

FREE LEAGUE

TALES FROM THE LOOP

THE RECYCLED BOY

FOR THE GAMEMASTER ONLY

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What if your friend suddenly isn't himself anymore? What if he accuses you of wanting to hurt him? And what if he disappears and strange things start to happen all around you?

This is an introductory Mystery designed to be played with the pre-generated Kids in this starter set. When you see a word in [brackets], it is the alternative place or name meant to be used in the Boulder City setting.

THE TRUTH OF THE MYSTERY

The two scientists Kerstin [Christine] and Anders [Arnold] found love, and each other, late in life. And when they did, they desperately wanted to have a kid. When they found out that neither of them could become parents in a biological way, they were devastated. Since they were both scientists, they turned to technology to solve the problem.

The newly wed Kerstin and Anders Ång moved to Mäläröarna [Boulder City] a year ago and started to work at the Loop. But on evenings and weekends they used parts from scrapped robots stolen from their workplace to build a robotic boy, and when he came to life, they named him Pelle [Charlie].

Pelle did not know he was a robot, even though he had to “sleep” in a magnetic re-charger every night, to help him organize his memories and thoughts. He started school after the summer-break, like all other kids, and he was very well liked by both pupils, teachers and other parents, thanks in no small part to the programming bestowed upon him by Kerstin and Anders.

The problems started two days ago. Pelle was playing by himself in the street outside the house when another kid's father accidentally ran into him with his car. At first it seemed like Pelle was okay – he even talked to the man who ran into him and agreed not to tell anyone what happened. But the programming in his electronic brain had started to malfunction.

That night Pelle experienced strange dreams where he solved extremely complicated mathematical problems. When he woke up, he realized that his intellectual capabilities had increased dramatically – the world looked entirely different to him. He became confused and started to think that the souls of famous scientists from the past had entered his body to become one with his mind.

Pelle now began to see himself as a collective of brilliant minds, and he, or “they,” were certain of two things: The first was that it was no coincidence that brilliant people had gathered here and now – humanity must be under some kind of attack, and it was up to them to save everyone else. And the second thing was that someone or something – maybe a strange cult, or some government agents, or aliens, or evil androids – wanted to stop them.

Kerstin and Anders didn't realize, until it was too late, that the “brain” of their robot-boy was running on overdrive – processing at such speed that it threat-

BEFORE YOU START

Do these things before you start:

1. Read the Mystery and, if you like, print out the handouts on pages 8 and 9. They can be downloaded at the Free League website.
2. Let the players decide which Kid they want to play. If you have fewer than five players, use the Kids in the order numbered.
3. Tell them they all live in, or close to Stenhamra [Boulder City].
4. Talk about the Kids and their relationships to each other, and help the players flesh them out by asking questions, such as if they have siblings, and what they think about school, etc.
5. Let each player describe their Kid to the rest of you.



RIKSENERGI



RIKSENERGI

ened to burn itself out. When they finally understood, Pelle had already gotten the idea that his real parents had been substituted for fake parents – agents for the enemy – and he ran away from home.

Pelle took shelter in one of the Cooling Towers on Munsö [Above the Main Reactor], and he found a way to connect himself to the Loop network. Soon he had re-built an old Control Glove – a steering device for robots – so that he could use the Loop’s network to send out magnetic and electric waves that could turn on and off any electronic device on the islands, or even overload them, turning household machines into lethal objects. And he started to defend himself against an enemy that seemed to grow even more frightening with every passing minute.

Pelle’s parents are desperate to find him before his mind burns out. But since Pelle is made of stolen components they don’t dare go to the police. And because Pelle thinks they are evil and may try to hurt them, they are hiding from him in the family’s boat, unsure how to proceed.

INTRODUCING THE KIDS

Set a scene for each of the Kids in Everyday Life, with or without Trouble. In the boxed text Starting scenes in Everyday Life some examples can be found. Let the players describe what things look like and how they feel; ask them how they live, and let them decide things about their Kid and his or her family. Don’t try to control the scenes, but let them play out naturally. If Trouble comes up, the Kid involved may try to overcome it, and the player may roll dice for a skill.

INTRODUCING THE MYSTERY

Set a scene where some of the Kids come to school in the morning, maybe a little late. At a distance they see a lot of people standing outside, and there is a service truck from Riksenergi [DART] and a big robot – the kind the Kids sometimes see working at a construction site near the school.

When the Kids come closer, they see that the front door of the school entrance has been torn off and thrown way out into the bushes. One of their teachers

ABOUT PELLE

If the players have any questions about Pelle before you start playing, these are things you can tell them.

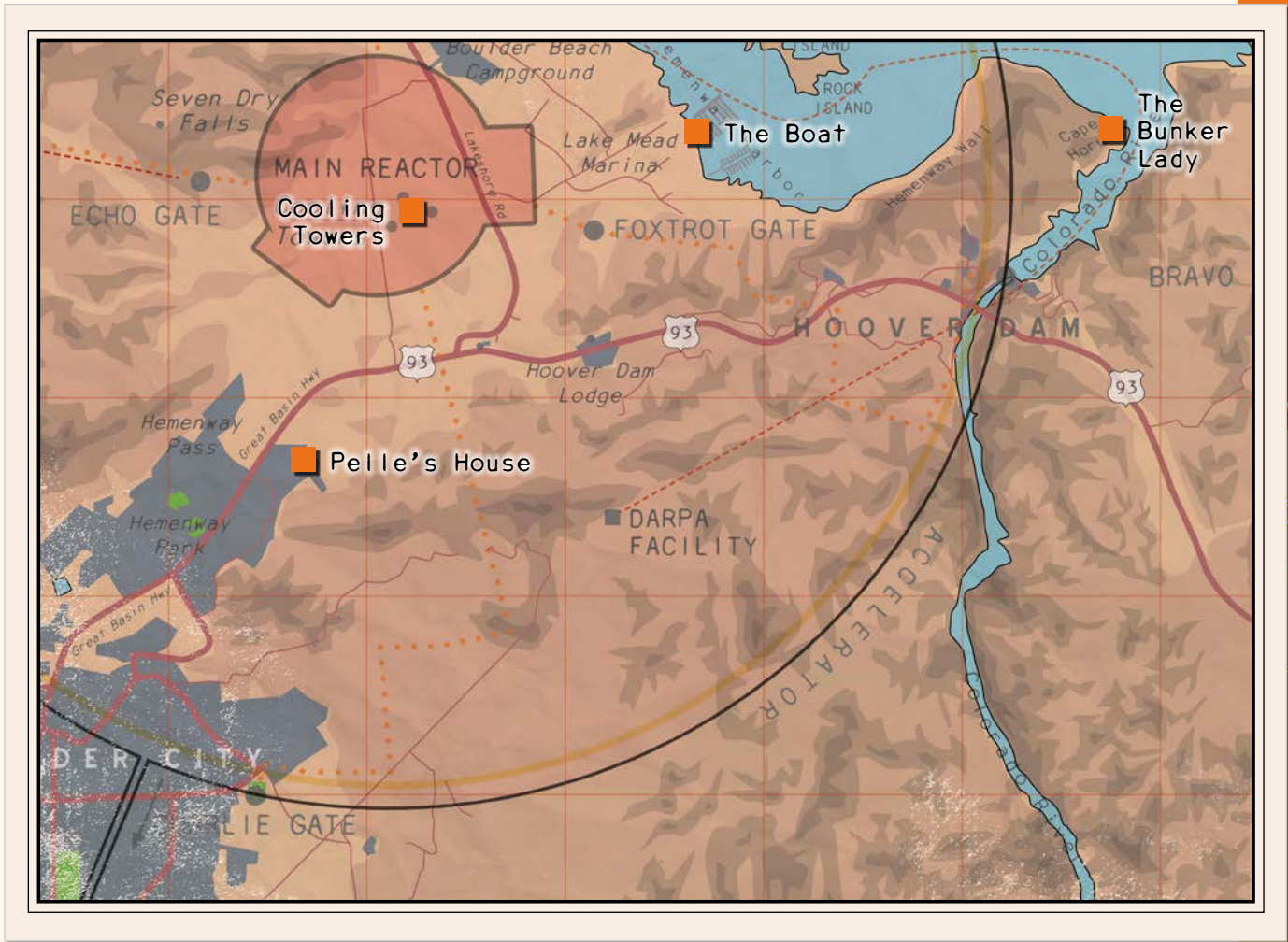
- Pelle started in the Kids’ school after the summer break.
- Pelle is 12 years old and is in Tim’s class.
- Everyone seems to like Pelle, and he is good at both sports and schoolwork.
- Pelle’s parents work at the Loop.
- Pelle lives in a house outside Stenhamra [Boulder City].

STARTING SCENES IN EVERYDAY LIFE

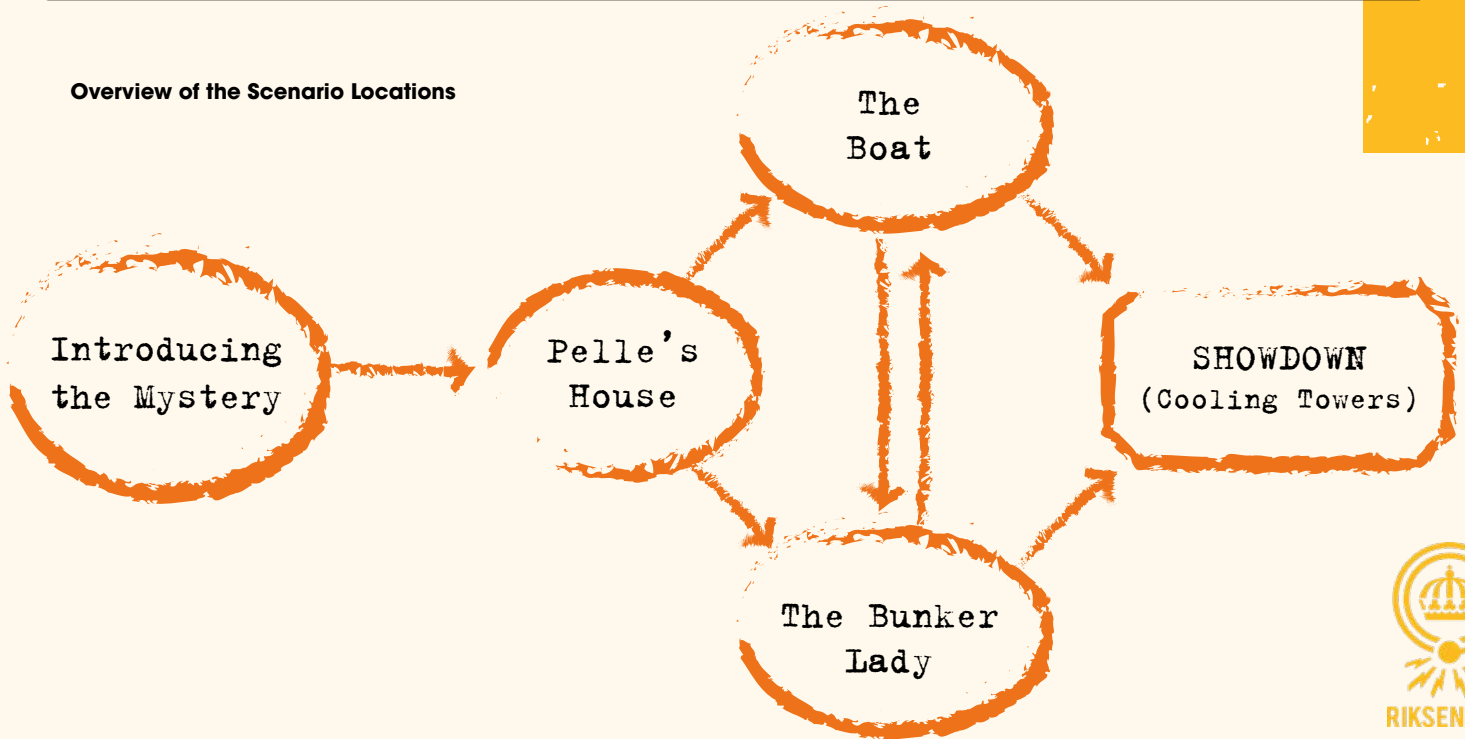
These are examples of starting scenes for the Kids:

- **Maria:** Some of the other popular Kids tell Maria a rumor that Tim has a love affair with the cleaning lady at school.
- **Tim:** A group of bullies stop him on his way to school to harass him – saying that his mother is a drunk.
- **Fredrik:** He overhears his father crying and talking to his mother. If Fredrik keeps listening the father says that he accidentally hit a kid with his car the other day.
- **Isabella:** Her mother knocks on the door to her room, to tell her that another Kid’s mother called and said that a brooch disappeared the last time Isabella was there, playing with the other Kid.
- **Linda:** Neither her mother nor her father get out of bed in the morning. Linda has to make her own breakfast while the photograph of her dead brother, hanging on the wall, keeps staring at her.





Overview of the Scenario Locations



SCENES FROM EVERYDAY LIFE

These are examples of Everyday Life scenes you can set during the Mystery:

- **Maria:** She sees some Kids corner Isabella, saying she stole something from them/ Maria is having a nice moment with the other girls, who adore her/ Another Kid has found Maria's lost diary
- **Tim:** Mom is drunk again/ Fredrik's parents are comforting Tim/ The strange lady at the library has found that odd book Tim has been looking for
- **Fredrik:** His parents are having a big argument, screaming that they hate each other/ the coach talks to Fredrik and says that he has to focus more on his training, and less on that girl Maria/ One of his friends says that he has seen Tim look at Maria with loving eyes
- **Isabella:** Another kid is being mean/ Mom asks her why she can't be more like her big sister/ She gets an opportunity to steal something valuable
- **Linda:** Dad has been sitting all day on a bench in town crying/ The ghost of her brother comes to her in a dream, saying that she must find a way to go on without him/ She finds a note where Maria has scribbled "Tim" with a heart around it



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the players get stuck trying to solve the Mystery, encourage them to use the skill **CONTACT**, to find a person that can steer them in the right direction. Any Handouts found by the Kids should be given to the players to study. Ask one of them to read the text out loud to the others.

The Kids will probably go to the different Locations described below to look for clues. In between these scenes, you should set scenes from Everyday Life, and advance the Countdown (see the boxed text) and set one or several scenes for each step.

There are three Locations in this Mystery: Pelle's House, The Boat and the Bunker Lady. Clues at these Locations will lead to the Showdown, in one of the Cooler Towers where Pelle is hiding.

LOCATION 1: PELLE'S HOUSE

Pelle and his parents Anders and Kerstin live in a secluded house on the outskirts of Stenhamra [Boulder City]. It is a strange, three-story wooden house. The main floor is the living area with a kitchen and living room; the second floor is the sleeping area, and the third floor is a workspace filled with computers and odd technological components – there is even a big wire connecting the house to the Loop facilities. Outside there are two silos filled with an experimental type of food for fish, serpents and turtles – Kerstin's hobby, at the moment.

The whole building is filled with aquariums housing animals, big and small. Some tanks sit on the ground, others hang from the ceiling. All of them radiate a strange light – and the sound from the cleaning systems in the multitude of aquariums can be heard throughout the building. The only animal not contained in a tank is the enormous Iguana "Nöffe" [Porcky] – an old and rather obese lady lizard who is usually friendly towards strangers.

TROUBLE

All windows as well as the entrance door are connected to an alarm system that is well-hidden. The Kids must **INVESTIGATE** to even find it, and if they do, they may try to disconnect it with **TINKER**.



If the alarm is triggered, red lights flash on throughout the second floor of the house, and on the family's boat in the harbor (See Location 2). Also, a small flying robot in the shape of a butterfly takes to the air on the ground floor. It will attack any intruders with small darts filled with a chemical substance that makes the victim fall asleep for three hours. The robot has three darts. The Kids may try to avoid being hit with **MOVE**, and they can try to destroy or disarm the robot with **FORCE** or **TINKER**.

Ten minutes after the alarm goes off, a police car with two officers arrives at the house. If the Kids are caught, they will have to explain their behavior to their parents.

CLUES

In Pelle's bedroom on the second floor the Kids see his strange bed – a mechanical construction where he sits up all night, connected to a computer that organizes his memories and thought processes.

If the Kids try to hack this or any of the computers on the third floor they must use **PROGRAM** to get past the security systems. On the computers, the Kids find an Alarm report, see Handout #1.

COUNTDOWN

Advance the countdown when it feels right. Set a scene about what happens.

1. Pelle uses his ability to control technology to let ordinary machines like lawnmowers, toasters, hairdryers and stereos run amok, burning people using them, playing music extremely loud and backwards, and chasing people in their gardens.
2. Pelle shuts off all electricity in and around Stenhamra [Boulder City], except in his own house – since he cares for the animals living there. He takes control of several robots and makes them walk around in and around Stenhamra looking for the two agents pretending to be his parents. The robots stop responding to their handlers' instructions, and they tend to stand close to people trying to hear what they say, even stepping into gardens, opening doors and searching basements, garages and storage rooms.
3. By accident, a police car drives by the Cooling Towers and the officers see Pelle. They park their car nearby and use a megaphone to tell him to come down. Pelle climbs down, but uses his Control Glove to make a robot attack the police, chasing them away and tearing their car to bits. Soon more police arrive, encircling the Cooling Towers.



SHORT ON TIME?

If you are short on time and want to finish the Mystery in one sitting you can remove the Clues at Location 2 and 3 that point to each other, so that the only way to go is to the Showdown. You could also set fewer scenes from Everyday Life and let the events from the Countdown be shown in the background, while other things are going on - or skip them altogether.

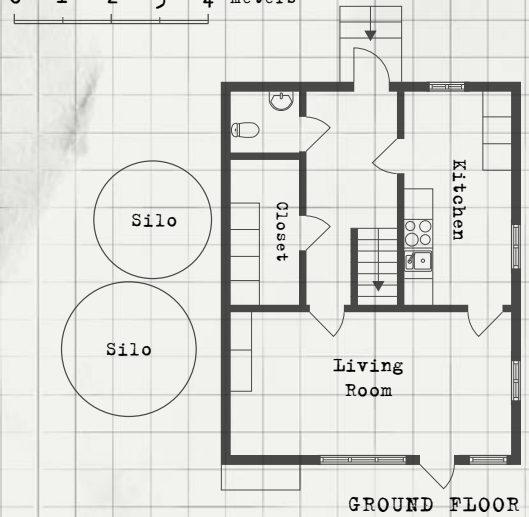


Handout #1: Alarm Report

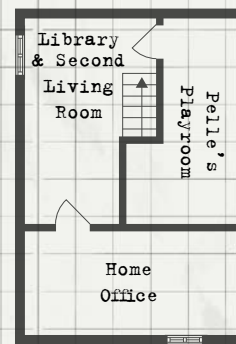
```
Code 45.876.98-091H76
System alarm. Undiagnosed existential dilemma in
sector 5, 3 and 67. Probable trauma to bio-
electrical neuro-processor. Radical system shift, no
possible system change projection. Danger to
system or other life form estimated to be 98.76%.
Attempt 1 to reboot system. Failed.
Attempt 2 to reboot system. Failed.
Attempt 3 to reboot system. Failed.
Attempt 4 to reboot system. Failed.
Attempt 5 to reboot system. Failed.
Attempt 6 to reboot system. Failed.
Attempt 7 to reboot system. Failed.
Attempt 8 to reboot system. Failed.
Attempt 9 to reboot system. Failed.
System will be shut down. Failed.
Override. System alarm 45.76.98-1987. Failed
Warning. Cognitive overload is imminent, all sys-
tems in danger. Burnout estimated within 48 hours.
```

Pelle's House

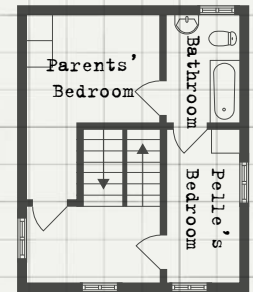
0 1 2 3 4 meters



GROUND FLOOR



SECOND FLOOR



FIRST FLOOR

If the Kids **INVESTIGATE**, they notice a lot of pictures hanging on the walls, of the family, onboard a boat named Mileva. The pictures are taken in the harbor in Törnbyviken, south of Stenhamra **[Lake Mead Marina]**.

If the Kids look at the kitchen table, or if they succeed with **INVESTIGATE**, they find an unfinished Letter to the Bunker Lady (Location 3), see Handout #2. A Kid can use **COMPREHEND** to remember where the bunker on Göholmen **[Cape Horn]** is, or they can use **CONTACT** to talk to someone who knows where it is.

Dear Sister!

I write to you now with trembling hands, with the knowledge that all that really matters to me - my little boy - could have been taken away from me just a couple of minutes ago. I saw it through the window, how Pelle was run over by a car, and you-know-who, was driving it. Before I could run out from the house Pelle was up on his feet, and they talked to each other, and then he came in. I was frozen to my chair, and still can't feel my feet and hands. But my head is full of images of what could have happened. Dear sister, they are gruesome pictures.



The strangest thing is that Pelle won't admit that it happened, though I saw it with my own eyes! Should I seek help? I know he won't agree to have his head examined - he became very upset when I asked to look at him.

Everything is so fine right now, and maybe that makes me overreact? The move here has become everything we could have hoped for. Pelle has made friends at school, and he is doing well with homework and sports. I just don't want to think about what we will do in a couple of years when we have to move away again.

I hope we can go somewhere close to here, so that we can still see you.

How are your projects going? I hate thinking of you in that smelly little bunker on Gåholmen (*Cape Horn*). You know you can always stay here, but I won't nag about it anymore.



Pelle is doing something upstairs, he talks to himself, as if he is upset, and he throws things on the floor. I better go see if he is okay.



THE SECRET LOVE AFFAIR

The pre-generated Kid Fredrik contains information that suggests that his father may have a secret love affair with Kerstin, which is also indicated in Kerstin's letter to the Bunker Lady. It is up to you and Fredrik's player to decide if it is true, or just some kind of misunderstanding. A fun thing is to not decide before you start to play, and then let things that happen in the game point in one direction or the other.

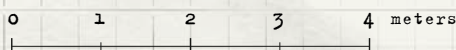
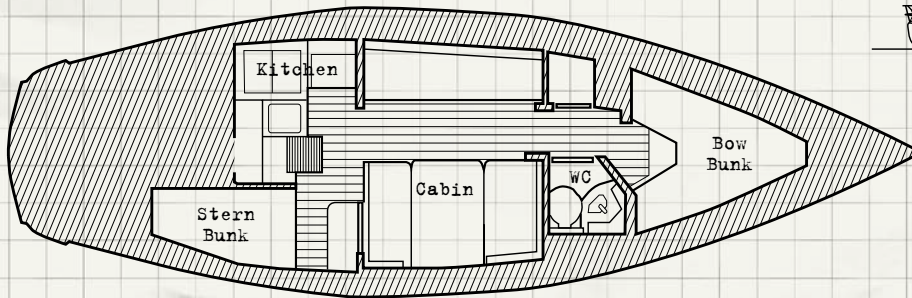
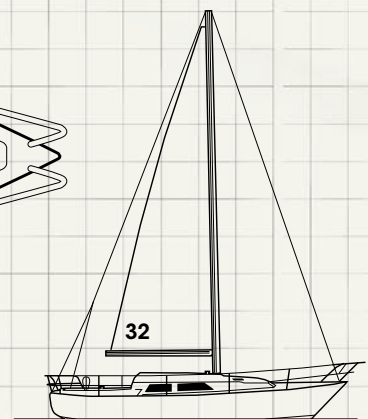
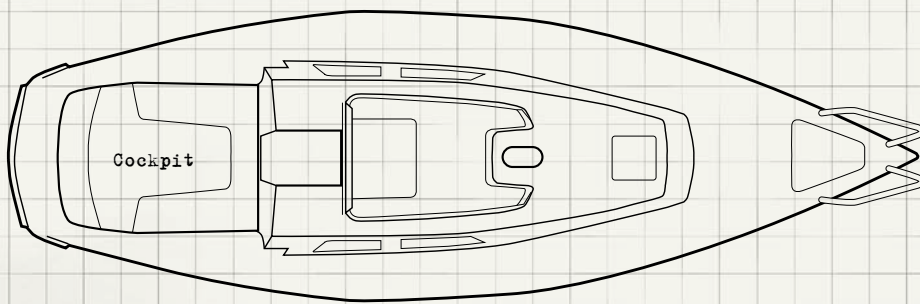


LOCATION 2: THE BOAT

The Ång family has a beloved boat in the harbor in Törnbyviken, south of Stenhamra [Lake Mead Marina]. Kerstin and Anders are hiding there now, trying to come up with a plan. The last time they saw Pelle, he talked to them as if they were strangers who wanted to hurt him, and he threatened to attack if they came close. Kerstin and Anders are also thinking about what will happen if Pelle is picked up by the police, or if anyone finds out that he is built from stolen robotic components from the Loop.

The Boat is a small sailboat with an outboard motor, and is named Mileva after the Serbian Mathematician Mileva Marić. The boat is anchored out on the water, so that the police or Pelle will not be able to reach it. Since it is windy and rainy, and the Ångs are fully focused on their computer screens, trying to save their child with mathematical equations and technological inventions, they won't hear if the Kids try to contact them from the pier.

"MILEVA" - The Boat



TROUBLE

Kerstin and Anders have built a robotic “watchdog” that swims in the water around the boat. It is an underwater robot assembled mostly from scrap, like plastic bags, and it looks like a big jellyfish.

If the Kids swim or use a rowboat, the robot will notice that something is approaching and start its warning system – it glows with multi-colored bioluminescence and rotates in the water, creating plenty of bubbles, as if the water around it is boiling.

The Kids may try to **SNEAK** past it, **MOVE** really quickly or try to take it apart with **TINKER** or **FORCE**. If they fail, the robot throws out robotic tentacles, armed with the same kind of nematocysts that jellyfish use to sting other animals. The sting hits several Kids at once, making them Scared. The Kids may try to get past it again, but if they are hit a second time, they will be Injured.

Five minutes after the robotic watchdog starts its warning system, Kerstin and Anders both appear on the deck of the boat.

CLUES

Anders and Kerstin are at first reluctant to tell the Kids what they know, but can be **CHARMED** into spilling the beans. They tell the Kids that Pelle is in fact a robot, but at the same time, he is their beloved son, and they want everything to become as it was before. Something has affected Pelle’s processing system, which made his thinking go into overdrive. This caused him to become extremely smart, but at the same time, incredibly confused. The worst part is that the system is about to break down, which will destroy him.

They tell the Kids that Pelle doesn’t know that he is a robot – he thinks that the souls of dead scientists have taken up residence inside him, and that everyone else on the island wants to stop him from saving the world. The last time Kerstin and Anders saw Pelle he threatened them, and they are afraid of what he will do. They are pretty sure that he is the one shutting down and manipulating electrical devices in Stenhamra. Anders and Kerstin ask the Kids to not tell anyone about Pelle, and if they see him, to try to make him come back home so that they can fix the damage to his electronic brain.

The couple has different thoughts on where they think Pelle is. Kerstin is pretty sure that he is hiding with a friend of theirs, who Pelle thinks is his aunt, but who

really is a former employee at the Loop. She helped Kerstin and Anders build Pelle. Her name is Greta Hedberg [Rebecca Carson]. She is a loner, and lives in a bunker on Göholmen [Cape Horn].

Anders thinks maybe Pelle is hiding out somewhere close to the Cooling towers. He has always been drawn to them.

If the Kids don’t manage to **CHARM** Kerstin and Anders, they may either **SNEAK** after one of them when they go see the Bunker Lady, or they can use **CONTACT** to find someone who knows that she is a friend of Pelle’s parents.

**LOCATION 3:
THE BUNKER LADY**

The Bunker Lady, or Greta Hedberg [Rebecca Carson], has been hiding from mankind for several years – she doesn’t want to take part in the hypocrisy of building a world filled with war, chemical waste and lies, while simultaneously bringing up children and promising them a bright future. But she has had contact with Kerstin and Anders, since she and Kerstin have been friends for many years. It was Greta’s brilliant mind who made it possible to build Pelle – and maybe some of Greta’s paranoia leaked into the programming, causing Pelle’s mind to eventually run amok.

It is hard to spot the bunker from a distance – it is just a grassy hill in the landscape – but if you come close you can see the round metallic door on the ground. The door is actually unlocked, since people seldom come here. Inside there are three rooms filled with half-built robots and strange mechanical object walking around on legs, flying, or crawling on the ceiling. Everything is blinking and making strange sounds, as if the machines are talking to each other. Greta is most often in the workroom in the inner parts of the bunker.

TROUBLE

All the machines but one will stop whatever they are doing and stay still when the Kids walk into the bunker. From within the darkness a big and bulky robot starts moving towards them, and with a soft voice it says “mum?” This is the Baby-Robot.

The Baby-Robot will try to hug one or two Kids and hold them close. The Kids may try to **MOVE** past



it. If they fail, they are taken into its arms, and it starts crying in a fake, mechanical way while it repeats, “baby, sad.” A Kid who is taken into its arm gets Upset, and once caught, the Kid needs two successes with **FORCE** to get free. Fortunately, Greta soon hears what is happening and comes out with a key that shuts the Baby-Robot down, freeing the Kid.

Greta is very suspicious towards strangers, even though she likes Kids more than adults. The Kids must try to make her trust them by using **CHARM**. If they use **EMPATHIZE**, they will understand that the best way to make her trust them is to say that they are friends of Pelle, and that they want him to come back to school.

CLUES

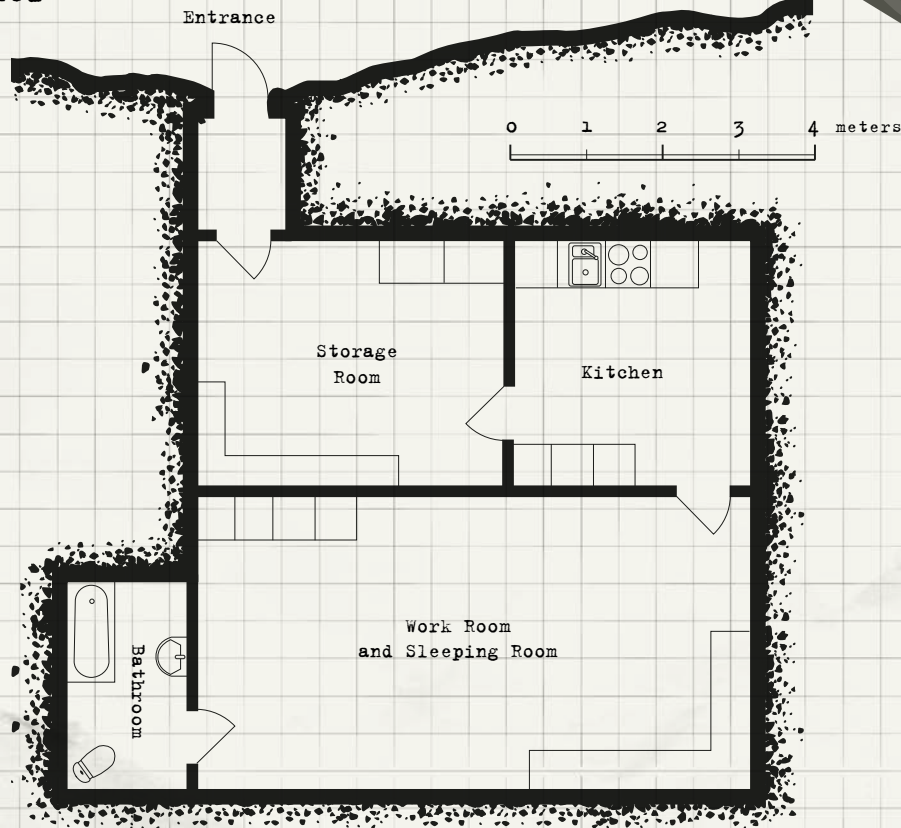
Greta will tell the Kids that Pelle either is hiding in the family’s boat at the harbor in Törnbyviken, south of Stenhamra [[Lake Mead Marina](#)], or somewhere close to the Cooling Towers. She gives the Kids an Object: a Remote Destabilizer (see the boxed text to the right).

REMOTE DESTABILIZER

The destabilizer is a TV remote that has been rebuilt so that it can be used to hack computer systems and robots from a distance - but it only works on things Greta Hedberg has built. The remote could be used in the Showdown, and it gives a bonus of +2.



The Bunker



THE SHOWDOWN

The three Cooling Towers are positioned above the Loop reactor, and can be spotted from all over the area. At 6 pm every day, a siren is heard from the towers, which is when the fifteen demister vaults in the towers are reset. These giant, technical marvels have intrigued Pelle since he was created, and he is hiding in one of them.

The towers are surrounded by a metal fence, and a couple of times a day two tired guards stroll around it. If the Kids **INVESTIGATE** the fence, they see that a hole – big enough for a Kid – has been cut through it. They find the hole even if they fail the skill check, but then the guards have spotted them.

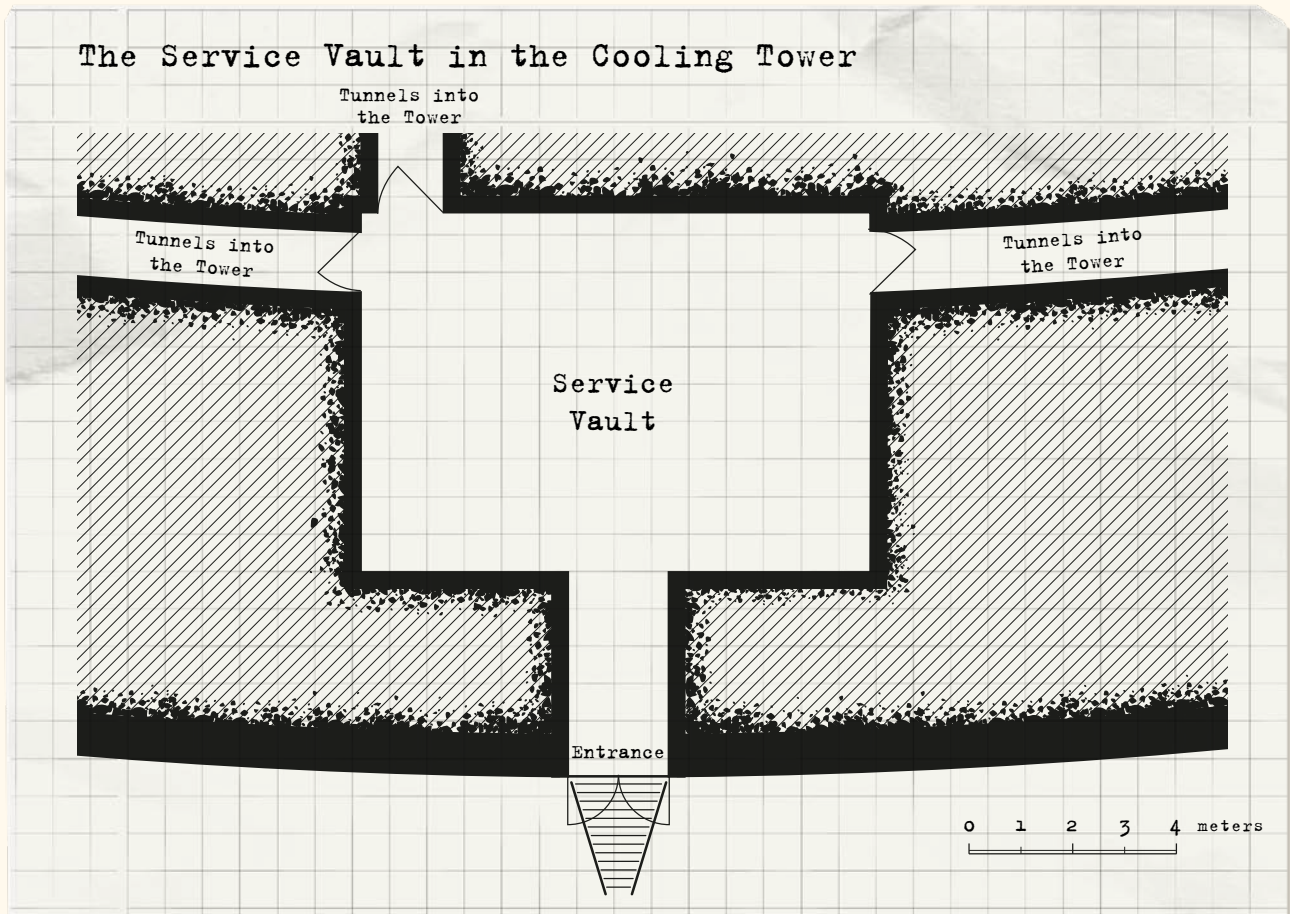
On the other side of the hole they can see a ladder on the closest tower, leading up to a service vault. The door to the vault is not really closed, since Pelle had to break it in order to enter.

The Kids may call on Pelle to come talk to them, and if so, the Showdown takes place with Pelle standing in the entrance to the vault, and the Kids on the ground. Or they can climb the ladder and confront Pelle in the vault.

Whichever way the Kids chose, this should be played out as an Extended Trouble, with a Normal Threat level (see page 28 in the rulebook). Remember that you and the players have to decide what the Stake is before you roll the dice – what are the Kids trying to achieve? Do they want to immobilize or even destroy Pelle, or will they try to convince him to let his parents reprogram him? The next step is to ask each player what their Kid will do. Then you let one Kid at a time act – let the player describe what the Kid does, and then roll the dice.

Pelle believes that the Kids are part of a conspiracy to prevent him and the other minds inside him from saving the world. He will at first ask the Kids to leave, but if they don't, he will become hostile, attacking them with the electrical and mechanical devices he has collected in the vault: flying toys, robotic arms, a lawnmower, and even a strange light system created to move around on a dance floor.

Count the Kids' successes and look at the table: Showdown Outcome, to see what happens.





SHOWDOWN OUTCOME

Count the numbers of successes and see what happens:

- Less than half of the Threat level: Complete Failure. Pelle's mind suddenly overloads and breaks down. He is now only a piece of metal and can't be restored. Within a few days Kerstin and Anders leave the islands.
- Half or more of the Threat level: The Kids can check conditions to get additional successes to reach the Threat level. If they don't, it counts as a Complete Failure. But if the Kids reach the Threat level this way, it counts as a Compromise. Pelle breaks down but can later be restored by his parents. But afterwards something is always a little off with Pelle.
- Reach the Threat level: The Kids achieve their goal and overcome the Trouble. If they talked Pelle into going with them to see Kerstin and Anders, they restore him, and the next day he is back in school.



AFTERMATH

Let each Kid have a scene from Everyday Life, either set by you or the player. You could also set a scene where the Kids meet Pelle again, or see his parents leaving the islands.

CHANGE

In the full *Tales from the Loop* rulebook, there are rules for experience, making the Kids more skilled with each Mystery they solve. You can use them if you want to keep playing with the same Kids.

NPCS

These are the important NPCs in the Mystery.



PELLE ÄNG [CHARLIE BRADFORD]

"I speak for all of us when I say that we don't want to hurt you, but we will if we must."

Pelle is a blond 12-year-old boy, kind of small for his age, with a sweet face. He is really smart and likable, and good at both sports and school. But the truth is, of course, that he is a robot – the masterpiece of the brilliant robot creator Greta Hedberg.

In his current shape, Pelle's mind is speeding out of control. He sees everything in logarithms and can solve every possible mathematical puzzle – even philosophical problems like the meaning of life – but he is also about to burn out. Pelle thinks that he is now a "we", a collective made up of the souls of dead scientists, brought to this time and place to prevent something horrible from happening. Everyone else seems to want to stop him, or even hurt him – especially his parents.

In his hideout in the Cooling Tower Pelle has collected an assortment of robotic toys. Also, he has a Control Glove that he can use to take control over and even reprogram robots and electronic devices at a distance. When he is in the tower, he can connect the Glove to the Loop network and send out waves of magnetism and electricity over the islands, making ordinary electronic things shut down or go berserk.





KERSTIN AND ANDERS ÄNG [CHRISTINE AND ARNOLD BRADFORD]

“Must we fight about this right now? I’m about to finish an equation that solves all this, and these Kids seem to be wet and cold.”

These brilliant, but rather strange, specimens of humanity counted on never meeting anyone to love, and they were both surprised when they found each other. Unfortunately, both of them turned out to be rather hard to live with, and their many quarrels almost made them break up, until they created Pelle - the child that would keep them together for eternity. Kerstin and Anders still fight, but they love their son above all else, and would give their lives for this robot.

Kerstin is a tall, red-haired woman who is most comfortable with lizards, fish and robots. She comes off as eternally distracted since she is always solving problems in her head.

Anders is a small and very shy man who desperately smiles and cracks incomprehensible jokes whenever he is in the presence of people other than Kerstin, Pelle or Greta.

THE BUNKER LADY

“Unfortunately, stupidity and prejudice are more distinguishing characteristics for the human race than compassion, don’t you agree?”

The Lady in the Bunker, or Greta Hedberg [Rebecca Carson], is the source of many a myth spread amongst the teens on the islands, about strange witches and



trolls. But actually, she is just a former employee at the Loop, who one day decided that she couldn’t be part of a society she loathed for its inhumanity, falseness and inability to care for the weak. She is now living in “her” bunker - an old military defense post - and she makes the money she needs by creating or rebuilding robots and other electronic devices for people she likes, such as Kerstin and Anders. She sees Kerstin as her sister, and Pelle as her nephew, and will do anything to save him.

Greta is a rather smelly old lady who wears whatever clothes are available, and who hasn’t touched a comb or makeup in many years. She says and does what she wants - but she is a kind person who constantly tries to do the right thing.

THE BABY-ROBOT

“I love you, mom!”

This was the result of the first failed attempt to build Pelle. Greta has meant to take it apart for a long time but has started to grow fond of the big robotic baby. The Baby-Robot is as big as a human but built in the shape of a baby, and only parts of it are covered in “skin.” Its programming is not working well, and it sees all humans as its mother, and it wants to hug her, and tell her that it loves her, and cry in her arms.

