Zangeles, Ferocious Bite, Gigantic Fin, Vicious Smile*

Skills:

Good (+3): Sneak

Fair (+2): Punch, Jump

Average (+1): Run, Taunt, Hax

Stunts:

Busting the Surface: Unlock attack for Sneak.

Massive Jaws: Punch upgrade. +2 to attack any foe who has lost at least one heart.

DIVE DIVE DIVE: Once per stage, create a *Submerged* aspect with two free invokes.

Cheap Juggle Combo: After a successful punch attack, you may spend a single coin to immediately inflict a second heart hit equal to your Hax skill.

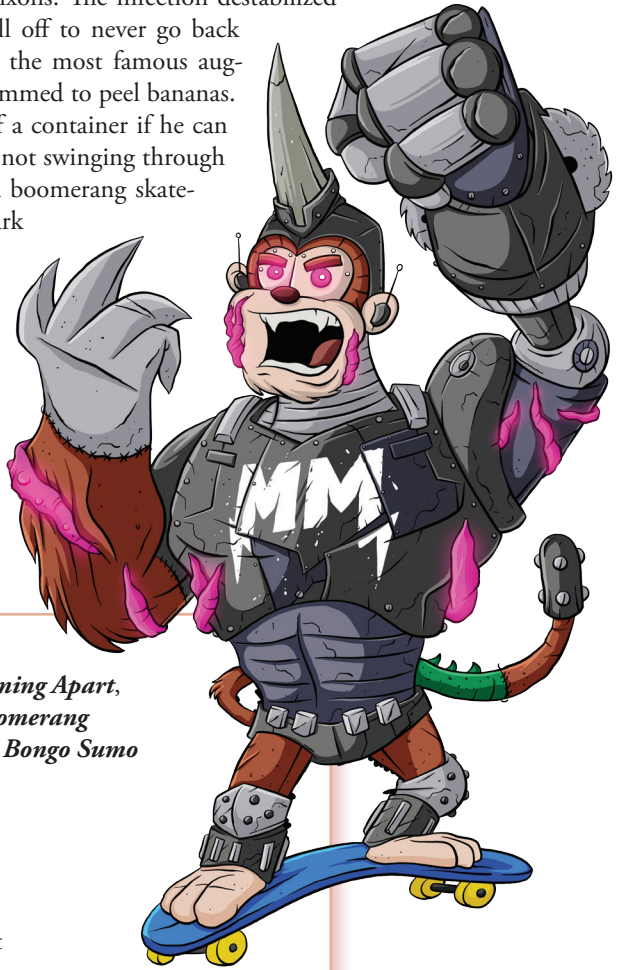
Hearts: 

MagnaMonk

"00K B00P 00K B00P 00K BEEP"

MagnaMonk was once half-monkey, half-machine. Now, MagnaMonk's patchwork construction takes on a sinister hue with Glitch-infected zippers. The zippers, once easy ways to change out the powers of his defeated foes, spit glowing green code whenever MagnaMonk tries to attach something from outside his game-world. A once-brawny body has been replaced with steel, weapons, and anything else MagnaMonk can attach. With a quick zip and a mighty howl, MagnaMonk can turn any foe into a weapon—simple, as the streets of Tar Zangeles are littered with defeated foes.

Being rebuilt has its advantages. MagnaMonk can easily repair himself and has toughness rivaled by few other pixons. The infection destabilized him, though—sometimes bits fall off to never go back on again. His right arm features the most famous augmentation: a robotic hand programmed to peel bananas. He can squeeze something out of a container if he can figure out the proper grip. When not swinging through the air, MagnaMonk travels on a boomerang skateboard gifted to him from Landshark Larry. If the rider wipes out, the skateboard comes back once the rider recovers. Magnamonk still possesses the code of the sumo he learned while being trapped inside Dr. Maru's lab: even under the sway of the Glitch, he respects a worthy opponent. A pixon challenging him to one-on-one combat will get their unfortunate wish.



MagnaMonk

Aspects: *Cyborg Monkey, Coming Apart, Robotic Banana Hand, Boomerang Skateboard, Mondo Congo Bongo Sumo*

Skills:

Great (+4): Punch

Good (+3): Block, Run

Fair (+2): Jump, Hax, Fix

Average (+1):

Item, Taunt, Sneak, Shoot

Stunts:

Pull Off Pieces: Unlock create advantage for Punch.

Sledge Hammer Punch: Punch upgrade. +2 to create advantages when knocking an opponent through something.

Head Butt: Once per stage, when you block an opponent's attack, deal them a 2-heart hit.

Windmill Attack: Before rolling a Punch attack, you can spend any number of coins. For each coin you spend, you can target an additional character with the attack.

KAY-OH!!: After succeeding on a Punch attack, you can spend a coin to create a *Slo-Mo* advantage with two free invokes, stuck to the target.

Hearts: ❤️❤️❤️❤️

Locations

Edison Beach

MagnaMonk established Tar Zangeles on the best beachfront property on the island. No matter the time of day, it's always easy to walk down to the beach, catch some rays, and maybe surf some radical waves. This place is mostly untouched, other than the many refugees gathered there. Pixons huddle in tent cities and sandcastles. Often, they exchange special moves for supplies and help. They have to watch out for the attacks by the Landshark, but the risk of being eaten seems much better than getting infected.

Interstate 3.14

The streets of the city have always been thick with traffic. Before the Glitch, many pixons commuted through the swing of friendly vines, dodging exotic birds and trash hurled from angry commuters below. Now, heroes making their way to the Grand Banana Hotel must also contend with jacks reaching up to pull them into a giant purple glob or vines reaching down to snap them up into the treeline. The best paths are low to the ground, on the roofs of the cars, though they're not without dangers. Some of the cars may have abandoned supplies or coins stashed inside. Others may hold angry pixons or Mohawk Ratz looking to pick a fight.

The Grand Banana Hotel

The construction of the Grand Banana Hotel never seems to end. Girders get lifted to the next level. Ladders swing out at strange angles. Robotic tools work under their own power. Built by Dr. Maru, the hotel serves as a front for her secret laboratories, linked by numerous passages throughout the building. The hotel has many rooms, but at this rate it will never get finished.

Glitch Effect

While in Tar Zangeles, a pixion losing a life may instead give up the use of a stunt. MagnaMonk gains access to this stunt during the boss battle, or he may instead attach it to any pixion in Tar Zangeles. All locked stunts return to their owners once MagnaMonk is defeated.

CASTLE TEMPYLVANIA

Immerse yourself in a mystery 666 years in the making. The treasure of the lost Templar disappeared hundreds of years ago. Agent Brad DeVries tracked the treasure's last known location to Castle Dracula. Not only must he battle ghosts, ghouls, and goblins, but he's been pulled back in time to the days when the treasure was new and the lord of the castle was at the height of his power. DeVries must explore the castle—in the past and in the modern day—to make sure he can get home to deliver his report!

— *The Scrolls of Boxolore, Tempylvania - Chapter 13, Verses 18-22*

Main Quest: War of Black and Purple

The heroes must fight a war on two fronts. DeVries, not fully consumed by the Glitch, fights to keep the dark forces of the land under his control to protect the pixons who live there. If the heroes seek to battle the Glitch first, Mina Elisabeta makes her move to take control of the Throne of Blood. If the heroes battle Mina, they may return to the throne room to find a fully infected DeVries.

Side Quest: Heavy Is the Head

Not only does DeVries struggle with the Glitch, but a battle also rages inside him between his heroic nature and his vampiric bloodline. Mina Elisabeta suggests that another pixon—one willing to prove him or herself a worthy heir to the castle—might ascend the Throne of Blood so DeVries can devote himself fully to battling the Glitch inside himself. What strange rituals must the heroes undertake to be proven worthy in this dark land? Can Mina be trusted to not take the throne for herself?

Side Quest: Trials of the Witch

Tempylvania looks down upon users of Hax. One of the heroes is accused as a Hax witch. The accusation is false, made by the mayor of a village who himself casts Hax but blames the hero to throw off suspicion. If the heroes rescue the accused, the village will come hunting them, not letting them rest during their time in Tempylvania. If they discover the truth about the mayor, the village will fall once the mayor's power is lost.

Side Quest: Darkness on the Edge of the Forest

Once DeVries has either the Glitch or the darkness under control, a new problem emerges. An army of Glitch monsters sent by MagnaMonk arrives on Tempylvania's doorstep, ready to wipe it from the map. The heroes must fight off the invading army while searching for the Zero's minions inside the walls of the castle.

Characters

Were-Rovers

"Awoooooooooo!"

The Glitch's influence is less obvious in Tempylvania. The villagers don't show outward signs of infection. Instead, they explode into glorious beasts of purple and green when least expected. Everyone that looks normal here is a ticking time bomb.

Were-Rover

Aspects: *Heart of a Villager, Mind of a Beast*

Skills:

Fair (+2): Taunt

Average (+1): Punch, Sneak

Hearts: 

Rover-Goyles

"Skreeeeee!"

Those villagers who survive their transformation often become creatures from Tempylvania's dark past. DeVries' ancestor Templar Braddock once battled stone-skinned gargoyles looking to scoop him up and dash him on the jagged sides of the mountain. Acting much the same, the Glitched villagers fly on purple leather wings and cast arrows down at the heroes.

Rover-Goyle

Aspects: *Flying Servant, Flee the Light*

Skills:

Fair (+2): Jump

Average (+1): Shoot, Block

Hearts: 



Mina Elisabeta

"Hahahahahaha! Now I will be your downfall!"

The Lord of Tempylvania requires a suitable bride, and Mina Elisabeta is eager to become the Lady of Tempylvania. She finds DeVries alluring for resisting her charms, but still gets frustrated—frustrations she takes out on anyone she sees as lower than herself. She could prove a valuable ally against the Glitch and a source of strength for Agent DeVries, so long as DeVries is convinced to take the Throne of Blood...or one of the heroes proves worthy to take the Throne from him.

Mina Elisabeta

Aspects: *Immortal Bride, Looks down on Mortals, Medusa's Corset, Lillith's Fan, Spiderweb Lace Handkerchief*

Skills:

Good (+3): Sneak

Fair (+2): Punch, Taunt

Average (+1): Fix, Trick, Hax

Stunts:

Walks in Shadow: Unlock defend for Sneak.

Vampire Bite: Punch upgrade. +2 to attack any foe who has lost at least one heart.

Mesmerizing Eyes: Once per stage, create a *Hypnotized* aspect with two free invokes.

Unskippable Animation: After succeeding on a Taunt attack, you can spend a coin to put a *Frozen* aspect with two free invokes on the opponent you attacked.

Hearts: ♥♥♥♥♥♥♥♥

Dickens Hunch

"Oi, govna, cricket lorry tea mate!"

Dickens Hunch comes from a long line of servants. He knows how to keep things moving around the lands, from burying bodies to organizing monster-hunting trips. DeVries is a noble, good man, and it pains Dickey to see him have to fight such strange creatures. He wants his master to survive, even if it means having others die in his place.

Dickens Hunch

Aspects: *Shifty Manservant, Unintelligible Cockney Mumble, Eye Patch, Dirty Hands, Gravedirt Everywhere*

Skills:

Good (+3): Spot

Fair (+2): Fix, Sneak

Average (+1): Run, Item, Punch

Stunts:

Sticky Fingers: Unlock attack for Item.

Clever Lad: Item upgrade. +2 to create advantage when creating an item that can fit in pocket.

DIG DIG DIG: Once per stage, create an *Tunneling* aspect with two free invokes.

Hearts: 

Agent Brad DeVries

"Undead or alive, you are coming with me."

Agent DeVries is not yet completely taken by the Glitch, thanks to an iron will he gained over years of fighting mind-controlling monsters. He's a mix of his present and past selves, wielding modern weaponry while wearing a Templar's tabard. What looks like a glowing cross on the agent's chest is the Glitch slowly working its way through his code. Every reset, a little bit of Templar red changes into glowing Glitch purple. The monsters and the jacks won't stop chasing him until he fulfills his destiny by sitting upon the eternal Tempylvanian throne.

DeVries' status as a special agent brought him to Tempylvania to investigate the Throne of Blood. It gives him a sense of right and wrong that guides him, even while he fights against both the Glitch and the evil nature of his bloodline. It's very likely that DeVries will end up as a Zero, a vampire, or possibly even both.

His grandfather's sword is both a symbol of what he fights and a source of strength. DeVries is not afraid to fight fire with fire—or with the modern weapons granted to him as a government agent. If asked for specifics on which agency and what government, though, he can't seem to recall. DeVries' special connection to his ancestor Sir Braddock gives him focus when he needs it, but even Sir Braddock is unsure how to handle the Glitch.

Agent Brad DeVries

Aspects: *Special Agent, Complicated Destiny, Grandfather's Unholy Sword, Prototype Laser Crossbow, Ancestral Blood Switch*

Skills:

Great (+4): Shoot

Good (+3): Jump, Spot

Fair (+2): Taunt, Sneak, Block

Average (+1): Run, Item, Hax, Punch

Stunts:

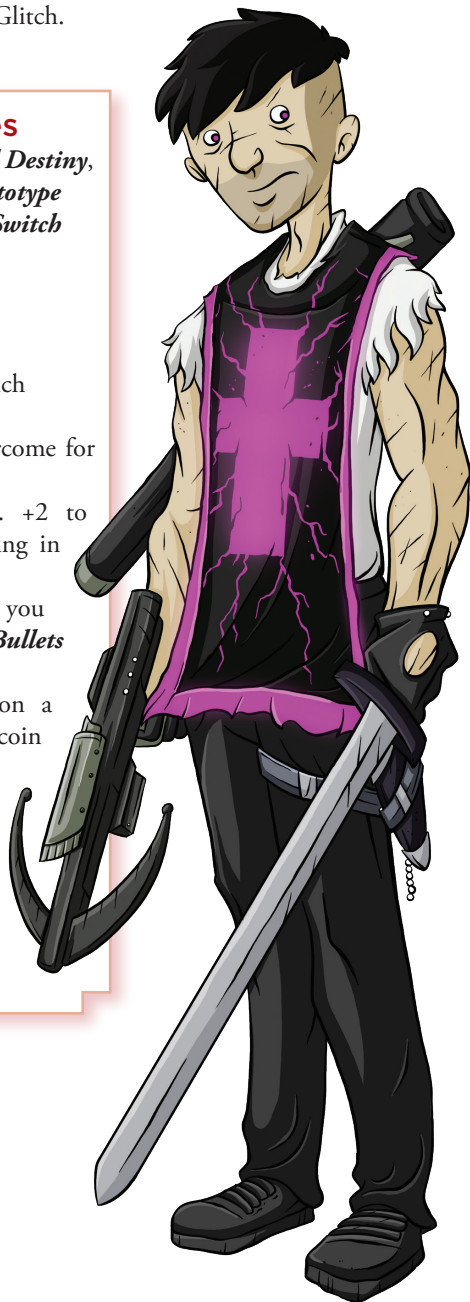
Grapple Line Arrow: Unlock overcome for Shoot.

Vampire Vanish: Sneak upgrade. +2 to overcome using Spot when hiding in shadows.

Death Blossom: Once per stage, you can use Shoot to create a *Hail of Bullets* aspect with two free invokes.

Golden Gun: After succeeding on a Shoot attack, you can spend one coin to immediately inflict a second heart hit to the next lowest available heart on the target. For example, if you inflict a 2-heart hit and the 1-heart box is available, you could inflict a 1-heart hit.

Hearts: 



Locations

Forest of Black

The forest wraps around the castle like a dark fog. The trees look like gnarled hands, and strange creatures cry out from the shadows. Fast-moving carriages blast along the roads. Crawling about the countryside are all manner of classic monsters, some made even more dangerous by the Glitch. The time seems to shift from day to night on a moment's notice. Beware of beasts at night. The Glitch is more active during the day, as even it seems reluctant to be out at night in the wilds of Tempylvania.

Harkerville

The villages of Tempylvania are not much more hospitable than the forest. Doors shut as soon as the heroes enter the town. Glaring looks peer out from windows. Pixons caught in the town square look around anxiously and seem ready to run at a moment's notice. It took a long time for DeVries to win the trust and support of these fearful villagers. The heroes might think to look for help amongst the villagers, assuming they can wipe away their suspicions and paranoia. It can be done, but the heroes must start at the bottom.

Castle Tempylvania

Castle Tempylvania looms above its lands like a raven. The flickering windows above the great gate give the exterior a skull-like grimace. Inside, the once-great structure is filled with rooms torn open to the elements, ruined paintings of fallen rulers, and furniture that seems to rearrange itself on its own accord. At the center, hidden by crumbling hallways and secret passages, is the throne room, where the Throne of Blood beats like the dark heart of the realm. Will destroying this artifact of darkness free DeVries...or consume him?

Glitch Effect

Any use of Hax here causes the user to lose a heart (lowest available).

OPERA FORTRESS

Once upon a time, in a land above the clouds, there lived a beautiful princess with a beautiful voice named Orianna. During the night of her big concert, the jealous genius Sirtzendorf kidnapped her. You, the only singer worthy to sing a duet with Orianna, must seek the pages of the libretto scattered through the Opera Fortress. You must break into Opera Fortress while Orianna breaks out. Take this journey with another player, or use your ability to save your progress if the other player is unavailable.

— *The Scrolls of Boxolore, The Ballad of Orianna - Chapter 3, Verses 7-12*

Main Quest: The Mask of Music

Princess Orianna's mask is the source of her infection. Remove it and remove the Glitch. That won't be easy, though—she has stunning command over her realm. All eyes here are her eyes. All words spoken here are heard by her. The heroes might plan a heist to steal the mask while she prepares for her show. She will be performing soon, but anyone sitting through the entire performance runs the risk of being enchanted by her still-amazing voice.

Side Quest: The Mirror Game

Once the heroes start building a reputation, Princess Orianna takes note. Soon, bad stories about the heroes begin to circulate. The Princess builds clockwork replicas of the heroes, winding their gears with the Glitch. The longer the heroes take to face Orianna, the more likely it is they'll have to deal with their dark reflections stalking the halls of Opera Fortress.

Side Quest: The Remains of Genius

Sirtzendorf knows the importance of Orianna's mask, and he's willing to impart that information—for a price. He wants a new body. That may mean building a new one, letting the genius borrow a hero, or double-crossing the villain and putting him back in his box once Opera Fortress is restored.

Side Quest: A Deadly Encore

Removing the mask might not be enough. Whomever the heroes entrust the mask to succumbs to temptation and wears it. Another Zero might find where the mask is hidden and use it to amplify their power. If the heroes aren't careful, they might face the final Zero filled with Glitch twice as powerful as they'd expected.

Characters

Piano Men

"Any requests? How about DIE!"

These henchmen get their name from their distinctive costumes. The men with white masks and black tuxedos attempt to knock out anyone making noise in the fortress with their fists. The men with black masks and white tuxedos attempt to knock out anyone making noise in the fortress with blowgun darts. No one has ever heard a piano man speak, so only Sirtzendorf knows if they are clockworks or not.

Piano Man

Aspects: *Sharp Dressed Henchmen, The Part Is Silent*

Skills:

Fair (+2): Run

Average (+1): Punch, Shoot

Hearts: 

Waltzing Matildas

"TicktickticktickBONG!"

The Matildas look like patrons of the show, but they are pieces of the fortress. They spin, whirl, and click, letting patrons dance with them while the music plays. Unfortunately, they don't respond to the movements of their partner very well—and if you're in their way, they can easily knock you over.

Waltzing Matilda

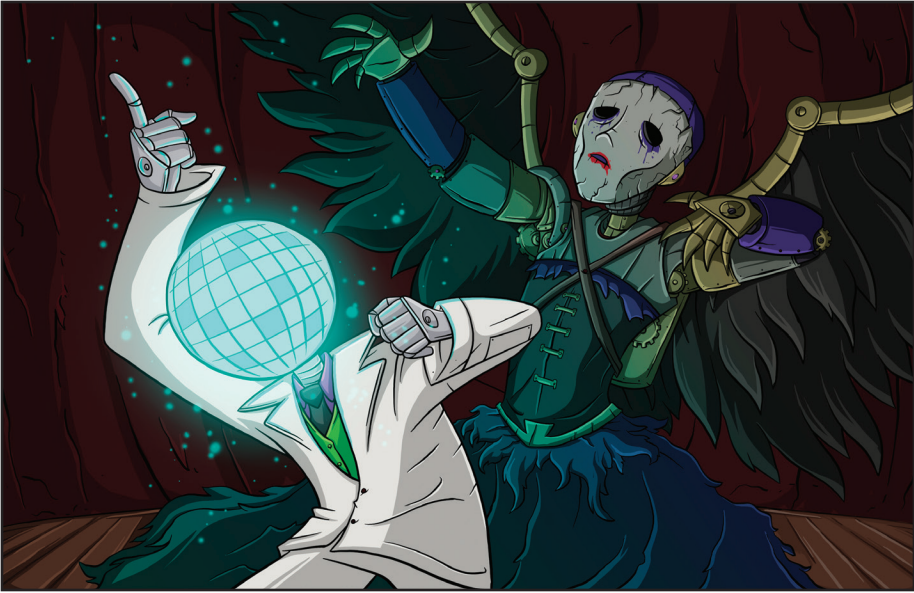
Aspects: *Hidden Gears, Predictable*

Skills:

Fair (+2): Run

Average (+1): Punch, Block

Hearts: 



Halo Dolly

"You think I'm broken, don't you?"

The first victim of the Glitch inside the Opera Fortress was Halo Dolly, the handmaiden Sirtzendorf built to attend the Princess. The Glitch put her back together, but not how she was before. Now, her broken porcelain face weeps green tears as she wanders the building. She's looking for her master, and asks anyone she finds if they are her master. If they say no, she lashes out violently. If they say yes, she tries to eliminate any competition for her master's attention.

Halo Dolly

Aspects: *Porcelain Handmaiden, Held Together with Glitch, Tiny Hands, Protective Bonnet, Purple Feathery Wings*

Skills:

Good (+3): Chat

Fair (+2): Item, Jump

Average (+1): Fix, Punch, Shoot

Stunts:

Angel's Swoop: Unlock attack for Jump.

Hypnotic Ditty: Chat upgrade. +2 to create advantage while standing still and singing.

Soothing Song: Once per stage, restore all hearts to a target.

Hearts: ❤️❤️❤️

Sirtzendorf

"Even a simpleton like you should— Hey, don't close my lid!"

The remains of Sirtzendorf's mighty clockwork form fit inside the music box that the Princess first received as a gift from the composer. Unfortunately for her, those remains repaired themselves inside the music box. Fortunately for the heroes, Sirtzendorf is willing to cooperate until he can get himself into a more fitting vessel.

Sirtzendorf

Aspects: *Deposed Maestro, Brain in a Music Box, Mood Music, Clockwork Locket, Instrument Mimic*

Skills:

Good (+3): Fix

Fair (+2): Chat, Taunt

Average (+1): Sneak, Hax, Item

Stunts:

Spare Gears: Unlock defend for Fix.

Everyone's a Critic: Taunt upgrade. +2 to attack anyone who not originally from Opera Fortress.

Distracting Ditty: Once per stage, create a *Haunting* aspect with two free invokes.

Palette Swap: Spend a coin to roll Hax, opposed by the target's Hax. If you succeed, replace one of your Hax stunts with one of the target's special moves until the end of the stage. If you succeed with style, the target cannot use the move while you have it.

Hearts: 

Princess Orianna Sopralto

"Sing, my angels! Sing until the world weeps!"

Orianna wears a mask made from the oozing purple stuff of the Glitch. She controls Opera Fortress with but a thought, and the fortress protects its master with a gown built from the clockwork remains of Sirtzendorf. It acts as armor, rotates to form a cushion of air she floats upon, lets her lock or unlock any door in the fortress with key gloves, and accompanies her on the organ when she wishes to grace the halls with her singing voice. The whirring, clicking dress is the one constant sound in the Opera Fortress. If everything is silence, that means it's too late to save her.

Princess Sopralto was the leader of the force sent to fight the Glitch. She's never one to sit on the sidelines with a threat in the air. She never seems to have good luck with romances, either, picking someone uninterested or someone scheming with her in mind as a central piece. She once kept useful items hidden inside her wig, but the Glitch now gives that hair a living, creepy quality. When she destroyed Sirtendorf, she took his ring of keys, which she now uses as weapons since she can open doors with a thought. Her quacking parasol is the one thing she retains from her past life—sometimes she liked to jump from the highest tower, her old tower, and just drift downward buoyed by the soft, soothing breeze.

Princess Orianna Sopralto

Aspects: *Self-Rescuing Princess, Star-Crossed, Angel Hair Wig, Skeleton Blade Keys, Duck Umbrella*

Skills:

Great (+4): Chat

Good (+3): Taunt, Hax

Fair (+2): Jump, Sneak, Fix

Average (+1): Item, Punch, Spot, Shoot

Stunts:

Minor Key Songs: Unlock defend for Taunt.

Siren's Wail: Taunt upgrade. +2 to attack while singing after losing at least one heart.

Encore Flourish: Once per stage, you can use Sneak to disappear from a scene after finishing a song.

Unused Code: Spend a coin to roll Hax, opposed by the target's Hax. If you succeed, roll on the signature aspect chart (page 20) to create a new aspect. This aspect replaces one of the target's signature aspects, your choice, for the rest of the scene.

Feedback Screech: After succeeding on a Jump defend action, spend a coin to inflict a 2-heart hit on the opponent who attacked you.

Invincible Flicker: After succeeding on a defend action, you can spend a coin to place an *Invincible Flicker* advantage on yourself with two free invokes.

Hearts: 



Locations

The Outer Wall

Though it seems foolish to put the machinery running the fortress inside the outer wall, Sirtzendorf made the machinery its own defense. Pieces of the wall feature giant, razor-sharp cogs and massive chains pulling the machinery along. Making it through the wall is just as tough as making it over. Heroes going inside must conquer their fear of heights to get to the top as well as their fear of being chewed up by giant machinery.

The Lush Lobby

The keep of the Opera Fortress is lavishly built. The carpet is soft, the lighting is warm, and the music is pleasant. Here, attacks look like accidents or poltergeist activity. A waltzing matilda might bump into a hero and push them toward the edge of a staircase. A lamp might drop off the wall and start a small fire. A door might accidentally lock. These may seem like simple environmental hazards, but they pile up until its clear the fortress works to strip interlopers of their lives. The great crystal chandeliers smash down, hoping to catch the unaware with a fatal blow, and then reset, providing endless danger.

The Main Stage of the Stage

The largest room in the keep is the stage where the Princess sings. Bits of scenery from various time periods whirl in the background. Most of the infected sit in the seats, cheering and booing the battles they see here. Sometimes the crowd hurls things onto the stage. Those they like get coins, hearts, and other power-ups. Those they don't get spinning knives, rotten tomatoes, and ticking bombs.

Glitch Effect

Because of the constant distracting music, the heroes' highest heart is lost and cannot be regained until the end of the stage.

INSERT COIN TO CONTINUE

Did your players have fun stomping on digital bad guys? We hope *Save Game* has given you a few nights of memorable stories and beloved characters, but the fun doesn't have to stop here. If you'd like to keep fighting the Glitch, here are a few suggestions for expanding the game beyond what's written here.

- The Arcadian Isles scatter across the sea. Every generation, a new island rose out of the waters and became home to a community of heroes who earned their legend. Islands like Coaxial Harbor and Scratchdisc grew and flourished, while islands like LEDward Sound and Virtualia faded quietly into obscurity. These islands are likely claimed by the Glitch and need your heroes to free them.
- Some say that the Glitch is not a mindless disease. Somewhere in the Arcadian Isles is a root to the madness. Perhaps it's installed itself in the center of Pong Kong, the oldest island. Or it may have been injected from Serveria, the island most recently formed from the Sea of Information. It could be a massive storm of jagged code. It might be the smallest speck in the eye of a dying pixon. The heroes who clear the Arcadian Isles from the Glitch forever would become legends beyond those already sung in the streets of Cartridge Gardens.
- Some heroes cross generations. These heroes exist separately from each other—the different versions having their own quirks and personalities—but they're the closest thing pixons have to a family. Not all families get along. Some other island might have a brother or sister pixon willing to deal with the Glitch to protect their home, but there may be a long-standing grudge between the generations that must be resolved.
- Many games that involved computerized worlds have connections to our real world. What if the Glitch is a worldwide computer virus threatening to send us into a new dark age? Perhaps your heroes must move beyond the Sea of Information into the servers and cloud drives to save both worlds at the same time.

PLAYER ONE

Save Game

Name

Description

Coins

ASPECTS

High Concept

Signature

Signature

Trouble

Signature


SKILLS


BLOCK (+) 


RUN (+) 


CHAT (+) 

SHOOT (+) 

FIX (+) 

SNEAK (+) 

ITEM (+) 

SPOT (+) 

JUMP (+) 

TAUNT (+) 

PUNCH (+) 

MAX (+) 

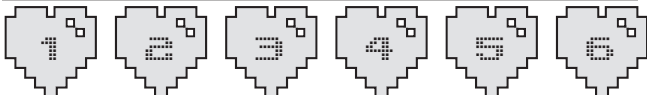
SPECIAL MOVES

Move

Effect

Unlock/Upgrade/Unbeatable/Hax?

HEARTS



LIVES

