

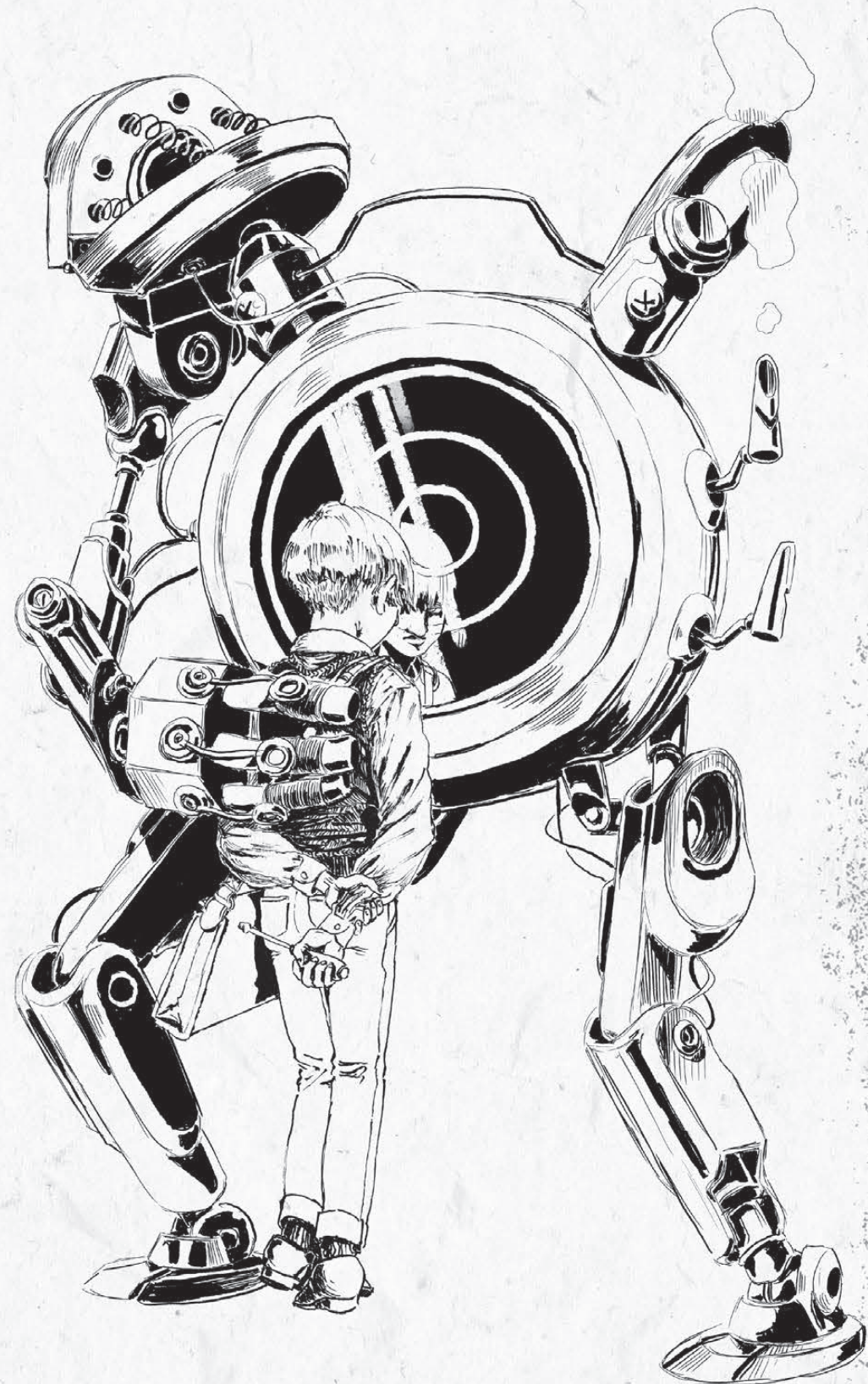
PLAYING THE ANALOG

Play the Analog if you want to animate electrical or mechanical devices and experiment with different identities and Labels. The Analog is aware of the various expectations and Labels placed on them; they use Labels to define themselves.

The Analog's starting Traits are **Curious** and **Eccentric**. You may replace either of these Traits, if you wish.

STARTING QUESTIONS:

- Where does the drive and willingness to try on the Labels and expectations others put upon you come from?
- Why did you choose the fear that you did?
- Which player character do you identify with the most? Why do you seek to emulate or interact with them?
- After you receive Labels from all the other player characters, write down a Repressed Undesirable Trait based on a Label of your choice.



IDENTITY

NAME: Ayden, Jules, Li,
Jackson, Heitor, Evie, Malak,
Eissa, Aiko, _____

AGE (12-16): _____

EYES: gunmetal eyes, assessing eyes, wandering eyes, astute eyes, _____

LOOK: awkward, dismissive, expressive, _____

FEAR: Identity, alienation, _____

LABELS ÷ ■

TRAITS ÷ ■

• Curious • Eccentric

DISTRESS ▶▶▶▶

OVERFLOW

N.O

HARM

CURRENT

MAX

REPRESSED TRAITS

DESIRABLE

UNDESIRABLE

ROOM

Your Room is an expression of yourself. As you grow and change in the fiction, write down some things in your Room which express what you're like and who you are.

ANALOG MOVES

Choose **any** two moves:

○ BLANK SLATE

Once per session, when you interact another player character via a move, you may choose one move from their playbook and add it to your own, temporarily. When you trigger the move, either erase it or replace this move with it, forever.

○ CONDUIT

When you interact with something electronic or mechanical, roll. On a 6, choose 3. On a 4/5, choose 2:

- It is autonomous and self-powered until the end of a session (instead of just the initial interaction).
- It would fight to protect you, if necessary.
- You transfer a Label to it for as long as it is autonomous, which gives it 1 armor (max 2).

○ REFELCTED IN MIRRORS

When you use a Label acquired in the current session to inform how you appear when Overflowing, take +1 forward.

○ BUILT FOR THIS

When you Overflow, you add your N.O level to your harm track.

○ PUNK

When you shape the world, you have the option of asking the MC what the adult world expects of you. Add a temporary Label to represent it. When you subvert that expectation, mark XP and erase the Label. If you embrace it, mark the Label as permanent.

○ TELL ME

When you get a Label, clear 1 Distress or take +1 Forward.

When you fail, or when you internalize how you choose to grow up, **mark XP**

(Cross out/mark Advancements as you take them)

- Change or add a Trait [max 3] [] [] []
- Change or Add a Desirable Repressed Trait [max 3] [] [] []
- Take another Analog move [] []
- Take a move from another playbook
- Make a new move for your playbook with the MC [] []



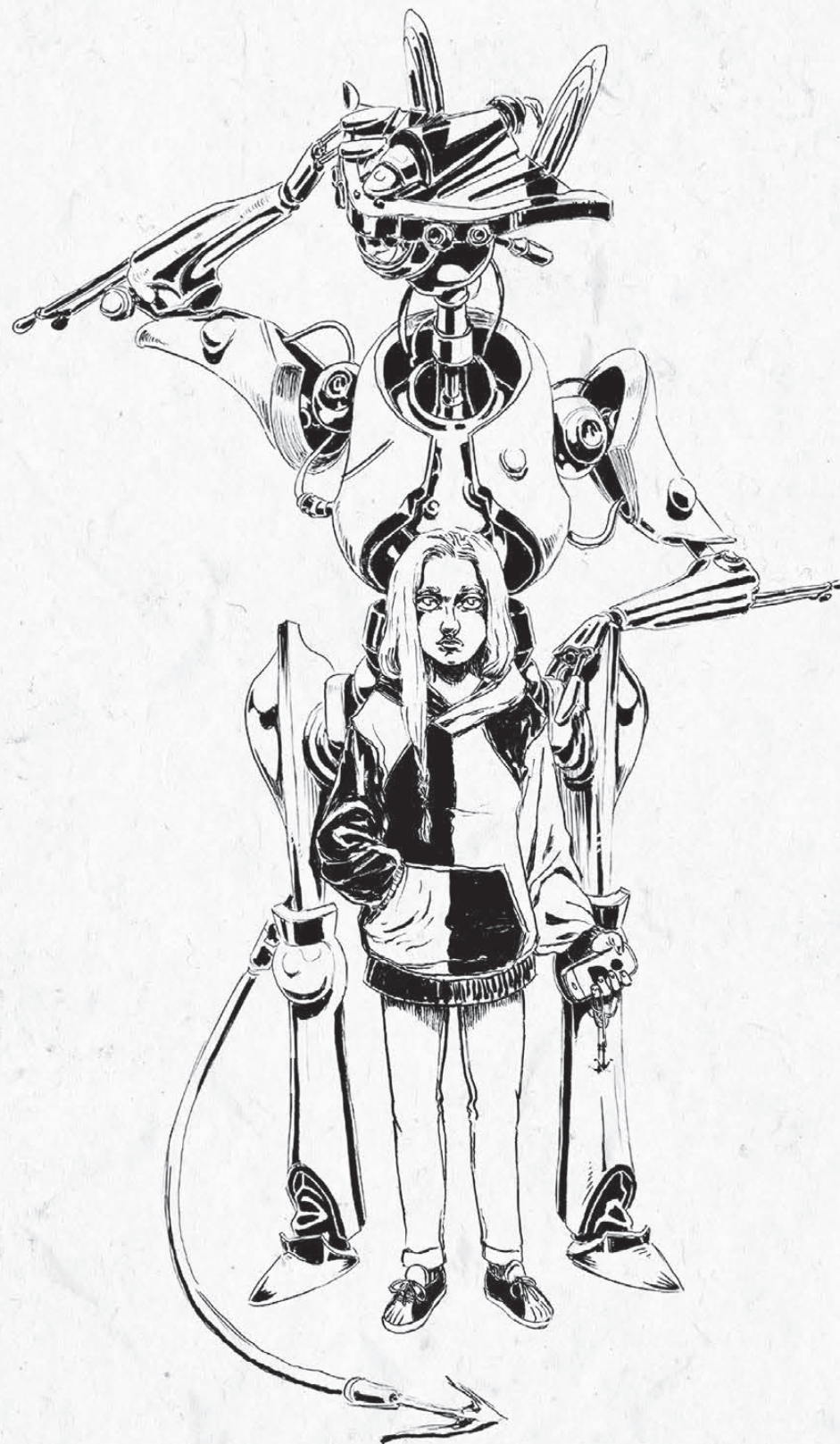
PLAYING THE ANCHOR

The Anchor is coping with the absence of someone who was meaningful to them by attempting to fill their shoes. They overcompensate for their loss by being protective of the people they still have.

The Anchor's starting Traits are **Cynical** and **Unassertive**. You may replace either of these Traits, if you wish.

STARTING QUESTIONS:

- What physical object do you keep as a reminder of the person no longer in your life?
- Why did you choose the fear that you did?
- Which player character do you feel the most protective of and why? How do they feel about that?
- Which of your Undesirable Repressed Traits was the same or similar to a trait of the person no longer in your life?



IDENTITY

NAME: Naota, Ava, Luiz,
Kaviera, Lotte, Fleur, Ines, Veeti,
Mohamed, _____

AGE (12-16): _____

EYES: sad eyes, distant eyes, complacent eyes, fearful eyes, _____

LOOK: indignant, delicate, responsible, _____

FEAR: inadequacy, immaturity, _____

LABELS +

TRAITS +

• Cynical • Unassertive

DISTRESS

OVERFLOW

N.O

HARM

CURRENT

MAX

REPRESSED TRAITS

DESIRABLE

UNDESIRABLE

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ROOM

ANCHOR MOVES

You begin with **Surrogate** and choose one more:

SURROGATE

Create a temporary Trait that personifies what you admire about the person no longer in your life (you detail why). When you Overflow, you gain access to this Trait. When you look up to someone else, change the Trait.

TRY HARD

You may appear in a scene where another character is in danger by creating a new Undesirable Repressed Trait and either erasing 2 unspent XP or erasing a Trait.

MAD HEART

When you would take distress or harm, you may convert all of it into a single Undesirable Repressed Trait. When you accrue 3 Undesirable Repressed Traits, you must Overflow.

SOUR ONES

When you get into a conflict with another character, you may assign them your fear as a Label. Describe how they embody your fear. If you conquer your fear during the conflict, mark XP. Otherwise, Erase 1 XP. Write a new fear when the current one is resolved.

GUARDIAN

When you take Distress or Harm meant for someone else, mark XP.

WHERE IS MY MIND-

Once per game, when you give a character a Label, you may also transfer an Undesirable Repressed Trait to them. The Trait returns to you if it is not released by the end of the session.

When you fail, or when you internalize how you choose to grow up, mark XP

(Cross out/mark Advancements as you take them)



- Change or add a Trait [max 3] [] [] []
- Change or Add a Desirable Repressed Trait [max 3] [] [] []
- Take another Anchor move [] []
- Take a move from another playbook
- Make a new move for your playbook with the MC [] []

PLAYING THE BOUND

The Bound puts their mission first above all else. Their mission is represented by something subjective: a label—something they've given themselves. The mission malleable, but fundamental, to their identity.

There is an implied othering of the Bound (depending on the moves they choose), suggesting the mission might alienate them from others. However, the Bound gets to decide if they're a literal alien or simply feel alienated.

Their mission also begs the question: what could be that important?

The Bound's starting Traits are **Selfish** and **Obsessed**. You may replace either of these Traits, if you wish.

STARTING QUESTIONS:

- What are you avoiding in your life while you prioritize your mission?
- Why did you choose the fear that you did?
- How can someone looking at you tell that your mission is important to you? And/Or: Do you wear anything that embodies your mission?
- In the past, you overcame something that got between you and your mission: What happened? Create an Undesirable Repressed Trait based on those events.



IDENTITY

NAME: Felix, Myra, Lily, Emir,
Alvaro, Malia, Enzo, Finn,
Haruhara, _____

AGE (12-16): _____

EYES: unnatural eyes, vicious eyes, impossible eyes, knowing eyes, _____

LOOK: capricious, alien, tireless, _____

FEAR: abandonment, failure, _____

LABELS ÷ ■

TRAITS ÷ ■

• Obsessed • Selfish

DISTRESS ▶▶▶▶

OVERFLOW

N.O

HARM

CURRENT

MAX

REPRESSED TRAITS

DESIRABLE

UNDESIRABLE

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ROOM

BOUND MOVES

You begin with **Mission** and choose one more:

● MISSION

You have a secret agenda (Circle 1 or make your own): searching for a past love, power, family, the destruction of something in town, the rescue of someone important to you,

Create a Label that symbolizes this pursuit.

Other than the completion of your mission, the Label is all but impossible to change (otherwise it functions as a normal Label).

○ ROUND 1

When you're Overflowing and confront someone standing in the way of you and your mission, your N.O level increases by 1 for the duration of the conflict.

○ ON TARGET

When you prioritize your mission over the needs of someone you care about, mark XP.

○ EARTH ADJACENT

When you Reject Conformity while embracing your otherness or peculiarity, you take +1 Forward.

○ FREEDOM

You have a voguish ride that is alien in some way upon a deeper inspection (you detail). When you drive it, you choose which Labels apply to you (passengers are unaffected).

○ COUNTERFORCE

When you abandon your current mission in pursuit of a new one, turn your mission Label into a Repressed Trait (you choose which category) and create a new Label.

When you fail, or when you internalize how you choose to grow up, **mark XP**

(Cross out/mark Advancements as you take them)



- Change or add a Trait [max 3] [] [] []
- Change or Add a Desirable Repressed Trait [max 3] [] [] []
- Take another Bound move [] []
- Take a move from another playbook
- Make a new move for your playbook with the MC [] []

PLAYING THE CONTAINED

The Contained explores the repression of emotions both a source of empowerment and harm for themselves and others. The player decides the reason for repressing emotion.

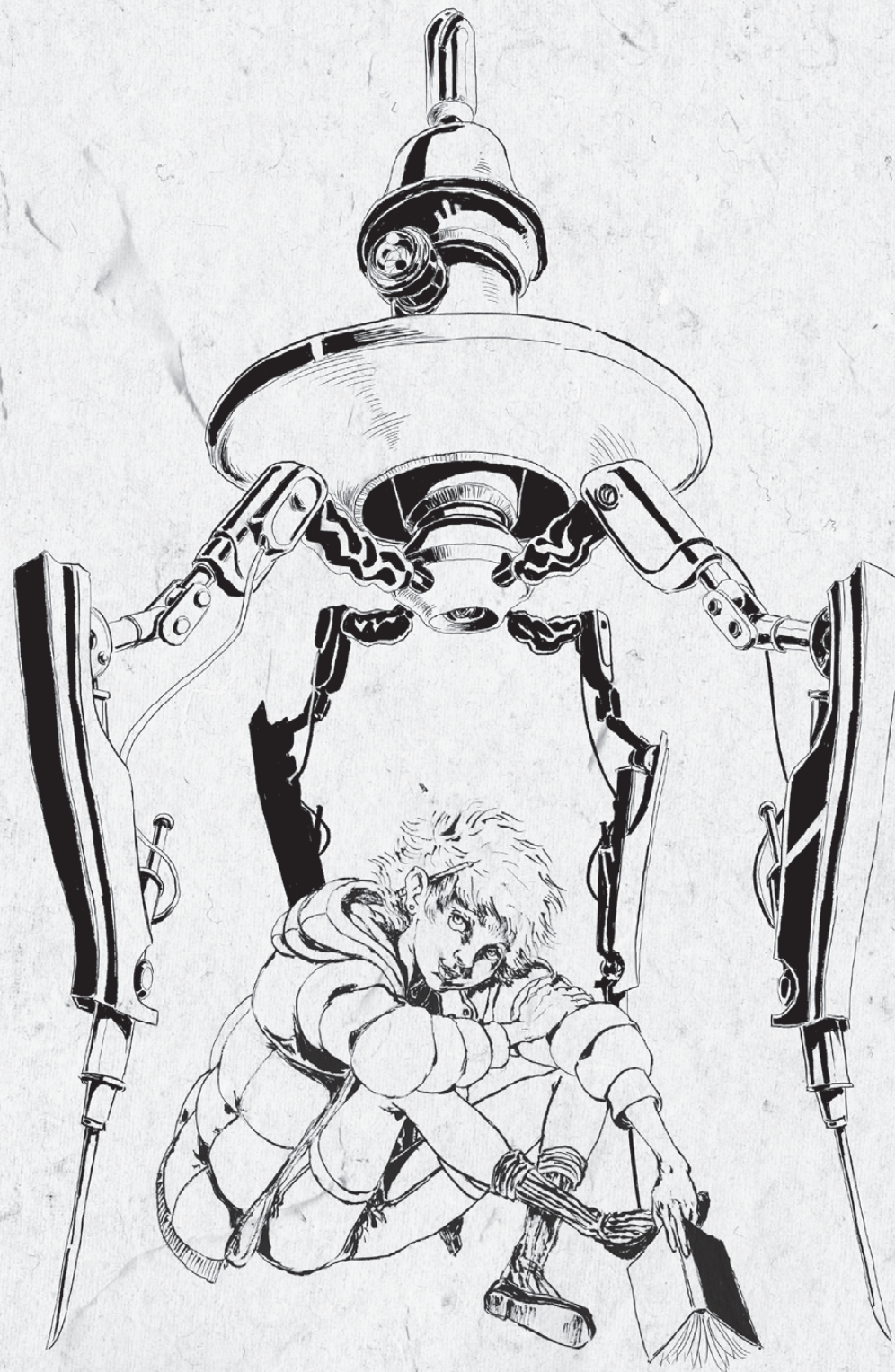
Most of the Contained's moves focus on exploring this idea. However, the player can always take moves from other playbooks to further define the character beyond this initial exploration.

Note: The Contained can contain heavy subject matter. When choosing playbooks, players should discuss whether emotional repression is something they want to explore in the game.

The Contained's starting Traits are **Stubborn** and **Sensitive**. You may replace either of these Traits, if you wish.

STARTING QUESTIONS:

- Did you learn to repress emotions from someone in your life? If so, do you look up to them?
- Who in your life does not emulate this behavior, and how do you feel about them?
- Why did you choose the fear that you did?



IDENTITY

NAME: Cormac, Fia, Helio, Pilar,
Toril, Kaoru, Ritsuko, Sentaro,

AGE (12-16):

EYES: expressive eyes, rigid eyes, bizarre eyes, quiet eyes, angry eyes

LOOK: vivid, explicit, gauche, _____

FEAR: betrayal, vulnerability, _____

LABELS ÷ ■

TRAITS ÷ ■

• Stubborn • Sensitive

DISTRESS ▶▶▶▶

OVERFLOW

N.O

HARM

CURRENT

MAX

REPRESSED TRAITS

DESIRABLE

UNDESIRABLE

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ROOM

CONTAINED MOVES

You begin with **Shut Down** and choose one more:

● SHUT DOWN

Decide which emotion you have repressed and why. Write it as a Repressed Trait (you decide if it is Desirable or Undesirable). If Desirable: You don't mark XP when you internalize how to grow up. If Undesirable: inflicted Distress or Harm always does 1 less.

You may add another repressed emotion at the start of the next session if you so choose.

○ REACH OUT

When you try to express a repressed emotion, roll. On a 6, you can either shift it from Undesirable to Desirable, vice versa, or cross it off entirely. On a 4/5, the same, but you come across poorly, embarrassingly, or awkwardly. On a miss, the MC chooses options from Struck Down as though you rolled a 6.

○ PURSUIT OF HAPPINESS

When you try to express a repressed emotion, no matter the outcome, mark XP at the end of the session.

○ SELF-EXPRESSION

When you Overflow, you may also trigger Reach Out (if you have it) and take +1 Forward if you do.

○ WOUND TIGHT

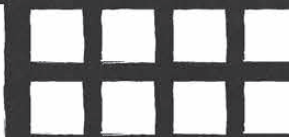
When you repress an emotion, you cause 1 additional Distress or harm (as applicable) per emotion— whether you intend to or not.

○ BREAK THE DAM

When someone else expresses an emotion that you have repressed and you try to reciprocate with any move, add an additional die to your pool.

When you fail, or when you internalize how you choose to grow up, mark XP

(Cross out/mark Advancements as you take them)



- Change or add a Trait [max 3] [] [] []
- Change or Add a Desirable Repressed Trait [max 3] [] [] []
- Take another Contained move [] []
- Take a move from another playbook
- Make a new move for your playbook with the MC [] []

PLAYING THE PERIPHERAL

The Peripheral can temporarily “lock out” the world by listening to music, removing themselves from possible consequences (like taking Distress). However, they still have to deal with consequences later. It’s a tradeoff that can be utilized in creative ways.

The Peripheral can also fade into the background and empathize with others from afar.

The Peripheral’s starting Trait is **Insular**. You may replace either of these Traits, if you wish.

STARTING QUESTIONS:

- What type of music do you listen to? Make a new Trait alongside Insular which represents that aspect of your personality.
- You shut out the world because of a repressed memory. Create an Undesirable Repressed Trait to represent this memory. You may choose to keep it to yourself, or share it eventually with the Fast-Forward move.
- Someone else also shuts out the world, although they use a different coping mechanism. Who are they, how do they shut out the world, and what is the coping mechanism?
- Why did you choose the fear that you did?



IDENTITY

AGE (12-16):

EYES: compact eyes, mini eyes, vinyl eyes, cassette eyes, diamond eyes

LOOK: isolated, blithe, innocuous, _____

FEAR: intimacy, rejection, _____

NAME: Ivar, Lilou, Paloma,
Soledad, Lars, Versha, Lei, Laszlo,
Hidomi, _____

LABELS ÷ ■

TRAITS ÷ ■

- Insular

DISTRESS ▶▶▶▶

OVERFLOW

N.0

HARM

CURRENT

MAX

REPRESSED TRAITS

DESIRABLE

UNDESIRABLE

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ROOM

PERIPHERAL MOVES

You begin with **Pause** and choose one more:

● PAUSE

You always carry an item that lets you to shut out the world with music. When you put it on, you do not mark Distress (though your ability to trigger some moves may be hampered). Instead, give yourself a Label that abstracts the Distress.

If you remove the item and you have enough Distress to make you Overflow, you immediately do so.

○ INFO

When you study someone from a distance, roll. **On a 6**, ask the player 2 questions from the list below. **On a 4/5**, ask 1:

- What do you wish you could tell someone?
- What song defines you, and why?
- How is your overall wellbeing right now?

Take +1 Forward when acting on the answers.

○ FAST-FORWARD

Once per session, when you dream with your item on, some of your repressed memories come back in fragments. You Shape the World, connecting the detail to a memory that surfaces (you detail).

○ REWIND

Once per session, when you roll and dislike the outcome, you may erase 3 XP to either re-roll the same move or try a different approach (which may or may not trigger a different move).

○ PLAY

When you let someone else use your item, they may ask you any one question. If you answer truthfully, both of you remove 1 Distress.

○ SHUFFLE

Once per session you may swap places with someone who has previously given you a Label.

When you fail, or when you internalize how you choose to grow up, mark XP

(Cross out/mark Advancements as you take them)



- Change or add a Trait [max 3] [] [] []
- Change or Add a Desirable Repressed Trait [max 3] [] [] []
- Take another Peripheral move [] []
- Take a move from another playbook
- Make a new move for your playbook with the MC [] []

PLAYING THE PROXY

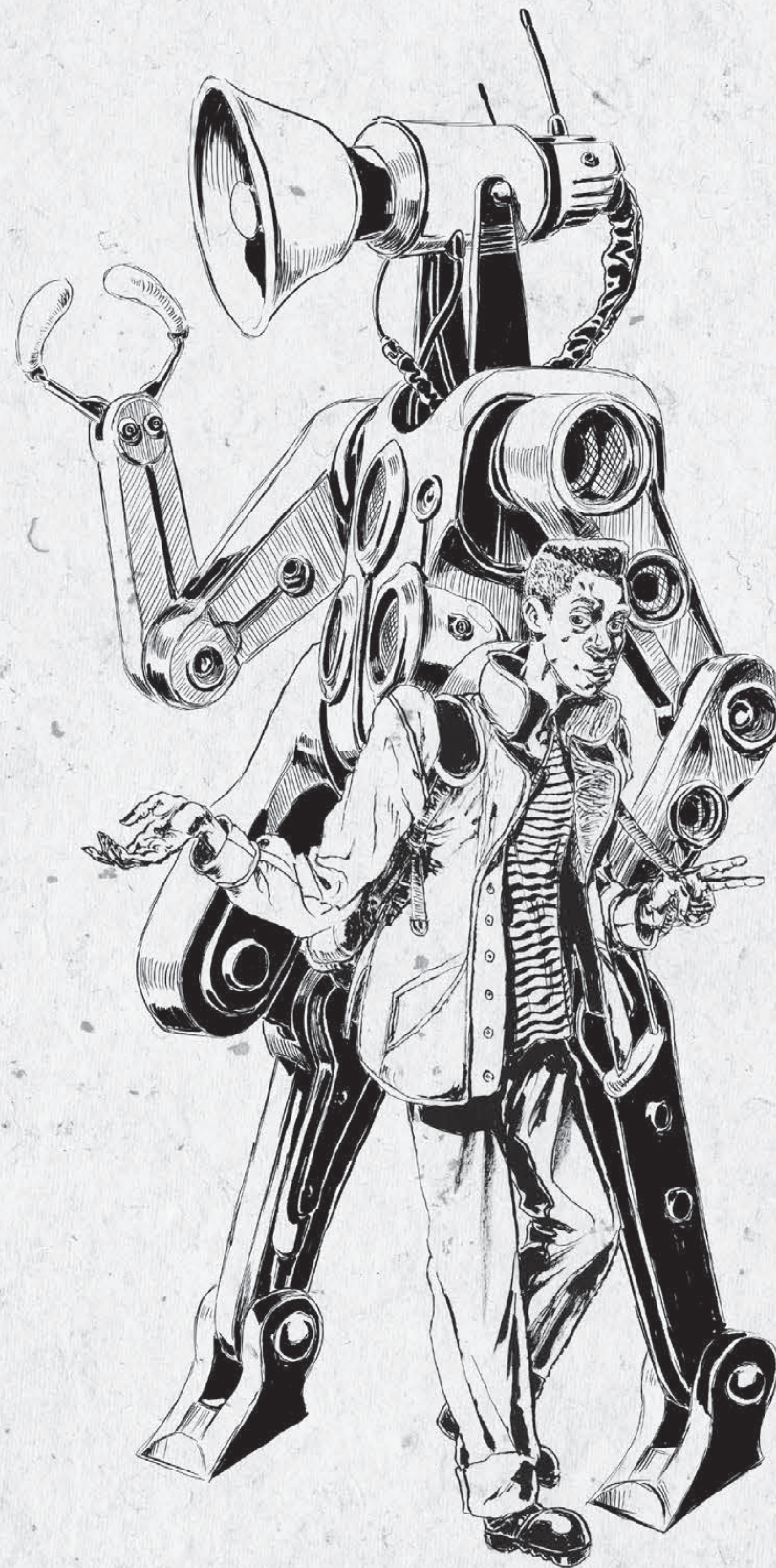
The Proxy had a relationship with someone who is now gone. They project their lingering feelings onto somebody else. The Proxy explores how they may get past that loss and achieve some form of catharsis.

The Proxy is a more transgressive playbook, as they interact with aspects of the adult world, embrace and indulge in hidden pleasures, and grow from intimacy.

The Proxy's starting Traits are **Tolerant** and **Audacious**. You may replace either of these Traits, if you wish.

STARTING QUESTIONS:

- Which other player character(s) know the particulars of this previous relationship? Are you keeping anything from them?
- Create an Undesirable Repressed Trait related to projecting your previous relationship onto someone else. Are you aware of your behavior?
- Only the person who left knows about the source of your inner turmoil—what is that turmoil? Create a Repressed Trait symbolizing your inner most feelings about it. You decide if it's Desirable or Undesirable.
- Why did you choose the fear that you did?



IDENTITY

NAME: Leon, Ahmet, Kit, Moss,
North, Bee, Caia, lake, Mamimi,

AGE (12-16): _____

EYES: despondent eyes, wise eyes, big eyes, intense eyes, prying eyes

LOOK: immature, clumsy, impulsive, dejected, _____

FEAR: emotional connections, relationships, _____

LABELS ÷ ■

TRAITS ÷ ■

• Tolerant • Audacious

DISTRESS ►►►►

OVERFLOW

N.O

HARM

CURRENT

MAX

REPRESSED TRAITS

DESIRABLE

UNDESIRABLE

ROOM

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PROXY MOVES

You begin with **Substitute** and choose one more:

● SUBSTITUTE

You were in a relationship with someone who recently left. When you project this relationship onto someone else, give them a Label to represent it. They can have you appear where they are at any time. You may move the Label to anyone else at the start of a session.

○ SECRET HEART

You have a hidden source of comfort in your substitute. When you would Overflow and you're near them, choose one: delay your Overflow or clear 1 Distress.

○ BITTER ONES

Once per session, when you share an intimate physical or emotional moment with your substitute, mark XP.

○ REMEMBER

Create two Labels that may not be altered by anybody but you. These Labels are tied to your perception of how the person who left saw you. When either label is tagged, you Overflow and mark XP.

○ SMOKE THAT SPREADS

When you embrace or indulge in a symbol of the adult world, erase 1 XP and Hold 1. Spend the Hold 1 for 1 to bump up a move result to a 10+. **HOLD:** ☐ ☐

○ CATHARSIS

When you Overflow, you may choose to release a hidden Repressed Trait symbolizing your unresolved feelings for the person who left. If you defeat a Threat embodying this Trait, change to a different playbook.

When you fail, or when you internalize how you choose to grow up, **mark XP**

(Cross out/mark Advancements as you take them)



- Change or add a Trait [max 3] ☐ ☐ ☐
- Change or Add a Desirable Repressed Trait [max 3] ☐ ☐ ☐
- Take another Proxy move ☐ ☐
- Take a move from another playbook
- Make a new move for your playbook with the MC ☐ ☐