

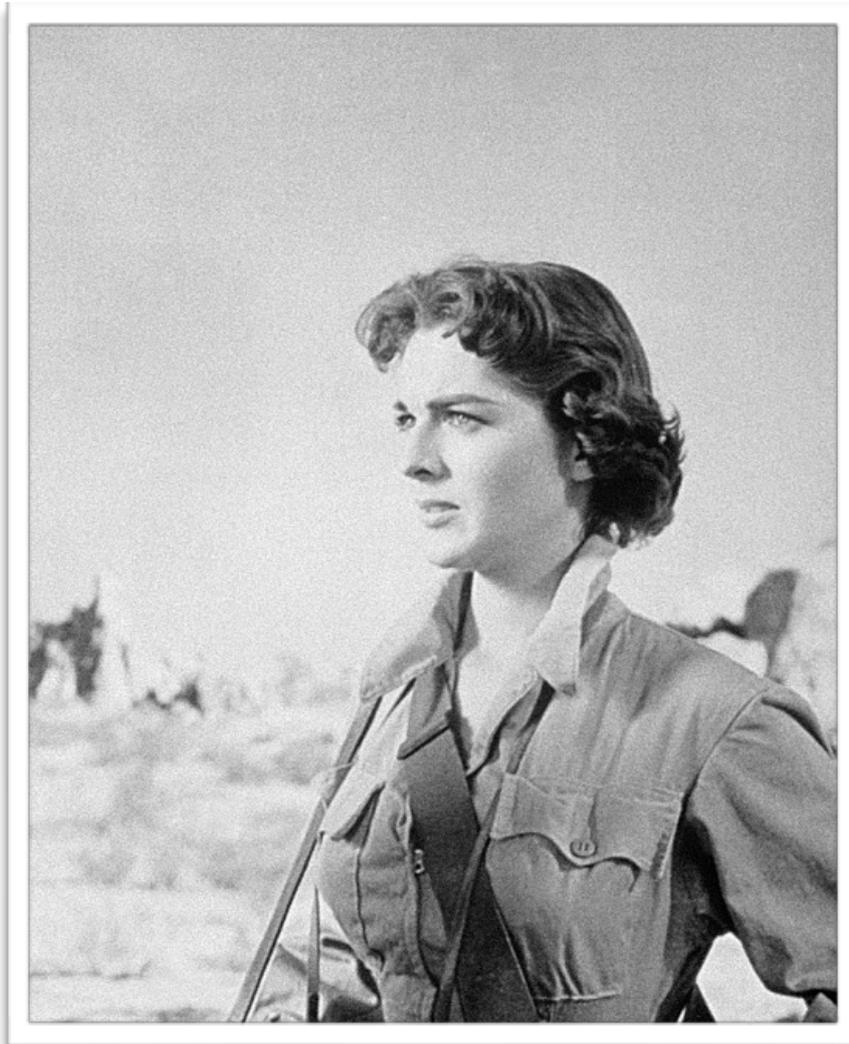
*Joan Weldon as*

## **Dr. Janice Winters**

Marine Biologist

Visitor to Lobster Cove

Wants to advance science and keep her father safe



BLAKE

Leave it Janice! We have to go -- it's too dangerous. What kind of man would I be to leave a woman behind?

JANICE

I'm not just a woman -- I'm a scientist. And science tells me this could be the key to stopping these monsters. You go, if you're so worried. I'm not going anywhere until I've got this problem licked!

A scientist is supposed to be above the changing tide of simple human emotion — there's no room for messy, tangled feelings in a world of indisputable facts. That, however, doesn't seem to have kept you safe from heartbreak.

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## What's My Motivation?

**Mysteries**, as your father is fond of saying, are the birthright of the scientist — but for you, it's a lot simpler: mysteries are just plain *fun*. There's nothing quite like the pleasure of solving a problem.

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## People

**Father:** You love him dearly, but it doesn't make his actions any less transparent. He's whisked you away to this little town, 'for a working holiday,' he says — but he's just trying to take your mind off your romantic troubles.

**Prof. Wilfred Cutter:** An old acquaintance of your father's, who retired to Lobster Cove. He's invited your father to visit, dropping some outrageous hints in his letter about an incredible discovery, but he won't come out and say what he's supposed to have found. Father is keen to find out what's going on, and you are too, if you're honest.

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## 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.

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## 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.

- Without an answer, we'll only have a lot of questions...
- The cold light of reason is casting a dark shadow over us...
- At this point, wild speculation is our best friend...
- Sometimes the solution is in front of us the whole time, laughing...
- I'm sure you'll be pleased to learn this violates all the laws of science...
- Get this through your thick little shell...

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## 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	●○○○○	
Command	●○○○○	<input type="checkbox"/> <i>Are we going to waste time arguing?</i>
Culture ☆	●○○○○	
Empathy	○○○○○	
Enigmas ☆	●●●○○	
Humanities	○○○○○	
Integrity	●○○○○	
Larceny	○○○○○	
Medicine ☆	●○○○○	<input type="checkbox"/> <i>Miracle worker</i>
Persuasion	●○○○○	<input type="checkbox"/> <i>The evidence is overwhelming</i>
Pilot	●○○○○	
Science ☆	●●●○○	
Survival	○○○○○	
Technology	●○○○○	

- **Breakthrough Discovery:** You've made a breakthrough. It could be a new medical technique, or a new way of punching aquatic monsters, but it's all your hard work. Gain +1 Enhancement when using your discovery.
- Eureka!** You're really good at putting clues together and figuring out the bigger picture. Gain an in-depth understanding of a clue once a session. (Tick the box to show it has been used.)
- **Medical Genius:** It's a good thing you're here, otherwise these injuries could mean real trouble. Roll one extra die when treating another character to remove an Injury level.

## Attributes

Composure	●●●○○	
Cunning	●●●○○	
Dexterity	●●●●○	
Intellect	●●●○○	
Manipulation	●●○○○	
Might	●●○○○	
Presence	●●●○○	
Resolve	●●●●○	
Stamina	●○○○○	<input type="checkbox"/> <i>You won't get rid of me that easily</i>

**Initiative** ●●●○○

**Injuries**           The End  
+1 +2 +2/+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 it's **The End**.

## Belongings

- No cigarettes, actually — that habit will kill you, you know!
- Medical supplies (in the car)
- Chemistry field kit (in the trunk of your father's car)