

TALES FROM THE LOOP - HALLOWEEN SPECIAL

SETUP

Start of session:

- Character creation (p49)
- Define the group's Hideout (p63)
- Answer Gamemaster's Questions (p63)

Rules

- Roll D6s equal to skill + attribute
- Iconic Item - +2 dice to roll (when appropriate)
- Pride - gives you an automatic success (once per mystery)
- Luck - spend luck to reroll all failed dice (only one luck per roll)
- Push roll - mark condition, reroll all failed dice

SCENARIO SUMMARY

Sheriff Brazos stumbled upon an old, abandoned Russian number station hidden within the town of Boulder City, Nevada. In there, he was able to find a bunch of old projects that they were working on in secret.

On Halloween night, he activates a psychological warfare measure they invented, a radio broadcast (in the form of a War of the Worlds-style presentation) that will be believed by anyone who listens to it, inducing fear and paranoia in the listener. In order to prevent it from affecting children, there's a masking noise that can only be heard by people under 18 that neutralizes the effects. He wants to test his new robotic police units, using this panic as an excuse.

When the chaos starts to build, he's going to have the children sent to the school and the adults sent to the church, where he will deploy most of the robots to test their efficiency as people start turning on each other.

OPENING

Mundane Life

Start with each player narrating a scene with their kid in school. Show mundane life, have them interact with teachers and friends. Are they wearing their costumes to school? What clubs are they in? How much do they like Halloween?

Trick R Treating

Everyone is meeting up to go trick or treating. Do you still care about this? Are you over trick or treating? Do you like the scares or the candy more? Are you up to pranks tonight?

All your parents know each other, and they are going to a big Halloween Party together at Patty Merchant's house.

First House: Kid answers the door. Stuck at home tonight with parents, grounded. Parents are there, but it looks like they are glued to a radio broadcast that appears to be starting. If you try to listen, it's hard to do so because of a noise that drowns it out a bit. Can do a BODY or COMPREHEND roll to try to listen to it, sounds like an emergency broadcast that is talking about an increased police presence around the perimeter of the city, as something needs to be quarantined within. Doesn't appear to be anything like that going on in the city.

Second House: Adult answers the door, asks the kids what the hell they are still doing outside. Tells them to get inside and off the streets. At this point, the broadcast is going, telling people that there are battles going on just outside of Boulder City between people and aliens, but the people are starting to push back. Tries to drag the kids inside to lock them in for the night, and needs to figure out a way to get away from them.

The next houses all are locked up, despite the fact that lights are clearly on. No one will answer the door (unless you go to the house of an anchor). Kids in the street start looking worried, if you talk to them they will mention that they're just going to start causing mischief (egging houses, TPing trees).

Mischief caused by kids eventually brings out a police robot, chases them off. Speaker on the robot announces that all kids should report to **Boulder City High School** for a mandatory curfew for their own safety.

Parents' Party: Everyone is fully paranoid at this point. They've boarded up the windows and gotten armed with makeshift weapons. Told to go to **St Christopher's Church** where they are organizing the resistance.

- Find a way to TURN OFF THE RADIO (protected by people who are looking for the latest) and then CONVINCED ADULTS, they will calm down and go back to normal

HUNTING DOWN THE SIGNAL

The Streets

At this point, most adults are in massive, violent paranoia. Going into the streets, you will see people with makeshift melee weapons roaming the streets in packs, threatening people. Many are heading to the Church per instructions.

Rowdy adults will be dealt with my POLICE ROBOTS (as will parents that seem to not be complying after brainwashing wears off).

Radio Station

Find DJ, he's a conspiracy guy, points you to the Drive In, which contains a Russian Numbers Station below it

Boulder High School

Decked out in Halloween decorations. Apple bobbing. Candy buckets.

Cops in alien costumes running around trying to convince kids there is an alien menace.

Science teacher there has figured it out, but he's been handcuffed in his lab.

Save him and he can lead you to where the signal is coming from: Russian Numbers Station below the Drive In

St Christopher's Church

Police robots outside, not going to allow kids in.

Adults are all gathered there, quickly starting to turn on each other as the radio broadcast tells them that aliens are found to be shapeshifters hiding among humans. How to calm it down here?

The Woods

Go through the woods, find weird reality distortions out there.

Localized snowing. Floating water. Weird electronics coming to life and shocking people

Drive In

Robot dogs prowling between parked cars that are either abandoned or have people parked in them. Entrance to numbers station hidden behind the movie screen.

Numbers Station

Extended Trouble here - what's the plan to try to shut down the broadcast.

Things here:

- Soviet robots guarding halls (clearly inspiration for police robots)
- Security cameras in hallways
- Sheriff Brazos manning the control room, sending out the broadcast on a big reel to reel machine with "PROJECT WELLS"

CHARACTERS/OBSTACLES

Sheriff Alice Brazos

Setting up a new robot police force in town. Stumbled upon the Russian Numbers Station and based some of the designs off Soviet robots found there. Trying to use Project WELLS as a way to create chaos to test out new police robots and justify their budget.

Standard sheriff's uniform, blonde pulled back hair, robotic left hand

HEADLESS HORSEMAN

The most complicated of the new police robots. A robot body that does not appear to have a head, rides a very swift robotic horse with eight legs. Will apprehend kids and bring them to the school. Massive, black and orange steel.

Kirk Vanderberg

The only teacher at the school was working late. Tries to protect the kids from whatever is going on. Figured out something was up with the signal and has been trying to analyze it. Thin, tall, wears a bow tie. Tries to be funny.

Trevor Hines

Conspiracy theory guy, especially about the effects of the Loop on the woods.