

Barbara Rush as

Miss Nora Lake

Journalist with the *Lobster Cove Gazette*

Needs a story that will get her into the big leagues



NORA

So let me get this straight: we're going to sail a boat that's almost out of gas into a field of murderous seaweed, so we can force this itty bitty pill down the gullet of a 50-foot killer seahorse.

BLAKE

That's about the whole of it. Crazy, ain't it?

NORA

(leaning closer)

If we make it, promise me one thing.

BLAKE

Anything.

NORA

Exclusive interview rights.

Nuts. And double nuts. You landed an interview for a position with the *Times*. It was supposed to be your big break; your chance to move onto a big city paper. But you didn't get the job. At the end, the editor said this to you: "Listen, Miss Lake, I'll level with you. You seem like you've got the potential to be a serious reporter — but these stories of yours don't live up to that. Come back with something that really grabs my attention and you've got yourself a job." Some offer! It's not like a big story will just fall in your lap.

You were stewing on the way back when you passed a kid out hitching for rides — someone doing worse than yourself, you thought. So you stopped and went back to give the girl a ride. Turns out she's the niece of old Professor Cutter, the sea life expert. Your good deed for the day ... but it's not getting you any closer to cracking the big time. But as you pull into the drive of the Cutter house, there's a surprising number of people there already...

What's My Motivation?

Mysteries are exactly what you need if you're to have any hope of getting a piece together that'll be your ticket to the *Times*.

Lobster Cove might be dull, but you still have a kind of fondness for it. The world would be poorer off without places like this.

People

Teddy: The tomboy runaway you picked up on the side of the road. "Look what the cat dragged in," indeed.

Prof Wilfred Cutter: Retired professor of marine science, often around the beaches collecting samples.

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

Chuck MacLean: Rowdy old-timer fisherman and thick as thieves with the Professor, which is unexpected.

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.

- Mister, that won't buy you a half stick of gum at the Half Stick of Gum store...
- I'd like to stay, but I've got a date with the rest of my life...
- I don't think I've ever bargained with anything quite so hideous...
- If I didn't believe my own eyes, I wouldn't be seeing this!
- Something tells me that's no ordinary aquatic horror...
- When I look something in the face, I prefer that it has a face!

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	●○○○○	<input type="checkbox"/> <i>That's nothing; you should see me in the bowling alley</i>
Athletics	○○○○○	
Close Combat	○○○○○	
Command ☆	●●○○○	
Culture	●○○○○	
Empathy ☆	●●○○○	<input type="checkbox"/> <i>Nose for a story</i>
Enigmas	●●○○○	
Humanities	●○○○○	
Integrity	●○○○○	<input type="checkbox"/> <i>I forget my pen (when you need to appear to have an innocent reason)</i>
Larceny ☆	●●○○○	
Medicine	○○○○○	
Persuasion ☆	●●○○○	
Pilot	○○○○○	
Science	○○○○○	
Survival	○○○○○	
Technology	●○○○○	

- **I Don't Get Paid Enough For This:** Sometimes the situation isn't worth what you are getting out of it. You can declare "I don't get paid enough for this" to have your character immediately leave the scene.
- **Investigative Reporting:** Roll one extra die to gather information.
- **Press Pass:** Your press pass is like a golden ticket. You flash it around and people let you into all the craziest places. You can get into anywhere, even if the press wouldn't normally be allowed.

Attributes

Composure	●●●○○	
Cunning	●●○○○	
Dexterity	●●●○○	
Intellect	●●○○○	
Manipulation	●●●●●	
Might	●○○○○	
Presence	●●●○○	<input type="checkbox"/> <i>I'll have them eating out of the palm of my hand</i>
Resolve	●●●●○	
Stamina	●●○○○	

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

Cigarettes and lighter.
Notepad and pen.
Press pass.
Portable typewriter (in your car).
Tape recorder (reel to reel model).