

*Robert Ryan as*

## **Chuck MacLean**

Retired fisherman

Lobster Cove local

Wants to get his friend back safe and sound



MONSTER

You -- will -- answer! You -- will -- talk!

MACLEAN

That's where you're wrong! The only talking I'll do is with my fists.

MONSTER

What -- are -- fists?

MACLEAN

(cracking knuckles)

Now that's a question I'll be only too happy to answer.

To some folks, you and Prof. Cutter must seem unlikely friends: the egghead and the old salt wouldn't have a lot in common, right? What they don't know is that the prof is the only man you know who can offer you a real challenge at a hand of cards. He had to skip out on your regular cards night at his place last week: "I'm working on something that just won't wait," he said. "As I live and breathe, it'll really shake up those dunderheads in the academy." And here you were thinking he's retired! But he told you to come back to his house next week at the usual time. And he said he'd invite some other people round too. "Not dunderheads, I hope," you said, chuckling. Nope, he was going to invite his youngster relation, Teddy, and "just about the only people I can stand in the field of marine science." Well, if you're lucky, they'll be good at cards.

---

## What's My Motivation?

**Prof. Wilf Cutter:** Man plays the neatest hand of pinochle\* you've ever seen. You're not going to give up a great cards partner so easily.

*\* pronounced 'pea knuckle'*

---

## People

**Prof. Wilf Cutter:** He's always beavering away at some darn thing in his study — you don't know what, he's never let you see inside his little office. But then, the prof studies sea life, and there's not a man alive who could tell you something about fishes you didn't already know. He does, however (you admit reluctantly), still have quite a bit to teach you about cards.

**Teddy Janzek:** The prof's Teddy's uncle; you've never met Teddy but the prof did say he'd invited Teddy round to his little party. You'd like to know if Teddy inherited any of the card sharpening skills.

**Deputy Sheriff Carol Burrows:** Sheriff Wilson banged up his leg, so his deputy is in charge.

**Nora King:** Journalist with the *Gazette*. You always enjoy her pieces in the paper, but of late her writing leaves you get the impression that she's getting bored with life in Lobster Cove.

---

## System

1. Roll a number of ten-sided dice equal to your Skill + Attribute.
2. Each 8 and 9 counts as one Success; each 10 counts as two Successes. Add up all your rolled Successes. If you have any Enhancements, and you rolled at least one Success, add them too.
3. If the total equals or beats the Difficulty, you succeed.  
(But if there are Complications in play, you'll need to overcome them too, or your success will be, well, complicated.)

**Trademarks:** Some Skills and/or Attributes have a Trademark — a sentence describing your character's distinctive strength in that area. If you activate a Trademark, you can add 2 dice to your roll. (Each Trademark can only be activated once; tick them off as you use them.) It also lets you have Script Control (see next section).

**Using Successes:** If your total Successes exceeds the Difficulty, you can use the extra Successes to overcome Complications (if there are any) and to create advantages or exercise script control.

- *Complications* are rated 1-5. To overcome, spend a number of Successes equal to the rating.
- *Advantages* allow you to turn Successes into a Complication for another character, into an Enhancement for yourself, or by increasing the Difficulty for others to act against you. Allocate Successes into the Advantage(s) you want — yes, if you have a lot of Successes to spend, you can create several Advantages.
- *Script Control* only applies if you activated a Trademark on this roll. It lets you add or remove one detail from the scene per Success spent on this. These changes aren't supposed to be explained by your actions in any way; it's just a favourable coincidence. Even far-fetched developments are okay provided they make a sort of sense. The change doesn't last beyond the current scene.

**Cinematics:** Failed rolls might result in Rewrite tokens going into the group's pool. Any player can spend Rewrites from this pool to activate one of the Cinematic effects.

---

## Quotable Quotes

Utter one of these lines, and if everyone enjoys it, you'll get a bonus die on your roll. Feel free to vary the lines to make them a better fit for the circumstances your character is facing.

- And to think people laughed when I named my fists...
- If you're counting on a patsy, count me out...
- I don't know whether to fight it or have it for lunch!
- If it isn't one thing, it's another, and probably another after that...
- I've spat in the eyes of hurricanes bigger than you...
- I'll make my final move if it's the last thing I do...

---

## Movie Magic

- **Cheap Set** (1 Rewrite token) Want to crash through a wall, pull a door off its hinges, shatter a car window with a single punch, or bend a metal bar with ease? You can if it's part of a cheap set.
- **Take Two!** (2 Rewrite tokens) Finish playing out the scene and then resume your marks for another attempt. You can take entirely different actions — improvise! After you're done, decide which of the two takes makes it into the movie.
- **Get the Stand-in Over Here!** (2 Rewrite tokens) Your stand-in takes over for you in this scene. Descriptions of your character while being doubled for should give some consideration to how the camera never quite shows your character (in long shot, partly obscured, or shot from behind).
- **Scene Missing.** (3 Rewrite tokens) Perhaps the footage wasn't usable (and there's no money for a reshoot). Perhaps the sound track was lost. Or maybe the film was savagely cut in the editing suite, to comply with the production code. Whatever the cause, there's a break in the narrative. The scene cuts awkwardly to the characters unhurt and in a new situation some time later. You are strictly forbidden from discussing or alluding to the events of the missing scene.
- **Cutting Room Floor.** (3 Rewrite tokens) Revisit the events of an earlier scene to add something on to it. You can do almost anything you want within a Deleted Scene: lock a door, steal something, pass on information, eavesdrop, or even start a fight. You can't do anything that would make later scenes invalid or nonsensical.

## Skills

Aim	●●○○○	
Athletics ☆	●●○○○	
Close Combat ☆	●●●○○	<input type="checkbox"/> <i>Slaughter is the best medicine</i>
Command	○○○○○	
Culture	○○○○○	
Empathy	○○○○○	
Enigmas	●○○○○	<input type="checkbox"/> <i>I've played hands of cards harder than this</i>
Humanities	○○○○○	
Integrity ☆	○○○○○	
Larceny	○○○○○	
Medicine	●○○○○	
Persuasion	●●●○○	<input type="checkbox"/> <i>If the stick is big enough, who cares if you speak softly?</i>
Pilot	●○○○○	
Science	○○○○○	
Survival ☆	●●○○○	
Technology	○○○○○	

- **I'm Not Dead Yet:** You don't know how to admit when you're down and out. You have an extra box on your Injury track.
- **No Stranger to Danger:** Roll one extra die to shake off indirect damage, such as fire, radiation, or gas.
- **With My Bare Hands:** You work best with your bare hands, preferring to get down and dirty rather than use some flimsy tool. Roll one extra die to any action in which you are attempting to use just your bare hands with no tools or weapons.

## Attributes

Composure	●●●●○	
Cunning	●●○○○	
Dexterity	●●○○○	
Intellect	●○○○○	
Manipulation	●●○○○	<input type="checkbox"/> <i>If I was playing you in poker, you'd lose</i>
Might	●●●●○	
Presence	●●○○○	
Resolve	●●●○○	
Stamina	●●●●●	

**Initiative** ●●●○○

**Injuries**            The End  
+1 +2 +2/+3 +3 +3

*When you reach a box marked with a bonus, add that many dice to rolls marked with a star ☆ (this isn't cumulative: when you get to +2, this replaces the earlier +1). When you get to +2/+3, you can either stick with the +2 bonus, or choose to take a +3 bonus instead (and 7s count as successes) – but if your roll fails, then you take another injury.*

## Belongings

Lucky rabbit's foot.

Cigarettes and matches.

Deck of cards.

A rifle (back on your boat).

Your fishing boat, in a private berth (you live on it, but don't fish any more — like the Prof, you're retired now)