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Role-Playing Game
- Quick Start -



CONTENTS:

PART 1

- The World of *Stranger Tales*..... 5
- A Role-Playing Game..... 5
- The Recipe for *Stranger Tales*..... 6
- *Fusion System*..... 7
- What Do You Need to Play?..... 8
- Braves, Investigators and Narrator..... 9
- Game Modes..... 10
- The Dice and the Tests..... 11
- Levels of Difficulty..... 12
- Bonus or Penalty..... 14
- Pizza Tokens..... 16

PART 2

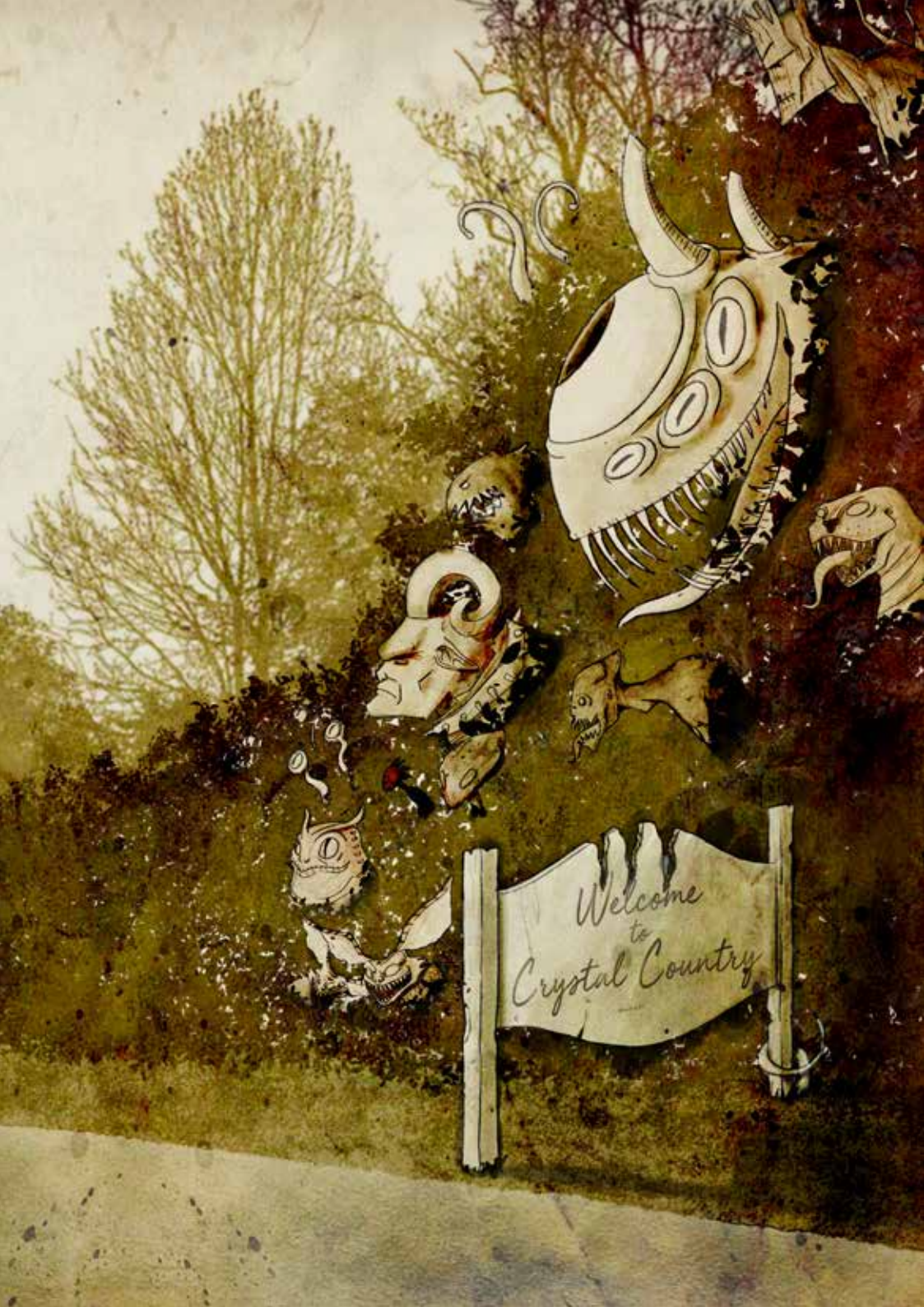
- The Investigator Sheet..... 19
- Life and Death..... 27
- Characters..... 28

PART 3

- Setting Up a Tale..... 31
- The Club..... 31
- The Tale and the Chapters..... 32
- *Stranger Tales, the Full Game*..... 34

PART 4

- Quick-Start Adventure..... 36



Welcome
to
Crystal Country



Part 1

“We had no idea what other monstrosities awaited us out there, but one thing was certain: after solving the mystery of the Demonic Puppeteer in the old house on Neibolt Street, we were ready for anything.”

- Daphne Davis

The World of Stranger Tales

We are in the '80s, an era that you have probably lived directly or indirectly through films, music, board games, video games, and everything that this unique and unrepeatabe decade has left behind thanks to the echoes of time near and far... But don't worry, because in this *Quick Start* and in the final version of *Stranger Tales* you will find lots of ideas, even if your memories have faded from the passage of time.

Did you know that the '80s were full of monsters and creatures of all kinds? If your answer is no, you probably didn't directly experience that era, or you were told that it was just rumors. But if you lived it, if you were a child or a kid during those years, you know what I'm talking about. Monsters existed and walked around on their own legs. Of course, adults would never have believed you, but I can guarantee you that at that time Evil had eyes and legs, mouths and teeth...

A Role-Playing Game

Stranger Tales is a role-playing game in which you play kids who have to face "Evil", but not only that: it will also be a mammoth work on the Pop Culture of the '80s and '90s.

If you've never played an RPG, know that it's easier than you might think. Guided by the Narrator, you will be transported to a world where you will be free to act, to explore, and to interact. You will have complete influence on the course of events—you will be the architects of your own destiny and that of your friends. Remember: the only limit will be your imagination!

So, are you ready to live this exhilarating experience between dream and reality?

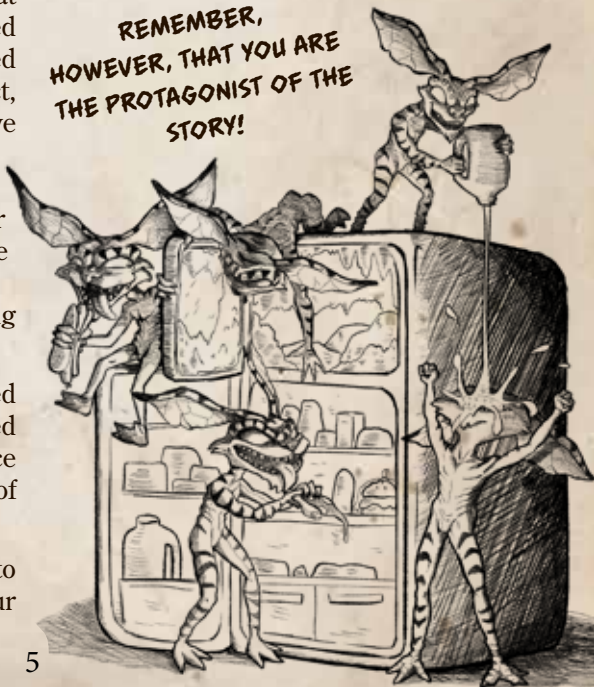
Stranger Tales uses a game engine called the *Fusion System* and a set of six-sided dice that will allow you to create and face incredible adventures in the world of horror and beyond...

The game world is what you want it to be, and it follows your rules. Maybe your

parents aren't really your parents, or the old lady who sells newspapers on the street corner isn't what she seems, or the postman is hiding a gruesome secret...

Who can tell?

**REMEMBER,
HOWEVER, THAT YOU ARE
THE PROTAGONIST OF THE
STORY!**





The Recipe for Stranger Tales

INGREDIENTS

DRAMA

GAMES OF *STRANGER TALES* ARE EXPECTED TO OVERFLOW WITH TEENAGE DRAMA, EARTHY AND OTHERWISE. I MEAN, WHO WOULD LIKE TO PLAY A KID WHO IS PART OF A CLUB WHOSE PURPOSE IS TO WANDER AROUND DOING NOTHING? NOBODY AT ALL! INSTEAD, A KID WHO IS PART OF AN INVESTIGATIVE CLUB AND FINDS THEMSELVES HAVING TO FACE THEIR FEARS AND SAVE HUMANITY FROM AN ULTRA-DIMENSIONAL DEMON IS A COMPLETELY DIFFERENT STORY, DON'T YOU THINK? THE DRAMA REPRESENTS THE CHALLENGES AND PROBLEMS THAT THE MEMBERS OF PIZZA & INVESTIGATION WILL HAVE TO FACE.

MYSTERY

OFTEN, DRAMA GENERATES MYSTERY, SOMETHING APPARENTLY INEXPLICABLE THAT WE WILL HAVE TO DEAL WITH. WHY DID THE FISH JUMP OUT OF THE AQUARIUM AND TRY TO BITE ME? DID AN EVIL ENTITY POSSESS THEM? OR WAS IT BECAUSE OF BAD FOOD THAT THE SHADY GUY FROM THE PET SHOP SOLD ME?

THE MYSTERY IS WHY WE ACT AND MOVE.

ACTION

ACTION IS THE MEANS BY WHICH CHILDREN WILL RESPOND TO THE REAL PROBLEMS (AND NOT... MUHAHAHA) THEY WILL ENCOUNTER. ACTION IS REPRESENTED BY OUR ACTING WHILE WE ARE COMMITTED TO FACING A MYSTERY. ACTION IS NOT TRIGGERED WHEN YOU DISPENSE FOOD TO THE CAT, BUT WHEN THE CAT LEAPS AT YOU WITH THE INTENT OF KILLING YOU. IN SHORT, WE SHOULD ACT, RIGHT? AND IMMEDIATELY AFTER THAT, ACT AGAIN TO FIND OUT WHAT IS HAPPENING. ACTION IS A RISE THAT LIGHTS UP WHEN THERE IS A DRASTIC AND SUDDEN CHANGE IN REALITY AS WE KNOW IT—OR MORE PRECISELY, WHEN DRAMA GENERATES MYSTERY AND FORCES US TO TAKE ACTION...

ADVENTURE

ADVENTURE IS YOUR TOTAL EXPERIENCE, THAT IS, THE RESULT OF THE RIGHT COMBINATION OF DRAMA, MYSTERY, AND ACTION. IF THERE IS NO DRAMA THAT INITIATES A MYSTERY, THERE IS NO ACTION AND THEREFORE THERE IS NO ADVENTURE.



Fusion System

THE FUSION SYSTEM IS NOT REQUIRED TO PLAY STRANGER TALES, SO YOU CAN PLAY WITHOUT IT IF YOU PREFER.

Fusion is the real peculiarity of *Stranger Tales*: it consists of merging reality with fiction so that every limit between who is playing and the stories you will experience together are blurred.

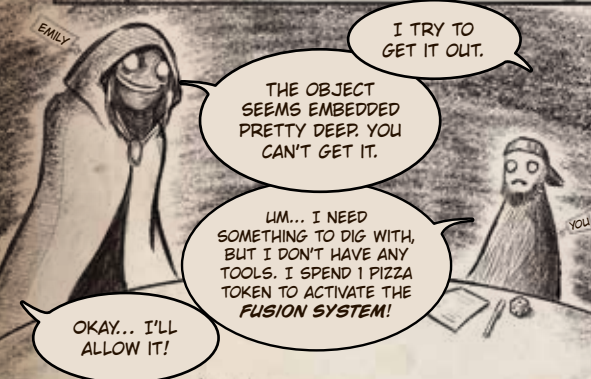
WHAT DOES IT CONSIST OF?

The *Fusion System* allows you to perform actions in the real world that will have repercussions on the adventure you are playing. For example, one of the Investigators may have difficulty digging a hole with their bare hands and therefore may appeal to the *Fusion System*, meaning they may ask you for help. Yes, you who are reading this! At that point, you can look for some useful object to dig with, such as a spoon, that you can lend to your character by placing it on the game table. It will then be usable in the world of *Stranger Tales* by the Investigator you are playing!

Be careful though! Too much freedom hurts: the *Fusion System* can only be used by spending a Pizza token (see page 16).



NARRATOR: "THE TRACKS LEAD TO A CLEARING. THE GLINT OF AN OBJECT STICKING OUT OF THE GROUND CATCHES YOUR ATTENTION. WHAT ARE YOU DOING?"



I TRY TO GET IT OUT.

THE OBJECT SEEMS EMBEDDED PRETTY DEEP. YOU CAN'T GET IT.

UM... I NEED SOMETHING TO DIG WITH, BUT I DON'T HAVE ANY TOOLS. I SPEND 1 PIZZA TOKEN TO ACTIVATE THE **FUSION SYSTEM!**

OKAY... I'LL ALLOW IT!



INVESTIGATOR: "I LOOK AROUND, AND NOT FAR AWAY I NOTICE A BIG RUSTY SPOON. I TAKE IT SO I CAN DIG MORE EASILY."

VERY WELL, YOU CAN RETRIEVE THE OBJECT WITHOUT A TEST BECAUSE WITH THAT SPOON YOU CAN GET IT OUT WITHOUT ANY PROBLEMS.



AT THIS POINT, THE BRAVE WHO MANAGES THAT INVESTIGATOR RUNS TO THE KITCHEN AND RETURNS WITH A LARGE SPOON. HE PUTS IT ON THE TABLE AND THEN GOES BACK TO PLAYING THE INVESTIGATOR.



What Do You Need to Play?

Starting a game of *Stranger Tales* is very simple. You will need:



✓ FROM 1 TO 6 PLAYERS
(preferably human)



✓ INVESTIGATOR SHEETS
(one for each player)



✓ PEN AND PAPER
to take notes



✓ 5 DICE
six-sided (D6)



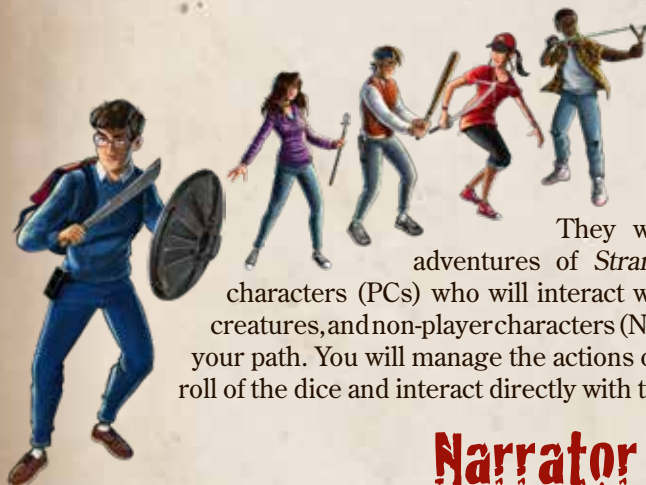
✓ PIZZA TOKENS
Anything will do: a handful of
chips, coins, beans or whatever
you like (but don't eat them!)



**THERE ARE THREE KEY
ROLES IN STRANGER TALES.**

Braves

These are you players (real people) and not the characters you will create. Your task will be to help your alter egos face challenges and mysteries using the *Fusion System*.



Investigators

They will be your alter egos in the adventures of *Stranger Tales*—that is, the player characters (PCs) who will interact with the environment, monstrous creatures, and non-player characters (NPCs) that you will encounter along your path. You will manage the actions of your Investigators through the roll of the dice and interact directly with them through the *Fusion System*.

Narrator

If you decide to be the Narrator, you will have to give life to the adventure that the Investigators will undertake. Your task will be to create the story that the Investigators will live, the mysteries they will solve, and the monsters they'll face, also preparing some materials and the setting. It will be up to you to play all non-player characters (NPCs) that will be present in the story, whether they are human or not. You will be the storyteller who describes the situations, environments, and scenarios, giving life to the reality of *Stranger Tales*; and you will be the one who manages the rules of the game and the one who will have the last word. So, try not to be too inflexible with the other Braves, but to coordinate and lead the group of Investigators through a serene and engaging gaming experience. Tips and advice will certainly be useful, but the final decision will always be up to you.



Game Modes

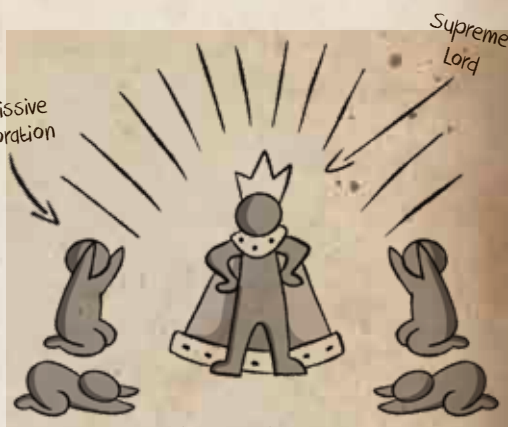
You can play *Stranger Tales* in three modes:



LONELY

(1 player only)

Venture alone along the paths of fear... You will be the only Brave present and you will play both the Investigator and the Narrator.



GAME MASTER

(2 to 6 players)

One of you will be the Narrator, who will direct the game and make life difficult through their horror stories.



MASTERLESS

(2 to 6 players)

The Braves will take turns playing the Narrator. You can agree on a main line to follow or lead the story independently each time the turn passes. The choice is yours!

The Dice and the Tests

Stranger Tales uses only one type of six-sided die that performs all the functions of the game.

Your actions will therefore be decided by the roll of the dice; these “Tests” are affected by the Characteristics of your Investigator. Each Characteristic is followed by a number, which indicates how many dice you have available to attempt the Test using that Characteristic.

EXAMPLE: To lift a heavy object, you have to go through a Test of Strength; your Investigator has Strength 3, so you will roll 3 dice.

Starting a Chain

Forget the classic dice roll where you add the results you got together!

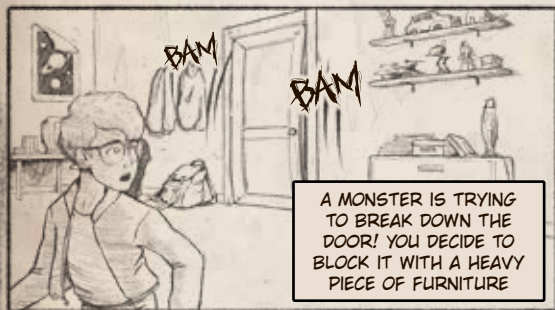
In *Stranger Tales*, when you have to make a Test, the result of the roll will be decided by the Chains you manage to make. A Chain is obtained when the numbers on the dice are in numerical order, such as 1 - 2 - 3, or 3 - 4, but not 2 - 4 or 3 - 6.

The value of a Chain is equal to the **quantity** of numbers in succession, so 1 - 2 - 3 will be worth three Chains, 3 - 4 two Chains, and so on. The value of the numbers on the dice doesn't matter, so a Chain formed by the numbers 1 - 2 - 3 will be worth three Chains exactly like one formed by the numbers 4 - 5 - 6.

So, the more dice you have, the better!

THINK ABOUT THIS WHEN IT COMES
TO ASSIGNING CHARACTERISTIC POINTS
TO YOUR INVESTIGATOR

STR 5 = 5 dice



THE NARRATOR DECIDES YOU MUST PASS A +3 STRENGTH TEST; LUCKILY YOU HAVE STR 5!



OUT OF 5 DICE, YOU
HAVE A CHAIN OF 4:
3 - 4 - 5 - 6



Levels of Difficulty

To perform actions during the game, you will have to carry out Tests, which we divide into four levels of difficulty:



These are simple tests for actions such as climbing a fence, moving light objects, facing a rather weak creature, and so on.

MEDIUM - LVL. 2

3 Chains

The Narrator requires this type of result for any Tests where they do not want the resolution of the problem to be taken for granted; quite the contrary. It is usually required to confront a particularly hostile creature, jump into a deep pit, fight a particularly angry bully, and so on.



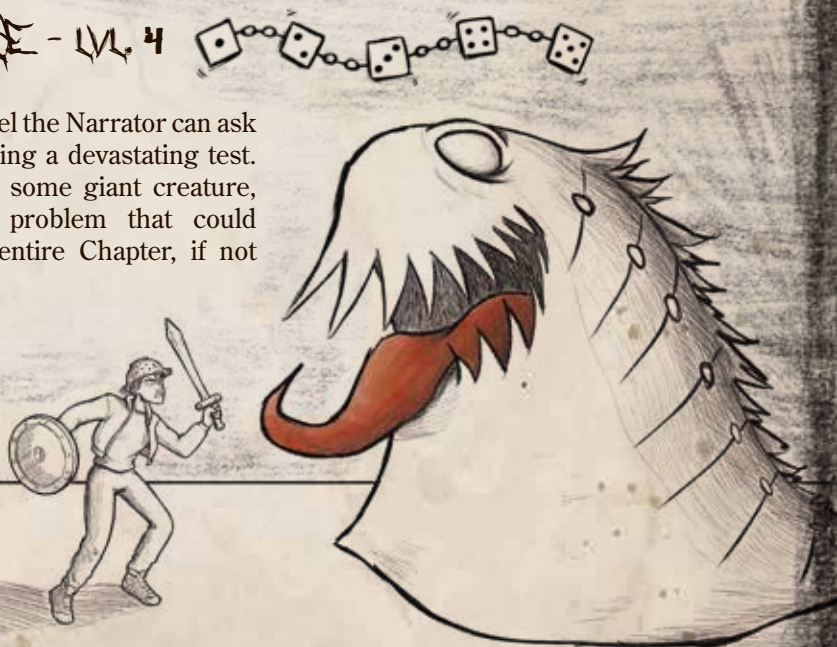


Here things get a little complicated, and probably the Investigator involved in such a Test will have to make use of some Pizza tokens (see page 16). This type of Test should be required for challenging situations, such as facing a horde of Demonic Puppets, or deciphering a tome in an unknown language, or hiding while being chased by some Killer Dolls, and so on.

IMPOSSIBLE - LVL. 4

5 Chains

It's the highest level the Narrator can ask for! It is about facing a devastating test. A Demonic Boss, some giant creature, or an immense problem that could compromise the entire Chapter, if not worse.



Bonus or Penalty?

PASSING THE TEST
IS NOT ENOUGH!

Depending on the margin of success or failure on the Test, the result will have consequences. The Narrator can decide, for example, to reward you with a BONUS for having passed the level of a test with two or three Chains more than required, or to punish you severely with a PENALTY if by chance you don't even get one! What the Bonuses or Penalties should be is up to the Narrator to decide; but like everything in *Stranger Tales*, you can argue if the Bonuses and Penalties don't seem adequate or proportionate.

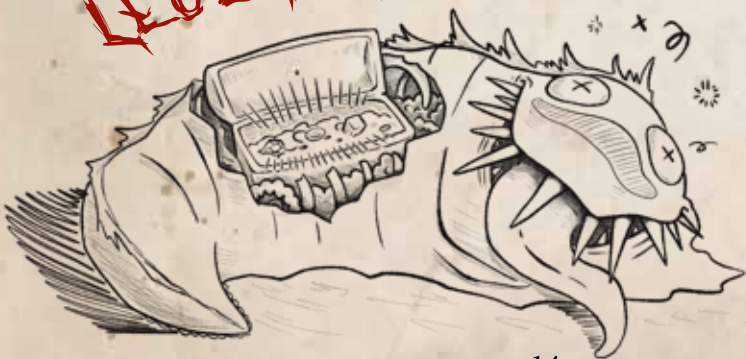
Either way, the Narrator will take it out on you until they are satisfied, using the following success or failure scale:

ABSDURD!!!

All the dice are in succession, forming a single Chain.



LEGENDARY



+2 Chains with respect to the level required.



GOOD

+1 **Chain** compared to the level of the Test.



OKAY...

Result equal to the level of the Test.



FAIL!

-1 **Chain** compared to the level of the Test.

ITS TAIL
VIBRATES WITH
PLEASURE



YUM



EPIC FAIL!

-2 **Chains** with respect to the level of the Test.



CRACK!!!



Pizza Tokens

These will be very useful for taking actions and getting out of trouble, so treasure them!

For Pizza tokens, you can use those contained in this package or even real pizzas, but remember not to eat them.

Actions triggered by Pizza tokens:

By spending a Pizza token, you can perform one of these actions:

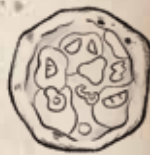
- Activate an **Object**. (see page 20)
- Activate your **Motto**. (see page 20)
- Activate the **Fusion System**. (see page 7)
- Confront your **Fear**. (see page 22)



WITH PEPPERS



WITH FRENCH FRIES



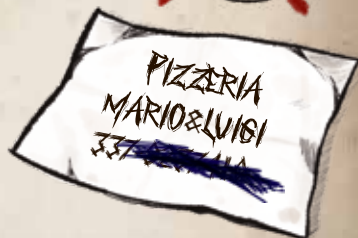
HERE IS THE WORLD!

At the start of the game, each Investigator is provided with three pizzas that can be used at any time



Get more Pizzas

Once consumed, the Narrator will give you more succulent tokens as a reward for having passed a Test in a "legendary" way, for example, or because they are particularly impressed by your courage. In short, it will be at their complete discretion to assign them to you, as and when they want. In any case, you can apply for one yourself if you think you have overcome a particular feat, but the last word will remain with them.

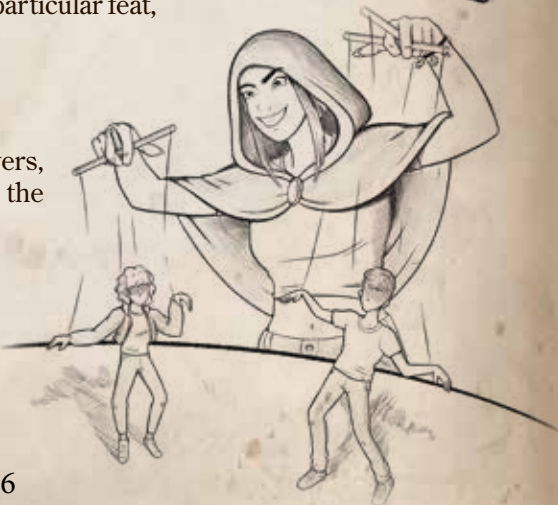


Actions for the Narrator

The Narrator, like all the other players, receives three Pizza tokens at the start of the game and can spend them to:

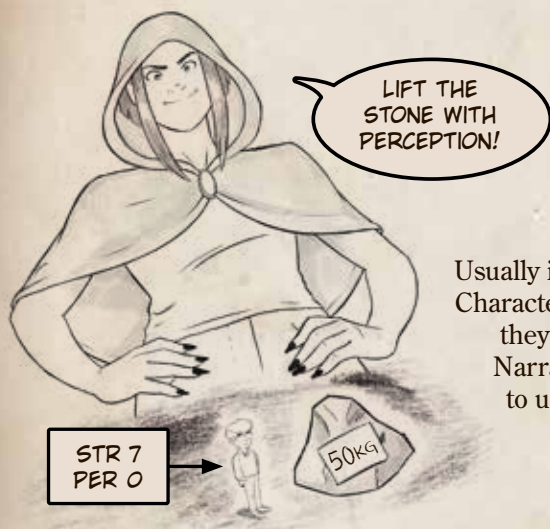
☒ Use the special ability of an NPC.

Adventure characters, other than you Investigators, are referred to as Non-Player Characters. The Narrator will manage them, but to use their special abilities, they will have to spend a Pizza token.



✓ **Force an Investigator to face their Fear.**

As we will see below, facing your Fear will be critical to your Investigator's health. When your Ladder of Terror is at its limit, it will be enough for the Narrator to give you the coup de grace!



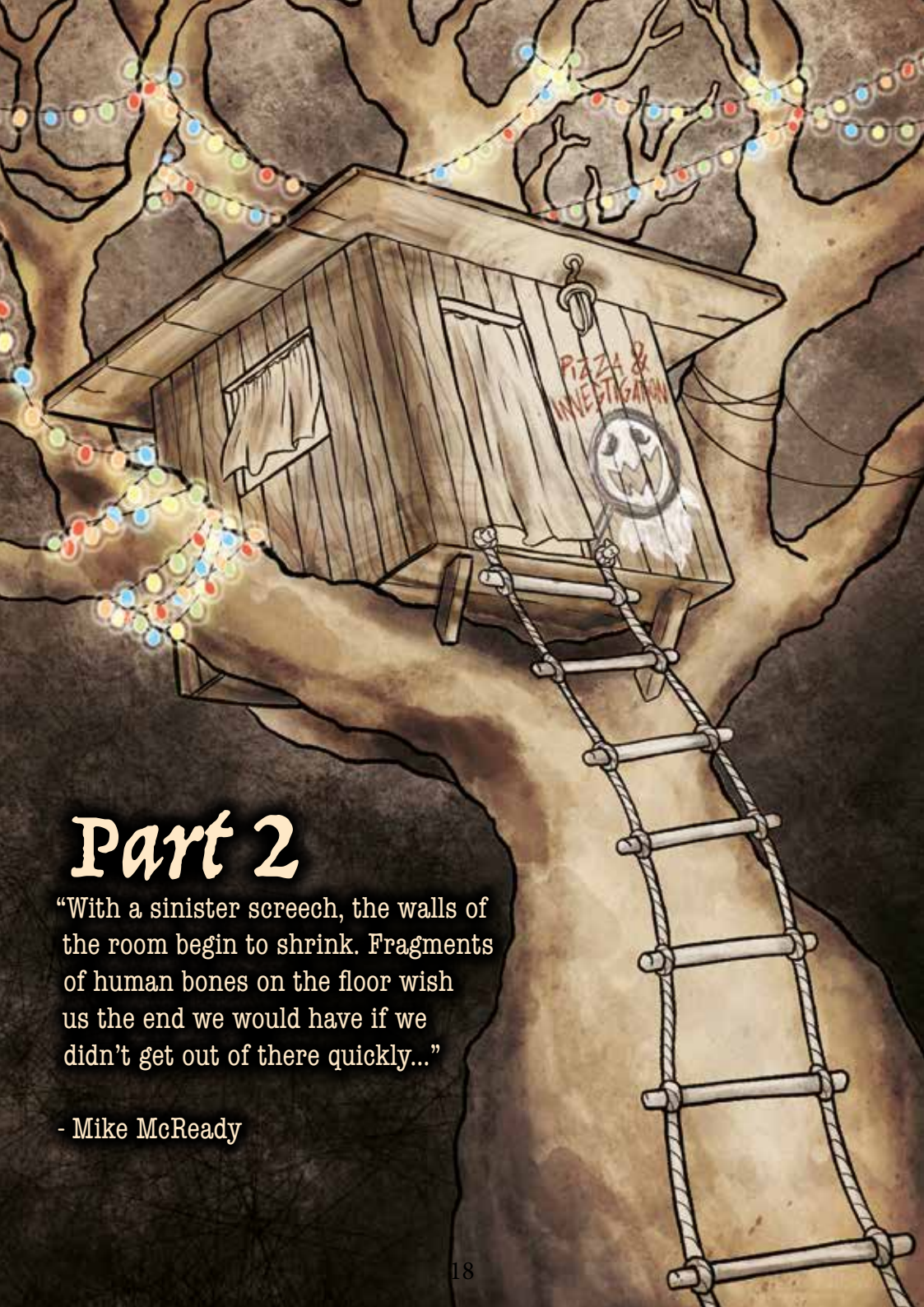
✓ **Enforce the Characteristic required to pass a Test.**

Usually it is the Brave who determines which Characteristic to use, contextually to the Test they are facing. In this case, however, the Narrator has the power to force the Brave to use a different Characteristic, perhaps one in which you are very deficient...

✓ **Force a group decision.**

Often, you will find yourself discussing what choice is best to solve a mystery, wasting hours just to get everyone to agree. If this goes too long and your chaotic chatter gets on the Narrator's nerves, they can spend a Pizza token to shut you up and decide for you.





Part 2

“With a sinister screech, the walls of the room begin to shrink. Fragments of human bones on the floor wish us the end we would have if we didn’t get out of there quickly...”

- Mike McReady

THE INVESTIGATOR SHEET

Creating an Investigator

Each Brave will have to deal with the creation of their own Investigator, but it should not be a solitary operation. Remember that you are a group and that unity is strength!

In fact, before moving on to the creation of your character, it will be useful to read about the Characteristics and skills you can choose from and talk about them with the other Braves to try to create a well-balanced group.



Try to organize as best you can before tackling an adventure by preparing yourselves with each other.



BACKGROUND

In this step, each Brave will have to create a short personal story that will tie them to people and places and that can be influential to the story.

Discuss your background with the Narrator first and then with the other Braves, in order to avoid spreading important news that you will want to keep secret as the story evolves. You can also choose to share part of your personal story with the other Braves while also establishing relationships between the Investigators, such as choosing to be brothers, best friends, or great rivals.

NAME

You will find yourself having to name your Investigator. You didn't expect that, huh?

AGE

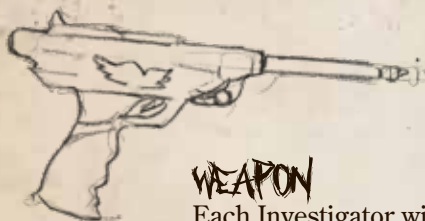
Remember that only kids are able to see Evil beyond the veil of unreality that clouds the sight of adults...

So your Investigator should be between 10 and 15 years old.

A detailed illustration of the 'Investigator Sheet' form. The form is titled 'INVESTIGATOR SHEET' and includes sections for 'STRANGER TALES', 'BACKGROUND', 'WEIGHT', 'HEIGHT', 'STR', 'DEX', 'CON', 'PER', 'STL', 'KNO', and a 'DIE ROLL' section with a grid of numbers 1 through 10. There is also a small illustration of a backpack with a bag inside.

NICKNAME

Your nicknames will be like code names for your Investigation Club, a bit like a special team on a secret mission! To help you, you can use names that reflect your personality, a predominant characteristic of your character, your habits, or your appearance that you like and represent you.



CONDOR
+1 PER

WEAPON

Each Investigator will start the game with a weapon that will give them 1 additional point to one of the Characteristics of their choice.



**SPIKED
SLEDGEHAMMER**
+1 STR

There are very interesting places in Crystal Country to find weapons and special items, such as Old Jack's tool shed. He makes some bizarre tools, but they always prove to be of some use.

It is important that your motto is always used in context or the Narrator will be able to deny you the benefit.

MY MOTHER ALWAYS SAID
THAT I WOULD GOUGE OUT
SOMEONE'S EYE WITH THIS
SLINGSHOT...



SLINGSHOT
+1 DEX

BACKPACK

Each Investigator will be equipped with a backpack that can contain up to three items which they can use by spending a Pizza token.



MOTTO

Your motto is a catchphrase that represents you and that your Investigator often repeats in certain situations.

This is an action that costs 1 Pizza token and allows you to re-roll a roll of the dice (which may not ensure a better result, but don't you want to add satisfaction?).

**STRENGTH
AND COURAGE!**

**I'LL BREAK YOU
IN TWO!**

**WHEN THE GOING GETS TOUGH,
THE TOUGH GET TO PLAY**

The acceptance (or not) of your motto and the effect on the situation are at the complete discretion of the Narrator. In fact, they may be so impressed by your interpretation that they want to reward you or, if not, severely punish you.



BEST FRIEND

Here you will write the name of your best friend, who could be another Investigator or an NPC. The trust that binds you together is very high, and you will help each other in times of difficulty without any hesitation.

EXAMPLE: If Peter is in danger, who will save him? Ray, who is his best friend, or Mike?

You don't necessarily have a best friend right away, so you can leave this blank until it's worth it.

LADDER OF TERROR

The Ladder of Terror indicates your Investigator's current terror level and is divided into 5 Frights numbered 1 to 5.



At the start of the game, your terror level is 0, but during the adventure it may increase or decrease depending on the situation. Advancing on this scale can penalize your Characteristics—in fact, at the 2nd and 5th Fright, you will lose 1 point in a Characteristic of your choice.

GETTING SCARED:

There will be various situations in which you risk getting scared:

- When your Body or Mind Points drop to 0 (see pages 26 and 27);
 - When certain Tests are not passed;
- When you are not able to overcome your Fear;
- When the Narrator deems it necessary.

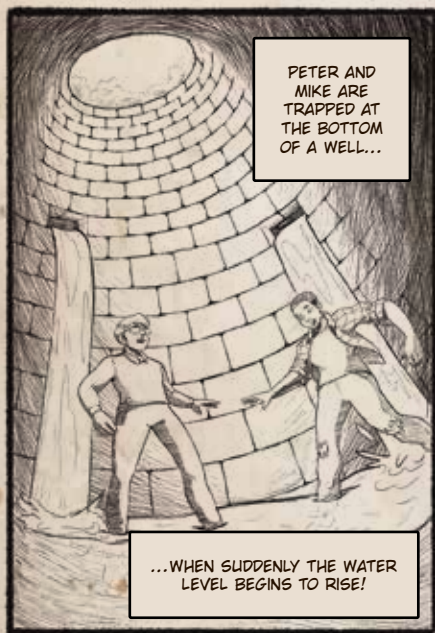
FEAR

In *Stranger Tales*, the Narrator will also be the one who personifies Evil! For this reason, it is necessary when creating your Investigator that you specify what your greatest fear will be. This will be a significant weakness for the evolution of the story, as the Narrator can make decisions based on your worst nightmares...

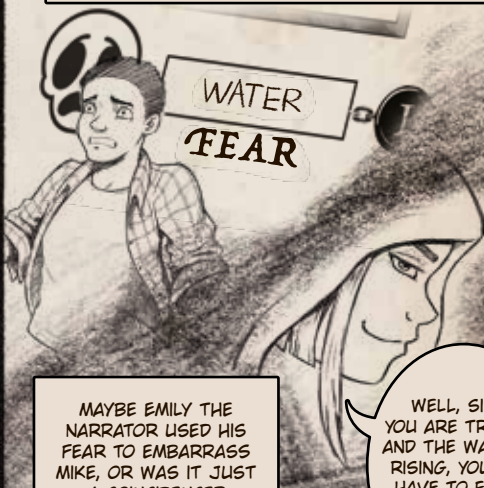
Overcoming your Fear will allow you to move back one space on the *Ladder of Terror*.

You can decide to face your Fear on your own initiative by spending 1 Pizza token, but this will not ensure the success of the undertaking: in fact, the Narrator will decide what Test you will face and, if you do not pass it, you will advance by another Fright!

On the other hand, it may be the Narrator who forces you to face your Fear at any time, so be careful not to make them angry...



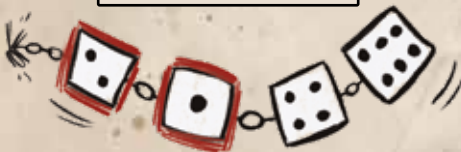
NO PROBLEM FOR PETER, BUT MIKE HAS THE BIGGEST FEAR OF WATER!



MAYBE EMILY THE NARRATOR USED HIS FEAR TO EMBARRASS MIKE, OR WAS IT JUST A COINCIDENCE?

WELL, SINCE YOU ARE TRAPPED AND THE WATER IS RISING, YOU WILL HAVE TO FACE A LEVEL 4+ TEST OF COURAGE.

SO, MIKE ROLLS 4 DICE, AS HE HAS COR (COURAGE) 4, BUT HE ONLY GETS 2 CHAINS...



FAILING THE TEST, MIKE ADVANCES 1 FRIGHT ON HIS LADDER OF TERROR.



CHARACTERISTICS

Each Investigator has six Characteristics: Strength (STR), Dexterity (DEX), Stealth (STL), Courage (COR), Perception (PER), and Knowledge (KNO). When you create your character, you have 20 Characteristic Points (CP) to distribute freely to them, with a maximum of 5 points each. The CPs you spend will determine the number of dice available for Tests that affect that Characteristic: the more dice you have, the greater the likelihood of having longer Chains.

Before creating your profile, it may be useful to read the descriptions of the Characteristics and orient yourself with the rest of the group to have balanced characters. In fact, you will have to spend your CPs intelligently so that every Investigator is suited to face certain challenges. For example, Ray could be the tank of the group and invest his CPs to the maximum in STR, so he can open the way when there are doors to break through!



STRENGTH (STR)

This indicates your physical strength and will be used in tests such as moving something heavy, breaking through a locked door, etc.



COURAGE (COR)

This determines your resistance to fear and intimidation. It will be used to face situations in which your courage will be tested, such as when you explore dark and nefarious places or when you find yourself in rooms with floors covered with hairy spiders...



DEXTERITY (DEX)

This is your agility and will be used for those physical tests where you have to perform actions such as walking on a rickety bridge, climbing over a wall, etc.

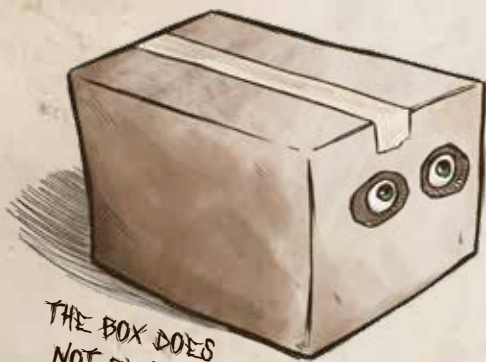


PERCEPTION (PER)

This shows your keenness in seeing important details. Asking for a Perception Test is very useful when trying to hear sounds or voices in nearby rooms, perceive clues that are not visible at first sight, or feel disturbing presences that spy on you...

KNOWLEDGE (KNO)

This is your knowledge of the visible and invisible world. It can be useful when you have to decipher clues or solve puzzles, or for finding an opponent's weak point using what you know. It can also be useful for learning about local legends and what hideous creatures you might encounter.



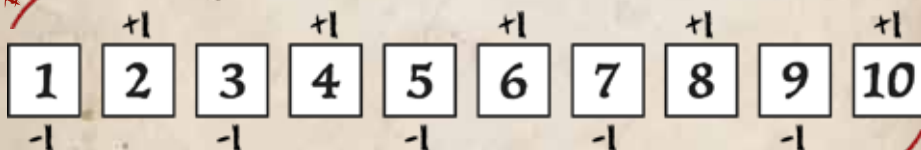
THE BOX DOES
NOT BETRAY

STEALTH (STL)

This indicates your ability to move silently so as not to be seen or heard. Very useful for hiding or overhearing interesting conversations, or to follow someone without getting caught.

EXPERIENCE SCALE

BONUS →



← PENALTY


This represents the experience your Investigator has accumulated over the various Chapters of the Tale.

As you can see, it is divided into 10 levels.

At the end of each Chapter, the Narrator will decide whether to advance, demote, or leave the level of each Investigator unchanged, based on the results obtained during the game.

**IN MASTERLESS MODE, THIS
WILL BE A DECISION DISCUSSED
BY ALL THE BRAVES**

**Every two levels you gain will
earn you 1 Characteristic Point**
which you will assign freely to your sheet.
Conversely, if you lose levels, those points
will be deducted from your Characteristics.



THE STORY ENDS WITH AN EPIC CLASH
AGAINST A GANG OF THUGS IN THE CITY,
FROM WHICH OUR INVESTIGATORS COME OUT
VICTORIOUS, BUT NOT UNSCATHED...

PETER
LVL. 4

RAY
LVL. 6

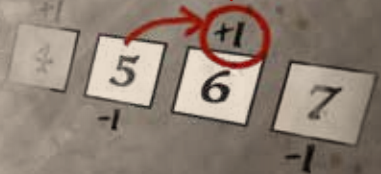
DAPHNE
LVL. 5

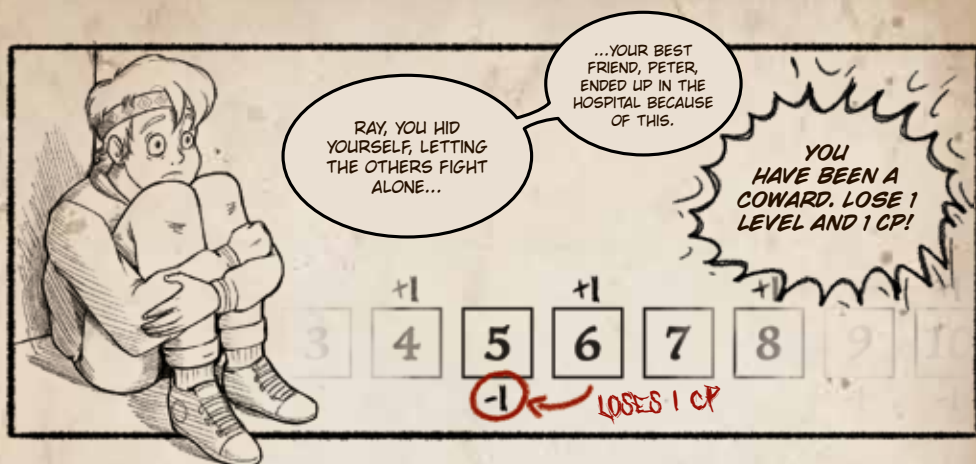
WELL,
YOU HAVE FACED
A VERY DIFFICULT
CHALLENGE, NOW I
WILL ASSIGN THE
EXPERIENCE
POINTS.

PETER,
YOU HANDLED THE
BATTLE WELL, BUT YOU
NEARLY DIED, ENDING UP IN
THE HOSPITAL, AND COULDN'T
PARTICIPATE ALL THE WAY
TO THE END, SO YOU
DON'T LEVEL UP.

DAPHNE ADVANCES BECAUSE
SHE RESISTED UNTIL THE END
AND GAVE THE FINAL BLOW TO
HARRY COOPER, THE BOSS OF
THE GANG OF THUGS.

EARN 1 CP
(CHARACTERISTIC POINT)





VITALITY

Vitality is your Investigator's physical and mental health.



BODY

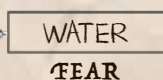
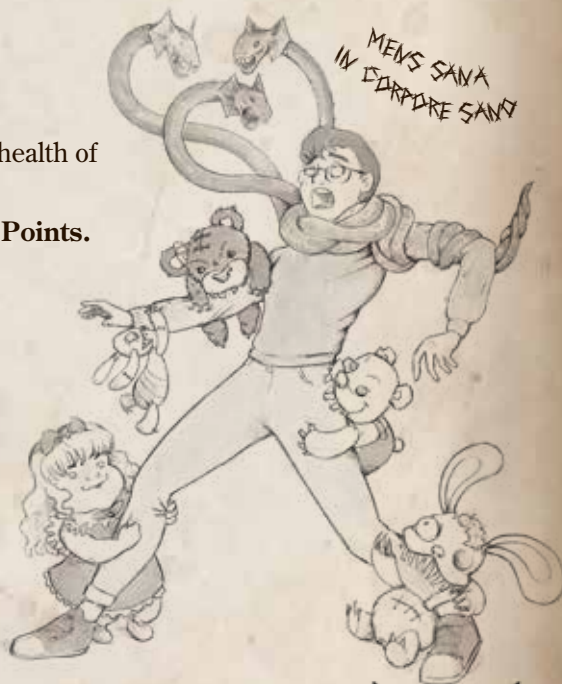
Your Body Points represent the physical health of your Investigator.

Each Investigator starts with 5 Body Points.

GETTING STUNNED:

If they reach zero Body Points, the Investigator will be Stunned. This causes them to gain 1 Fright on their Ladder of Terror, after which their Body Points return to their full value.

A Stunned Investigator remains out of action until things calm down and they are able to recover (see the next section: Life and Death)





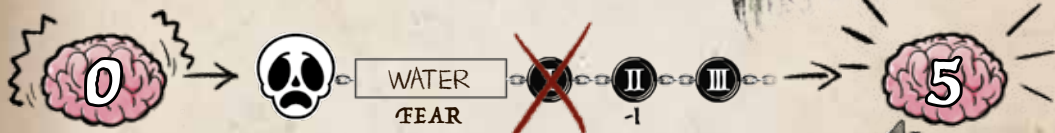
MIND

Your Mind Points represent your Investigator's sanity.

Each Investigator starts with 5 Mind Points.

BEING BEWITCHED:

If they reach zero Mind Points, the Investigator will be Bewitched. This causes them to gain 1 Fright on their Ladder of Terror. To recover their Mind Points, the Investigator will have to engage in some recreational activity (present in the full version of *Stranger Tales*).



Life and Death

As we have seen, when you completely lose your Body or Mind Points, you get a Fright. Dying definitively will therefore be your choice: if you want to change characters in a dramatic and theatrical way for example, or it will be a definitive punishment from the Narrator.

THE CHOICE IS YOURS

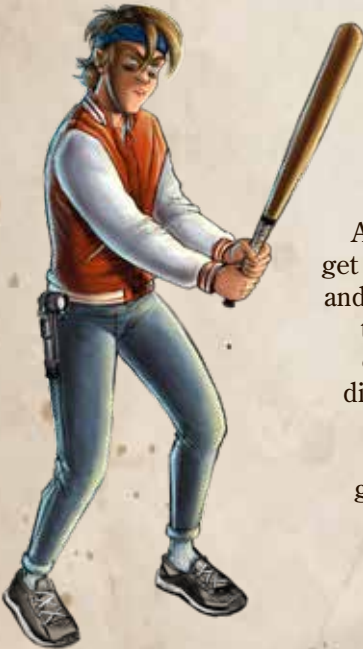
CHARACTERS

QUICK START

In order to get started right away with the adventure of this Quick Start, we have prepared playable characters straight out of the box of *Tales of Evil* – the board game. At the end of this manual, you will find their pre-filled character sheets so you can start playing by skipping the preparation phase.

Peter Spencer

Founder and mastermind of Pizza & Investigation, the investigative club of the *Tales of Evil* universe. He loves to stay holed up in his cellar to build equipment of dubious usefulness, but he is firmly convinced that sooner or later the world will notice him and raise him up in triumph. He is perpetually at odds with Ray, his brother, even though he always ends up indulging him because deep down he loves him a lot. He is the only one who has noticed Daphne's weakness for his brother, but he is silent because he has a crush on her, even if he cannot understand how such an intelligent girl could run after a superficial guy like Ray.



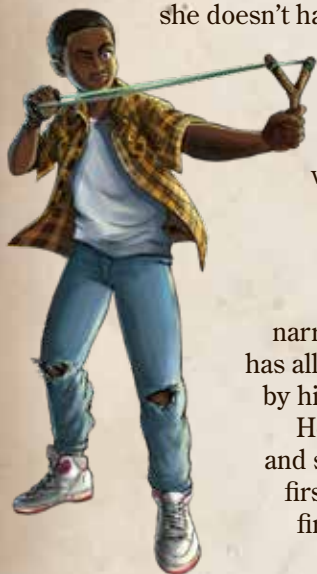
Ray Spencer

A competitive and stubborn boy; he often manages to get into trouble without wanting to. His sturdy physique and his prowess made it easy for him to join the football team, making him popular with the schoolgirls. A bit of a braggart then, but with a heart of gold; he never disdains to participate in some brawl to get his friends out of trouble. He is very close to his brother Peter, with whom he founded the Pizza & Investigation gang, even if he doesn't always understand him since they have diametrically opposed personalities.

Daphne Davis

Neighbor of the Spencer brothers. For her, books and knowledge are a world apart, where she often takes refuge. Despite her frail appearance, she hides a ferocious character when needed. She is passionate about the occult; she knows practically everything about myths and legends. Her attitude, much too mature for her age, frightens her peers, which makes it difficult for her to make true friends. She is secretly in love with Ray, but she doesn't have the courage to declare herself.

So, when Peter asked her to join their gang, she didn't think twice before accepting. Besides, he knew that without her they would not have gotten very far...



Mike McReady

A nimble and skinny boy. He often manages to slip into very narrow places that are impossible for others to reach. His agility has allowed him to win several athletics competitions—He is loved by his friends for his ability to retrieve a ball wherever it ends up.

He is Ray's best friend, with whom he spends most of his days and shares the same aptitude for getting into trouble. He was the first member recruited by Pizza & Investigation and always the first to be sent to explore narrow tunnels and secret passages.

Leila Redfield

She is a very practical girl who loves to get out of her schemes, but she has a deep and attentive soul hidden in her. She can't stand fake people, especially frivolous and flirtatious girls. She joined the gang by accident after finding Mike's badge in the girls' bathroom. She was intrigued by the logo, so she decided to follow the boy after school to the secret Pizza refuge, where she was struck by the surreal atmosphere of the place and by the boys who sparked diversity from their pores. Daphne reacted to the girl's request to join their club with distrust, forcing her to pass a test of courage before being accepted. Leila easily passed the test, and a measured relationship of mutual respect was born between the two girls.



Part 3

"It all began when yet another kid from Crystal Country mysteriously disappeared. But the story goes back much earlier, so I'll start from the beginning and explain how we got involved in something bigger than us..."

- Peter Spencer





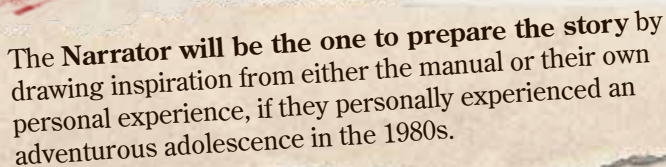
The first steps in setting up your *Stranger Tales* game is:

- Choose the **Game Mode**;
- Decide who will be the **Narrator**;
- Create **Investigators**.

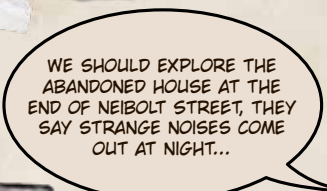
Setting up a Tale

In the complete manual, you will find chapters dedicated to the places and NPCs of Crystal Country, the American suburban town where your adventures will take place, as well as the legends and mysteries that may inspire you.

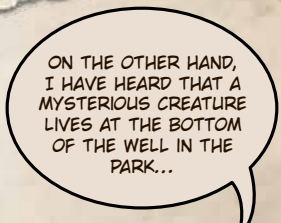
There will be sections dedicated to monsters, weapons, and items useful for the adventure.



The **Narrator** will be the one to prepare the story by drawing inspiration from either the manual or their own personal experience, if they personally experienced an adventurous adolescence in the 1980s.



WE SHOULD EXPLORE THE ABANDONED HOUSE AT THE END OF NEIBOLT STREET, THEY SAY STRANGE NOISES COME OUT AT NIGHT...



ON THE OTHER HAND, I HAVE HEARD THAT A MYSTERIOUS CREATURE LIVES AT THE BOTTOM OF THE WELL IN THE PARK...



THE CLUB

If you have the *Tales of Evil* board game, you will surely know the Pizza & Investigation investigative club. Well, like the intrepid Peter & Co., you too can create your own exclusive club, with its own rules and goals to achieve. Decide what your secret haven will be, which will allow you to get together and plan your adventures.

In the full version of the game, there will be a section dedicated entirely to the “secret refuge” from which you can take inspiration.

The Tale and the Chapters

It will certainly not be easy to solve a complete adventure and it may take several game sessions...

Thus, there will be a main story, called the Tale, which is divided into Chapters, each of which will represent a single game, as if you were living inside an old Uncle Stephen's horror book.

We begin to shape the *Mystery*...



Who?

What kind of creatures will you face? Which characters will you meet? They may be human, or they may not, but they will surely be hostile and the cause of your problems.

What?

Here is the crux of the matter, or the Mystery you will have to deal with. A missing child? Disturbing sightings in the woods? Strange experiments at the nuclear power plant?

When?

You already know that you are in the '80s, but what year exactly? Could it coincide with the release of a film? Will it be winter or summer? Christmas or Thanksgiving?

Where?

You could find yourself in the far-from-laughing town of Crystal Country, or in a large metropolis. A village among the glaciers? A haunted house?

Why?

What motive is behind this mystery? What is the reason for all this? This will be up to you to find out! Will you be able to solve dark and disturbing mysteries?

The Narrator's task

GAME MASTER MODE

The Narrator will write a draft of the Tale, marking the salient points that will follow one another in the various Chapters using those 5 questions.

They will write down useful information about the places, characters, and creatures that the Investigators will encounter.

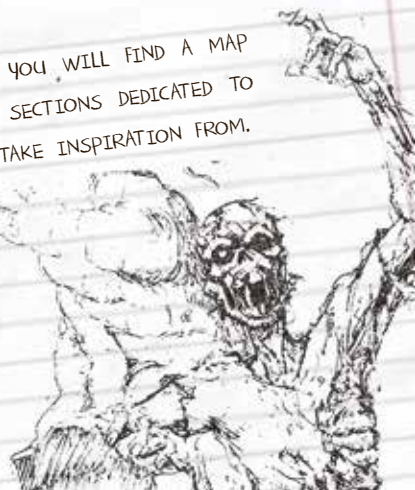
MASTERLESS MODE

Organize the Tale all together, feeling free to improvise when it is your turn as Narrator. Write down the important things, leaving the ending "pending"—events will guide you!

SOLITARY MODE

You will be the master of your world and no one will be able to tell you what to do....!

IN THE COMPLETE MANUAL, YOU WILL FIND A MAP OF CRYSTAL COUNTRY AND SECTIONS DEDICATED TO PLACES AND CREATURES TO TAKE INSPIRATION FROM.





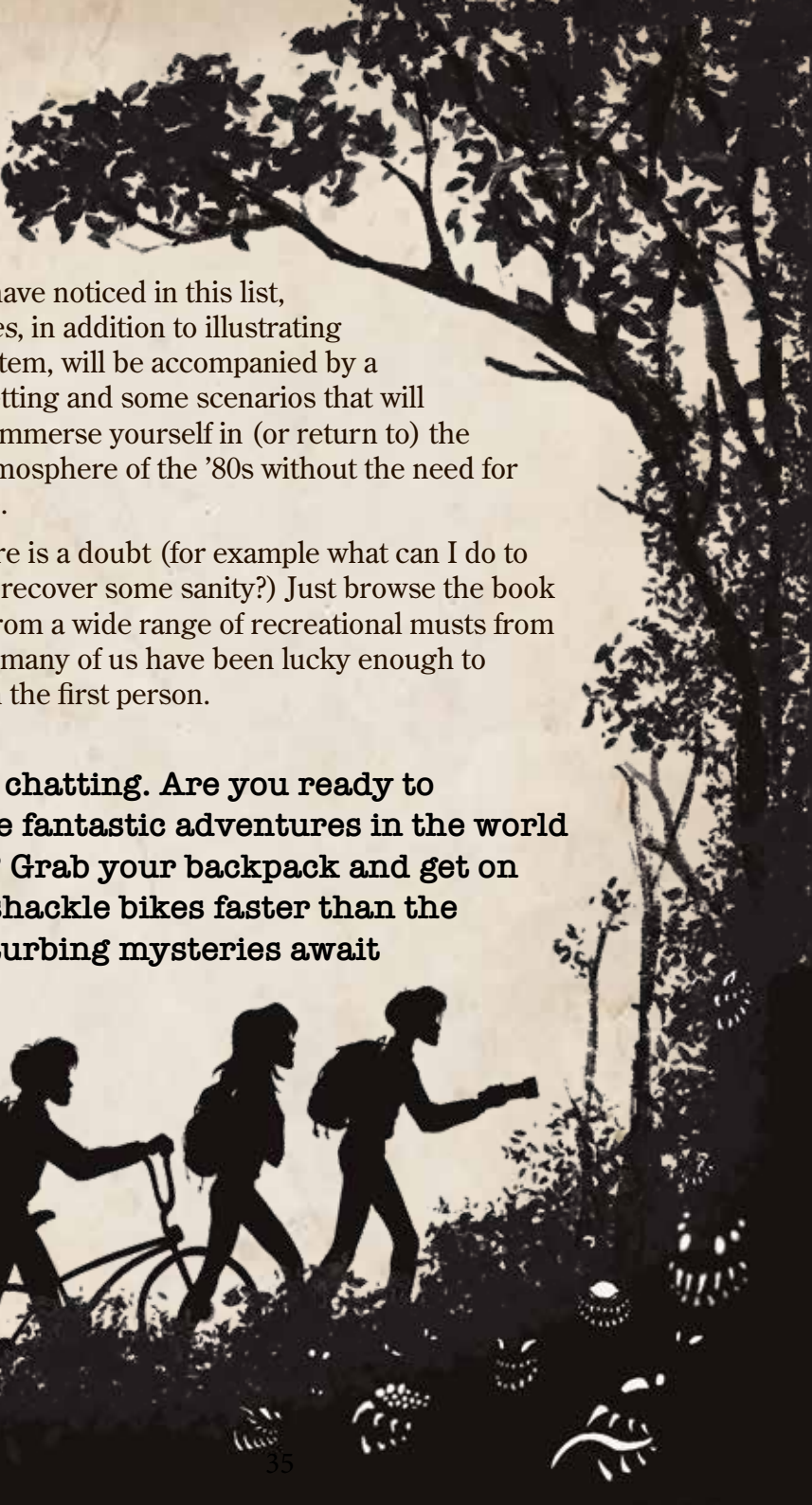
The Full Game...

What has been collected in this diary is just the tip of the iceberg of what the vast world of *Stranger Tales* can be. The full version will be a substantial collection with all the information you'll need to create a universe that will take you back in time.

Contents:

- In-depth chapters on all the topics covered in this *Quick Start*;
- The role of the Narrator in detail;
- The Tales: how to create, manage, and direct them;
- How to manage Tests;
- Creating and managing NPCs;
- A complete Tale playable with Pizza & Investigation;
- The Crystal Country map drawn by the founders of Pizza & Investigation;
- A chapter dedicated to the places of Crystal Country;
- Creation of Investigators;
- Complete bestiary;
- Basic, intermediate, and advanced equipment for the Investigators;
- Recreational activities of the 1980s;
- The Club and its Headquarters;
- 1980s: insights into the era, historical facts, and pop culture.
- Exclusive content that will be unlocked during the first strange Tale that will bring the adventures of Pizza & Investigation back to life: the Kickstarter!





As you may have noticed in this list, *Stranger Tales*, in addition to illustrating the game system, will be accompanied by a full-bodied setting and some scenarios that will allow you to immerse yourself in (or return to) the legendary atmosphere of the '80s without the need for anything else.

Any time there is a doubt (for example what can I do to have fun and recover some sanity?) Just browse the book and choose from a wide range of recreational musts from the time that many of us have been lucky enough to experience in the first person.

“Now stop chatting. Are you ready to experience fantastic adventures in the world of horror? Grab your backpack and get on your ramshackle bikes faster than the wind! Disturbing mysteries await you!”



PART 4

QUICK-START ADVENTURE

This Tale is ready for you and will allow you to take your first steps in Stranger Tales! First, choose your Game Mode (p. 10) and Investigators (p. 28).

Then the Narrator will take a first look at the Tale...





SELECT



➔ GAME MASTER MODE

Narrator, listen well...

Use the Tale you will find below as the draft of a script that you can follow or change as you wish. In fact, everything you read in each Chapter will be ideas without a real place and time. Be inspired by your imagination to enrich the setting with descriptions and events, characters and monsters, or anything that comes from your twisted mind. Guide and let yourself be guided by the Investigators who will delve into this story of terror.

Now read the first Chapter secretly, then go on the adventure!

➔ MASTERLESS MODE

For each Chapter, you will alternate the role of the Narrator, so decide who will be first. The lucky one will secretly read only the first Chapter of the Tale and, as for the Game Master Mode, will propose their version of the story to the other Brave ones. In the next Chapter, the new Narrator will do the same, and will be free to continue the path taken by their predecessor or change it drastically to make things more interesting!

Which of you will be the lucky one to narrate the Final Chapter?

DON'T GIVE UP: Don't read the later Chapters before the current one is finished!

➔ SOLO MODE

We have an intrepid!

Very well, lord-absolute-undisputed, start directly with the adventure by reading the first Chapter on the spot.

Remember that this is a vague track that aims to inspire you, like a voice that whispers to your subconscious and gives life to your most lucid dreams...



LET'S START...

From now on, only
the Narrator will read!

As mentioned, the Quick-Start Adventure is just a canvas to inspire you and guide you into the world of *Stranger Tales* for the first time. This means that while reading you will find in brackets some advice on places, characters, and so on.

As Narrator, you still have full freedom, so feel free to follow or modify the Tale for yourself.

To avoid ACCIDENTAL SPOILERS, regardless of the Game Mode chosen, you will find a possible unfolding of the story at the end of the adventure. So, if you still feel uncertain what to do, you can read the summary of the story at the end of this *Quick Start* and then start following the first Chapter. This summary will give a clear idea of the story and advice on how to carry it out, but obviously it will also reveal the mystery right away...

Are you ready to take the risk?



Chapter 1

It was one (*summer, winter, cold, warm, icy*) evening when we got on our bikes and set off along the deserted road that would lead us to (*Where? The old abandoned house, the forgotten mine, the deconsecrated church...*), but once we were on the street, we decided to go to the shop of... (*NPC name—Recommended: Old Jack*).

When we arrive, we find... (*character description*). He looks at us and says, "What do you want, brats?"

The guy doesn't seem willing to help us, so we have to convince him... (*Test—maybe PER or KNO*).

The... (*NPC*) scrutinizes us for a while longer and then says: "Listen, you're not going to go to... (*Recommended place: abandoned house down on Neibolt Street?*). That's a cursed place. Now no one tries to get close and those who did have never returned."

After we convince him to help, he tries to warn us: "You will all die! But if you really want to take the risk, you can't go there without taking... (*a particular object of your choice that will allow you to get yourself out of trouble*).

As soon as he hands us... (*the object you have chosen*), the earth under our feet begins to tremble... (*Test—maybe STR or DEX*).

"It's the curse! I knew it!" he screams as the walls begin to collapse... (*Test—Lvl 3 COR recommended*).

We barely manage to get to safety, but there is nothing left of the place. The... (*NPC*) cleans up his dusty overalls and tells us: "Now go and put an end to the... (*What? Recommended: mystery of the missing children*)"



Chapter 2

As the Investigators whiz in the direction of... (*Location chosen—Recommended: abandoned house down on Neibolt Street*), the leaves on the side of the road begin to cluster and then get carried upwards by small eddies. It is now clear that a storm is coming. Something supernatural doesn't want our heroes to reach... (*The chosen place*). The storm deepens (*Test*).

For the Narrator only:

Should the Investigators lose or break their bikes, each of them gets scared and will have to advance up their Ladder of Terror.

The Investigators continue towards... (*The chosen location*), but by the time they get there the storm has become unbearable and they are caught in a heavy rain of hail (*Test*).

They have to do something, and the only solution seems to be to enter (*The chosen location*) in order to survive.

Chapter 3

An Investigator looks around. It is dark, and it would be good to light some flashlights or some makeshift torches (*Test—or maybe invoke the Fusion System*).

The place is truly decadent, and a surreal silence reigns all around, but now they are inside and going out again into the storm of rain and ice would be madness.

There are various doors that lead to who-knows-where, and somehow they have to move on because they cannot stand here forever. The doors all appear to be locked, and they will hardly be able to open them, but someone tries anyway (*Test—very hard, maybe Lvl 3 or 4*).

Nothing to be done that way, so another Investigator could try to search more carefully and look for another way (*Test*).


The Investigators find a grate at the bottom of the wall that they could maybe crawl through, but it is narrow and it will be a struggle to fit (*Test*).

After crawling through the opening, they find a corridor leading towards the back of the... (*The chosen location*).

One of the Investigators could try to figure out if it is appropriate to continue quietly or if the place hides some kind of trap (*Test*).

It all seems quiet, but as the Investigators move forward, they feel the floor under their feet twist and warp. They have to run to get to the door before everything collapses (*Test*)!

They barely manage to throw themselves through the door, and on the other side they find what appears to be a children's room with a disturbing... (*Enemy creature—Recommended: Demonic Puppet*) sitting in a chair watching them with glassy eyes.



“Welcome!” croaks... (*the Demonic Puppet*) (*Try to resist terror!*). “You will never get out of here alive!” it says, then it turns its head 360 degrees (*Try to resist terror again!*).

Other... (*Enemy creatures—Recommended: Wooden Puppets*) emerge from the shadows, but they are each different and almost look like real children—and indeed they are! The missing children have been transformed into (*the enemy creatures—Wooden Puppets?*) but with human eyes (*Test Lvl 3 to resist terror one more time*)!

A fight starts and the torches go out. The room is lit only by a few candles in one corner. The noise of broken objects and screams of pain and fear fill the air. You have to survive the onslaught!

(*Fight the Demonic Puppet: 2 Tests*).

After the hustle and bustle quiets down, one of the Investigators tries to light their shabby flashlight (*Test*).

All around, there are only pieces of... (*Recommended: puppets*) scattered in bulk.

The... (*Mystery. Recommended: mystery of the missing children*) is solved, even if the conclusion is bitter.

Going out the door, the Investigators turn towards... (*Recommended: the abandoned house on Neibolt Street*) for the last time when a shrill chuckle echoes through the air, making their skin crawl.

The... (*Recommended: Demonic Puppet*) is still alive!

The Investigators will be forced to return to rescue the kidnapped children and finally defeat it.



DANGER!

This is only one possible development of the Tale. Use it at your leisure if you intend to have your adventure already prepared, but also feel free to twist it as you please.

SUMMARY

of the Quick-Start adventure

Who? Demonic Puppet.

What? The mystery of the missing children.

When? Late summer of 1981.

Where? The abandoned house down on Neibolt Street.

Why? The Demonic Puppet wants to form an army.

The Investigators learned of the disappearance of some children from the neighborhood, so they set out on their trail to solve the mystery. They decide to go ask Old Jack, a creepy guy who wears a Canadian shirt, denim overalls, and a straw hat. He is the owner of a junk shop down in the village. But Jack is stubborn, and only after some hard work of convincing are our heroes able to learn where the children might be hidden. The situation immediately gets worse due to the collapse of Old Jack's store, immediately followed by a storm that will put our Investigators to the test. Tired and exhausted, they are able to find shelter inside the old house on Neibolt Street; the very one that Jack said was the probable place where the missing children might be hidden. The Investigators find themselves having to face the darkness of that gloomy place, a rickety floor, a tunnel, and eventually confront the puppet army of the demonic puppet who, it seems, has turned the kidnapped children into pieces of wood! The mystery ends with the Investigators leaving the house, but not before hearing the shrill laugh of the demon—who apparently survived the fight.

Playing Stranger Tales as a board game?
Here is a mini-adventure that will help you understand how Stranger Tales works as a solo game and a board game. Choose one of the Investigators from those proposed.

The Mystery of the Old Shop

Paragraph 1

For weeks now, our gang had been studying that gloomy place that had been closed for years (in the final version, you will have a map with the exact location of the shop). But why did Mrs. Smith go to that place at night? What was she doing in the middle of the night in there and why did she go back to her house only just before dawn? We had to find out because we were convinced that Mrs. Smith was harboring a dark secret. There were two places to investigate that interested us.

The Investigators may decide to enter the shop shortly before Mrs. Smith arrives—Go to **Paragraph 4**—or wait for the lady to leave her house and inspect it—Go to **Paragraph 3**.

Paragraph 2

The being that fell upon us didn't stop our desire to find out what was happening in that place, so we decided to go upstairs.

What we found was somewhat disconcerting: All the rooms were empty, and in one was a mound of loose earth piled up in the center of the room. That was the epicenter of the rancid smell that was assaulting our nostrils. Each Investigator must make a **Lvl.1 Courage Test**.

There was nothing to do but start digging. (Here the **Fusion System** could be useful, bringing something real into the world of your Investigators' story to make digging in the mound easier. A spoon will do just fine.) Each Investigator must make a **Lvl.2 Perception Test**.

What we discovered under the mound of earth puzzled us. It was a tiny casket, inlaid in what appeared to be an unknown language. A worthy

Investigator can make a **Lvl.2 Knowledge Test** to try to decipher the meaning. If they succeed, go to **Paragraph 6**; if not, go to **Paragraph 13**.

Paragraph 3

We decided to sneak into the old woman's house at night while she was at the shop.

Luckily, we found the window at the back of the house open and we managed to get inside, but as soon as we did we realized that none of the lights in the house were working, and the air was permeated by an overbearing musty smell that reached right into our souls. Something "broken" and "wrong" dwelt in that place.

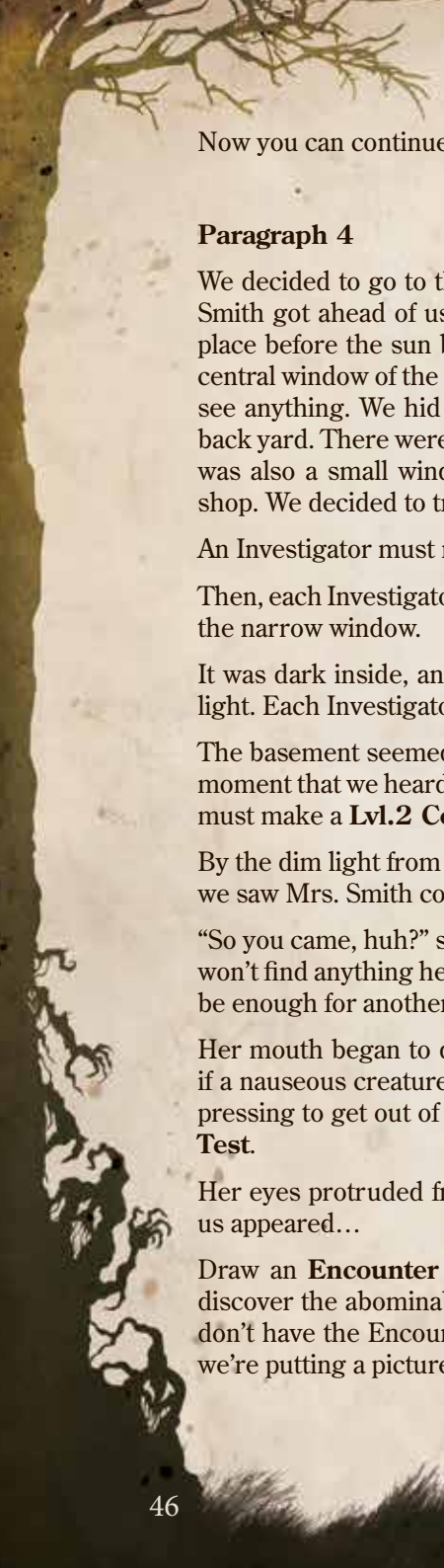
The detectives have to go looking for some clues to find out what Mrs. Smith is hiding. All Investigators must make a **Lvl.1 Perception Test**.

At some point something happened...

Draw an Encounter Card. (In the full version of the game you will have a deck of cards called Encounter cards, which will be an inspiration to make the games more interesting. For the Quick Start version we have drawn a Killer Doll for you! Face her at **Lv.2**).



After meeting the Killer Doll we were really scared and couldn't figure out what it was doing in Mrs. Smith's house.



Now you can continue to investigate —Go to **Paragraph 2**.

Paragraph 4

We decided to go to the old shop. We didn't have much time before Mrs. Smith got ahead of us, so we got on our bikes and made our way to that place before the sun began to set. Some of us started to look around the central window of the shop, but the windows were so dirty that we couldn't see anything. We hid our bikes in the side alley and walked towards the back yard. There were a lot of old things left to rot in the weather, but there was also a small window that probably looked into the basement of the shop. We decided to try it.

An Investigator must make a **Lvl.1 Strength Test** to break the window.

Then, each Investigator must make a **Lvl.2 Dexterity Test** to pass through the narrow window.

It was dark inside, and our eyes had a hard time getting used to the dim light. Each Investigator must make a **Lvl.2 Perception Test**.

The basement seemed to contain nothing of importance, but it was at that moment that we heard footsteps coming down the stairs! Each Investigator must make a **Lvl.2 Courage Test**.

By the dim light from outside the broken window and from our flashlights we saw Mrs. Smith come downstairs and then stop to look at us.

"So you came, huh?" she told us. "I've been waiting for you, you know. You won't find anything here to interest you, but I have to eat, and this meal will be enough for another full year!" she concluded.

Her mouth began to dilate unnaturally and her hands began to shake, as if a nauseous creature under her skin began to work its way through her, pressing to get out of her. Each Investigator must make a **Lvl.3 Courage Test**.

Her eyes protruded from her head and then fell out, and right in front of us appeared...

Draw an **Encounter card** and refer to the **Lvl.1** entry on the card to discover the abominable creature Mrs. Smith has turned into. (Since you don't have the Encounter cards that will be included in the full game yet, we're putting a picture of an Encounter card here: The Thing!).



We discovered that Mrs. Smith was nothing more than a disgusting monster who fed on what she ate. We had to shoot it down!

All Investigators must face the **Lvl.1 Test** first. After that, all Investigators will have to pass the **Lvl.2 Test** on the card and then the **Lvl.3 Test**. to stab the Creature. For each failed Test, the Investigator loses 1 Body Point.

After the encounter, go to **Paragraph 5**.

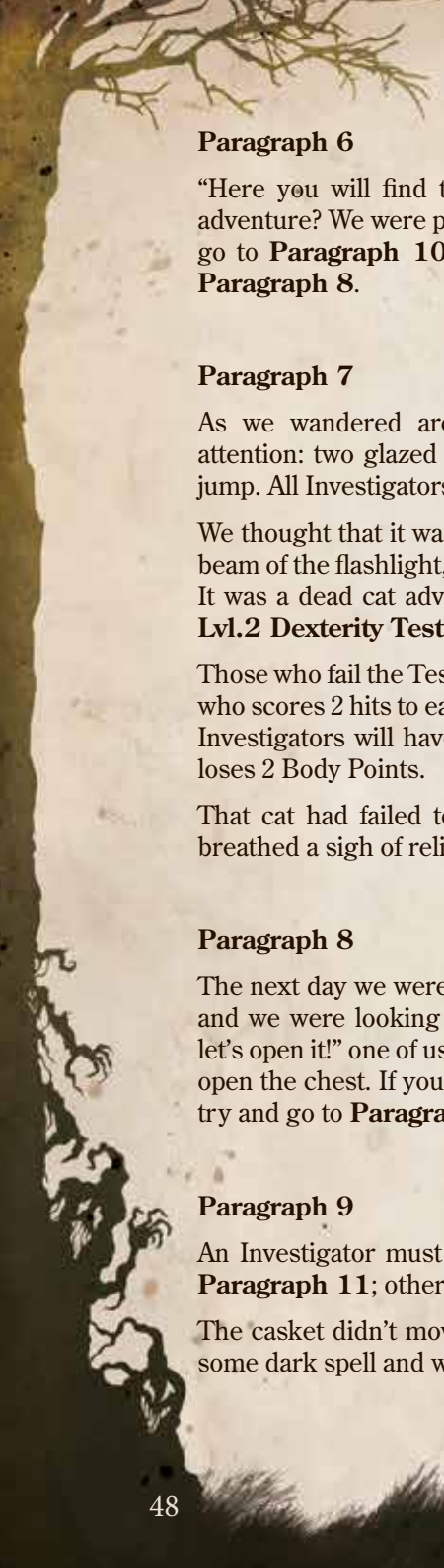
Paragraph 5

That thing wasn't easy to face, but we were still alive and we felt it. As we watched, the body of the abomination started to liquefy before our astonished eyes, and that was when we saw something shimmering inside the miasma of what remained of that creature.

An Investigator must dip their hand into the foul-smelling goo of the monster's carcass by making a **Lvl.2 Courage Test**.

When our friend pulled their hand out, it held a silver key with something written on it: "This is the key to my heart."

If you have the casket with you, go to **Paragraph 10**; if not, go to **Paragraph 12**.



Paragraph 6

“Here you will find the way to adventure.” But which way and which adventure? We were perplexed and decided to open it. If you have the key, go to **Paragraph 10**; otherwise, you will need a key to open it. Go to **Paragraph 8**.

Paragraph 7

As we wandered around that gloomy house, something caught our attention: two glazed eyes in the darkness behind an armchair made us jump. All Investigators must make a **Lvl.2 Courage Test**.

We thought that it was just a cat, but when we managed to frame it in the beam of the flashlight, we realized that it was not a normal cat. It was dead! It was a dead cat advancing towards us! Each Investigator must make a **Lvl.2 Dexterity Test** to try to avoid the cat’s attack!

Those who fail the Test will have to defend themselves from the crazed cat, who scores 2 hits to each Investigator who failed to free themselves. These Investigators will have to make a **Lvl.2 Strength Test**. Whoever fails it loses 2 Body Points.

That cat had failed to get us physically, and when we saw it leave we breathed a sigh of relief, but it didn’t last long. Go to **Paragraph 2**.

Paragraph 8

The next day we were in my room (one of the Investigators in the game), and we were looking distractedly at the casket we had stolen. “Enough, let’s open it!” one of us said. If they want, one of the Investigators can try to open the chest. If you decide to do so, choose among yourselves who will try and go to **Paragraph 9**; otherwise go to **Paragraph 4**.

Paragraph 9

An Investigator must make a **Lvl.4 Strength Test**. If successful, go to **Paragraph 11**; otherwise continue reading.

The casket didn’t move a single millimeter. It was probably protected by some dark spell and would only open with its key—Go to **Paragraph 4**.

Paragraph 10

We put the key in the chest and when we opened it we were amazed: A beating, living heart lay at the bottom. Each Investigator must make a **Lvl.2 Courage Test**.

Looking closely, the vision disappeared. It was only a suggestion; at least we hoped so. On the red velvet bottom of the chest was some embroidery: "Only with the complete version of Stranger Tales will you be able to solve the mystery."

We were dumbfounded. What was it referring to and above all what was Stranger Tales?

The End? Or... continue your adventure here:

<https://www.kickstarter.com/projects/escapestudios/stranger-tales?>

Paragraph 11

At first it cracked, then a blinding light came out and each of us saw our greatest fear! **Each Investigator must face their Fear with a Lvl.2 Test**.

Eventually, we came to our senses. But what had happened? Some of us swore they saw the casket crack but there it was, intact. We understood that we could never open it without the key and in all probability it was hidden in Mrs. Smith's house. Go to **Paragraph 4**.

Paragraph 12

We decided to sneak into the old woman's house because we were convinced that the key we had found was used to open something important, but no, we didn't know what it was yet.

Luckily, we found the window at the back of the house open and we managed to get inside, but as soon as we did we realized that none of the lights in the house were working, and the air was permeated by an overbearing musty smell that reached right into our souls. Something "broken" and "wrong" dwelt in that place.

The detectives have to go looking for some clues to find out what Mrs. Smith is hiding. All Investigators must make a **Lvl.1 Perception Test**.

What happened?

At this point in the story, you can draw an Encounter card to randomly choose what happens, but since you don't have Encounter cards yet for this Quick Start, we're putting one here. You will have to go through the **Lvl.2** encounter and after facing the Test of **Lvl.3** the Creature will be destroyed. For each failed test you lose 1 Body Point.



We were really scared and couldn't figure out what that creature was doing in Mrs. Smith's house.

Now you can continue to investigate. Go to **Paragraph 7**.

Paragraph 13

We couldn't decipher the wording, but we could always try to pry it open... If you have the key, go to **Paragraph 10**; otherwise try to force it open—Go to **Paragraph 9**.



ARTWORK BY JACOPO TAGLIASACCHI

DEADLY
CRAWL OVER HER FACE

INSECTS

SHAPE-SHIFTER

HUMAN FORM

SPIDER FORM

CURSED
TREE

LONG
DEADLY
BRANCHES

WEEK
TO
FIRE





EXTENSIBLE
WORM-LIKE
TONGUE

FEEDING ON
YOUNG BRAINS



MONSTER HEIGHT



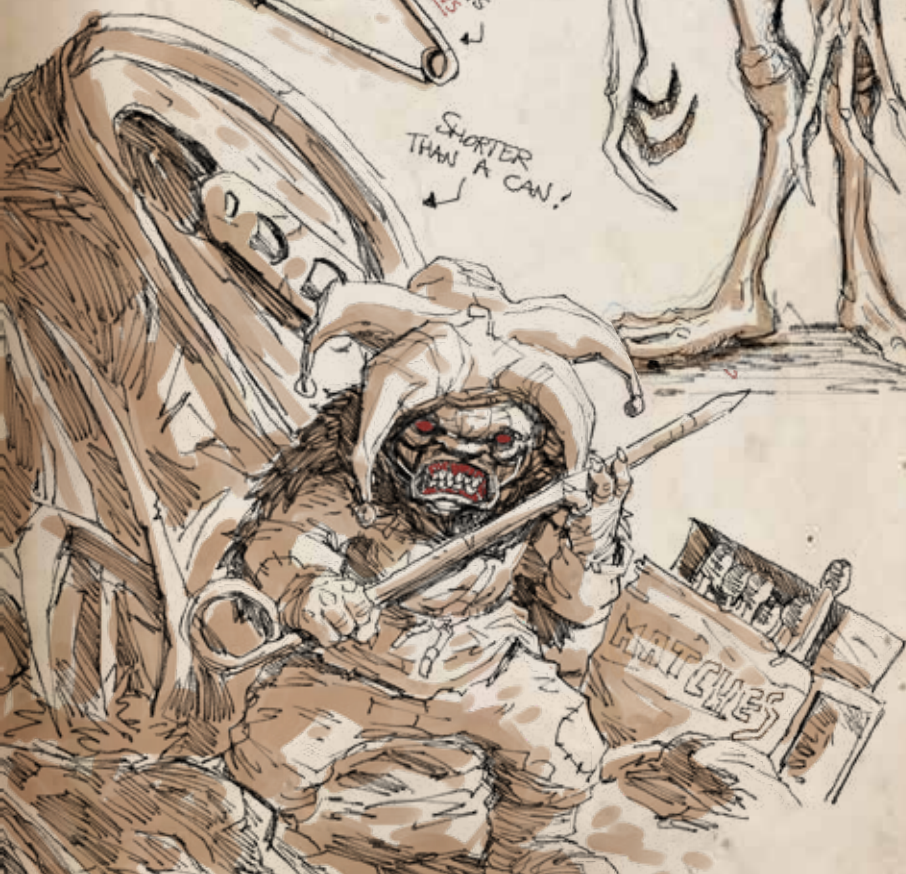
BLACK FLUID
DRIPPING FROM
EYES

CAN FLY
FOR SHORT
TIME!



USES PINS
AS WEAPONS

SHORTER
THAN A CAN!



Credits

Stranger Tales is a game created by Antonio Ferrara.

Illustrations: Sara Staffelli, Jacopo Tagliasacchi

Graphics and layout: Sara Staffelli

Production: Antonio Ferrara, Roberta Mendone.

Revision: Roberta Mendone, Fabio Faletti.

English language revision: William Niebling

Special thanks to LinoTipografia C. Cervai for the prototype.

Another game by
Antonio Ferrara

TALES *of* EVIL

The Mystery of the Demon Puppet-Mistress



escape
studios



13+

1-6

60'

Another game by
Antonio Ferrara

BOOGEYMAN

THE BOARDGAME



escape
studios



13+

1-7

60'

Antonio Ferrara

STRANGER TALES

Role Playing Game

escape
studios

Are you ready to
live the nightmare?

COMING SOON TO
KICKSTARTER



TURN ON
NOTIFICATIONS!

escape
studios



STRANGER TALES



NAME

Peter Spencer

AGE

14

NICKNAME

Geek

BEST FRIEND

Daphne Davis

VITALITY



INVESTIGATOR SHEET

BACKGROUND

Founder and mastermind of Pizza and Investigation, the investigative club of the Tales of Evil universe. He loves to stay holed up in his cellar to build equipment of dubious usefulness, but he is firmly convinced that sooner or later the world will notice him and raise him up in triumph. He is perpetually at odds with Ray, his brother, even though he always ends up indulging him because deep down he loves him a lot. He is the only one who has noticed Daphne's weakness for his brother, but he is silent because he has a crush on her, even if he cannot understand how such an intelligent girl could run after a superficial guy like Ray.



Spiders

FEAR



-1

-1

WEAPON

Machete

BONUS

STR +1

MOTTO

Die Hard!

CHARACTERISTICS

STR

3

+1

BONUS/PENALTY

DEX

3

BONUS/PENALTY

COR

5

BONUS/PENALTY

PER

3

BONUS/PENALTY

STL

3

BONUS/PENALTY

KNO

3

BONUS/PENALTY



Flashlight

Walkie-talkie

Rope

EXPERIENCE

BONUS →

1

+1

2

-1

3

+1

4

-1

5

+1

6

-1

7

+1

8

-1

9

+1

10

-1

← PENALTY

STRANGER TALES



NAME

Ray Spencer

AGE

15

NICKNAME

The Tank

BEST FRIEND

Peter Spencer

VITALITY



INVESTIGATOR SHEET

BACKGROUND

A competitive and stubborn boy; he often manages to get into trouble without wanting to. His sturdy physique and his prowess made it easy for him to join the football team, making him popular with the schoolgirls. A bit of a braggart then, but with a heart of gold; he never disdains to participate in some brawl to get his friends out of trouble. He is very close to his brother Peter, with whom he founded the Pizza & Investigation gang, even if he doesn't always understand him since they have diametrically opposed personalities.



Heights

FEAR



-1

-1

WEAPON

Baseball Bat

BONUS

STR +2

MOTTO

I'll break you in two!

CHARACTERISTICS

STR

5

+2

BONUS/PENALTY

DEX

4

BONUS/PENALTY

COR

3

BONUS/PENALTY

PER

3

BONUS/PENALTY

STL

3

BONUS/PENALTY

KNO

2

BONUS/PENALTY



Backpack

Lighter

Walkie-talkie

Chewing gum

EXPERIENCE

BONUS →

1

+1

2

-1

3

+1

4

-1

5

+1

6

-1

7

+1

8

-1

9

+1

10

-1

← PENALTY

STRANGER TALES



NAME

Daphne Davis

AGE

13

NICKNAME

The Witch

BEST FRIEND

Peter Spencer

VITALITY



INVESTIGATOR SHEET

BACKGROUND

Neighbor of the Spencer brothers. For her, books and knowledge are a world apart, where she often takes refuge. Despite her frail appearance, she hides a ferocious character when needed. She is passionate about the occult; she knows practically everything about myths and legends. Her attitude, much too mature for her age, frightens her peers, which makes it difficult for her to make true friends. She is secretly in love with Ray, but she doesn't have the courage to declare herself. So, when Peter asked her to join their gang, she didn't think twice before accepting. Besides, he knew that without her they would not have gotten very far...



Speed

FEAR



-1

-1

WEAPON

Ancient Stick

BONUS

PER +2

MOTTO

Knowledge is power!

CHARACTERISTICS

STR

2

BONUS/PENALTY

DEX

3

BONUS/PENALTY

COR

4

BONUS/PENALTY

PER

4

+2

BONUS/PENALTY

STL

2

BONUS/PENALTY

KNO

5

BONUS/PENALTY



Backpack

Amulet

City Map

Notebook

EXPERIENCE

BONUS

1

+1

2

-1

3

+1

4

-1

5

+1

6

-1

7

+1

8

-1

9

+1

10

-1

PENALTY

STRANGER TALES



NAME

Leila Redfield

AGE

15

NICKNAME

Cat eyes

BEST FRIEND

Mike McReady

VITALITY



INVESTIGATOR SHEET

BACKGROUND

She is a very practical girl who loves to get out of her schemes, but she has a deep and attentive soul hidden in her. She joined the gang by accident after finding Mike's badge in the girls' bathroom. She was intrigued by the logo, so she decided to follow the boy after school to the secret Pizza refuge, where she was struck by the surreal atmosphere of the place and by the boys who sparked diversity from their pores. Daphne reacted to the girl's request to join their club with distrust, forcing her to pass a test of courage before being accepted. Leila easily passed the test, and a measured relationship of mutual respect was born between the two girls.



Fire

FEAR



-1

-1

WEAPON

Katana

BONUS

STR +2

MOTTO

Practice makes perfect!

CHARACTERISTICS

STR

4

+2

BONUS/PENALTY

DEX

5

BONUS/PENALTY

COR

3

BONUS/PENALTY

PER

3

BONUS/PENALTY

STL

3

BONUS/PENALTY

KNO

2

BONUS/PENALTY



Backpack

Lockpick

Shears

Walkman

EXPERIENCE

BONUS

1

+1

-1

3

+1

-1

5

+1

-1

7

+1

-1

8

9

+1

-1

10

PENALTY

STRANGER TALES



NAME

Mike McReady

AGE

13

NICKNAME

The mole

BEST FRIEND

Ray Spencer

VITALITY



INVESTIGATOR SHEET

BACKGROUND

A nimble and skinny boy. He often manages to slip into very narrow places that are impossible for others to reach. His agility has allowed him to win several athletics competitions. He is loved by his friends for his ability to retrieve a ball wherever it ends up. He is Ray's best friend, with whom he spends most of his days and shares the same aptitude for getting into trouble. He was the first member recruited by Pizza & Investigation and always the first to be sent to explore narrow tunnels and secret passages.



Water

FEAR



-1

-1

WEAPON

Slingshot

BONUS

DEX +1

MOTTO

Only by trying can you succeed!

CHARACTERISTICS

STR

3

BONUS/PENALTY

DEX

4

+1

BONUS/PENALTY

COR

3

BONUS/PENALTY

PER

3

BONUS/PENALTY

STL

5

BONUS/PENALTY

KNO

2

BONUS/PENALTY



Magnifying glass

compass

voice recorder

EXPERIENCE

BONUS

1

+1

2

-1

3

+1

4

-1

5

+1

6

-1

7

+1

8

-1

9

+1

10

-1

PENALTY

STRANGER TALES



NAME

Tommy Jarvis

AGE

14

NICKNAME

Lost boy

BEST FRIEND

Leila Redfield

VITALITY



INVESTIGATOR SHEET

BACKGROUND

He is a less-than-agile kid that wouldn't be able to run for more than five minutes, but he has great vitality and in the face of danger he can go beyond the limits imposed by the too many snacks and fruit juices he usually wolfs down whenever he can. He is the youngest in the gang, and this makes him hyperactive and talkative because he is always looking for the approval of his friends. True and loyal, he is capable of acts of great courage that surprise even himself. Messy by nature, he often unwittingly gets himself into trouble.



Dark

FEAR



-1

-1

WEAPON

Steel ladle

BONUS

STR +1

MOTTO

Super Slooooooth!

CHARACTERISTICS

STR

4

+1

BONUS/PENALTY

DEX

2

BONUS/PENALTY

COR

4

BONUS/PENALTY

PER

3

BONUS/PENALTY

STL

2

BONUS/PENALTY

KNO

2

BONUS/PENALTY



Backpack

Snacks

Clock

Instant camera

EXPERIENCE

BONUS

1

+1

2

-1

3

+1

4

-1

5

+1

6

-1

7

+1

8

-1

9

+1

10

-1

PENALTY



INVESTIGATOR SHEET

BACKGROUND

NAME

AGE

NICKNAME

BEST FRIEND

VITALITY



FEAR



-1

-1

WEAPON

BONUS



MOTTO

CHARACTERISTICS

STR

BONUS/PENALTY

DEX

BONUS/PENALTY

COR

BONUS/PENALTY

PER

BONUS/PENALTY

STL

BONUS/PENALTY

KNO

BONUS/PENALTY



Backpack

EXPERIENCE

BONUS →

1

+1

2

-1

3

+1

4

-1

5

+1

6

-1

7

+1

8

-1

9

+1

10

-1

← PENALTY