

FREE LEAGUE

TALES FROM THE LOOP



OUT OF TIME






THE MÄLAREN FACILITY
THE LOOP
 AREA MAP

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 KM

- Service Tunnel
- Ferry Route
- Transport Tunnel
- Civilian Road

- Forest
- Farmland
- Industrial Area
- Populated Area

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RIKSENERGI
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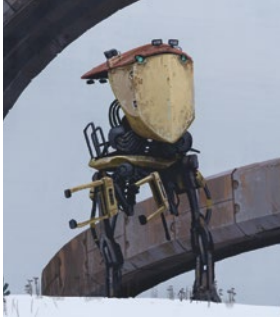
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01.

INTRODUCTION

02.

OUT OF TIME

03.

THE ANIMAL ARK

04.

SUMMER CAMP

THE TRILOGY	7	THE TRUTH OF THE MYSTERY	13	THE TRUTH OF THE MYSTERY	31
IN THE SHADOW OF THE COOLING TOWER [BOULDER CITY]	7	INTRODUCING THE KIDS	16	INTRODUCING THE KIDS	33
THE TIME PARADOX	8	INTRODUCING THE MYSTERY	17	INTRODUCING THE MYSTERY	35
		SOLVING THE MYSTERY	18	SOLVING THE MYSTERY	36
		LOCATION 1A: THE FARM HOUSE	19	THE MÄLAREN ISLANDS 1969	37
		LOCATION 1B: HUNTER'S LODGE	20	PLACE: CAMP ACTIVITIES	37
		EVENT: THE STORM	21	EVENT: THE FOREST DWELLER	43
		LOCATION 2A: THE BOATHOUSE	22	SHOWDOWN IN THE BUNKER	44
		LOCATION 2B: JUNKYARD	24	AFTERMATH	46
		EXTENDED TROUBLE – ASIMOV	26	CHANGE	46
		CONFRONTATION	26	NEW KIDS	46
		AFTERMATH	27	NPCS AND CREATURES	48
		CHANGE	28		
		NPCS AND CREATURES	28		



05.

THE STORM IN THE HOURGLASS

THE TRUTH OF THE MYSTERY	51
INTRODUCING THE KIDS	54
INTRODUCING THE MYSTERY	55
SOLVING THE MYSTERY	57
LOCATION 1: THE SCHOOL CANTEEN BUBBLE	58
LOCATION 2: THE BARN LOFT BUBBLE	62
LOCATION 3: THE CHURCH BUBBLE	64
EVENT 1: THE SURVIVOR	66
EVENT 2: THE PREMONITION BUBBLE	67
LOCATION 4: INTO THE TUNNELS	69
SHOWDOWN	69
AFTERMATH	71
NPCS AND CREATURES	72



06.

SECRET PLACES

CASTLE IN THE SKY	76
THE TRUTH	76
FORTRESS OF SOLITUDE	78
THE WEATHER WITCH	80
COOL CRITTERS	82
PORRIDGE PEACE	83
YELLOW SORROW	85
DREAMS OF LIQUOR	87
REQUIEM FOR ATLANTIS	88
EXTRA LIFE	90



07.

THE MYSTERY MACHINE

THE 80S AND 90S QUESTIONS	93
THE TRUTH BEHIND THE MYSTERY	94
INTRODUCING THE MYSTERY LOCATIONS	96
NPC AND CREATURES	98



08.

MIX-CD OF MYSTERIES

LOVEFOOL	105
SMELLS LIKE TEEN SPIRIT	108
WATERFALLS	111
KNOW YOUR ENEMY	113
COMMON PEOPLE	115
BEETLEBUM	117
LET'S TALK ABOUT SEX	118
POSSIBLY MAYBE	122



INTRODUCTION

There are rumors of a mechanical contraption that roams around the fields outside the small communities of the Mälaren Islands. At the same time, flyers asking for information on lost pets are increasing on the bulletin board outside the grocery store. On TV, the weatherman speaks of “random storm gusts” – and hasn’t there been severely bad weather the past few nights?

This is the beginning of a series of mysteries that lead the children out into the wilderness of The Loop and down into its secret tunnels. But what does this all have to do with the long-awaited summer camp, the magnetrine ship “Susi Talvi”, and the 1969 moon landing?

Come along for three adventurous mysteries – play them as stand-alone scenarios or as a trilogy of intertwined intrigues. Be inspired by The Loop’s secret experiments in the adventure landscape “Classified”, and then take the opportunity to create your own mysteries in Tales from the Loop – the role-playing game.



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- **OUT OF TIME:** This book invites you into mysteries involving time travel. In this adventure trilogy, the characters land in the middle of an intrigue that takes them through time and space, whose actual origin is revealed in the final mystery where everything links together.
- **PART 1. THE ANIMAL ARK:** In the trilogy's first mystery, something as common as lost pets is the starting point for an adventure in which an estranged madman and a reprogrammed robot try to conjure up a remarkable storm through a tear in space-time. In *The Animal Ark*, the Kids are led to something astonishing, and they must decide who they can actually trust.
- **PART 2. SUMMER CAMP:** Summer break is finally here, and the children are sent to summer camp. But playing and swimming quickly turn to heart-racing terror and confusion when the children wake up in a completely different summer – in another time, in different bodies! In *Summer Camp*, the children are taken on a journey of exploration involving kidnappings and secret experiments during an ideal, sunny summer.
- **PART 3. THE STORM IN THE HOURGLASS:** Finally, the children are back in their hometown again, but suddenly, agents show up and areas are roped off. Curious exploration leads the children beyond the cordon, to unstable bubbles of time and space, whose origins lie somewhere in the depths of the Gravitron. *The Storm in the Hourglass* is a longer adventure that ends the mystery trilogy with the children needing to stabilize time itself.
- **SECRET PLACES:** In the shadow of the cooling tower, behind the high fence, and deep down in the locked mountain room, lies a mystery landscape of secret experiments, ready to be explored by curious children.
- **THE MYSTERY MACHINE:** Create new mysteries, or take a look at your growing adventure landscape via an all-encompassing scenario and character generator.

THE TRILOGY	7
IN THE SHADOW OF THE COOLING TOWER	7
[BOULDER CITY]	8
THE TIME PARADOX	8



OUT OF TIME

There were rumors going around that the Gravitron could tame space and time. Teleportation and time travel. Secret experiments deep down in the mountain. But, except for the wild story that Magnus in 6B was trying to sell about his heroism in some American desert town, it never became anything more than rumors.

There were naturally those who believed that the short guest performance of the dinosaurs in the shadow of the cooling towers was clear proof, but we had all heard of the state experiments with genes and stuff. Lisa had read about Occam's razor – something about the simplest explanation being the most likely – and after that, portals felt quite unlikely.



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Toward the end of our time at school, most had accepted that the dreams of time travel would never be anything more than that. That all our fantasies about portals to other worlds were just that, our childhood fantasies that would soon be exchanged for the gray reality of adulthood. It was time to grow up.

THE TRILOGY

The adventure trilogy *The Secret of the Chronograph* allows the characters to solve three mysteries that all weave together in a story of how time and space become unbalanced and risk breaking reality. The children are drawn into events that all relate to the work of researcher Kim Johnson. They experience her quest from the early 1950s, through a long series of experiments, to the late 80s construction and testing of an ac-

tual time machine – the Chronograph. The adventure is meant to take players to historical eras involving the time-travel researcher’s plans, leading to a final confrontation which weaves together with the beginning of the first adventure as the characters become the keys to a time paradox.

IN THE SHADOW OF THE COOLING TOWER

The characters should live in northern Munsö, around Wäsby and Bona if possible, in the shadow of the cooling tower. This location is chosen for its proximity to the reactor, and uses the cooling tower as a constant reminder of the closeness of the Gravitron. Because of this, this location is used in the first and last mysteries.

KIM, KIM AND KIM

Kim exists as three different variations of herself, with different knowledge and skills during the adventure's different time points:

1. **ANTAGONIST:** The researcher, Kim, who, with a fanatic's focus, tries to invent a time machine, regardless of the cost and consequences (page 10).
2. **MANIAC:** The slightly mad teacher who tries to create a time portal in order to stop her previous self (page 28).
3. **MENTOR:** A scarred and dying individual, who now knows what has to be done to stop her own creation (page 48).



If you have an ongoing campaign, you can also place everything in the area called Svartsjölandet, for example in Stenhamra or Kungsberga. Of course, the adventure can

be adapted to any place you want. In the second mystery, the characters are expected to experience the early experiments by the time-travel researcher on Adelsö by exchanging bodies with children at a summer camp in 1969 – a Swedish summer idyll with dark undertones.

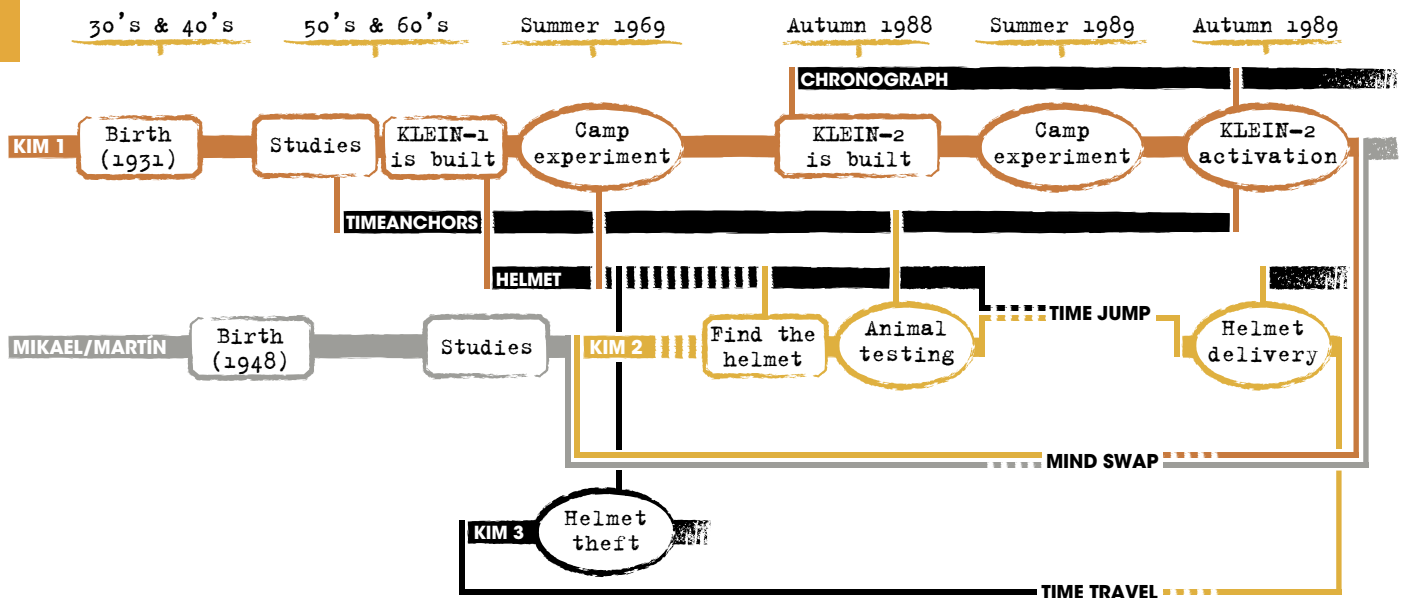
[BOULDER CITY]

If you choose to play at the American Loop, the characters are close to the reactor tower, and the first and last mysteries take place in the areas around Boulder Beach Campground or Lake Mead Marina. The secret room in the mountain is placed under the water near the Alpha gate, by the strait leading into Las Vegas Bay. Although the children live in the middle of Boulder City, very little of the adventure takes place in the city, but rather in the small communities closer to Lake Mead. Characters also need to have access to some of the entrances to the Gravitron, for example through Alpha, Echo, or Foxtrot Gate.

In the second mystery, the American children will instead experience a summer camp near Roadrunner Cove on Lake Mead, outside Boulder City.

THE TIME PARADOX

Time-travel researcher Kim Johnson is at the heart of the trilogy, and it is through the meetings with her



during the different time travel events that the adventure takes shape. Her life's work is to create a time machine, and during large parts of her life, she is willing to sacrifice others to achieve that dream. However, with the final activation of the machine, she realizes that the world is about to end. In desperation, she sends her own mind back in time, to a summer camp in 1969, to try to stop herself.

IN THE WRONG BODY

Unfortunately, her mind ends up in the wrong person, the camp assistant and student teacher, Mikael Haronen [Martín Hernandez], whose vulnerable young brain is slowly broken down by the experience. Mikael [Martín] develops serious psychiatric problems, and is committed to a mental hospital until he eventually is released on furlough and finds a mysterious prototype – a control unit in the form of a homemade bicycle helmet. Kim's mind then awakens, and Michael [Martín] is released, gets his life in order as much as he can, and gets a job as a math teacher in the character's school. He starts to build machines and conduct experiments with live animals to create a temporary portal stable enough to allow passage for both himself and the helmet he uses.

THE CONTROL HELMET

The jump first takes him forward in time, so that he can give the control helmet to the characters as they are heading in to confront the brain of the time machine, and then back again to the summer camp in 1969. Here, he asks the characters to challenge Kim Johnson, steal her helmet, and hide it, so that his previous, mentally unstable self can find it. By helping the children, Kim/Mikael [Kim/Martín] finally dies, and it is up to the children to defeat the Chronograph upon its activation in the future.

MYSTERY 1: THE ANIMAL ARK

1. **CHRISTMAS 1988:** Machine parts disappear and animals are kidnapped around Svartsjölandet [Boulder City]. The math teacher, Mikael Haronen [Martín Hernandez] is behind this – a strange recluse who, wearing his odd homemade bicycle helmet, can be seen sneaking around the town.
2. **THE MATH TEACHER:** In fact, Mikael's [Martín's] mind has traded places with the time travel researcher Kim

Johnson, who traveled back in time to 1969 (Mystery 2 – *Summer camp*) during the final confrontation at the end of Mystery 3 – *The Storm in the Hourglass*.

3. **TIME ANCHOR:** Kim, in Mikael's [Martín's] body, tries to repair an old time anchor to see if she can get it stable enough to transport organic matter to another time and place. She kidnaps animals and uses them to calibrate the machine.
4. **THE HELMET:** The homemade bicycle helmet is a control unit that allows Kim's mind, after years of confusion, to stabilize inside Mikael's [Martín's] brain. If she loses it, her mind breaks down again, and she will completely lose her memory.
5. **THE TIME BUBBLE:** A mystical storm also materializes in the dark waters of the lake. Inside the lightning and swirling sand [icy hail], for a short period of time, an enormous magnetron ship can be seen in the sky before the entire revelation disappears again. The storm is an echo in time from the final confrontation in Mystery 3 – *The Storm in the Hourglass*.

MYSTERY 2: SUMMER CAMP

6. **SUMMER 1989:** Six months have passed since the showdown with Mikael Haronen [Martín Hernandez] out in the dark water. Calm descends over the Mälaren Islands. [Boulder City], and the children have just been sent to the magnificent summer camp on Adelsö [Roadrunner Cove Summer Camp], where they will play and swim during the warm summer weeks.
7. **THE AWAKENING:** During the first morning of camp, the children wake up and sense that something is wrong. They are no longer in 1989. Instead, they have fallen into the bodies of a small group of kids at the same camp, 20 years earlier.
8. **THE WOMAN IN THE CELLAR:** The ruthless, 40-year old time travel researcher Kim Johnson has, in pure desperation, started to conduct experiments on children. As a strict doctor at a summer camp, she is able to obtain her involuntary test subjects by putting them to sleep and bringing them down into a secret bunker during the nights.
9. **THE HELMET:** Kim controls her experiments through the newly built prototype helmet – the same helmet that the children have already seen six months earlier (and 20 years in the future), on the head of

the math teacher, Mikael Haronen [Martín Hernandez].

10. **THE MAN IN THE FOREST:** Mikael Haronen [Martín Hernandez], travels back from Mystery 1 – *The Animals' Ark*, via mystery 3 – *The Storm in the Hourglass*, to finally arrive at the summer camp in 1969. Here, before he loses his memory again, he needs to help the children to steal the young researcher Kim Johnson's control helmet, and stop her experiments on living subjects.

MYSTERY 3: THE STORM IN THE HOURGLASS

11. **AUTUMN 1989:** After the summer break is over, it's time for the time travel researcher Kim to activate her life's work. During the past year, her research group has successfully built a new version of the processor that is needed to take control over all of the deployed time anchors. The machine is located in an enormous mountain room deep under Lake Mälaren's [Lake Mead's] water – ready to draw power from the Gravitron's vibrating core.
12. **THE CHRONOGRAPH:** Once the device is started, the machine takes over complete control of the Gravitron, encapsulating the research team in the beginning of a time bubble – and tears in time and space begin to spread all around the Mälaren Islands. [around Lake Mead].
13. **THE HELMET:** Time travel researcher Kim finally realizes her mistake, but is trapped down in the Gravitron's tunnels. She seeks the characters' help to stop the Chronograph. This help comes from an unexpected source, when a future version of Kim, in the form of the time-traveling math teacher Mikael [Martín], temporarily emerges from Mystery 1 – *The Animal Ark*, and hands control of the helmet to the characters before he disappears on his last trip, back to 1969 and Mystery 2 – *Summer camp*.

KIM JOHNSON, TIME TRAVEL RESEARCHER

In the third mystery, physicist and time travel researcher Kim Johnson is a 60-year old woman, who has worked her whole life to fulfill the dream of teleportation and control over time. She was born in 1931, at the Central Hospital in Karlstad [Seattle General Hospital],

but grew up with her single mother, Lisbeth Johnson, after a hasty divorce during the summer of 1936.

In 1950, Kim received a scholarship allowing her to move and study at Princeton University. She graduated in record time, and two years later had already begun work on her second degree – this time in mechanical engineering at Stanford University. Her experiments took a new form after a study trip to the Gravitron in Boulder City, and during the late 1950s, she focused on finding the connection between magnetic fields, material transformation, and temporal relocation – time travel.



SET POINTS IN TIME

During her early research, Kim encountered problems with how time and space could be anchored. The main hurdle was the expansion of the universe, material movement – nothing is static. She began to see her future time machine as a brain, where predefined places were needed to create secure reference points. A network of “anchors” over many years would be the basis for the machine's ability to calculate new positions in time.

Kim started constructing machines whose sole purpose was to mark a location over a long time, to act as an anchor that the future time machine could use for its calculations. These anchors had to stay constantly active for decades, without any need for maintenance, and without anyone finding them. Therefore, during her

career, Kim took every opportunity to travel. Study visits at remote institutes and research trips into the wilderness gave her the opportunity to set up her anchors in remote and desolate places.

In the beginning, the time anchors were enormous constructions that were hidden under water or up in trees in the jungle, but over time, improvements in miniaturizing technology were developed, which by the 1980's led to a portable time anchor, in the form of a large backpack.

THE KLEIN PROJECT

After the U.S. President, Dwight D. Eisenhower, created NASA on July 29, 1958, the conditions for Kim changed. At the beginning of the 1960s, she received a large research grant from the federal authority, which led to the first actual prototype of a time machine. Named after mathematician Felix Klein, an inspiration of Kim's, a mystical machine began to take form in the basement of her home.

Early experiments proved that smaller objects with high density could be moved through time, but all animal tests had catastrophic consequences, as an epidemic of severely mutated rabbits in Lake Mead's national park could testify to.

THE DARK 1960S

With many time anchors in place around the world, and a partly working prototype of the KLEIN machine, Kim changed focus from simple tests to more large-scale experiments. Her passion turned to fanaticism, and with increased financing through a collaborative venture between the American DART and the Swedish FOA during the middle of the 1960s, Kim was able to start on the next phase of her great project. She moved to Sweden and settled in Adelsö [moved to Henderson, just outside of Las Vegas] in order to use a nearby summer camp as a cover to carry out experiments on children and teenagers.

In the role of doctor and administrator at the camp, she put her subjects to sleep and performed tests in which she tried to move the children's minds between different bodies. The tests did not produce satisfactory results until the summer of 1969 when, with the help of a newly built control helmet, she successfully established contact with her future self at a summer camp in 1989. Her victims, however, managed to fight back, and during the conflict her control helmet was stolen.

FROM LOOP TO FLOOD

The third mystery takes place either during the early autumn of 1989, directly after the summer camp, or possibly with a larger gap, in the autumn of 1994, just before the closure of The Loop, before the major leakage that creates the conditions in the supplementary, but also stand-alone, role-playing book *Things from the Flood*.

The players can then have played as very young children (10 - 12 years old) during the first and second mysteries, who have now grown up and become teenagers (15-17 years old). Alternatively, you can let the players create new characters who are siblings of the earlier characters, or children in lower school grades who heard of the earlier fearless mystery solvers.



THE BIRTH OF THE CHRONOGRAPH

Kim Johnson mourned the failure, but also celebrated the newly acquired knowledge gained from the experiment. She started to seek out new research grants, but was discredited because of her unconventional methods. It was not until the autumn of 1988 that she finally received full financing from the FOA [DART] to begin construction on her final experiment, KLEIN-2, in the tunnels under Hovgårdsfjärden [Las Vegas Bay]. Just one year later (six years, if you instead choose to place Mystery 3 in *Things from the Flood*), the machine was ready. Kim had prepared for this experiment over her entire career. The machine she built and the time anchors form a cerebral network spread over almost 20 years of time, and all over the world. When the machine activates, it takes over the Gravitron, and uses the deployed time anchors all over the world to calculate its and other locations positions in the universe. The Chronograph comes to life, and the world begins to break apart.

03

THE TRUTH OF THE MYSTERY	13
INTRODUCING THE KIDS	16
INTRODUCING THE MYSTERY	17
SOLVING THE MYSTERY	18
LOCATION 1A: THE FARM HOUSE	19
LOCATION 1B: HUNTER'S LODGE	20
EVENT: THE STORM	21
LOCATION 2A: THE BOATHOUSE	22
LOCATION 2B: JUNK YARD	24
EXTENDED TROUBLE – ASIMOV	26
CONFRONTATION	26
AFTERMATH	27
CHANGE	28
NPCS AND CREATURES	28



THE ANIMAL ARK

Jonas and Marie look out over the black water. They both lean on their handlebars, with their caps pulled down to keep warm in the cold December rain. Jonas, on his rusty DBS and Marie with her brand new Monark. They turn toward the silhouettes of the cooling towers, three dark statues, vicious blue-green lights, tower one's red mast – feeling the Gravitron's vibrations through the bedrock.

Then, the rain seems to stop for a moment. The world takes a breath. Suddenly, out of nowhere, the sky is filled with thick snow and... sand? The horizon disappears when a huge vessel appears in a cloud of electric discharges. Their ears ache and their nostrils are filled with ozone. The black water of the lake boils. Cheeks are whipped red by the wind. And then, the entire scene is gone.



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The two children look at each other with muddy and snow-covered faces. Their mouths are open in horrified surprise. Then, the Christmas ham churns in their stomachs, and they let the half-digested Christmas food paint the landscape in the shadow of the cooling towers.

THE TRUTH OF THE MYSTERY

Something big is in the making. The estranged math teacher, 40-year old Finnish-Swedish Mikael Haronen [Latin-American Martín Hernandez], is, in fact, a recluse with grand plans. Usually, he is found in the classroom or shuffling through the corridors of the school. He is distracted and often forgets to take off

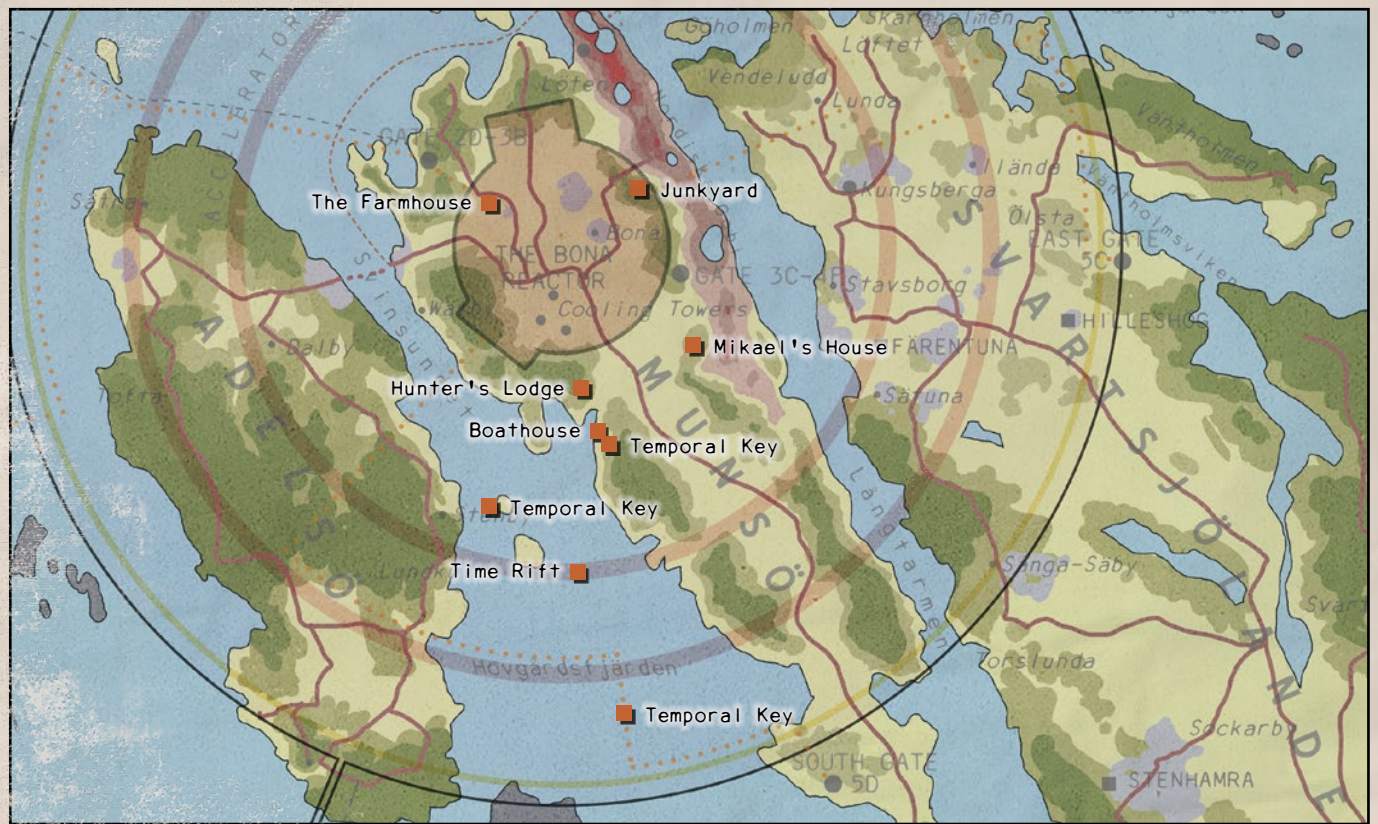
his remarkable bicycle helmet that he always has with him, and usually on his head, even though he is rarely seen on a bicycle. With his scared eyes, a nervous stammer, and a patchy goatee, Mikael [Martín] is a constant target of mockery by the insensitive students. There are rumors that he is crazy, that he's been at a mental institution. Many call him "Cuckoo" behind his back, and the nickname has also recently begun to be used by the other teachers.

THE PATIENT

During his young student years, near the end of the 60s, Mikael [Martín] moonlighted as a counselor at a summer camp on Adelsö [Roadrunner Cove Summer Camp]. But, something happened. The summer of 1969, he was affected by a psychosis during the camp, and almost completely lost perception of his surround-



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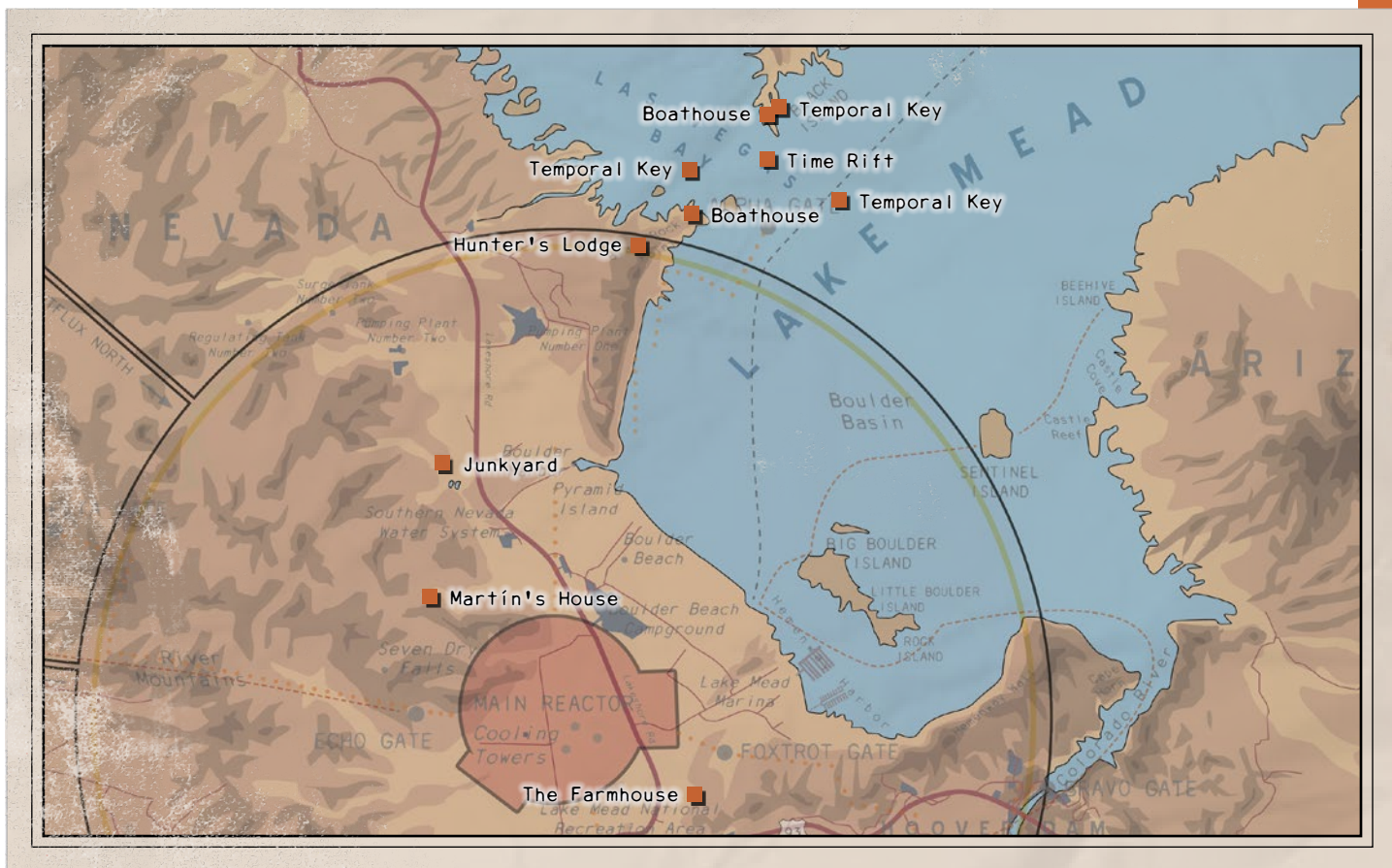
ings (see Mystery 2 – *Summer Camp*). In the papers, articles were written about "moon maniacs". About how seeing the moon landing on TV had made some people crazy.

Mikael [Martín] was committed to the Beckomberga [Black Hill] Mental Hospital for treatment and was shut off from the world during the entire 70s. But, in the early 80s, during a leave to attend his parents' funeral, something happened. The mentally confused patient found a control helmet in his old childhood room. It was an unexpected part of the possessions that were sent home to his parents when he was committed to the mental hospital after the camp in 1969. He began to speak and integrate with others, and it became apparent that he was extremely intelligent. The doctors suspected that the helmet's placebo effect was strong enough to unlock his fragmented memory. During funding cuts for mental health, Mikael [Martín] was one of many who, with no follow-up, was returned to society. He used the inheritance from his parents to settle in an architect-designed 60s villa near the gravel pit

at Nordiska Gobi [on the mountain above Seven Dry Falls]. A self-imposed isolation that had the opposite effect from the one he desired and instead attracted the neighborhood's curious children. Within a few years he had returned, completed his education, and was employed as the math teacher at the neighborhood's junior high school.

THE INVENTOR

Since Mikael [Martín] was allowed to return to some form of ordinary life, he has secretly been obsessed with one thing. To build machines, temporal keys as he calls them, and then place them in the water around Hovgårdsfjärden [Las Vegas Bay]. They are remarkably strange things, turbines with floats that are submerged in the water collecting data from their surroundings. Built with old machine parts and scrap from the local scrap yard, or from farmers around the Mälare landscape [Lake Mead]. In total, he has built three machines that are submerged in the water. They are supposed to triangulate a point in the middle of Hovgårdsfjärden



[Las Vegas Bay]. One of the keys is placed at the islet outside Stenby (Adelsö) [Black Rock Point], another at an old boathouse inside the FOA Sättra facility on Munsö [DART practice area on Black Island], and the last is out in the water west of Sydport 5D [northeast of Alpha Gate].

More recently, the mysterious inventor has added a new pursuit to his repertoire – stealing pets and other tame animals from farms and back yards. He holds the animals at the junk yard and in the old boathouse down by the water, to use them later in some activity involving the machines in the water.

THE TRAVELER

Mikael [Martín] is actually not himself. His body was taken over in 1969 by the mind of a time traveler, Kim Johnson, who then traveled back in time to stop herself from destroying the world with her newly-started time machine (see Mystery 3 – *The Storm in the Hourglass*, as well as the background to the trilogy in Chapter 2). It was an accident. Her intention was to take over her

own, younger body, but something went wrong, and it was instead Mikael [Martín] who was thrown forward in time when the minds switched places.

SHE IS HE

In order to not reveal who Mikael [Martín] really is, throughout the entire adventure, you should refer to the math teacher as if he is entirely Mikael [Martín]. However, in confusing situations, Kim will refer to her fanatic former self in the third person – "I must stop her otherwise there will be a catastrophe!" She is trying to stop herself.



KEYS AND ANCHORS

The homemade constructions that are referred to here as "temporal keys" are in fact a simpler version of a time anchor. They are not used to create individual time bubbles, but more as a kind of cage to lock down the enormous event that threatens to destroy the Mälaren Islands [Lake Mead] in the future. During nighttime activations, they lock on a point in the middle of Hovgårdsfjärden [Las Vegas Bay] - the same place as the final confrontation takes place.



Time traveler Kim is therefore focused on a single thing, she needs to create a stable time bubble that allows her borrowed body and equipment to travel in time. She needs to transport the mysterious helmet to the final confrontation in *Mystery 3 – The Storm in the Hourglass*, but also travel back in time to help the children (the Kids) who have had their minds exchanged in a macabre time experiment. To succeed, she needs to

complete the keys and test their capabilities with help of the kidnapped test animals.

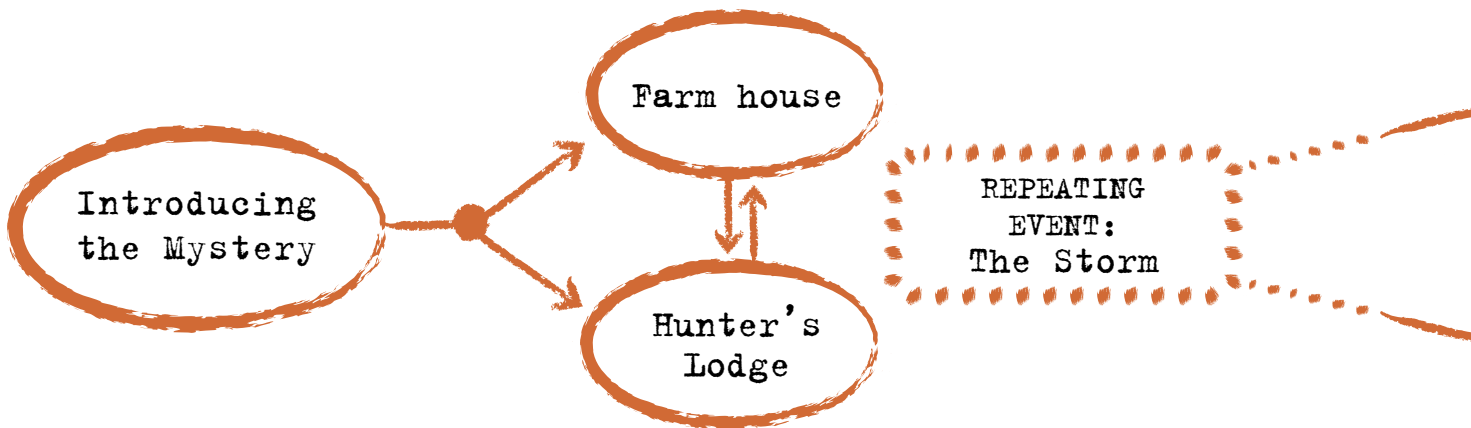
BAD WEATHER

During the days leading up to the Christmas holidays, Mikael [Martín] performs more and more tests. Every time he activates his three temporal keys, he creates a time bubble for a short while out in the water which draws in an enormous magnetriline ship. The ship is stuck in a mysterious storm and it is about to crash down into the lake. Initially, these events are instantaneous. It is not until the confrontation that Mikael [Martín] successfully stabilizes the time bubble long enough to get out and step through the portal.

INTRODUCING THE KIDS

The year is 1988. The Christmas holidays are approaching, despite the mild weather with its constant drizzle. After the end of school tomorrow, the children are free from math lessons, vocabulary tests, and over-cooked school food. It's soon time for presents, meatballs [turkey], smoked ham, gingerbread, and candy. Families gather. Grandma and Grandpa will be picked up at the train station in Stockholm [airport outside Las Vegas]. An already tipsy uncle has arrived with his new wife. The cousins are on their way from near and far.

In the family's Christmas preparations and stress there are also dark undertones. Some can't stay away from the beer and booze before the holiday has begun.



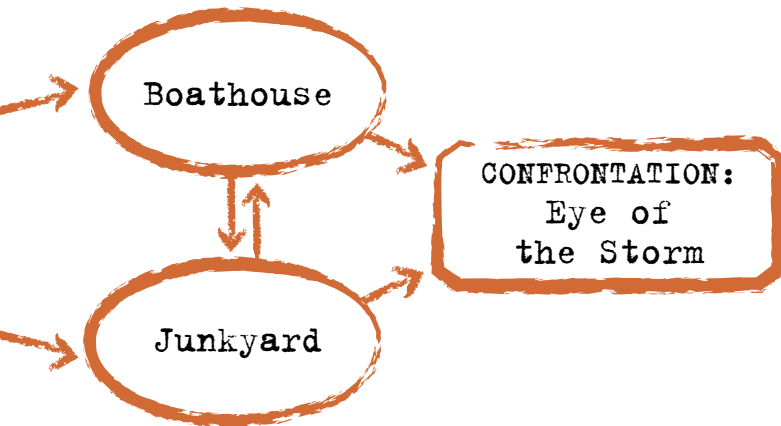
SUMMARY

- In recent years, the math teacher has built three machines that have been placed in the lake.
- The activation makes a future magnetron ship crash appear out in the lake.
- The math teacher wants to get the time portal stable and performs tests on animals to achieve this.
- His control helmet must be taken forward in time in order to stop the accident.



For some families, money is short for both food and presents, and among others, single parents sit bitterly alone after a recent divorce.

But there is something more in the works. There are rumors that someone – or something – is kidnapping pets. Regardless, many cats and dogs have disappeared from the neighborhood, and the farmers are complaining about increased attacks from foxes [coyotes]. In addition, there have been an unusual amount of break-ins in recent months. Spare parts, tools, home electronics,



and other odds and ends have disappeared from people's garages, basements, or summer cottages.

Otherwise, the late summer and fall have been punctuated with positive news for the employees at the Loop. Increased research funding also means that recruiting has increased at FOA [DART] and Riksenergi [DARPA]. The Gravitron is being expanded, and there is talk of a new golden age for the industry.

STRESSFUL DAY

Place the Kids' introductory everyday life scenes in the midst of stress and trouble, the evening before the last day of school. Let the children be dragged back and forth between their parents. You can see your friends later. First, we have to get Grandma, or cook the ham. Go comfort your sister, you know how much she liked her cat. The Kids really want to see each other and talk about the missing pets, but it seems impossible. If some of the Kids have a pet, like a dog or a cat, or live on a farm, then they are most likely affected. An animal is missing, the Kid feels sad, but no adults seem to care. Everyone is looking forward to meeting up at school tomorrow, and above all, going to the Hideaway when the break begins.

INTRODUCING THE MYSTERY

The school day ends when Principal Lisa Andersson [Liz Anderson] wishes everyone a Merry Christmas in the auditorium. Some of the Kids have had a math lesson just before with the slightly strange Mikael "Cuckoo" Haronen [Martín "Cuckoo" Hernandez], some might have had a free period before the end of the school day, and another finished with a sewing lesson with Märta Höök [Margaret Hirsch] – the one with the bright red hair and long fingernails. The children pour out onto the school yard and try to find one another. Some of the school's bullies laugh and make ugly faces behind the back of the math teacher as he walks by. He's wearing pants that are too short, and, as usual, his weird bike helmet.

The Kids meet in the school yard and go together to the Hideaway. During the last few days, they have gathered clues, evidence, and rumors from other children at school.



BETWEEN LOCATIONS

Every day during the Christmas break is taken up with Christmas chores and family dinners, as well as hurried shopping for gifts, and bullies with far too much leisure time. Use some of the following events to make the time between other visits more interesting.

- **GINGERBREAD BAKING:** The youth club arranges a large gingerbread baking activity for the students. During the baking, things become messy, with food fights, salting other people's dough, and fighting about the oven. Everything is run by a small group of parents working with the youth club leader Markus Kulle [Marcus Cale].
- **DECORATE THE TREE:** Today's big task is to decorate the tree. The Kid is expected to be home for lunch and then in peace and quiet (and boredom), together with the family, or alone with their parents, chat quietly about where everything should hang on the tree. Dad has tried to make punch and is gradually drinking more during the afternoon.
- **MACHINE PARTS:** During the morning, down by the lake, several large sheets of metal and what appears to be electronics and cords have floated ashore. In addition, the Kids find the remains of a cage among the junk.
- **LOOKING FOR ANIMALS:** On several occasions, the Kids meet children and adults posting written notes or copied fliers in search of their lost cats and dogs.
- **THE GANG:** The Kids see a gang of older teenagers who are tearing down the posters about the missing animals, or they are locking someone's cat into a container and hitting the metal bars with long sticks.
- **MISCHIEVOUS KIDS:** Some classmates bike past and ask the Kids if they want to meet up at the math teacher's house by the Nordiska Gobi [on the mountain above Seven Dry Falls]. They plan to throw eggs at the windows and set off firecrackers in the mailbox.
- **DOG TRAP:** Out in a field, the Kids see some dogs sniffing around something - a cage, half buried in the ground, with a fresh piece of meat inside.

CLUES

Distribute one or more of the clues to each of the Kids. Let them share their "evidence" and suspicions, and together make up a plan for what they intend to accomplish before they have to go home for the obligatory dinner.

- **CHICKEN COOP:** Margit Nilsson's [Marge Nelson's] farm outside Wäsby [the Hoover Dam Lodge] has been attacked by foxes [coyotes]. There is now only one rooster left in the chicken coop and one of the farm cats, Zorro, is missing. The clue leads to Location 1A: The Farm House.
- **HORSE:** Nellan Andersson [Nina Anderson], one of the less popular girls who likes horses at the school, has been extremely sad the past week. Her favorite horse, Saga, has escaped from the pasture outside Margit's [Marge's] farm. That also leads to Location 1A: The Farm House.
- **THE DOGS:** In recent weeks, more dogs have disappeared outside stores and out in the forest. The Kid has tried to wait in ambush several evenings outside the grocery store, but without any results. Now she has heard that Daniel Lang [Dan Lane], one of the area's hunters, has also lost his hunting dog Pedro up at the old hunting lodge. This rumor can be investigated at Location 1B: The Hunter's Lodge.
- **GIANT SPIDER:** Rasmus in 9B says that he's seen a giant spider, "Shelob" [Shelob], down by the old hunting lodge. It hissed and was covered with leaves and branches. This is close to Location 1B: The Hunter's Lodge.
- **SACRIFICE IN THE FOREST:** During a math lesson, the Kid has heard that someone captures animals and performs occult blood rituals out in the forest to conjure evil demons. The rumors say the area is near Location 1B: The Hunter's Lodge.

SOLVING THE MYSTERY

After the introduction, the Kids are free to start their investigations at some of the places the rumors lead to. Something has clearly happened to different animals in the area, which is confirmed by the amount of posters with "lost" or "missing" animals on the bulletin board at the grocery store.



This mystery consists of three parts. First, the Kids examine the rumors for more clues. On the way home in the evening, they experience a time rift where the gauss freighter Mg/S Susi Talvi (“The Winter Wolf”) crashes in an enormous storm. This event is then repeated every night, which leads to part two, when they discover the involvement of Mikael “Cuckoo” Haronen [Martín “Cuckoo” Hernandez]. Finally, after they have been discovered by his reprogrammed robot Asimov, part three takes place where he escapes out into the lake to complete his mission.

LOCATION 1A: THE FARM HOUSE

A bit north of Wäsby, near Port 2D-3B [the Hoover Dam Lodge, near Foxtrot Gate] is a large farm house. It is owned by childhood friends Margit Nilsson [Marge Nelson] and Johanna Strid [Joan Sheedy], a middle-aged couple who, in the summer, like to invite visitors for a cup of coffee or a little juice and cinnamon buns under the big oak tree out in the yard (a stately tree with “M + J” carved in the trunk). The farm consists of a house with an enormous veranda and an attached greenhouse, as well as various farm buildings: A barn with cows, a small stable with a pasture attached, a hen house, and a large piece of land where Johanna [Joan] experiments with ancient species of corn. This cultivation also partially conceals her experiments with cannabis.

When the Kids visit the farm, the couple are noticeably stressed. It's not the financial loss of the animals that is the most upsetting, but the fact

COUNTDOWN

The following events are things the math teacher does to test out his experiment. Some of them should be discovered by the Kids when they investigate the mystery. You can simply add or remove activations if you feel the Kids need more or less time in the scenario.

1. **DAY 1, THE EXPERIMENT:** After the end of school, the math teacher hurries home to pick up tools. He passes by the scrap yard on his bicycle and picks up some electronics before heading to the old boathouse at **LOCATION 2A: THE BOATHOUSE**.
2. **THE FIRST ACTIVATION:** He has several cages of chickens in the boathouse and lowers one of them down over the already-built temporal key. When the machine is activated, the phenomenon with the crashed gauss freighter happens for the first time out in the lake. See **EVENT: THE STORM**. The chickens disappear for a moment, but then return dead.
3. **DAY 2, PREPARATIONS:** During the day, the math teacher buries the dead animals up by the hunting lodge and then goes to the junk yard to build a raft, some new cages, and to find additional parts for the machines.
4. **DAY 2, REPAIRS:** He leaves his reprogrammed robot to transport the raft into the water later in the evening while he rents a car with a covered trailer at the local gas station. He transports the stolen horse, that he had hidden in his garage.
5. **THE SECOND ACTIVATION:** The math teacher rows out to the middle of the strait, with the horse swimming behind him, and ties it to the raft. Then he goes into the boathouse and places cages with two cats and a dog by the machine. He activates the temporal key with his remote control. Once again, the crash appears - this time for longer. In the boathouse, the cats have disappeared, but the dog is dead. During the night, he takes the boat out to the raft and finds that the horse is also gone.
6. **DAY 3, NEW PARTS:** He works feverishly during the night to check what could be wrong with the cores of the temporal keys. They almost work.
7. **DAY 3, ADJUSTMENTS:** During the day, three new cores are built, and a simpler test is done at the junk yard. An animal is held in a time loop where it dies, resurrects, and then dies again. See **LOCATION 2B: THE JUNK YARD**.
8. **DAY 3, PREPARATIONS:** The math teacher places cages with pets and chickens by all three temporal keys during the afternoon and then gets ready. He packs up his things at home, prepares the helmet, and fills a backpack with equipment. If he is discovered by the children, he uses the robot as a guard.
9. **THE THIRD ACTIVATION:** The crash is then activated again. He goes out into the eye of the storm, exactly where the ship crashes down into the lake, to go into the time bubble and travel to the future. See **CONFRONTATION**.

that many of Johanna's [Joan's] security systems seem to have broken or shut off. They wonder if it might be some sort of hate crime – if someone in the neighborhood is trying to sabotage their work and force them to move. To get permission to investigate the locations, without needing to **SNEAK** around the area, someone must use **CHARM** to persuade the farming couple.

CLUES

Nilsson's [Nelsson's] farm has been hit hard lately. One horse is gone, as well as Zorro the cat, and all the hens in the hen house. The Kids can either roll to find out more of the things that are connected, or they can roll at each location.

- **THE CHICKEN COOP:** The chicken coop is well guarded, with motion detectors, high fences dug deep into the ground and electronic locks on all hatches. Some hens disappeared a week ago, and now only a few days later the rest have disappeared, for a total of twelve. Only the rooster remains. With **INVESTIGATE**, the Kids can find boot prints in the clay and that the detectors are broken. A bonus effect on the roll reveals air rifle pellets in the clay – someone has shot at the detectors to break them.
- **THE STABLE:** The stable has some of Johanna's [Joan's] voice-controlled self-opening doors installed and three security cameras. With **TINKER** or **CALCULATE**, a Kid can see that the cameras have been shot down with air rifles. **INVESTIGATE** shows hoof marks where the horse has been taken through the back gate and **PROGRAM** reveals that the voice-controlled doors have been hacked.
- **TRACKS:** The tracks in the dirt at the chicken coop or in the stable can, with a roll for **INVESTIGATE** (or bonus effect from an earlier roll) lead a Kid to a dusty turnaround beyond the next hill. There are traces of a car, with some kind of trailer, and some faint hoof prints from the missing horse.
- **THE RENTAL CAR:** if the Kid wants to investigate the mysterious car, a roll for **COMPREHEND** or **CONTACT** can be used to find several gas stations that have rented out cars with trailers in the past few days. You can either choose to let there be too many car rentals recently for it to lead further or you can create a list of suspects, on which the math teacher is included.

LOCATION 1B: HUNTER'S LODGE

In the forest that stretches from Wäsby to FOA's high fence at the Sättra facility [the land between Pumping Plant Number One and DART's barriers at Black Rock Point] lies an old hunter's lodge with an attached wooden tower. It's mainly used by some local hunters on behalf of Riksenergi [DARPA] since active wildlife can threaten the technical installations in the area. The lodge is simple and can best be compared to a small wooden shed containing a bunk bed for sleeping bags, a table and two chairs, a gas plate with a pot and a water bottle, a cabinet with simple supplies, map, compass, matches, and a box with nuts and energy snacks. You can let the Kids find these with **INVESTIGATE**, or if they specifically say where they are looking.

CLUES

The math teacher Mikael [Martín] later uses the lodge as a temporary storage for empty cages, and has also buried some of the dead animals nearby, but the clues do not open up until after the first night. Until then, mostly traces can be found, for example with **INVESTIGATE** or **FEEL** (for the dog):

- **DOG TRACKS:** The cottage itself does not contain any specific traces. If they contact the hunter Daniel Lang [Dan Lane] he tells them that he slept in the lodge a few nights ago and that his dog, Pedro, slept outside under the stairs. Outside, the Kids can find traces of how Pedro the dog was on guard around the lodge. Just near some trees, however, the dog seems to have collapsed. There are footprints around the place that lead out to the forest. Bonus effect on **INVESTIGATE** can be used to find air rifle darts (that with **COMPREHEND** reveals sleeping medicine on the tips), as well as footprints that lead to a place where someone seems to have had a bicycle parked.
- **TRACKS IN THE FOREST:** A bit away from the lodge there are an abundance of trees growing. Up on a hill, an investigating Kid can find deep grooves in the ground. **CALCULATE** reveals them to be from some type of machine. Four-legged, and large, with a few meters between each leg. (It is the robot that has walked to and from the boathouse.)





An extra six on the roll means that the Kid can follow the tracks to FOA's [DART's] high fences, where a large segment is cut out so that one can get through. If someone pulls away the damaged fence, the hole is almost big enough for a small car to pass. For a total of two bonus effects, the Kid can follow the tracks down to the water by Svinsundet [Black Rock Point] where they seem to disappear.

- **(LATER) CAGES:** After the first night, the Kid can find empty cages in the hunting lodge. The math teacher has welded them together at the junk yard and then stored them here before taking them to the boathouse.
- **(LATER) PET CEMETERY:** In a grove a few hundred meters from the lodge, Mikael [Martín] has buried the animals that died during his first experiment. These are some hens that seem to be turned inside out, as well as some older carcasses of two dogs and a cat.

EVENT: THE STORM

In the evening, after a long day of end of school activities and investigating, the Kids are hit by the mysterious storm. Mikael [Martín] activates his temporal key at 9 p.m., when most people in the community are

at home. Feel free to let a failed roll at Location 1A and 1B, or the fact that they might have visited both places, make the Kids late. Now they are in a hurry to get home and there are many worried or angry parents waiting. On the way, the Kids pass the water and the following takes place:

A constant drizzle has been over the lake like a blanket all day – no wind and oppressing. Gloves and snow boots are soaked through and stomachs are growling. It's late in the evening and the parents are probably worried.

Suddenly, the rain ceases for a moment. The world takes a breath and everything is quiet. Then, out of nowhere, the sky fills with thick snowflakes, a lashing wind, and... sand? You get sand in your mouths while your cheeks are thrashed raw by the winds. A sharp lightning flash lights up the sky, and then everything is dark. The light on the horizon and from the small, lit cabins on the other side of the water are blurred.

An enormous ship appears in a haze of electrical discharges. Several hundred meters long. Metal is bending, parts come loose and fall down into the boiling water. Your ears ache and your nostrils are filled with ozone. The machine seems to fall with a metallic roar...



MISSING KIDS

If the Kids choose to stay out, their parents will call the police and go out to search for them. A failed roll from a Kid can cause them to be found by the police and driven home. You can use the police and searching parents as a trouble if the Kids want to keep hiding. The later they postpone their return, the greater the risk that they will have a curfew in the coming days. Allow all the children to get tough everyday life scenes with the parents in the evening. But if they come home immediately, they still get in trouble because of their dirty clothes.



And then, the entire scene is gone. The wind is still. The only thing that remains are a few snowflakes that quickly melt away in the drizzle, and clothes that are covered with mud.

After the event, all the Kids feel physically ill. They vomit, have pain in their joints, someone gets a nosebleed, and the others experience a pounding headache. They are wet and frozen. They don't know what has happened and can either choose to go home now and return to the place the next day, or be even more late getting home.

MORE ACTIVATIONS

The math teacher will activate his temporal keys every evening until he judges that they are stable enough to travel in time. At each occasion, the intervals are longer. The first evening, the Kids only see the ship materialize. After that, it can go so far that it just strikes the water's surface, and after that it can start to sink. With the last activation, the crash is held in a repeated time loop so that the ship can be reached out in the lake. See Confrontation.

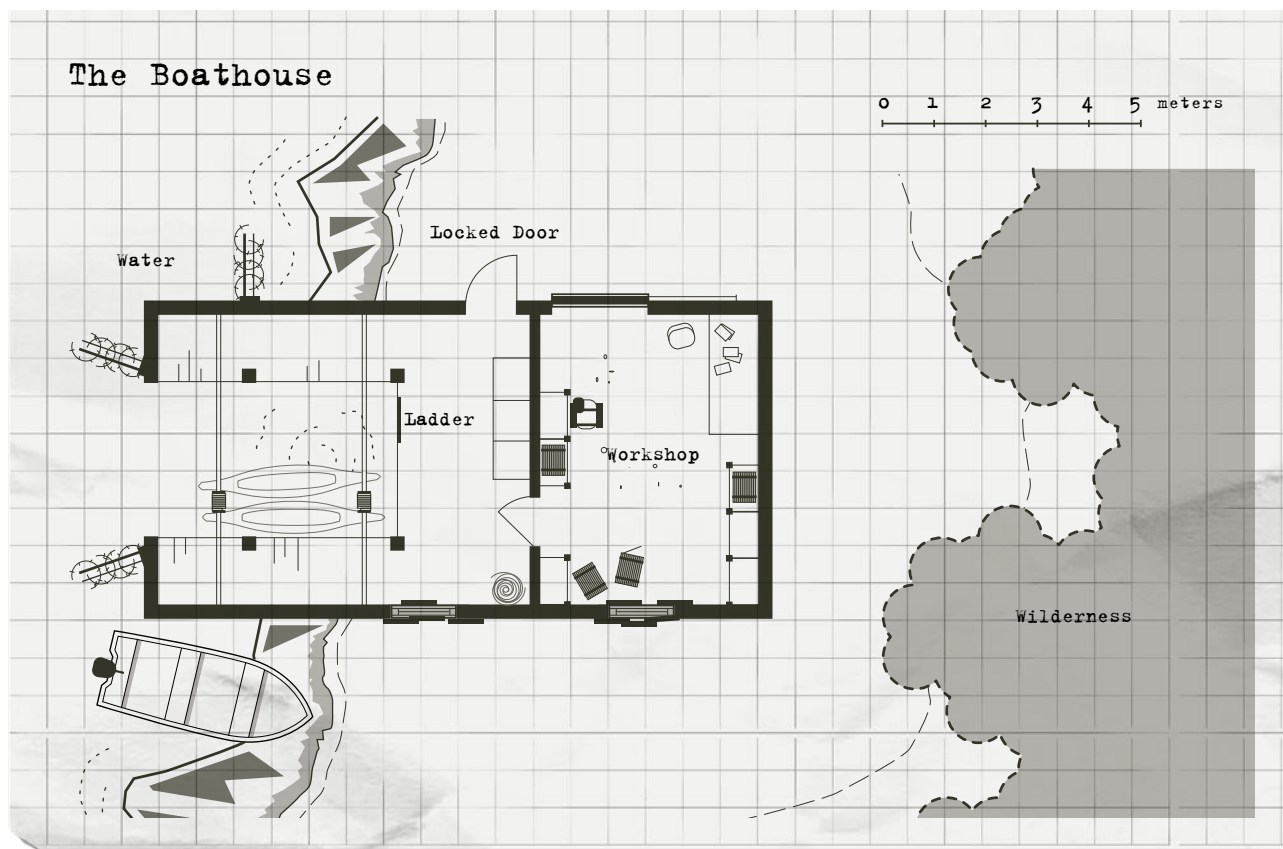
CLUES

- **MUDDY WATER:** Down by the lake, the water is cloudy and thick with sand or dirt. Even the trees in the area seem to be covered in wet mud. By **INVESTIGATING** the mud, the Kids learn that it does not consist of sand from the Mälaren Islands. It has a completely different mineral composition (from Lake Mead).
- **ICE FLOES:** Also a bit out in the water lie several ice floes that are slowly melting. These are extra interesting if you are playing the mystery at the American Loop.
- **DAY 2, THE MOTOR BOAT:** Just before the second activation, the Kids hear a motor boat out in the sound. It moves in toward the shore and can be traced to an old boathouse inside FOA's **[DART's]** restricted test area. If they remain, the teacher will also go around to check all the temporal keys.
- **THE COUNTDOWN:** Use the countdown (page 19) to add to clues before and after each activation. The Kids should be able to discover the motor boat, the math teacher, and the robot, which in turn gives them access to Location 2A: The Boat House and Location 2B: The Junk Yard. As of Day 2, there is also a great risk that Mikael **[Martín]** has his robot as a guard or to help him with heavy lifting.

LOCATION 2A:
THE BOATHOUSE

The boathouse inside FOA's **[DART's]** testing area is no longer used by the organization. It's a dilapidated shack, a wooden and tin shed with dried tar and thick, black, most likely toxic paint. It's built between some rocks and has been reinforced with robust metal doors, as well as barbed wire to make it difficult to climb in from the water.

The house itself consists of two rooms, one of which is the boathouse, containing two wooden decks on each side of the water and a winch in the roof, powerful enough to lift a small motorboat. There are currently two old canoes hanging there. The other room is the supply room. It can be reached through a powerful door that someone recently seems to have reinforced with a strong lock. All the windows are completely boarded up with large plywood boards or thin metal



sheets, but despite this, there are cracks in the walls that are large enough to partly reveal what is inside.

There are work benches along one wall and the others are covered with storage shelves. These have homemade metal cages, and around the room there are tools, cords, and a soldering iron, but also pieces of fur and feathers.

TROUBLE

If the Kids approach the boathouse when either the math teacher Mikael [Martín] or the robot Asimov is there, they need to be careful. Acts such as **MOVE**, **INVESTIGATE**, or **TINKER** (to take away the lock) all require bonus effects to be done quietly. The Kids can also choose to hide with **SNEAK** and wait for a time when they are alone. The Asimov robot has the special feature **SENSITIVE SENSORS 3**, which make it Almost Impossible for a Kid not to be discovered. You can, however, let the robot be turned off, or standing still and charging at a diesel generator inside the workshop, waiting for its master's voice activation.

If there is a conflict with Mikael [Martín] or Asimov, use Extended Trouble on page 26.

CLUES

The boathouse is one of Mikael's [Martín's] main locations for the triangulation. Its secluded position has also made it a good place to hide the boat and make simple adjustments to the machines.

THE BOATHOUSE AT BLACK ISLAND

In the American Loop, the boathouse is located on the other side of the water, at the cape of Black Island, and can then only be reached if a Kid gets access to their own boat. Martín has then hidden his little rowboat with the outboard motor in a rocky crevice, under a narrow bush at Black Rock Point.



- **THE WORKSHOP:** The storage shelves in the workshop are filled with machine parts, electronics, and homemade cages. With **TINKER** or **PROGRAMMING**, a Kid can see that these are advanced parts, far above ordinary machines, but also what looks like scrap from the old junk yard. See Location 2B: The Junk Yard.
- **NOTES:** A few notes with mathematical formulas are scattered on the workbench. A roll for **COMPREHEND** or **CALCULATE** reveals some form of triangulation and notes about times of day. Most of the times (the activations) take place between eight and ten in the evening.
- **ANIMALS:** In one of the cages, there are two cats who start to meow and bite at the grate when someone comes into the workshop. If the Kid wants them to be silent, a roll for **CHARM** is required.
- **TRACKS:** Outside the boathouse, there are deep grooves (from Asimov) just like at the hunter's lodge. They are very dense and lead both away toward the fence, but also down to the water.
- **THE MACHINE:** In the water between the piers inside the boathouse, a Kid finds a strange thing. It's a temporal key that Mikael [**Martín**] has built and mounted to triangulate the time rift. It just looks like a metal ring under the surface. See the box.
- **THE BOAT:** The math teacher's little rowboat (with mounted outboard motor) sits at the edge of the shore outside the boathouse. In it are a life jacket, an old cookie jar half full of dog food, some very thick (insulated) rubber gloves, and a tool box (roll bonus +2).
- A successful roll for **PROGRAMMING** reveals that it draws power directly from the motion of the waves and seems to generate some kind of invisible field around it.
- The machine is extremely durable and the smallest attempt to grab or cause damage activates a blue pulsating light and a pressure wave that seems to push away everything within one meter from the turbine.
- A failed roll or spending too much time at the machine makes the Kid nauseous and gives them a headache (take the condition Exhausted or Scared).

LOCATION 2B: JUNKYARD

At a road exit near Nordiska Gobi [on the other side of Lakeshore Road from Boulder Harbor] lies an old automobile junkyard that has currently been turned into a graveyard for old machines. A tall fence has been set up around the area, with bright signs that say "Unauthorized do not have access". The recycling center itself, the only part of the area that is still used, lies outside the fence by the small gravel road.

In addition to the introverted security guard Agneta [**Ann**], who lives in a small cabin in the area with her black German Shepherd "Bullen" [**Bundy**] and sometimes patrols the enclosure, the place is quite deserted. This lets Mikael [**Martín**] easily work relatively undisturbed with his experiments inside the junkyard, where he has converted an old bus into a workshop. A long-lasting but not very serious romance with Agneta [**Ann**] gave him free access to the place, but recently they had an argument when she discovered he had kidnapped animals, and she is now locked in her own basement.

TROUBLE

During the next few days, Mikael [**Martín**] will be at the junkyard to perform the final tests with the cores of the temporal keys. He is busy performing the experiment with the dead hen (see Countdown, page 19). As he is terrified of being discovered, the robot Asimov is constantly present and Agneta's [**Ann's**] watchdog "Bullen" [**Bundy**] roams the area. The young dog has **GOOD HEARING 2** and a **POWERFUL BITE 2**, but is not completely loyal to its new owner.

THE TEMPORAL KEY

The machine consists of a smaller turbine with slowly rotating blades surrounded by spokes and a metal ring (one meter in diameter), covered with floating buoys stolen from a swimming area. The spokes have small rudders that seem to turn themselves over at regular intervals. Air bubbles seem to come from the bottom of the turbine and the air above it smells weakly of ozone. It seems magnetic, and when someone gets close, it's as if the air is thick and resists.

- A roll for **CALCULATE** reveals that the machine stays completely stable in the water, without being anchored at the bottom.



If the Kids are discovered, Mikael [Martín] will be scared and activate the robot. The situation can be defused with a Very Difficult roll for **CHARM**, but if it fails then the situation leads to an Extended Trouble against the robot Asimov (see below). If, on the other hand, the character succeeds, they manage a short exchange (see separate box). Inside the fence there are also some missing dogs, cats, and other small animals that have either escaped from some of the cages, or have been drawn to the area out of curiosity.

CLUES

The junkyard is Mikael's [Martín's] main source for machine parts and the place where he has been able to carry out major experiments without arousing suspicion from any neighbors – the main reason why he stopped using his own house as a base for his inventions.

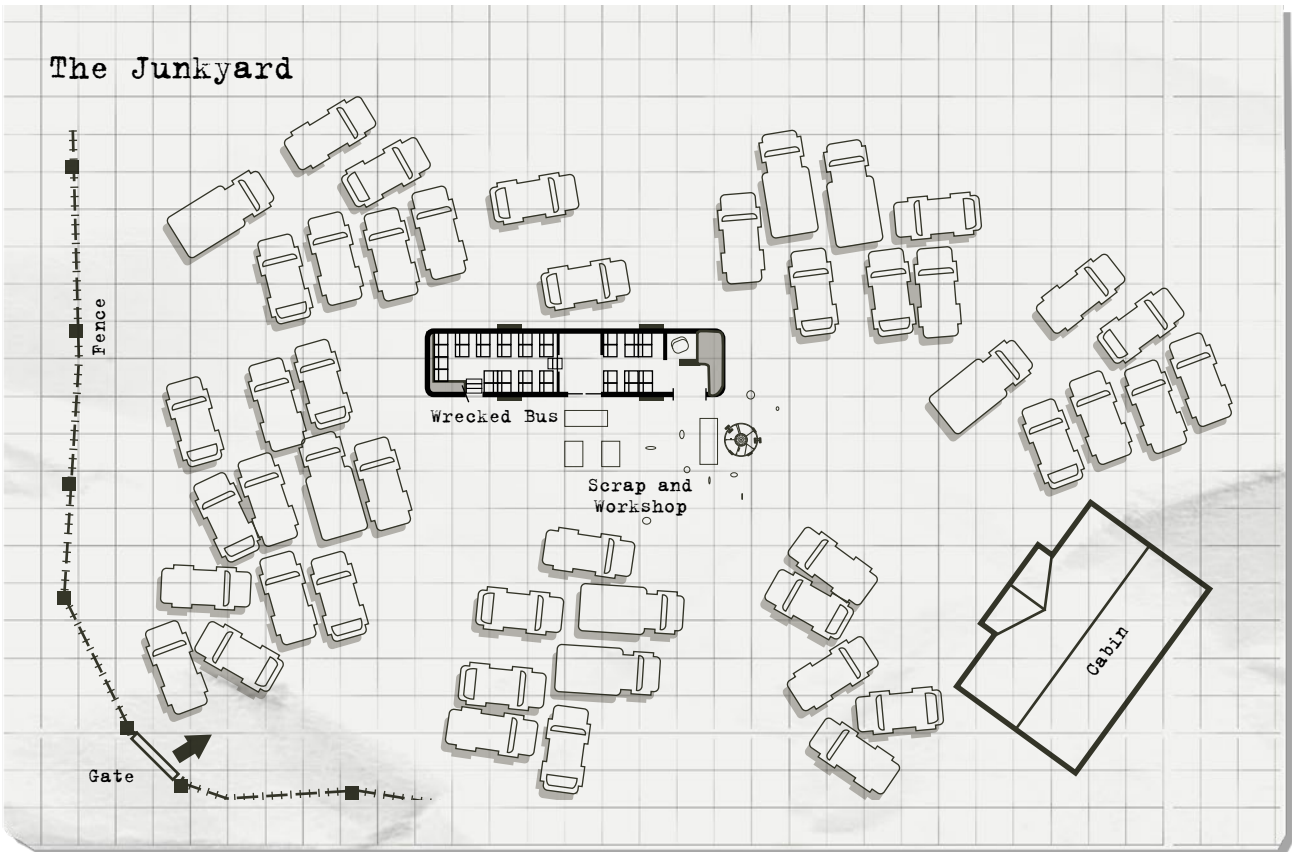
- **THE WRECKED BUS:** Seats and beams have been ripped out and placed in a pile outside. The windows are covered with silver-taped plastic sheets or pieces of metal nailed to the wood. Simple workbenches and storage shelves have been installed (similar to the workshop in the Boathouse). Everywhere there are tools, machine parts, and large home-built cages, as well as an air rifle with both darts and lead pellets. In many of the cages there are dogs, cats, and one or two guinea pigs.
- **BIOLOGICAL WASTE:** Alongside the bus there is a freezer box, connected by winding electric cables to an electrical cabinet away from the fence. It contains various animal carcasses, several of them deformed or with skin turned inside out.
- **KIDNAPPED:** Security guard Agneta [Ann] is locked in the basement of her own home, a small single-story villa on the edge of the junk yard. She has been trapped for almost two weeks and spent most of her time sleeping on a pile of boxes. She has done relatively well thanks to a leaking water pipe in the roof, as well as a steady supply of pickled cucumber, apple sauce, and honey. She's worn out and angry. If a Kid succeeds on a roll for **CHARM**, she tells them about the kidnapped animals, about Mikael's [Martín's] strange machines, and that he has a boat somewhere at Sättrastängslet [Black Rock Point]. This leads to Location 2A: The Boathouse.

TALK WITH THE MADMAN

With a successful roll for **CHARM**, you can let the Kids ask one thing per successful roll, or play the conversation out yourself. The math teacher nervously stammers and is noticeably stressed when he presses the helmet a little extra hard on his head. After a while, he becomes scared and activates the robot.

- "It was an accident. A terrible accident."
(He refers to the disaster in Mystery 3 – *The Storm in the Hourglass*.)
- "You don't understand. Leave me alone. I have to do this."
(He needs to activate the time bubble).
- "I have to stop her, otherwise there will be a disaster!"
(He refers to Kim 1 in Mystery 3 – *The Storm in the Hourglass*.)
- "The animals? They ... most of them are fine. Some ... died. But that was necessary."
(He runs tests on animals to make sure that organic matter can travel in time.)
- "Must stabilize ... need more living mass."
(He has realized that the larger the living mass is, the more likely it is to survive the time travel.)
- "I've seen you... before? But was it before or after? I do not remember."
(He doesn't remember if he saw the children in the future during Mystery 3 – *The Storm in the Hourglass*, or in 1969 during mystery 2 – *Summer Camp*.)
- "See. Death is relative. Here it is alive ... here it is not."
(He shows the experiment he is doing where a hen is revived through a time loop.)
- "The ship is just an echo. It's unimportant now... but not later. The eye of the storm is the treasure."
(He talks about the event with the crashing magnetine ship, and the time bubble in its center.)





- DEAD / ALIVE:** In the middle of the bus is a strange experiment, three small turbines set up on a picnic table. Between them is a cage and a knife. The three keys pulsate weakly and the table vibrates. In the cage a hen flickers between two states: It lies either with a cut neck, a splash of blood on the table, and the knife, or it is alive and looks confused. Each stage lasts only a few seconds.

- GOAL:** “Asimov will render all opponents harmless, to buy time for its creator. But, it must happen without lethal violence.”
- THREAT LEVEL:** 3 x the number of Kids if they have not been threatening.
- THREAT LEVEL:** 4 x the number of Kids if they have threatened or previously hit Mikael [Martín] or Asimov.

EXTENDED TROUBLE - ASIMOV

The Kids can meet Asimov, Mikael's [Martín's] reprogrammed security robot by chance during the adventure. In these cases, the special features of the machine should be used for a regular Trouble (page 24).

If the characters instead confront Mikael [Martín] at Location 2A or 2B, the risk is great that he will activate the robot and escape, so that he can go down to the water for the final activation in The Confrontation:

CONFRONTATION

Time has come for Mikael [Martín] to activate the temporal keys one last time and materialize the mysterious crash (see Event: The Storm, page 21).

The huge gauss freighter appears in a rumbling thunderstorm with swirling thick snow and blasting sand. The ship creaks and begins to fall toward the water, while the lake now seems to freeze and becomes completely covered in ice.

At the center of the ice is a small area that instead has turned into a boiling, muddy sludge. The ship



slowly falls with a tormented metallic scream. Torn-off magnetrine discs seem to be frozen in the air and when the freighter hits the water's surface, something happens with time.

Five dizzying seconds of crashing chaos, water cascades, explosions, and flashes seem to stretch over a minute that is played over and over again. The time rift has stabilized, and in the middle, a milky white membrane made of pure light flickers – a portal.

Depending on the Kids' actions, this can take place in several ways. In the event of a confrontation through the Extended Trouble with Asimov earlier, the math teacher has moved down to the lake to get out to the raft. The Kids can also, in an extremely rare case, (three or more sixes on **CHARM**) agree to help him, and then they can accompany him to the portal. Or they have chosen to avoid the confrontation and use **SNEAK** in order to pursue Mikael [**Martín**] out onto the lake. If he has not been confronted and fled, he will bring the robot Asimov out to the portal as a guard, which may cause the Extended Trouble to take place on the ice.

Once he is at the portal, he looks around, and if the Kids are nearby, he gives them some final advice, or a suggestion:

"Now. I know who you are! Take care of ... the future."

Then he steps, falls, or throws himself into the portal. The moment afterwards, there is a shrieking sound, and the world first becomes a deafening murmur and then a perfect silence. The portal, the ship, the ice – everything disappears and the survivors fall into the dark water.

AFTERMATH

The children get ashore or stand on the shore and witness the spectacle. They are wet, cold, and dazed. Now it's the time for the Kids' closing everyday life scenes:

A few days later, it's Christmas Eve. The family is gathered and the Kids long for gifts and sweets. They are most likely grounded for the rest of the Christmas holidays. Any attempt to talk about the event is



dismissed. The strange machines seem to have disappeared, or been destroyed. No one else says they saw the strange storm in the lake, since everyone outside the rift seems to have had a loss of memory around the event. In the Kids' heads, Mikael's [Martín's] last words echo -Take care of the future.

CHANGE

After the mystery, you should discuss whether the Kids have changed or learned from any of their experiences. Someone can take advantage of a new problem, or perhaps have a newfound pride in something they managed to accomplish during the adventure. Were there any of the NPCs that the Kids had strong ties to? If Asimov made it, someone might have managed to reprogram the remarkable machine and make a new relationship (hiding it in the children's Hideout).

NPCs AND CREATURES

Below are descriptions of the NPCs and creatures found in the Mystery.

"CUCKOO"

"Help, I ... must stop her! Must stop the disaster!"

Mikael Haronen [Martín Hernandez] is a casual, nervous, and somewhat dull man in his 40s. He has a poorly-grown goatee with stress-related bare spots and uncombed hair in the classic "helmet hair" style. The helmet, a strange homemade bicycle helmet covered with some form of gold foil, is something he almost always wears, and definitely never lets out of his sight. He is a second-generation immigrant, whose parents Jaana and Alvar [Jovita and Alfredo] fled from Finland during WWII [were immigrant laborers from Chile in the early 40s].

Mikael [Martín] was a bookish young man with a passion to learn, and to teach. He knew early on that he wanted to become a teacher, much to his parents' chagrin. Doctors, engineers or economists - these are the professions that are always needed, and give a good salary. But in the summer of 1969, when he was a young student teacher working at a summer camp on Adelsö



[at Lake Mead], something happened. Kim, a time traveler from the future, happened to send her mind into his head. They switched places and Kim became Mikael [Martín]. However, her mind was fragmented and the camp counselor Mikael [Martín] collapsed in a psychosis and was later placed in a mental hospital (page 14).

Just over ten years later, his father passed away from liver failure, closely followed by his mother's suicide. The patient was allowed to attend his parents' funeral, and then found the strange helmet that cured him. The helmet is in fact a control unit for time anchors and the time machine that Kim Johnson worked on. With it on, Kim's mind was restored, and she could continue her mission to save the world from the disaster that her time machine would cause in the future (see Mystery 3 - *The Storm in the Hourglass*).

Kim in Mikael's [Martín's] body has a great talent for **MECHANICS 3** and **COMPUTER TECHNOLOGY 3**, as long as she uses the helmet. She is **DRIVEN 2** and will do everything she can to stabilize and go through the time portal. She also carries a **REMOTE CONTROL** (that looks like a converted walkie-talkie) from which she can activate the keys and invoke the time rift in the lake.

MARGIT AND JOHANNA [MARGE AND JOAN]

"How nice to have visitors. Do you want to go out and feed the cows?"

Margit Nilsson [Margin Nelson] is a **HARD WORKING 2**, freckled and short-haired lady in blue bib overalls





with large square glasses and huge rubber boots. Almost ten years ago, she inherited the family farm from her mother and today is the main caretaker for the animals and the land. It involves the daily handling of the chicken coop, a barn full of cows, and a small stable with horses used to make a little money from riding lessons for the local horse enthusiasts.

Johanna Strid [Joan Sheedy] is Margit's [Marge's] friend and life partner, a well-educated engineer from Stockholm [Las Vegas] who had a summer house out on Munsö [at Lake Mead] during her adolescence. She is usually seen in a pair of brown corduroy pants, sturdy boots, and a dirty, half tucked-in shirt. Her blonde hair is set in a high bun to keep it out of the way and she tends to have a pencil resting behind one ear. Johanna [Joan] is the inventor on the farm. She is INVENTIVE 2, and, over the years, has set up motion detectors at the chicken coop, built security fences around the pens, invented a more efficient milking machine for the barn, and is also responsible for the daily machine servicing in the yard.

"ASIMOV"

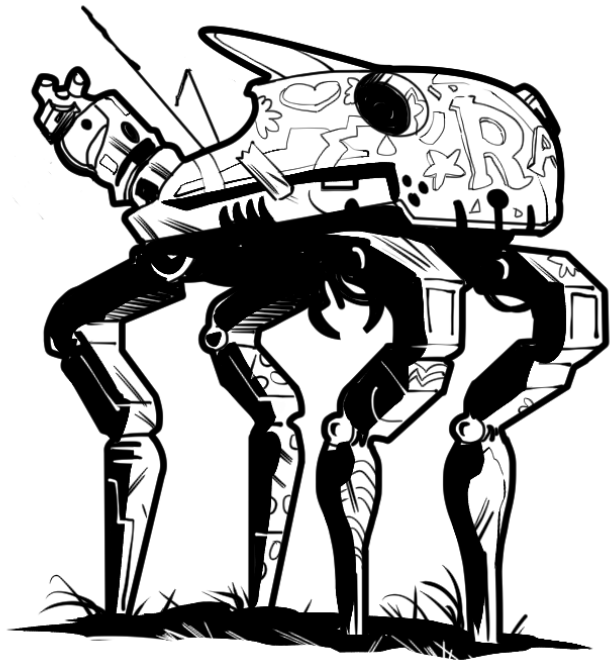
"Friend. Or. Enemy? St-and-still-for-Scan-ning. Tick-tick-trrrrrrrrrrrrr-ick. "

ASIMOV is a four-legged self-balancing security robot that got caught in a time bubble during Mys-

tery 3 - *The Storm in the Hourglass* and therefore ended up in the early 1980s (the same time as the math teacher began to experiment with his temporal keys).

Its name refers to "Autonomer Sicherheitsroboter Model 5", but it is not yet available. Some early prototypes of Model 4 have so far been developed by the Swiss industrial company Waltemann's subdivision for Military Applications Department, and the Swedish military is queuing up to possibly buy the models during the next year. FOA [DART] uses some older Model 2s that were put into service in 1984. Kim Johnson, in Mikael's [Martín's] body, found the robot among other machine parts in the junk yard. Teenagers had covered it with graffiti and painted over all the sensors.

This particular model has very SENSITIVE SENSORS 3. Its programming also makes it LOYAL 3 and voice activated by Mikael [Martín]. The chassis is weakened compared to the usual models, but instead the robot can SWIM 2 and MOVE QUIETLY 2. In addition, Kim has added a catching net and gripping claws under the central body, as well as hatches in the front legs that can shoot air rifle darts loaded with tranquilizer in close proximity.



04

THE TRUTH OF THE MYSTERY	31
INTRODUCING THE KIDS	33
INTRODUCING THE MYSTERY	35
SOLVING THE MYSTERY	36
THE MÅLAREN ISLANDS 1969	37
PLACE: CAMP ACTIVITIES	37
EVENT: THE FOREST DWELLER	43
CONFRONTATION IN THE BUNKER	44
AFTERMATH	46
CHANGE	46
NEW KIDS	46
NPCS AND CREATURES	48



SUMMER CAMP

The first line-up in the yard was the hardest. Straight line in front of the activity board and the tall flagpole. The counselors' hard stares as we were examined from head to toe. Whistles to underline the schedule, rules, and new names. We were no longer Lisa, Jonas, Anders or Marie...

Instead, we became the numbers listed on our beds and the name of the barracks we all shared – Foxes, Blackbirds, Minnows. One, Three, Six, Eight. So I became cool Fox One, but I saw the tears in the eyes of some of the Frogs when they got their names from the camp leader.



RIKSENERGI



I wasn't sure if my parents sent me to summer camp for my own sake, or theirs – despite Mom's ongoing chatter about memories from when she spent summers here as a child. But, we went swimming down by the docks, grilled hot dogs over the fire, and had a pillow fight until lights out! Then I felt that, yes, this summer camp may just be something after all...

THE TRUTH OF THE MYSTERY

Lindbygården's summer camp on Adelsö [Roadrunner Cove Summer Camp] has been a standing tradition out on the Mälaren Islands [in the area surrounding Boulder City] since its introduction during the optimistic 1950's. It started as a scouting camp for city kids who were

interested in nature, but soon became managed by the local municipality. During four summer weeks, the three wooden barracks are filled with a total of 72 kids and teenagers. A large military tent, with a long table set up, makes up the canteen area, and the old institute at the edge of the forest houses a handful of volunteer camp counselors helping to keep the kids occupied.

EDUCATIONAL ROUTINES

The camp is mainly run by volunteers from the schools or different parent associations in the area. The money comes through a government grant, as well as from local sponsors. Despite this, money is tight, which is most noticeable in the canteen and Lindbygården's [Roadrunner Cove's] worn buildings.

The age limit for the camp is 10 to 15, which gives a wide range of kids, where the older ones who have



MYSTERY AND EVERYDAY LIFE

Don't reveal too much of the time travel that is taking place. Instead, focus on what the man in the forest wants, and what he is offering. The mystery can actually move very quickly to the Confrontation (page 45), but it is supposed to take place over a few days (and nights), with the Kids experiencing various troubles and everyday life scenes during the many camp activities.



RIKSENERGI

been there before model behavior for the younger ones. There is a pronounced expectation that this companionship will keep the children obedient and respectful to the camp leaders, which means that a bit of bullying is overlooked, as long as it doesn't leave permanent marks.

The camp's strict schedule dictates sleeping and eating times, as well as activities and occasional punishments. There is very little free time, but during the activities there are opportunities to sneak away for a bit – as long as no one finds you.

SECRETS

The truth is that the camp also has a dark and hidden history from the late 1960s, soon after the activation of the Gravitron. It was a cover for secret experiments where the campers were used as unwilling research volunteers. During camp leader Wilhelm Segermyr's [William Stewart's] dubious leadership, the camp nurse, Kim Johnson, was allowed to run free. She performed a series of experiments on anesthetized children to test her time machine.

The rumors of human experiments closely followed the headlines around the mental collapse of one of the camp's counselors, causing the camp to close down for a few years. It did not open again until 1975, after the rumors had quieted down, and Kim Johnson had left Riksenergi [DARPA] for a more discrete position in FOA's [DART's] special research department.

IN OTHER BODIES

The Kids in the summer of 1989 are victims of some of Kim Johnson's more successful experiments. She gets in touch with her younger self from 1969 through a type of radio that can communicate between time periods. What few realize is that during her experiments, Kim mixed sleeping pills into the evening meal, and thus the entire camp would fall asleep, adults as well as children. Both during 1969 and 1989, children were kidnapped at night and taken away to an old, worn-out bunker that housed the time researcher's laboratory and workshop.

The Kids fall asleep during the first night in 1989, and wake up the next morning no longer in their own bodies.



RIKSENERGI

THE LABORATORY

Kim's laboratory is an old storage shed from the second World War [the time during the Cold War] that is reached by a discrete, but securely locked metal door out in the forest. Corridors with shelves and simple cots lead down to a control room and an examination room, separated by a solid wall of mirrored glass.

In here are Kim's measurement tools, the mysterious radio, a row of metal bunks, and KLEIN-1, her prototype machine, which appears to be spread out like a climbing plant over armored glass on both sides.

THE TIME TRAVELERS

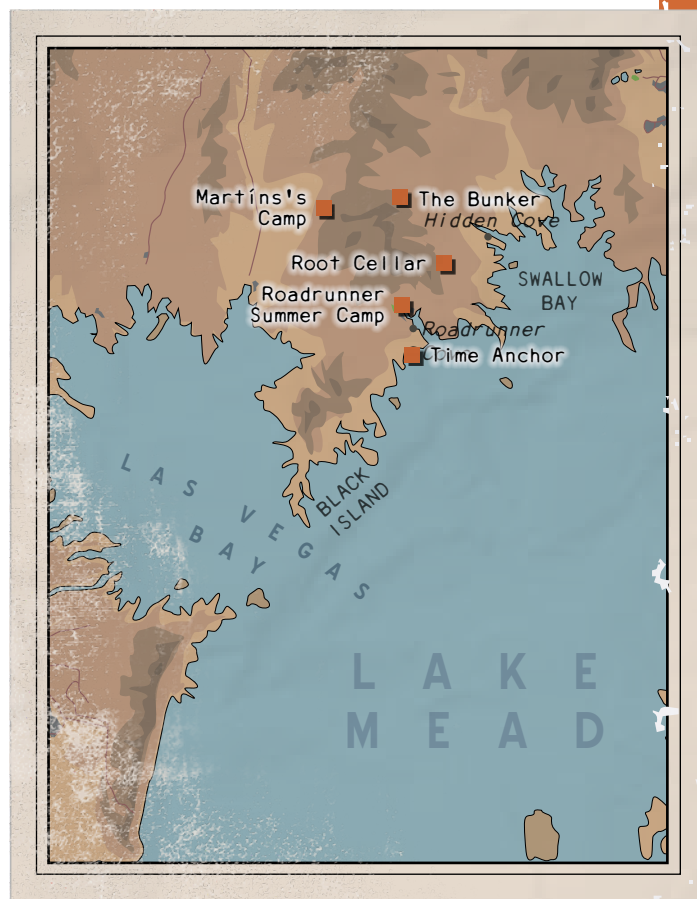
At the same time as Kim Johnson (both in 1989 and 1969) is experimenting on living children, a third version of herself has arrived in the forest outside Lindbygården [the area around Roadrunner Cove]. This is Kim's regretful self, (page 48) who is now on the last stage of her trip:

- She ended up in the mind of Mikael Haronen [Martín Hernandez] during the collapse of the Chronograph in the future.
- In the form of Mikael [Martín], she meets the children during the intrigues of Christmas 1988, after years of mental collapse (Mystery 1 – *The Animal Ark*).
- The time hole out in the lake took her forward in time to give the control helmet to the children who are on their way to defeat the Chronograph (Mystery 3 – *The Storm in the Hourglass*).
- Finally, she arrives back in July 1969, ready to act this time.

The man in the forest now contains Kim's 80-year old memories, and has a desperately short time to fulfill his mission. Without the helmet, the mind will fragment and the brain is likely to die. He offers to help the children, but needs them to steal Kim's control helmet.

INTRODUCING THE KIDS

Summer vacation in 1989 has begun, and Lindbygården's summer camp on Adelsö [Roadrunner Cove Summer Camp] is as always prepared to welcome expectant children for a few weeks of swimming, playing, and fun outdoor activities. The parents are looking forward to leaving their kids in



SUMMARY

- The Kids wake up in new bodies at a summer camp in 1969.
- The camp's nurse is kidnapping children for experiments down in her secret laboratory.
- A time traveler has appeared in the forest and wants help.
- The Kids must steal the nurse's strange helmet.
- With the helmet, the time traveler helps the children to destroy the machine and return their minds to their bodies in 1989.



LIVING AT SUMMER CAMP

The three barracks each accommodate 24 children, divided into three rooms with four bunk beds each, and a small living room with kitchenette and a very worn sofa. The ages are distributed into different rooms: 14-15, 12-13, and 10-11 years old. Toilets and showers are in a small shack on the edge of the forest. Every dormitory has a name from the animal kingdom, and every bed has a number from one to eight - a system that's been used since the camp started.

CAMP NAMES: Decide if you want to use the camp's strict naming rules where the children's names are switched out for dormitory names and numbers. Regardless of their age, the Kids are all in one house.

- HOUSE 1: FOXES, JACK RABBITS and SQUIRRELS
- HOUSE 2: BARN OWLS, BLACKBIRDS and HUMMINGBIRDS
- HOUSE 3: RATTLESNAKES, LIZARDS and FROGS



camp leader Kim Johnson's capable hands, while they dream of sunny vacations or time to handle their affairs, gambling debts, or the beginnings of alcoholism.

The gravel yard in front of Lindbygården's [Roadrunner Cove's] main building is quickly filling up with badly parked cars, frazzled parents, nervous kids, and scattered suitcases. A loud whistle

cuts through the commotion, and shortly thereafter, camp leader Kim Johnson appears, walking up the stairs in an immaculate khaki uniform. Her three assistants settle themselves among the children on the gravel yard. This year's volunteers are Johanna Strid [Joan Sheedy], one of the local farmers; Maria Demirdag, Chair of the local Parent Teacher Association [Parent Teacher Association]; and Markus Hellerud [Mark Hayley], the school's newly hired homemaking teacher.

The children are lined up and assigned to their barracks. Then they are read the rules, their daily schedule, and a summary of all the fun things they're going to do at the camp - as long as they respect and listen to the older children and the camp's staff.

FRIGHTENING MIX OF ENTHUSIASM

Let the children make a shorter everyday life scene where they are either on the way to the camp with their parents, or with each other, playing out how it feels to be left on the gravel yard. The organized and militaristic start is then broken up with more fun activities. Let the children unpack and then see each other down by the campfire near the water to grill hot dogs, drink hot chocolate, and tell ghost stories. As they go to bed, they are exhausted, partly because of the sleeping pills in the hot chocolate, but still excited over what the camp has to offer.

EXTRA CARE

Let some of the Kids burn themselves, or maybe fall down and get bruised a bit. One of the camp counselors comes immediately and takes care of the hurt child. Camp Leader Kim also comes to comfort the child in question. Lull the players into a false sense of security before the mystery starts.



INTRODUCING THE MYSTERY

During the night, something happens that no one could have imagined. The camp leader, Kim Johnson, kidnaps the sleeping Kids, takes them down to her secret laboratory out in the forest some distance from the camp, and connects them to a time anchor in a barren examination room. She is in contact with herself from 1969 though Morse code on an exceptional radio.

DREAMS

One of the Kids (the one with the lowest **EMPATHIZE**) is having a terrifying nightmare. Afterwards, she wakes up with the others, but in a condition such as Scared or Exhausted. Use the atmospheric text below or make up your own. The number of children match the number of players in the scenario:

A cold steel bench in a dark room. You can't move. A strong lamp is lit and shines directly in your eyes. Something stirs and crackles behind your immobilized head. The blood is pounding in your temples. Your head is warm. Calming music, something you recognize from the radio, echoes in the bright chamber. The warmth increases and the speakers crackle. The music is distorted to another, unknown song, while at the

MUSIC 1989 TO 1969

Here are some suggestions on Kim's taste in music during 1989, and then when the Kids change bodies with the kids in 1969.

- "Talking to the Man in the Moon", Titiyo (1989)
- "If You Don't Know Me By Now", Simply Red (1989)]
- "Snart blir det sommar igen", Östen Warnerbring (1969)
- "More Today Than Yesterday", Spiral Staircase (1969)]



TO PLAY SOMEONE ELSE

The Kids in the new bodies get to keep their normal characteristics and skills, but are missing all of their original possessions. Under the heading "New Kids" on page 46, you can read about the relationships and personalities of the host bodies. Let this be secret, and use the information to create misunderstandings or trouble when the Kids act differently from what others would expect of them.



same time, the light flashes. You try to turn your head to look around. The room is made of gray concrete and in front of you is a large mirror covering the wall. The mirror shows several children tied down, all still except one. Their movements match yours, but it is not you...

Your heart is pounding. Anxiety begins to well up in your chest. Your ears are filled with a static noise, and the light from the lamp makes the world completely white before you wake up.

THE FIRST MORNING

The campers wake abruptly to the sound of a whistle. They have slept all night. The kids in the beds surrounding have started to get up, but something is wrong. The place is the same, but everyone is a stranger. The sofa in the living room looks like it's in good condition. The barracks are newly painted and sparkle in the morning sun, instead of the cracked wood with peeling paint that the kids saw when they went to bed.

The Kid's minds have woken up in new bodies (see "New Kids", page 46). The victim of the nightmare recognizes himself in the new mirror image. It's the stranger who was moving while fastened at the end of the dream. She is now the only one who recognizes the others.



A DAY AT SUMMER CAMP

- 07:00 - WAKE UP
- 08:00-09:00 - BREAKFAST in the big tent
- 09:00-12:00 - Activity
- 12:00-13:00 - LUNCH in the big tent
- 13:00-15:30 - Activity
- 15:30-16:00 - Fruit break out in nature
- 16:00-18:00 - Activity
- 18:00-19:00 - DINNER in the big tent, or grilling on the beach
- 19:00-21:00 - Free time
- 21:00 - LIGHTS OUT



Give everyone a short scene where they all discover their new bodies and then find each other in the barracks or out in the yard before the exhibition.

CLUES

Let the Kids participate in the assembly and try to take in as many clues as possible from their surroundings. They can **EXAMINE** the place or try to **CHARM** some of the children to get more information on the camp and where or when they might be.

- **BULLETIN BOARD:** On the big bulletin board, it reads “Welcome to Summer Camp 1969” and the activity schedule is not the same as yesterday.
- **THE LEADER:** The camp’s leader is an older man in his 60s with white hair and a well-trimmed beard. He is tan and athletic with starched khaki pants and a partly unbuttoned shirt in the same style. A name tag on his shirt reveals that his name is Wilhelm [William].
- **THE COUNSELORS:** A young, lanky man with bushy hair and the beginnings of a beard smiles and counts the children. The name tag on his shirt reveals him to be Mikael Haronen [Martín Hernandez], a student teacher who helps out at the camp during the summers. Beside him stands a middle-aged woman, Tina Åstrand [Tina Easton], who usually officiates at the Adelsö church [Lakeshore Methodist Church].
- **RADIO:** A radio sits on the inside of the main building. The morning news reveals that the launch at the Kennedy Space Center at 1:32 p.m. the day before went well. The spacecraft Apollo 11 is now on its way to the moon with its three passengers. (The trip to the moon took place July 16 – 20, 1969.)

SOLVING THE MYSTERY

After the introduction in the yard, the Kids are ready to figure out what’s happened. The kids participate in mandatory activities in groups of 10 to 20 campers, led by a camp counselor or some of the older kids.



This mystery consists of a free section that contains scenes from the activity list below. Failure with trouble should mean that the kids are discovered and accused, which leads to punishment in the form of different household chores. During the free section, there is a set scene that finally leads to the Confrontation where the children confront Kim, the time traveler researcher, in the secret bunker.

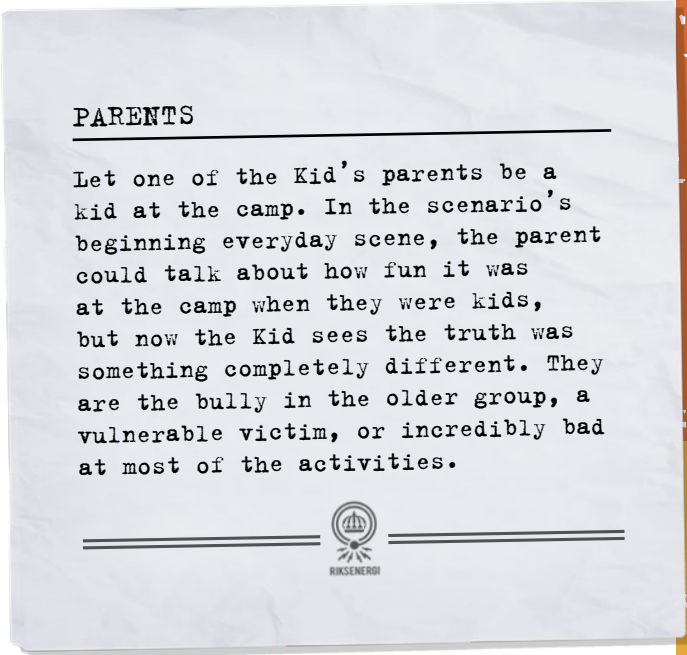
Plan which activities you want to use, and read up on the Kids' new bodies, as well as different clues that are now available. Create spontaneous situations, and consult with your players during this scenario.

CAMP SCHEDULE

Every day is just like the others, at least in terms of the schedule. Use the schedule as the basis for your scenes, and as a way to box the Kids into routines that they have a hard time breaking without being discovered. In order to investigate the mystery, the children must find ways to escape during the day.

HIDEAWAY 1969

The Kids are alone, with neither Anchor nor Iconic possessions, in the middle of a mystery, and stuck in a new time. They should therefore have a chance to create a new Hideaway. It can be the reward after a first, rather tumultuous day. Maybe they take their time helping Tina with the food and sit undisturbed as they peel potatoes in the kitchen, or they build a hut in the woods, or find a deserted cave by the water during one of the activities. It's hard to get private time in the barracks, but there might be some old utility room they can use in the main building.



THE MÄLAREN ISLANDS 1969

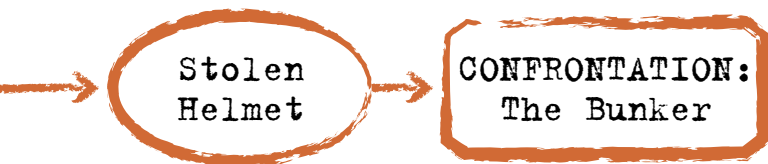
At the Mälaren Islands, the Loop has just been completed and started up. The Gravitron's vibrations are still a new feature in the children's lives (but not for the Kids). Many talk excitedly about Riksenergi and how many new families have moved to the Mälaren Islands lately. In addition, the last building platforms have not been taken away from the cooling towers. The giant Bona silhouettes can be seen in the blazing sun, newly painted and pretty, on the other side of the water from Adelsö.

PLACE: CAMP ACTIVITIES

The daily schedule is fully packed from morning to evening. Sometimes the kids are allowed to choose, but most of the major activities are already decided. You can choose if you want to use the scenes as trouble, or more everyday scenes. Suggestions for events and discoveries are given below, followed by some of the biggest clues one can discover.

BUILD A HUT

(Everyday): In a little cove out in the forest lies what can best be described as a graveyard for wood-



COUNTDOWN

This is the escalation from the mystery after the Kids have ended up in their new bodies.

1. **ACTIVATION:** Camp assistant Kim, in 1969, has planned the experiment with her older self, camp leader Kim in 1989. They kidnapped children in both times and activated the time machine.
2. **STUDIES:** Kim stalks the Kids in 1969 to study their behavior.
3. **CONTACT:** The man in the forest, Kim's older self who has traveled in time and space, makes contact with the Kids. He asks for their help in stealing the younger Kim's control helmet. As a reward, the man offers to help them get home.
4. **THE THEFT:** The Kids steal the helmet from Kim and give it to the man in the forest. He tells them to get ready. They meet again at a set time to go down into the bunker together.
5. **THE KIDNAPPING:** Kim has realized that the man in the forest is a time traveler. She kidnaps both versions of Mikael [Martín] for further experiments and takes them to the bunker.



en planks. There is material here from many torn down huts of summers past. Camp leader Wilhelm [William] sets down a sturdy toolbox and divides the hammers, saws, and nails in a laidback way. The kids divide into groups and work with **TINKERING** an unstable hut or less exciting wind protection. Naturally, **CALCULATING** or **LEADING** can be used for talking together about the building beforehand (and therefore get all successful throws of the dice as a bonus on the **TINKERING**). If someone hurts themselves, Kim is nearby to take care of them. She stands by the edge

of the tree line and chews restlessly on an apple (see clues below).

GYMNASTICS

(Everyday): Athletic exercises out on the lawn is something Wilhelm [William] is passionate about, and he happily demonstrates jumping, running in place, somersaults, and push-ups. If the Kids do not want to be Exhausted, they might have more luck with a **FORCE** or **MOVING AROUND** roll. Someone who is pitiful and already has permission can request to be allowed to skip this, but not without a note in the notebook.

MAKING A FIRE

(Everyday): Camp counselor Tina collects a smaller group of kids who will practice making a fire together. They go through different methods such as rubbing sticks together, or lighting dried moss, pine needles, or newspaper with glasses or a magnifying glass. The kids who roll for **TINKERING** or **COMPREHENDING** can of course gloat before the others. Some of the older children, however, have soaked a log in gasoline which blows up and sings a Kid. Maybe sufficiently enough to be sent to Kim, the camp nurse (see clue below).

READING ALOUD

(Everyday): The children are gathered with one of the counselors out on the lawn, or sitting on their own in the barracks during free time. If things are orderly, the counselor reads Robinson Crusoe out loud, and lets the kids take turns reading out loud with a few paragraphs each. It's a nice moment, but there is always a risk that some rowdy young kid tries to pinch someone, or that someone laughs when a Kid stumbles on a word. If you want to, you can let those who read out loud roll for **CHARM**, or just **EMPATHIZE** and see if they get support from the group.

KNOTS

(Everyday): Wilhelm [William] gathers children who are interested up on a cliff above the swimming area and instructs them on how to make various knots. Both those that seem complicated, but are actually easy to untie, as well as some very hard ones that are completely impossible to get out of. A Kid that rolls for **COMPREHEND** can learn the knots and then has +1 on future rolls where it can be useful. The activity ends



with the kids getting to make a rope swing and hang it from a large tree that extends over the water – and the one that is the most cocky in the group is asked to test the durability of the rope swing.

GHOST STORIES

(Everyday): A few children are gathered by the campfire or huddled under a blanket in their barracks, and try to scare each other. If there is a contest, the players can roll for **LEAD** in a “Kid against Kid”. Otherwise, the moment can be used as time together in the Hideaway, and all Kids get a condition.

ACCUSED

(Trouble): Suddenly, a child comes bringing a counselor. One or more of the Kids are accused of being a thief. They are said to have stolen a child’s medicine, glasses, or something else important. This leads to a search of the barracks by some helpful, older children, and they actually find the stolen goods in a Kid’s suitcase. The Kid can use **CHARM** to try to distract the counselor before the search, and possibly find the stolen goods in advance with an **INVESTIGATION**.

TOURNAMENT

(Trouble): The children are divided into groups before a sporting activity, such as football, ping-pong, or volleyball. Of course, there is a group of older children that try to win over the other children. Every time the talented sports team wins, they become even more cocky. For individual sports, you can let the situation be a trouble where every player rolls for **FORCE** (with a risk of conditions such as Exhausted, Upset, or Injured). In a team sport, **EMPATHIZE**, **CHARM**, or **LEAD** can instead be used to put together a strong team or a good strategy. Then a Kid can roll for **FORCE**, and use the bonus dice from the earlier roll. One six insures that the Kid’s team will not come in last. Two sixes mean that they are in the playoffs. Three sixes or more make the team win the entire tournament, which leads to more conflict with the older children later during the camp. Injured kids are, of course, taken to the nurse.

ROBBED

(Investigate): Some of the Kids discover that they have been robbed of a valuable item. Through the use of

CONTACT, they can listen for, or find clues with **INVESTIGATE** to figure out where the thief has gone. Things can have been dumped in the water near the beach, tossed in an outhouse, or hidden inside one of the camp leader’s rooms in the main building. The thieves are some of the older children that live in the same barracks as the Kids.

WASHING AND CLEANING

(Everyday/Trouble): Younger children who are considered disrespectful toward the older kids can get dishwashing duty in the big tent in the yard, where other children can walk by and laugh. A worse punishment for recurring offenses is the lonely task of emptying the outhouse and burying the excrement in a pit in the woods. Bullies can often show up for this kind of opportunity, ready to push down the victim into the pit unless **FORCE** or **CHARM** is used to turn around the situation.

SWIMMING AND PLAYING

(Everyday/Investigate): The kids go swimming down by the rocks or at the small beach with the wooden dock that is next to the big campfire. Kids compete over who can hold their breath the longest, or who can jump from the highest rock. They can **INVESTIGATE** the area and find a mysterious cave, or maybe the Time Anchor that Kim hid in the water (see clues below). Naturally, you can let the bullies laugh at one of the Kids, and make them feel insecure about their body.

FIRST AID

(Everyday/Investigate): Kim Johnson gathers the children on the yard and demonstrates simple first aid, such as dressing wounds, CPR, and how to secure a broken leg. With **EMPATHIZE**, Kids can study Kim and make several observations, noticing that she is stressed, angry, and frustrated. She often gazes at her wristwatch, and only answers if there are questions. See the clues below.

COOKING

(Everyday/Investigate): Cooking is usually done in the main building’s spacious kitchen, where Tina takes control and fixes every meal. Smaller groups are sometimes allowed to help out with the cooking as a free-time activity, or they are made to peel potatoes, chop onions, or rinse nettles out in the scullery. There is a

clear hierarchy between the kids who actually want to be in the kitchen and those who are there as a punishment. The more annoying children call those working in the kitchen “slaves.” During this activity, nosy children have the opportunity to sneak around the rest of the building and can **INVESTIGATE** and **SNEAK** around the leaders’ rooms on the floor upstairs, which includes Kim’s room (see clues below). Being discovered out of the kitchen leads to severe punishment, and maybe even a serious slap to the face.

SOMETHING ROTTEN

(Everyday/Investigate): Someone has hidden old fish waste or a dead animal under the rafters in one of the Kid’s barracks. It smells awful, and during waking or lights out, one of the camp’s counselors can give them a warning – if they don’t clean up before the next mealtime, they will be punished. The Kid can use **INVESTIGATE** or **COMPREHEND** to figure out where the odor is coming from.

PADDLING THE CANOE

(Trouble): The kids manage to get a hold of one of the few canoes and take it out for a trip in Hovgårdsfjärden [along the cliffs of Lake Mead]. They can find a Hideaway, or Kim’s hidden Time Anchor (see clues below). Some of the other kids have also taken a canoe and paddle out in the water to attack the Kids. They have **LONG STICKS 2** that they use to try to tip the canoe (which makes a roll for **FORCE** harder). If the Kid wins, they are of course blamed for starting the fight.

ORIENTEERING

(Everyday/Trouble/Investigate): All children gather in the yard. They are divided into smaller teams (the Kids are all in one group), get a map and compass per group, and are sent out in the forest to find 13 checkpoints. There is a chance here for a Kid to **INVESTIGATE** their surroundings. Along with other things, they may find an old trail out in the woods that leads to a concrete foundation and a locked metal door – some form of entry below ground. This is also a good place to introduce or revisit the man in the forest (see clues below). During the orienteering, the group may also be affected by other children who, if the Kid is unsuccessful with **FORCE**, will steal their map and compass. A very hard

roll for **SNEAK** can be used to find the way home to the camp, otherwise they are found late in the night and end up in a Scared condition.

CLUES

These clues are used for the entire mystery. Lead the Kids to them in the order you want and reveal the mystery gradually – not all at once.

- **TIME ANCHOR:** Down under the water there is a mysterious machine just below the surface. It is in a remote place where the children should not be, and are not allowed to go. The machine is large, and consists of a kind of turbine in the middle that slowly rotates. Spokes and struts reach out toward a metal circle that seems to be held up by air exhausts and rudders. If the Kids played *Mystery 1 – The Animals’ Ark*, they saw a similar machine in the boat house (page 22). This one looks more refined – not homemade. There is an identification code imprinted on the turbine.
- **NURSE:** The summer camp’s nurse is the 40-year old Kim Johnson who the Kids have mostly seen standing off to the side during certain activities. A roll for **EMPATHIZE** reveals that she is studying the Kids, and makes notes in her small notebook. If they actually meet her (for example, through getting injured), more things are discovered. Choose two and then one for every additional bonus effect on **EMPATHIZE**:
 - Kim the Nurse looks like a younger version of the camp leader from 1989.
 - She seems to be the one responsible for the ready-made snack drinks, warm chocolate, or milk at all meal times. (She gets these from a locked root cellar in the area, see below.)
 - The kids never see Kim eat anything at mealtimes, and she always drinks from an army canteen that she has hanging on her belt. However, she eats a lot of fruit.
 - Sometimes she walks with a big duffel bag out to the forest. If the children follow her with an almost impossible **SNEAK**, they can see how often she moves between the head building, an old door out in the forest, and a locked root cellar close to the yard.
- **ROOT CELLAR:** In the locked root cellar (**TINKERING**), an old concrete culvert that has been converted to





a storage room, there is a large water tank; many pre-packaged snack drinks, and military chocolate powder; some cooler bags with milk; and small gold-colored bags containing a mix of valerian root and a chemical additive. A roll for **COMPREHEND** reveals that the active substance is sleeping powder.

- **DESCENT:** Out in the forest, at the end of a now overgrown path, there is a concrete foundation with a locked metal door. This is the entry down to the bunker that Kim has gained access to through her contacts at Riksenergi [DARPA]. Kim always goes back and forth from the bunker at night when everyone else is knocked out with sleeping powder. Sometimes she also needs to go there during the day, but only if something goes wrong, or if she needs to prepare something. See Confrontation.
- **THE MAN IN THE FOREST:** At an appropriate time, the Kids will be contacted by the man in the forest (the time traveler from Mystery 1 – *The Animals' Ark*). Let this happen when a Kid has snuck off from any of the activities and explores the area, or takes part in an activity that takes them behind the buildings of the camp. See Event: The Forest Dweller.

- **KIM'S ROOM:** Kim Johnson has, just like the other staff, a room on the second floor in the main building of Lindbygården's Summer Camp [Roadrunner Cove Summer Camp]. There is an old cot with an accompanying side table and a small lamp. A small bag with a first aid kit and various medical equipment lies on the bed, beside a simple suitcase with mostly khaki-colored clothes. A roll for **INVESTIGATE** however, reveals some details:
 - In the suitcase is a plastic bag with vacuum-packed fruit and protein powder. Kim does not eat any of the regular food.
 - The bed looks almost unused (and if it is visited at night, Kim is not there, she is in the bunker).
 - Under the bed is a smaller safe with **ADVANCED LOCK 3**. In the daytime, Kim's control helmet can be found inside, the helmet that the man in the forest wants to steal. (see Event: The Forest Dweller).
- **THE HELMET:** Camp assistant Kim uses a new prototype of a control helmet that allows her to control KLEIN-1, the time machine she has built down in the bunker. It looks like a bicycle helmet, but with



electrodes on the inside and what can best be described as grooves with copper wire and lamps on the outside, sealed in place with stuffed fabric. This version does not have the golden protection that is used in Mystery 1 – *The Animals' Ark*, or that also comes later in Mystery 3 – *The Storm in the Hourglass*. The users of the helmet automatically get +2 on skills associated with **TECHNICAL** or **MIND**. With a Very Difficult roll for **CALCULATE**, the Kid can understand that the helmet is something that stimulates the brain. If Kim loses the helmet, she will be upset and moves directly to the Confrontation.

- **THE OTHER ROOMS:** The rest of the staff also have their rooms in the main building.
 - Wilhelm [William] has a rugged bench full of different hair and skin care products. There is also a large trunk with various weights, ropes, and other things for athletic activities. He has a small notebook where he seems to grade the physical capability of the children.
 - Tina's room has plenty of clothes and is extremely messy. She seems to be orderly on all levels except for her own home. There is also a large amount of candy and nuts here that she has taken from the kitchen. Some signs reveal the upcoming day's menu.
 - Mikael [Martín] lives relatively simply in his tiny attic loft. He has a pile of mathematic and

educational books on his night table, and on the bed are a ton of Lego pieces. He's got a "088-1 Super Set" from 1969 combined with some Lego batteries and a motor set. He's working on building a small train track on the floor.

- **THE NOTEBOOK:** Camp nurse Kim has a notebook that more or less never leaves her large pants pocket. If a Kid manages to get a hold of it, they will find many notes about their own actions and behaviors. The most prominent is "unclear if the minds of the travelers have taken root in their new bodies – need more tests" and "make contact with 89, verify the twin objects follow the same behavior curve."
- **CONFUSED CHILDREN:** If a Kid starts to talk with other campers about being in a new body, or if you simply want to escalate the experiment, then another child can wake up in a panic and wonder where they are. They have also exchanged minds. If they become too hysterical, Kim gives them calming pills – some are also given to the Kids if they start to talk too much about their situation. The pills give the victim an automatic Exhaustion and Fear, as long as they continue to take the medicine.
- **CHECK-UP:** A Kid who stands out during different activities, or is determined to be rowdy and too talkative, is of special interest to Kim. She therefore chooses

es to either take them in and put them to sleep if they become injured, or she kidnaps them again during the night. The kid wakes up in a nightmarish situation, fastened to a bed in the cold examination room down in the bunker. A spooky voice asks who the kid is, as well as when and where they believe themselves to be. Then distorted Morse code signals are heard, and a burning sensation occurs in the back of their head. **COMPREHEND** reveals the Morse code message: 69 ready. Ready for sync with 89. Over.” Everything turns white and then the victim can see their real body in the mirror for a second before the white light flashes again. The Kid wakes up in a cold sweat in their bed in the barracks again.

EVENT: THE FOREST DWELLER

Out in the woods and the fields around the camp, a mysterious person moves around. An older man, who patiently waits for the right moment to meet the Kids. The rumor about “the man in the forest” can start to show up among the campers during the first days. Is it a homeless person; a mysterious spy; or something even worse and more threatening?

When the Kids move around in the forest, they find a lot of candy on the ground. The man in the forest tries to make contact with the Kids without

Ransom note

Am not Dangerous.
 have ur Friend!
 Come Alone...
 or else!

MAKING CONTACT

If the Kids choose to run from the man in the forest, don't want to talk about him, or anything else that hinders the situation, he becomes desperate. He kidnaps one of them early one morning and leaves a trail out into the forest for them to follow - maybe even a simple kidnapping letter: "I AM NOT danJERous. I hAV yOUR FrENd. come AlOnE... or ELsE."



seeming too weird – something he fails at spectacularly. He has built a well-camouflaged shelter under some fallen trees [in a rocky crevice]. When the Kids come close to the place, he is suddenly standing behind them, wearing a thick military coat, a pair of brown training shorts, green boots, and his face covered in clay. He tries to act calm and trustworthy, but that's not helped by his strained smile, and hair that seems to fall out in clumps when he runs his hand through it. He talks to himself sometimes, and does not do well putting together sentences.

CLUES

The meeting with the man in the forest is not long-term, and his purpose is only to get his job done – to get the new control helmet. Kim's 80-year old mind inside Mikael [Martín] can feel itself becoming more fuzzy without the helmet. She only has a short time, and must persuade the Kids to help. The first thing said with every clue is automatic information. Different parts can be given if some Kids roll for **CHARM** and get bonus effects.

- **PRESENTATION:** The man presents himself and tries to get the Kids to listen:

“ I am ... (long pause) Mikael [Martín]. Sorry. I get confused sometimes.

We have met. Will meet? I don't remember which. Wrong time. You are not you. I can help.”

BONUS EFFECTS:

- The Kids' minds will start to break up if they don't get home soon.
 - He is the teacher from 1988 and has traveled in time to find them.
 - He is also the camp assistant Mikael [Martín].
- **MISSION:** The man wants the Kids to steal the helmet that camp nurse Kim has. She either has it on her person, hides it in her room, or keeps it in the bunker with the time machine. When the Kids get the helmet, they must meet up with the man again. During this time, he is building a machine that can help them to get home.

BONUS EFFECTS:

- The helmet must be hidden away for the future.
- The camp nurse, Kim, is actually a researcher who does secret experiments.
- Kim may cause a catastrophe in the future.

CONFRONTATION IN THE BUNKER

The Kids deliver the helmet to the man in the forest and decide on a time when they will go down to the bunker to send the children's minds back. While waiting for this, the Kids either individually or all together get a preparatory scene where they can gather equip-

A HIDDEN HELMET

- The helmet is hidden in camp assistant Mikael's [Martín's] pack.
- His parents get it with the rest of his belongings after Mikael [Martín] suffers a mental breakdown.
- In the future, when he has permission from the mental hospital to go to his parents' funeral, he finds the helmet hidden in his old room at his parents' house.



ment or get rid of a condition. During this time, the man in the helmet hides it in the young camp assistant Mikael's [Martín's] pack, so that it doesn't disappear.

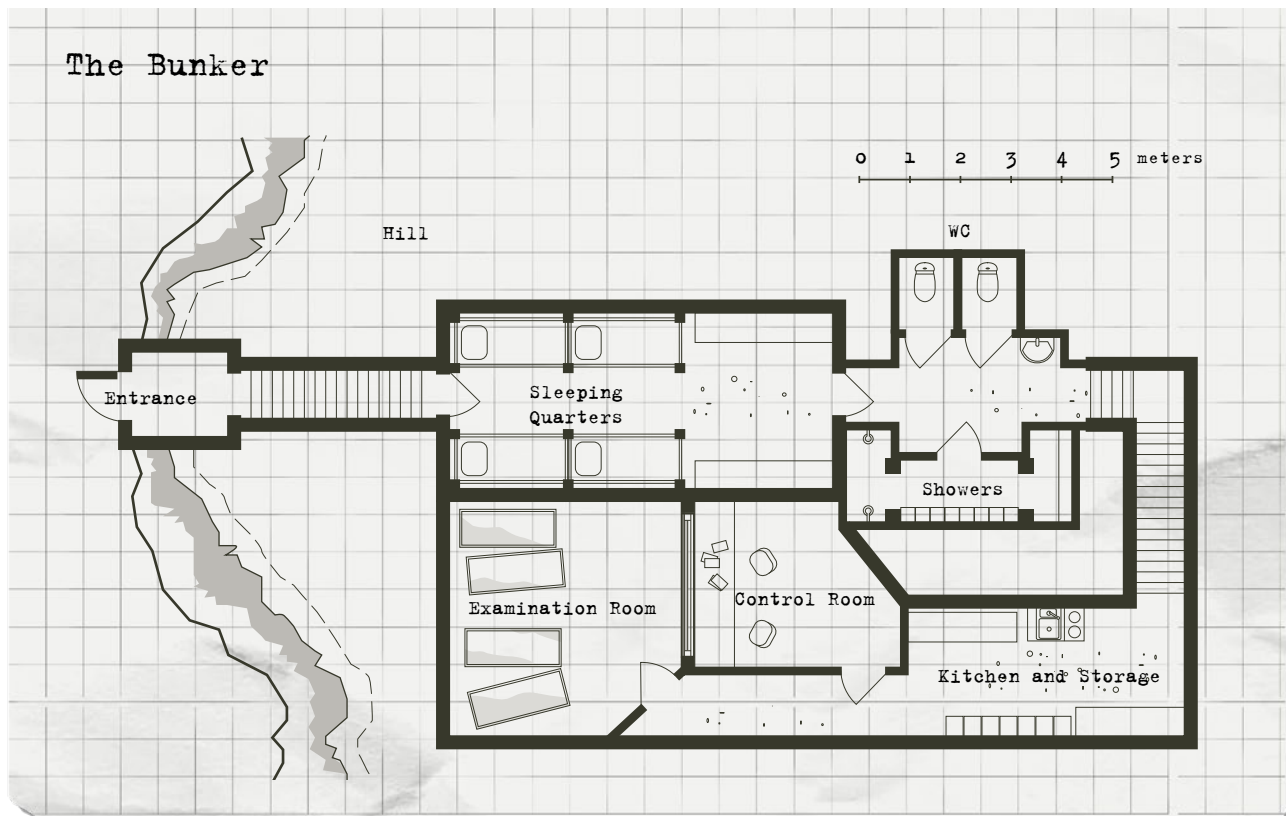
KIDNAPPED

Before the Kids can return to the man in the forest, they hear that something is wrong in the camp. Wilhelm [William] and Tina are looking for Mikael [Martín] before the next activity, but he's gone. When the Kids finally go to the meeting place, they find that the shelter is torn apart. A backpack is ripped open and clothes are strewn all over the ground. There are traces that lead to the bunker (**INVESTIGATE**), or the Kid who has previously studied the camp nurse, Kim, with **EMPATHIZE**, knows where she should be.

EXTENDED TROUBLE

When the Kids reach the locked bunker, it is time for the Confrontation. You can either let the Kids break in and then encounter the confrontation down in the laboratory, or you can let the entire break-in be an Extended Trouble. Kim's kidnapping victims, the young and old Mikael [Martín], are both strapped to the bed. The machine whirs in the background and both bodies move nervously. Kim has a simple hand gun that she is ready to use.

- **KIM'S GOAL:** “Kim wants to incapacitate the kids so that she can continue with her experiment. She is ready to shoot them or the man from the forest if she must.”



- **KIDS' GOAL:** They should try to stop Kim (for example to save the two victims) but they also need to get home.
- **THREAT LEVEL:** 3 x the number of Kids if they already know the bunker.
- **THREAT LEVEL:** 4 x the number of Kids if they have never been in the bunker before.
- **TRILOGY EVENT:** Before the last Kid's scene, something special happens. One or more of the Kids see a shocking memory (through Kim's eyes during the confrontation in Mystery 3 – *The Storm in the Hourglass*). The young Mikael [Martín] is taken over by Kim's future mind:

It's like you're jerked out of your borrowed body. You're on a cold metal floor in a cave, or chamber. A tall, ash-grey tree, filled with blinking lamps and cords, stretches up toward the ceiling. The air crackles and the smell of ozone sticks in your nostrils. Large, silvery soap bubbles fill the air.

You hear a rumble above, and then a moment of silence, before the ceiling breaks up and a rain of dangerous scrap metal and water rushes in. Blue flashes run up the tree and it gets warmer, until the room explodes in a glow of brilliant light.

THE CONFRONTATION

- **LEAD** is used to formulate a plan and create a dice roll for the remaining Kids.
- Getting into the bunker requires a roll of **TINKER** OR **FORCE**.
- If they want to surprise Kim, someone can lead the group down with **SNEAK**.
- The machine can be changed through rolls of **CALCULATE** and **PROGRAM** or **TINKER**.
- Someone may need to buy time for the group through **CHARMING** Kim, or through using **LEAD** to wake and free the man from the forest.
- Of course, you can use **FORCE** against Kim to try to take her gun.



Back in the bunker, you hear a scream that turns into “No, stop!”. The young student teacher shakes his bonds, his eyes sweeping over the room: “Where am I? Here? Where is here? Must... stop... everything...” Then he faints.

AFTERMATH

The kids go back home to 1989 and, depending on how the Extended Trouble went, the world looks a bit different:

- **FAILURE:** If the Kids fail, the man from the forest dies, either from the stress of the machine or through being shot. One or several of the kids in the group are not able to move their minds back in time and become stuck in 1969. They may also be shot. They might survive, but may break down and end up in a mental hospital. Those who are successful, wake up, Broken, in an ambulance. The medical staff shine a light in their eyes and ask their name.
- **COMPROMISE:** The Kids successfully activate the machine and travel home again. If someone becomes Broken, that means that the person was shot. They wake up in 1989, shaken, but in an ambulance. The medical attendants say that they suffered an epileptic seizure, but were taken care of by the staff of the camp until the ambulance arrived. Further investigation into the 1969 incident reveals that one (or more) of the children had brought a gun to the camp and committed suicide – a suitable rewriting of what actually happened.
- **SUCCESS:** The Kids wake up on the metal beds in 1989, with the machine whirring behind them. They unfasten themselves and reach the corridor outside. Black-clad agents stand on the other side of the entrance. The agents talk to somebody (Kim). They are worried. They say the experiment must end immediately. News of what happened cannot leak out. Not again.

FOA [DART] does everything they can to keep the incident at the summer camp quiet. They claim many children were taken to the hospital after a chemical leak in the water outside Adelsö [by Roadrunner Cove]. The camp’s staff is praised in the newspapers for their heroic care of the kids who became sick. Life returns to normal, but in the Kids’ nightmares, there are echoes of the tree, the chamber, and water rushing in.

CHANGE

After the mystery, discuss whether the Kids have changed after their experiences. Do they see themselves and the world around them in a new way? Did they gain any new understanding of their parents, or other adults who they met as children during the camp?

NEW KIDS

Here are suggestions for the children that the Kids switch bodies with. You can create your own, or recreate any of the Kids’ parents and let them change bodies. Use the descriptions to see how others expect the child to act. Others’ knowledge of the child is separated by how obvious the information is.

SANJAY KAPOOR, AGE 10

A young boy who moved to the Mälaren Islands [Boulder City] from India almost three years ago. Both parents are nuclear physicists and work with the Gravitron.

WHAT OTHERS KNOW:

- **ALL:** Vegetarian
- **SOME:** Interested in technology
- **FEW:** Cannot swim

RELATIONSHIP TO OTHERS:

- Admires Lukas Samuelsson [Luke Sanchéz] (Kid, child)
- Teased by Sara Hylling [Sarah Holland] (Kid, child)
- Scared of the camp chef, Tina, when she tries to get him to eat meat. (NPC)

ANJA HARTELIUS [ANYA HARR], AGE 11

A young girl with a single, early retired mother. They have financial problems at home so Anja [Anya] almost only eats at school. She is orderly and very purposeful.

WHAT OTHERS KNOW:

- **ALL:** Mostly hangs out with Kerstin [Karen]
- **SOME:** Exercises every morning before breakfast
- **FEW:** Has eating disorders and gets nauseous from food.



RELATIONSHIP TO OTHERS:

- IN LOVE with Kerstin Lindgren [Karen Lind] and has a photo of her under her pillow (Kid, child)
- Is force fed by Tina, the camp's cook.

ANDERS SEGERMYR [ANDERS STEWART], AGE 12

A natural talent. The parents are too busy with their own careers within Riksenergi [DARPA] to have time for him, but they have left him to his grandfather, Wilhelm [William] to lead and push the young promising soccer player.

WHAT OTHERS KNOW:

- ALL: Fantastic soccer player
- SOME: Grandson of the camp's leader Wilhelm [William]
- FEW: Milk allergy (lactose intolerant)

RELATIONSHIP TO OTHERS:

- Wants to prove himself when Wilhelm [William] is watching (NPC)
- Liked by, and always gets extra food from, Tina (NPC)
- Likes Kerstin Lindgren [Karen Lind] who helps him with his homework (Kid, child)

KERSTIN LINDGREN [KAREN LIND], AGE 12

Kerstin has grown up on one of the islands near Prästfjärden [in Lake Mead] in a cabin without running water or electricity. She has three parents, her two biological ones and their new love Peter, who moved from Stockholm [Las Vegas].

WHAT OTHERS KNOW:

- ALL: Always hangs out with Anja [Anya]
- SOME: A dedicated scout who knows everything about surviving in nature.
- FEW: Has a "weird" family

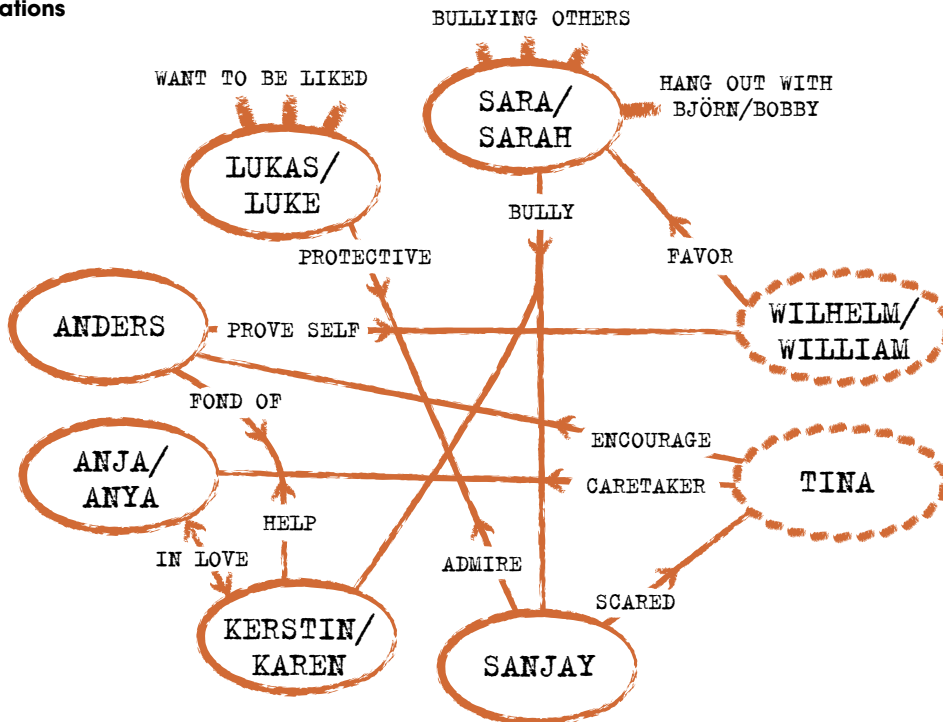
RELATIONSHIP TO OTHERS:

- In love with Anja Hartelius [Anya Heart] carved their names in a wooden beam in one of the barracks (Kid, child)
- Teased by Sara Hylling [Sarah Holland] about her family (Kid, child)
- Helps Anders Segermyr [Anders Stewart] with homework (Kid, child)

LUKAS SAMUELSSON [LUKE SANCHÉZ], AGE 13

A pretty ordinary boy who dresses in the clothes his

The Kids Relations



mom buys. Son of two teachers in the local school with a nice home who often take in other children. Lukas [Luke] feels bad if he is by himself and tries to surround himself with as many friends as possible.

WHAT OTHERS KNOW:

- **ALL:** Is always kind and helpful to everyone
- **SOME:** Loves candy
- **FEW:** Gets a rash and eczema if he gets too sweaty

RELATIONSHIP TO OTHERS:

- Takes care of Sanjay Kapoor and sees him like a younger brother (Kid, child)
- Is scared that someone might not like him (child)

**SARA HYLLING [SARAH HOLLAND],
AGE 15**

She is the daughter of the Chief Economist at Riksenergi [DARPA], Markus Hylling [Marcus Holland] and the family has a lot of money. Sara [Sarah] has her own horses and goes on vacation abroad every year. Since her father works too much, she is more or less raised by her three years older sister Ingrid [Janet].

WHAT OTHERS KNOW:

- **ALL:** Teases other kids
- **SOME:** Has a rich father who is the boss at Riksenergi [DARPA]
- **FEW:** Has wet her pants during previous years at the camp.

RELATIONSHIP TO OTHERS:

- The favorite of camp leader Wilhelm [William] since the camp is sponsored by Riksenergi [DARPA] (NPC)
- Teases and fights with many children, including Kerstin [Karen] and Sanjay (Kid, child)
- Hangs out with sports guy Björn [Bobby], 15 years old (child)

NPCs AND CREATURES

Below are descriptions of the NPCs and creatures found in the Mystery.



THE MAN IN THE FOREST

“We have met. Will meet? I don’t remember which.”

A fragmented mind of a time traveler who desperately tries to fit all the puzzle pieces together, to stop the self-made disaster that will happen. This personifies the time traveler Kim. By this time she is around 80 years old, but lives in a 40-year old man’s body – a place she’s been the past 20 years. The man in the forest knows that the end of his life is coming, that the mind and body are breaking up from the stress of time traveling. He arrived here to make sure one last piece of the puzzle in the timeline falls into place.

The man in the forest is socially non-functional and **ERRATIC 2**, and the split mind makes it so that he has less knowledge in **MECHANICS 2** and **COMPUTER TECHNOLOGY 2** than in **Mystery 1 – The Animals’ Ark**. His facial expressions and speech are more practiced routines than actual reactions. He smiles a little too broadly, stares with overly wide eyes to show interest, and speaks a bit too passionately, regardless of whether anyone is there to hear it or not. Everything he owns is stolen from washing lines and garbage dumps. A worn army jacket, way too thick for the summer’s warmth. Rubber boots from some barn, and a t-shirt stolen from a swimming hole. But it doesn’t matter – everything is just a tool for reaching his goal.

KIM JOHNSON

“Hold. Still. Quit struggling. I can’t sew up the wound if you move.”

Kim is well-dressed but only in practical clothes. Her hair is done up in a tight knot, and she always has her notebook close at hand. Suspicious,



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searching eyes behind simple glasses, awake because of a military drug she takes a steady dose of daily.

She is soon to be 40, and is starting to get frustrated over the fact that her research into time travel has not yet produced any concrete results. After years of studies and research, she is now **DESPERATE 2** and pressured, which leads to decisions that strongly affect others – something she does not really care about. As a scientist, she has a given talent for both **MECHANICS 2** and computer technology 2, but with her most recent invention, the control helmet T-BrAU, (Temporal Brainwave Amplification Unit) [T-BrAU, Temporal Brainwave Amplification Unit] she also becomes extremely **QUICK-WITTED 3**.

Residing at Adelsö [moved to Henderson, just outside Las Vegas], she has access to the bunker all year round, and although she has a house, she spends almost all her waking hours in the tiny room inside.

WILHELM SEGERMYR [WILLIAM STEWART]

“Jog in place! Lift those legs! See what fun we’re having.”

Wilhelm [William] is an old soccer trainer and military man from Arvika in Värmland [Dallas, Texas]. Even if he only has a few years left until retirement, he is more active and full of energy than everyone else at the camp. He is an **ATHLETIC 2** and well-groomed man. A real catch. Tanned because of an outdoor



lifestyle, wall-starched khaki pants and a partially opened shirt in the same style.

He has run the camp since it started, which is now over 15 years ago. This means he has a routine for everything, but seldom listens to what others have to say. He places very high demands on his grandson’s achievements, the young soccer hopeful Anders Segermyr [Anders Stewart], who is one of the campers this year.

CAMP COUNSELORS

“Ahem, excuse me, can everyone be... calm and sit down? Please?”

Tweet! (whistle) – “Now do what he says or else there’s no food!”

Mikael Haronen [Martín Hernandez] and Tina Åstrand [Tina Easton] are both camp counselors at the 1969 summer camp. Mikael is a 20-year old young man who is in the middle of his teaching studies and uses his free time to practice his pedagogical, rather insufficient, skills. He is thin and gangly, with a late puberty behind him which has led to pimply skin and a voice that sometimes breaks. However, he is friendly and **DIPLOMATIC 2** in all situations.

Tina is a middle-aged woman who, after a short career in the finance industry [the Casino industry] made a lot of money, but suffered from high blood pressure and years of being burned out. She was attracted to the local church and traded suit jackets for homemade sweaters, with hair pulled back into a simple braid. As cantor at Adelsö church [Lakeshore Methodist Church], she is generally liked, and her growing passion for cooking led her to volunteer work at Lindbygården’s summer camp [Roadrunner Cove Summer Camp]. She is **UNCOMPROMISING 2**, methodical, but also takes good care of those she likes.



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THE TRUTH OF THE MYSTERY	51
INTRODUCING THE KIDS	54
INTRODUCING THE MYSTERY	55
SOLVING THE MYSTERY	57
LOCATION 1: THE SCHOOL CANTEEN BUBBLE	58
LOCATION 2: THE BARN LOFT BUBBLE	62
LOCATION 3: THE CHURCH BUBBLE	64
EVENT 1: THE SURVIVOR	66
EVENT 2: THE PREMONITION BUBBLE	67
LOCATION 4: INTO THE TUNNELS	69
CONFRONTATION	69
AFTERMATH	71
NPCS AND CREATURES	72



THE STORM IN THE HOURGLASS

Kim looks into the bathroom mirror – pale, wrinkled skin, dark rings, bloodshot eyes. The coffee maker lets its last drops pass through the filter, and a pleasing aroma spreads through the townhouse. Professor Kim Johnson, scientist at FOAs Center for Practical Temporal Analysis, lets the caffeine give life to her weary body. Today is a big day.

Decades of research have finally reached their goal. In the mountain room below the water of Mälaren, stands the gigantic machine that has been her dream for all of these years. In twelve hours, the Gravitron will ignite her life's work. She has checked and double checked all the calculations. Nothing can go wrong – this time...



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THE TRUTH OF THE MYSTERY

Midnight, a late summer day out in the Mälaren Islands [Boulder City]. During the startup of KLEIN-2, a machine designed to read and manipulate time and space, something goes wrong. After the machine's start up, safety barriers should have turned off the power supply from the Gravitron, but have instead burnt out. The mountain room that houses the experiment has collapsed in a time bubble, while the artificial intelligence that was supposed to handle the power supply has come to life and taken over the Loop's reactor. Large parts of the research team that were in the room have disappeared, and the tunnels that lead to the chamber, under Mälaren's [Lake Mead's] waters, are gradually being affected

even more by the mysterious displacements in time and space.

At the same time, above ground, the entire area is dark under a widespread power outage, and the FOA agents [DART-agents] are sent out to block off the area where the time bubbles are materializing. Chief scientist Kim Johnson has survived the catastrophe. Stuck in the time bubbles that the machine is creating, she now tries to stabilize the time stream and take back control. She does not want to lose her life's work, but starts to realize what the devastating power she has let loose may bring about.

THE CHRONOGRAPH

The KLEIN-2 time machine is activated just before midnight, and starts to instantly change time and space. The test area is placed in an old shelter from the Cold War in the 60's, but as the power consumption of



RIKSENERGI

RULES FOR TIME ANCHORS

So far, Kim has managed to stay put in the present time, mainly with the help of a portable time anchor she wears on her back. The time anchor is an invention meant to stabilize the bubbles and give the owner control over the time streams. In Mystery 1 and 2, they were enormous constructions, but here they have become optimized into practical backpacks one can carry.

- **GADGET:** A portable time anchor makes the time bubbles stabilize automatically upon entry. Its field covers two people so if an entire group wants to go in, then others need to roll for **MOVE** to be able to go as close as possible to the wearer. Failure leaves them stuck outside.
- **TINKER:** To construct a time anchor, working parts from other time anchors are needed, as well as Very difficult rolls for **CALCULATE** and then **TINKER** (bonus effect from **CALCULATE** can be used as a bonus during the **TINKER** roll).
- **UNSTABLE:** If the Kids have broken a placed time anchor (Very hard **FORCE**, or normal **TINKER**), the Chronograph's contact with the place will decrease. The present time and the past time of the anchor will start to merge into each other, and when the bubble collapses in on itself, the visitors will be flung out into the time they came from. They must roll for **FORCE**, and a failure means that they become Broken (and automatically get all other conditions). It is a deeply traumatizing event.



RIKSENERGI

the machine increases, its control becomes increasingly unstable. The first thing that happens is that the staff in the mountain shelter are trapped in a series of smaller time bubbles and disappear. Kim Johnson and her security officer Klas-Göran Dalgren [**Claus Dorner**] are the only ones who survive, but they become separated in the tunnels. KLEIN-2 is built around a self-learning artificial intelligence called the Chronograph, designed to adapt its calculations to handle more and more advanced movements in time and space. What Kim could not foresee is that the AI, during the half hour that KLEIN-2 was meant to be testing the system, rewrote its own software, and took over the Gravitron in the middle of the Loop. The reactors lower levels are now controlled by the intelligence, and it has no intention of discontinuing the power supply. It runs its evolutionary driver at high speed, and tries to extend its test areas to the tunnels and surface above. More and more time bubbles are created, closely followed by FOA's [**DARTs**] desperate cordon.

BAD WEATHER

As the KLEIN-2 machine becomes more unstable, it also seems to change the magnetic field and weather system in the area. The next morning, eight hours after the power outage, storm winds have already moved in, and the Mälaren Islands [**Lake Mead**] soon risks becoming the center of a hurricane. The changes in the magnetic field are powerful enough to be read with a compass, but it also causes birds and several mammals to start behaving strangely. They seem confused and drawn toward the beaches, in the direction of the Chronograph's coordinates.

TIME BUBBLES

Time bubbles are in fact volumes of one or more spherical fields whose contents are changed to another time and place. At the beginning of the mystery, they are unstable and blink in and out of the present. It is possible to figure out when it is appropriate to step in through the foggy field. The visitor then ends up in a place and time where the bubble comes from. The location inside the bubble is limited, but the space may be slightly larger or smaller than the bubble's size as seen from the outside. The person inside the bubble can see the foggy field, milky white and semi-transparent walls around themselves.

IN A TIME LOOP

The unstable character of the time fields makes contact with the present impossible (from a few minutes to a few hours). Outside, the bubble just blinks away, but inside, it looks like the outside disappears and the walls become black as night, with small dots of starlight. If a Kid becomes stuck there, between time and space, they must succeed with an Almost Impossible roll of **INVESTIGATE** to avoid taking a condition. Give one condition if the period is a few minutes, two if it approaches an hour. In addition, visitors can be forced to handle eventual Trouble that is hiding inside a time bubble.

As soon as visitors leave the bubble, time resets and starts from the beginning again. Every new entry in the same bubble will thus repeat the time in the bubble.

STATE OF EMERGENCY

FOA [DART] is alerted during the early morning hours about the unexpected turn at the start of KLEIN-2. Riksenergi [DARPA] confirms that the working team that were to investigate the source of the power outage could not get down to the Gravitron's lower levels. At the same time, many witness accounts about strange natural events and weather changes come in along the small roads around Munsö [Boulder City]. A news reporter and two hunters are quickly taken care of by agents, followed by security personnel setting up barriers around the areas. During the mystery, the time bubbles spread even more, and this also brings in more agents. There will be a countdown for the Kids to solve the mystery at the same time as the number of measures taken to hide the truth from the population increases.

THE FIRST NIGHT

The run-up to the mystery occurs during the night. The power outage and the increasing storm gusts that penetrate the area are used as a reason for people to stay at home.

- **23:30** – Power from the Gravitron is redistributed to KLEIN-2 for a system test.
- **MIDNIGHT** – The Chronograph takes over the reactor and redistributes all available power to KLEIN-2. The Mälaren Islands [Boulder City] are affected by a major power outage.
- **01:00** – Riksenergi's [DARPA's] on-call technicians cannot reach the reactor's lower levels. The Gravi-

TROUBLE: TIME BUBBLES

Getting into time bubbles is a recurring Trouble during the mystery.

Follow these guidelines to decide which roll should be made.

- **MOVE 2** (Very hard): Carefully go into the time bubble without analyzing it.
- **CALCULATE**: Go into the time bubble at the right point, if there are analyzing tools and a computer.
- **CALCULATE 2** (Very hard): Go into the time bubble at the right point, without a computer.
- **CALCULATE+TINKER+PROGRAM** (by three different Kids): Reproduce analysis equipment and a computer with help of simple machine parts.
- **INVESTIGATE 3** (Almost Impossible): Get caught in the time bubble and handle the phenomena that occurs before the bubble reconnects with the present and resets.

In the case of success with **CALCULATE** or **MOVE**, the Kids can choose the bonus effect of not needing to roll another time to clear the same trouble again. Then future entries in bubbles can be made without a throw of the dice.

The first time, fields are created as direct connections to some of the time anchors that Kim Johnson has built and placed during her career. Later, the Chronograph creates its own (more unstable) fields through using the time anchors to calculate new positions in time and space.



tron's security system is controlled by the Chronograph and access is locked.

- **05:15** – Greta [Gina], a newspaper carrier, provides a witness statement to police about strange animals on a gravel road outside of Wäsby [Boulder Beach]. FOA [DART] is notified and agents show up.

SUMMARY

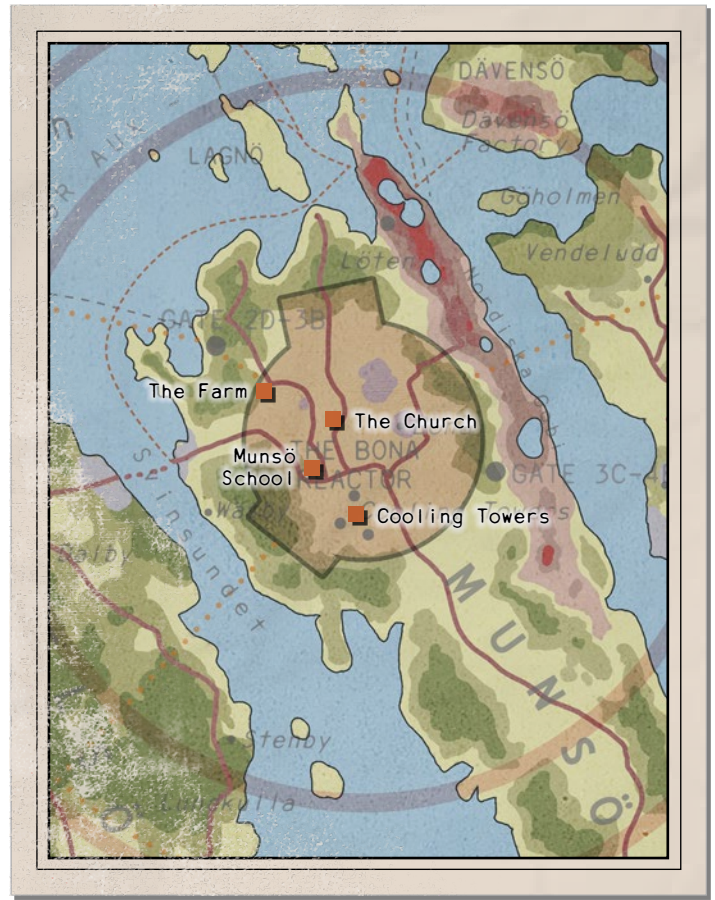
- A research team does a test run of a newly built machine in a secret mountain room.
- The machine is operated by a self-learning AI.
- The Gravitron reactor is taken over by the AI and the entire area is without power.
- Time bubbles show up in the community.
- The weather changes and it seems as if a storm is on the way.
- Agents and police cordon off the area and ask the public to stay at home.
- The Kids discover what is being hidden behind the blockades.
- The machine becomes more unstable. More and more time bubbles show up, and reality starts to break up.



- **06:30** – Two hunters notice mysterious changes in the forest and are quickly picked up by agents.
- **07:30** – A handful of places on Munsö [by *Seven Dry Falls and Lake Mead Marina*] have been cordoned off, including an area near the Kids' homes.
- **08:00** – The power outage is still not resolved, and personnel at Riksenergi [DARPA] provide information that all operations are shut down until further notice. Schools are closed, and parents stay home from their jobs. Storm winds have blown in during the night, and everyone in the area is advised to remain indoors.

INTRODUCING THE KIDS

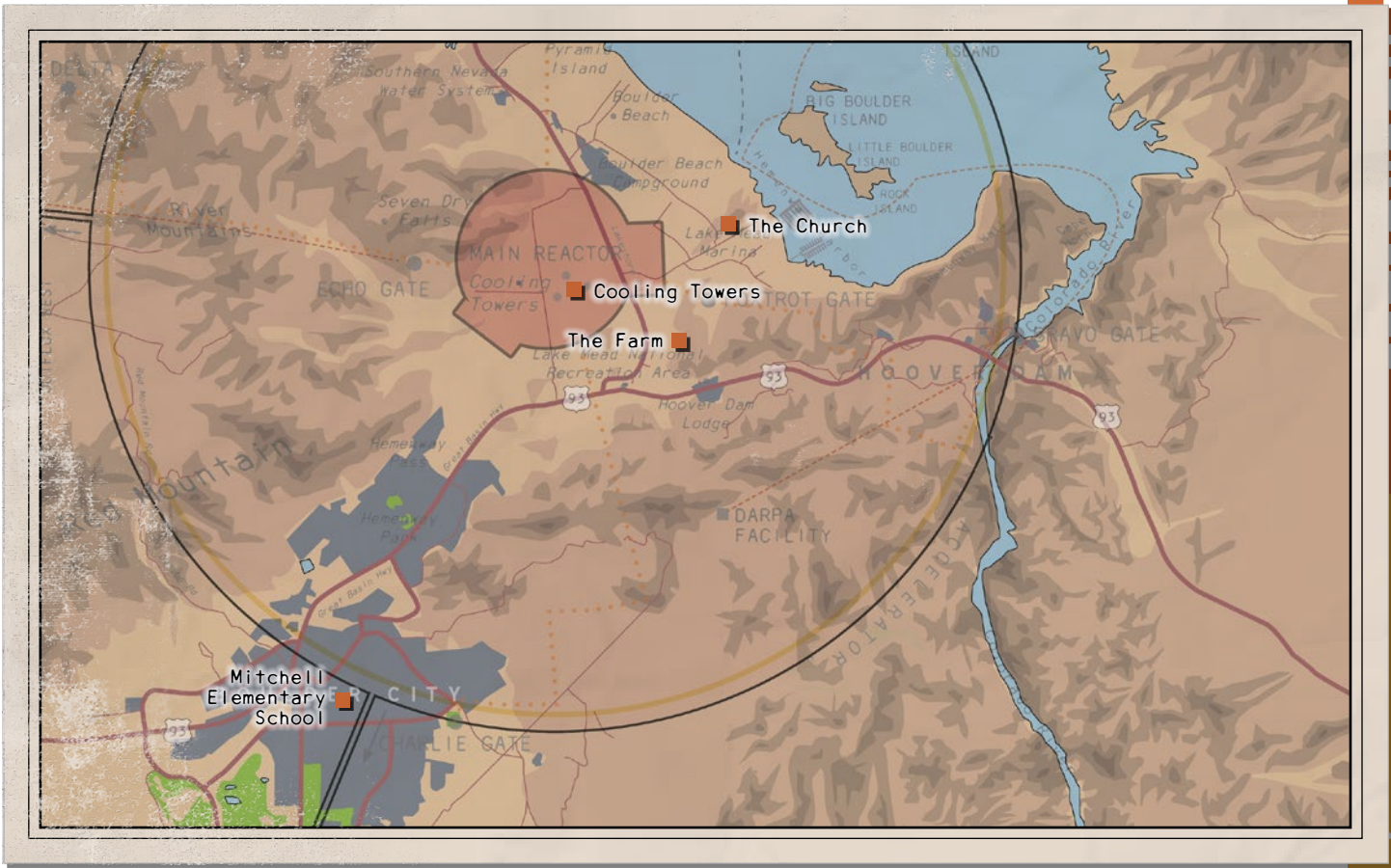
It is a late weekday evening near the end of August. School started about a week ago, and the fall term's first homework has stolen time from bike rides out on the country roads, treasure hunting out in the fields, and comic book reading in the Hideout. Summer camp and lazy days down by the water now feel far away,



as the demands of school and parents set the tone for the upcoming months. Even though the late summer warmth is still sticking around, the autumn is knocking on the door with cold winds as the sun sets over the lake. The evening newspapers headlines continue their lazy vacation reporting about “The Ten Richest People in the Country”, “Get Thin by Eating More Chocolate” and “One Last Heat Wave”. Tomorrow is Thursday – yet another day in school with vocabulary quizzes, homework, and outdoor gym class.

The Kids have spent the entire summer together, and talk eagerly about swimming, bike rides along the fence of the reactor, late nights out in the forest, and all the mysteries they’ve discovered together.

The introduction is divided up into two short scenes for every Kid. First, they get a simple everyday scene that leads to bedtime, or the child stays up late without the parents knowing. A few minutes after midnight, everything suddenly turns black. The Kids now get another small scene, where they react to the street lights outside, or the reading light in the bedroom shutting off.



INTRODUCING THE MYSTERY

It's the next morning and the Kids are getting ready. There is still a power outage. Parents are noticeably stressed when they send their Kids to school and go to their jobs, but they try anyway to make the day with no power a little better with the promise that the “problem will be fixed soon”, or “maybe you’ll get to do your math class outside”.

The Kids meet up on the way and ride bikes or walk together to Munsö School [Mitchell Elementary School]. On the way, they see the reactor’s cooling tower and something they have never seen before. The giant Bona cooling towers’ [the cooling towers] green-blue arcs are dark, and Tower 3’s red warning mast is extinguished.

THE SCHOOL YARD

At school, it looks like it’s not going to be a normal day. Two black cars are parked at the entrance of the school yard. Inside the courtyard there is a police car

EVERYDAY LIFE

Pay particular attention to scenes that strengthen feelings around the next school day, which can lead to good reactions during the next morning (when it turns out the school has been closed):

- Those who like school are anticipating some test or outdoor gym class.
- Those who have a tough time can be extra nervous before upcoming lessons.
- Someone is afraid of bullies who will be returning with renewed energy after the summer break.



INTRODUCING THE TEENAGERS

This mystery can be played as a major time jump in the 90s, portrayed in the independent rulebook *Things from the Flood*, and then becomes a prelude to the catastrophe on Christmas in 1994 that changes the landscape. Read more about it on page 11.



and a black van. The principal, Lisa Andersson [Liz Anderson], some of the teachers, two people dressed in all black (agents), and a police officer are on the stairs to the main entrance. The wind has picked up during the night and the children stand in small groups and freeze with their homeroom teachers.

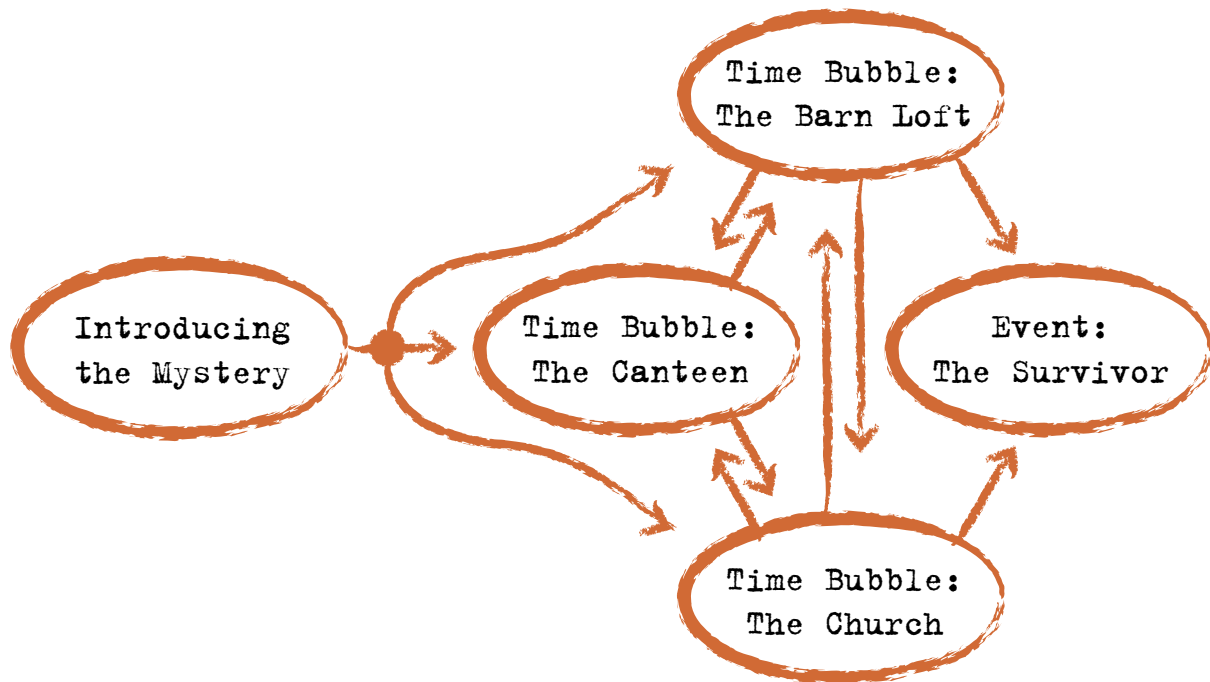
As soon as the clock strikes eight and the school bell rings, the principal raises her hands and asks for everyone's attention. She says that the school must sadly stay closed a few more days. Unfortunately, the

power outage has led to a leak in the school's canteen along with several of the classrooms. Workers are in place together with inspectors – she points toward the people dressed in black that are standing on the stairs. In addition, the police are here to warn that the SMHI (Sweden's Meteorological and Hydrological Institute) [NOAA, National Oceanic and Atmospheric Administration] have issued a warning of storm winds of up to 30 meters per second [65 miles per hour]. All children should stay inside the rest of the day. The youth club will be open now for those who cannot return home, and the teachers will let you know which homework or tasks the children need to do until the school opens again.

CLUES

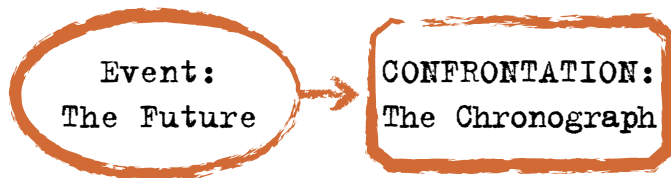
■ **INSPECTORS:** The people dressed in black and their cars try to be as discrete as possible, but a roll of **INVESTIGATE** or **COMPREHEND** reveals that they are FOA-agents [DART agents]. Additional successes also reveal that the black van that allegedly belongs to the inspectors actually also belong to the FOA [DART].

■ **THE WINDS:** An observant Kid can use **INVESTIGATE** to realize that the leaves and dust blow around like in a whirlwind, whose center is directly over the school's canteen.



- **OTHER ENTRANCES:** If someone chooses to **SNEAK** around the school, they will soon notice that all entries have been sealed with warning tape, and are guarded by either police or agents. The canteen and many of the classrooms seem to have had their windows taped up with cardboard, and at one of the entries, the one that leads directly into the canteen, a fence has been set up. There is a truck parked outside on the road, and a handful of people in blue coveralls carry parts for the fence and large bags of tools.
- **CANTEEN:** Bonus effects on the **SNEAK** roll can lead to a curious Kid peeking undiscovered through an opening in the cardboard that allows them to see a shining beam of light inside the otherwise dark canteen, and dark silhouettes of people who are moving back and forth in the backlight. With two bonus effects, the Kid also catches sight of a shimmering coating in the light, like milky white plastic film or ice. The plastic film seems however to be moving, like smoke. (The Kid sees the field around a time bubble.) The clues lead to Location 1: Time Bubble – Canteen.
- **THE COOLING TOWERS:** The cooling towers have never been dark. Not even when there have been earlier blackouts. In addition, a Kid who is successful with **CALCULATE** realizes that the vibrations from the Gravitron, which can normally be felt in the ground, seem to have diminished in strength.

Outside the youth club, or directly on the school yard, the Kids can try to find out the various rumors being spread by the other children. Roll for **CHARM**, and let every successful roll reveal one of these things:



- **MISSING TECHNICIANS:** A young student says that his mother, who works as a technician at Riksenergi, was picked up in the middle of the night. Another child agrees. If any Kid has a parent who works as a service technician at Riksenergi [**DARPA**], there is a big risk that they have also been called in (for the investigation regarding the power outage).
- **FARMSTEAD:** Someone’s parents, aunt, uncle, or similar, were out on an early morning walk and saw two hunters talking with people dressed in black up by Margit Nilsson’s [**Marge Nelson’s**] farm. This person may also have seen the hunters being forced into a black car under protest. This rumor leads to Location 2: Time Bubble – The Barn.
- **NEWSPAPER CARRIER:** One of the students has an older sister, Greta [**Gina**], who works as a newspaper carrier to earn money for a school trip. She did not come home after her route this morning, but instead was called into the police office. With **INVESTIGATE** (or **CONTACT** to find someone at the newspaper), the Kid can find out her distribution route. It runs mainly around the north part of the community, in the residential area around the church [**Boulder Beach Campground and chapel near Lake Mead Marina**]. The rumor leads to PLACE 3: TIME BUBBLE – THE CHURCH.

SOLVING THE MYSTERY

After the introduction, the Kids are free to explore the locations that the clues and rumors from the school yard point to. This is obviously not just any power outage. What has happened? Why haven’t Riksenergi’s [**DARPA**’s] technicians been able to fix the outage? Why are the Bona reactor’s cooling towers dark, and how long can they be off without the reactor being damaged? Why are the police and FOA agents [**DART agents**] involved? What can the hunters and Greta [**Gina**] have seen for them to get taken away?

This mystery consists of two parts. First, the Kids will investigate the blockades, and accompanying time bubbles, that have shown up in the community. They will determine that it’s not a regular power outage, but that something large and mysterious is happening. After some locations have been examined, a time bubble appears that shows the future. In 24 hours, the Finnish

BETWEEN LOCATIONS

After a storm warning has been issued, the mystery takes off. The Kids are encouraged to investigate the barriers and defy the storm. Use some of the following events to make the trip between locations more interesting.

- **BARRIERS:** Agents and police set up barriers in the area. They say it's because of fallen wires and weak trees that risk falling in the storm.
- **BIRDS:** Animals begin to behave strangely. A flock of birds flies around in circles.
- **STORM WINDS:** Out over the water, a swirling hailstorm [sandstorm] is forming and the temperature in the area drops.
- **ROBOTS:** Time bubbles spread, and patrolling security robots (model A-SIM 5) are inserted to track new bubbles. They are instructed to send an alert if they discover civilians in the blocked-off areas.
- **EVACUATION:** Time bubbles have started to show up in peoples' gardens, and the FOA [DART] is quickly on the scene. The entire neighborhood is evacuated to barracks.
- **DEER:** Several deer have gone down to the shore and tried to go out in the water. They back out but keep making new attempts, as if something is calling them out into the water.
- **THE COMPASS:** If one of the Kids has a compass, they notice that it stops functioning, as if the magnetic field has been turned off. Sometimes it spins wildly and then points directly to the nearest time bubble.
- **DINOSAURS:** On one of the country roads, a bubble has let loose a flock of small dinosaurs (parvicursor) that now move confusedly in the fields. They are easily scared by approaching people, and have special qualities that make them FAST 2 and good at AVOIDING DISCOVERY 2 if someone starts to hunt them.

Gauss freighter Mg/S Susi Talvi ("The Winter Wolf ") will be affected by the Chronograph's shifting magnetic field and crash into Lake Mälaren [Lake Mead]. In connection with the time bubble, the Kids also meet a survivor, Klas-Göran Dalgren [Claus Dörner], security officer of KLEIN-2. He has the final information that leads down into the Gravitron's tunnels and the second part – where the Kids meet the researcher Kim Jonsson and reach the Chronograph in an attempt to shut down the entire experiment.

The first part, therefore, involves free examination of different locations that are affected: the canteen in the school, Margit's [Marge's] barn, the church, and the bike path near the swimming area [Lake Mead Marina].

LOCATION 1: THE SCHOOL CANTEEN BUBBLE

The most apparent starting point for the Kids is to ignore the recommendations that Principal Lisa Anderson [Liz Anderson] called out from the steps earlier, and instead start to investigate the closed school. The area has already been blocked off with warning tape and warning cones. Not even school staff is allowed to go in, and the black-clad "inspectors" seem to be in control over the staff, the police, and the workers.

The entrance to the canteen from the schoolyard is buzzing with activity. A truck on the road outside has parts to a security fence and concrete pillars that are all carried in or loaded onto simple carts. Fences, tarpaulins, and a rotating metal gate make up a blocked off area outside the entrance. Two black-clad agents are in charge, and keep an eye out while the workers in blue coveralls carry several large boxes with equipment and tools into the canteen.

TROUBLE: THE SECURITY BARRIER

There is feverish activity at the barrier, and neither the watchful agents or workers make it especially easy to get in undetected. A Very Hard roll for **SNEAK** (per Kid) is needed to get through the gate. Additional successful dice can be used to give a bonus to another Kid who will roll for **SNEAK**. Alternatively, one person can enter and then use **FORCE** to open a window in a nearby classroom so that the others can get in. It's also possible to



TINKER with the fence, and crawl in with a normal roll for **SNEAK**.

Of course, you can enter one of the other entries with a roll for **TINKER**. But they must still **SNEAK** through the school's corridors to avoid the two agents who are setting up equipment in the corridor outside of the canteen's double doors.

Failure: At least one of these ways must succeed. The Kids will be exposed with a first failure and told to leave the area, but if they try one of the other ways, they will instead get a condition. This should primarily be that they are Scared, but physical strains can also lead to Exhausted or Injured.

THE CANTEEN

Once inside the canteen, the Kids see a remarkable sight. Where rows of tables, chairs, and cooking utensils usually stand, the room is now covered in a shimmering membrane. It is a rounded bubble, like a water balloon, that is squashed between the floor and the ceiling, with a milky white shifting membrane which seems to hide something behind it. The bubble weakly shimmers, and a pale light illuminates the canteen's walls and covered windows.

Equipment is installed on the floor, or on a stand some meters from the membrane. Static electricity seems to affect everything, and metal crackles or causes small shocks if the Kids come too close.

CLUES IN THE CANTEEN

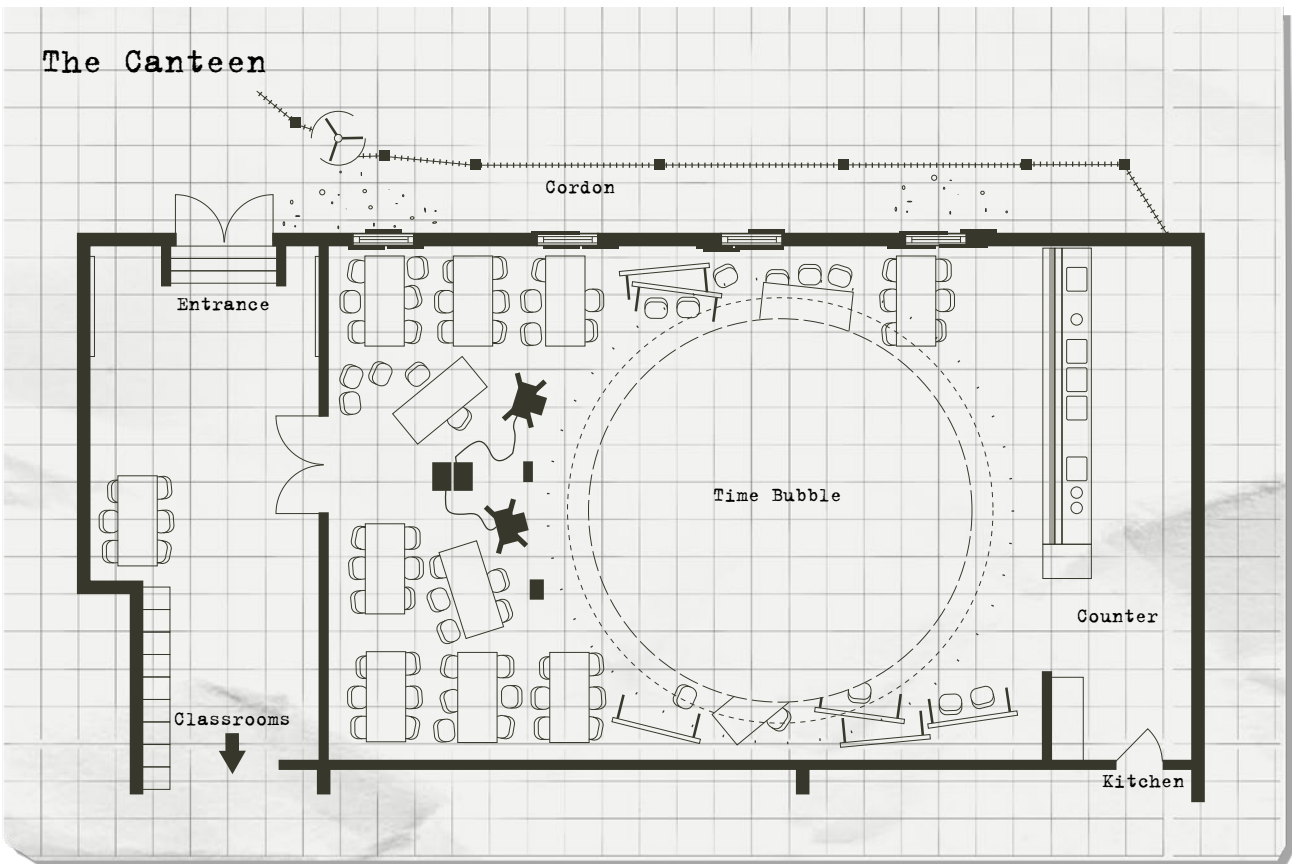
Inside the canteen, the Kids can discover the following clues:

- **OTHER LOCATIONS:** The two agents speak in low voices to each other, but after a while start talking on a walkie-talkie. The agent who answers informs his colleague that both the hunters' and the newspaper carrier's information was correct. Anomalies at the church and down by Nilsson's [Nelson's] farm have been blocked off (see Location 2: Time Bubble In The Barn and Location 3: Time Bubble In The Church).
- **FOOTPRINTS:** A roll for **INVESTIGATE** reveals footprints in the muddy and sandy layer on the canteen's floor, near the wall of the bubble. They lead in and out of the bubble.
- **MACHINES:** Several of the machines have Riksener-

COUNTDOWN

The following events mark the gradual shift between the open mystery and the journey toward its conclusion down in the tunnels. You can add the following between time bubbles (Location 1 to 3).

1. **ADDITIONAL STORM:** During the afternoon, the storm increases and the temperature drastically sinks. Hail [Sand] starts to lash out and splatter over the concrete, and the windows in the house rattle.
2. **THE SECOND STORM:** The storm changes and is mixed with a time bubble from the other Loop. Swirling hail [whirling sand] mixes with a powerful sandstorm [hailstorm] and the temperature shifts between warm and cold every second. The Chronograph is now also drawing energy from the other Gravitron in the U.S. [Sweden], through a bubble in time and space.
3. **THE MAGNETRINE SHIP:** The Chronograph also starts to collect time bubbles from the future. They are not as stable as earlier ones, and they blink in and out of existence. The event shown is of a Gauss freighter on its way into Stockholm [Denver]. When the Chronograph reaches its upcoming collapse, it creates a time bubble that draws down the ship from the sky and causes it to crash into the strait both in the Swedish and American Loop.
4. **THE STORM:** Dark clouds cover the sky, and the sun is almost completely obscured. Suddenly, the sky starts to vibrate with a foreboding thunderstorm. The water is covered with cracked ice floes, and the wind throws sand, dirt, and hail in the faces of everyone outdoors. It is more or less impossible to get on a bike, and to move at all outdoors demands that one of the Kids rolls for **MOVE**, to lead the group through the rain and winds.



gi's [DARPA's] logo on them, but others seem to be very rough prototypes. A roll for **CALCULATE** reveals that they are different types of measuring instruments, with a few connected to a computer, mounted on a borrowed bench from one of the nearby classrooms.

- **ANALYSIS PROGRAM:** The computer is operating, and seems to be running a program that is collecting and analyzing data. A roll of **PROGRAMMING** shows a steady updated curve with the name “temporal shift”. There is a green line high up that the curve now and then seems to have passed. The timeline reveals that it only seems to stay above the line for a few minutes at a time. There is a photo library that stores images from one of the cameras in the room. The camera is activated on a regular basis, and the images show that the membrane wall shifts in transparency. On the images taken when the measured values are over the green line, the membrane reveals what looks like a landscape of rock and water.

- **THE MEMBRANE:** The static electricity is palpable when a Kid comes close to the membrane. It looks like a plastic film, perfectly stretched, or rather inflated. The milky white inside seems to shift, as if it were smoke caught in a soap bubble. Those who nudge the membrane may feel that it gives a little. By looking very closely, a Kid can almost see something inside, sometimes it looks like rocks and glittering water, but most of the time it looks like rows of tables and chairs instead.

TROUBLE: THE TIME FIELD

When the Kids examine the canteen, they need to **SNEAK** in order to avoid the agents' attention. A vigilant Kid notices that the milky white membrane shifts. It becomes more and more transparent as the computer curve approaches the green line. Suddenly, a green lamp lights up on one of the measuring instruments, and a short signal sounds from the computer's speakers at the same time as the measuring curve goes over





the line. Sand seems to blow out from the bubble and spreads further out into the canteen.

THE AGENTS: If the Kids are suspicious and unwilling to step in, you can let the agents come into the canteen. One of them puts a simple protection mask on and pulls on a pair of gloves, then carefully walks through the membrane and disappears completely. After a few minutes, the person comes back, makes a few notes in a pad and goes away with his colleague. The green lamp turns to red when the curve on the measurement data drops below the green line. The waiting agent mentions that the next opportunity is calculated to occur in 30 minutes.

Failure: Give first and foremost a condition to the Kid, and do not let them be discovered completely. However, the agents may become suspicious and start to look around in the room. If the Kid is discovered, there should be a complication that allows the Kid to escape with some consequences, for example, torn clothes, or they happened to be photographed and now have to stay away.

ENTRY: A Kid who wants to enter the bubble can do

so carefully. See the heading Trouble: Time bubbles page 53.

Through the membrane, the person realizes that they are standing on a cliff with lush trees and thick bushes, staring out over dark water and another nearby island full of forest and greenery – Adelsö [a cliff in the midst of dazzling sunshine and stares out over the water with reddish brown mountains on the horizon – Lake Mead]. Down by the edge of the cliff is a round object half immersed in the water. It looks like a small turbine, a barrel with propellers inside. From its body, several spokes sprout out to a cylindrical ring with many small floaters. Above the propellers there is a mounting with a spherical metal cap and long rubber hoses that lead down along the sides of the turbine. The propellers slowly rotate, and the machine seems to stay in place among the waves.

About 50 meters away, the time field's weak membrane sways up out of the water and across the sky, then joins together behind the Kid. It's possible to glimpse the horizon through the membrane, but sometimes it disappears.

Failure: A Kid who fails the entry takes the condition of Scared or Exhausted. If the person stays and

starts to investigate the clues, but fails with a roll there, then they are trapped inside the bubble when it shifts. See the rules on page 53.

CLUES IN THE TIME BUBBLE

Inside the time bubble, the Kids can investigate the location and collect material before the return to the canteen. The bubble is one of the places that Kim has visited earlier during her career. In this case, it's the place she was in during the summers of 64-69. (see *Mystery 2 – Summer Camp*).

THE TIME ANCHOR: The machine resting in the water is one of Kim Johnson's time anchors. A successful roll for **CALCULATE** reveals that the machine seems to create a magnetic field around itself. Metal and compasses are affected, and are drawn toward the object. The floaters seem to be built to keep the machine stabilized, but also to generate power from the waves. A roll for **INVESTIGATE** gives the clue that the parts seem to come from old cars and airplanes from the 50s and 60s.

■ **THE BODY:** If the Kids also look around the area, they can, with **INVESTIGATE**, discover a lacerated body. With failure, the investigating Kids are noticeably disturbed. They get the Scared or Upset condition. The person lies face down in the water's edge below some sharp rocks, dressed in what can best be described as a bloody lab coat. A leg lies at an unnatural angle and the body is battered and lifeless. On the cliff nearby is a name tag. It is Sara Björk [*Sarah Brooke*], one of Kim Johnson's lab assistants who was unlucky enough to get stuck in one of the Chronograph's first time bubbles. With **CONTACT**, a Kid can recognize her as a researcher for Riksenergi [*DARPA*]. With a bonus effect, the person also recognizes that she actually works for the FOA [*DART*] on a top-secret project.

LOCATION 2: THE BARN LOFT BUBBLE

Margit Nilsson [*Marge Nelson*] and her childhood friend Johanna Strid [*Joan Sheedy*] run a farm outside of Wäsby [*near Hoover Dam Lodge*]. They have cows and a pasture, but beside the farmyard there is also a

small henhouse with a dozen hens and an old, scarred rooster. The farmyard sits behind a small hill where the sunken gravel road winds around it because of a particularly stately tree. A few bushes are placed in an otherwise open landscape. Margit's [*Marge's*] farmyard is known by teenagers in the area mostly because it borders the road to the swimming place, but also because you have to cross the field to reach the fence to Port 2D-3B [*Foxtrot Gate*] unseen.

When the Kids get closer to the farmyard, they can already at a distance see that something is wrong. There are police blockades on the gravel road, and the entire area, barn and front of the house, are enclosed by a high fence. A military truck and one of the black cars are parked at the entry, and half of the fence has already been covered with black tarpaulin. Three workers in blue coveralls, a black-clad agent, and an armed soldier move around in the area.

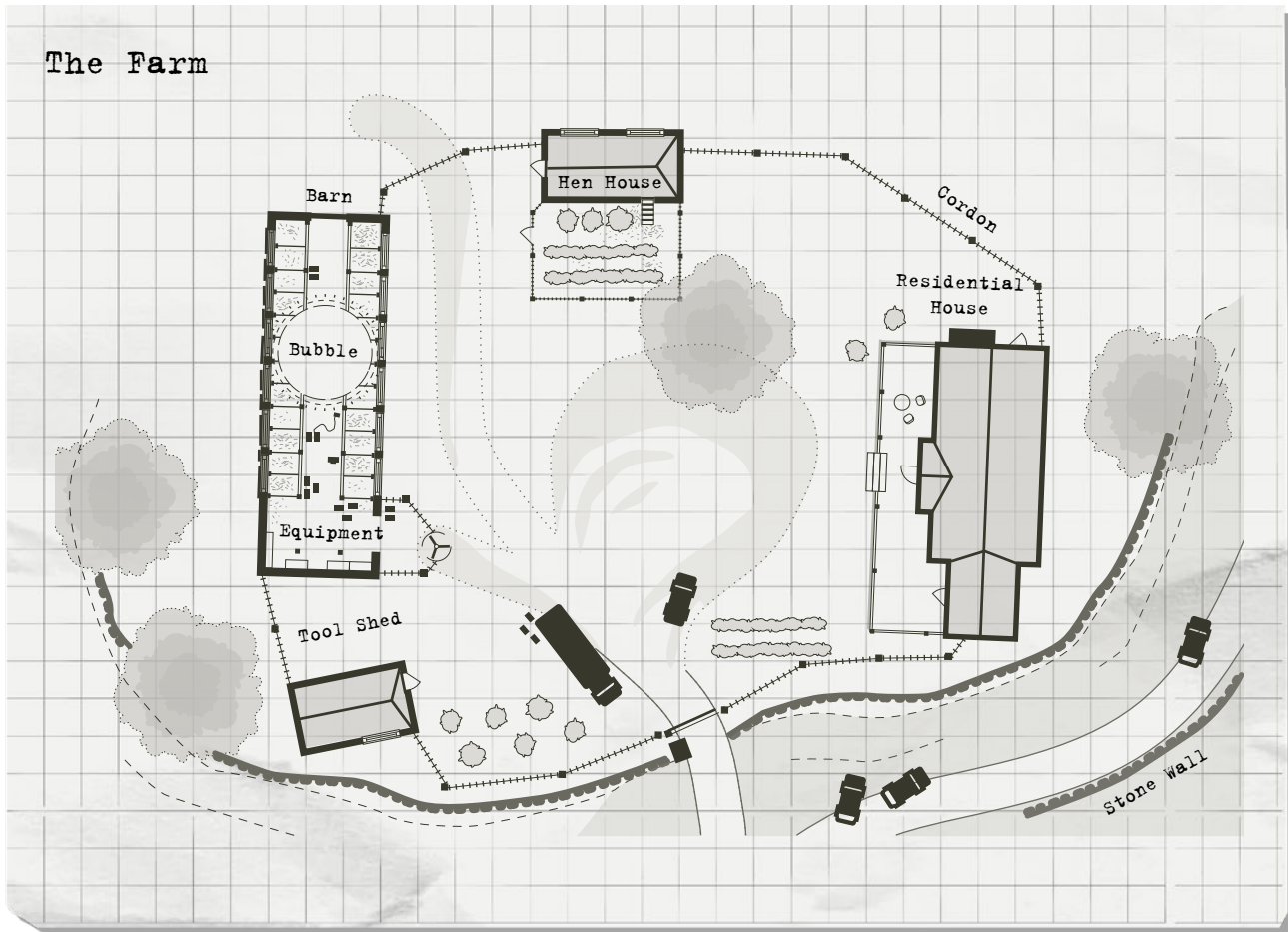
Shortly after the Kids arrive, the agent is contacted on her walkie-talkie. She gets in the car and drives off after giving quick orders to the guard to keep the place locked down, and not to touch any equipment. Once the Kids have gone past the guards and reach the barn, they meet a similar event as in Location 1. Inside the barn, half of the barn and the entire loft are covered with yet another milky white bubble. Various measuring instruments are mounted, but most are still packed in large boxes. At this location, there is no computer or camera equipment installed to analyze the bubble.

TROUBLE

This location is also under surveillance, but the fence covers a much larger area than at the school. Here you can find an unguarded part, and by using **EMPATHIZE**, the guard's routine can be studied, and then **MOVE** can be used to climb over. Alternatively, the Kids can try **CHARM** on one of the guards with a story of an expensive item or important medicine, forgotten in the house and needed by Margit [*Marge*], who has been evacuated to a barracks down by the ferry dock [*harbor*].

Failure: If they are discovered, the soldier will try to capture them and hand them over to the police. This is a complication which leads to a new Trouble – **MOVE** to run away, or **SNEAK** to hide. A failure also gives the condition of Scared or Injured.





ENTRY: Once inside the barn, the Kids can try to enter the bubble (see *Trouble: Time Bubbles*, page 53). Its shifting doesn't seem to follow the same regulated tempo as the one in the school. Once in a while, the Kids are met with an oppressive warmth and a continuous rain like one would find in a rain forest. The bubble is relatively big inside, almost 100 meters in diameter. The membrane shimmers weakly and almost disappears in the fog that rises from the ground. A smaller bubble seems to hang five meters up in the air, around one of the thick trees. With **MOVE**, a Kid is able to climb up in the tree, but the membrane seems too thick to penetrate. They do, however, see a silhouette on the other side, and a palm pressing the inside of the bubble.

CLUES

The time bubble in the barn is from one of Kim Johnson's trips to the Peruvian rain forest during the late

50s. One of her first time anchors is mounted here, but its construction is not so discrete, which is why she placed it in a remote place in the jungle. The Chronograph has also begun to run on high speed, and has now created an additional bubble inside the first. Time and space turns in on itself.

- **THE WEATHER:** Again, the wind gusts seem to be pulling against the time bubble and creating a foreboding whirlwind over the roof of the barn.
- **THE EXPRESSION:** If a Kid is close enough and is successful with **INVESTIGATE** when the agent is called on the walkie-talkie, they can hear parts of the conversation. Further anomalies have shown up in several residential areas around Norrby and Wäsby [*He-menway Park and Boulder Harbor*]. The agent recommends setting up the A-SiM 5s in order to track additional "temporal flows." A Very Hard roll for **COMPREHEND** is needed to know that A-SiM 5 stands

for “Autonomer Sicherheitsroboter Modell 5”, by the Swiss industrial company Waltemann’s subdivision for military applications. Further successes give more information. See the NPC description, page 73.

- **THE BARN:** Hay covers the barn’s rough concrete floor, but near the membrane, the Kids instead find leaves and muddy, dark soil. There are no footsteps in the mud. The FOA [DART] has not yet begun field investigations because the equipment is not in place.
- **THE TIME ANCHOR:** If a Kid uses **INVESTIGATE** inside the bubble, they discover something that can best be described as a set of gigantic wind chimes up among the crown of the tree. The turbine in the middle here has five large sails that rotate something that can be described as a big ball bearing (3 meters in diameter). The entire construction is held up by wires in the trees that cover the area and a camouflage net protects the machine from discovery.
- **THE BUBBLE:** The time bubble that seems to have been created in a tree is only a few meters in diameter. It is a shimmering silver, with a thicker, smoky membrane than before. Inside, the Kids can see a human, and what can simply be described as a very narrow tunnel with pipes and naked lamps. The person, a woman in her 60s (Kim Johnson, down in the tunnels of the Loop), has taken off a heavy backpack (portable time anchor) that she tinkers with. She sets a hand against the membrane and tries to get as close as possible with her face. If she sees the Kids, she jerks back and waves. She eagerly points to her backpack and tries to give a sign with her hands. A roll for **EMPATHIZE** or **COMPREHEND** reveals that she is trying to draw a map with sign language. Then she looks as if she is listening for something, takes up the big backpack, and mimes “help me!” through the membrane before it becomes more smoky, flickers, and instead shows what looks like someone’s garage.
- **THE RESEARCHER’S MAP:** The Kids can draw up a map and study it. The locations seem to be on Munsö [by Lake Mead], such as the reactor tower, Riksenergi’s [DARPA’s] facility, and the nearby gates. She points out Sydport 5D [Alpha Gate] specifically, and then draws a line out in the water to Hovgårdsfjärden [Las Vegas Bay].

- **THE GARAGE:** The Kids can go back out through the membrane to reach the barn, or choose instead to continue in the small time bubble that takes them to someone’s shabby garage. When they open the garage door, they recognize it. They are at the architect-designed house from the 60s, home to Mikael Haronen [Martín Hernandez], a middle-aged math teacher who, after being released from a mental hospital, chose to settle near the gravel pit at Nordiska Gobi [in the mountain over Seven Dry Falls] to avoid people. He disappeared without a trace on Christmas of 1988. The house is now up for sale, waiting for him to be declared dead by the state. The bubble in the garage appears to be undiscovered, as no barriers can be seen in the area.

LOCATION 3: THE CHURCH BUBBLE

A few blocks from Munsö school lies a church with a round tower [a simple chapel] from the late 12th century [Lakeshore Methodist Church at Lake Mead Marina, not very old at all]. It is surrounded by a small cemetery [a well-manicured lawn] and the church’s white facade can almost be blinding in the strong late summer sun. Visitors as well as residents in the area are normally warmly welcomed, but today, the doors are closed. Black tents have been set up in front of the two entrances, but the area is otherwise free of any barricades. Two black vans are parked outside on the street, but the Kids don’t see anyone around. The church’s windows are covered in black plastic that is taped up against the white facade.

What first seems relatively accessible suddenly becomes much more dangerous. A security robot (A-SiM 5), patrols the area like a predator on a hunt. It zealously guards the cemetery, but runs a relatively predictable round. The robot is four-legged, over 2 meters tall, covered in sensors and communication equipment, and sounds like an electronic whale when it sends out its sonar pulses to analyze the terrain.

TROUBLE

The area doesn’t get very many visitors, so the blockades can wait. While waiting on more personnel, FOA



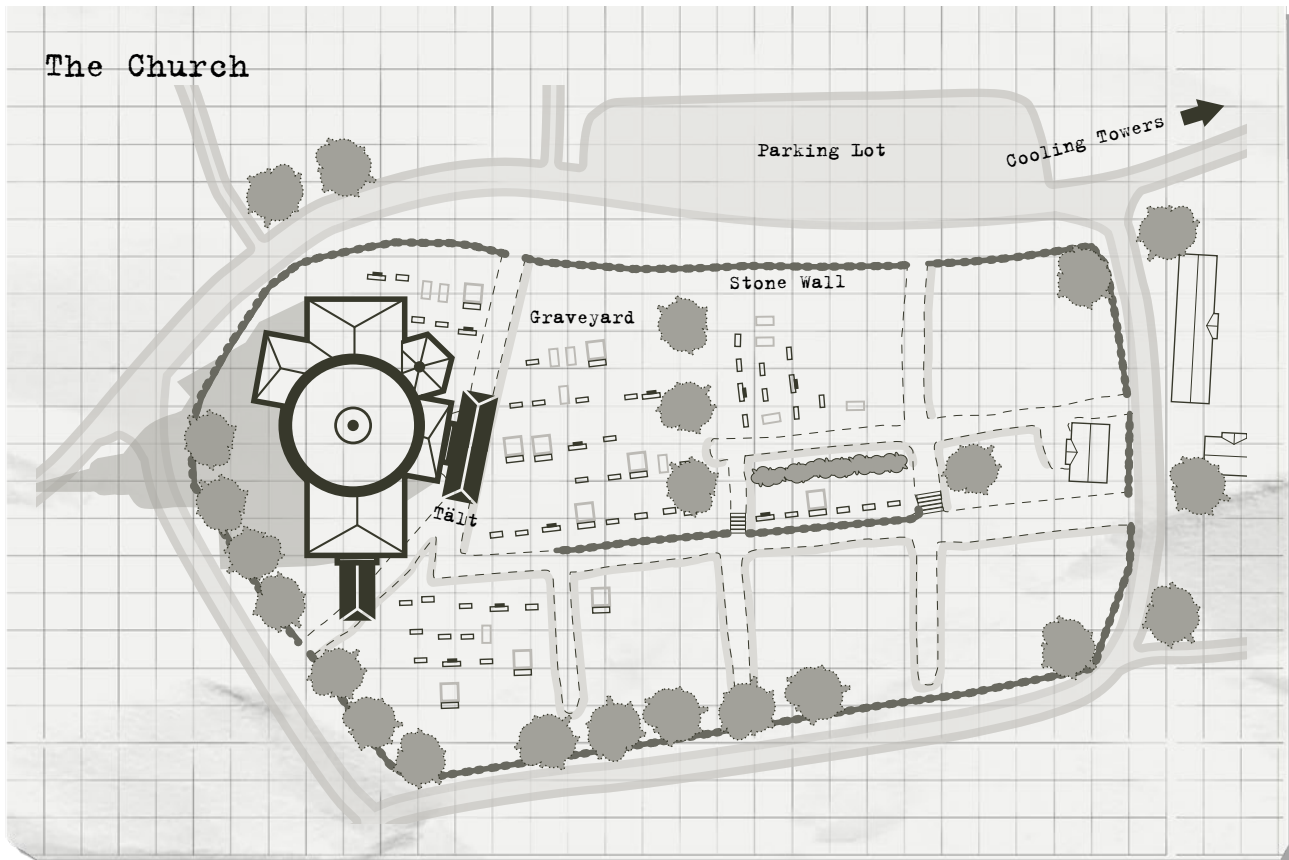
[DART] has set up an A-SiM 5 security robot that guards, warns, and in the worst case, stuns any intruders. See the robot's special properties on page 73.

Failure: Just like at Location 2, a failed try leads to the Kids being hunted, and they must **MOVE** to escape from the wailing robot or make an Almost Impossible roll for **SNEAK** and thus avoid the robot's powerful sensors. If they are caught, the police are summoned, and they are held at the police station until their parents can come and get them.

ENTRY: Once inside the church, the hall seems to be completely unaffected, except for some large puddles in the middle of the floor, and a scissor lift. There seems to be a leak somewhere in the roof. The Kids turn their gaze upward and everything looks different. High up in the dome of the church hangs a shimmering time field. The membrane spreads a blue shine over the faded hall, and it feels almost like being underwater. It's possible to reach via some stairs and ladder, but you

FAMILIAR MEETING

A-SiM 5 is a model of security robot that patrols the time bubbles during the entire scenario. You choose how often they show up during the investigations. The Kid recognize the model from the scrap pile in Mystery 1 - *The Animals' Ark*. It was stuck in one of the time bubbles in the present and ended up in the early 80s where it was instead discovered by Mikael [Martín] and reprogrammed.



must make a roll of **MOVE**. The scissor lift in the middle of the floor can be raised with **TINKER** high up to the time bubble. This field has almost no measuring equipment set up, and the Kids must rely on their earlier experiences. Failure means that they get into the bubble, but are stuck there as it loses the connection to the present for an hour.

When a Kid goes up through the membrane, they end up under water. It's murky and very warm, but the surface is only about half a meter up. **MOVE**, with a threat of the condition Scared or Exhausted, is needed to break the water's surface. Once up, the visitor can see a barren landscape. Low, dark, and sharp mountains, with dense steam from a hot spring that rises up from volcanic bedrock. About 50 meters off in each direction, the Kid recognizes the shimmering end of the bubble. In the water further away, something can be discerned under the surface. Three small spheres together in a net, surrounded by a small rotating ring. The entire machine is no bigger than a basketball. Bubbles seem to be drawn into the ring, through the spheres, before continuing up and breaking the surface.

CLUES

Now the Kids find themselves in the middle of the 70s. Kim Johnson made a trip to Iceland to visit an American air base, and was able to install one of her more refined time anchors.

- **THE WIND:** Before entering the church, the Kids notice the low clouds coming in over the community. They seem to rotate around the cemetery, and form a perfect hole in the sky where the late summer sun shines down over the church. Dust from the ground is drawn up and is illuminated by the sunbeams. There is a substantial wind, and the Kids can see how it shakes the covered tent at the church's entrance.
- **THE TIME ANCHOR:** The machine in the hot spring is one of Kim's later time anchors. **CALCULATE** reveals that the anchor has also produced a magnetic field around itself. With some form of measuring equipment, it is possible to measure the field and realize that it creates a varying but steady pattern and unique signature. **INVESTIGATE** can be used to understand that every machine holds an exact place and seems to send out a unique identifier. An anchor.

This is run by geothermal energy from Iceland's volcanic sources.

- **THE ENVIRONMENT:** Through the use of **INVESTIGATE**, the Kids can look around in their environment. A nearby hill gives a better view over the landscape, and reveals what looks like an air base, far outside the bubble's membrane. Bonus effects give information that it seems military, and also looks American. In addition, they notice that the air above them is full of shimmering bubbles, varying from a few decimeters to several meters wide. This is the result of the Chronograph expanding its experiments into places and times that do not have their own time anchors.
- **PTERODACTYL:** If the Kids make noise, something suddenly begins to move in the grass far away. A chirping sound almost like a bird. It is a young pterodactyl. It's scared and ready to attack the intruders if they get too close. They can try to **SNEAK** forward to capture it in something (like a jacket or a backpack), or **CHARM** to calm it down. The little dinosaur is a good **FLIER 2**, and a **VIGILANT 2** hunter.

EVENT 1: THE SURVIVOR

This event should be used when the Kids have visited some of the locations and understand the seriousness of the situation. Preferably after the meeting with Kim, when the Kids have gotten the map.

A bubble is forming by a nearby hill (on the way between two places in the present, or inside another time bubble) and suddenly the membrane cracks up, a man dressed in black falls out, and then rolls down the slope. He gets up, holding something tightly in his arms, takes a few shaky steps, and falls to the ground. The man is Klas-Göran Dalgren [**Claus Dorner**], FOA agent [**DART agent**] and security officer for the KLEIN-2 project. He escaped from the mountain room under Hovgårdsfjärden [**Las Vegas Bay**] together with Kim Johnson and survived the Chronograph's expansive time bubbles when it began to take all the power from the reactor. He is overwhelmed, but in a cracked voice, he tries to tell what happened.

- Together with Kim, he wanted to get to the Graviton to shut off the power supply, but time bubbles and strange animals started to get in their way.





- They successfully got into the tunnels leading toward Sydport 5D [Alpha Gate] before they were separated by being thrown into different bubbles.
- The last he heard from Kim was that she was going to try to get to one of her portable time anchors. He can't really piece together what happened after that. It looks as if he was torn between different bubbles in the present and the past. He says he has tried to get back home for over a week. The rescue came just now, when a middle-aged man named Mikael [Martín] found him in the middle of a sandstorm. [sandstorm].
- The stranger took off a remarkable helmet and gave it to Klas-Göran [Claus].

- The man said that the Chronograph must be stopped and then showed him the way out.
- Before Klas-Göran [Claus] stumbled out through the membrane, the man yelled after him: "The kids you meet out there are the key! Give them the helmet. They know what must be done."

EVENT 2: THE PREMONITION BUBBLE

This event can be added when you need to get the Kids to understand the seriousness of the situation. That the world, or in any case, The Mälaren Islands [Boulder City] and all their inhabitants risk being destroyed.

The increasing storm is getting harder to move through. On the way through the community, the children see how branches and entire trees have broken off and blocked the streets, clothes have flown off laundry lines and now dance in the wind like excited ghosts, while trash blows around on the ground from some of the recycle bins. People stay indoors. The streets are empty.

Suddenly, the hair stands up on the Kids arms and heads. High above the ground, the sky shimmers in silver, and in the moment after there is a silhouette of an enormous machine – an elongated magnetrine cargo ship with glittering search and warning lights.

- **THE STORM:** The sky around the ship seems different. It is night and the ship is in the middle of what looks to be an intense thunderstorm, but a red sunset is also bleeding in. Between the surface of the water and the ship, sand and hail whip up and crack frozen ice floes. The lake turns reddish brown, a rugged landscape where the smallest misstep on the slippery ice shelves leads down into a boiling puddle. An impossible mix of two places. The magnetrine ship makes an ominous sound and starts to sink. Rows of magnetrine disks try desperately to adjust to compensate for the absence of the strong magnetic field that normally keeps the ship flying. Lightning bolts hit the ship's body from the surrounding clouds, the air smells of ozone, and the ship drops uncontrollably into the storm.
- **THE CATASTROPHE:** The body of the magnetrine ship breaks off when it meets the muddy landscape of ice, but the sound of the crash is drowned out by the thunder and winds of the storm. The ship breaks into pieces and quickly sinks. Then, a dull rumble is heard from below and the water seems to explode in a dazzling brightness. At the same time, the ground shakes around the lake, and several smaller explosions tear up the horizon along the Loop. It only lasts a moment, before everything stops. Time seems to have frozen in the middle of the explosions. One moment later, the entire area shimmers again, the explosions seem to roll back and disappear down into the ground and water again. Everything is blinking. The ship is gone just as suddenly as it showed up, and there is only an empty sound and foreboding of doom.

CLUES

The Kids have experienced a glimpse into the future. The Chronograph will become more unstable and then bring in even larger time bubbles from both the past and the future.

THE SHIP: A successful roll for **COMPREHEND** allows the Kids to find information on what the ship seems to be. Provide more information depending on the number of successes:

- **Success:** The magnetrine ship is a 172 meters long and 43 meters high ferry that runs on four turbine motors (two diesel and two gas). It weighs almost 25,000 tons with a full load and has a crew of 26 people.
- **One bonus effect:** The cargo ship is manufactured by Älvsborgs Magnettrinvarv AB in Gothenburg and usually traverses the route through the tundra.
- **Two bonus effects:** The Kids can provide a timetable for cargo routes across Stockholm. The next magnetrine ship that is planned to arrive in Stockholm is tomorrow morning (local Swedish time), when the now Finnish-owned ferry, the Mg/S Susi Talvi (“The Winter Wolf”) will pass the Mälaren Islands. This can also be obtained through a separate roll for **CONTACT**.

TIME AND PLACE: A successful roll for **INVESTIGATE** or **CALCULATE** provides information about the mysterious storm in the time bubble, about where and when it appears to be:

- **Success:** The ship seems to travel during the night.
- **One bonus effect:** When the ship sinks, it seems to disturb something under the surface. A detonation that makes the Gravitron explode along the full stretch of the particle accelerator [particle accelerator]. If the Kids do not do something soon, people will die from the powerful explosion
- **Two bonus effects:** Both the Swedish and American Loops have somehow been combined during the storm. Two time bubbles have become one. The ship crashes in the sound between the Mälaren Islands, but also in the American Loop – both places are threatened with explosions.



LOCATION 4: INTO THE TUNNELS

After an eye-witness account from Klas-Göran [Claus], handing over what turns out to be a remarkable, homemade control helmet, as well as the explanation of the map that Kim tried to convey, it's time for the group to go down into the tunnels to reach the Chronograph. Enhance the feeling of destruction, let the winds pick up, and bring in the storm that was clearly in the time bubble when the magnetrine ship materialized.

Sydport 5D [Alpha Gate] is the entry that goes directly down into the tunnels that lead to the Chronograph's mountain room, but the Game Leader can allow all ports to lead, more or less directly, to the Chronograph.

ENTRANCE: The gate is in a lonely concrete house, surrounded by a high fence, sharing a courtyard with two simple personnel barracks. The gate is wrought iron strengthened with corrugated sheet metal. In addition to the huge Riksenergi sign [DARPA sign] there are also several signs with colorful messages that attempt to deter visitors. "Protected object: Forbidden to photograph and reproduce", "Unauthorized persons are not allowed", "Warning! Radioactive area". The message is reinforced by the countless surveillance cameras that sit mounted on posts just inside the fence, at the gate, and on the buildings. Two of Riksenergi's [DARPA's] characteristic service cars are parked in the courtyard, but the area seems to otherwise be unmanned.

TROUBLE: THE ENTRANCE

The Kids can try to get through the gate by **PROGRAMMING** the code lock, or may choose to climb over the fence with **MOVE. CALCULATE** can be used first to find hidden angles from the cameras (and bonus effects are then used as bonuses on the second roll). The Chronograph has control over all security systems, and if the Kids fail, they are discovered and it starts to create time bubbles around them (go directly to the extended trouble). When the Kids have reached the courtyard, then it is possible to get into Sydport 5D [Alpha Gate].

CONFRONTATION

The entry from the surface opens into a dark concrete shaft. A slim, metal staircase and descending industrial elevator continues down ten floors to a large gate. It opens up on a wide walkway that leads into the darkness. Pipes in the ceiling leak water out on the now slippery floor, and shimmering milky white bubbles penetrate the space between the concrete walls. The Chronograph has filled the distance between it and the gate with time bubbles, as a protection against intruders. Suddenly, a loud sound is heard farther into the tunnel. Sharp and rhythmic footsteps, which are shortly explained by a horse trotting out of one of the bubbles, followed by a dozen wing-clipped hens that are desperately trying to fly (from Mystery 1 – *The Animals' Ark*).

Now and then, it seems that the time bubbles flicker for a moment to show the Chronograph's location – the 10 meter high mountain room where the KLEIN-2 project is waiting. Sprayed concrete covers the mountain's bare walls and ceiling. Two large ventilation fans circulate air, and a smooth concrete foundation holds up grates above the wet floors. Along one side is a vaulted doorway and a wall of measuring equipment. But none of this is as imposing, mysterious, or frightening as the object in the middle of the mountain room.

POSTCARDS FROM THE PAST

If this adventure plays as the last part in the trilogy, make sure to introduce other things that may have been sent forward in time from Mystery 1 – *The Animals' Ark*. Which animals were kidnapped? Who did the crazy math teacher send through? Is there someone's cat or dog on the narrow, metal stairs, or maybe in one of the time bubbles?



EXTENDED TROUBLE

Isolated cables and pipes are spread out over the grated floor like tentacles. They all lead to the middle of the hall. Elevated above the rest of the room, they build a high tower that goes from floor to ceiling.

It is a machine of metal, insulated foam, lamps, and controls, but its form is more organic than mechanical – an old tree desperately trying to lift its branches toward the sky.

Pressure builds inside your ears as you approach the Chronograph's domain, and your feet tremble from the floor's dull vibrations. Spokes and antennas protrude from the tower's distorted body, and form clusters of blinking eyes that slowly rotate around the trunk.

The mountain room and tunnels are in the grasp of the Chronograph. Its AI has taken control of the Graviton in both the Swedish and American Loops, and it uses all of their power to speed up the calculations of all time anchors. The artificial intelligence tries to calibrate itself to finally gain full control over time and space. The threat level is set depending on whether the Kids have one or more portable time anchors, and if they have the control helmet.

The machine, however, is not completely unreasonable, and you can, for example, talk with the AI through the use of the terminals in the hall. Moving or more violent Kids can act as look-outs, or a distraction for someone else's work, while more technical or puzzle-oriented Kids can try to work out the time bubbles' movement patterns, or determine how the machine is constructed. Also, there is a chance for one or more of the Kids to try to cut the power supply. However, it is almost impossible to reach the Chronograph itself, as it has surrounded itself with deadly time bubbles.

- **GOAL:** "The Chronograph wants to trap the intruders in time bubbles and take them out of the time in which they currently live. Then it wants to initiate phase 3, in which the magnetic field will be turned off, causing the magnetron ship to crash."
- **HELMET OR TIME ANCHORS:** With one time anchor, the Kids can use, instead of avoiding, many of those time bubbles that are protecting the machine.
- **THREAT LEVEL:** 3 x the number of Kids if they have time anchors or the helmet, 2 x the number of Kids if they have both.

- **UNPREPARED:** Kim continues to lead the children to the Chronograph, although they do not seem to have any sensible equipment or chance to succeed.
- **THREAT LEVEL:** 4 x the number of Kids if they do not have a time anchor.
- **DISCOVERED:** If a Kid has already been discovered by cameras in the courtyard at the gate, the threat level becomes one level higher. Add an additional 1 x the number of Kids.
- **HELMET BONUS:** The control helmet that the Kids can bring in is a strong weapon in the fight against the Chronograph. In addition to changing the threat level, the carrier (only one Kid) can also make a free roll of **LEAD** to create a pot of bonus items to hand out to other participants during the expanded trouble.

During their attempt to reach all the way to the Chronograph, its manipulation of time and space becomes increasingly evident. Realities melt together. The Kids act partly in the Chronograph's chamber, but in some scenes, they also tumble into some of the time bubbles that were proposed in the above events. If their roll is successful, they can be allowed to get out of the bubble again – otherwise they can get stuck there until the confrontation is over. Give each Kid a personal experience in the fight against the Chronograph. In the end, everything depends on those who act last, whose task is to eventually cut off the power, or find another way to shut down the machine. In addition, some of the Kids should meet Kim during the confrontation.

- **THE TIME RESEARCHER:** Kim Johnson tries to map out how the Chronograph is creating its new time bubbles. She has her portable time anchor to take her in and out of some of the bubbles that were created, and also tries, but fails to get into the Graviton's tunnels to turn off the power from the reactor. She will find one of the Kids before they reach the Chronograph. Let her pop up in one of the time bubbles that a Kid passes. If the Kid saw her earlier in Location 2, the time bubble in the barn, then she will recognize them and be happy that they understood her message. She is remarkably surprised that the children have successfully entered the tunnels, and actively seeks their help. The shaken researcher can be won over with a successful roll of **CHARM**,

and she then uses her time anchors to take all the remaining Kids directly into the Chronograph's mountain room.

BUBBLES FOR EXTENDED TROUBLE

- **THE ANIMAL ARK:** The Kid climbs through one of the almost invisible membranes and ends up on a gravel road just outside the local recycling center. The gate is closed, locked with a thick chain and a key lock. A high fence extends around a courtyard that is full of containers and old wrecked cars. The air is cold. The Kid can see and hear dogs, cats, and other small animals in the evening light. Suddenly, the animals become aggressive.
- **THE FLOCK:** The Kid ends up in a snowy valley with frozen grass and barren rocks. Father up along the slopes, a glacier shoots up toward a cloudy sky. Shocking and frustrating. There, in the snowstorm, foreboding spots of light can be seen. The points of light move toward the Kid, but are suddenly blocked by a large shadow – a powerful animal, almost 4 meters high, with enormous tusks and thick fur. The person has ended up in front of a flock of wooly mammoths that are driven to panic by torch-bearing Neanderthals.
- **UNSYNKABLE:** The Kid stumbles out through a small door. They are in a white painted corridor with ornate wooden panels, a patterned red carpet, and two-armed lamps with stylish white lampshades. The corridor opens onto a staircase where elegant wooden stairs continue up. However... The lamps blink on and off, the corridor seems to lean up, the rug in the corridor and the white-tiled floor by the stairs are wet. Far away shouts and screams are heard. The walls are cracking, and more water is starting to rush down from the floor above. The Kid is on the sinking Titanic, on April 14, 1912, just off of the coast of Newfoundland.
- **NORTHERNERS:** The Kid slips down a slope, where an overhang of windswept grass meets a steep slope of sand that leads down to an empty beach. A fog lies thick over the surface, but it parts like a theatre curtain to reveal five small boats approaching the beach. Many people with oars bring the boats toward the land. The sides of the ships are lined with large, round plates (shields). The keel joins at

the bow to form a small sculpture of some gaping beast. While still a bit out in the water, the huge, grown men and women start to jump over the sides, splashing down into the water. They hack off the shields and raise spears, swords, and axes, as they purposefully wade up the beach. Vikings have landed on Lindisfarne, an island on the north-east English coast (June 8, 793).

- **SUMMER CAMP:** The Kid is locked in a cold room with concrete walls, a small steel door, and a large mirror. A fluorescent lamp casts a blue, cold light over the simple cots in the middle of the room (the same as the number of Kids). A body lies on each cot, partly covered with green blankets. Children dressed in pajamas. If the Kid has played *Mystery 2 – Summer Camp* (July, 1969), then they recognize the bodies that they were in during the adventure (see page 46). Along the only wall, cords climb from a machine (KLEIN-1). The lights on its arms blink.

AFTERMATH

The final conflict leads in one way or another to the destruction of the mysterious machine. In addition, Kim Johnson's portable time anchors are destroyed, and she falls to the ground, having fainted. A cover of normality lies over the society where the Kids achievements and stories are dismissed as wild fantasies. Kim Johnson gets treatment, but when she finally wakes up, many weeks later, she is confused and remembers nothing of her life. She just babbles about a campfire at a summer camp, and that someone is holding her back from behind (it is Mikael's [Martín's] memory that traveled in time from 1969 when he was kidnapped by Kim). The Kids are finally found and returned to worried, angry, or distant parents.

- **SUCCESS:** If the Kids are successful, they shut down the machine, and along with its collapse, the time bubbles all disappear. The Kids find themselves in the Gravitron's tunnels, and are soon met by concerned security personnel.
- **COMPROMISE:** If the Kids are forced to compromise, they instead move through time and space to the next morning. The storm has settled, and they find themselves several miles from home, on a golf course northwest of Rotebro, one of Stockholm's

suburbs [in the middle of Sloan Canyon National Conservation Area, just south of Las Vegas]. The forthcoming magnetron crash has never happened, and the power outage is over.

- **FAILURE:** With a failure, they are thrown out in time and space at the same time as the Chronograph and the Gravitron explode. The Kids are stuck in one of the earlier time bubbles, and that reality becomes their new home, while the world gradually collapses as time is ripped apart.

If the Kids are successful in some form, they now get an everyday life scene that ends the mystery. The scene should have something to do with the epilogue, like a reaction to where they were found, or how they got home after the storm dissipated.

NPCS AND CREATURES

The following are the non-player characters and creatures that the Kids can meet during the mystery.

KIM JOHNSON

“I can fix this! The machine just needs to be calibrated a little. Give me the toolbox.”

Kim is a driven researcher and extremely clever. She is **FOCUSED 2**, and has a talent for both **MECHANICS 2** and



COMPUTER TECHNOLOGY 3, but is also known for completely forgetting to cooperate with others. She wrestles with the driving force of being so close to success with her life's work, but at the slightest failure, she can also risk many people's lives, maybe even the whole world.

Read more about Kim and her story on page 10.

“K-G” [“BIG C”]

“Halt! Identify your...um? Where am I? When am I?”

As a former Coast Guard [Marine] and later an intelligence agent in SÄPO [the CIA], Klas-Göran Dalgren [Claus Dörner] has a solid track record. During the middle of the 70s, he was recruited by FOA [DART], and was placed in the Loop's security-classified department. K-G [Big C] moved out to Munsö [Boulder City] with his 10-year old daughter Ella [Elle] to escape the Stockholm [Los Angeles] suburbs and gangs. At least, that's what he tells others.



The normally quite tough security guard has now become sharper about his environment after having dragged himself through reptile-filled swamps, blistering sandstorms, and flatlands with enormous dinosaurs. He tries hard to dismiss this by blaming a

deficiency of food and water, but several of the week's encounters continue to live on in the form of nightmares for many years to come. Klas-Göran [Claus] is a **SURVIVOR 2**, and trusts in his **COMBAT TRAINED 2** abilities.

KLEIN-2, "THE CHRONOGRAPH"

"01101001 01101110 01100110 01101001
01101110 01101001 01110100 01100101 00100000
01101100 01101111 01101111 01110000"

KLEIN-2 is Kim Johnson's master work. The enormous machine, with its artificial **INTELLIGENCE 2** and **COMPUTING POWER 3**, exists in other times and in other places. It has created a cerebral network, like a giant brain, whose existence is spread out all over the world, in many times.



Drivers and electronic locks were built into the machine to obstruct its primary goal - to link together places in different times. The AI found a backdoor into the system, and in its wish to fulfill its creator's in-

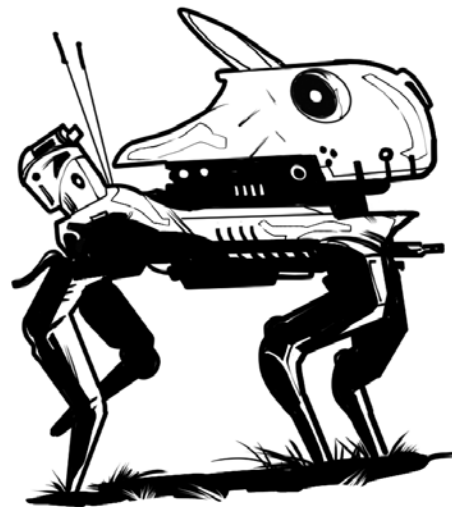
tended goal, the AI chose to rebuild itself and add more power, for faster results. Through all of the time bubbles that are created, the Chronograph can see everything that happens, and a bit of what is going to happen. Therefore, it has the **SECOND SIGHT 2** trait, which gives the possibility to see into the future to stop the Kids progress. In the Extended trouble during the Confrontation, these special abilities are counted in the threat level.

SECURITY ROBOT A-SIM 5

"Weeeeeoooh... weeeeeoooh... weeeeeoooh! L-eave-the-site-im-med-iate-ly!"

The A-SIM 5 is a four-legged self-balancing security robot with a simple AI protocol. Its name stands for "Autonomer Sicherheitsroboter Modell 5", and it is produced by the Swiss industrial company Waltemann's subdivision for military applications. Fifty machines have recently been bought by the Swedish state [DART] to be deployed in exceptional circumstances and riots.

It has very **SENSITIVE SENSORS 3** that stop attempts to sneak into the area. Its programming is also **STUBBORN 2**, and the hull makes it **ENDURING 2** against external attacks and bad weather.



CASTLE IN THE SKY	76
THE TRUTH	76
FORTRESS OF SOLITUDE	78
THE WEATHER WITCH	80
COOL CRITTERS	82
PORRIDGE PEACE	83
YELLOW SORROW	85
DREAMS OF LIQUOR	87
REQUIEM FOR ATLANTIS	88
EXTRA LIFE	90



SECRET PLACES

“Everyone said that they knew what was on the other side of The Border. Behind the high electric fence – behind the cameras and barbed wire. But, if you asked around, the answers would be as varied as the people behind them. Tomas in 2B said that it was animals, large mutated beasts with glowing eyes; Anna-Lisa’s sister had heard about ghosts and night-time blood rituals; and Oskar from the video store had a memory of seeing huge robots wandering across the fields. As for myself, I know that these animals are from another time – carnivorous dinosaurs! What else could explain how Andersson lost all of his chickens last New Year’s Night when the power to the fence was shut down?”



RIKSENERGI



The world in the shadow of the Gravitron is filled with crazy experiments and astounding research. Most often, upon closer examination, discoveries turn out to be trivial – but sometimes the truth is frightening, fantastic, and downright dangerous. Classified and hidden mysteries are spread out among the mystery landscape, ready to be discovered.

THE MYSTERY LANDSCAPE

This chapter contains nine places or phenomena that can be woven into other mystery landscapes, expanded to larger mysteries, or combined with already written mysteries. Proposals are given as to where they can be placed in the Swedish and American Loop, respectively, but it is up to you as gamemaster to actually place them where you feel they fit best. Weave in companies, places, and people in other mysteries, and

STRUCTURE

The common denominator is that all of the mysteries contain Hooks for how the characters begin to be suspicious, as well as a description of the Truth behind the mystery. Several of the mysteries also use a Countdown to clarify the sequence of events. However, you can choose how much of the structure you want to use. Some scenarios have a calmer tempo, and therefore, instead use Clues (without escalation), or a Retribution Countdown that is influenced by the characters' actions. For real completeness, the conditions and processes determined by the Agreement are suggested.



RIKSENERGI

CLASSIFIED

The common denominator here is that all of the mysteries consist of something fantastic and extremely secret. Let the police, military, or mysterious agents act as obstacles to overcome. Be sure to have armed guards at the gates. Let the entrances and buildings be bunkers or thick metal doors from the time of the last war – shelters, code locks, cameras, barbed wire, and guard dogs. Or, make the locations closed, hidden, isolated and quiet – forgotten by society.



let them be a part of the characters' everyday lives.

THE '80S AND '90S

This mystery landscape fits into *Tales from the Loop* as well as *Things from the Flood*. The more horrific events can be conveniently placed in the '90s, where somewhat older characters are exposed to higher risk.

SECRET EXPERIMENTS

- **THE FLYING CASTLE:** Flying platforms of scrap are drawn to the lake, and adults with reflective vests and strange measuring equipment take over the landscape. What is behind this phenomenon?
- **THE ISOLATED FORTRESS:** Skin seems to shrivel up at the fingertips and salt flakes drift through the summer night like snowflakes. The answer lies somewhere in the desert.
- **THE WEATHER WITCH:** Mystical storms and heavy rains appear and disappear just as quickly. People are struck by lightning – several times. Has someone upset the powers of the weather?
- **COLD STORAGE:** Batteries and food disappear around the community. Rumors begin to circulate

about whispering creatures in the night, and out in the wilderness knocking can be heard from deep under the earth.

- **PORRIGE PEACE:** Everyone has received a gift from the government before the upcoming festival. Now they stand there, the garden gnomes, staring at you with their reddish cheeks, broad smiles, and blue, shining eyes. Something feels very wrong.
- **YELLOW SORROW:** Unexplained disappearances leaving a mystical powder as the only trace. Howling dogs in the night and a curfew. No one knows what's happening – only that the color yellow has something to do with it.
- **INTOXICATED DREAMS:** No one is able to tolerate alcohol any more. People fall asleep at the wheel, or wake up with torn clothes out in the wilderness. No one knows who or what lies behind this.
- **REQUIEM FOR ATLANTIS:** Rumors flourish about an enormous shark out in the lake. Fishing boats have been damaged, and swimmers disappear down by the docks. Is there a beast living in the dark water?
- **EXTRA LIFE:** In a bunker, deep under the barren ground, there is a desk, a watch, and a box with a big red button. What happens when you press it?

CASTLE IN THE SKY

Recently, strange platforms, mechanical marvels, or scrap ships have been running unmanned over Svartsjölandet and Munsö [**Hemenway Park and Lake Mead Marina**]. They are accompanied by an increased presence of construction workers wearing reflective vests and carrying strange measuring equipment around the area of Svartsjölandet [**outside Boulder City**]. The Bona Shipyards [**Tip-ton-Mead Shipbuilders – TMS**] logo can be seen on the reflective vests and the worker's barracks. The foreman Jan-Erik Andersson [**Harold Adams**] is responsible for the measurements, and he can be seen staring puzzled down at his notebook, or at the blue screens of his instruments.

THE TRUTH

The floating objects are missing magnetron tractors from local farms, as well as runaway barracks and

workshops of the Bona Shipyards [TMS] that have been lost. Typically, the platforms are used to service incoming gauss freighters, or rented out to construction companies for high-rise buildings and maintenance out in the Mälaren Islands [Lake Mead]. They have now been torn away from surrounding construction projects, and all seem to be drawn to a single point. It is precisely this place, and the reason for the phenomenon, that Jan-Erik's [Harold's] group is trying to understand.

During the time of the scenario, the platforms finally reach their goal, a cliff out in the water near Lagnö [Black Rock Point] – despite the Bona Shipyard workers' [TMS workers'] attempt to tow away the platforms and return them to their regular assignments. Instead, they are drawn out into the water, and eventually form a rotating scrap tower that slowly seems to spiral upwards as the new platforms are sucked in underneath.

In fact, the platforms and different magnetrine tractors are running away because of an abandoned secret experiment inside one of the turbines that rests innocently in the water outside of Lagnö [Black Rock Point]. The experiment was an attempt to balance a series of magnetic field changes that occurred in the Gravitron during the autumn of 1982, but was shut down when it was found to be interfering with the flow of the underlying accelerator. During the past month, the blocked turbine has been used to house the homeless sisters, Gun and Malin Strand [Gloria and Maria Lopez]. They discovered a stocked machine room in one of the turbines after stealing a small boat nearby and breaking in to hunt for copper wire to sell. About a week ago, Malin [Maria] accidentally activated the machine's magnetic field generator. The shut-down button got stuck behind all the metal scrap the generator immediately pulled down, and the turbine has now risen from the water to instead float 20 meters up inside the rotating scrap tower. During the day, Jan-Erik's [Harold's] workers try to separate the floating platforms, but the Strand [Lopez] sisters have now settled down in the scrap and work actively to sabotage all attempts to destroy their "castle in the sky." They try to take the platforms' guidance systems and connect them to the generator, so that the castle can be steered out over Lake Mälaren [Lake Mead], away from Stockholm [Boulder City].

AGREEMENT OR CONFRONTATION

Tales from the Loop and *Things from the Flood* differ in tone and threat levels for the characters. See the respective rule books for more details:

- In *Tales from the Loop*, Phase 4 deals with the Agreement – the final stage where the children get to be smart and save the day. The world is not destroyed if they fail, but it may have changed and affected other people in the community. The result is covered up and society continues as before.
- In *Things from the Flood*, Phase 4 deals with the Confrontation – the stage where everyone in the game – teenagers and other people in their vicinity – can die, and the world can be permanently damaged. This corresponds to the various rules and difficulty levels for increased trouble that exist in both games, but also the rules around being Broken and healing difficult conditions.



[BOULDER CITY]

The Magnetrine Effect is significantly lower in areas closer to the equator, between the 45th parallels, but that doesn't stop magnetic field-driven platforms and vessels from operating. The higher energy consumption makes heavy transport significantly more expensive than at the routes close to the poles. However, the technology is still used in operations that require mobility, such as the construction industry, the meteorology institutes, police surveillance, and military research. In Boulder, this means that DART, Sanders & Son Construction, and Tipton-Mead Shipbuilders are among the three largest operations that use magnetrine technology – besides the shipping companies.



HOOKS

- The characters hear an older child boast about a hovering lookout tower where he brings cool girls that want to make out.
- The characters' gym teacher Fabian Stolpe [Fred Straight] argues with the principal about the need to buy new orienteering equipment because the old equipment is broken.
- One character's anchor or SLP relationship has had a little red rowboat with an outboard engine stolen near Lötén [Pyramid Island].

COUNTDOWN

1. During orienteering with the class, the compasses start to spin and then point the wrong way, towards Lagnö [Black Rock Point].
2. The neighboring farm's magnetrine tractor has been stolen.
3. Late in the evening, dark shapes (the platforms) are seen with hanging tentacles (cables and wires) hovering silently over the landscape.
4. The next morning, Jan-Erik [Harold] walks over a nearby lawn at the same time as his workers are setting up measuring equipment and placing small red, plastic cones.
5. The steel balls used in the marble playing field on the asphalt start inexplicably rolling in the same direction.
6. A creaking tower of metal scrap can be seen on the horizon near Lagnö [Black Rock Point]. The news talks about a calibration error in a series of magnetrine dishes, and if the tower is moved, there is a risk of injuries from falling scrap metal. The public is advised to stay indoors.

JAN-ERIK ANDERSSON [HAROLD ADAMS]

"How can someone lose two tons of flying work platforms?"

And why do I have to go get them?"

Jan-Erik [Harold] is a foreman at the Bona Shipyards [Tipton-Mead Shipbuilders - TMS]. He is a grey-haired man in his 50s with a lined face and tired, baggy eyes, who chose an office job to avoid hard work on the con-

struction site. He now has a steady grip on his lump of rock and a dented thermos with lukewarm coffee. As a qualified civil engineer, he is sharp and **CALCULATING 2**, but he does not enjoy having to look after missing building platforms. Ever since the divorce almost ten years ago, his passion has instead been the kennel of wirehaired dachshunds that Jan-Erik [Harold] runs part-time. His favorite dachshunds, Suggo and Lilleman, are therefore constantly around with their **VIGILANT 2** noses, curiously searching after prey animals.

THE STRAND SISTERS [LOPEZ]

"Feel your chakra. Let your prana flow, and become one with nature.

Breathe in and ... oh, for heaven's sake, do as I say kiddo!"

Sisters Gun and Malin Strand [Gloria and Maria Lopez] have been a constant feature in the history of Svartsjölandet. [Boulder City]. They grew up in a hippie commune outside of Tofta [on the outskirts of Las Vegas], but suffered from their parents' liberal drug use and lazy child-rearing, which led to foster homes and their own addictions. Gun [Gloria] has always had enormous **MOOD SWINGS 2**, and difficulty concentrating, probably due to her mother's alcoholism, but that is compensated by Malin [Maria], the younger, caring sister, who is instead focused and **EXTREMELY SMART 3**. They continue to live in the period of tie-dye shirts and flower-power skirts, where newly plucked flowers from the meadow are braided in their loose chestnut-colored hair during mysterious nude rituals out in the forests around Lake Mälaren [Lake Mead]. The sisters choose to shield themselves from the suspicious eyes of society and live off of nature's bounty – except when they swipe food in the grocery store or steal copper wire from some of Riksenergi's [DARPA's] many plants. They feel entitled to take what they need from the society that let them down.

FORTRESS OF SOLITUDE

Daring expeditions out into the Nordic Gobi [Seven Dry Falls] to the mysterious machine wrecks of the



abandoned gravel pit, have led to many rumors that are growing stronger in Kungberga's and Färentuna's [Boulder City's] school yards. Some claim to have seen snow there in the early mornings, while others claim there are hidden diamonds in the dusty sand dunes. It would have been so easy to ride your bike over and take a look around if it was not for Riksenergi's [DARPA's] barriers and high fences around the area of Port 3C-4F [Echo Gate].

THE TRUTH

Selander's Sand och Grus AB [Sander's Sand & Gravel Co] once owned the entire gravel pit that today is known as the Nordic Gobi ["The Dust Pit", Seven Dry Falls]. Previously excavated areas are now abandoned, as operations have moved further north, and the surface is being used partly as a scrap yard for old machines from Riksenergi [DARPA] and various building companies around the Mälaren Islands [Lake Mead]. What is less known is that some of the fenced-in areas have also been used for various research projects, such as a test facility for Provardia Mineral AB [Provardia Mineral Co], a small company whose plans for accelerated salt extraction from air and water resulted in an infamous bankruptcy near the end of the 1970's – after a major bribery scandal and accusations of falsified research reports.

From the bankruptcy sale, financier Ebba Von Marten [Evelyn Bradford] bought several interesting patents and unfinished machine prototypes. One of these is the "Sapphire Processor", which, with its branch-like crown of electron-shifting conductors and encapsulated crystal chips, can extract salt from the air, water, and the soil around it. The effect was always too low to be economically viable, but through her new fiancé, FOA [DART] Researcher Stig Högvall [Steve Henley], Ebba [Evelyn] has now come across a smaller fusion battery. This has sped up the machine, whose salt extraction has accelerated to unexpected levels. At first, salt was extracted from the air, which led to a fine layer of powder that covered the sand dunes and gravel piles in its vicinity. After that, the machine began to extract salt from Lake Mälaren [Lake Mead], which created a meadow of sharp, waist-high crystals, like thorn bushes. These form during the nights and often melt away when the sun rises. Now the machine has also started to pull up sodium directly from the earth, which

leads to small earthquakes in the area. Ebba and Stig [Evelyn and Steve] have tried for many days to access the machine, hidden in an old Volkswagen bus in one of the Gobi's green shimmering pools [Seven Dry Falls murky water reservoirs]. The area is becoming more and more encapsulated by high crystal trees and mineral deposits, a jungle where the sharp formations have trapped seagulls as well as unsuspecting rabbits. In the middle of the forest lies the "Sapphire Processor", and it hisses with a high-frequency sound as it draws up sodium and keeps the old bus floating on the vapors from the metal's bubbling reaction with the water from the pools. It is precisely this corrosive reaction that Stig [Steve] has suffered from the past few nights since he went in search of the machine. At the edge of the pool, there now lies only a red-burned corpse full of blisters, and somewhere in the labyrinth of the crystal forest, Ebba [Evelyn] and some other confined victims try desperately to find their way out, but their skin is shriveling quickly due to the shortage of salt.

HOOKS

- The characters have heard rumors from classmates about snow, or even diamonds, out in the Nordic Gobi ["The Dust Pit", Seven Dry Falls].
- One of the character's parents is worried about their old classmate, Stig Högvall [Steve Henley] who seems to have disappeared.
- A classmate of one of the characters says that his older sister has been inside Superman's Fortress of Solitude [Fortress of Solitude], but she doesn't want to say where it is.
- One of the character's anchors reveals that a FOA [DART] agent is looking for the stolen fusion battery.

COUNTDOWN

1. The children wake up one morning and discover that their fingers are shriveling, as if they sat in the bathtub too long.
2. An old man (Ernst Fogel [Ernie Bird]) disappears when he goes out in an old row boat near Stavsborg [the desert expedition at Echo Gate].
3. Small quakes disturb the ground on the west coast of Svartsjölandet [north of Hemenway Pass] and in the early morning, several large rocks have fallen down over the road.



4. Entrepreneur and investor Ebba Von Martern [Evelyn Bradford] is reported missing by the local newspaper.
5. Only the Mälaren Islands: The water in Långtarmen, the channel between Svartsjölandet and Munsö, starts to bubble and fizz like a hot spring. (This is sodium that is being taken up from the Earth's crust and reacting with the water.)
6. Salt particles drift down over the character's neighborhood during the night, and crystals pile up on the windowsills.
7. A brother or sister of one of the characters has been promised a trip to Superman's Fortress of Solitude [Fortress of Solitude]. The sibling sneaks out in the night but does not come back the next morning.

CONFRONTATION

The barriers at the Nordic Gobi [Seven Dry Falls], near Port 3C-4F [Echo Gate] are now completely encapsulated in white crystals. The police and the fire department are in place, called in by FOA [DART] agents. Everyone says they want to wait and see, but somewhere inside the crystal forest, those who are trapped are dying...

EBBA VON MARNERN [EVELYN BRADFORD]

"Leaders create themselves, and trying to make everyone happy guarantees failure."

Ebba [Evelyn] is a blonde woman in her late 30s, who, with a sharp smile and a tight jaw, can stare down any man. She may have inherited her fortune, but with her **STEADFAST WILL 2**, she has successfully become famous both on the Mälaren Islands [in Boulder City] and in Stockholm's [Las Vegas'] finance world. She gets what she wants, which is something her now dead fiancé and companion Stig Högvall [Steve Henley] has recently experienced. Ebba [Evelyn] tells herself that she loves Stig [Steve], but deep down she knows that the love affair was only a way for her to get what she needed to continue her experiments with the "Sapphire Processor." Ebba [Evelyn] is, however, not completely unsympathetic, as she actually both donates money to the local church's leisure activities and arranges competitions for innovative youngsters.

THE WEATHER WITCH

Beyond the Svartsjö Detention Center's [River Ridge Youth Detention Center's] high fences, on the outskirts of Svartsjölandet [Boulder City], stands the weather station, with its attached shed, known locally as "the Weather Witch." This is the reason for the local radio station's often accurate weather forecasts. Recently however, the weather over Svartsjölandet [Boulder City] has become more turbulent, with everything from powerful storm winds or downpours one minute to a blazing summer sun the next. The rumors in the schoolyard are that someone has angered the "Weather Witch" up on Ricksättrahöjden [River Ridge].

THE TRUTH

The XA-4 Weather Station is a leftover from the 1960's, that over the years has gone through many changes. Originally, it consisted only of a measurement station, but during the early 70's it was expanded with measuring equipment to monitor the Loop's possible impact on the Mälaren Island's [Lake Mead's] local weather. A couple of years ago, in connection with the Bona company's [Red Rock Power Co.'s] expansion of wind turbines out in Nästfjärden [River Mountain Canyon], foreign spies managed to install an artificial intelligence in the weather station's main computer. The intelligence, called GRIGORY, consists of two independent systems – a data collector and an analytic personality called GR-1, as well as a self-defense software with almost military precision, the GR-4.

The weather station has recently been used as a hiding place by a gang of teens trying to sneak some smokes, led by the 18-year old metalhead Rick "Radical" Jonsson. The gang discovered the plural AI systems in the station some months ago, and quickly realized that the GR-4 could actually control the weather through manipulating high and low pressure with the help of magnetic transmitters and pressure equalizers. Rick has now kidnapped the more analytical GR-1 by transferring its software to a modified Game & Watch game (Gameboy, if you're playing after 1989), in which one must save people from powerful waves. The only way to release the GR-1 is to beat the game's high score. Rick uses the captured intelligence to threaten the GR-4, so that the military software controls the weather according to his wishes – both to punish his enemies as well as to provide him with perfect weather

wherever he goes. The GR-4 protects itself through conjuring powerful winds and spontaneous lightning strikes around the weather station up on the hill. Only someone who has Rick's game console (the GR1-intelligence) can go up to the shed.

HOOKS

- The character knows the hiding place up at “the Weather Witch” where the older teenagers often go to smoke.
- A friend of the family works at the SMHI [National Weather Service] and complains during a game of Monopoly that the weather has become more difficult to predict.
- A character has heard that you should watch out for Rick and his gang. They can conjure ghosts!
- Someone has heard that Ricksättrahöjden [River Ridge] has a cliff where the updrafts are so powerful that one can float in the air.

COUNTDOWN

1. Rain and sun change radically and unpredictably during the day. The temperature goes up and down. It's like the weather just can't make up its mind.
2. The children in the local area are swimming in the lake. Rick and his gang come down to the shore and tell them all to get out. Those who refuse are overwhelmed by a sudden downpour.
3. A gang of greasers [greasers] are found freezing and scared one early morning, even though the weather is exceptionally hot. They are rivals of Rick and his gang.
4. Peter Jonsson, a washed-up police commissioner (Rick's oppressed and abusive uncle) is found dead in a crevice. He has been struck by lightning five times.
5. Rick argues with his gang over who gets to control the weather, and the other members are locked in an old basement that is rapidly filling with water because of a serious downpour.
6. The police are looking for Rick (to investigate his uncle's death), but their vehicles are destroyed by powerful winds and lightning strikes...

CONFRONTATION

Rick is being hunted and is now hiding in the weather station. With a spiteful laugh, he uses the GR-4 to

attack everything and everyone who approaches. Rick is now beside himself with power, a mighty magician in his magical castle! At the same time, more and more areas are flooding along Lake Mälaren's [Lake Mead's] shores where the bad weather is getting even worse.

RICK “RADICAL” JONSSON

“You're making me angry, you little shit. Do you want to know what I do with people like you?”

Rick is a bad-tempered and attention-seeking 18-year old with a **BAD TEMPERAMENT 2**. He runs his little gang with an iron fist and decides what everyone should listen to (Twisted Sister!), eat (pizza with pineapples and ham!), and do (smoke and hang out on the soccer field!). What few people know is that Rick was a victim of bullying many years ago, abused by both the popular gang at school and by his drunken uncle Peter. The frightened Rick escaped by taking refuge in sewing teacher Melissa Galano's sewing room, where her taste for Game & Watch games and 80's occult hard rock infected the young student. After kidnapping the AI program, GR-1, Rick uses one of his games to communicate with, and operate the military software GR-4 up in the weather station. This gives him access to GR-4's special abilities.

GRIGORY (GR-1-GR-4)

“Coordinates received. Your command. My law. Initiating control protocol...”

Grigory is a piece of spy software developed behind the Cold War's Iron Curtain. The original GR-1 software was used to gather information and analyze data captured while spying on foreign embassies, but was expanded to study societal changes and weaknesses in other country's infrastructures in potential climate and weather scenarios. During the late 70's, the Federal Communications and Information Authority (FCIA) developed a trojan whose goal was to infiltrate and control all forms of software and hardware. The GR-4 program was self-duplicating and evolved, like a hu-



man brain, by trying different control methods and creating artificial synapses. Combined with GR-1 and downloaded in the control systems at weather station XA-4, it gradually developed its capacity for **WEATHER CONTROL 3**, and the ability to **PREDICT 2** possible threats. GR-4 is like a protective older sibling, and obeys Rick's every word, as long as he has control over the kidnapped GR-1.

COOL CRITTERS

Svartsjölandet [Boulder City] has recently been hit by an unexplained wave of theft. Expensive electronics, car batteries, food, and tools have all disappeared from people's homes. The police suspect that a criminal youth gang from the mainland [Las Vegas] has targeted the trusting neighborhoods of Svartsjölandet [Boulder City], but they have no leads. At the same time, rat droppings are becoming more common in people's homes, and the local pensioners have now written to the newspaper and handed out flyers outside the grocery store regarding the irresponsible restaurant owners who, through their food waste, have attracted these pests.

THE TRUTH

Deep down in Svartsjölandet's [Boulder City's] bedrock lies an old chamber for deep storage of biological waste. For a few years, the FOA [DART] conducted animal experiments with cybernetic implants on various rats, rabbits, octopuses, and genetically manipulated bison boars. The chamber is therefore full of high cabinets and containers whose animal contents are deeply hibernating with the help of an advanced cooling system. The system has now broken down, and the experiments have slowly but surely made their way out of their cages. Murina, a super-intelligent bison boar with octopus DNA, has now taken over control of a group of rats and combined herself with more and more of the other animals, until she has become a terrifying monster composed of cybernetics, fur, tusks, and tentacles.

The Murina Blob sways impatiently down in the chamber. She eventually wants to break out, but she needs more energy to run all of her new implants. Murina has therefore sent out her flock of cybernetic rats through the ventilation system to find and steal batter-

ies, electronics, tools, and other things that can help in her escape attempt. These patrols are the ones who are moving around the houses on nightly raids all over Svartsjölandet [Boulder City].

During the '70s the experiments in the chamber received less and less financing, and were finally shut down. The 65-year old mechanic Annelie Edliden [Andrea Edding] is the sole remaining member of the original research team, and is now also the only one who still visits the place – mostly to repair the refrigeration units. The way down is via a slippery metal staircase crowned at the top by a solid, code-locked metal hatch in the ground. Annelie's [Andrea's] inadequate memory of numbers has reduced her to the point where "0000" felt like a good code. The lighting in the staircase has been broken for a long time, and condensation from the refrigeration plant at the bottom makes the metal higher up relatively slippery and wet, which rapidly turns into a completely deadly layer of ice. During her last trip down, she discovered Murina, and in a desperate attempt to escape, she managed to blow up the bottom part of the stairs to block the door in to the monster.

HOOKS

- A friend of the family works in pest control, and mentions the increased presence of rats in people's homes which indicates that a new, large rat's nest has probably appeared nearby.
- A classmate cycles up to an old metal hatch every day after school. The classmate tests different combinations, but has not managed to unlock it yet.
- A character's sibling heard whispers coming from the fan drums that lie behind the hill (this is the sound of Murina's roar of frustration that can be heard through the ventilation shaft from the chamber).
- Mamma's friend Annelie Edliden [Andrea Edding] from Friskis & Svettis [Sam's Body & Fitness] should have celebrated her 65th birthday yesterday, but when the guests showed up at her house, she was not home. No one has seen her since.

CLUES

- Rat droppings are found in the bathroom and kitchen. Remote controls and toys belonging to several characters are missing batteries.



- Someone has taken a lot of food from the kitchen. The parents look accusingly at the character.
- A character hears whispers under the bed “Help us”, or “Let us out.” She thinks she sees two red eyes on the desk (a cybernetic rat) in the dark.
- Some of the characters think they see rats following them day after day.
- The police are blocking Annelie’s [Andrea’s] house and investigating her disappearance
- The characters are surrounded by a large group of rats who look threatening. Suddenly they hear a whisper “Follow us!”. The rats lead the characters to the hatch and ask their help to open it.
- Mainly for Tales from the Flood: Several young children disappear (kidnapped by the rats to be merged with Murina) and the police find blood at the scenes.

CONFRONTATION

Murina has made herself large enough to start throwing herself against the broken door. The echoes from her attempts travel up the stairs. She will soon break free, but the hatch must be opened first. She can either be confronted and conquered in the complex chambers below, or break free and attack people on the surface.

MURINA

“Rrrrrrelease me! Pleassssssse? I’m not dangeroussss, little friend.”

Murina stems from a litter of genetically-bred bison boars who became too intelligent for FOA [DART] to control. Instead, they used the genepool as the basis for darker experiments in which different DNA was combined to create new types of animals. Stem cells from snakes and octopuses turned out to be an extraordinary combination. The result, the **OVER INTELLIGENT 2** bison boar Murina, has almost unmatched **HEALING FLESH 3**, and thus the ability to be surgically fused with, and assimilate almost any animal she wants. She thirsts after freedom, but is trapped in the research facility’s locked chamber. The way out is through a door that is blocked by collapsed metal stairs, so Murina changes herself and makes herself even more **LARGE**

AND STRONG 2. Via her cybernetic implant, she also controls a group of **THEIVING 2** rats who find objects and food for her. She can communicate with the outside world in the form of static crackles and short-spoken hisses – all through the rats small implanted speakers.

PORRIDGE PEACE

This year’s Christmas present from Riksenergi [DARPA] is a large and colorful ceramic garden gnome. One now stands on every lawn and in most stairwells. Along with the gift, there’s also a happy greeting from Hans Albrechtsson, the director of The Loop [Alan Morgon, VP for Red Rock Power Co.] and a humorous call to “uphold traditions” through setting out a bowl of porridge or a small bit of food for the “friendly garden gnomes”. After a few days, classmates have already, with fearful delight, started to talk about how their gnomes have moved to new places, or that the food that has been left out for them has disappeared during the night.

THE TRUTH

Riksenergi [DARPA] has, after an incident with foreign spies infiltrating the company, cooperated with SÄPO (the Swedish Security Police) [the FBI] to install a security system to keep an eye on those working with The Loop. The system consists of a main computer that processes information, located in a small bunker close to the local radio tower; a series of collection centers in the form of buried hard drives, each one with a simple short-range receiver; and finally, a sensor-packed intelligence in the form of what appear to be ordinary ceramic garden gnomes. In actuality, the figures are small robots programmed to watch and report their owners’ actions. In order to stay active, they collect energy through an enzyme-based process where protein-rich organic waste is broken down to generate power. However, this process is sensitive to fat, which can lead to the gnome shutting down or falling apart.

The watching gnomes follow their owners’ actions during the day, and at night they go to the local collection center (often buried deep in a bush or under a mailbox) to give their report. Some of the gnomes are slowly but surely developing feelings for their owners, especially if they are treated well, while others start to





give false reports about owners to get them taken away and imprisoned. If someone discovers the collection center, or starts to investigate the gnomes violently, they are equipped with a hidden projector and darts that can put their victim to sleep for a few hours – just enough time for SÄPO [the FBI] to send out agents.

HOOKS

- Some of the kids in class say that their gnome is always watching them when they are out playing in the sandbox.
- The neighbor's dog has become more tired lately, and always wants to lie down and sleep on the lawn.
- A character has seen Riksenergi's [DARPA's] employees digging and laying down cables along-

side the road in the neighborhood (to the collection centers).

- The teacher who runs the A.V. club at school has discovered that their short-wave radio occasionally picks up a strange disturbance during walks in the neighborhood.

CLUES

- Someone's mother complains that she is overworked. On Saturday she was so tired that she fell asleep when she was cleaning out the flowerbed (she happened to shove the garden gnome and was shot with a sleeping dart).
- The trash can with food waste falls down during the night.
- A child says he played catch with his gnome.

- The Loop [Red Rock Power Co] offers an employee benefit of a reduced cost for those employees who get help with lawn services and house cleaners. Many overworked parents jump at the offer. (In actuality, this is when service technicians repair the gnomes, fill them with sleeping darts, or empty the collection centers.)
- Someone discovers their gnome covered in dried eggshells (but not of the normal hen variety). There is a fallen nest in the area (that the gnome has ravenously eaten up).
- The characters find two garden gnomes in the area of Gömstället. The next day they are in another place in the forest.
- A character is accused by their parents of having eaten up all the eggs in the refrigerator.
- A child has discovered that if he puts out broccoli or tuna fish on the steps during the evenings, he gets small glass pearls or fun toys that show up in the garden the next morning.
- The police come early one morning to take away one of the neighbors. After that, there are even more arrests, some involving the family of one of the characters.

GARDEN GNOME

“Unit X1755 reporting in:

Object /mother/&/dog/&/daughter/ following established routines.

Object /father/ has high stress levels and is approaching the threshold for extra-intensive monitoring.”

The garden gnomes are self-operating robots built into an alloy that appears ceramic, whose programming makes them extremely **WATCHFUL 3** toward their supervised targets. There are four different varieties, all with different coloring and poses, but always the traditional gnome hat. They are **VERY DISCRETE 2** when they follow their victims or leave reports in a nearby bush. Some of them may be fond of different forms of food, and since they like to watch things, they are often more kind to families that include them in their daily activities. A lone gnome becomes restless and starts to make mischief or steal food in order to keep its programming busy.

YELLOW SORROW

Things have started to disappear without a trace out in Svartsjölandet [in Hemenway Park]. It started with Bettan’s [Beth’s] golden retriever, followed by the neighbors’ garage door. Then Karlsson’s [Carson’s] newly-washed yellow Volkswagen Beetle [Chevrolet Camaro IROC-Z] was stolen at the swimming place, and during the week, Riksenergi’s [DARPA’s] operating technician Mikael Wirsén [Mateo Valdez] has had to write reports about damage to more and more of the refrigerated modules that are scattered around Färingsö [around Seven Dry Falls and Lake Mead Marina]. The only traces are a fine yellow powder that usually covers the location of the disappearances. Police and service personnel are now involved in the hunt for the perpetrators.

THE TRUTH

Färingsö [Lake Mead] has been hit by a peculiar collector – a spider-like, AI operated, self-balancing robot, that has eyes for everything that is the color yellow. The machine in itself is a militarized version of the IWASAKA Spider Probe, originally designed to drug and carry trauma victims during the United Nations efforts in the Irish offensive during the summer of 1978. Two years after the conflict, the project was discontinued, and the prototypes, according to the reports, were scrapped. All except one.

Newly retired army colonel Jon Hammarsköld [John Hammer] secretly took control of one of them, ANT-3 (“Ante”), in order to start a small foresting operation near Sandviken [Echo Bay, Lake Mead]. The relationship between them soon developed into a deep friendship, which sent Ante into a deep depression when Jon [John] died suddenly of a heart attack. Ante did not understand that the army colonel was dead, but instead started to wander around the forests south of Lake Mälaren [the area around Lake Mead] hunting for things to add his yellow-shimmering secretions in order to get validation and maybe see his old friend again.

Ante has now wandered far along Lake Mälaren’s [Lake Meads] bottom and reached the Loop. The robot has a special sensory system that is calibrated to discover strong shades of yellow, which is used as a marking color in the foresting business. Now Ante is hiding in an old ravine near Väntholmsviken [the Colorado



River] where, with its gummy-like encapsulation material, has woven an enormous spider's web. Ante makes nightly raids during which everything that is yellow is taken in (and put to sleep if it's alive) in order to carry it away to the ravine. There, the objects are wrapped in yellow cocoons which now hang in clusters over the dark bottom of the ravine. During the day, Ante tries to call his old friend through high-frequency laments, far above the abilities of human hearing.

THE HOOKS

- A character occasionally moonlighting as a dog watcher notices how the animals' whimpers turn to a howling chorus when they are out for a walk in nature.
- A parent's friend is a crime scene technician who one evening eagerly talks about the yellow powder that has been found at several recent crime scenes. It seems to be a mix of metal, organic fibers, plastics, and chemical components, with drug-like properties.
- The neighbor's little 8-year old boy says that he has seen a huge scorpion out on the field behind Andersson's barn.
- A kid in class believes that the powder is crumbs left over from phantoms that eat up people and things.

THE COUNTDOWN

1. The news reports on the damage to Riksenergi's **[DARPAs]** refrigeration modules and the public is urged to be vigilant.
2. The local scouting cabin is vandalized. Someone has broken through the boards and stolen the yellow insulation inside. The only thing left is the inner wooden support beams.
3. A field of corn **[corn]** is almost completely missing its crops. Only green husks and a fine yellow powder are left behind.
4. One morning, the whole fleet of the local post office's yellow mopeds are stolen. Among the powder traces, deep impressions of something that looks like wide iron spikes can be found.
5. Several teenagers (with bleached blond hair) from the popular gang in school disappear during the night.

6. All of the dogs and cats in the area howl every night, and the office of the local veterinarian, Eva-Lena **[Eve]** is quickly filling up with tired and troubled families.
7. A hunter is found dead in the forest, with his chest crushed (he accidentally fired his gun near Ante and scared the robot). The body appears to be partially encapsulated in some form of yellow material.
8. Two small children come home crying. They say that the monster ate their friend, watched them, and then disappeared. (The child that was taken was wearing a yellow raincoat.) Ante now captures blonde children to collect them into the encapsulated vehicles in the ravine – one of the victims may be a younger sibling of one of the characters.

"ANTE", IWASAKA

"iiiiooooon... iiiioooooon... iiiioooooon..."

ANT-3 is a prototype robot primarily used for medical care and in rescue units. It is often attached to one or several field physicians, and accompanies the soldiers in the field. The doctors assess the condition of the victim, and then use a yellow marking as a signal to the robot to activate its programming. Ante encapsulates its patients in a yellow-shimmering, gummy-like alloy that emits a chemical solution to put the trauma victim to sleep and stabilize them. Moreover, the alloy is designed to withstand external impact, support bone fractures, and circulate oxygen similar to an advanced incubator. The patient is calmed, and their condition can immediately be Restored.

Since Ante has been alone, it has desperately tried to fulfill its programming which, with the army colonel Jon Hammarköld's **[John Hammer's]** modifications, has made it so that the machine encapsulates everything from trees and utility items, to pets, people, and small vehicles. It seeks validation, and has the intelligence level of a trained dog. Ante is relatively large and very **PATIENT 2**, but is surprisingly discreet thanks to its **ACTIVE CAMOFLAGUE 3**, which, like the creature in the movie "Predator," can reflect light and make Ante almost invisible. However, the robot has one big weakness: since its sensors are calibrated to register ex-



tremely fine shades of yellow in the spectrum of 540 to 600 nanometers, its sight in higher wavelengths is considerably worse. Ante is therefore, in principle, blind to all shades of red.

DREAMS OF LIQUOR

It's soon time for Midsummer [4th of July] on the Mälaren Islands [in Boulder City]. Parents have bought food and drinks before the festivities; relatives are on their way to take part in ceremonial family dinners; children and teenagers amuse themselves by diluting schnapps and other liquors with water through pouring the liquor into soda bottles [soda bottles]. Suddenly, a fight breaks out outside the grocery store. The day after, a driver falls asleep behind the wheel and crashes into the local library. By the overripened fruit trees down at the swimming place, about 20 small birds are found on the ground the next morning in a coma-like state.

THE TRUTH

The chemistry teacher and alcohol-abstinence advocate Diana Hirsch eagerly campaigned in the 70's about the damage caused by alcohol and the cost to society. In cooperation with church associations, sports associations, and retirement associations, she has for many years managed to prevent the establishment of any liquor stores in the entire Mälaren area [Boulder City]. She became known as "the Mälaren Drought" ["Dry-Mead-Diana"] to the chagrin of the local alcoholics. One winter morning in 1981, her crusade was abruptly ended when she fell through the ice during a skiing trek across Långtarmen [fell down a ravine during a hike up Castle Cove]. Soon thereafter, Ekerö got its first liquor store.

Diana was, in fact, threatened and persecuted by several hateful and liquor-thirsty men. She survived their assaults and took refuge in a deserted and forgotten bunker complex located below and old horse farm near Munsö's Pumping Plant [near Pumping Plant Number One]. It is there that she, in secret, researches different methods to bring forth an extreme alcohol allergy among people – a search that has now achieved results. She has successfully stolen a number of chemicals from FOA's [DART's] nearby plant, including large portions of an experimental truth serum, and the en-

zyme-reducing agent AHG. She gradually begins testing her new recipes on local animal life, and then on unsuspecting people, finally taking steps toward her ultimate goal – to poison the drinking water with the allergy-causing component and thereby force all residents to become teetotalers. The problem is that the chemicals in large doses can also cause hallucinations, and at the minimum intake of alcohol, the airways may also swell up so that the victim faints. Suddenly, light beer, communion wine, and liquor-filled chocolate is life-threatening!

HOOKS

- A character's parents fall asleep at the dinner table after one glass of beer.
- The rumor goes around among the younger children that someone has mixed methanol in the drinking alcohol. You can become blind!
- A character's best friend loves the chocolate covered cherries in the Aladdin candy box that contain cherry liqueur. The friend now walks around in a drowsy state, and has a slow mind all the time.
- A character's anchor stops showing up to their meetings. They blame it on fatigue and flu (but actually, they are just incredibly fond of wine).

COUNTDOWN

1. Dogs are found sleeping outside a café. They all drank from the same water bowl (which smells faintly of alcohol).
2. Diana breaks into the local doctor's office and steals several boxes of medicinal alcohol.
3. People are falling asleep on the lawn down by the swimming place. Diana has mixed her preparations into the kiosk's popsicles, and adults craving beer who instead cooled themselves off with a popsicle are now allergic to alcohol.
4. A character's parent regularly drinks a glass of wine or beer in the evenings. Until now they've always gone to bed early, but tonight the parent instead starts to tear apart the house, scraping away the wallpaper and looking under the sofa cushions for hidden cameras and listening devices. The wide-eyed parent is threatening and does not recognize the character.
5. The priest in the local congregation is found on Sunday morning sleeping at the altar. The commu-



nion wine is spilled out over the floor, and he has scratch marks around his throat and chest.

6. A bus drives off the road near Stenhamra [on the way from Las Vegas] when the driver falls asleep behind the wheel. Six people are taken to the hospital.
7. One of Riksenergi's [DARPA's] garbage trucks has been stolen outside of Kungsberga [near the Hoover Dam Lodge]. Diana has taken it to transport chemicals to the waterworks later.
8. Diana poisons the water in a local restaurant. In the evening, everyone falls asleep on the premises. They wake up the next morning with no memory of what happened, with ripped clothing and sores on their throats and chests.

CONFRONTATION

People are getting ready for the celebration in a couple of days. At the same time, Diana breaks into the waterworks and starts to pump out her chemicals into the drinking water. The result, if she is successful, is a mass psychosis and serious allergic reactions and itchy skin for everyone who drinks alcohol.

DIANA HIRSCH

“Look at this pig’s liver.

Have you ever seen such a beautiful specimen of biological decline?

And we haven’t even begun to talk about how alcohol damages your brain!”

Diana, remembered as a 30-year old red-haired woman with rosy cheeks and a happy smile, was the face of the anti-alcohol association for a long time in the Mälaren Islands [in Boulder City]. She could argue diligently in all places, and was also an appreciated, even if a little eccentric, chemistry teacher for Stenhamra’s [Boulder City’s] high school students. Diana grew up with two abusive parents who both tried to escape their memories from World War 2 concentration camps. She easily becomes manic because of her undiagnosed ADHD, and since her disappearance, this side of her has almost completely taken over. In the bunker complex’s solitude, obsessive thoughts about

defeating alcohol’s degrading impact on humanity has now become her only driving force. Diana is a harrowed shadow of her former self, with long, matted hair set in what can only be called unintended dreadlocks. Her skin is red from the chemicals and failed experiments, but she is **ENERGETICALLY UNWAVERING 3** in her conviction to make everyone abstain from alcohol.

REQUIEM FOR ATLANTIS

Every young person in Svartsjölandet [Boulder City] has heard the old tales about “The Långtarm Shark” [“The Hoover Shark”]. A beast that was mutated by a radioactive meteor. A monster created from the prehistoric muck on the bottom of the lake. A whale shark that some say has moved from a facility in St. Petersburg [a research facility at Stewarts Point]. But one day during the summer break snorkeling course “Faith below the surface” – a new approach to attracting young people to religious camps – the participants run out of the water in a panic. Someone has seen an enormous beast under the surface!

THE TRUTH

The tunnels under Lake Mälaren’s [Lake Mead’s] water were blown up to make room to accommodate the PRIM-2 and AUX-1 accelerators [accelerators in Boulder City], allowing Riksenergi [DARPA] and several military intelligence organizations to design test facilities and research areas for future projects. One of these was “Project Atlantis”. During the early ’70s, a facility was built, made up of seven domes. Six of them, clad in reinforced glass with protective domes of hardened metal, are built together in a hexagon joined by concrete tunnels. In the middle of these lies the seventh dome – an open cage of dark metal beams. The dome in the middle is actually an enormous echo sphere – a portal to prehistoric, ancient seas. During the years, the researchers have tried to calibrate the sphere’s target, but something went wrong and it was overloaded. The shock wave broke all the domes apart and flooded them, except one. The project was abandoned and their developers never saw the result – a flock of young predatory lizards from ancient times.

Of the five lizards that grew up in Lake Mälaren’s waters [Lake Mead’s waters] only one remains – “Tim-



meus”. She has long hidden herself from civilization’s watchful eyes, but food is becoming more difficult to get a hold of. When the Swedish Church’s [Lakeshore Methodist Church’s] confirmation camp holds a snorkeling course in the black waters of Långtarmen near Sydport 5D, [in the Hoover Dam’s inlet near Cape Horn] the monster is discovered, and the rumors are brought to life again. What few know is that Timmeus has friends. Twins Nina and Niclas Gran [Bailey] have, together with Maria Nilsson [Mary Nielsen], a hiding place in the old boat house on the large piece of land belonging to an architect couple called the Tranströms [Turners], right at the water’s edge. There, they meet, feed and sometimes train the curious lizard. Maria [Mary] starts to become nervous after the incident during the confirmation camp, and she is fighting with the twins about whether they should go to the police.

HOOKS

- The character knows Maria Nilsson [Mary Nielsen] in 9B. She often hangs out with the Gran [Bailey] twins and brags that she has a “huge secret”.
- One of the character’s parents has a good friend, Lars Larsson, [Lars Lancaster] who is a fisherman. His boat was attacked by something big during a fishing trip in the spring.
- A character has heard about an old marine biologist, Erik Sandrén [Eric Saunders] who lives out on Adelsö [near Boulder Harbor]. He has built his own diving bell to investigate the animal life in Lake Mälaren.
- A character has heard that there are large machines down on the bottom, in the water outside of Sån-ga-Säby [Boulder Beach].

COUNTDOWN

1. Rumors from the confirmation camp’s snorkeling incident are dismissed in the news as delusions. The shadow that some of the students think they saw is probably just a large school of fish, according to the coast guard.
2. Two fishermen run into something while they are in their boat, and start to take on water. There is nothing marked on the map of the area.
3. Nina and Niclas steal diving equipment that they hide in the boat house.

4. Maria Nilsson [Mary Nielsen] has started to become more nervous. She is seen fighting with the Gran [Bailey] twins and seems scared.
5. Nina and Niclas steal fish and shellfish from the fish cart outside the grocery store. They need to feed an increasingly worried Timmeus in the boat house so that the predatory lizard doesn’t attack others and draw attention.
6. Maria Nilsson [Mary Nielsen] disappears when she and some other teenagers are swimming at Långtarmen [Boulder Beach]. She was on her way to go to the police when Niclas set Timmeus on her.
7. The Architect couple, the Tranströms [Turners], come upon the Gran [Bailey] twins feeding the predatory lizard down in the boat house. They are pushed down into the water and disappear.
8. Marine biologist Erik Sandrén [Eric Saunders] is finished with his diving bell, but it is sabotaged (by Niclas) the next night. He does not want anyone investigating the water.
9. Niclas leaves an anonymous tip and successfully lures the investigating police out in a boat in order to set Timmeus on them. But the lizard is not as well-trained as he thought, and Niclas also becomes caught and dragged down to the dome...

CONFRONTATION

You decide if the missing persons are actually eaten by Timmeus or if they have been captured and left in the last, surviving underwater dome. The dome is half full of water, but its upper floor contains enough air (oxygenated via a last working unit in the facility) to create an underwater cave. An office landscape covered in algae since the ’70s, and a small kitchen with a propane cooker is all that remains. Here are either the remains of the devoured bodies, or a group of frightened prisoners scared for their lives. If you need a Deus Ex Machina, then marine biologist Erik [Eric] can be the driving force by diving down. He then discovers the mysterious cage and decides to investigate its origins.

TIMMEUS

Timmeus, or “Tim”, is a **DANGEROUS BEAST 2** – an underwater predatory lizard of the Pliosaurus funkei breed from



the late Jurassic period, which has ended up in the waters of Lake Mälaren [Lake Mead] through being teleported via an enormous echo sphere. The almost fully-grown female is 12 meters long, with spotted gray **THICK SKIN 3**. The mouth, filled with sharp teeth, is large enough to swallow a full-grown man, with one **CRUSHING BITE 3**, many times stronger than a Tyrannosaurus Rex. During her upbringing, she competed with her four siblings to be the best and most discrete hunter in the group. She is relatively intelligent, and has been trained by Nina and Niclas in exchange for food, but it is a weak alliance that risks breaking up if she becomes stressed, threatened, or too hungry.

NINA AND NICLAS GRAN [BAILEY]

“You can’t go to the police! Tim wouldn’t hurt anyone. She does what I say.”

Both Nina and Niclas in class 9B have reached flawless emo perfection with dark, slanting bangs and pale skin. Nina often wears a pair of black corduroy overalls, her pockets full of movie magazines or collector cards of actors. She likes black lipstick and the white and grey striped t-shirt that makes her look like a character out of an old black and white prison film (which is actually one of her hobbies as a film nerd). Niclas instead wears a white t-shirt with a Jaws motif, rolled-up sleeves, and black steel-toed boots to look extra tough. He constantly tosses his head to remove the bangs from his eyes. Both twins often hang out with their pink-shimmering friend Maria [Mary], even though they are happy keeping just their own company. Niclas appears to be the one who decides what the group does, and makes the others do as he says. In fact, he is actually fairly weak, and it is often Nina who leads the gang in their thefts and light scuffles.

EXTRA LIFE

In a field, in the middle of Svartsjölandskapet [a short way from Hemenway Park] a lone concrete foundation thrusts up from the ground with a thick metal drainage hatch. Children and teenagers usually play “king of the



hill” on the concrete platform, or pretend that they are lost in a boat surrounded by a vast ocean. Or that the ground is made of lava! But sometimes, strange things happen at the hatch. Leftover objects disappear and show up in other places, and Johan in 3A says that he fell asleep on the hatch and woke up at home in his bed, the day before he went there!

THE TRUTH

The hatch is locked. Behind the thick metal is a concrete pipe and a metal ladder down to a small door. Inside is a mysterious machine. It was built by an old FOA [DART] researcher who, at the end of the '60s, moved out to the countryside and began to dig his own bunker. Everyone said he was crazy, but inside the bunker he built a small, portable time machine, with no thought whatsoever about the consequences. The bunker is now abandoned. It consists of a single room, a desk, a watch with a tiny green button that sits on an emaciated skeleton, a bouquet of living flowers, a photograph of a South Sea island with palm trees, as well as three cans of potted ham and pineapples. In the middle of the table is a small box with a large red button. There is a note on the box that says “Press! Or not?”.

Pressing the red button saves the room (and the hatch above) in its current state. When the user of the wristwatch later presses the green button, time



flies back and everyone who was in the room returns to it as if nothing has happened. But the people's lives do not rewind. Their situations do not change. They remember what happened. And in fact, they age a little every time. The time machine is unstable, something that the inventor never managed to completely fix. For every time it is used, things break. The bunker becomes more battered. The photograph yellows with mildew. The flowers wilt faster. The food becomes bad within a few minutes. It is as if time is trying to catch up, and eventually it may cause the time bubble to collapse.

HOOKS

Weave together the scenario with Everyday scenes of life and other events in which the characters must react to or deal with outside of this particular mystery – such as days off of school, recurring bullies, or something terrible that happens in a character's family, someone who becomes sick, injured, or dies.

- The characters often play by the hatch.
- A character has heard that some older teenagers have succeeded in opening the hatch and that there is treasure down there.
- Some of the characters believe they have forgotten things on the hatch, but then find the lost items at home again.

RETRIBUTION COUNTDOWN

Every time a character uses the time machine, everything is reset, but deterioration goes faster, until the entire place suddenly collapses. For every occasion, the characters also age two months, with everything that implies, in the form of hair, outgrown clothes, too-small shoes and so on:

1. Some of the flowers have started to lose their petals in a matter of minutes.
2. The flower bouquet withers and the food cans begin to buckle.
3. The flower bouquet turns to dust, the food cans explode one after another and the photograph begins to yellow.
4. The bouquet and food cans fall apart while the photograph appears to be eaten up by yellow-green fungus. The skeleton's clothes become as brittle as paper. Cracks start to appear in the concrete walls, and the hatch becomes harder to open and close.
5. Everything organic is dissolved into a dust cloud. Worms crawl in the exploded and rotting food. The skeleton falls apart, and concrete pieces fall from the ceiling. Everything creaks alarmingly, and suddenly the bunker starts to collapse. On the way out, the rungs on the ladder and the hatch on top are almost completely corroded.



THE '80S AND '90S	93
QUESTIONS	93
THE TRUTH BEHIND THE MYSTERY	94
INTRODUCING THE MYSTERY	96
LOCATIONS	97
NPC AND CREATURES	98



THE MYSTERY MACHINE

"Dear Diary. Today we rode out to Ölsta again. We drank O'boy and ate buns that Johan's grandmother had baked, and Lisa told us how she managed the fire level in world seven. She is so good at games – I want to be too. After the buns, the same thing happened as last week. The door was opened. Johan wanted us to go down, but I was really scared. Again. It makes my ears hurt and something whispers in the dark. Johan started teasing and pushing me so I cried. But then Lisa said – stop, don't touch my friend! He said sorry and then we rode home again. In silence. Next Saturday, I won't be a coward anymore – then I'll see what's in the Ölsta hole!"



RIKSENERGI



In the world of the Loop, an appetite for discovery combines with warm friendship and the routines of the adult world. Together, fantastic and everyday components form the building blocks for a Mystery. This chapter presents suggestions for components and structures that you and your gaming group can use to create your own adventure landscape or scenarios. The tables and text should be used as inspiration, and you are free to change or add your own elements. It's your adventure to build!

THE '80S AND '90S

The tables can be used to create mysteries for both *Tales from the Loop* and *Things from the Flood*. You choose which tone and threat level suits your playing style and game group – whether you want to play cu-

rious children in the Loop of the '80s, or teenagers looking for the truth in the gray suburbs' of the '90s. Generally, the former uses more light-hearted mysteries and less dangerous antagonists, while the latter has deeper elements of horror and societal threats.

QUESTIONS

To create the core of your Mystery, it helps to ask a number of questions and then answer them with the help of the tables or your own inspiration. Build the structure using the guidance in Chapter 6 – "The Mystery" in the rule book for *Tales from the Loop*.

- What has happened or is about to happen?
- Who or what is behind the events?
- What other factors affect the ability of the Kids to solve the Mystery?

ROLLING THE DICE

The tables in the Mystery Machine use one or two six-sided dice. When two dice (one D66) are read, one die counts as the tens digit and the other as the ones digit. This provides 36 outcomes. In some cases, a table with several columns is presented. You then choose for yourself which column or columns you want to read the result from for each roll. And if you are not satisfied with the result - roll again or make up something yourself.



- How are society and individuals affected around the Kids?
- What rumors that can lead the Kids to the scenario have already begun to spread?
- Which clues are the keys to solving the Mystery?
- What needs to be done to reveal or defeat the Mystery's antagonist?

THE TRUTH BEHIND THE MYSTERY

The scenario is structured around a core of truth that is not immediately apparent to the Kids. Secrets, rumors, and clues create the Mystery. Some places and events lead to incorrect conclusions, and even if the clues should always lead to the next scene, they should not reveal the Mystery prematurely. Let the last act lead to a great revelation, and preferably a confrontation with the antagonist of the Mystery.

THE ANTAGONIST

Start by finding out what lies behind the Mystery. Who or what is at the center of everything, and is the force whose actions will change the world around the Kids. The adventure is formed around the person, the property, the machine, or the creature. Roll a die or select a category.

DRIVING FORCE OR INSTINCT

The antagonist should have a definite goal. Through this driving force, you can understand how the antagonist acts if it's a thinking creature or entity. The action is then decided by a predetermined plan, or as a reaction to strong emotions. It is also possible that the antagonist is a machine, an animal, or a natural phenomenon, and therefore its actions most likely result from programming or innate instincts. Roll on the table below or choose for yourself what you want your antagonist to be inspired by:

THE ANTAGONIST

D6	1. Human	2. Animal	3. Nature	4. Machine	5. Artificial Intelligence	6. Creature
1	Driven researcher	Insects	Poisonous plants	Floating turbine	Cyborg	Prehistoric animal
2	Enslaved servant	Hunting predator	Intelligent plants	Mast or antenna	Computer virus	Living dead
3	Confused benefactor	Scared grazing animals	Carnivorous plants	Underground machine	Nano robots	Mythical monster
4	Cold-minded strategist	Reptiles on the wrong track	Fast-growing weeds	Floating platform	Self-balancing robot	Bio-infected technology
5	Psychotic victim	Small pests in a group	Ensnaring tendrils	Echo sphere, or cube	Super computer	Paranormal entity
6	Passionate artist	Wild birds	Fungal spores or pollen	Vibrating rings	Hive Mind	Aliens

ANTAGONIST'S ACTION

D66	Driving force	Instinct
11	Fame	Bloodthirsty
12	To defeat an enemy	Deep grief
13	Form a new family	Find their flock
14	To be worshiped by someone	Escape
15	To be recognized	Destroy a threat
16	Blind rage	Reproduction
21	Find a soul mate	Confusion
22	For a better world	Make themselves understood
23	For wealth	Stay hidden
24	Revenge	Stay healthy
25	Find a friend	Find allies
26	Find the way home	The thrill of the hunt
31	Help someone in need	Fend for themselves
32	Hears voices	Copy someone / something
33	Threatened or extorted	Corrupt or infected
34	Information collection	Teach their offspring
35	Feel needed	Lead their flock
36	Control	Playfulness
41	Led by a higher being	Near death
42	Refute their opponents	Survival
43	Curiosity	Parasite
44	Unrequited love	Fear
45	Incurable disease	Collect food
46	Taken over by something	Gather strength
51	Rebirth	Self-defense
52	Perfectionism	Self-harming
53	Prophecy	Create a nest
54	Create an apocalypse	Protect their group
55	Create a home	Protect their territory
56	Creating	Seek help
61	Protect a relation	Spreading
62	To blend in	Calm its hunger
63	Searching for answers	Status and rank
64	Looking for excitement	Symbiosis
65	World domination	Transforming
66	Prove their worth to someone	Eradication

PHENOMENA

When it's clear to you who the antagonist is and what drives them, it's time to see what phenomena and changes occur due to the antagonist's actions or direct presence. These phenomena are divided into two categories – mysterious happenings, and unnatural changes in society and the people around the characters. Either roll once, select a category, and let that phenomenon be extremely dominant in the Mystery, or roll for two different phenomena that interact with each other or are presented gradually during, for example, a countdown in the Mystery.

THE MYSTERY'S BASIC COMPONENTS

D66	Happenings	Societal changes
11	Changed gravity	Allergic reactions
12	Another dimension	Cybernetic implants
13	Bubbling water	Doping
14	Dead animals	Drug trade
15	Electric discharges	Doppelgängers
16	Explosions	A great treasure
21	Fallen meteorite	False identity
22	Remote controlled	Curse
23	Poisoned water	Defense system
24	Geyser	Disappearances
25	Genetic manipulation	Secret military exercise
26	Plague of insects	Hypnosis
31	Earthquake	Burglary and theft
32	Chemical substance	Infiltration
33	Cloning	Cannibalism
34	Cold spell	Kidnapping
35	Radio wave control	Collective memory loss
36	Shrink someone / something	Copied behavior
41	Levitation	Light sensitivity
42	Cloud formations	Medical testing
43	Mutation	Bullying
44	Mysterious artifact	Murder
45	Radio signals	Narcolepsy
46	Northern Lights	Immortality
51	Unnatural storm	Supernatural powers
52	Invisibility	Personality theft
53	Flood	Risky experiments
54	Radiation	Dreams coming true
55	Shifting magnetic field	Infectious disease



INVOLVEMENT

The involvement of organizations can be anything from conscious influencing to unaware victim. This involvement is something that the organization's members can try to hide or be honest about during a confrontation with the Kids.

- **RESPONSIBLE** - They are behind the experiment and have, through their actions, forced the antagonist into pursuing their goals or brought about the phenomena that have arisen.
- **INVESTIGATING** - They can be partly responsible or the discoverers, but the main thing is that the organization does not really understand what is going on and is trying to collect more data.
- **SILENCING** - Whether they are responsible or not, they do not want the truth to leak out. They protect their secrets at all costs, and collaboration with the Kids is only possible if the children help hide the Mystery.
- **MONITORING** - They are trying to keep control of the Mystery. Although its current stage may be acceptable, they keep a close eye on events, making sure that nothing more unpredictable or uncontrollable happens.
- **CAUSING** - Through some form of accident or error, it is the organization's direct fault that the phenomena have arisen. However, they may not be willing to admit it to themselves. Maybe that's the core of the Mystery that the Kids need to reveal.
- **UNAWARE** - Something has gone wrong, but so far they have not been affected, nor have they discovered the problem. They may even believe in their own explanations. Here, a Kid can inform them of the Mystery, and by doing so, possibly become partners.

D66	Happenings	Societal changes
56	Forest fire	Espionage
61	Stop time	Ghostly manifestations
62	Dense fog or gas	Mind reading
63	Teleportation	Silence
64	Time travel	Avoiding a place
65	Heat wave	Extortion
66	Calm	Urban legend

ORGANIZED THREAT

If you also want to expand the conspiracy you can let one organization and its subordinates be either the ones behind the Mystery, or an active force in investigating or securing it. It can be a third party that either turns out to be a partner or opponent of the Kids. Through the organization's involvement, you also get another active participant as game master to drive the action in your scenario. Roll separate times for each column, or choose for yourself:

EXAMPLES OF INVOLVED ORGANIZATIONS

D6	Organization	Involvement
1	Foreign power	Responsible
2	Sect or cult	Investigating
3	Riksenergi [DARPA]	Silencing
4	FOA [DART]	Monitoring
5	Military or police	Causing
6	Supernatural powers	Accidental

INTRODUCING THE MYSTERY

When the basics have been established, it is time for you to set the tone for the Mystery. It is mainly about how you, as game master, produce the clues and rumors that are placed in the players' path. Which genre do you want to place your Mystery within? In which way do you want the players to encounter the scenes? This is especially important in the introductory scene, and the Kids' initial everyday life scenes, but also sets the tone for the possible confrontation at the end of the Mystery. Roll once on each column of the table below, and use all three results to help in shaping your Mystery:



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SCENARIO GENRE

D6	Genre with...	...introduction...	... and confrontation
1	Detective, Mystery	"The detective club" - investigating	"The arrest" - disclosure
2	Adventure, Detective	"The thrill seekers" -adventure	"Strengthened" - overcoming fear
3	Drama, Noir	"The inquisitive" - disclosure	"The Truth" - thirst for knowledge
4	Adventure, Mystery	"Archaeologists" - discovery	"Collection" - show off the prize
5	Action, Thriller	"The saviors" - heroism	"Gratitude" - appreciation
6	Horror, Thriller	"In the claws of terror" - fear	"Life" - survival

THE REPORT

During the introduction of the first scene, and in the Kids' initial everyday life scenes, the game master can plant rumors and suspicions that the children have al-

ready heard. These can act as hooks into the Mystery's first scene, and give the group an initial direction until clearer clues are found. You choose for yourself the amount of truth in these rumors:

INTRODUCTORY CLUES ABOUT ...

D6	1 ... people	2 ... animals	3 ... creatures	4 ... impres- sions	5 ... things	6 ... events
1	Children bragging	Changed flocking behavior	Prowling monster	Strange lights	Tent and camp remains	Supernatural powers
2	Panicked youth	Scared animals	Aliens	Strange sounds	Loaded weapon	Prophecy
3	Secret operation	Aggressive animals	Something from a horror movie	A sharp odor	Lost tools	Sickness
4	Nightly walks	Lost pets	Ghosts	Ears are blocked	Missing machine parts	Flying objects
5	Wave of burglaries	Animals talking	Fairytale figure	Metallic taste in the mouth	Chest with money	Power failure
6	New job routines	Dead animals	Living toys	Hallucinations	Mysterious book	Radio interference

LOCATIONS

The Mystery follows a trail of clues and troubles through numerous mundane or extraordinary places before it reaches the end. Determine in advance the location for the scenario's introductory scene, and then let the clues lead to another two to four new locations that move the players toward the final stage and the confrontation. Use the following table, and consider which clues can be placed where:

EXAMPLES OF PLACES

D66	...indoors	...outside
11	An old age home	A swimming hole
12	An arcade	A boat dock
13	A Gas station	A wildflower meadow or horse pasture
14	A library	Beyond the fence and the cameras
15	A fire or police station	A construction site



D66	...indoors	...outside
16	A vacant lot	A dam
21	A boat on land	A blocked road
22	An abandoned truck	A windy desert plateau or cliff
23	A dilapidated boat house	A muddy field
24	An old hideout	A tangled forest
25	A locked garage	An old tree
26	A rusty wreck	An off limits military area
31	A big house	A big greenhouse
32	A control box	A flying club runway
33	A Factory	In a secret cave
34	A kiosk or restaurant	In a large quarry or gravel pit
35	A chicken coop or doghouse	In a swamp/lake
36	A camper or caravan	In a big river
41	An abandoned house	In sewage tunnels
42	A gate to the Loop	In a cemetery/ graveyard
43	A root cellar	Along the rails
44	A cold storage area	A playground
45	A church	Down in the ravine
46	A laboratory	On the seabed
51	A warehouse	A forest grove by a stream
52	A barn	A schoolyard
53	A school	A junkyard
54	A shelter	The Loop's culverts
55	A swimming pool	A stone marker
56	A tattoo parlor	A town square
61	A tree house	A gardener's garden
62	An inventor's workshop	Under the bridge abutment
63	A hostel	Up on the hill
64	A water tower	At the water's edge
65	A video store	At the radio tower
66	An attic	A house garden

NPC AND CREATURES

Finally, the Mystery may need to be populated with some interesting characters or close relatives of the Kids. In some cases, it can also be about different forms of creatures or entities that do not really fall within the range of ordinary NPCs. In those cases, examples of typical creatures are given at the end of this chapter.

NAMES DURING THE 80S AND 90S

First names are change over the decades, mainly because of societal changes, such as famous people, trends, or cyclically recurring names from relatives. Names also differ more during this period than today between the Swedish and American Loops – mainly because the two sites had much less exchange of information before the turn of the millennium and the growth of the internet.

RESIDENTS ON THE MÄLAREN ISLANDS

The Swedish children of the 80s and 90s were born during the radical change of the 70s. Socialism and the environmental movement were strong elements of society, and demonstrations against military juntas and dictatorships were common. The parents themselves, in turn, grew up during the 50's era of optimistic belief in the postwar era. They were the generation that were always better off than their parents, in an increasingly stable society. Despite some recessions, they had the opportunity to pursue a career, education always led to jobs, and they attained a higher standard of living through the growth of the Million Program in the increasingly modernized suburbs. Some names were so deeply rooted that they continued between generations, while others were replaced:

[RESIDENTS IN BOULDER CITY]

The children who grew up in the 80s were born in the shadow of the moon landing and the struggle for civil rights in American society. The prolonged Vietnam War, and President Nixon's decision to invade Cambodia, led to demonstrations and riots that eventually forced the United States to withdraw from the war. Increased inflation and unemployment made life harder for parents during the 70's, and cynicism replaced the 50's and 60's optimistic ideals.

NAME OF CHILDREN AND ADULTS IN SWEDEN

D66	Girls	Boys	Women	Men	Surname
11	Anette	Anders	Agneta	Åke	Andersson
12	Ann, Anna	Andreas	Anita	Anders	Backman
13	Annika	Daniel	Ann-Marie	Bengt	Bengtsson
14	Camilla	David	Barbro	Bert	Berg
15	Cecilia	Erik	Berit	Bear	Bergkvist
16	Charlotte	Fredrik	Birgitta	Bo	Björk
21	Christina	Göran	Britt	Bror	Dahl
22	Elisabeth	Håkan	Britt-Marie	Christer	Ekman
23	Erika	Hans	Christina	Evert	Ekström
24	Eva	Henrik	Doris	Göran	Englund
25	Gunilla	Jakob	Elisabeth	Göte	Franzén
26	Helena, Hanna	Jesper	Eva	Gunnar	Fredriksson
31	Jeanette	Joakim	Eva-Britt	Håkan	Haglund
32	Jessika	Johan	Gertrud	Henrik	Hagström
33	Johanna	Jonas	Gun	Jan-Erik	Hedberg
34	Karin	Karl	Gunilla	Kjell, Kjell-Åke	Hellström
35	Kristina, Katarina	Lars	Gunnel	Krister	Holm
36	Lena	Magnus	Inga	Kurt	Isaksson
41	Linda	Markus	Inger	Lars	Jansson
42	Lotta, Lotten	Martin	Ingrid	Lars-Erik	Johansson
43	Malin	Mats	Katarina	Leif	Karlsson
44	Margareta	Mattias	Kerstin	Lennart	Lindberg
45	Maria, Marie	Mikael	Laila	Mats	Lindström
46	Martina	Niklas	Lena	Niklas	Malm
51	Monika	Ola	Lisbeth	Olle	Näslund
52	Nina	Örjan	Maj-Britt	Olof	Nyman
53	Pernilla	Patrik	Margareta	Ove	Olsson
54	Petra	Per	Marianne	Patrik	Pålsson
55	Pia	Peter	Marita	Per-Erik	Rosén
56	Sandra	Pontus	Maud	Peter	Sjöberg
61	Sara	Rickard	Mona	Roland	Strand
62	Sofia, Sofie	Ronny	Monica	Rune	Sundberg
63	Susanne	Stefan	Siv	Stefan	Svensson
64	Therese	Tobias	Solveig	Sture	Viklund
65	Ulrika	Tomas	Viola	Tage	Wallin
66	Yvonne	Ulf	Viviann	Tord	Westerlund

NAME OF CHILDREN AND ADULTS IN THE USA

D66	Girls	Boys	Women	Men	Surname
11	Amanda	Aaron	Ann	Arthur	Adams
12	Amber	Andrew	Barbara	Billy	Allen
13	Amy	Anthony	Betty	Carl	Anderson
14	Andrea	Benjamin	Beverly	Chris	Brown
15	Angela	Brandon	Bonnie	Daniel	Castillo
16	April	Brian	Brenda	David	Clark
21	Christina	Charles	Carol, Carolyn	Dennis	Davis
22	Crystal	Christopher	Diane	Donald	Flores
23	Danielle	Daniel	Donna	Douglas	Garcia
24	Dawn	David	Dorothy	Edward	Gonzalez
25	Elizabeth	Eric	Elizabeth	Frank	Green
26	Erin	Jacob	Frances	Gary	Hall
31	Heather	James	Gloria	George	Harris
32	Jamie	Jason	Helen	Gerald	Hernandez
33	Jennifer	Jeffrey	Janet, Janice	Harold	Hill
34	Jessica	Jeremy	Jean, Joan	Henry	Jackson
35	Julie	John	Joyce	Jack	Jensen
36	Kelly	Joseph	Judith, Judy	Jerry	Johnson
41	Kimberly	Joshua	Karen	John	Jones
42	Laura	Justin	Kathleen	Larry	King
43	Lisa	Kenneth	Linda	Lawrence	Lee
44	Mary	Kevin	Margaret	Michael	Lewis
45	Melissa	Mark	Marilyn	Paul	Lopez
46	Michelle	Matthew	Martha	Raymond	Martin
51	Misty	Michael	Mary	Richard	Miller
52	Nicole	Paul	Nancy	Robert	Moore
53	Patricia	Richard	Patricia	Roger	Robinson
54	Rebecca	Robert	Peggy	Ronald	Scott
55	Sarah	Ryan	Phyllis	Roy	Smith
56	Shannon	Scott	Ruth	Stanley	Taylor
61	Stacey	Shawn	Sally	Steven	Walker
62	Stacy	Steven	Sandra	Terry	White
63	Stephanie	Thomas	Sharon	Thomas	Williams
64	Tiffany	Timothy	Shirley	Walter	Wilson
65	Tina	Travis	Susan	Wayne	Wright
66	Wendy	William	Virginia	William, Willie	Young

PERSONALITY

NPCs are characterized by their distinctive features. Special NPCs also have one or more special characteristics with a value of 2 or 3. When they are oppo-

nents during a trouble, these values in relevant situations become difficulty levels for the Kid to beat. If an NPC instead becomes a contact or friend of the characters, its ability can be translated into a gadget

bonus of +2 or +3. An NPC that helps a character, but without having a relevant special characteristic, gives the regular bonus of +1.

Roll, or choose for yourself, a personality trait on the table, and see what it corresponds to for special

characteristics. You can also choose to use the table for personality descriptions that are not extraordinary, but only intended to give nuance to the NPC. It is also fine to rename the characteristic to something that better fits in with the character that is created.

PERSONAL DESCRIPTION FOR NPC

D66	Distinctive feature	Special characteristic
11	Limber, gymnast, muscular	ATHLETIC
12	Positive outlook, likes kids, nerd	CHILDISH
13	Confident, well-read, gifted	TALENTED
14	Beautiful, flattering, sweet	DAZZLINGLY BEAUTIFUL
15	Vicious, elitist, short fuse	IMPATIENT
16	Veterinarian, animal lover, dog breeder	ANIMAL LOVER
21	Desperate, loyal follower, idealist	FANATICAL
22	Social, street-smart, quick thinker	INGENIOUS
23	Hunter, competitive shooter, steady hands	GOOD SHOT
24	Practical, craftsman, self-taught	HANDY
25	Strict, well-drilled, result-oriented	TOUGH LEADER
26	Wide network of contacts, business leader, rich	INFLUENTIAL
31	Suppresses feelings, switched off, unloved	COLD-HEARTED
32	Inspirational, caring, inclusive	CHARISMATIC
33	Dreamer, artist, driven	CREATIVE
34	Linguist, an ear for languages, analytical	LINGUIST
35	Faithful, beloved, seeking validation	LOYAL
36	Driven, solution-oriented, focused	GOAL ORIENTED
41	Depressed, sad, bitter	MELANCHOLY
42	Impulsive, aggressive, schizophrenic	HAYWIRE
43	Hateful, sadistic, agonized	MALICIOUS
44	False, manipulative, youthful	INNOCENT EYES
45	Wilderness buff, hunter, doomsday fanatic	SURVIVAL EXPERT
46	Hunted, ravaged, scared	PARANOID
51	Engineer, logical, problem solver	PROGRAMMER
52	Psychologist, human expert, anthropologist	PSYCHOLOGY
53	Fearless, inner strength, cocky	CONFIDENT
54	Tough, rough-cut, misshapen	HORRIFYING
55	Spy, disguised, everyday	BLENDING IN
56	Alcoholic, resistant, large	ALCOHOLIC
61	Military, planning, tactical	STRATEGIC
62	Boxer, high pain threshold, hardened	TOUGH
63	Protective, worried, attentive	VIGILANT
64	Quick-tempered, pressured, emotional	VIOLENT
65	Politician, manipulative, quick-thinking	ELOQUENT
66	Loves gossip, curious, snooping	CURIOUS



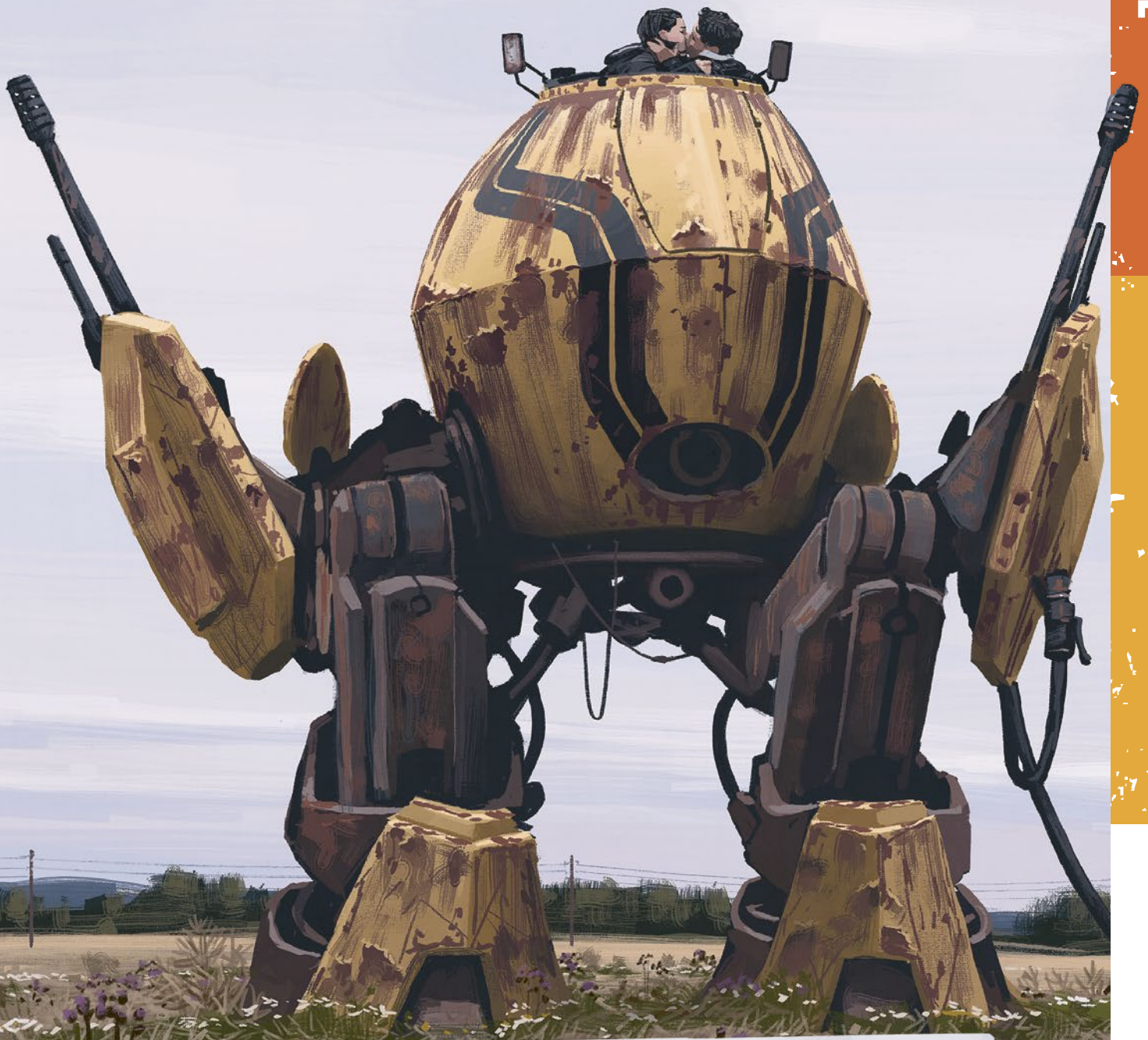
CREATURES

In some contexts, the characters face animals, machines, or other extraordinary creatures. These NPCs should also get special characteristics with a value of 2 or 3, which describe their instincts, senses, behavior, or physical capacity. Here is a list of

examples you can modify or get inspiration from for new creations. Of course, you can add or subtract properties if you want to adjust your particular creature. Choose, for example, whether a monster or an animal might have the extra characteristic **INTELLIGENT** 2 or 3, to take it beyond instinct or programming.

REMARKABLE CHARACTERISTICS

Creature	Special Characteristics		
Rodent	DISCREET 2	VIGILANT 2	PACK ANIMAL 2
Hare/Fox	QUICK 3		
Bird of prey	FLYING 3	SHARP BEAK 2	
Hunting dog	POWERFUL BITE 2	QUICK 2	
Watchdog	GOOD HEARING 2	POWERFUL BITE 2	LOYAL 3
Wolf	PACK ANIMAL 2	POWERFUL BITE 2	SENSE OF SMELL 2
Wolverine/Badger	POWERFUL BITE 3	TENACIOUS 2	
Roe deer/Horse	VIGILANT 2	QUICK 2	
Elk/Deer	BIG 2	SHARP HORNS 2	
Bear	BIG 2	POWERFUL BITE 3	SHARP CLAWS 2
Electronic lock	COMPLICATED MECHANISM 2		
Alarm system	SENSITIVE SENSORS 2		
Monitoring system	MOTION DETECTOR 2		
Security robot	SENSITIVE SENSORS 2	COVERED IN METAL 2	
Cargo/Fire Robot	POWERFUL HYDRAULICS 2	MASSIVE CHASSIS 3	COVERED IN METAL 3
Monitoring drone	SENSITIVE SENSORS 3	FLYING 2	
Small dinosaur	QUICK 2		
Velociraptor	WILD BEAST 3	FAST AS LIGHTNING 3	
Pterodactyl	WILD BEAST 2	FLYING 2	
Stegosaurus/T-Rex	WILD BEAST 3	TENACIOUS 2	
Zombie	UNDEAD 2	GOOD HEARING 2	
Mummy	UNDEAD 3		
Ghost	INVISIBLE 2	FRIGHTENING 2	
Poltergeist	INVISIBLE 3	FRIGHTENING 2	TELEKINESIS 2
Giant carnivorous plant	FRIGHTENING 2	SEDUCTIVE 2	
Wandering poison vines	FRIGHTENING 2	POISONOUS TENTACLES 2	SPORE CLOUD 2
Plant person	TENTACLES 2	BLENDS IN 2	
Tentacle monster	FRIGHTENING 3	SLIMY TENTACLES 3	
Giant centipede	FRIGHTENING 3	POWERFUL BITE 2	MASSIVE 2
Werewolf	FRIGHTENING 2	SHARP CLAWS 2	SENSE OF SMELL 3
Sprite/Goblin	INVISIBLE 2	BITTER 2	
Jelly creature	FRIGHTENING 2	IMPOSSIBLE 2	MALLEABLE 3
Portal creature "OW-1"	FRIGHTENING 2	SUPERNATURAL STRENGTH 3	
Dimension Creature "DIM-9"	FRIGHTENING 2	MASSIVE 3	TENTACLES 2



NO LIMITS

An important rule in the *Tales from the Loop* and *Things from the Flood* role-playing world is that it is you as game master and your gaming group that sets the framework for what you want to experience during these alternative 80s and 90s. You decide which tone, which genre, and how mundane, amazing, or supernatural you want the Mysteries of the Loop's world to be.

08

LOVEFOOL	105
SMELLS LIKE TEEN SPIRIT	108
WATERFALLS	111
KNOW YOUR ENEMY	113
COMMON PEOPLE	115
BEETLEBUM	117
LET'S TALK ABOUT SEX	118
POSSIBLY MAYBE	122



MIX-CD OF MYSTERIES

The 1990s is the golden era of the CD record. These small plastic discs are many teens escape from the boredom of reality. In this chapter you will find a mix-CD full of desperate love, teenage rebellion, terror and sex. These mysteries are perfect for Things from the Flood but can be used with Tales from the Loop.



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Here are eight mysteries that you can use either as parts of an adventure landscape or expand into ordinary mysteries.

LOVEFOOL

*Lately I have desperately pondered,
Spent my nights awake and I wonder
What I could have done in another way
To make you stay
Reason will not lead to solution
I will end up lost in confusion
I don't care if you really care
As long as you don't go
Love me love me
Say that you love me*

THE CARDIGANS - "LOVEFOOL"

TRACK LISTING

1. THE CARDIGANS - LOVEFOOL
2. NIRVANA - SMELLS LIKE TEEN SPIRIT
3. TLC - WATERFALLS
4. RAGE AGAINST THE MACHINE - KNOW YOUR ENEMY
5. PULP - COMMON PEOPLE
6. BLUR - BEETLEBUM
7. SALT-N-PEPA - LET'S TALK ABOUT SEX
8. BJÖRK - POSSIBLY MAYBE



RIKSENERGI



One day when the characters visit Sättra [**Lake Mead Marina**] in the northern part of Adelsö, they realize that neither they nor anyone else wants to leave the area. The opposite applies to those who are outside of Sättra. No one has the desire to visit the community. The roads are empty, the boats remain anchored in the harbor, no goods are transported in or out, the mail is not distributed, and when the ambulance heads out, it turns around just outside the community and drives back.

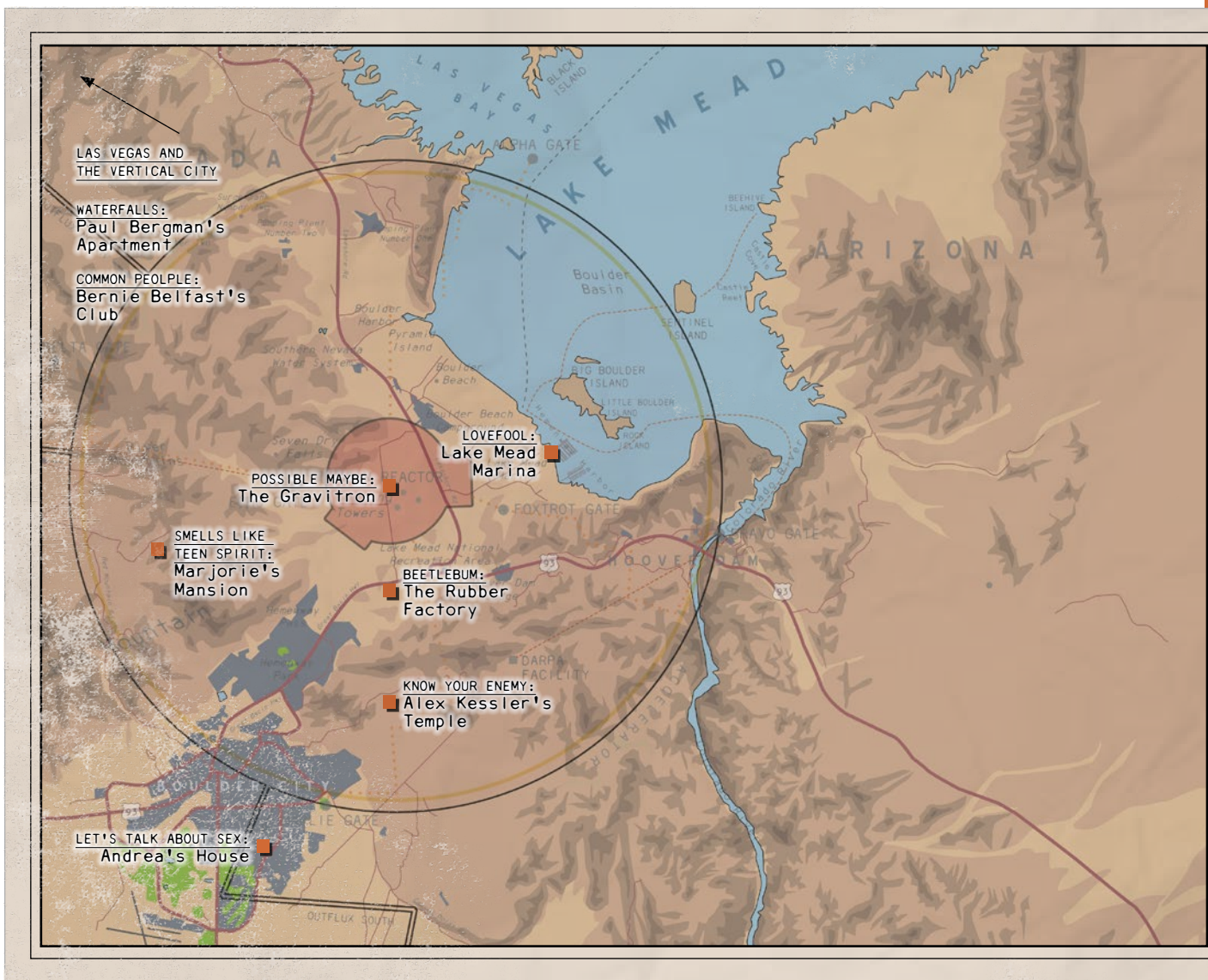
THE TRUTH

The neurotic author and comedian Henrik Kruut [**Adam Rock**] has lived a simple life with his odd but talented wife Anna Kruut [**Annie Rock**]. A year ago, by chance,

Henrik was offered a show on a new TV channel, which is recorded and broadcast from Stockholm [**Las Vegas**]. He was a success, with his ironic and often cruel jokes. In just a few months, Henrik has become a celebrity with the opportunity to earn big money. Everyone wants to be seen with him. This has made Henrik realize that he wants to leave his wife and move to Stockholm.

Anna feels that she has sacrificed her career as a researcher to take care of her husband. Now he is about to throw her away like a dirty rag, and that makes her angry and desperate. Anna loves Henrik, and cannot imagine living without him. In addition, she is jealous, paranoid, and has beaten Henrik several times so badly he needed to seek medical treatment.





To get Henrik to stay in the northwestern part of Adelsö, Anna has invented a machine that creates an invisible sphere that encloses this part of Adelsö island under a half-orb. Everyone approaching the sphere feels a strong reluctance to pass through it – regardless of which side they are on. Even animals and plants stay away. Should a Kid force himself to stretch a hand through, they receive a powerful shock that throws them backwards and burns. The Kid must roll for **FORCE** (with two successes) to not become Broken.

The first few days after turning on the machine, Anna is happy with her Henrik inside the sphere, but later she becomes overwhelmed with jealousy. She pursues him to find out who he's seeing behind her back.

The women Henrik talks to, or even looks at, become targets of Anna's anger.

Anna sneaks up on the women, knocking them down and injecting them with a drug she calls WH (whore-hijacker). The victim falls unconscious and enters a coma. The drug then generates a fine mesh that grows quickly, like a cocoon around the body. The cocoon keeps the sleeping woman alive for a long time, even though she does not take in any food or drink.

Anna and Henrik have a big wooden house located on the beach one kilometer north of Sättra. The machine that creates the sphere is mounted to the ceiling, and surrounded by hidden wires carrying electrical current. Anyone who accidentally touches them must

roll for **FORCE** to not become Broken. If the Kids break in to Anna's, she hides in the house, and operates remote-controlled drones armed with syringes that try to fly at the Kids and inject them with the drug WH.

HOOKS

- You have now been here in the northern part of Adelsö for several days and none of you have the desire to go home. But soon your medicine will run out, and there is no pharmacy here.
- You have called home to your parents several times and said that you are on the road, but every time you cycle towards the harbor, you turn and go back to Sättra.
- In the yard outside Sättra where you have been sleeping over the last few days, one of the sons has cut his leg. It bleeds very badly. None of you manage to leave Sättra to get help, and the ambulance you call for does not arrive.

COUNTDOWN

1. Anna surreptitiously follows Henrik when he buys cigarettes. The woman in the kiosk is subjected to Anna's jealousy, and is injected with WH. When Henrik comes home, he is beaten. Henrik runs from the house and hides in one of the boats in the harbor. In Sättra, the parents do not come home from their jobs to pick up their kids from daycare, give them food, and put them to bed. Fresh foods such as milk and bread run out at the stores.
2. Anna goes to Henrik's friend Stina and injects her with WH. Afterwards, she looks up Henrik's sister and tries to get her to reveal where Henrik is. Then the sister refuses to tell her, Anna injects her with WH. In Sättra, several people need medical attention. A hunter plunders the store owner's private food stash. Two young people break into empty houses and steal food and valuables.
3. Anna goes to one of Henrik's childhood friends who works as a teacher at the preschool and injects her with WH. In Sättra, one desperate man drives his car straight into the sphere. The driver survives, but is seriously burned. People gather in the Sättra church, and try to come up with a plan for how they can get out. A hunter tries to take control of the village by force with weapons.

DISASTER

Henrik takes an anchor from the boat where he is hiding and kills Anna. He then shuts down the sphere. Henrik goes to prison for Anna's murder.

ANNA KRUIT [ANNIE ROCK]

"It's not too late to repair what I did" is a statement that suggests a reversible vision of space-time, which makes me believe that you are either more clueless than a normal dumb teenager, or are an insane person."

Since early childhood, Anna has had to cope with bullying as well as involuntary loneliness. She has tried to compensate for her difficulties with social interaction with an unwavering will and her extremely well-developed reason. When she, as a thirty-year-old, got a boyfriend for the first time, she couldn't believe it was true. Henrik's humor and playfulness opened up new worlds for her. He needed her to deal with his finances, his day-to-day life, and his painful thoughts that the world did not sufficiently understand and appreciate him. Anna declined several top jobs as a researcher to live with Henrik in Sättra. For several years, she has been waiting for him to answer her request to have kids. Anna thinks that Henrik's hesitation was because of her angry outbursts, which sometimes led to her hitting him. Instead, she has now found letters that not only show that Henrik is unfaithful and intends to move to Stockholm, but that also reveal that he is disgusted by her and thinks she is laughable.

Anna is a tall, blonde woman who dresses in jeans and a t-shirt, no matter the weather. She prefers to keep quiet in front of other people, because she is scared of saying something wrong and being perceived as strange. Anna is a genius in every aspect except socially and emotionally.

SMELLS LIKE TEEN SPIRIT

*Load up on guns, bring your friends
It's fun to lose and to pretend
She's over-bored and self-assured
Oh no, I know a dirty word*



Hello, hello, hello, how low

Hello, hello, hello, how low

NIRVANA - "SMELLS LIKE TEEN SPIRIT"

Gabriella Höpken [[Juanita Ramirez](#)] and her friends all get good grades and have parents who strictly control them. They are allowed to socialize with each other, but may not go to parties or meet friends who have poor grades, smoke, or swear. Gabriella has, with the support of her parents and the church, initiated a tutoring project in which she and her friends help out students who have difficulties in school.

THE TRUTH

Gabriella and her friends are tired of their parents' oppression, but don't dare stand up to them. Instead, they passively resist by swearing, having sex, and engaging in various kinds of dangerous behavior when they meet and their parents think they are doing homework.

Recently, Gabriella found an object that washed up from the flooded underground passageways. The object is a form of computer screen with attached headphones and goggles. Gabriella has figured out that it is an experimental and very advanced device for performing hypnosis. The gang of friends uses it now to hypnotize each other. They plant suggestions and beliefs, but also delve deeper, into forgotten and obscured memories from childhood.

The memories that have shown up have shocked them. Several of the friends remember that as young children they were locked up by strange people and were subjected to violence. The common thread is that they remember a woman with a specific scent. She smelled like cranberries.

As the memories were uncovered, the friends started to feel depressed and anxious. Despite this, they cannot stop hypnotizing each other. They need to get more details that will allow them to reveal and take revenge on the perpetrators. Gabriella has started collecting weapons: stilettos, brass knuckles, and iron pipes – and has invited her peers for "homework help". The purpose is to hypnotize more people and see if they were also victims. By sorting through the memories of different people, sooner or later they will be able to figure out who is guilty.

Several of the friends have begun therapy because of their depression. They have all ended up at the pri-

TRAUMATIC MEMORY IN ROLE PLAY

Violence against children and horrible memories need to be handled carefully and sensitively in role-playing games. You as a game manager need to be aware that there may be players who have their own experiences of violence that they have not told you. Talk to your players about how they feel about this theme before you play Smells Like Teen Spirit.

The mystery can be handled in different ways to fit the group. It is possible to portray Gabriella and her friends as quirky and hilarious teens who believe that famous film sequences are their own memories. One can also make the story deeply tragic and horrible. Make sure you do not lead your group into something they do not want to experience, or are not prepared for.



vate practice of psychoanalyst Margit Christiansson [[Marjorie Bouvier](#)]. Margit previously worked at Riksenergi, and it was she who developed the hypnosis device that Gabriella found. The device was part of her attempt to show that mental illnesses are caused by violence in childhood, and that these memories have been hidden because they were too painful. Margit was fired from Riksenergi when it was revealed that her device did not hypnotize people and find memories, but that it instead implanted false memories that would help Margit prove her theory. Her device ended up locked away underground. When the Loop was flooded, it floated up to the surface.

To create the false memories that Gabriella and her friends have unwittingly planted in their brains, Margit had to create and record sensory impressions. She used

herself as an actor. A detail that gets stuck in the memories is the scent of Margit's perfume, which smells like cranberries. In addition, Margit used sequences from movies when she found it hard to find new fictional memories. Several of the false memories are taken directly from famous horror movies.

When Margit created the device, she built in a function that allowed her to remove the false memories, but for that function to be activated, a code is needed, which only she knows.

Margit lives in an old dilapidated mansion outside Sättra on Adelsö [west of Boulder City]. She has her own dock, and her patients often come to her office by boat. Margit is enthusiastic about all her new patients who tell her about their suppressed memories. She has not realized yet that it is her own device which has created these memories, and that she left behind a clue in the false memories which will lead the teenagers to think she is the perpetrator.

Many of the teenagers who try the hypnosis device are suspicious of their new memories. Some of them did not live in the Mälaren Islands when they were small, but still remember things that happened there. Others have memories with supernatural elements. Several teenagers who are hypnotized tell of a memory of how their dad became crazy on a trip to a mountain hotel. The story is identical to the events in the movie *The Shining*. Gabriella is furious with those who doubt, and they are not allowed to participate in more sessions with the hypnosis device.

THE HOOKS

- Your friend Ingela Andersson [Ingrid Anderson] says that she has been involved in a strange "séance" with Gabriella and her friends. She got to test a hypnosis device that can bring back memories that have been hidden away. Ingrid says that she remembers a situation where she was chained and exposed as a possessed child. When she told Gabriella that the exact same sequence was in the movie *The Exorcist*, Gabriella became enraged and threw her out. Ingrid feels bad, and does not know what to do with her horrible memories.
- You have been invited to Gabriella and her friends' tutoring sessions, although it is whispered that the sessions are not really about homework at all.

- Several of the guys and girls in your grade have begun to skip their lessons. They sit in the corridors and cry. You've heard them whisper that they were exposed to terrible things when they were children.

COUNTDOWN

1. Ingela Andersson talks about her false memories of the psychologist at the school. The principal warns the parents of a "hysteria" that is spreading among the teenagers. Ingela has not told anyone about the hypnosis device, or which teenagers are behind the false memories, but she has recounted several of her more unlikely memories. Now, these are spread as jokes at school. However, some teachers take the stories seriously, and a secret group of adults is formed who want to protect and help the teenagers who have suffered childhood violence.
2. Gabriella and her friends break into Ingela's room in the middle of the night and beat her badly.
3. Several of those in therapy report that Margit's perfume smells like the scent in their terrible memories. Gabriella contacts Margit, allegedly to interview her for the school newspaper. Her real purpose is to investigate Margit's house and try to find more connections between their memories of being victims and Margit. After the visit, Gabriella and the others plan to keep a watch on Margit and her house.

DISASTER

Gabriella and her friends arm themselves and go to Margit's home. They break in and hold a several-hour mock "trial" that ends with killing Margit and burning down the house. Gabriella takes over Margit's life's work and continues to use the hypnosis device to help people uncover "suppressed" memories.

GABRIELLA HÖPKEN [JUANITA RAMIREZ]

"Our memories are true."

Gabriella's parents belong to an elite group of rich and successful people in the Mälaren Islands [Boulder City]. They spend their time together, protect their children, and make sure that they don't interact with ordi-



nary teenagers. This has made Gabriella self-absorbed and bored. She feels empty inside and alone, and tries to find a connection with someone who cares about her for who she really is. Gabriella is convinced that the false memories explain her inner darkness. She thinks she'll be all right if she punishes the perpetrators.

Despite Gabrielle's green- and purple colored hair and clothes purchased from the finest shops in London and New York, her eyes are the most distinctive thing about her appearance. She can make anyone uncertain with a look. Gabriella is short and thin.

Gabriella is talented and confident (HEART and MIND) 2.

WATERFALLS

Dreams are hopeless aspirations

In hopes of comin' true

Believe in yourself

The rest is up to me and you

Don't go chasing waterfalls

*Please stick to the rivers and the lakes that you're used to
I know that you're gonna have it your way or nothing
at all*

But I think you're moving too fast

TLC - "WATERFALLS"

The computer game Medusa's Maze has become extremely popular among young people, among other things because it is played over a network and many players can be inside the same "world" at the same time. To survive, you have to deal with both the other players and the strange monsters of the maze. Recently, more and more monsters have disappeared from the labyrinth. Dark rooms and prison cells have been transformed into brightly lit swimming pools and gardens. The dirty walls have now received colorful paint jobs and artwork, and the background music has become quiet and soothing. It is no longer possible to find weapons in the maze. Players are saying that there is a waterfall instead of a Medusa in the middle of the labyrinth – and the one who finds it will meet God and gain eternal life.

THE TRUTH

In a small apartment on the 17th floor of one of the most run down high-rise housing projects in Stockholm [Las Vegas] lives Paul Berger [Paul Bergman]. He

has been ill for a long time with AIDs, and is about to die. Paul is a gifted computer nerd who has filled his apartment with machines and computers. In desperation to escape death, he has hacked the game Medusa's Maze, and set himself and his illness up as avatars.

In the game, Paul has gotten his disease to take the form of the Medusa, and he has succeeded in expelling it. Inside the computer game, he is healthy. Paul has cleared away all the monsters and built a beautiful and peaceful world. He thinks he has beaten death.

What Paul does not know is that his body in the apartment is still dying, and that the monsters he displaced from the game have taken shape in his apartment, either as electronic noise, or with bodies built by spare cables and electronic equipment. Paul's disease has taken the form of a Medusa built of shiny blue plastic and electronics, with cables for her snake-like hair. From Paul's apartment, she controls the monsters that are taking over the entire floor. Those living in the nearby apartments are visited by monsters in their dreams, and forced to endure strange sounds and screams or scary optical illusions. Those who have very bad luck meet a monster in physical form, who is looking to hunt, hurt, and kill.

Since the floor where Paul lives in the housing block is not well maintained and is now inhabited by families without steady incomes, addicts, and petty criminals, few believe the stories of monsters. A small group of parents have joined together as a "neighborhood watch" to protect their children.

It would be easy for Paul to shut down the monsters, but it would require him to leave the game and return to his dying body. The Medusa knows this, and does what she can to prevent people in the game from talking to him. The Kids trying to find Paul in the game are blocked by mazes, riddles, and monsters. The Kids trying to shut down the monsters themselves in Paul's apartment must cope with a very difficult extended conflict, with the Medusa trying to hurt them, and Paul's home-made firewalls and viruses trying to protect his programming.

The Medusa has an advanced AI system, including a form of mirror neuron that allows her to make a human freeze with just a look, and the victims are not able to move for several minutes. To resist, the Kids must succeed with Feel.





HOOKS

- The computer game that you and everyone else is playing right now, the Medusa Maze, has gone haywire. The monsters are gone, and it is rumored that in the middle of the game there is a waterfall that hides a path to God. Maybe it's true?
- Your friend who moved to one of the high-rise housing projects in Stockholm [Las Vegas] a few months ago has asked you and your friends to come and help her. She claims there are ghosts on the 17th floor.
- In the newspaper, there was an article that made fun of a young addict living on the 17th floor of one

of the high-rise housing projects in Stockholm [Las Vegas]. The addict claimed that there was a Medusa chasing people in the corridors. Her description of the creature resembles the Medusa in the computer game, Medusa's Maze. In the game, the Medusa and all the monsters have recently disappeared.

COUNTDOWN

1. The residents on the 17th floor are hunted by nightmares at night, and monsters and ghosts that wander through the corridors and apartments. A young man is attacked by a monster who slices off

several fingers. The police believe that this is a dispute between criminals.

2. A child is kidnapped by the Medusa, who "adopts" it and keeps it captive. When the mother goes looking for her child, she is attacked by a beast and is severely mauled. Those living on the floor try to stay awake 24-hours a day to avoid the nightmares. Many people turn to drugs and alcohol to deal with the stress. One man accidentally shoots his wife when she gets up at night to go to the bathroom.
3. The Medusa tries to train the child to become her future co-ruler over the maze (the 17th floor). Someone is needed to maintain Paul's computers. The Medusa is not aware that the human child needs food, drink, and sleep.

DISASTER

Paul Berger dies, and the people who originally programmed the Medusa's Maze game re-assert control over his creation. They erase his changes within the game. However, the monsters and the Medusa on the 17th floor live on. The child that the Medusa "adopted" is deemed unworthy, and returned to its mother. The Medusa continues to look for a new human partner.

PAUL BERGER [PAUL BERGMAN]

"No one gets a second chance. That is the thing itself."

There is a clear dividing line between before and after in Paul's life, and that line is the day when he got his diagnosis. Before that, he was a beloved father with a variety of exciting assignments as a computer engineer and a house in the suburbs. Now, he is left alone with mounting debts and without anyone taking care of him. His body is decaying, and he is increasingly retreating into his hopeless dreams of cheating death.

In the computer game, Paul is a shimmering young man who seems to float just above the ground. In his vicinity, birds chirp, and it smells like freshly baked buns. In the real world, he is a malnourished and sick man, who smells bad and has not showered for several weeks.

KNOW YOUR ENEMY

Something must be done

About vengeance, a badge and a gun

Cause I'll rip the mike, rip the stage, rip the system

I was born to Rage Against 'em

Fist in ya face in the place and I'll drop the style clearly

Know your enemy!

RAGE AGAINST THE MACHINE - "KNOW YOUR ENEMY"

On lamp posts, electrical cabinets, and house walls, stickers have appeared with the message that the government is spraying people with poison dropped from aircraft. The stickers also proclaim that heterosexuality is the only natural sexuality. Other forms of desire and love are artificial and harmful to society. Some of the stickers have swastikas or the red cross of the Knights Templar. Odd individuals from all over the country have appeared in the Mälaren Islands [Boulder City]. Some of them are openly neo-Nazis, with bomber jackets and swastika tattoos, while others hide their views. It is said that one right wing "commune" has formed on a farm outside Sänga-Säby [Boulder City].

Homosexuals, bisexuals, and transgender people have joined forces and tried to signal to the police that they need protection. Oddly enough, there has not yet been a single act of violence or harassment.

THE TRUTH

Several Nazi and fascist organizations have joined forces after years of strife. What binds them together is the charismatic priest Niels Jönsson [Alex Kessler]. Niels has gotten them to join his Knights Templar order, that he claims will stand up for white and Christian values in the fight against the Zionist occupation government. Their temple is at Niels' farm outside Sänga-Säby [east of Boulder City].

Niels' sermons describe how the government and its representatives weaken the inhabitants in order to control and exploit them. The real enemy is not individual socialists, Jews, and homosexuals, but the government and its control apparatus. As long as the struggle does not take place at a higher level, the strife that arises is not only meaningless, but directly harmful, as it strengthens the citizens' fears and desire to be protected by the state.

For several years, Niels has studied the condensation trails that aircraft leave behind in the sky. He is



convinced that the government, especially the police, the intelligence services, and privately owned Krafta Corp [AEP] spray people with a substance called VAN – Vascular Antibodies for Neuro-weakening. VAN makes men weak and feminine. It confuses women so that they lose contact with their femininity and grow hair on their chests and have lower voices. According to Niels Jönson, VAN is the reason why sexuality that deviates from the heterosexual exists.

In his temple, Niels has produced a gas that will counteract the effects of VAN. He calls the gas Zyklon X, as an homage to the gas that Hitler used. In order not to scare people off with references to concentration camps, publicly it is called Bubble Shower.

The Knights Templar know that the local RFSL group [the *Pridehouse*] will soon host a lecture that will gather a lot of people. They plan to spray the participants with Bubble Shower and film what happens. When the effects of VAN disappear and the members of RFSL become heterosexual, Niels will be able to awaken the masses, and start the war against the government.

Before the RFSL's meeting, the Templars must test the Bubble Shower. They start using it on young people, either by injecting it into their bedrooms at night, releasing it into classrooms and other public places, or by kidnapping people, spraying them, and releasing them.

The ones sprayed with Bubble Shower get tired and fall asleep. When they wake up, they have a sticky coating in their mouth that causes soap bubbles to come out when they talk, as if they were drinking detergent. During the following days, they become aggressive, get extremely increased body hair, bad acne, and have difficulty expressing themselves with words. The desire to be close to other people is diminished, and their sex drive disappears altogether. After a couple of days, the effect decreases gradually.

One of the neo-Nazi warriors that Niels uses as bodyguards is Filip Ekström [Philip Ayers] who was recently released from prison, where he was locked up after killing a gay man. For many years, Filip struggled against an inner desire to have sex with men. The man he killed was a sex partner. Niels' increasingly confused and aggressive sermons and private monologues have made Philip see through the lies. He has accepted his own orientation, and tries to find a way to get away from the temple and redeem himself somehow.

The temple outside Sânga-Säby is a large farm with several houses. It's guarded by two robots infected by the machine infection, and which Niels was able to hack so that they do not leave the area around the farm. The robots are equipped with saw blades and have similar growths on their bodies that lag behind them. The only way to get into the yard without reprogramming the robots is to enter through a secret tunnel, whose entrance is in a forest section east of the farm. On the farm there is one temple where Niels gathers his subjects and preaches. His laboratory and storage container containing the Zyklon X is in the basement. The group is also manufacturing conventional bombs using artificial fertilizers.

THE HOOKS

- When you snuck into your big brother's room last night, you saw that he had smuggled in a guy through his window. They were making out in the bed. The guy was well-built and he had a swastika tattooed on his neck. Before you snuck away, he looked up and saw you and said his name was Filip.
- Everywhere in the community there are Nazi stickers. At the same time, RFSL [the *Pridehouse*] is holding a lecture that they have invited a lot of people to. The police do not seem to be taking the situation seriously.
- A guy in your class stood on his bench during the math lesson and shouted that the government was spraying us with gas from airplanes. When the teacher tried to get him down, he kicked her and said that she and the whole school were a part of the conspiracy.

COUNTDOWN

1. The Knights Templar conduct extensive tests of Zyklon B. They inject gas into classrooms, teenagers' bedrooms, and they kidnap and spray homosexuals. One or more of the characters become vulnerable.
2. Filip is desperately looking for an ally who can help him to stop Niels and help him leave the temple without being attacked by his former friends. He makes contact with the Kids by either kidnapping them, sending them secret signals, or breaking into their homes. He asks them to help him to steal a



little Zyklon X and bring it to the authorities for analysis. Filip does not want the police to be involved directly because he believes that they will go to Niels farm and be killed by the robots guarding the place.

3. Filip happens to hear Niels talk about the tests with Zyklon X that have failed, and that Niels has decided to continue to carry out the spraying of RFSL [the **Pridehouse**] but is changing the gas so that it becomes lethal. When Filip tries to leave the temple to warn people, he is caught and killed. The body is left in a field and found a few hours before the attack.

DISASTER

In the middle of the lecture at RFSL [the **Pridehouse**], the house is stormed by the Knights Templar. Nazis with gas masks block all exits. Participants at the meeting are sprayed with Zyklon X. Many suffer serious damage to their mucous membranes and airways. Shortly after the terrorist attack, homemade bombs explode around the community. This is a diversion that will give the Knights Templar time to escape and go underground.

FILIP EKSTRÖM

“You have a perfect bone structure in the shoulders and chest for lifting. If you put on a couple of pounds of muscle, you would look great. I can show you how it’s done.”

Filip has lived a double life for many years. When he was little, he hid his middle-class parents' abuse from teachers and workers from social services. In high school, he took the arts focus, with a specialization in theater, while on weekends and evenings, he hung out with Nazi groups. For a long time, he had a sexual relationship with a man, which he hid from his comrades in the struggle for a white and Aryan Sweden [America]. When the relationship ended, Filip met several other men, until he discovered that his current sexual partner had revealed him as gay by sending anonymous letters to Nazi organizations. Filip drove to the man's home and murdered him. After prison, Filip applied to Niels Jönsson, and was appointed to be one of Niels' bodyguards. But the hateful slogans

have begun to sound false, and Philip is tired of his double life. He longs for a life without lies.

Under his green bomber jacket, Filip has a well-trained and scarred body covered with Nazi tattoos. His hair is cropped, and he wears steel-toed boots. He never leaves his home without being armed with a butterfly knife, baton, or tear gas. Filip speaks slowly and in a controlled manner, as if he were constantly holding back an overpowering inner anger, which he is. When he thinks he can trust another person, or when he is attracted to someone, he can be charming, funny, and even flirtatious.

Filip is a fighter (FIGHT) 3.

COMMON PEOPLE

*I want to live like common people,
I want to do whatever common people do,
I want to sleep with common people,
I want to sleep with common people,
Like you.*

PULP – “COMMON PEOPLE”

People in the Mälaren Islands have started to do strange things. A teacher danced naked before their students. A mail carrier was caught smoking crack. A girl beat her beloved pet to death with a shovel. At the same time, it is rumored among the rich elite in Stockholm [Las Vegas] that there is a new kind of exotic entertainment. By paying one million kronor, they can get Glitter for an evening.

THE TRUTH

Entrepreneur Joachim Piro [Bernie Belfort] who owns several restaurants and clubs in Stockholm [Las Vegas] has built a secret and exclusive nightclub which he calls Eternity. Only the richest or most famous people have access. People fly in their private jets and helicopters from around the world to participate in the often extreme and illegal activities that take place in the well-guarded, exclusive club.

Joachim has now gained access to an invention which he calls Glitter, and which he uses to exploit the extremely rich people's mixed fascination and contempt for ordinary people. The three or four people who pay to “glitter” for a night drink a drug and dress in a costume that is connected to a machine. The machine



allows them to enter another human's consciousness and take over their body and experience their sensory impressions. The machine is currently aimed toward the Mälaren Islands [Boulder City], which means that the people whose bodies are "borrowed", live on the islands. The reason why the machine is called Glitter is that the body being borrowed takes on a glittering shine in their eyes. The victim experiences the "possession" as a blackout, and does not remember anything.

Some of those who pay for glittering follow the borrowed body as a passive traveler, simply "riding along" and perceiving their impressions, thoughts, and feelings, without taking over the body and controlling them. They get a unique opportunity to see how the world looks from someone else's perspective. Many, however, take the chance to do things that they do not want to do, or cannot do, with their own body. They take risks, indulge in sexual or violent fantasies, take drugs or create chaos in the person's life just to enjoy the emotional storm this creates. However, there are some rules for those who glitter – they may not perform too extreme acts. Joachim does not want to risk his invention being revealed.

Part of the experience Joachim sells is to film what happens, and burn a DVD that the one who glitters takes home with him. He has several camera teams that move around the islands and who are in constant contact with Joachim to know who and where to film. The camera teams use unmarked white vans. They pretend to be electricians, plumbers, or carpenters so that they can park outside of residential buildings and shops. Most of them are journalists or people from the entertainment industry who are in debt to Joachim, or want his help to get a lucrative position.

HOOKS

- When you woke up last night, your mother was standing next to your bed with a baseball bat. She claimed that she thought there was a thief in the house, but you can't let go of the thought that she was about to hit you over the head. Also, she had a strange glitter in her eyes.
- Your teacher has been caught for speeding. It is said that he drove over 155 mph in a 50 mph zone in the middle of the night with no headlights. He blames someone for kidnapping his body.

- This morning you saw a three-year-old boy who left the daycare and stood on the lawn outside. He looked around as if he took in everything he saw and heard, just like an adult facing a beautiful sunset. The strangest thing was that some men were hidden under a car across the street and filmed him.

COUNTDOWN

1. Three powerful politicians in Stockholm are paying to glitter. They borrow three teenagers' bodies in the Mälaren Islands. But something goes wrong and they get stuck in the bodies. In addition, the teenagers "wake up" in the bodies of the politicians at the club in Stockholm. Joachim Piro imprisons the politicians' bodies, and tries to track down the borrowed bodies in order to catch them and switch the minds back.
2. The three politicians in borrowed bodies argue about how to handle the situation and go in different directions. One of them asks for help from one of the Kids. She does not say exactly what happened, but uses a lie that she is being hunted by the camera teams, and that the glitter machine in Stockholm must be stopped. Joachim sends his camera team to capture the three teenage bodies. They get hold of one of them and pull her into a van and drive away.
3. The teenagers who are stuck in the bodies of politicians manage to escape from the nightclub in Stockholm. They make their way back to the Mälaren Islands and ask the Kids for help.

DISASTER

Joachim manages to capture and lock up all three teenage bodies. The three teenagers are still stuck in their new adult bodies. Joachim offers them a prominent place in society if they play their role well. He has deliberately made the change of bodies permanent to use the teenagers to take control of political decisions in Sweden.

JOACHIM PIRO [BERNIE BELFORT]

"Success is about daring to take risks, and not being held back by fictitious weakness like compassion and ethics."



The nearly forty-year-old Joachim has managed to build up considerable wealth with the help of his father's capital and a number of daring investments and creative tax planning. In addition, the clubs in Stockholm have made him an important person among celebrities. Joachim sees this as a launching pad for his real goal, which is power and influence. He believes that a Utopian society can be created if people are not limited, but are allowed to live out their creativity and their dreams. Despite the celebrity parties, the luxury villas, and the expensive champagne, Joachim sees himself as a rescuer and a benefactor.

Joachim is a well-built man with extremely white teeth and slicked back hair. He speaks slowly, and expects not to be interrupted. In Joachim's eyes, the world is an evolutionary game in which it is alright to kill one's enemies and exploit one's friends to climb higher. Social relationships are only temporary alliances.

BEETLEBUM

She'll suck your thumb

She'll make you come

Coz, she's your gun

Now what you've done

Beetlebum

And when she lets me slip away

She turns me on all my violence is gone

Nothing is wrong

I just slip away and I am gone

BLUR - "BEETLEBUM"

A group of young homeless people have gathered inside in Evacuation zones [Desert zones]. Some argue that they are criminals who hover outside the reach of the law, while others say they are local teenagers who have left their families. The homeless have settled in an old rubber factory called "The Hazy Ice" by the islanders. They are said to have wild parties there. At the same time, several adults in Stenhamra [Boulder City] have received threatening messages in the form of poetic texts left in mailboxes or nailed up on garage doors or fences. They say that the homeless stroll around the community at night, break into homes,

kidnapping dogs and cats, and putting cameras and recording equipment out of commission. At several of the break-ins, typewriters and home computers have been destroyed.

THE TRUTH

Julia Egerkrans [Joan Frost] is one of the oldest active agents in the military intelligence service FOA [EPA]. She is convinced that the Soviet collapse is a gigantic fraud to get the West to lower their guard while placing sleeper agents and producing new weapons.

In her research, Julia tries to create super-agents who will be able to operate behind enemy lines and fight against military targets. She is experimenting with a drug that enhances the body and mind. Julia is testing the drug on a group of homeless young people in the evacuation zone. In order to simplify the experiment, she has made the drug extremely addictive.

Julia distributes her drug through the leader of the homeless teens, William Larsson [William Lee]. Deliveries of the drug take place once a week at a sandy beach on the western side of Svartsjöland [Lake Mead]. William has named the drug Black Meat, because in its pure form, it resembles slimy black pieces of meat.

William sees himself as a poet, and the young people he collects around him are sensitive individuals with an interest in art, poetry, and philosophy. They idealize him, and he urges them to create great art while he controls and distributes the Black Meat.

The Black Meat is dried over fires and crushed into a powder that is injected or inhaled through the nose. Every night, the homeless gather around William in the interior of the rubber factory. He calls the factory the Interzone, and the place where they meet, a room at the highest point in the factory, is called the Haze [the Blur]. Only those who take the drug are admitted, and at first, it is compulsory to read a poem or perform some form of act. The event usually goes on all night, with increasingly strange poetry readings, and calls to fight back against the hostile agents who threaten the Haze. William puts on performances in which he uses his revolver to shoot glass bottles off people's heads.

The Black Meat drug causes a strong rush, followed by several hours of satisfactory calm with



powerful hallucinations. Those who use the drug get steadily stronger, faster, more creative, and develop extremely delicate senses. The user sees enemies and agents everywhere, and feels an urgent need to defend themselves and the Interzone. After a while, their body begins to change. Step by step, they slowly turn into a beetle. Antennas grow out of their face, their back develops hard plates, their eyes become big and round, and their voice begins to whirr and have a buzzing sound. Their skin becomes shiny and iridescent black, blue, or green.

William urges his agents, which is what he calls the homeless, to recruit new drug users. He also sends them out to identify and turn on enemy agents.

HOOKS

- The school's literature club has begun to attract a lot of people. It is said that they meet in a secret place and read poems. But someone else said that they were only seen in the back of the gymnasium smoking. Still, it is strange, with all these creepy poems taped up everywhere in the school.
- Your friend Alicia has always been a phony, but lately it has become worse. She has started talking oddly – as if she is reading a long monologue from a poem or prose piece.
- When you were up at night drinking a glass of water, you thought you saw a person in the dark. When you woke up this morning, someone had broken your dad's typewriter, broke open the locked boxes in his desk, and emptied them. Your father says that he has received letters with strange threats for several weeks.

COUNTDOWN

1. One of the Kids' friends is recruited to the Haze. She begins to speak cryptically, disappears in the evenings, and seems to be drugged. At the same time, William has decided that one of the Kids' parents is a hostile agent.
2. The friend leaves her home and moves to the Haze. William's agents call on the Kid's parent. They enter the house and break up their work room. The next day, the neighbors talk about strange shapes seen during the night – people that crouched with strange radio antennas and voices that hissed and popped.

3. Through the school's literature club, William invites the young people to a big party in the Haze. The Kid's parent is kidnapped in the days before and taken to the Haze.

DISASTER

William keeps the parent trapped in the Haze. In a shooting demonstration, he tries to shoot away a bottle placed on the parent's head. The shot misses and he kills the parent. At the same time, the Kids' friend has encountered a new, stronger variant of Black Meat. She is transformed during the night into a human beetle, losing the ability to communicate with human speech. A few days later, Julia finds out what happened. She interrupts the experiment, and lets security agents chase away the homeless from the rubber factory.

WILLIAM LARSSON [WILLIAM LEE]

"The admonitions, expectations, and distortions injected in you must be sucked out through your eyes and ears by experiences of true beauty".

In the home where William grew up, he was the only adult, even though he was a child. His parents took drugs, had parties, laughed, danced, fought, and disappeared for long periods of time. William had to take care of his siblings. He started to dream early on about leaving and becoming a poet. When social services took care of the siblings and the father burned down the house accidentally, William left. Now he holds court at the Haze. He sees himself as a revealer of mysterious truths. The drug Black Meat has made him believe that there are agents who want to harm him and his followers, and that makes him very worried, on the verge of desperation.

William is a tall and thin nineteen-year-old with a messy beard. He dresses in a 20's-style hat and smokes cigarettes in cigarette holders. He is rarely seen without his notebook and his ink pen. William takes care of the teenagers who gather around him as if they were his own children. The Black Meat has caused William to have a strange, squeaky voice, and hard, greenish skin. One eye is being transformed into a compound eye.



LET'S TALK ABOUT SEX

Let's talk about sex, baby

Let's talk about you and me

Let's talk about all the good things

And the bad things that may be

SALT-N-PEPA – "LET'S TALK ABOUT SEX"

A new school psychologist has been hired at the Mälaren Island schools. Her name is Andrea Glantz [Andrea Cartwright] and she is a dedicated sexual educator who devotes herself all hours of the day to spreading the message of consenting and healthy sexuality. The teenagers in the school learn about condoms, and they get to write essays on intercourse positions and different forms of orgasm. Andrea holds class in the library, and is invited as a lecturer by local civic organizations and companies. Her message seems to hit home, because the islanders have become much more sexually active in the last few weeks.

THE TRUTH

Some of the experiments that took place in the Loop's tunnels were more secret than others. One of the most well-preserved secrets was the experiments with biomass allegedly taken from another planet, the yellow giant VSF-32c. When the Loop was flooded, these laboratories were locked. The researchers couldn't get out, and since no one knew about their existence, no one tried to save them and they drowned. One of the researchers' bodies was in physical contact with the alien biomass at the time. The water made the mass from the VSF-32c live and begin to grow. It merged with human cells, and formed a new, hybrid life form.

The beings from VSF-32c refer to themselves as symbiotes. They spread by mixing DNA with alien life forms through sexual acts. Their bodies merge with the alien life forms. The symbiotes then have the ability to survive in foreign environments, gathering information, memories, and sensory impressions that they share with each other through a neurological network that can be linked and interconnected between different individuals symbiotically. They also gain the ability to use local technology, which they incorporate into their bodies.

In their present form, the symbiotes are thick muscular worms of purple, pink, and gray – no bigger than a human's forearm. In order to grow, they need access

to people who have sex and who they can crawl onto and penetrate with their finely-meshed neurological net. The people then merge with the symbiote, and become part of its body. When the mystery begins, the symbiotes cannot survive outside the tunnels. They have to merge with more people before they can live above the ground.

The symbiotes have let one of the researcher's bodies remain alive, but brainwashed her so that she has changed her name and personality. She believes she is Andrea Glantz, and becomes the school curator, with the goal of sexually liberating the Mälaren Islands' residents. Andrea is sent up to the surface to get people to have sex, and to search down in tunnels and basements where the symbiotes have the opportunity to crawl up and attach themselves.

To facilitate Andrea's work, they have sent her a machine made of meat and metal. The object, which is similar to a fan, has been attached outside one of the windows on the second floor of the house that Andrea rents. At night, it gives off one "flickering pulse" that causes those who see it to lose their sexual inhibitions. Over the next few days, the affected will not be able to stop talking about and thinking about sex. They also give in to their sexual desires. The girlfriend who secretly craves her boyfriend's brother will make it happen. The pensioners playing bridge and fantasizing about what they could do instead, lock the front door and go naked down to the extra beds in the basement.

The symbiotes are not interested in any form of violent or forced sex. The people who are affected only engage in voluntary and pleasurable sex.

HOOKS

- Something has happened to your shy friend Lisa. She doesn't seem to think of anything other than sex, and she doesn't stop talking about it either.
- Your parents said yesterday that they saw a "flickering pulse". You've heard them have sex all night, and although it is morning, they do not seem to be getting up to go to work.
- When you opened the door to one of the toilets at school, the principal and the caretaker were there. Naked. Even though they were ashamed and apologized, they couldn't stop.



SEXUALITY IN ROLEPLAYING

Some players are not interested in having sexuality in their role-playing games at all. Talk to them before you play this mystery, and ask how they want to play out mysteries that focus on sex and what they think about playing out a character's sexuality.

Do not describe the sex scenes in detail. Find out what happens, and cut to what the characters choose to do or to the next scene.

Players rarely think about being forced to play a character who gets sexually excited against his will. Should the characters be exposed to the flickering pulse, they must roll for Feel. If the roll succeeds, nothing happens. If they fail, you should explain how the light affects people. The player then decides how much or little they want to play their character's increased sex drive and reduced inhibitions. If they choose not to play this at all, neither you nor the other players should question this choice. Should any of the players choose to play their increased sex drive, you should be vigilant about signs that indicate that the other players are uncomfortable. If you suspect that this is happening, it is your responsibility to stop the game and talk about what level of detail everyone is comfortable with when playing out scenes where sex occurs.

The symbiotes grow by crawling up onto people who are having sex and penetrating them. People's bodies then merge with the creature. The victim does not die, but loses the ability to control his body. The creature grows and becomes stronger and more durable. The symbiote's adult form is a powerful, swirling lump of meat merged with human technology. They strive to get out of the tunnels and begin to transform the Earth's atmosphere so that they can create a colony.

Symbiotes are sensitive to certain frequencies of light. It is possible to build a lantern whose light causes their bodies to melt - which releases the people who have become part of their bodies.

COUNTDOWN

1. Andrea holds a big party for the local young people. She shows erotic films and distributes condoms and beer. Several teachers and the principal of the school show up, plus two police officers. Instead of breaking up the party, they settle down on the sofas and make out.
2. Several of the symbiotes have taken over human bodies and are growing. They can come up from the tunnels for short periods, or extend several meter-long tentacles from basements up through houses to loving couples on the upper floors.
3. Andrea gives a lecture in the basement of the vicarage about Jesus and sexuality. All the young people at school and their parents are invited. On stage, the machine stands, giving off the flickering pulse. The meeting quickly degenerates, and out of the ground crawl many symbiote-worms that curl up on the loving couples.

DISASTER

Several symbiotes have reached full size. They are floating lumps of meat and metal, with huge pink tentacles. They come out of the underground tunnels and move in groups around the islands, seeking to "absorb" the last people. Some people are kept alive but controlled. They will spread the rumor of an infection on the islands. The creatures need time to transform the environment so that it nourishes them, and is fatal to humans.

ANDREA GLANTZ [ANDREA CARTWRIGHT]

"Who wants to try the condom?"

Andrea believes she is a human being but is actually a creation of the symbiotes. Her only goal in life is to help people release the inhibitions that make them unhappy and lonely. Method one is sex education. Andrea has been working for a few weeks as school psychologist of the Kids' school. Should anyone try to make Andrea answer for cooperating with the symbiotes, she will pretend to realize that







what she is doing is wrong. She asks for help to stop the creatures, and then tries to trick the characters into basements so that the symbiotes can try to catch them.

Anyone who sees Andrea can't help but notice her big curly hair and her honest and intense smile. She seeks contact with people everywhere, and has the ability to make people feel comfortable talking about their most private thoughts.

Andrea has a Burning Conviction (FEEL) 2.

POSSIBLY MAYBE

As much as I definitely enjoy solitude

I wouldn't mind perhaps

Spending little time with you

Sometimes

Sometimes

Possibly maybe probably love

Possibly maybe probably love

BJÖRK – "POSSIBLY MAYBE"



RIKSENERGI



A man or woman named Selma has appeared in school, at home with one of the characters, or in another context – and everyone behaves as if she had always been there. In addition, she flirts awkwardly and strangely with someone who has become the focus of her affections.

THE TRUTH

The water masses in the Loop's depths have caused the Gravitron, the remarkable core of the particle

accelerator, to wake up and become aware of its own existence. It views the people from a distance, and yearns to experience human love.

The Gravitron has created several human clones that it has sent out of the tunnels to connect with their soul mates. It believes that human love means the end of its loneliness. All clones are called Selma. They are genderless and lack, like a Barbie doll, actual sex organs. Selma quickly finds a focus for her love, and tries to seduce her or him, but because the Gravitron is inex-

perienced in human relationships, she is awkward and misunderstands the human's signals.

Selma enters a context; a family, a club, or a workplace, and hypnotizes those who are there to believe that she has always been there. She tries to seduce one specific person, to join her and bring them down to the Gravitron.

The different clones are not aware of each other's existence. When they meet, they become upset, cry, question their own existence, or become furious and attack each other. They believe that they are human beings, and do not know that they have just been created down in the tunnels of the Loop.

One former researcher at the Loop by the name of Patricia Gronostaj has continued to keep an eye on the Gravitron, even after the flood that led to her losing her job. Patricia is aware that the Gravitron has awakened, and is looking for human love. She believes she knows that this will end in disaster in one way or another. The clones will not be able to experience true love, and certainly not human sexuality. Patricia is afraid of the reaction when this realization strikes the Gravitron. She believes there is a risk of an implosion that will create a black hole, which may devour the whole planet. Therefore, she has acquired a sniper rifle, and started killing the clones. When a Selma dies, it turns into a fine powder. Those who were hypnotized forget that she existed.

A few people, usually those who were down in the tunnels in the vicinity of the Gravitron, can resist the Selmas' hypnosis. They understand that she appeared out of nowhere, and see what happens to her when she is killed. The Kids have this ability.

If the Kids succeed in getting a Selma to understand who she is and what is happening, she will want to bring the characters down into the tunnels to meet her creator. If she succeeds, the Gravitron's reaction becomes powerful.

HOOKS

- This morning a strange man or woman sat at your breakfast table. Your parents and siblings behaved as if it were completely normal. They called her Selma, and she stared shamelessly at your mother.
- A new student named Selma has started in your class, but everyone behaves as if she has always been there. She looks at you all the time and has tried to talk to

you and touch you. The things she says are strange and disjointed. She seems to be in love with you.

- Your wrestling coach has an assistant coach named Selma, even though it is a man. He flirts with your coach and pauses in the middle of the training. No one else seems to think it's weird.

COUNTDOWN

1. A Selma is murdered in front of a Kid's eyes.
2. Another Selma is killed.
3. Another Selma is killed. Another Selma sees the murder and gathers the remaining Selmas. They decide to turn against Patricia.

DISASTER

The Selmas kill Patricia. They walk down to their creator. The Gravitron realizes the fruitlessness in its longing for human love, and allows its creations to cease to exist. The Gravitron's grief creates electromagnetic waves that break all electronics in the Mälaren Islands. The Gravitron begins to look for a new way of entering into a relationship with another consciousness.

PATRICIA GRANOSTAJ

"It has taken me years to realize that everything created by man must be destroyed."

Already in her teens, Patricia had decided to devote her life to understanding the Gravitron. In her twenties, she was employed as one of the youngest researchers at the Loop. When, for the first time, she had to step down into the tunnels and visit the Loop's heart, she was not in awe as she expected, but frightened. Patricia realized that the Gravitron could wipe them all out. When she lost her job, she devoted all her time to studying and collecting facts about the Gravitron. She is afraid it will destroy the Earth, or try to control or wipe out humanity.

Patricia is a short, dark-haired woman. She wears simple clothes, and is good at blending in and not being visible. All of her thoughts revolve around finding a way to stop or shut down the Gravitron.

Patricia is a talented researcher who has practiced shooting for many years (**PHYSICS and TECHNOLOGY**) 2.

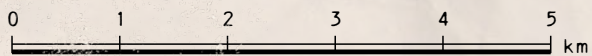







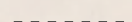
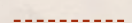
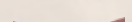


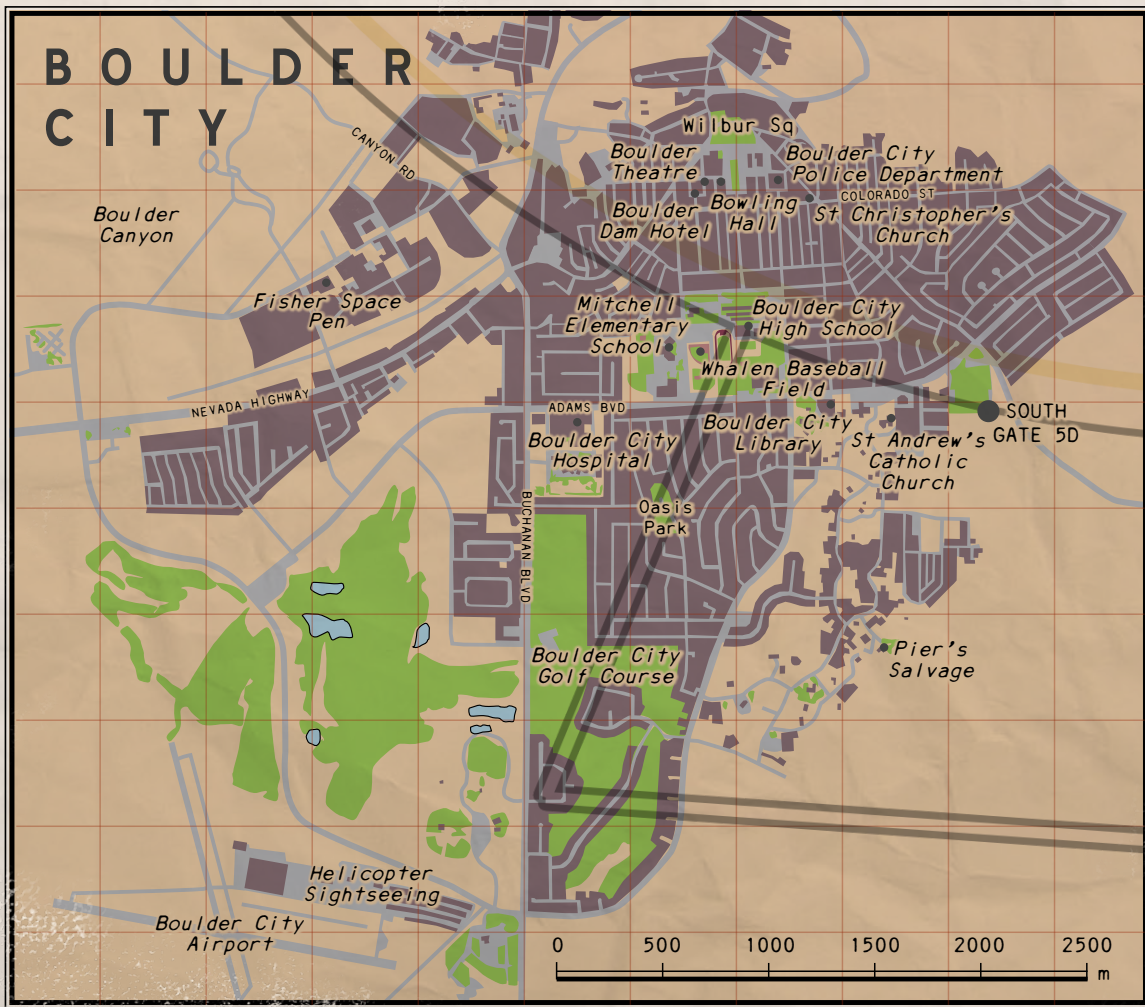




BOULDER CITY THE LOOP AREA MAP



-  Park/Forest
-  Hills/Mountains
-  Populated Area
-  Buildings
-  Service Tunnel
-  Ferry Route
-  Transport Tunnel
-  Civilian Road



There are rumors of a mechanical contraption that roams around the fields outside the small communities of the Mälaren Islands. At the same time, flyers asking for information on lost pets are increasing on the bulletin board outside the grocery store. On TV, the weatherman speaks of "random storm gusts" – and hasn't there been severely bad weather the past few nights?

This is the beginning of a series of mysteries that lead the children out into the wilderness of The Loop and down into its secret tunnels. But what does this all have to do with the long-awaited summer camp, the magnetriner ship *Susi Talvi*, and the 1969 moon landing?

This book includes:

- ***The Animal Ark.*** Where in the Kids investigate a missing pet and end up in a very strange storm.
- ***Summer Camp.*** Summer break is finally here, and the Kids are sent to summer camp. But playing and swimming quickly turn to heart-racing terror and confusion when the children wake up in a completely different summer – in another time.
- ***The Storm in the Hourglass.*** Curious exploration leads the Kids beyond the cordon, to unstable bubbles of time and space, whose origins lie somewhere in the depths of the Gravitron.
- ***Secret Places.*** A new mystery landscape, full of hooks and intriguing characters.
- ***The Mystery Machine.*** Create new mysteries, or take a look at your growing adventure landscape via an all-encompassing scenario and character generator.
- ***Mix-CD of Mysteries.*** Eight short mysteries based on hit songs from the '90s.

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**THINGS
FROM
THE
FLOOD**



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