

REFERENCE SHEETS

BASIC MOVES

Any player can trigger the following basic moves as a human or robot. When a move directs a player to “roll,” the player adds the Traits and Labels their character is embodying in that moment. Refer to Rolling the Dice (page 15) for more on resolving moves.

Note: If a player character is Overflowing, their final die pool is modified by each point of Distress and each level of N.O (see Rolling Moves as a Robot on page 17).

GET YOUR WAY

When you try to get your way with another character, roll. On a 6, you either give the target character a new Label or change an existing Label; they choose a reaction from below. **On a Critical,** you also clear 1 Distress. **On a 4/5,** they choose one of the following reactions:

- I earnestly express how I feel about you
- I promise something I think you want
- I get embarrassed and act awkward

Regardless of the result, the GM may decide that the outcome also creates a new social trend or some other means of conformity that others must follow or reject.

REJECT CONFORMITY

When you reject conformity in any way, shape, or form, roll. On a 4-6, you do what you want instead of going with the flow. On a 6, choose three. On a Critical, you also gain a temporary advantage or effect. On a 4/5, choose one.

- Change or remove one of your Labels
- You discover something new about the world
- You inspire someone else to also Reject Conformity (they choose one option from this list)
- You Overflow without releasing your Undesirable Repressed Trait(s)

RISE TO THE MOMENT

When you choose to act in dangerous circumstances, say what you're afraid might happen, and then roll. On a 6, describe how you overcome the challenge. On a Critical, you also gain Insight: ask the GM any one question about the situation and take +1 Forward when acting on that information. On a 4/5, acting will leave you or someone else vulnerable (the GM will tell you how); choose to either back down, or go through with it.

SHAPE THE WORLD

When you inject a new important detail into the world, roll. On a 4-6, you and the GM work together to add the detail to the fiction. On a 6, you may also ask the GM a question regarding the detail revealed. On a 4/5, the GM chooses one from the following list. On a miss, the GM chooses any number of options from the list and makes a move as hard as they like at any time in the future.

- The detail creates a complication—now, or later
- It places someone in danger immediately
- It reveals an unwanted truth

LASH OUT

When you try to hurt someone physically or emotionally, roll. On a 6, you inflict the desired amount of Distress/Harm up to the number of dice rolled, then choose one of the following. On a Critical, the same, but you also obtain an added effect, creating something momentous. On a 4/5, you choose one, and then the other person chooses one:

- You take Distress/Harm in return
- Your actions physically or emotionally damage someone else that you care about
- Something important breaks
- Your action reveals an Undesirable Repressed Trait
- You Overflow, right now

ESCAPE

When you physically attempt to escape your current circumstances, roll. On a 6, you get to a safe place. On a 4/5, you get away, however...

- ...you encounter something worse
- ...you cause a scene and the GM gives you a Label
- ...you leave something of value behind, or something of value breaks

EXPRESS YOURSELF

When you convey your Distress to someone else, describe how you hope to come across, and roll. On a 4-6, you come across as intended. On a 6, choose two of the following. On a Critical, all four. On a 4/5, choose one.

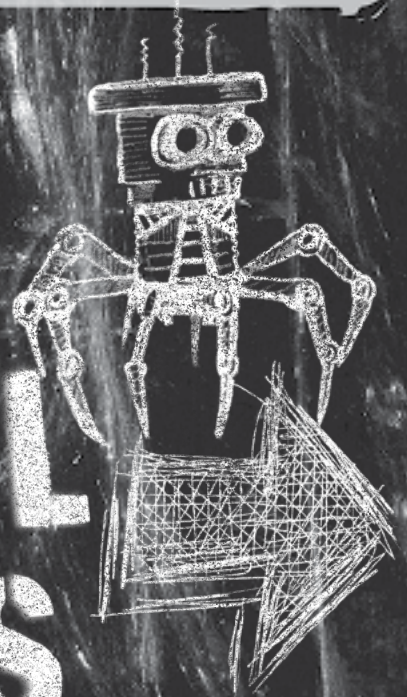
- You clear Distress equal to the number of dice rolled
- They also clear Distress as above (if they agree)
- You may both change an appropriate Label
- You mark XP

TAG A LABEL

When you treat a person like a Label assigned to them, you may:

- Tempt a player character to do something in line with their Label. If the player character follows through, you both mark XP
- If the person is a non-player character (NPC), add an additional die to your roll
- Inflict one additional Distress or Harm to a character in the outcome of a move involving them
- Help or Hinder another player character before they roll. You will become entangled in their consequences, but they add (if you're Helping) or subtract (if you're Hinder) 1 die from their dice pool total

PERI
PHERAL
MOVES



PERIPHERAL MOVES

TAKE DISTRESS

When you take Distress, you may choose to repress each point of Distress as a separate Undesirable Repressed Trait (up to a maximum of 3). After which point, you have no choice but to Overflow when you take your next point of Distress (unless a move contradicts this).

OVERFLOW

When a player character Overflows, they immediately transform into a robot. Their Traits and Desirable Repressed Traits are added together to form their Harm track. The player should note their current Distress immediately after Overflowing, as it will impact their dice rolls. While a player character is Overflowing, each point of Distress removes a die from their dice pool during rolls.

There are two ways to turn from a robot back into a human:

- 1) When an Overflowing player character is no longer in danger, they revert to their human form and erase their Harm.
- 2) If an Overflowing player character fills their Harm track, they revert into a human form, write a new Undesirable Repressed Trait, and trigger the Struck Down move.

GO ALL OUT

When you're Overflowing and attempt the impossible, add 1 die to your dice pool before rolling each time you:

- Risk losing something you truly care about
- Attempt to prove a Desirable Repressed Trait correct
- Risk being Struck Down
- Use a symbol of the counterculture to your benefit
- Otherwise display how you are invested in the outcome of the roll.

Then add 1 die for every point of N.O you have.

STILL
"GO ALL OUT"

On a 6, you do what you set out to do—describe how you do it. **On a Critical**, you also gain an additional effect. **On a 4/5**, you succeed but something pertinent is broken or lost entirely (you or the GM may suggest what that may be; the GM has final discretion). Choose: meet the stipulation or back down.

STRUCK DOWN

When you're Overflowing and are struck down mentally, emotionally, or physically, roll+ the amount of Distress and Harm you've currently taken. **On a 6**, choose one:

You must remove yourself from the situation; pass out, run away, lose consciousness, etc.

You are no longer in control. The robot takes over and proves an Undesirable Repressed Trait to be true: choose one you released when you Overflowed, or create a new one and embody it now as a robot

Choose two from the below 4/5 results

On a 4/5, choose one:

A part of you is removed: cross out a Trait, temporarily. You may use an Advance to repair yourself in the future

You Lash Out at another player character, applying your current result to that move

You give your opponent the opportunity they were hoping for; choose a player character to be Struck Down

You buckle down and bear it: take Harm as established by your foe

On a 1-3, describe how you weather the blow or circumvent it entirely.

THE END

END OF SESSION

- **Did your player character prove a Desirable Repressed Trait false?** If yes: erase it. **Was a Desirable Repressed Trait proved correct?** If yes: move the Desirable Repressed Trait into the Trait section.
- **Did a player character overcome an obstacle that embodied their Undesirable Repressed Trait(s)?** If yes: the player character increases their N.O by 1 (maximum increase of 1 N.O per session).
- **Did the player characters learn something new and important about the world?** If yes: all player characters mark 1XP.
- **Ask each player:** did you use visual motifs during play to reinforce the game's themes? If yes: the player marks 1XP for their player character.
- **Ask each player:** do they feel their character "grew up" during the session? If yes: the player marks 1XP for their player character.

END OF EPISODE

When the GM initiates a reset, the following questions are posed to the table. Any player may answer, including the GM:

- **If an audience were watching this,** how would they know a reset occurred? Is there a visual or auditory cue?
- **At a player character level,** how are they aware a reset occurred?
- **What, if anything, remains** as an artifact of what happened before the reset? (Property damage, injuries to persons, etc.)
- **Is there a new visual motif** in the adult world as a result of what happened before the reset?
- **Is there a new visual motif** representing counterculture that appears as a result of the events before the reset?

This can be done after the conclusion of a session or at the start of the next session. However, answering these questions while the events are fresh in everyone's minds is recommended.

The GM decides how the world, including the NPCs, behave as a result of the reset and the questions answered.

RUNNING THE GAME

AGENDA:

Your GM Agenda contains the main goals for every session. When you make a move (two pages ahead), it should stem from your Agenda and your Principles (next page).

- Make the fiction a metaphor for the confusion and absurdity of a middle school kid growing up.
- Make the world follow the rules you establish when you decide how something looks, feels, and acts.
- Make the player characters' lives interesting, interconnected, and filled with interesting conflict.
- Play to find out.

PRINCIPLES

The GM's Principles are the tropes and best practices for your fiction.

- Make Labels central to the fiction
- Embrace the messy, confusing, and chaotic nature of adolescence
- Tie the fiction to metaphor
- Literalize metaphor and emotion
- Depict adults and the adult world as immature
- Make societal rules and expectations nonsensical
- Empower nonconformity
- Address the player characters, not the players
- Be a fan of the player characters
- Spotlight each player character in the fiction as equally as possible
- Put the player characters at the center of everything
- Name each NPC and give them a motivation they follow into the ground
- Pose questions to the players and incorporate the answers into the fiction
- Adjudicate decision making when it feels right to do so

GM MOVES

The GM has the following moves at their disposal:

- Introduce a physical or emotional conflict
- Put the player characters together or separate them
- Tell them the possible consequences and then ask what they do next
- Give them what they want—with a consequence or twist
- Divulge a distressing secret to the wrong person
- Have adults appropriate something from the counterculture
- Twist something mature into something childish, or vice versa
- Push conformity onto a character
- Supplant something adolescent with a societal expectation
- Telegraph, plant the seed of, or hold a move for future use
- Give a character a Label or take a Label away
- Inflict Distress or Harm as established by the fiction
- Give them recourse, solace, or comfort
- Make something inconsequential important
- Make something obscure explicit
- Give them time to think

Always ask: 'What do you do?'